

# Lords of the Earth

*Campaign Nineteen*

**Turn 40**

Anno Domini 1096 - 1100

**TURN 41 ORDERS DUE BY** Friday, January 16<sup>th</sup>, 2004

## ANNOUNCEMENTS

Below are my Email and Regular mail addresses:

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If sending checks by mail to Tucson, go ahead and fill them out to me. **Note:** as a rule of thumb, I prefer to receive payment through the Throneworld account. However, this is a preference, not a diktat, if you can't access the account, or if paying by Paypal just makes you antsy in general (or it's just darn inconvenient) go ahead and send a check.

**Warning:** if your account falls into arrears for any amount your position will be declared open unless you make concrete arrangements with me to pay your balance. (By "concrete" I mean, I'll have x amount to you on or before y date). Please don't fall behind, I really don't like being the heavy and I daresay you won't like it either. What follows is...

### A HANDY GUIDE TO DETERMINE YOUR REF'S ATTITUDE TOWARDS YOU IF YOU ARE IN ARREARS

If you run up a negative account balance it can be difficult to determine the level of emotion the referee may have towards you. What follows is a convenient guide to let you know exactly where you stand.

**-\$5.00 or Less:** hey, it happens. Please pay your balance as soon as possible.

**-\$5.00 -- -\$10.00:** c'mon, it's not like this game is really expensive. Please pay your balance. Your kids will thank you for it someday.

**-\$15.00 or More:** Urge to kill rising!

**Modifiers:** people who try to make arrangements with me regarding payment (or partial payment) will generally get a favorable hearing. Generally, players who exceed two turns of debt **without** keeping me apprised of their situation will be dropped and word will be sent out to the other campaigns warning the refs of the offending player's deadbeat proclivities. Players who run up a negative balance and then drop w/o repayment, will have their names sent out to other referees as mentioned above and will have massive karmic debt for being a scoundrel and lout.

## LORDS TWO

As many of you know, I am also running Lords 2. To this end, processing this campaign will be affected. Although the date listed above is the due date for next turn's orders, it may not automatically lead to processing the turn starting that weekend, especially if I am hip-deep in processing the other game.

## RULES STUFF

As mentioned above, I'm going to try to keep alterations to the rules to a minimum (a double "yeah, sure" regarding my chances). Here are some things to keep in mind:

- 1) There are no censuses. **Change:** well okay, I guess there are.
- 2) "Hands Off Trade" is in effect and the ships on various trade routes will be deleted in a couple of turns (unless they're warships on anti-piracy work). **Change:** okay, players may now rearrange MSP among **existing** (not newly initiated) trade routes by having their King (only) perform the Intervene in Merchant Affairs (IMA) action. This costs six AP and can only be conducted by the ruler of the nation. Ship units will still be deleted as they are converted to MSP when placed on the route and may only be converted back into heavy transport units at a cost of 4MSP and 5gps per unit.
- 3) Cities and regions are separate areas for all purposes.
- 4) Leaders are now numbered consecutively on the stat sheet.
- 5) A couple of countries (mostly non-player) that were Seafaring or Barbarian have become civilized.
- 6) I've reformatted the Megaliths section in accordance with the latest version of the STATS program.
- 7) Player's are encouraged to name their leaders and heirs, in some cases I have named some individuals, feel free to change these.
- 8) **Allied Leaders:** looking over some of the player-less countries, I've noticed a large percentage of troops under allied leaders, doubtless in an attempt to reduce support costs. While I don't want to disallow this practice, I will be making loyalty checks for any such "augmented" forces from here on out. Failure indicates that feckless ally decides to carve a kingdom out of your Empire. The chances of this increase if there are few non-allied troops about. So don't put all of your eggs in one basket.
- 9) **Female Leaders:** while I don't want to disallow them totally, the Dark Ages were a pretty male dominated time. Consequently, a female Royalty member may only become Queen, Empress, Regent or Heir if they have a Charisma of AT LEAST 10. A Princess will only become an active leader if her Charisma is at least 8 (eight) or greater. Any Charisma statute less than this will result in no generation (although you can still marry them off). Any existing Female Rulers, Heirs, Princesses may remain. The only exception to this is if the sole available heir is a princess, in which case she becomes ruler regardless of Charisma (and the subsequent DF check gets a big bad negative modifier as the local nobility resents the presence of a female giving orders and intruding on their bailiwick).
- 10) **The Homeland Income Multiple:** this will decrease to x1.5 on t38 and to one on t40. If you didn't get your doubled homeland income this turn, simply calculate it

and put it in your orders with a note reminding me what it is.

- 11) **NEW: Gold, NFP and Agro transfers:** beginning immediately (well okay, next turn [41]), any inter-player transfers will only become available to the recipients the turn after they are sent. So if someone sent you stuff on turn 41, you have to wait until turn 42 before you can use it. Gold and NFP will be placed in their respective saved sections. Agro will be placed in the reserves. **Note:** players sending agro **must** spend gold to preserve it in transit. Keep this in mind when deciding how much to charge for your surpluses.
- 12) **NEW: Entrophy, or Viagra hasn't been invented yet:** any male Royal personages attempting to begat kiddies after the age of 50 has a severely reduced chance of siring any new bundles of joy. Just so you know.
- 13) **NEW: AP reminder:** please remember that it is the slowest unit of a given force that determines which unit modifiers apply to determining APs/year. So if your army of light, elite cavalry includes even one heavy infantry unit, the footsloggers are slowing everyone down. Also if a leader has a combat rating of four or less, he has a -1 AP per year modifier regardless of what he's doing.
- 14) **NEW: Shooting oneself in the foot:** Just so you all know, if your king continues to produces heirs after he has an established heir in place (i.e. one who has generated stats, it always goes to the eldest male by the way.) you are desperately begging for some sort of dynastic trouble when your monarch dies.

## MAP DISCREPANCIES

Some discrepancies between the maps and the Stats program have cropped up:

None this turn (as far as I know).

As a general rule, in discrepancies of this kind, the stats take precedence over the map.

## JAPAN & THE PACIFIC RIM

### THE EMPIRE OF JAPAN

*Kondo Nobunaga, Daimyo of Yamato.*

**DIPLOMACY** Saga (+7yfc)

#### OPERATIONS IN THE NORTH

The war in the north was like a blunt instrument. After waiting on the defense for two years, Matsuoka marched into Aichi with over 25,000 troops. Nobunaga tried to stop him with slightly more than 19,000 troops. Again the Imperialists were defeated. There was no great rout this time and Nobunaga managed to get a good chunk of his army over the mountains and into Yamato. Matsuoka did not pursue, contenting himself with securing the region and the city of Kyoto. Events in the south would prove more interesting (see below).

### THE TAIRA BAKUFU

*Taira Matsuoka, Daimyo of Kwanto.*

**DIPLOMACY** Kagoshima (nt)

#### OPERATIONS IN THE SOUTH

Ishi, the *Daimyo* in charge of the operations on Kyushu and Shikoku was wounded by an assassin's blade but was still able to function to some capacity. To this end he departed for Edo to

gather additional ships and troops for the southern war.

Unfortunately by the time he returned to Kumamoto, Kondo's son and heir, Torohito had already arrived and was off-loading troops. Ishi withdrew as Torohito's 5000 troops quickly secured the region of Saga. Torohito left a garrison and sailed against Shikoku. Cursing his injury and outnumbered, Ishi evacuated the Taira garrison there and sailed further south, to Kagoshima. Once there he managed to persuade the local ruler to join the Taira cause to some extent. After securing Shikoku, Torohito put to sea again and established a blockade off of Edo.

### THE MOLUCCAS SEAHOLD

*Gatunao II, Lord of the Spice Islands*

**DIPLOMACY** No effect

Gatunao came of age and Ahuna stepped down. The new ruler decided to stop pussyfooting around with all this "raiding" nonsense and get down to cases. Gatunao dispatched of 100 ships and 6000 troops under Admirals Mutawalis and Kolomananui to Mindanao with orders to "make it part of our beloved realm". This the admirals proceeded to do, smashing the local opposition flat and installing a governor to run the place in the Sealord's name.

### THE MAREE TRIBES OF AUSTRALIA

*Nardu, Prince of Maree*

**DIPLOMACY**

Nardu continued to develop his isolated realm. A new road segment was built between Goolbura and Cooma and the woodlands of Paramata were put under cultivation. The city of Nowra continues to grow, now up to a size nine (without arch supports).

### THE ARIKAT OF MAAORI

*Kamut, King of the Southern Islands*

**DIPLOMACY** Tonga (f), Fiji (a)

The watery Maaori civilization continued to expand. Kamut sent another wave of colonists to the South Island, settling Te Wai Ponamu to a (0/8) region. The Kiwis\* also continued to spread their influence among the islands of Micronesia.

## CHINA

### THE GOREYO KINGDOM

*Kim On Rhee, Prince of Koguryo*

**DIPLOMACY** Anshan (f)

A quiet turn, Anshan became cultivated.

### THE KINGDOM OF SHAN'SI

*Tsu Ma Chen, King of Shan'si, Watcher of the Northern Marches*

**DIPLOMACY** Ordos (ea)

Tsu Ma Chen started his reign with a burst of new construction. A series of postal road links were built extending east from Tai'Yuan all the way to Ta'Ting, in Liao-Tung. Another link was built from Tai'Yuan to Ta'Tung, in Yun. A new city was also built, Jin'Xi in Lu'an. On the diplomatic front, the King began to make overtures to his co-religionists out on the steppes.

### THE KINGDOM OF THE YANGTZE

*Cao Jian, King of Huipei*

**DIPLOMACY** Hopei (f), Anhui (f)

After thinking for a great deal of time, Cao Jian decided to spend this turn's allotment of money on city expansion. To this end, Hangzhou, Lian Yung, Hefei, Jinan and Yen'ching all were

increased to level four cities, while Yanling grew to a level two. And that was about it, actually.

### THE KINGDOM OF KWANGSI

*Chu Lai, Prince of Kwangsi*

**DIPLOMACY** Kwangtung (a)

Chu Lai continued to mind his own business. A major diplomatic envoy from Champa was rejected out of hand due to Bao Dai's proclivities towards persecuting Buddhists.

## SOUTHEAST ASIA

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### THE KINGDOM OF CHAMPA

*Bao Dai I, King of Champa, Lord of Vijaya*

**DIPLOMACY** No effect.

Bao Dai attempted a really ambitious diplomatic gambit that sadly, came to naught.

### THE KINGDOM OF KAMBUJA

*Ieng Neou, Regent for...*

*Chulalongkorn, Deveraja of the Kambuja*

**DIPLOMACY** None

Sat very quietly...

### THE KINGDOM OF AVA

*Shambramaba I, King of Ava*

**DIPLOMACY** Arakan (ea) Thaton (f following allied leader death).

Avan diplomacy continued to have mixed results mainly because Shambramaba was attempting to woo the local Hindu principalities immediately surrounding his Kingdom. The ruler of Kedah joined the Nadavarians in their disdain for the Avans while the King of Samatata simply didn't have a daughter available to marry to Shambramaba and didn't he have a wife back home who had borne him a son and heir already? The King was also receiving flak from the local Buddhist clergy who were a little annoyed at his willingness to allow Hindic missionaries to operate within his kingdom so freely. Shambramaba, a fairly easy-going sort, was a bit mystified by all of this distress...

## INDIA & CENTRAL ASIA

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### THE KINGDOM OF MAGHADA

*Prashant, Raja of Bengal*

**DIPLOMACY** Tamralipti, in Palas (t), Nadavaria (nt)

Prashant continued to quietly expand his Kingdom.

### THE KINGDOM OF CHOLA

*Rhama, King of Chola, Lord of Tanjore*

**DIPLOMACY** Chera (f), Kollam, in Pandya (ea)

Rhama's diplomats continued to work on consolidating his control of the southern coast.

### THE SULTANATE OF PUNJAB

*Mustafa, Sultan of Punjab, Lord of Afghanistan*

**DIPLOMACY** Bauluch (ea)

Mustafa continued to hunker down in Edrosia.

### THE PRATIHARA EMPIRE OF KAUNAJ

*Sachetan, Emperor of India*

**DIPLOMACY** Kalinga (c), Surashtra (a)

Oddly enough, Sachetan decided not to continue the war against the Muslims, contenting himself with garrisoning the regions he had taken and withdrawing most of his armies.

### THE EMIRATE OF SAMARKHAND

*Hamid, Emir of Samarkhand*

**DIPLOMACY** Bokhara (fa)

Hamid kicked off the new turn by ordering a census to be conducted tabulating all the inhabitants of his realm. Exchanging the pen for the sword, he then headed out at the head of over 14,000 troops and quickly browbeat tribute out of Bactria (with Kar-Kalanis), Transoxania, and Tadzik before returning home and promptly expiring whilst trying to sire an heir.

This precipitated a problem to say the least. Hamid's lieutenant, Mustafa had also died in the midst of a diplomatic embassy to Khwarzim, and his replacement, a colorless individual named Hakim had no stomach for rule. Nor did the allied Emir of Turkmen, who took the opportunity of Hamid's death to renounce all allegiance to the Emirate. Hakim spent several months before locating a scion of one of the lesser nobility, one Osman, who was willing to assume rule of the state (one of Osman's more attractive qualities was that he had a son and heir, an intelligent, aggressive young man, named Selim). In the interim, much of Hamid's work was undone with the recently conquered regions conveniently forgetting to pay the tribute that they had hitherto agreed. Otrarsh and Tashkent also renounced all claims that the Emirate had on them and became independent.

### THE KHAZAR KHANATE

*Bulan II, Kagan of Khazar and Saksiny*

**DIPLOMACY** Levedia (c), Polovotsy (hostile)

The cultivation of Patzinak was completed.

## THE NEAR EAST

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### THE HAMADID EMIRATE

*Omar Ibn Batutta, Emir of Damascus.*

**DIPLOMACY** Petra (nt)

A postal road link was constructed between Aleppo and Carhae. Work continued on additional links throughout the Emirate. A large diplomatic mission arrived in Petra and managed to woo the Emir there into renouncing his allegiance to the Fatamids and tie his fortunes to the Hamadid kite instead.

### THE BUWAYID EMIRATES

*Ibriham ibn Ali, Emir of Emirs, Protector of the Caliph.*

**DIPLOMACY** Zagros (hostile)

Ali's big plans to invade Persia got off to a rocky start when the Emir was thrown from his horse and smashed his fool head wide open. Fortunately, his Lieutenant Mustafa was on hand to finish the job and the region was taken with some difficulty. At home, another of Ali's henchmen, Akmed alternated between conducting a Census and serving as a temporary regent until Ali's son, Ibriham came of age. This happy event occurred at the end of 1100 and the weary Akmed was eager to go back to his ledgers.

## EASTERN EUROPE

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### THE EASTERN ROMAN EMPIRE

*Constantine Pophryogenitus, Emperor of the Eastern Roman Empire*

**DIPLOMACY** Cilicia (f)

Constantine came of age and Cleon stepped down. Urbanization throughout the Empire continued with the

construction of a new port, Theodosiopolis, in Georgia on the shores of the Caspian Sea. In addition, Heraclea, Nicomedia, and Thessaloniki increased to size four and Troy to size seven. Finally, control over Pechneg and the Crimea were relinquished, although a claim to the latter area was still maintained.

#### THE PRINCIPALITY OF MUSCOVY

*Igor Bratislav, Boyar of Muscovy*

**DIPLOMACY** Polotsk (fa)

1095 came in with a bang (literally) as Igor blew a blood vessel whilst celebrating the New Year and perished horribly. One of his advisors, Oleg, stepped in to run things until the late *Boyar's* son came of age. Another of Igor's lieutenants was given the pacified region of Tver to rule as his personal fief...that promptly went friendly when the newly commissioned allied leader croaked two years later (weird bunch in Tver).

#### THE HIGH REPUBLIC OF HELLREIGER

*Lore II, King of Poland*

**DIPLOMACY** None

No Orders. Danzig became cultivated via the city of Da'Kur.

#### THE DUCHY OF ESTONIA

*Villem Viikberg, Duke of Estonia*

**DIPLOMACY** Daugava (a), Yaroslavl (f)

Tallinan was increased to a level five city.

### WESTERN EUROPE

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#### THE DUCHY OF BOHEMIA

*Sabastian Gowner I, Duke of Bohemia*

**DIPLOMACY** Austria (f), Swabia (f), Bremen, in Friesland (f)

Work continued on the ducal road net with a new link being built between Franconia and Swabia. Elsewhere, Brunswick grew to a size four city. Abroad, ducal diplomacy was very successful.

#### THE VERNONIAN EMPIRE

*Julius Caesar Germanicus, Emperor of Italy*

**DIPLOMACY** Lybia (hostile!)

Veronite domestic activity amounted to the conducting of a census; the expansion of the capital, Venice, to a level 5 city and the construction of two fishing fleets in the Tyrhennian and Adriatic seas. Abroad, attempts to woo the Lybians diplomatically were met with gales of derisive laughter. Attempt to convert the muslims of the region were also a rank failure.

#### LE ROYAUME DE FRANCE

*Phillip Capet, King of the Franks*

**DIPLOMACY:** Brabant (f), Flushing, in Brabant (f)

For his own part, Phillip continued to oversee the increasing urbanization of his realm. Nevers, Paris, Bruges, and Reims all increased in size. In the south, a royal road link was built between Lyonnais and Provence and trade was opened up with the Zirid Emirate.

#### THE EL REINO DE NAVARRE

*Sancho, King of Navarre*

**DIPLOMACY** Zaragoza, in Aragon (f), Burgos, in Old Castile (f), Lisbon, in Portugal (ea), Cornwall (c)

After spending much time in consultation with his advisors and the great nobles of the realm, Snacho enacted a series of laws further regimenting Navarrese society. The rights of the peasantry to leave their fields were abolished and a more rigid, caste-like

structure arose instead. From now on, the son of a peasant could only aspire to his father's toil, that of a cooper, a cooper. (How Diocletianic of ole' Sancho.) In other domestic affairs, the cities of Arles and Tortosa each grew to size seven. Finally, there was the question of how to deal with the Kingdom's Arab population. Sancho had a wonderful answer, totally in character for him. Troops under the heir, Miguel and General Diego marched forth and put colonies of friendly Iberians in the regions of Murcia and Andalusia, as well as the city of Seville. The former inhabitants were reduced to a state of penury and underclass status. Their co-religionists in Granada (and Madiera) registered their disapproval of this action by stopping tribute and going independent.

### NORTHERN EUROPE

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#### THE KINGDOM OF THE SVEAR

*Olav, King of the Swedes*

**DIPLOMACY** Halland (f)

A new port city, Malmo, was built in Skane on the junction between the Baltic Sea and Skaggerak Sea Zones.

#### THE NORSE KINGDOM OF ICELAND

*Bjorn Haraldson, King of the Norse*

**DIPLOMACY** None

Not to be outdone by his Scandinavian neighbor, the regent ordered the construction of a new port city, Haraldswick, around the fortress on the Shetlands. Snorri also dispatched the *Jarl* Lief to northern Britain, where the inhabitants of the Orkneys, the Hebrides and the Highlands were browbeaten into paying tribute. Finally, Bjorn came of age and Snorri stepped down.

### NORTH AFRIQA

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#### THE MAGHREB EMIRATE

*Mohammad ibn Umar, Emir of Morroco*

**DIPLOMACY** Cartenna, in Idjil (f)

Like so many others, Mohammad decided to do the trendy thing and conduct a census. Trade was also opened up with the France and Bohemia across the Med and with Timbuctu and Kanem-Bornou across the desolate Saharan caravan routes. A port fortress, christened *Rahalgul* (or *Eye of the Demon*) was built in Morocco across the Gates of Hercules from Andalusia, in case the Navarrese got any ideas and Caralis, in Cheliff was increased to a level four port. Finally, in keeping with his continued western orientation, the Emir ordered that the capital be moved from Panormus to Fez. Amazingly, all of this managed to get done despite the death of three of Mohammad's lieutenants during the turn. On a final note, delegations from Granada and the city of Madiera showed up at the court in Fez, pleading for assistance against the Navarre aggressions in And-Alus.

#### AL FATAMID CALIPHATE AL QAIRA

*Mohammad ibn Ibrhim, Fatamid Caliph of Egypt*

**DIPLOMACY** None

No Orders

### WEST AFRIQA

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#### THE DIA KINGDOM OF SONGHAI

*Maracatu, King of Songhai and Hausa*

**DIPLOMACY** None

Sobered by recent events, Maracatu girded himself for the difficult task of re-conquering his Kingdom. To this end, he

ordered his troops to methodically pillage Togo and to sack the port of the same name. After distributing this largess to his troops, he then marched into Akan and subjected that place (and its city) to the same treatment. With the troops paid, Maracatu marched north, into Asante and vanished into the trackless jungle...

...to emerge nine months later in Segou. Maracatu, looking a bit peaked from his jungle trek and with his troop strength reduced somewhat, nevertheless plowed into the region and rapidly began to secure it. Leaving a garrison and ignoring the fortified city of Joliba, marched on into Songhai at the head of some 22,000 troops...

...where he ran smack into Ajayi at the head of some 19,000 troops of his own. Most of which were cavalry...and backed by an extensive network of fieldworks. Although Maracatu had enough siege engineers to deal with the forts, the more mobile Timbuctu army was more than he could handle and between the hammer of Ajayi's cavalry and the anvil of the forts, Maracatu's army was obliterated. Although, the King managed to escape the disaster (albeit wounded), his lieutenant, Sundiata perished while trying to cobble together some sort of rearguard. Ajayi then marched into Segou and liberated it.

#### **THE KINGDOM OF TIMBUCTU**

*Ajayi, True King of the Songhai*

**DIPLOMACY** None

Deciding that he would start the ball rolling at the expense of his immediate neighbor, Ajayi massed over 19,000 troops and struck down the Imperial highway into Gorouol. Surinama's main general, Mtesa reacted from Hausa with a similarly numbered force, only to beat a hasty retreat after being wounded by an assassin. Ajayi gleefully occupied the undefended province and the (unwalled) city of Ayoru. Unfortunately, Ajayi wasn't able to enjoy his success long, having to march back and rescue his new homeland from attack (see above).

#### **THE KINGDOM OF GHANA**

*Mugabwe, Lord of Kumi-Saleb*

**DIPLOMACY** None

Mugabwe built up his forces and kept a wary eye out on the frontier.

#### **THE KINGDOM OF NUPE**

*Surinama, King of Nupe and Oyo*

**DIPLOMACY** None

Surinama swore that Ajayi would pay.

#### **THE KINGDOM OF IFE**

*Chitambo II, Lord of Ife and Yoruba*

**DIPLOMACY** None

Chitambo braced himself for the expected Songhai onslaught...and was rather surprised when it didn't come.

#### **THE KINGDOM OF KANEM-BORNU**

*Susiseko, King of Kanem and Bornu*

**DIPLOMACY** Daza (nt)

In contrast to his subdued diplomatic activity, Susiseko was quite active on the domestic front, building a new port city, Katsina, in Soro; and expanding Ngazargumu to a size four city. Trade overtures from the Tunisians via the Sahara were welcomed.

#### **THE KINGDOM OF BENIN**

*Abrija, King of Benin*

**DIPLOMACY** None

Declaring his unshakeable resolve to not get involved in any of the Songhai war nonsense. Abrija declared neutrality. To reinforce this commitment, the King ordered a general increase in the size of his army. But it was not all militarism: Kwararafa and Kafin were put under cultivation, a capital port, Whydah was built in Benin itself and trade was opened with just about everybody.

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### **EAST AFRICA**

#### **THE MAKURIA KINGDOM OF NUBIA**

*Akencheres, King of Nubia*

**DIPLOMACY** Kassala (ea)

Akencheres devoted a not inconsiderable amount of time and energy in improving the communications within his Kingdom. A new Royal Road was built between Adulis and Danakil while a postal road was run out from Adulis to Kassala. In addition, Pwenet grew to a size four city. In more sinister events, the King was definitely not going to allow any *Ras* the option of leaving the Kingdom just because they wanted to. To this end, Generals Nilesueyou and Nilesuntzu marched into Lalibela at the head of 10,000 troops and crushed the locals under foot. The region was then systematically pillaged and the population enslaved. Nilesueyou then pressed on into Adowa with 4,000 troops and attempted to subject the natives there to similar treatment. This proved much more difficult to accomplish as Nilesueyou was a less than stellar commander and the Adowans had an inkling of what lay in store for them. Consequently, due to incompetent leadership and fierce resistance, Adowa took three full years to fully subjugate, plunder and enslave.

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### **SOUTH AFRICA**

#### **THE BAKONGO KINGDOM**

*Namodu II, King of Bakongo*

**DIPLOMACY** Douala (fa)

Namodu continued to work for the betterment of his people. A new Royal Road link was built between Matadi and Mbundu. The cultivation of the region of Teke, begun via the city of Kango was completed through additional investment. Finally, Bokona (the capital) was expanded to a size five.

#### **THE KINGDOM OF NYASA**

*Asserate, Chief of the Nyasa*

**DIPLOMACY** None

The Nyasa control Nyasa and Kilwa

#### **THE KINGDOM OF ROZWI**

*Shaka II, King of Rozwi, Lord of Zimbabwe*

**DIPLOMACY** None

Shaka came into his primacy and Seko stepped down. The new king was so grateful to the former regent that he offered the man the hand of his elder sister in marriage. Seko eagerly accepted this offer and was duly declared prince. He then promptly died in early 1100. Unfazed by this grievous news, the new king ordered the howling jungle wastes of Shona put under cultivation. In addition, a new city, Lusaka, was built in Kafue. Finally, Shaka proved as much a slave to fashion as everyone else and ordered a counting of the number of people living in his realm.

#### **THE KINGDOM OF VAAL**

*M'tesa, King of Vaal and Mapungubwe*

**DIPLOMACY** None

M'tesa holds sway of Vaal and Mapungubwe.





## THE CHIBCHAN KINGDOM

*Cilan, King of the Chibchan*

**DIPLOMACY** Choque (a)

A new player, please welcome James Cody to the game, all.

Cilan ordered the grasslands of Caquetio put under cultivation. Also, hundreds of settlers were dispatched to Yaruro, colonizing it to a (0/2) region. Back at home, Cilan's son and heir (also named Cilan) came of age and into his inheritance.

## SOUTH AMERICA

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### THE KINGDOM OF PARAIBA

*Panib II, King of Paraiba*

**DIPLOMACY** None

Panib died and was replaced without incident. Under his successor (and namesake), the colonization of Shoco was completed (to a (2/2) region) as was the cultivation of Caete.

### THE MIGHTY INCAN EMPIRE

*Orozco, Emperor of the Incas*

**DIPLOMACY** Nazca (a)

Deciding that misery loves company, Orozco decided to build a city in the fetid jungles of Cuilino. Located on the banks of the Amazon, the inhabitants of the little port of Huexotla are even more miserable than those dwelling in the surrounding region. Slightly to the south, the inhabitants of Huanco managed to burn off the thick vegetation and begin cultivating the land and so were less miserable than heretofore.

### THE KINGDOM OF SHOKLENG

*Nati, King of Shokleng*

**DIPLOMACY** None

The colonization of Heta was completed (it's now a (2/10) region), and that of Bauru begun (to a (0/4) region). Nati was not a little pissed off to discover that quite a few individuals in high positions in his military were in the pay of the Mapuche. In response, the King ordered several dozen of his more prominent soldiers thrown to the caimans. Nati also cut trade with his southern neighbor in protest over this breach of protocol (not to mention good manners).

### THE MAPUCHE NATION

*Obsidian III, King of the Mapuche*

**DIPLOMACY** None

Continuing to put vast tracks of grassland under cultivation seemed like a wonderful idea to Obsidian. To this end, Puelche was the latest region to feel the bite of the plow's blade. In addition, a new Royal Road link was built between Guenakan and Puelche.

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\* I've heard this term applied to New Zealanders in a non-pejorative fashion. I hope I haven't inadvertently offended if this is not the case.