

THE HYBORIAN WAR KINGDOM REPORT

FOR


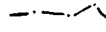


TOMBALKU







KINGDOM SIZE: SMALL

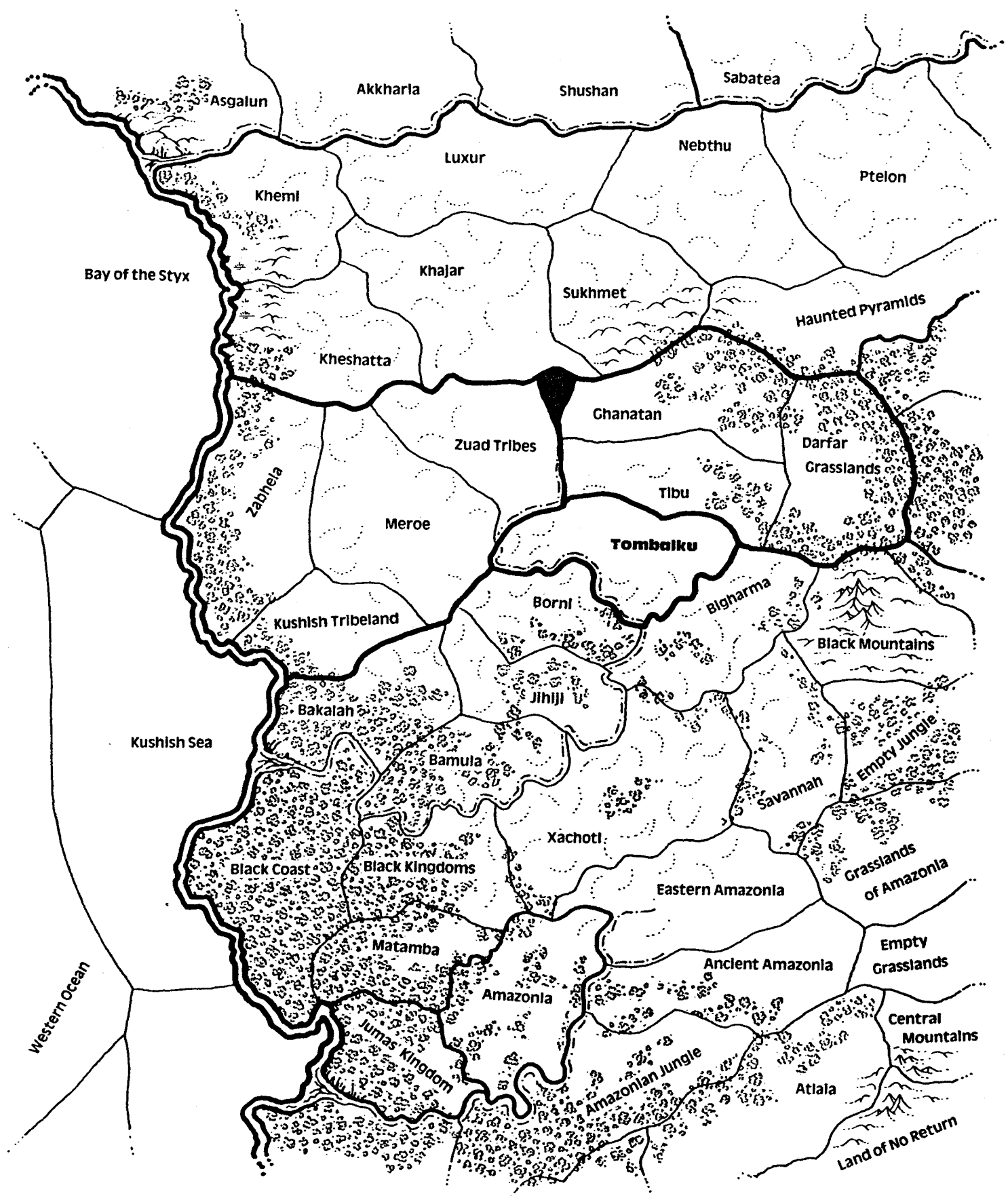
ABBREVIATION: TOMB



Tombalku

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

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



HYBORIAN WAR

Kingdom report for Tombalku

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O Lord of the royal blood, of the heritage and history of thy people. Thou art a son of mighty Shem. Thy forefathers pushed south through the evil of Stygia even as the Stygians warred with the horrid snake men which inhabited their land in those days long ago. Thy white forefathers founded Tombalku, forging the black tribes into a powerful kingdom, the might of which rivaled even the young kingdom of Stygia in that time.

Lo, but our beloved Tombalku faltered upon the rock of racial hatred as our black people began to demand more and more power for their kind. In a moment of weakness, our forefathers created a dual kingship. No longer did one king rule in Tombalku, rather there were two, one white and one black. Since that day so many thousands of years ago, the fortunes of Tombalku have risen and fallen just as the sand of our desert land is lifted from one point to the next by the sweep of the wind.

The past generations have been good and many Tibu, Borni, and Bigharma tribesmen have come to serve you. Perhaps even the homelands of these tribes may soon fall under our sway. Know, Great One, that only through control of the southern trade routes can Tombalku hope to gain power. And most of all, the black-white tension of the kingdom must be kept under control with wise rule, else the power of Tombalku will fade once again. There is much to learn and much to plan. Heed well my words, my Liege, as I report to thee of the length and breadth of thy new kingdom.

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:

Meroe of Kush

POLITICS

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

Tombalku can avoid the influence of Darfar at a **ADEQUATE** level.

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

Tombalku 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 Tombalku is:

Name: Qadar N'Duna

ID: TOMB-CHA

Character Type: Priest

Age: ancient

Status: Alive

Gender: Male

Province of Birth: Tombalku

Present location: Tombalku

Assignment last turn: None

Qadar N'Duna is the Province Ruler of Tombalku.

The ADJUTANT GENERAL of Tombalku is:

Name: Lord Zehbeh Sakumbe ID: TOMB-ADJ Character Type: General
Age: ancient Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None

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

Name: Lord Askia Sakumbe ID: TOMB-1 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Lord Askia Sakumbe is the current Monarch of Tombalku.

Name: Maluta Aoyehlo ID: TOMB-2 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : GOOD
Military Command : NONE
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Name: Bamdama Madodah ID: TOMB-3 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: With the 1st Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : NONE
Military Command : SUPERIOR
Heroism : NONE
Intrigue : POOR
Magic : POOR

Bamdama Madodah may use the following spells: Magic Armor.

Name: Nusah Sabayega ID: TOMB-4 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : EXCELLENT
Heroism : NONE
Intrigue : GOOD
Magic : NONE

Name: Qulha Babayei ID: TOMB-5 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None
Personal Combat : GOOD
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : NONE
Intrigue : NONE
Magic : NONE

Name: Dunbala N'Duna ID: TOMB-6 Character Type: Priest

Age: young adult Status: Alive Gender: Female Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : POOR

Dunbala N'Duna may use the following spells: Reincarnate (usable 3 times).

Name: Marrah Madodah ID: TOMB-7 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : POOR
Heroism : NONE
Intrigue : NONE
Magic : GOOD

Marrah Madodah may use the following spells: Dispel Magic, Fear and The Open Hand.

Name: Kapota Mbane ID: TOMB-8 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : GOOD

Kapota Mbane may use the following spells: Missile Shield, Curse and Arcane Blasts.

Name: Dalku Sabayega ID: TOMB-9 Character Type: Agent
Age: middle aged Status: Alive Gender: Male Province of Birth: Tombalku
Present location: Tombalku Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : EXCELLENT
Magic : NONE

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.

Tombalku Riders : **Troop Type 1**
Troop Category : LC - Light Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Tombalku Riders must make up a minimum of 20% and may not exceed a maximum of 30% of your total number of troops. The cost to Train and outfit Tombalku Riders is MODERATE.

Black Spearmen : **Troop Type 2**
Troop Category : MI - Medium Infantry

Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Black Spearmen must make up a minimum of 30% and may not exceed a maximum of 60% of your total number of troops.
The cost to Train and outfit Black Spearmen is MODERATE.

White Lancers : **Troop Type 3**
Troop Category : MC - Medium Cavalry
Missile Combat Ability : POOR
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 6

White Lancers must make up a minimum of 20% and may not exceed a maximum of 50% of your total number of troops.
The cost to Train and outfit White Lancers is MODERATE.

MERCENARY TROOPS

In addition do your Tombalkun troops, you may hire any of the mercenary troop types listed below. Mercenaries may not exceed a certian percentage of your total number of troops at one time. Our kingdom can support a total of 1% of standard mercenaries at any given time.

Mercenary Spears : **Troop Type M1**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Mercenary Spears cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Lancers : **Troop Type M2**
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Mercenary Lancers cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Foot : **Troop Type M3**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Mercenary Foot cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Horse : **Troop Type M4**
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 5

Mercenary Horse cost no gold to raise but must be paid VERY HIGH wages each year.

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.

Tombalku

Province 150 Province Type: Land

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

Is cut by large river tributaries
 Has some areas of desert
 Has large areas of open grassland
 Has a few scant areas of forest
 Is well fortified (Fort Class B)

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

The people of Tombalku currently have LOW loyalty to the throne.
 Approximately once every two years Tombalku levys Black Spearmen.
 The average wealth production in Tombalku is EXCELLENT.

The 150th Provincial Army ID: PA-150 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Cold Black Spearmen	2	Rat 12th Black Spearmen	2	Regular 19th Black Spearmen	2
Lady Daura's Black Spearmen	2	Dalku's Black Spearmen	2	Ghoul Black Spearmen	2
Atrun's Pure White Lancers	3	Marowi's Triumphant White Lancers	3		

Tombalku has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in Tombalku.
 Our 2nd Imperial Army is encamped in Tombalku.

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: Tombalku Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Night Riders	1	Tryst 23rd Riders	1	32nd Amber Shrike Riders	1
Hyacinth 20th Riders	1	Ghoul 12th Riders	1	Singing Tiger 6th Riders	1
Rat 16th Riders	1	24th Fine Oath Riders	1	Night 3rd Riders	1
Pierce 47th White Lancers	3	Skull White Lancers	3	Tiger 31st White Lancers	3
Cardinal 40th White Lancers	3	Shining White Lancers	3	Death White Lancers	3

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

Troop Name	Type	Troop Name	Type	Troop Name	Type
Wolf White Lancers	3	Yellow Wolf White Lancers	3	Aymat's White Lancers	3
Tempest 40th White Lancers	3	Takwata's Tryst Black Spearmen	2	Slaying Black Spearmen	2
Argent Wolf Black Spearmen	2	Disciple 5th Black Spearmen	2	Raging Black Spearmen	2
Bear Black Spearmen	2	Tiger 44th Black Spearmen	2	Satala's Black Spearmen	2
Tomkur's Bravest Black Spearmen	2	Mantle 25th Black Spearmen	2	Scarlet Spirit Black Spearmen	2

Total Number of Troops : 38

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Tombalku Riders	1	9	24%	20%	30%
Black Spearmen	2	17	45%	30%	60%
White Lancers	3	12	32%	20%	50%
Mercenary Troops	M1-M4	0		0 units	1 unit

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 Tombalku ever strived to conquer and control the following provinces and control a

continuous line of provinces between them and any home province of Tombalku.

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

Zabhela of Kush
Tibu of Darfar

If successful in achieving these goals, Tombalku 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 make major progress towards victory by controlling:

Ghanatan (44) of Darfar.
Meroe (106) of Kush.
Bamula (200) of Bamula.
The Empty Jungle (326) of The Western Jungles.

THE HYBORIAN WAR COMMAND SHEET

Orders For Tombalku

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: 150

- I Command Qadar N'Duna TOMB-CHA to () _____ () _____ () _____ () _____
- I Command Lord Zehbeh Sakumbe TOMB-ADJ to () _____ () _____ () _____ () _____
- I Command Lord Askia Sakumbe TOMB-1 to () _____ () _____ () _____ () _____
- I Command Maluta Aoyehlo TOMB-2 to () _____ () _____ () _____ () _____
- I Command Bandama Madodah TOMB-3 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Nusah Sabayega TOMB-4 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Qulha Babayei TOMB-5 to () _____ () _____ () _____ () _____
- I Command Dunbala N'Duna TOMB-6 to () _____ () _____ () _____ () _____
- I Command Marrah Madodah TOMB-7 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Kapota Mbane TOMB-8 to () _____ () _____ () _____ () _____
- I Command Dalku Sabayega TOMB-9 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 150 to (M)ove to (P)rovince () _____

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

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Tombalku
Account: 13 Maintenance: No
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

