

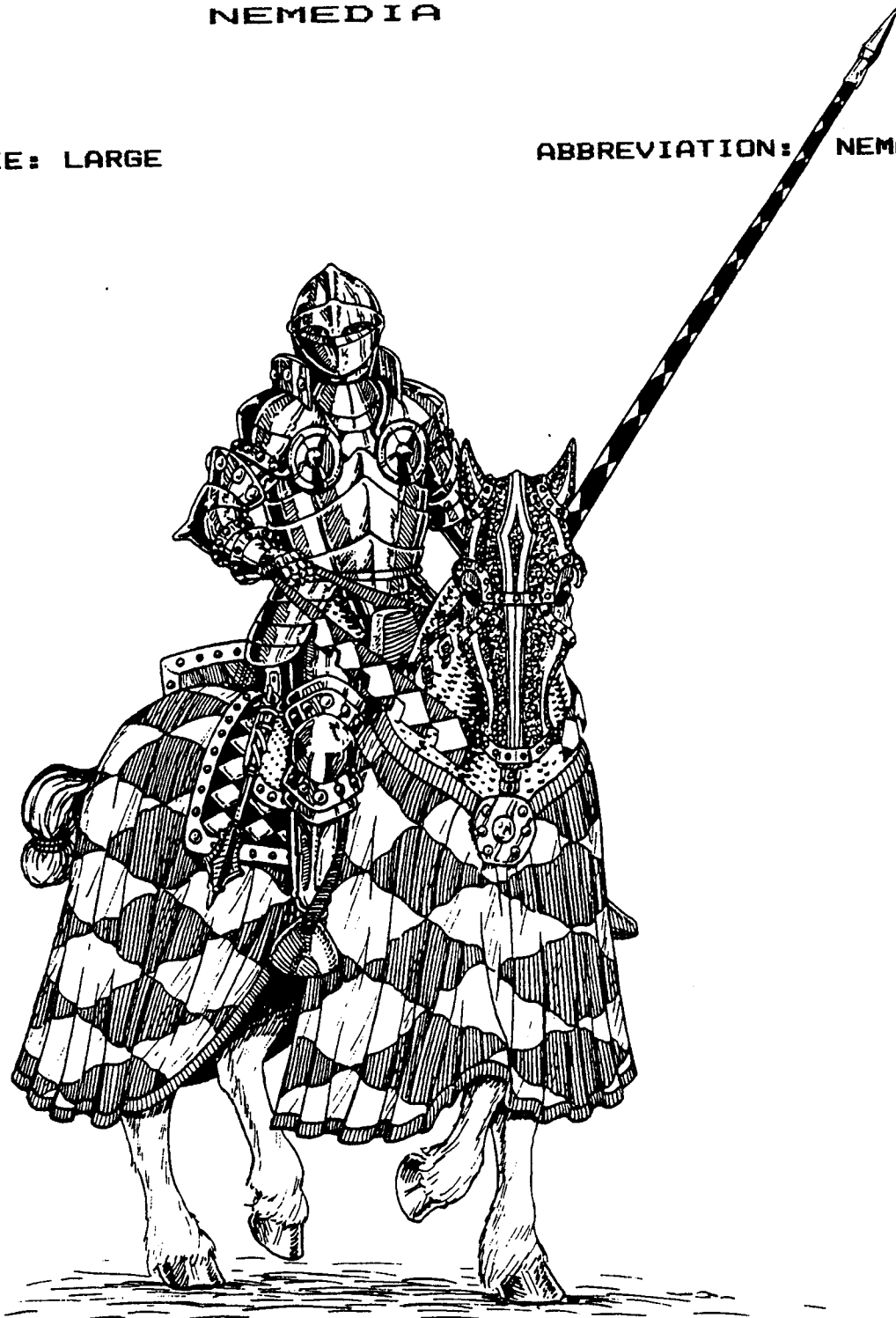
# THE HYBORIAN WAR KINGDOM REPORT

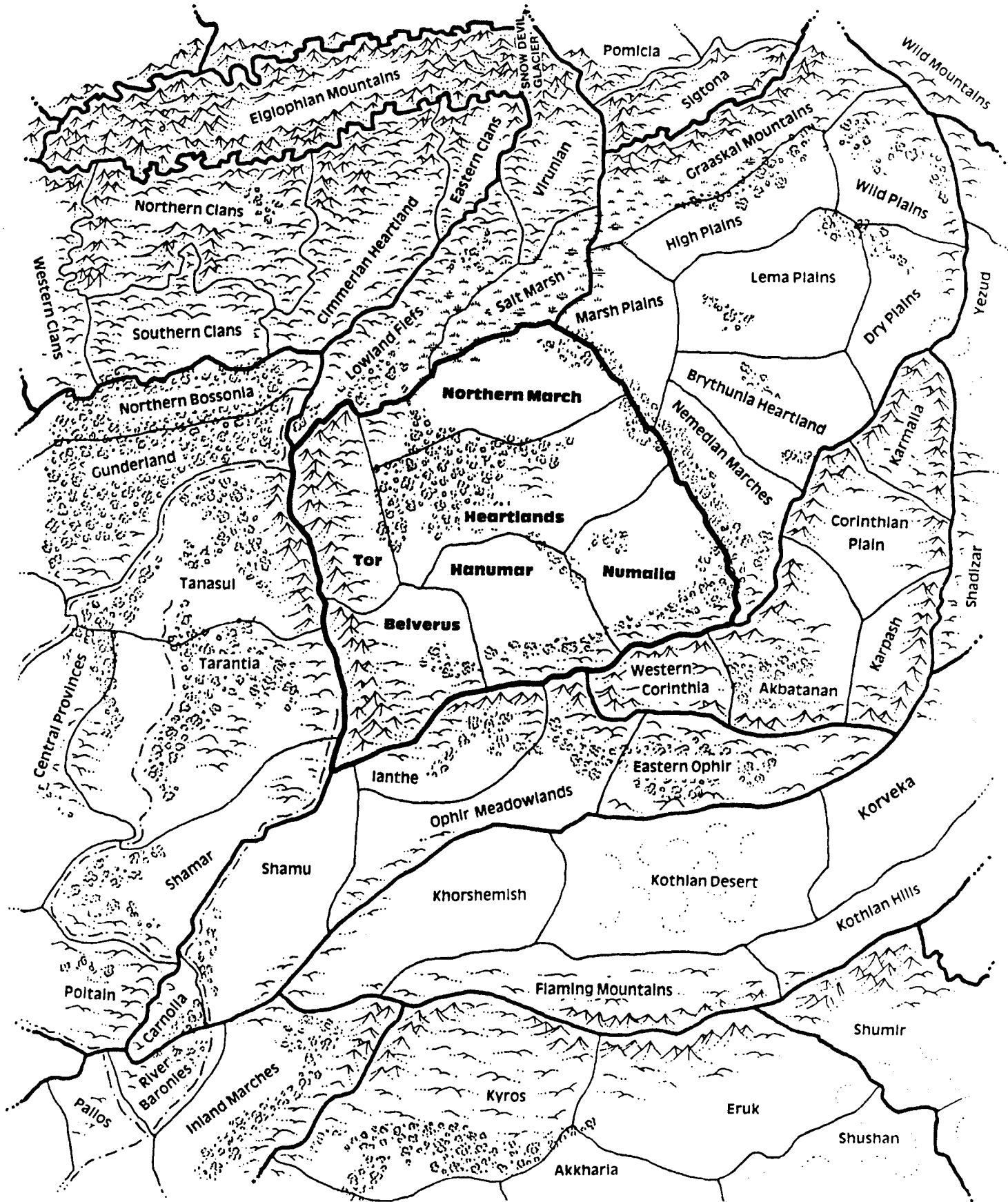
FOR

NEMEDIA


KINGDOM SIZE: LARGE







ABBREVIATION: NEME





# Nemedia

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

- |   |                  |  |               |   |                     |
|---|------------------|--|---------------|---|---------------------|
|  | <b>Mountains</b> |  | <b>Forest</b> |  | <b>Steppe</b>       |
|  | <b>Hills</b>     |  | <b>Desert</b> |  | <b>Swamp or Bog</b> |

# HYBORIAN™ WAR

## Kingdom report for Nemedias

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Listen, O Lord of the Scarlet Dragon, and I shall read the chronicles of Nemedias's birth. The Nemedian lands were, of old, a part of Acheron, that cursed sister empire to Stygia. Migrating southward, our proud Hybori forebears were cruelly set upon by the evil that was Acheron and thrown alive into the fire of Set, the Arch-Demon of the purple-towered Python. But we banded together in large war tribes, and the kingdom of Nemedias was born, Hyborian high kings and war chiefs learning warfare at the hands of the Acheron Iron Legions!

After two thousand years of striving we crushed our foes. We left no two stones of that great, evil city standing together! In the aftermath, half our folk traveled west in pursuit of Acheronian survivors and founded Aquilonia. Our own ancestors founded Nemedias amid rich croplands and orchards, creating the first Hyborian kingdom the world had seen.

For hundreds of years thereafter we fought off our own kin, driven south upon us by the Hyperborean expansion, and sometimes by wild blond reavers from the far north. Finally they penetrated our lands into Ophir, Koth, and Corinthia, displacing the Acheron vassal states still there.

We waxed strong and grew in wisdom, in time surpassing all other nations in science and scholarship as we became the pillar of Hyborian culture and achievement. So we remain to this day. Aquilonia has since begun to covet all that we possess, and makes claims upon our borders. Throughout our history, we have waged intermittent battles to the death with this, our western neighbor. We have camped at Tarantia's gates, and the Aquilonians are not strangers to our soil. We have had much peace, but we have also always known that only one of our two kingdoms can rise to dominance in the western world. Thou must make certain that the ultimate victor is Nemedias, young one!

Thy forefathers have found great utility in the Border Kingdom as a buffer state. We have quietly supported it to protect against the wild Cimmerians, Asgardians, and Hyperboreans. The continuance of the Border Kingdom has become part of our national policy. Bear that in mind, Great One, along with the need for dealing, someday, with the threat that is Aquilonia. Now listen well as I reveal the length and breadth of Nemedias, land of the Scarlet Dragon.

### 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 Lowland Fiefs of The Border Kingdom  
The Shamu Region of Ophir

### POLITICS

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

Nemedias can avoid the influence of Aquilonia at a **ADEQUATE** level.

Nemedias has no formal allies.

Your kingdom of Nemediia is bound in peace treaty with The Border Kingdom and may not invade provinces owned by them.

Your kingdom has assurances of peace from The Border Kingdom who, by treaty, may not invade any of your kingdom's provinces.

## 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 Nemediia is:

Name: Arianus Tarascus                      ID: NEME-CHA                      Character Type: Priest  
Age: middle aged                      Status: Alive                      Gender: Male                      Province of Birth: Belverus  
Present location: Belverus                      Assignment last turn: None  
Arianus Tarascus is the Province Ruler of Belverus.  
Arianus Tarascus may use the following spells: Diplomacy.

### The ADJUTANT GENERAL of Nemediia is:

Name: Altairius Numa                      ID: NEME-ADJ                      Character Type: General  
Age: ancient                      Status: Alive                      Gender: Male                      Province of Birth: Belverus  
Present location: Belverus                      Assignment last turn: None

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

Name: Count Enaris Bragorus                      ID: NEME-1                      Character Type: Noble  
Age: middle aged                      Status: Alive                      Gender: Male                      Province of Birth: Belverus  
Present location: Belverus                      Assignment last turn: None  
Personal Combat                      : POOR  
Diplomacy                      : ADEQUATE  
Rulership                      : SUPERIOR  
Military Command                      : ADEQUATE  
Heroism                      : POOR  
Intrigue                      : GOOD  
Magic                      : NONE

Count Enaris Bragorus is the current Monarch of Nemediia.

Name: Istarius Aphenakos                      ID: NEME-2                      Character Type: Noble  
Age: young adult                      Status: Alive                      Gender: Male                      Province of Birth: Belverus  
Present location: Belverus                      Assignment last turn: With the 1st Imperial Army  
Personal Combat                      : ADEQUATE  
Diplomacy                      : EXCELLENT  
Rulership                      : GOOD  
Military Command                      : GOOD  
Heroism                      : ADEQUATE  
Intrigue                      : ADEQUATE  
Magic                      : NONE

Name: Isolius Nimed                      ID: NEME-3                      Character Type: Noble  
Age: prime of life                      Status: Alive                      Gender: Male                      Province of Birth: The Hanumar Region  
Present location: The Hanumar Region                      Assignment last turn: None  
Personal Combat                      : ADEQUATE  
Diplomacy                      : POOR  
Rulership                      : SUPERIOR  
Military Command                      : GOOD  
Heroism                      : ADEQUATE  
Intrigue                      : ADEQUATE  
Magic                      : POOR

Isolius Nimed is the Province Ruler of The Hanumar Region.  
Isolius Nimed may use the following spells: Strength.

Name: Lord Ostorio Bragorus                      ID: NEME-4                      Character Type: Noble  
Age: prime of life                      Status: Alive                      Gender: Male                      Province of Birth: Numalia  
Present location: Numalia                      Assignment last turn: None  
Personal Combat                      : SUPERIOR

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

Lord Ostorio Bragorus is the Province Ruler of Numalia.

Name: Fondicus Aphenakos ID: NEME-5 Character Type: Noble  
Age: old Status: Alive Gender: Male Province of Birth: Belverus  
Present location: Numalia Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : SUPERIOR  
Rulership : POOR  
Military Command : POOR  
Heroism : EXCELLENT  
Intrigue : NONE  
Magic : NONE

Name: Lord Tirus Bragorus ID: NEME-6 Character Type: Noble  
Age: youth Status: Alive Gender: Male Province of Birth: The Heartlands Region  
Present location: The Heartlands Region Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : EXCELLENT  
Rulership : EXCELLENT  
Military Command : ADEQUATE  
Heroism : GOOD  
Intrigue : SUPERIOR  
Magic : NONE

Lord Tirus Bragorus is the Province Ruler of The Heartlands Region.

Name: Lurgon Iristides ID: NEME-7 Character Type: General  
Age: prime of life Status: Alive Gender: Male Province of Birth: The Hanumar Region  
Present location: Belverus Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : NONE  
Rulership : POOR  
Military Command : POOR  
Heroism : GOOD  
Intrigue : POOR  
Magic : NONE

Name: Ajacios Thespius ID: NEME-8 Character Type: General  
Age: old Status: Alive Gender: Male Province of Birth: The Hanumar Region  
Present location: Belverus Assignment last turn: With the 1st Imperial Army  
Personal Combat : GOOD  
Diplomacy : POOR  
Rulership : GOOD  
Military Command : ADEQUATE  
Heroism : SUPERIOR  
Intrigue : POOR  
Magic : NONE

Name: Astius Nimed ID: NEME-9 Character Type: General  
Age: old Status: Alive Gender: Male Province of Birth: Belverus  
Present location: Numalia Assignment last turn: With the 2nd Imperial Army  
Personal Combat : POOR  
Diplomacy : POOR  
Rulership : ADEQUATE  
Military Command : EXCELLENT  
Heroism : NONE  
Intrigue : GOOD  
Magic : NONE

Name: Tarrano Thespius ID: NEME-10 Character Type: Hero  
Age: middle aged Status: Alive Gender: Male Province of Birth: Belverus  
Present location: Belverus Assignment last turn: None  
Personal Combat : ADEQUATE

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

Name: Slyne Noirelle ID: NEME-11 Character Type: Priest  
Age: prime of life Status: Alive Gender: Male Province of Birth: Belverus  
Present location: Belverus Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : SUPERIOR  
Rulership : NONE  
Military Command : ADEQUATE  
Heroism : POOR  
Intrigue : POOR  
Magic : POOR

Slyne Noirelle may use the following spells: Fanaticism.

Name: Volosino Aphenakos ID: NEME-12 Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Heartlands Region  
Present location: Belverus Assignment last turn: None  
Personal Combat : NONE  
Diplomacy : SUPERIOR  
Rulership : ADEQUATE  
Military Command : NONE  
Heroism : POOR  
Intrigue : GOOD  
Magic : POOR

Volosino Aphenakos may use the following spells: Far Sight.

Name: Lady Zenobia Numa ID: NEME-13 Character Type: Priest  
Age: young adult Status: Alive Gender: Female Province of Birth: Tor  
Present location: Tor Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : GOOD  
Military Command : ADEQUATE  
Heroism : NONE  
Intrigue : POOR  
Magic : POOR

Lady Zenobia Numa is the Province Ruler of Tor.  
Lady Zenobia Numa may use the following spells: Fear.

Name: Orvietus Zorbeq ID: NEME-14 Character Type: Wizard  
Age: prime of life Status: Alive Gender: Male Province of Birth: Tor  
Present location: Belverus Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : POOR  
Rulership : NONE  
Military Command : ADEQUATE  
Heroism : ADEQUATE  
Intrigue : NONE  
Magic : SUPERIOR

Orvietus Zorbeq may use the following spells: Long Life (usable 5 times), Far Sight, Magic Blast, Magic Sleep and Mesmerism.

Name: Nivaro Thespius ID: NEME-15 Character Type: Wizard  
Age: young adult Status: Alive Gender: Male Province of Birth: Belverus  
Present location: Belverus Assignment last turn: With the 1st Imperial Army  
Personal Combat : NONE  
Diplomacy : NONE  
Rulership : POOR  
Military Command : ADEQUATE  
Heroism : NONE  
Intrigue : POOR  
Magic : POOR

Nivaro Thespius may use the following spells: Phantom Warriors (usable 1 time).

Name: Bastius Tarascus ID: NEME-16 Character Type: Agent  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Heartlands Region  
Present location: Belverus Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : POOR  
Rulership : POOR  
Military Command : NONE  
Heroism : NONE  
Intrigue : SUPERIOR  
Magic : GOOD

Bastius Tarascus may use the following spells: Diplomacy, Force March and Magic Armor.

## TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 7 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.

**Nemedian Knights** : Troop Type 1  
Troop Category : HC - Heavy Cavalry  
Missile Combat Ability : NONE  
Melee Combat Ability : EXCELLENT  
Morale : GOOD  
Movement Rate : 5

Nemedian Knights must make up a minimum of 20% and may not exceed a maximum of 40% of your total number of troops. The cost to Train and outfit Nemedian Knights is MODERATE.

**Royal Cavalry Guard** : Troop Type 2  
Troop Category : HC - Heavy Cavalry  
Missile Combat Ability : NONE  
Melee Combat Ability : EXCELLENT  
Morale : SUPERIOR  
Movement Rate : 5

Royal Cavalry Guard troop is unique. Only one troop of this type may exist at any time. Royal Cavalry Guard are well adapted to combat in Fortified and will fight in that terrain with increased ability. The cost to Train and outfit Royal Cavalry Guard is MODERATE.

**The Adventurers** : Troop Type 3  
Troop Category : HC - Heavy Cavalry  
Missile Combat Ability : NONE  
Melee Combat Ability : EXCELLENT  
Morale : EXCELLENT  
Movement Rate : 5

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

**Nemedian Foot** : Troop Type 4  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : POOR  
Melee Combat Ability : GOOD  
Morale : GOOD  
Movement Rate : 3

Nemedian Foot must make up a minimum of 25% and may not exceed a maximum of 65% of your total number of troops. The cost to Train and outfit Nemedian Foot is MODERATE.

**Nemedian Archers** : Troop Type 5  
Troop Category : LIA - Light Infantry Archer  
Missile Combat Ability : EXCELLENT  
Melee Combat Ability : POOR  
Morale : GOOD  
Movement Rate : 4

Nemedian Archers must make up a minimum of 5% and may not exceed a maximum of 20% of your total number of troops. The cost to Train and outfit Nemedian Archers is LOW.

**Royal Guard** : Troop Type 6  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : POOR  
Melee Combat Ability : EXCELLENT  
Morale : SUPERIOR  
Movement Rate : 3

Royal Guard troop is unique. Only one troop of this type may exist at any time.  
Royal Guard are well adapted to combat in Fortified and will fight in that terrain with increased ability.  
The cost to Train and outfit Royal Guard is MODERATE.

**Adventurers Foot** : Troop Type 7  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : GOOD  
Melee Combat Ability : GOOD  
Morale : EXCELLENT  
Movement Rate : 3

Adventurers Foot may not exceed a maximum of 10% of your total number of troops at any one time.  
The cost to Train and outfit Adventurers Foot 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.

### Belverus Province 110 Province Type: Land

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

Has several areas of open grassland - GOOD chance to reach Open terrain.  
Has some areas of forest - ADEQUATE chance to reach Forest terrain.  
Has large areas of hills - EXCELLENT chance to reach Hill terrain.  
Boasts of high mountains - GOOD chance to reach Mountainous terrain.  
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Belverus currently have HIGH loyalty to the throne.  
Approximately once every two years Belverus levys Nemedian Knights.  
The average wealth production in Belverus is SUPERIOR.

### The 110th Provincial Army ID: PA-110 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Faithful Elite 45th Knights	1	28th Brave Tryst Knights	1	Philius's Purple Knights	1
Cavalry Guard	2	Royal Guard	6	Arklo's Middle Adventurers Foot	7
First 31st Foot	4	Night 25th Foot	4		

### Belverus 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 1st Imperial Army is encamped in Belverus.

### Numalia Province 111 Province Type: Land

Has large areas of open grassland - EXCELLENT chance to reach Open terrain.  
Has several areas of forest - GOOD chance to reach Forest terrain.  
Has some areas of hills - ADEQUATE chance to reach Hill terrain.  
Is crisscrossed with rivers - GOOD chance to reach River terrain.  
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Numalia currently have HIGH loyalty to the throne.



Approximately once every two years Numalia levys Nemedian Knights.  
The average wealth production in Numalia is SUPERIOR.

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

**The 111st Provincial Army ID: PA-111 Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Wild 36th Knights	1	43rd Tan Leopard Knights	1	Ragged Eagle Knights	1
Pure Mantis Knights	1	46th Foot	4	Unstoppable Rat Foot	4
23rd Purple Foot	4	Purple Rat Foot	4		

**Numalia 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 Numalia.

**The Heartlands Region Province 112 Province Type: Land**

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

The people of The Heartlands Region currently have HIGH loyalty to the throne.  
Approximately once every two years The Heartlands Region levys Nemedian Foot.  
The average wealth production in The Heartlands Region is SUPERIOR.

**The 112th Provincial Army ID: PA-112 Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Slaying Foot	4	Lion 47th Foot	4	Amber Brave 38th Foot	4
15th Beryl Foot	4	Loyal Cormorant Foot	4	Damned Foot	4
31st Middle Foot	4	Posthunus's Foot	4		

**The Heartlands Region has standing Province Defense Orders as follows:**

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

**The Hanumar Region Province 113 Province Type: Land**

Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Rarely lifts a mountain peak into the sky	- POOR chance to reach Mountainous terrain.
Has several scattered forts (Fort Class B)	- GOOD chance to reach Fortified terrain.

The people of The Hanumar Region currently have HIGH loyalty to the throne.  
Approximately once every two years The Hanumar Region levys Nemedian Foot.  
The average wealth production in The Hanumar Region is EXCELLENT.

**The 113th Provincial Army ID: PA-113 Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Cold Foot	4	32nd Foot	4	1st Lion Foot	4
Lion 23rd Foot	4	Amber 7th Foot	4	Ascolios's Foot	4
Diamond 2nd Knights	1	Special 27th Knights	1		

**The Hanumar Region has standing Province Defense Orders as follows:**

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

**Tor Province 114 Province Type: Land**

Has some areas of open grassland	- ADEQUATE chance to reach Open terrain.
Has a few scant areas of forest	- POOR chance to reach Forest terrain.

Has large areas of hills  
 Is a land of great mountains  
 Is well fortified (Fort Class A)

- EXCELLENT chance to reach Hill terrain.
- EXCELLENT chance to reach Mountainous terrain.
- EXCELLENT chance to reach Fortified terrain.

The people of Tor currently have HIGH loyalty to the throne.  
 Approximately once every two years Tor levys Nemedian Foot.  
 The average wealth production in Tor is EXCELLENT.

**The 114th Provincial Army**      **ID: PA-114**      **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
34th Foot	4	Charging Nightbird Foot	4	Loyal 40th Foot	4
44th Lion Foot	4	Shining Cormorant Foot	4	43rd Lion Foot	4
Middle Knights	1	Royal 46th Knights	1		

**Tor has standing Province Defense Orders as follows:**

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

**The Northern March Region**      **Province 115**      **Province Type: Land**

Has large areas of open grassland  
 Has several areas of forest  
 Has a few scant areas of hills  
 Has some areas of swamplands  
 Has a centrally located fort (Fort Class B)

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

The people of The Northern March Region currently have HIGH loyalty to the throne.  
 Approximately once every two years The Northern March Region levys Nemedian Foot.  
 The average wealth production in The Northern March Region is EXCELLENT.

**The 115th Provincial Army**      **ID: PA-115**      **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ramirius's Foot	4	Thessaloniki's Foot	4	Fondicus's Blue Foot	4
Raging Foot	4	Singing Otter Archers	5	Nicos's Archers	5
Beryl Archers	5	Brave 15th Archers	5		

**The Northern March Region has standing Province Defense Orders as follows:**

Maneuver to Open 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: Belverus      Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
8th Lion Foot	4	Verdigris Adventurers Foot	7	True Dog Adventurers Foot	7
Savage 31st Adventurers	3	20th Leopard Adventurers	3	Fine Adventurers	3
18th Adventurers	3	Stone 27th Archers	5	Cold Peacock Archers	5
Night Archers	5	Ternivos's Archers	5	Brave Archers	5
Fiercest Archers	5	Ragged Nightbird Knights	1	Promero's Knights	1

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

Troop Name	Type	Troop Name	Type	Troop Name	Type
Fierce 29th Knights	1	Fine Crimson 36th Knights	1	Special Dragon Knights	1
Damned 30th Knights	1	Bloody Serpent Knights	1	Fondicus's Brotherhood Knights	1
Middle 25th Knights	1	22nd Cold Knights	1	Napilo's 12th Lion Knights	1
Grey Knights	1	Diamond Foot	4	Emerald Foot	

Total Number of Troops : 78  
 Number of Standard Troops : 76  
 Number of Unique Troops : 2

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Nemedian Knights	1	23	30%	20%	40%
Royal Cavalry Guard	2	1		0 units	1 unit
The Adventurers	3	4	5%	0%	10%
Nemedian Foot	4	33	43%	25%	65%
Nemedian Archers	5	12	16%	5%	20%
Royal Guard	6	1		0 units	1 unit
Adventurers Foot	7	4	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 Nemedias ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Nemedias.

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

The Nemedian Marches of Brythunia  
 The Hanumar Region of Nemedias  
 Tarantia of Aquilonia

If successful in achieving these goals, Nemedias 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 lose much towards victory if the following neighboring nations lose control of these home provinces:

The Lowland Fiefs (21) of The Border Kingdom  
 Virunian (22) of The Border Kingdom  
 The Salt Marsh (23) of The Border Kingdom

However, if someone else takes your neighbor's provinces, you may champion his provinces and conquer them for him.

You will make major progress towards victory by controlling:

The Central Provinces (2) of Aquilonia.  
 Belverus (110) of Nemedias.  
 Numalia (111) of Nemedias.  
 Shadizar (179) of Zamora.

# THE HYBORIAN WAR COMMAND SHEET

## Orders For Nemedra

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: 110 111 112 113 114 115

- I Command Arianus Tarascus NEME-CHA to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Altairius Numa NEME-ADJ to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Count Enaris Bragorus NEME-1 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Istarius Aphenakos NEME-2 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Isolius Nimed NEME-3 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lord Ostorio Bragorus NEME-4 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Fondicus Aphenakos NEME-5 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lord Tirus Bragorus NEME-6 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lurgon Iristides NEME-7 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Ajacios Thespius NEME-8 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Astius Nimed NEME-9 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )
- I Command Tarrano Thespius NEME-10 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Slyne Noirelle NEME-11 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Volosino Aphenakos NEME-12 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lady Zenobia Numa NEME-13 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Orvietus Zorbeq NEME-14 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Nivaro Thespius NEME-15 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Bastius Tarascus NEME-16 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Command 1st Imperial Army in province 110 to (M)ove to (P)rovince ( ) \_\_\_\_\_

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

I Declare ( ) \_\_\_\_\_ (R)ule (P)rovince (115)

I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

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I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

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

