

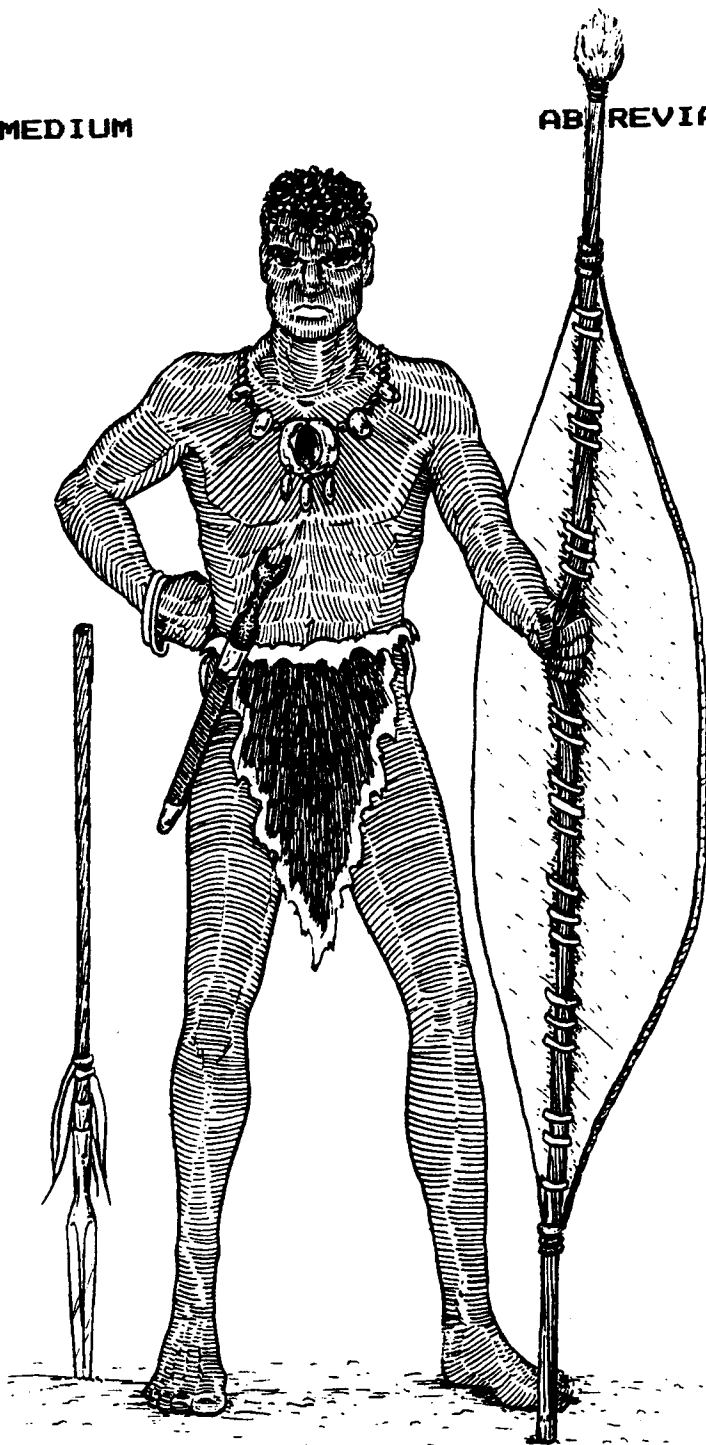
THE HYBORIAN WAR KINGDOM REPORT

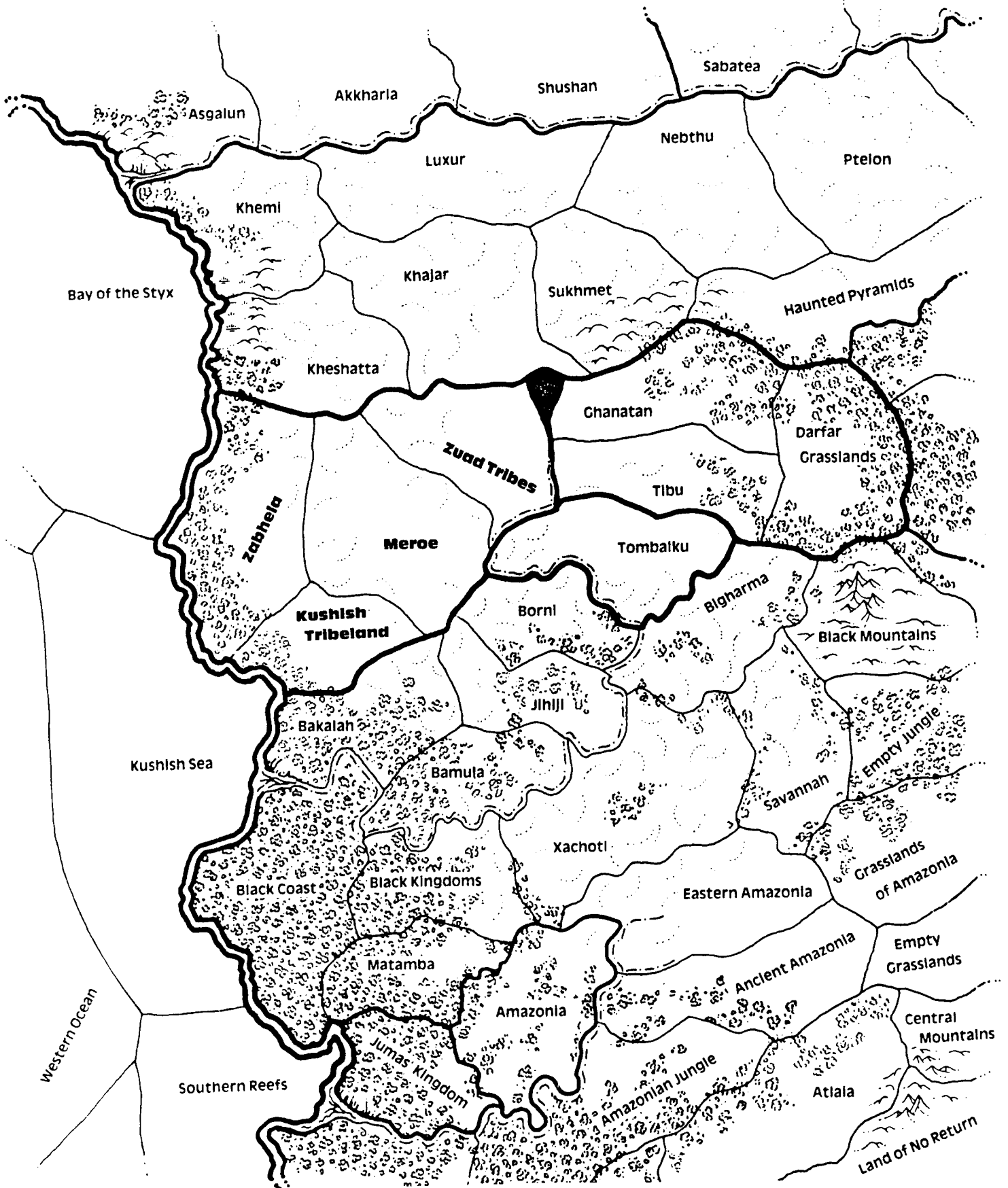
FOR

KUSH

KINGDOM SIZE: MEDIUM







ABBREVIATION: KUSH





Kush

-  Seacoast
-  River
-  Country Border
-  Province or Sea Zone

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

HYBORIAN WAR

Kingdom report for Kush

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen, proud Lord of noble lineage, and I will tell thee the history of mighty Kush. Thy forefathers were mighty warriors of Stygia who conquered the Zabhela and Zuad tribes and established our copper-sheathed capitol amid the central savannah. Through these thousands of years has our noble family, infused with blood of kings and princes of various black tribes, held the wild Kushish tribesmen at bay, holding back civilization with one hand, and wielding the sword of rule with the other.

Today we cast a long shadow in the Hyborian world. Stygia respects us grudgingly, and we have added the southern Kushish Tribelands to the empire. It is here that we recruit many of our best archers! Word comes that Tombalku has awakened once again in the east and regained its powers. Let it be; they remain but a minor threat! We rule Kush, and none may assail us. Now listen as I unfold to thee the length and breadth of thy land.

ROYAL TREASURY

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

Know further, my Lord, that trade routes are established to provide income through the following provinces:

The Sukhmet Region of Stygia

POLITICS

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

Kush can avoid the influence of Stygia at a **ADEQUATE** level.

Kush 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 Kush is:

Name: Malia Eascus	ID: KUSH-CHA	Character Type: Priest	
Age: youth	Status: Alive	Gender: Male	Province of Birth: Meroe
Present location: Meroe		Assignment last turn: None	

Malia Eascus is the Province Ruler of Meroe.

The **ADJUTANT GENERAL** of Kush is:

Name: Sinaal Rawoah	ID: KUSH-ADJ	Character Type: General	
Age: middle aged	Status: Alive	Gender: Male	Province of Birth: Zabhela
Present location: Meroe		Assignment last turn: None	

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

Name: King Amboola Tuthmes ID: KUSH-1 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kushish Tribeland
Present location: Meroe Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : NONE

King Amboola Tuthmes is the current Monarch of Kush.

Name: Lady Tananda Tuthmes ID: KUSH-2 Character Type: Noble
Age: young adult Status: Alive Gender: Female Province of Birth: Zabhela
Present location: Meroe Assignment last turn: None
Personal Combat : POOR
Diplomacy : EXCELLENT
Rulership : NONE
Military Command : ADEQUATE
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Name: Nouaka Bamdoco ID: KUSH-3 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kushish Tribeland
Present location: The Kushish Tribeland Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : NONE
Military Command : SUPERIOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Name: Sandan Fasitah ID: KUSH-4 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Zabhela
Present location: Zabhela Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : EXCELLENT
Military Command : EXCELLENT
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Sandan Fasitah is the Province Ruler of Zabhela.

Name: Muzayafah Wasiwan ID: KUSH-5 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: Zabhela
Present location: Meroe Assignment last turn: None
Personal Combat : GOOD
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : POOR
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Nobleman Jullah Tuthmes ID: KUSH-6 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kushish Tribeland
Present location: Meroe Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : NONE
Military Command : POOR
Heroism : ADEQUATE
Intrigue : NONE

Magic : NONE

Name: Jabal Tuthmes ID: KUSH-7 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: The Zuad Tribes Region
Present location: Meroe Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : ADEQUATE

Jabal Tuthmes may use the following spells: Dispel Magic and Bless.

Name: Khalith Hamthroia ID: KUSH-8 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kushish Tribeland
Present location: The Kushish Tribeland Assignment last turn: With the 1st Imperial Army
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : NONE
Military Command : GOOD
Heroism : EXCELLENT
Intrigue : POOR
Magic : POOR

Khalith Hamthroia may use the following spells: Fear.

Name: Ziguinona Mekele ID: KUSH-9 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kushish Tribeland
Present location: Meroe Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : NONE
Heroism : GOOD
Intrigue : GOOD
Magic : ADEQUATE

Ziguinona Mekele may use the following spells: Long Life (usable 7 times) and Far Sight.

Name: Aymah Rawoah ID: KUSH-10 Character Type: Agent
Age: old Status: Alive Gender: Female Province of Birth: The Kushish Tribeland
Present location: Meroe Assignment last turn: None
Personal Combat : NONE
Diplomacy : GOOD
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : ADEQUATE
Magic : NONE

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 4 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.

Kushish Spearmen : Troop Type 1
Troop Category : MI - Medium Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Kushish Spearmen must make up a minimum of 65% and may not exceed a maximum of 80% of your total number of troops. The cost to Train and outfit Kushish Spearmen is LOW.

Kushish Heavy Spearmen : Troop Type 2
Troop Category : HI - Heavy Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 2

Kushish Heavy Spearmen troop is unique. Only one troop of this type may exist at any time.
The cost to Train and outfit Kushish Heavy Spearmen is MODERATE.

Kushish Archers : Troop Type 3
Troop Category : MIA - Medium Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 4

Kushish Archers must make up a minimum of 15% and may not exceed a maximum of 30% of your total number of troops.
The cost to Train and outfit Kushish Archers is MODERATE.

Kushish Horse : Troop Type 4
Troop Category : LC - Light Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Kushish Horse may not exceed a maximum of 5% of your total number of troops at any one time.
The cost to Train and outfit Kushish Horse is LOW.

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.

Meroe Province 106 Province Type: Land

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

Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has large areas of desert	- EXCELLENT chance to reach Desert terrain.
Has a few scant areas of forest	- POOR chance to reach Forest terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.
Is heavily fortified (Fort Class B)	- SUPERIOR chance to reach Fortified terrain.

The people of Meroe currently have MODERATE loyalty to the throne.
Approximately once every three years Meroe levys Kushish Spearmen.
The average wealth production in Meroe is SUPERIOR.

Meroe is a trade center. A single foreign Trade Route runs through this province.

The 106th Provincial Army ID: PA-106 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Scorpion 18th Spearmen	1	Slaying 16th Spearmen	1	Artal's 24th Spearmen	1
Flag 14th Spearmen	1				

Meroe has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in Meroe.

Zabhela Province 107 Province Type: Coast

Has large areas of forest
 Has several areas of open grassland
 Has some areas of desert
 Has a few scant areas of hills
 Has one remote fort (Fort Class B)

- EXCELLENT chance to reach Forest terrain.
- GOOD chance to reach Open terrain.
- ADEQUATE chance to reach Desert terrain.
- POOR chance to reach Hill terrain.
- POOR chance to reach Fortified terrain.

The people of Zabhela currently have MODERATE loyalty to the throne.
 Approximately once every three years Zabhela levys Kushish Spearmen.
 The average wealth production in Zabhela is EXCELLENT.

The 107th Provincial Army ID: PA-107 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Independant Demon 4th Spearmen	1	Death Spearmen	1	Regular Spearmen	1
Argent Wolf Spearmen	1	Blood 37th Spearmen	1	Death 10th Spearmen	1
Guild 10th Archers	3	Mask Archers	3		

Zabhela has standing Province Defense Orders as follows:

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

The Kushish Tribeland Province 108 Province Type: Coast

Has large areas of open grassland
 Has some areas of desert
 Has some areas of forest
 Is virtually berefit of running waters
 Has one remote fort (Fort Class B)

- EXCELLENT chance to reach Open terrain.
- ADEQUATE chance to reach Desert terrain.
- ADEQUATE chance to reach Forest terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Fortified terrain.

The people of The Kushish Tribeland currently have LOW loyalty to the throne.
 Approximately once every five years The Kushish Tribeland levys Kushish Archers.
 The average wealth production in The Kushish Tribeland is GOOD.

The 108th Provincial Army ID: PA-108 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Althad's Yellow Archers	3	Otter 31st Archers	3	Tempest 11th Archers	3
Guild 14th Spearmen	1				

The Kushish Tribeland has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
 Maneuver to Open terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Army is encamped in The Kushish Tribeland.

The Zuad Tribes Region Province 109 Province Type: Land

Is cut by large river tributaries
 Has several areas of desert
 Has large areas of open grassland
 Has a few scant areas of forest
 Has one remote fort (Fort Class B)

- EXCELLENT chance to reach River terrain.
- GOOD chance to reach Desert terrain.
- EXCELLENT chance to reach Open terrain.
- POOR chance to reach Forest terrain.
- POOR chance to reach Fortified terrain.

The people of The Zuad Tribes Region currently have LOW loyalty to the throne.
 Let the wise note that Lake Zuad and its tributaries prohibit all movement between the Zuad Tribes Region and Ghanatan.
 Approximately once every five years The Zuad Tribes Region levys Kushish Spearmen.
 The average wealth production in The Zuad Tribes Region is EXCELLENT.

The 109th Provincial Army ID: PA-109 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Mantle 44th Spearmen	1	8th Mighty Spearmen	1	Copper Faithful 29th Spearmen	1
Alarish's 23rd Ebon Spearmen	1	Trarhar's Mighty Spearmen	1	Skull Spearmen	1

The Zuad Tribes Region has standing Province Defense Orders as follows:

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

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: 15**
Location: The Kushish Tribeland Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
27th True Archers	3	Green Tiger Archers	3	Venom 36th Spearmen	1
Mask 22nd Spearmen	1	Death 38th Spearmen	1	Burat's Spearmen	1
1st Brave Grey Spearmen	1	27th Indigo Panther Spearmen	1	Spirit Spearmen	1
Night 2nd Spearmen	1	Mighty 7th Spearmen	1	Venom Spearmen	1
Ghost Spearmen	1	42nd Spearmen	1	Cardinal 11th Spearmen	1

The 2nd Imperial Army **ID: IA-2** **Total troops with Army: 15**
Location: Meroe Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Wild Flag 36th Horse	4	Heavy Spearmen	2	Demon 35th Archers	3
Lizard 49th Archers	3	43rd Wild Archers	3	Tan Archers	3
Rumiyah's Stone Spearmen	1	22nd Mighty Spearmen	1	Disciple Spearmen	1
Linegal's Slaying Spearmen	1	Dragon 20th Spearmen	1	Shrike 48th Spearmen	1
Sabertooth 23rd Spearmen	1	Dragon Spearmen	1	Cormorant 17th Spearmen	1

Total Number of Troops : 52
Number of Standard Troops : 51
Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Kushish Spearmen	1	39	76%	65%	80%
Kushish Heavy Spearmen	2	1		0 units	1 unit
Kushish Archers	3	11	22%	15%	30%
Kushish Horse	4	1	2%	0%	5%

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 Kush ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Kush.

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

The Pteion Region of Stygia
Bamula of Bamula

If successful in achieving these goals, Kush 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.

The victory of your kingdom will depend upon the number of provinces under your control.

You will move closer to victory by increasing and fostering the economic strength of your kingdom. You may do this by conquering new and rich provinces, protecting your trade routes, and seeing to the prosperity and productivity of your kingdom.

THE HYBORIAN WAR COMMAND SHEET

Orders For Kush

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: 106 107 108 109

- I Command Malia Eascus KUSH-CHA to () _____ () _____ () _____ () _____
- I Command Sinaal Rawoah KUSH-ADJ to () _____ () _____ () _____ () _____
- I Command King Amboola Tuthmes KUSH-1 to () _____ () _____ () _____ () _____
- I Command Lady Tananda Tuthmes KUSH-2 to () _____ () _____ () _____ () _____
- I Command Nouaka Bamdoco KUSH-3 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Sandan Fasitah KUSH-4 to () _____ () _____ () _____ () _____
- I Command Muzayafah Wasiwan KUSH-5 to () _____ () _____ () _____ () _____
- I Command Nobleman Jullah Tuthmes KUSH-6 to () _____ () _____ () _____ () _____
- I Command Jabal Tuthmes KUSH-7 to () _____ () _____ () _____ () _____
- I Command Khalith Hamthroia KUSH-8 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Ziguinona Mekele KUSH-9 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Aymah Rawoah KUSH-10 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 108 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (108)

I Declare () _____ (R)ule (P)rovince (109)

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

I Declare () _____ () _____ () _____ () _____

The Abyss -- Kush
Account: 13 Maintenance: No
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

