

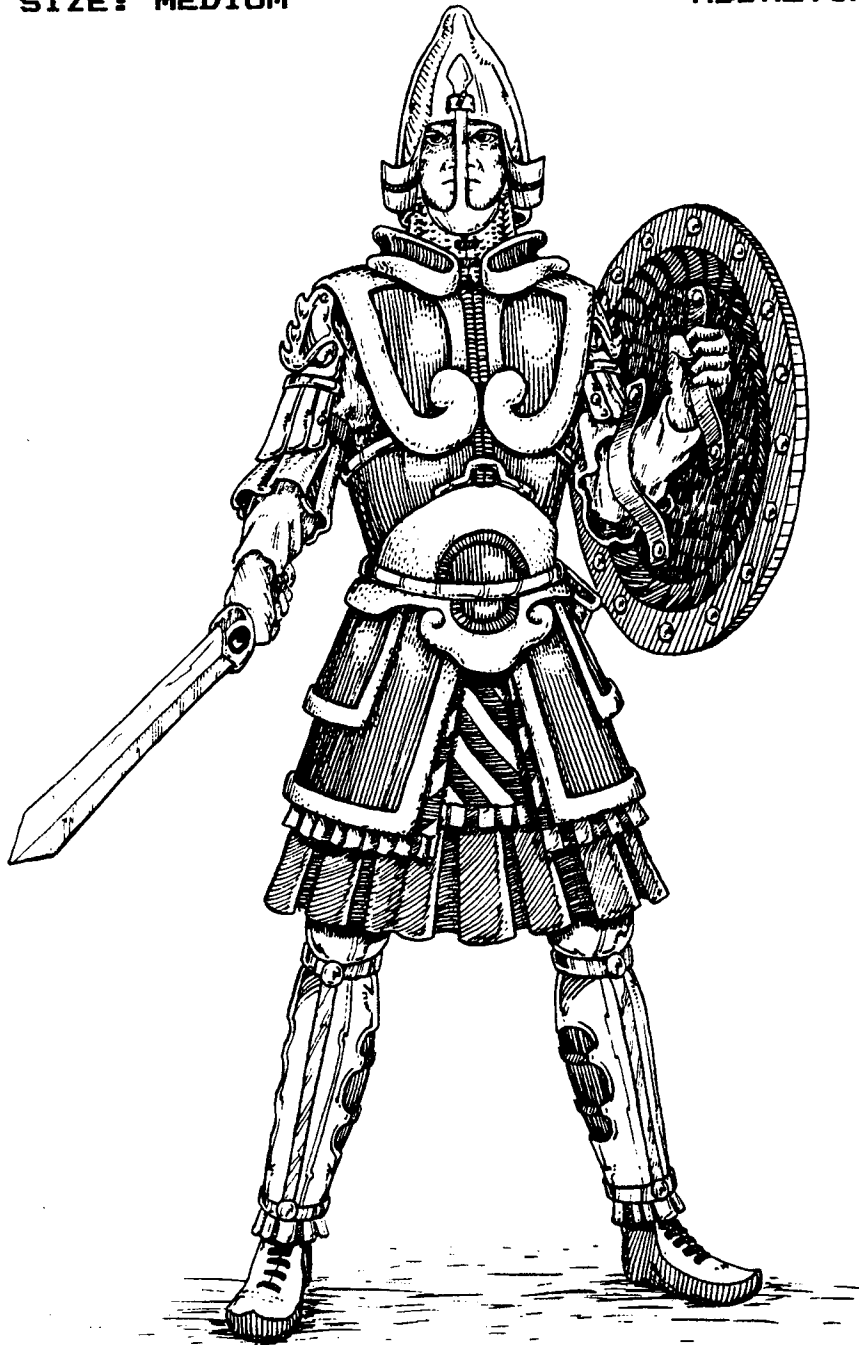
THE HYBORIAN WAR KINGDOM REPORT

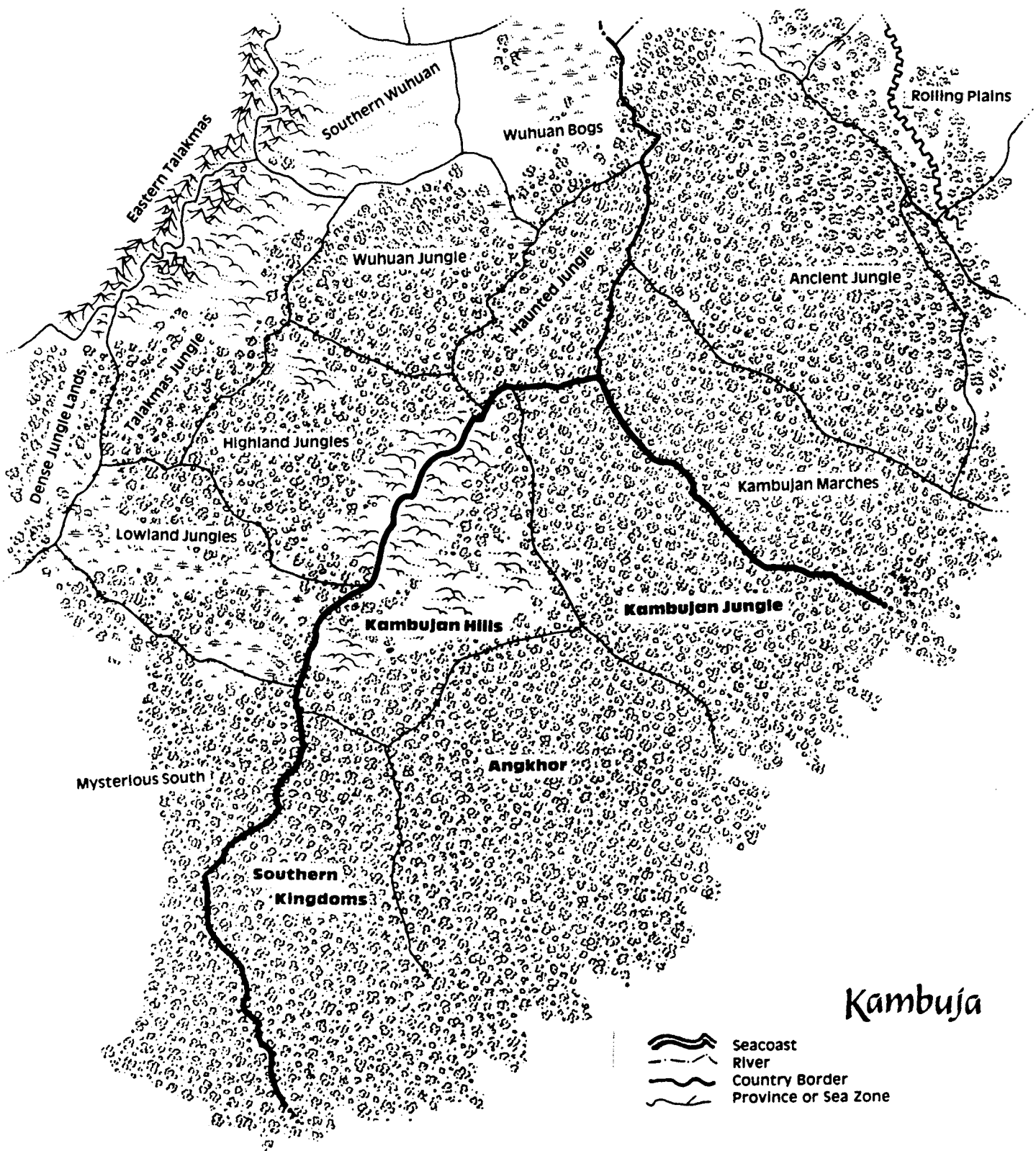
FOR







KAMBULJA

KINGDOM SIZE: MEDIUM

ABBREVIATION: KAMB





- | | | | | | |
|---|------------------|--|---------------|---|---------------------|
|  | Mountains |  | Forest |  | Steppe |
|  | Hills |  | Desert |  | Swamp or Bog |

HYBORIAN™ WAR

Kingdom report for Kambulja

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen well, O sanguine Lord of the ancient peoples, and learn well the history, the nature, the present, and the future of thy kingdom. Kambulja is as ancient as the history of man; our venerable forefathers fought with the snakes who walked as men, talked to the creatures of Yag, and walked the earth when it was young: in the forgotten days of Valusia, Kamelia, and Commoria. We survived the Great Cataclysm which long ago destroyed the ancient races, and we rebuilt amid the ruins of our cities, creating our beloved capitol of Angkhor. We saw the ignorant Lemurians (those who would in time be called Hyrkanians) rise up and destroy our northern neighbor, and we gave refuge to many of our northern kin in those days.

And years later when the ignorant Lemurians began to migrate west, it was we who helped our kin to rebuild their kingdom, which in time would grow to be called Khitai. We taught the infant Khitai kingdom some of our ancient wisdom, some of our estimable culture. This they mixed with their own heartless and cruel natures to become the evil which they are today. Later, Khitai began to expand, her kings lusting after our gold, the Khitaiian wizards envious of our ancient wisdoms. For thousands of years we have fought their growing might, and these two things have we clearly learned: Khitai will never stop coveting us, and our otherwise peaceful people will not rest until Khitai is utterly crushed, broken beyond reach of any aid from this world (or the world beyond).

Kambulja has rebuilt during the past generation, as internal strife has wracked our Khitaiian foe and allowed us time for rest. But now Khitai, too, is rebuilding, and once again her hated armies march to war. Our armies are best used in the dense forest, where our raiders and archers are supreme. But we can fight equally well in the open, where our beloved Kambuljan spear and giant mammoths can batter the arrogant Khitaiians to their deaths!

Our destiny is to break Khitai's strength: on that course we will succeed or fall! Heed well my words, O salubrious one, as I tell now of the length and breadth of thy land!

ROYAL TREASURY

Know, my liege, that as of this day, the wealth of your treasury is **EXCELLENT**.

Know further that trade routes are established to provide income to thy kingdom through the following provinces:

The Talakmas Jungle of The Eastern Jungles

POLITICS

Know, my liege, that the political standing of thy kingdom is thus:

Kambulja can avoid the influence of Khitai at a GOOD level.

Kambulja has no formal allies.

CHARACTERS

Know, my liege, that on this day your characters await thy bidding. Great people of

reknown are they all. By your leave, I will now make full report on the present location of all your Characters and make known my considered judgement of their abilities.

The CHANCELLOR of Kambulja is:

Name: Phong Stung-thom ID: KAMB-CHA Character Type: Priest
Age: youth Status: Alive Gender: Male Province of Birth: Angkhor
Present location: Angkhor Assignment last turn: None
Phong Stung-thom is the Province Ruler of Angkhor.

The ADJUTANT GENERAL of Kambulja is:

Name: Sihonae Aye-eun ID: KAMB-ADJ Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: The Kambuljan Hills
Present location: Angkhor Assignment last turn: None

As for the other Characters of your kingdom, they are:

Name: Master Thom Pur-tho ID: KAMB-1 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: The Kambuljan Hills
Present location: Angkhor Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : SUPERIOR
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Master Thom Pur-tho is the current Monarch of Kambulja.

Name: Khon Son Aye-eun ID: KAMB-2 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: The Kambuljan Jungle
Present location: The Kambuljan Jungle Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : ADEQUATE
Rulership : GOOD
Military Command : POOR
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Khon Son Aye-eun is the Province Ruler of The Kambuljan Jungle.

Name: Rahon Stu-rea ID: KAMB-3 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: Angkhor
Present location: The Kambuljan Jungle Assignment last turn: With the 1st Imperial Army
Personal Combat : GOOD
Diplomacy : POOR
Rulership : GOOD
Military Command : ADEQUATE
Heroism : POOR
Intrigue : POOR
Magic : POOR

Rahon Stu-rea may use the following spells: Magic Blast.

Name: Lord Pra-Eun Pur-tho ID: KAMB-4 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: Angkhor
Present location: The Kambuljan Jungle Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : GOOD
Heroism : GOOD
Intrigue : NONE
Magic : NONE

Name: Banri Stu-rea ID: KAMB-5 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: The Kambuljan Jungle
Present location: The Kambuljan Hills

Assignment last turn: With the 2nd Imperial Army

Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : GOOD
Magic : NONE

Name: Tulio Stung-thom ID: KAMB-6 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Angkhor
Present location: Angkhor Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : GOOD
Intrigue : NONE
Magic : NONE

Name: Phuknom Stu-rea ID: KAMB-7 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: The Southern Kingdoms
Present location: The Southern Kingdoms Assignment last turn: None
Personal Combat : NONE
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : POOR
Heroism : GOOD
Intrigue : GOOD
Magic : SUPERIOR

Phuknom Stu-rea may use the following spells: Long Life (usable 8 times), Fanaticism, Far Sight, Curse, Prophecy and Rains.

Name: Conpat Pursa ID: KAMB-8 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: The Southern Kingdoms
Present location: The Southern Kingdoms Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : POOR
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Conpat Pursa is the Province Ruler of The Southern Kingdoms.

Conpat Pursa may use the following spells: Black Death (usable 4 times), Dispel Magic, Fanaticism, Curse and The Open Hand.

Name: Nouka Angsung ID: KAMB-9 Character Type: Priest
Age: prime of life Status: Alive Gender: Female Province of Birth: The Kambuljan Hills
Present location: The Kambuljan Hills Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : EXCELLENT

Nouka Angsung is the Province Ruler of The Kambuljan Hills.

Nouka Angsung may use the following spells: Black Death (usable 5 times), Phantom Warriors (usable 3 times), Fanaticism and Far Sight.

Name: Khinca Stung-thom ID: KAMB-10 Character Type: Priest
Age: youth Status: Alive Gender: Female Province of Birth: The Southern Kingdoms
Present location: The Southern Kingdoms Assignment last turn: None
Personal Combat : GOOD
Diplomacy : ADEQUATE
Rulership : GOOD
Military Command : NONE

Heroism : POOR
Intrigue : GOOD
Magic : NONE

Name: Pursa Aye-eun ID: KAMB-11 Character Type: Wizard
Age: young adult Status: Alive Gender: Female Province of Birth: The Southern Kingdoms
Present location: The Southern Kingdoms Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : NONE
Magic : SUPERIOR

Pursa Aye-eun may use the following spells: Diplomacy, Fanaticism, Far Sight, Fire Wall, Force March and Prophecy.

Name: Lord Bankoo Pur-tho ID: KAMB-12 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Angkhor
Present location: Angkhor Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : SUPERIOR

Lord Bankoo Pur-tho may use the following spells: Fire Wall, Magic Blast, Missile Shield, Curse, Summon the Dead and Magic Weapon.

Name: Prachun Tree Climber ID: KAMB-13 Character Type: Agent
Age: old Status: Alive Gender: Male Province of Birth: Angkhor
Present location: Angkhor Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 5 troop types at your disposal. May it please thee, I have listed each type of troop available to thy kingdom below, giving my considered judgement as to the various abilities of each. I have also noted the relative cost to our Royal Treasury to train and outfit one troop of each kind respectively. By necessity, a certain minimum of each troop type must be maintained among the total armed forces of thy kingdom. Likewise, no more than a certain maximum percentage of your troops may be of any one type. Below I have inscribed any special notes pertaining to each troop type.

Kambuljan Raiders : Troop Type 1
Troop Category : LI - Light Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Kambuljan Raiders must make up a minimum of 10% and may not exceed a maximum of 50% of your total number of troops. Kambuljan Raiders are well adapted to combat in Forest and will fight in that terrain with increased ability. The cost to Train and outfit Kambuljan Raiders is MODERATE.

Kambuljan Spear : Troop Type 2
Troop Category : MI - Medium Infantry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : GOOD
Movement Rate : 3

Kambuljan Spear must make up a minimum of 10% and may not exceed a maximum of 50% of your total number of troops. The cost to Train and outfit Kambuljan Spear is LOW.

Kambuljan Archers : **Troop Type 3**
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 4

Kambuljan Archers must make up a minimum of 10% and may not exceed a maximum of 50% of your total number of troops. Kambuljan Archers are well adapted to combat in Forest and will fight in that terrain with increased ability. The cost to Train and outfit Kambuljan Archers is MODERATE.

Kambuljan Horse : **Troop Type 4**
Troop Category : LC - Light Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 6

Kambuljan Horse must make up a minimum of 10% and may not exceed a maximum of 20% of your total number of troops. The cost to Train and outfit Kambuljan Horse is LOW.

Great Mammoths : **Troop Type 5**
Troop Category : MAM - Light Mammoths
Missile Combat Ability : ADEQUATE
Melee Combat Ability : SUPERIOR
Morale : ADEQUATE
Movement Rate : 4

Great Mammoths may not exceed a maximum of 10% of your total number of troops at any one time. The cost to Train and outfit Great Mammoths is MODERATE.

PROVINCES

Look upon your land, my Liege, and study well the terrain map that I place in your hands with this report. For knowing the land will help you prepare for battle. May you maneuver thy armies to the best advantage that the land provides. I have painstakingly recorded below a list of each of your provinces. Furthermore, I have noted the predominant terrain, the type of troops levied, the usual amount of wealth produced in each province, and the composition of each provincial army.

Angkhor Province 69 Province Type: Land

Is the Capital Province of Kambulja and the seat of your national government.

Is dominated by areas of forest - SUPERIOR chance to reach Forest terrain.
Has a few scant areas of hills - POOR chance to reach Hill terrain.
Has a few scant areas of swamplands - POOR chance to reach Swamp terrain.
Has a few scant areas of open grassland - POOR chance to reach Open terrain.
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Angkhor currently have HIGH loyalty to the throne. Approximately once every three years Angkhor levys Kambuljan Spear. The average wealth production in Angkhor is SUPERIOR.

The 69th Provincial Army ID: PA-69 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Oath 1st Spear	2	1st Spear	2	49th Obsidian Spear	2
Scarlet 44th Spear	2	Brotherhood Spear	2	Beryl Fighting 35th Spear	2
Spirit 12th Raiders	1	21st Raiders	1		

Angkhor has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

The Southern Kingdoms Province 70 Province Type: Land

Is dominated by areas of forest - SUPERIOR chance to reach Forest terrain.

Has a few scant areas of hills	- POOR chance to reach Hill terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.

The people of The Southern Kingdoms currently have MODERATE loyalty to the throne.
 Approximately once every five years The Southern Kingdoms levys Kambuljan Raiders.
 The average wealth production in The Southern Kingdoms is EXCELLENT.

The 70th Provincial Army ID: PA-70 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Beryl 29th Raiders	1	Skull 31st Raiders	1	Raven 8th Raiders	1
Mordant 49th Raiders	1	46th Spear	2	Bond 20th Spear	2

The Southern Kingdoms has standing Province Defense Orders as follows:

Ambush any attackers.
 Maneuver to Forest terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

The Kambuljan Hills Province 71 Province Type: Land

Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of The Kambuljan Hills currently have MODERATE loyalty to the throne.
 Approximately once every three years The Kambuljan Hills levys Kambuljan Horse.
 The average wealth production in The Kambuljan Hills is EXCELLENT.

The 71st Provincial Army ID: PA-71 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
7th Horse	4	Pursa's Horse	4	Chauci's 44th Special Horse	4
Guild 17th Horse	4	Tryst 22nd Raiders	1	23rd Scarlet Raiders	1

The Kambuljan Hills has standing Province Defense Orders as follows:

Maneuver to Forest terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in The Kambuljan Hills.

The Kambuljan Jungle Province 72 Province Type: Land

Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Has a few scant areas of hills	- POOR chance to reach Hill terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of The Kambuljan Jungle currently have MODERATE loyalty to the throne.
 Approximately twice every three years The Kambuljan Jungle levys Kambuljan Archers.
 The average wealth production in The Kambuljan Jungle is GOOD.

The 72nd Provincial Army ID: PA-72 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
16th Beryl Raven Archers	3	14th Scarlet Archers	3	3rd Archers	3
7th Raiding Archers	3	Phenh's Black Archers	3	Brotherhood 6th Archers	3
Otter 44th Spear	2	Capital Spear	2		

The Kambuljan Jungle has standing Province Defense Orders as follows:

Maneuver to Forest terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Army is encamped in The Kambuljan Jungle.

DISPOSITION OF IMPERIAL ARMIES

Know, my liege, that on this day thou hast troops stationed throughout the kingdom awaiting your commands. Let me now make full report of the type, number, and location of these troops and the present organization and assignment of these troops into Imperial Armies.

The 1st Imperial Army ID: IA-1 Total troops with Army: 20
 Location: The Kambuljan Jungle Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Guild Raiders	1	Treng's Unstoppable Raiders	1	Guild 34th Raiders	1
43rd Raiders	1	Slaying 34th Spear	2	Stone 14th Spear	2
Hung's Royal Spear	2	Phutraug's Scarlet Archers	3	48th Blood Archers	3
Black Oath 4th Archers	3	Mantle 38th Archers	3	Falcon Archers	3
Blood Archers	3	Raiding Horse	4	Regular Horse	4
Nightbird Horse	4	29th Horse	4	44th Bronze Mammoth Mammoths	5
Skull 7th Mammoths	5	Docia's Mammoths	5		

The 2nd Imperial Army ID: IA-2 Total troops with Army: 10
 Location: The Kambuljan Hills Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Angsonc's Brotherhood Raiders	1	29th Cormorant Raiders	1	Phnouk's Death Raiders	1
Bronze 17th Raiders	1	4th Jade Dragon Spear	2	Flag Spear	2
Skull Archers	3	Oath Archers	3	Kompong's Green Archers	3
Venom 11th Archers	3				

Total Number of Troops : 58

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Kambuljan Raiders	1	16	28%	10%	50%
Kambuljan Spear	2	15	26%	10%	50%
Kambuljan Archers	3	16	28%	10%	50%
Kambuljan Horse	4	8	14%	10%	20%
Great Mammoths	5	3	5%	0%	10%

IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lord, that if only the following imperial goals can be achieved, a new age of glory and prosperity shall dawn upon the kingdom. Thus have the rulers of Kambulja ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Kambulja.

The rulers of Kambulja ever strive to conquer and control the following provinces:

- The Dense Jungles Region of Khitai
- The Ancient Jungle Region of Khitai

If successful in achieving these goals, Kambulja will truly become an empire and will be immediately able to raise ten Imperial Troops of a type presently unknown to us.

VICTORY CONDITIONS

Know, Great One, that from days of old it has been prophesied that one would come to us, one who would lead us to glory and victory over all our enemies. Word already spreads throughout the land and among our people that you indeed may be this one. If you would lead us to victory, heed closely to what I now impart to thee. Below I have listed which factors will either benefit or adversely affect the victory of thy kingdom.

You will make major progress towards victory by controlling:

- Angkhor (69) of Kambulja.
- Paikang (79) of Khitai.
- The Ancient Jungle Region (87) of Khitai.
- The Great Desert (88) of Khitai.

THE HYBORIAN WAR COMMAND SHEET

Orders For Kambulja

Turn: 1 Date Due: A.S.A.P.

Account _____ Player Name _____ Signature _____

The last turn was a Winter Warseason, this turn is a time of Peace Years

Provinces owned: 69 70 71 72

- I Command Phong Stung-thom KAMB-CHA to () _____ () _____ () _____ () _____
- I Command Sihonae Aye-eun KAMB-ADJ to () _____ () _____ () _____ () _____
- I Command Master Thom Pur-tho KAMB-1 to () _____ () _____ () _____ () _____
- I Command Khon Son Aye-eun KAMB-2 to () _____ () _____ () _____ () _____
- I Command Rahon Stu-rea KAMB-3 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Lord Pra-Eun Pur-tho KAMB-4 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Banri Stu-rea KAMB-5 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Tulio Stung-thom KAMB-6 to () _____ () _____ () _____ () _____
- I Command Phuknom Stu-rea KAMB-7 to () _____ () _____ () _____ () _____
- I Command Conpat Pursa KAMB-8 to () _____ () _____ () _____ () _____
- I Command Nouka Angsung KAMB-9 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Khinca Stung-thom KAMB-10 to () _____ () _____ () _____ () _____
- I Command Pursa Aye-eun KAMB-11 to () _____ () _____ () _____ () _____
- I Command Lord Bankoo Pur-tho KAMB-12 to () _____ () _____ () _____ () _____
- I Command Prachun Tree Climber KAMB-13 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 72 to (M)ove to (P)rovince () _____

Address Requests 1) _____ 2) _____ or () Privacy Option

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Kambulja
Account: 13 Maintenance: Yes
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

