

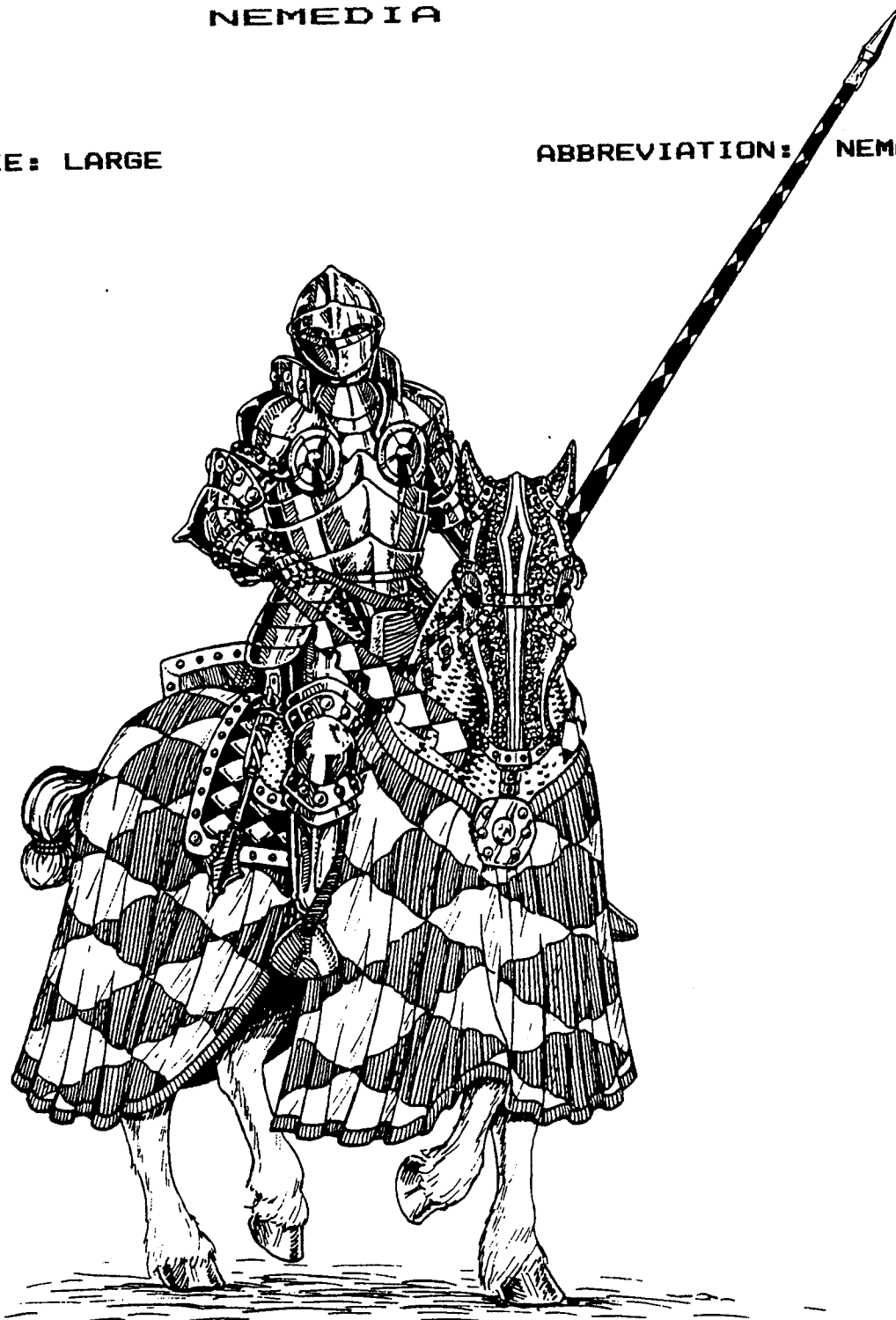
THE HYBORIAN WAR KINGDOM REPORT

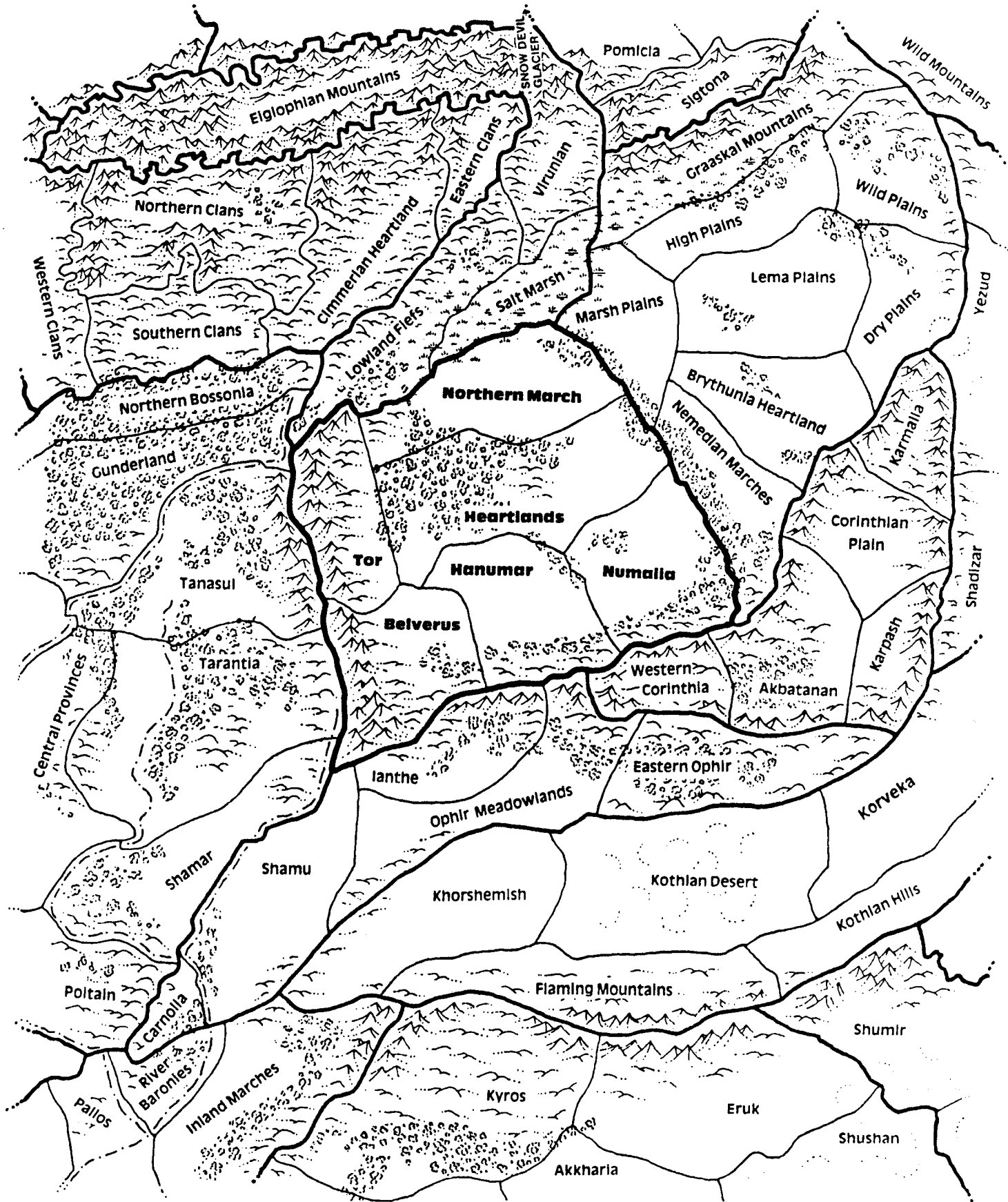
FOR

NEMEDIA

KINGDOM SIZE: LARGE







ABBREVIATION: NEME





Nemedia

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

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

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

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

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

If successful in achieving these goals, Nemedia 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 Nemedia.
 Numalia (111) of Nemedia.
 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 (Currently with IA-1)	NEME-2	to	()	()	()	()	()
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 (Currently with IA-1)	NEME-8	to	()	()	()	()	()
I Command Astius Nimed (Currently with IA-2)	NEME-9	to	()	()	()	()	()
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 (Currently with IA-1)	NEME-15	to	()	()	()	()	()
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)

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

