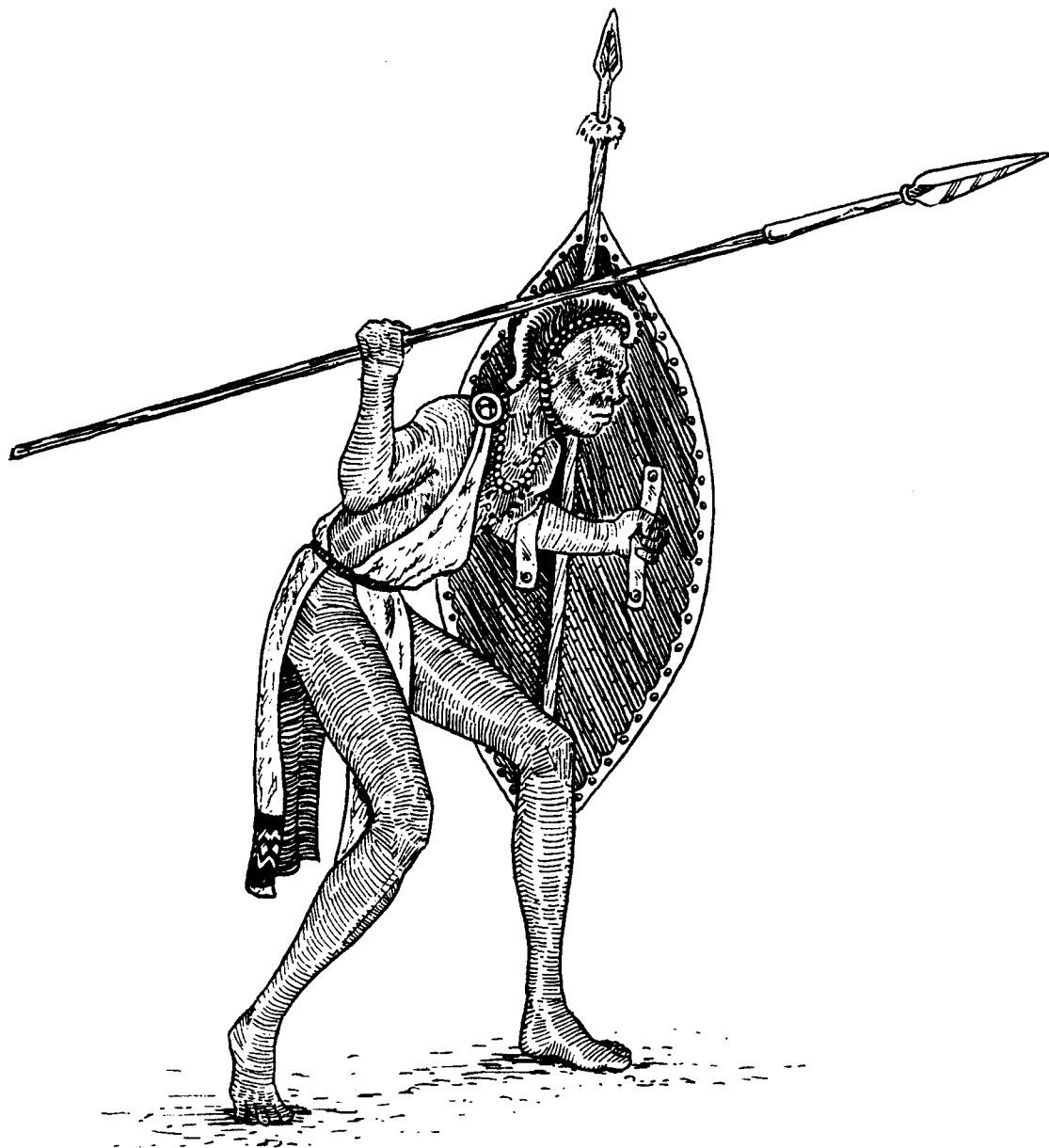
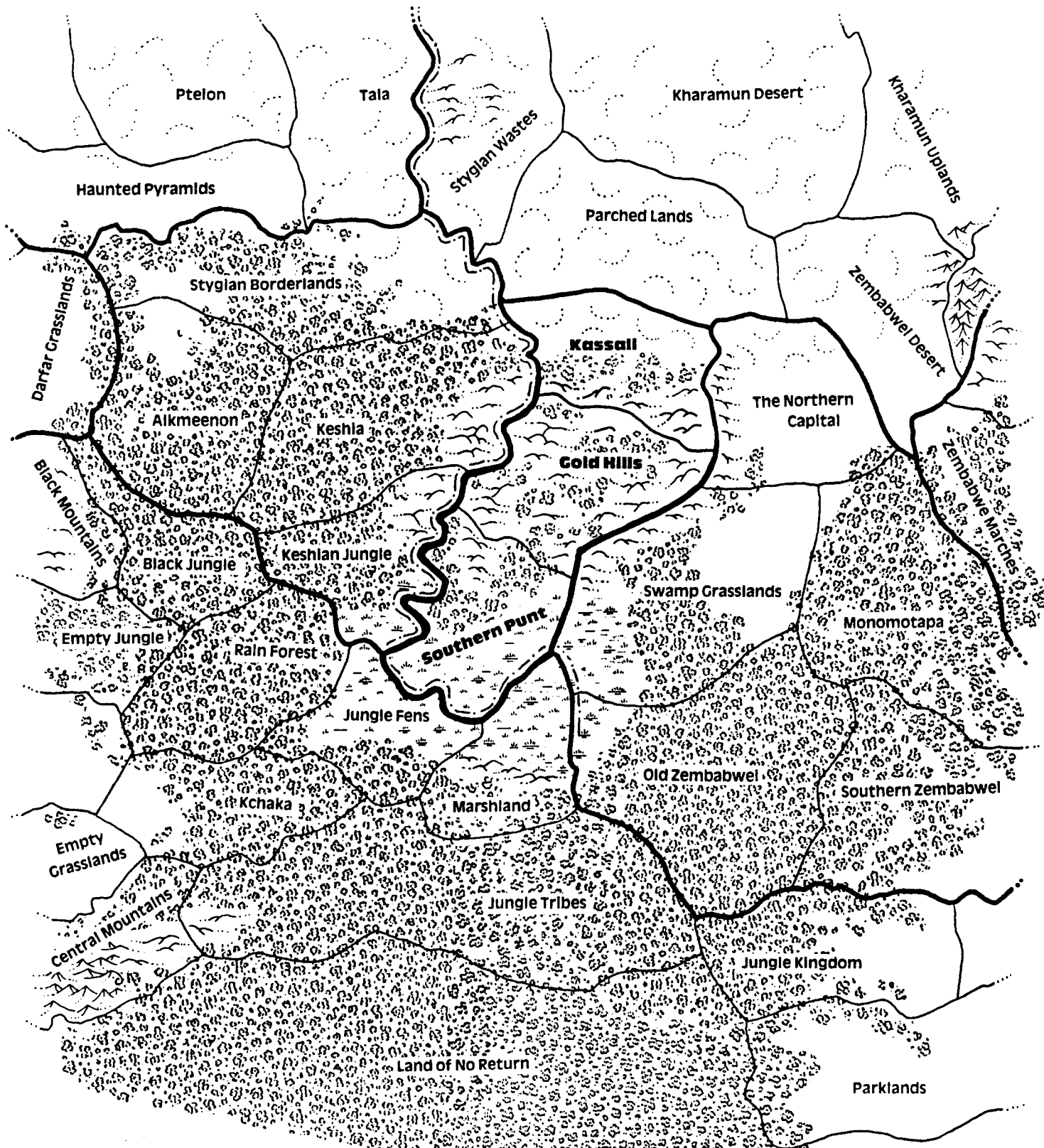


THE HYBORIAN WAR KINGDOM REPORT  
FOR  
PUNT

KINGDOM SIZE: SMALL

ABBREVIATION: PUNT





# Punt

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

# HYBORIAN™ WAR

## Kingdom report for Punt

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Know, my Lord, of the heritage and history of thy land and people. We are Puntish as we have been from the dawn of time. Long ago, we became favored of the goddess Nebethet, who led our people north to this blessed land that we now inhabit. Here we have grown strong. We have built our palaces in brick as the size of the kingdom has expanded with each generation. Our people are good warriors, and our rulers wise. We are a people born to greatness even though our land is wedged between Keshan, with whom we have warred for generations, and the growing might of Zembabwei. The source of our civilization, and our hope of empire, lies within the gold hills of our central province. There, gold dust washes down clear icy streams, and thence into the Royal Treasury!

In recent years we have often defeated Keshan, but Zembabwei continues to gather her strength. It is from Zembabwei that our prophets have seen the greatest danger. We needs must keep the danger of our neighbors at bay, while establishing trade routes to the gold-hungry markets of the Hyborian west, for then our wealth and power will be unmatched in the southern world! Heed well now my words, my Liege, as I report to thee of the present state of thy new kingdom.

### ROYAL TREASURY

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

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

Zamboula of Zamboula

### POLITICS

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

Punt can avoid the influence of Keshan at a **ADEQUATE** level.

Punt 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 Punt is:

Name: Warchief Kitu Maputa	ID: PUNT-CHA	Character Type: Priest
Age: middle aged	Status: Alive	Province of Birth: Kassaii
Present location: Kassaii	Gender: Male	Assignment last turn: None

Warchief Kitu Maputa is the Province Ruler of Kassaii.  
Warchief Kitu Maputa may use the following spells: Dispel Magic.

The **ADJUTANT GENERAL** of Punt is:

Name: Negek Shakaluzu ID: PUNT-ADJ Character Type: General  
Age: old Status: Alive Gender: Male Province of Birth: Southern Punt  
Present location: Kassaii Assignment last turn: None

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

Name: Chief Irangi Lalibeha ID: PUNT-1 Character Type: Noble  
Age: middle aged Status: Alive Gender: Male Province of Birth: Southern Punt  
Present location: Kassaii Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : GOOD  
Military Command : POOR  
Heroism : SUPERIOR  
Intrigue : ADEQUATE  
Magic : NONE

Chief Irangi Lalibeha is the current Monarch of Punt.

Name: Chief Malowi Lalibeha ID: PUNT-2 Character Type: Noble  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Gold Hills  
Present location: Southern Punt Assignment last turn: With the 1st Imperial Army  
Personal Combat : ADEQUATE  
Diplomacy : NONE  
Rulership : EXCELLENT  
Military Command : EXCELLENT  
Heroism : EXCELLENT  
Intrigue : SUPERIOR  
Magic : NONE

Name: Gambila Maputa ID: PUNT-3 Character Type: Noble  
Age: young adult Status: Alive Gender: Female Province of Birth: The Gold Hills  
Present location: The Gold Hills Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : GOOD  
Rulership : SUPERIOR  
Military Command : NONE  
Heroism : GOOD  
Intrigue : ADEQUATE  
Magic : EXCELLENT

Gambila Maputa is the Province Ruler of The Gold Hills.  
Gambila Maputa may use the following spells: Diplomacy, Fanaticism, Prophecy and Sunbane.

Name: Asoza Shakaluzu ID: PUNT-4 Character Type: General  
Age: young adult Status: Alive Gender: Male Province of Birth: The Gold Hills  
Present location: The Gold Hills Assignment last turn: With the 2nd Imperial Army  
Personal Combat : POOR  
Diplomacy : NONE  
Rulership : ADEQUATE  
Military Command : SUPERIOR  
Heroism : POOR  
Intrigue : NONE  
Magic : NONE

Name: Chief Macuta Lalibeha ID: PUNT-5 Character Type: Priest  
Age: young adult Status: Alive Gender: Male Province of Birth: Southern Punt  
Present location: Kassaii Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : POOR  
Military Command : EXCELLENT  
Heroism : NONE  
Intrigue : GOOD  
Magic : NONE

Name: Philiza Segayeha ID: PUNT-6 Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Gold Hills  
Present location: Kassaii Assignment last turn: None  
Personal Combat : GOOD

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

Philiza Segayeha may use the following spells: Dispel Magic and Prophecy.

Name: Gorehk Longaan ID: PUNT-7 Character Type: Wizard  
Age: ancient Status: Alive Gender: Male Province of Birth: Kassaii  
Present location: Southern Punt Assignment last turn: With the 1st Imperial Army  
Personal Combat : NONE  
Diplomacy : NONE  
Rulership : POOR  
Military Command : NONE  
Heroism : ADEQUATE  
Intrigue : POOR  
Magic : POOR

Gorehk Longaan may use the following spells: Force March.

Name: Anglu Segayeha ID: PUNT-8 Character Type: Agent  
Age: middle aged Status: Alive Gender: Male Province of Birth: Kassaii  
Present location: Kassaii Assignment last turn: None  
Personal Combat : EXCELLENT  
Diplomacy : GOOD  
Rulership : NONE  
Military Command : POOR  
Heroism : SUPERIOR  
Intrigue : EXCELLENT  
Magic : GOOD

Anglu Segayeha may use the following spells: Diplomacy, Force March and Prophecy.

Name: Tyrina Madula ID: PUNT-9 Character Type: Agent  
Age: middle aged Status: Alive Gender: Female Province of Birth: Southern Punt  
Present location: Southern Punt Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : GOOD  
Rulership : NONE  
Military Command : GOOD  
Heroism : NONE  
Intrigue : GOOD  
Magic : GOOD

Tyrina Madula may use the following spells: Phantom Warriors (usable 4 times), Bless and Strength.

## TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 3 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.

**Puntish Spearmen : Troop Type 1**  
Troop Category : MI - Medium Infantry  
Missile Combat Ability : GOOD  
Melee Combat Ability : GOOD  
Morale : GOOD  
Movement Rate : 3

Puntish Spearmen must make up a minimum of 85% and may not exceed a maximum of 100% of your total number of troops. The cost to Train and outfit Puntish Spearmen is MODERATE.

**Puntish Horsemen : Troop Type 2**  
Troop Category : LC - Light Cavalry  
Missile Combat Ability : NONE  
Melee Combat Ability : GOOD

Morale : ADEQUATE  
 Movement Rate : 6

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

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

Puntish Archers may not exceed a maximum of 5% of your total number of troops at any one time.  
 Puntish Archers are well adapted to combat in Swamp and will fight in that terrain with increased ability.  
 The cost to Train and outfit Puntish Archers 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 manuver 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.

### Kassai Province 133 Province Type: Land

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

Has several areas of desert	- GOOD chance to reach Desert terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Is virtually berefit of running waters	- POOR chance to reach River terrain.
Is well fortified (Fort Class B)	- EXCELLENT chance to reach Fortified terrain.

The people of Kassai currently have MODERATE loyalty to the throne.  
 Approximately once every two years Kassai levys Puntish Spearmen.  
 The average wealth production in Kassai is GOOD.

#### The 133rd Provincial Army ID: PA-133 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bakah's 29th Spearmen	1	Isiro's Spearmen	1	Gold 12th Spearmen	1
Mantis 18th Spearmen	1	Nahuda's 2nd Crow Spearmen	1	Indigo Spearmen	1
9th Ragged Sapphire Spearmen	1	Toad Spearmen	1		

#### Kassai has standing Province Defense Orders as follows:

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

### The Gold Hills Province 134 Province Type: Land

Is crisscrossed with rivers	- GOOD chance to reach River terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Is well fortified (Fort Class B)	- EXCELLENT chance to reach Fortified terrain.

The people of The Gold Hills currently have MODERATE loyalty to the throne.  
 Approximately once every five years The Gold Hills levys Puntish Spearmen.  
 The average wealth production in The Gold Hills is SUPERIOR.

#### The 134th Provincial Army ID: PA-134 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
44th Bloody Spearmen	1	Royal Spearmen	1	Jopah's Elite Spearmen	1
Last Spearmen	1	Labshaku's Argent Spearmen	1	Tabanoa's Spearmen	

1  
 6th Maroon Lion Spearmen 1 Middle 15th Spearmen 1

**The Gold Hills has standing Province Defense Orders as follows:**

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

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

**Southern Punt Province 135 Province Type: Land**

Has large areas of swamplands	- EXCELLENT chance to reach Swamp terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.

The people of Southern Punt currently have MODERATE loyalty to the throne.  
 Approximately once every three years Southern Punt levys Puntish Spearmen.  
 The average wealth production in Southern Punt is ADEQUATE.

**The 135th Provincial Army ID: PA-135 Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Seal 10th Spearmen	1	13th Brown Hawk Spearmen	1	Engadi's Spearmen	1
Segaya's Mordant Spearmen	1	Pure Beaver Spearmen	1	Lady Kinsa's Hill Spearmen	1

**Southern Punt has standing Province Defense Orders as follows:**

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

Our 1st Imperial Army is encamped in Southern Punt.

**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: Southern Punt Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Taanak's 45th Flaming Archers	3	Unstoppable 2nd Archers	3	Iluwea's Horsemen	2
Faithful Spearmen	1	Warchief Usan's Spearmen	1	Faithful Mantis Spearmen	1
Thulpala's Blood Spearmen	1	Fox Spearmen	1	Sabertooth 45th Spearmen	1
Ezeon's Fighting Spearmen	1	Abeli's Disciple Spearmen	1	Kantak's Spearmen	1
Thulpala's Yellow Spearmen	1	22nd Spearmen	1	Akil's Sentinel Spearmen	1

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

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bersheba's Shock Spearmen	1	Proud Shrike Spearmen	1	Damas's Spearmen	1
Sabertooth Spearmen	1	Grey 48th Spearmen	1	Bambar's Hill Spearmen	1
Faithful Sentinel 9th Spearmen	1	Jabbuk's Finest Spearmen	1	Dolateh's Wild Spearmen	1
Asmura's Spearmen	1	Lachnah's Spearmen	1	Virmillion Spearmen	1
Dragon Spearmen	1	Scorpion 1st Spearmen	1	High Spearmen	1

Total Number of Troops : 52

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Puntish Spearmen	1	49	94%	85%	100%
Puntish Horsemen	2	1	2%	0%	5%
Puntish Archers	3	2	4%	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 Punt ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Punt.

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

The Rain Forest Region of The Western Jungles  
The Kharamun Desert of The Kharamun Tribes

If successful in achieving these goals, Punt 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 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.

You will make major progress towards victory by controlling:

Keshia (73) of Keshan.  
The Gold Hills (134) of Punt.  
Zamboula (248) of Zamboula.  
The Grasslands of Amazonia (357) of The Western Savannah.



# THE HYBORIAN WAR COMMAND SHEET

## Orders For Punt

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: 133 134 135

I Command Warchief Kitu Maputa	PUNT-CHA	to	( )	( )	( )	( )	( )
I Command Negek Shakaluzu	PUNT-ADJ	to	( )	( )	( )	( )	( )
I Command Chief Irangi Lalibeha	PUNT-1	to	( )	( )	( )	( )	( )
I Command Chief Malowi Lalibeha ( Currently with IA-1 )	PUNT-2	to	( )	( )	( )	( )	( )
I Command Gambila Maputa	PUNT-3	to	( )	( )	( )	( )	( )
I Command Asoza Shakaluzu ( Currently with IA-2 )	PUNT-4	to	( )	( )	( )	( )	( )
I Command Chief Macuta Lalibeha	PUNT-5	to	( )	( )	( )	( )	( )
I Command Philiza Segayeha	PUNT-6	to	( )	( )	( )	( )	( )
I Command Gorehk Longaan ( Currently with IA-1 )	PUNT-7	to	( )	( )	( )	( )	( )
I Command Anglu Segayeha	PUNT-8	to	( )	( )	( )	( )	( )
I Command Tyrina Madula	PUNT-9	to	( )	( )	( )	( )	( )

I Command 1st Imperial Army in province 135 to (M)ove to (P)rovince ( )

Address Requests 1) \_\_\_\_\_ 2) \_\_\_\_\_ or ( ) Privacy Option

I Declare ( ) (R)ule (P)rovince (135)

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

