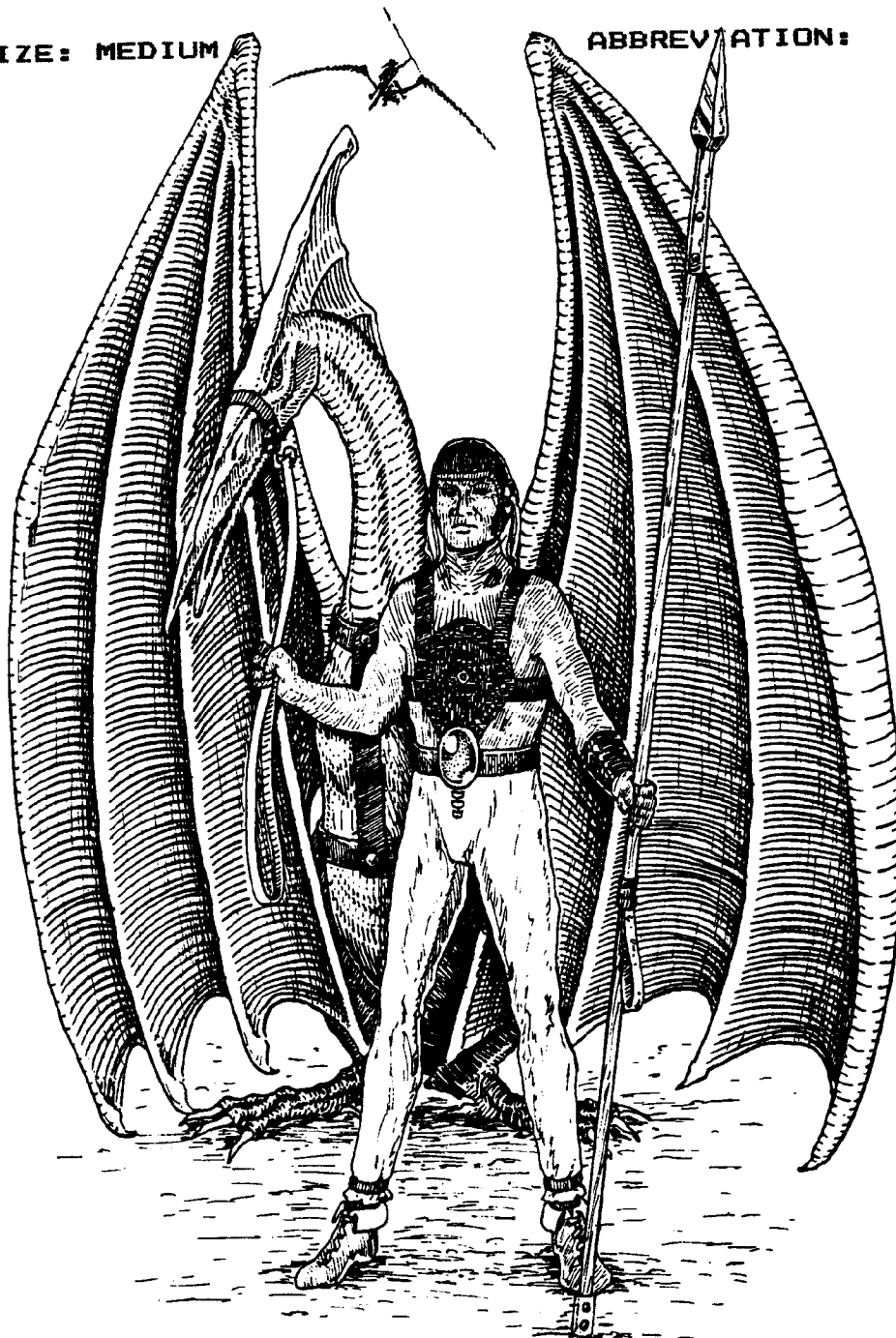
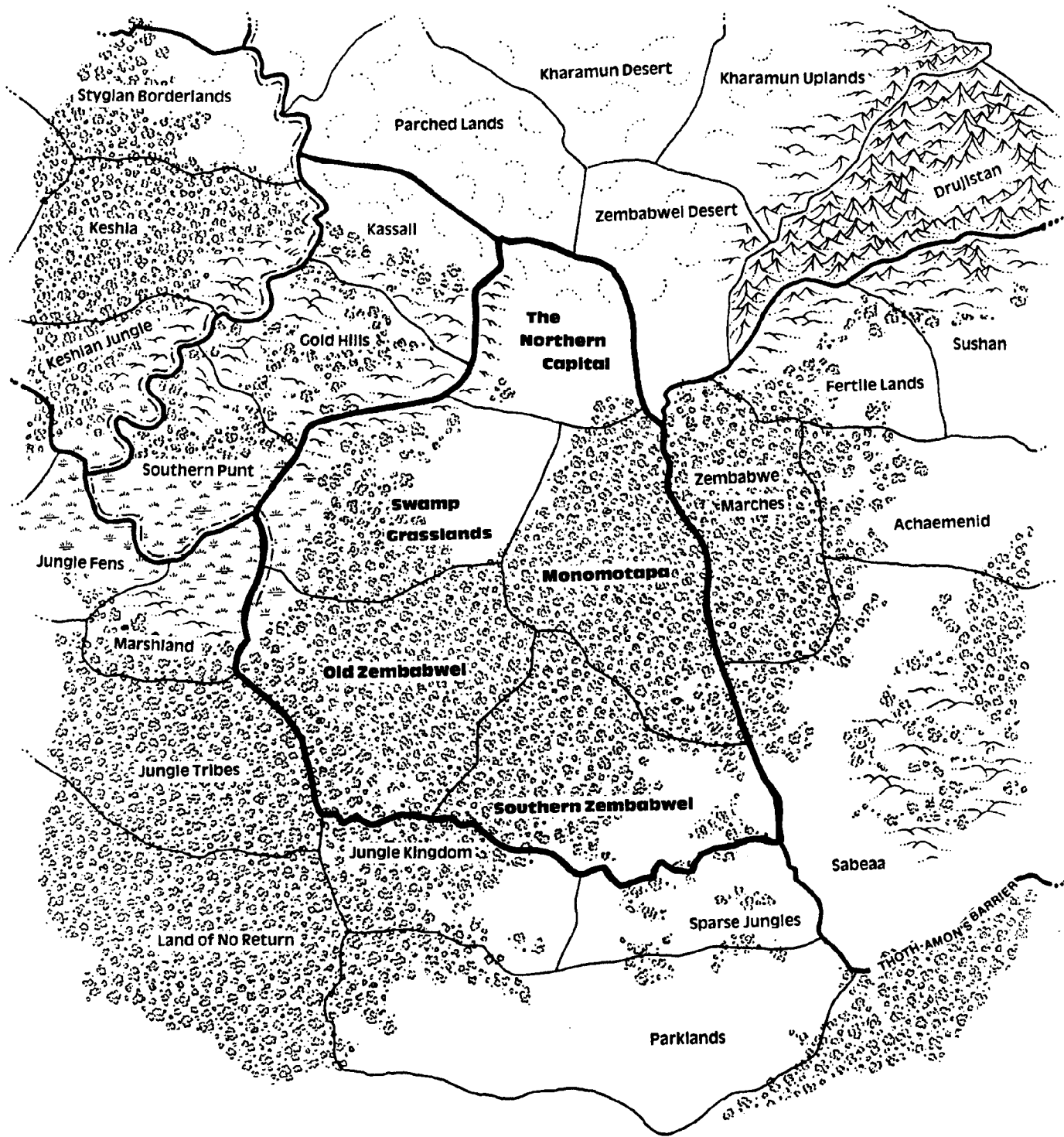


THE HYBORIAN WAR KINGDOM REPORT
FOR
ZEMBABWEI

KINGDOM SIZE: MEDIUM

ABBREVIATION: ZEMB





Zimbabwei

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

HYBORIAN™ WAR

Kingdom report for Zembabwei

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O Lord, of the history and glory of thy people. Long ago our people were of the Kohaka tribes. Pressed by many warriors, we fled our original homeland to settle in the jungle land of what is now called Ancient Zembabwei. There we found a ruined and crumbling city, made by the hands of a race which had come before us. Of our mysterious predecessors nothing else remained.

This city we carefully rebuilt for our home, and it was there that we first found and tamed the mighty Wyverns which carry us about on the winds like the very gods themselves! With the aid of these huge flying reptiles we swiftly expanded our empire until now fully three million souls look to the king of Zembabwei for their rule.

We are indeed the most powerful of the kingdoms of the southern world. Our wealth is also great, based upon trade which flows from our capitol in the north by caravan, across the burning sands, to Turan and the Hyborian kingdoms. Our heritage and our dream lie to the south and west among our own kind, whom we are destined to rule over. Heed well now my words, Great One, 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:

Kchaka of Kchaka
Zamboula of Zamboula

POLITICS

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

Zembabwei 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 Zembabwei is:

Name: Noble Rumbaka Nenaunir	ID: ZEMB-CHA	Character Type: Priest
Age: young adult	Status: Alive	Gender: Male
Province of Birth: The Northern Capital	Assignment last turn: None	

Noble Rumbaka Nenaunir is the Province Ruler of The Northern Capital.
Noble Rumbaka Nenaunir may use the following spells: Far Sight.

The **ADJUTANT GENERAL** of Zembabwei is:

Name: Atrun Nenaunir	ID: ZEMB-ADJ	Character Type: General
Age: youth	Status: Alive	Gender: Male
Province of Birth: Southern Zembabwei		

Present location: The Northern Capital

Assignment last turn: None

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

Name: King Mbega Omarrah ID: ZEMB-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Monomotapa
Present location: The Northern Capital Assignment last turn: None
Personal Combat : GOOD
Diplomacy : EXCELLENT
Rulership : SUPERIOR
Military Command : EXCELLENT
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

King Mbega Omarrah is the current Monarch of Zembabwei.

Name: Qallat Omarrah ID: ZEMB-2 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Southern Zembabwei
Present location: Southern Zembabwei Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : POOR
Magic : POOR

Qallat Omarrah is the Province Ruler of Southern Zembabwei.
Qallat Omarrah may use the following spells: Curse.

Name: Zaawi Kanbinda ID: ZEMB-3 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: Old Zembabwei
Present location: Old Zembabwei Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : EXCELLENT
Intrigue : POOR
Magic : NONE

Zaawi Kanbinda is the Province Ruler of Old Zembabwei.

Name: Khurfur Durman ID: ZEMB-4 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: The Northern Capital
Present location: Monomotapa Assignment last turn: With the 2nd Imperial Army
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Name: Haawi Durman ID: ZEMB-5 Character Type: Noble
Age: youth Status: Alive Gender: Male Province of Birth: The Northern Capital
Present location: The Northern Capital Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : EXCELLENT
Military Command : POOR
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Name: Maaun Tasanga ID: ZEMB-6 Character Type: General
Age: youth Status: Alive Gender: Male Province of Birth: Southern Zembabwei
Present location: Old Zembabwei Assignment last turn: None
Personal Combat : ADEQUATE

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

Name: NDulfuka Raldani ID: ZEMB-7 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Old Zembabwei
Present location: The Northern Capital Assignment last turn: With the 1st Imperial Army
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : EXCELLENT
Military Command : EXCELLENT
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Mlala Mazapa ID: ZEMB-8 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: Southern Zembabwei
Present location: The Northern Capital Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Luanwelue Mumbuka ID: ZEMB-9 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: Southern Zembabwei
Present location: Old Zembabwei Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : POOR

Luanwelue Mumbuka may use the following spells: Bless.

Name: Duwaya Omarrah ID: ZEMB-10 Character Type: Priest
Age: old Status: Alive Gender: Female Province of Birth: Southern Zembabwei
Present location: The Northern Capital Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : SUPERIOR

Duwaya Omarrah may use the following spells: Diplomacy, Far Sight, Prophecy, Rains and Sunbane.

Name: Nualf Ugabora ID: ZEMB-11 Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: Monomotapa
Present location: Monomotapa Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : EXCELLENT
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Nualf Ugabora is the Province Ruler of Monomotapa.

Name: Larutek Kaggolo ID: ZEMB-12 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: The Northern Capital
Present location: The Northern Capital

Assignment last turn: With the 1st Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : NONE
Military Command : POOR
Heroism : NONE
Intrigue : ADEQUATE
Magic : ADEQUATE

Larutek Kaggolo may use the following spells: Magic Blast and Missile Shield.

Name: Wanga Monbwa ID: ZEMB-13 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: Old Zembabwei
Present location: The Northern Capital Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : GOOD
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.

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

Zembabwei Spearmen must make up a minimum of 50% and may not exceed a maximum of 70% of your total number of troops.
The cost to Train and outfit Zembabwei Spearmen is LOW.

Southern Archers : Troop Type 2
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Southern Archers 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 Southern Archers is LOW.

Northern Cavalry : Troop Type 3
Troop Category : LC - Light Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

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

The Winged Reptiles : Troop Type 4
Troop Category : WR - Medium Winged Reptiles
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 9

The Winged Reptiles may not exceed a maximum of 5% of your total number of troops at any one time.
The Winged Reptiles are defensive troops and will not join an army for invasion.
The cost to Train and outfit The Winged Reptiles 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.

The Northern Capital Province 184 Province Type: Land

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

Has large areas of open grassland	- EXCELLENT 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.
Has some areas of desert	- ADEQUATE chance to reach Desert terrain.
Is well fortified (Fort Class B)	- EXCELLENT chance to reach Fortified terrain.

The people of The Northern Capital currently have HIGH loyalty to the throne.
Approximately once every three years The Northern Capital levys Zembabwei Spearmen.
The average wealth production in The Northern Capital is EXCELLENT.

The 184th Provincial Army ID: PA-184 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Talasa's Regular Spearmen	1	7th Spearmen	1	Bloody Demon Spearmen	1
Usanwa's Oath Spearmen	1	Larutek's Spearmen	1	Zembabweis 22nd Spearmen	1
Independant Ruby 4th Spearmen	1	Alert Scorpion Spearmen	1		

The Northern Capital has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Northern Capital.

Old Zembabwei Province 185 Province Type: Land

Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Is crisscrossed with rivers	- GOOD chance to reach River terrain.
Is well fortified (Fort Class A)	- EXCELLENT chance to reach Fortified terrain.

The people of Old Zembabwei currently have MODERATE loyalty to the throne.
Approximately once every three years Old Zembabwei levys The Winged Reptiles.
The average wealth production in Old Zembabwei is EXCELLENT.

The 185th Provincial Army ID: PA-185 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Middle Ghoul Winged Reptiles	4	Khurfor's Olive Winged Reptiles	4	Kasanka's 13th Winged Reptiles	4
Savage 11th Spearmen	1				

Old Zembabwei has standing Province Defense Orders as follows:

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

Monomotapa Province 186 Province Type: Land

Has some areas of open grassland	- ADEQUATE chance to reach Open terrain.
Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.
Has a few scant areas of hills	- POOR chance to reach Hill terrain.

The people of Monomotapa currently have MODERATE loyalty to the throne.

Approximately once every three years Monomotapa levys Southern Archers.
The average wealth production in Monomotapa is GOOD.

The 186th Provincial Army ID: PA-186 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Guild 6th Archers	2	Silver Archers	2	Blood 11th Spearmen	1
Royal 21st Spearmen	1	Fiercest Spearmen	1	Argent Spearmen	1
Wild Lion Spearmen	1	Regular 5th Spearmen	1		

Monomotapa has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in Monomotapa.

The Swamp Grasslands Province 187 Province Type: Land

Has some areas of open grassland	- ADEQUATE 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.
Has some areas of swamplands	- ADEQUATE chance to reach Swamp terrain.
Is virtually berefit of running waters	- POOR chance to reach River terrain.

The people of The Swamp Grasslands currently have MODERATE loyalty to the throne.
Approximately once every seven years The Swamp Grasslands levys Zembabwei Spearmen.
The average wealth production in The Swamp Grasslands is POOR.

The 187th Provincial Army ID: PA-187 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Chitalo's Spearmen	1	Mabien's Spearmen	1	43rd Loyal Indigo Spearmen	1
Jade 3rd Spearmen	1	Raging 8th Spearmen	1	Cold 12th Spearmen	1
Maaun's Personal Raging Spearmen	1	Last Shrike Spearmen	1		

The Swamp Grasslands has standing Province Defense Orders as follows:

Decline battle if possible.
Maneuver to Forest terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Southern Zembabwei Province 188 Province Type: Land

Has some areas of open grassland	- ADEQUATE chance to reach Open terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Is virtually berefit of running waters	- POOR chance to reach River terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of Southern Zembabwei currently have LOW loyalty to the throne.
Approximately once every five years Southern Zembabwei levys Zembabwei Spearmen.
The average wealth production in Southern Zembabwei is ADEQUATE.

The 188th Provincial Army ID: PA-188 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Green Spearmen	1	True Cardinal Spearmen	1	Rukdora's Spearmen	1
Dark Seal Spearmen	1	45th Green Dog Spearmen	1	Independant 11th Spearmen	1

Southern Zembabwei has standing Province Defense Orders as follows:

Maneuver to Forest 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 Northern Capital Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
13th Shock Cavalry	3	45th Zembabweis Cavalry	3	Shining Cavalry	3
Flaming 22nd Archers	2	Mkasula's Zembabweis Archers	2	Ibuke's Pure Archers	2
Fierce Falcon Archers	2	Brave Archers	2	Middle Archers	2
8th Beryl Mantis Archers	2	Raging Nighthbird Archers	2	Tempest 22nd Spearmen	1
Damned 41st Spearmen	1	Banguk's Spearmen	1	Duwaya's Spearmen	1

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

Troop Name	Type	Troop Name	Type	Troop Name	Type
Hyacinth Fox Spearmen	1	Night 12th Spearmen	1	19th Zembabweis Spearmen	1
Middle Sabertooth Spearmen	1	15th Toad Spearmen	1	Haawi's Olive Spearmen	1
Pure Spearmen	1	NDulfuka's Disciple Spearmen	1	Sentinel 40th Spearmen	1
Fiercest 28th Archers	2	Nuzamun's 33rd Archers	2	Yellow Archers	2
Chingu's Archers	2	Raging Bear Archers	2	3rd Archers	2

Total Number of Troops : 64

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Zembabweis Spearmen	1	42	66%	50%	70%
Southern Archers	2	16	25%	20%	40%
Northern Cavalry	3	3	5%	0%	5%
The Winged Reptiles	4	3	5%	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 Zembabwei ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Zembabwei.

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

Kchaka of Kchaka
 The Zembabwei Desert of The Kharamun Tribes
 The Zembabwe Marshes of Iranistan

If successful in achieving these goals, Zembabwei 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:

The Zembabwe Marshes (67) of Iranistan.
 Kchaka (216) of Kchaka.
 The Zembabwei Desert (221) of The Kharamun Tribes.
 The Parklands (331) of The Western Jungles.

THE HYBORIAN WAR COMMAND SHEET

Orders For Zembabwei

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: 184 185 186 187 188

- I Command Noble Rumbaka Nenaunir ZEMB-CHA to () _____ () _____ () _____ () _____
- I Command Atrun Nenaunir ZEMB-ADJ to () _____ () _____ () _____ () _____
- I Command King Mbega Omarrah ZEMB-1 to () _____ () _____ () _____ () _____
- I Command Qallat Omarrah ZEMB-2 to () _____ () _____ () _____ () _____
- I Command Zaawi Kanbinda ZEMB-3 to () _____ () _____ () _____ () _____
- I Command Khurfur Durman ZEMB-4 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Haawi Durman ZEMB-5 to () _____ () _____ () _____ () _____
- I Command Maaun Tasanga ZEMB-6 to () _____ () _____ () _____ () _____
- I Command NDulfuka Raldani ZEMB-7 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Mlala Mazapa ZEMB-8 to () _____ () _____ () _____ () _____
- I Command Luanwelue Mumbuka ZEMB-9 to () _____ () _____ () _____ () _____
- I Command Duwaya Omarrah ZEMB-10 to () _____ () _____ () _____ () _____
- I Command Nualf Ugabora ZEMB-11 to () _____ () _____ () _____ () _____
- I Command Larutek Kaggolo ZEMB-12 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Wanga Monbwa ZEMB-13 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 184 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (187)

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

