

# Lords of the Earth

*Campaign Nineteen*

**Turn 42**

Anno Domini 1106 - 1110

**TURN 41 ORDERS DUE BY** Friday, May 14th, 2004. Orders will not be accepted after Midnight MST on Saturday, May 15th.

## ANNOUNCEMENTS

Hello again, since LORDS 2 is either being put on ice or given to another ref, I will resume monthly processing on this game.

### CONTACTING & PAYING THE REFEREE

I will no longer be taking money directly for turns. Instead, players sending funds by mail should make all checks payable to Thomas Harlan and send them either to the 2<sup>nd</sup> Street address or to Thomas' address, which is:

Thomas Harlan  
3210 E. 23<sup>rd</sup> Street  
Tucson, AZ 85713-2261

Below are my Email and Regular mail addresses:

4858 East 2<sup>nd</sup> Street  
Tucson, AZ 85711  
Email: [ancarc@throneworld.com](mailto:ancarc@throneworld.com)

**Payment:** When paying via Paypal, please send all funds to this account:

[lords19pmts@throneworld.com](mailto:lords19pmts@throneworld.com)

Please do NOT send payments to my Paypal account, use the one listed above.

**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.

## 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:

### Hands Off Trade and the IMA action (clarification):

here's what you can and can't do regarding moving MSPs around. This applies to all merchant fleets, regardless of type.

- **Inter-nation Trade Fleet:** May be freely **initiated**, starting MSPs determined by computer. To **add or move** MSPs requires an IMA action.
- **Internal Trade/Fishing Fleets:** May be freely **initiated**, starting MSPs are added by the player. Additional new MSPs may be added to an existing fleet. To move MSPs **between existing** fleets requires an IMA action.

Moving a fleet to a new port requires an IMA action, regardless of type.

**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.

**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 an big bad negative modifier as the local nobility resents the presence of a female giving orders and intruding on their bailiwick).

**The Homeland Income Multiple:** has decreased to one.

**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.

**Entropy, 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.

**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.

**Shooting oneself in the foot:** Just so you all know, if your king continues to produce 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.

**INTEL STUFF:** When performing Infiltration and Counter Infiltration Intel Operations, it is always best to specify which sector of your nation you are trying to protect or subvert. The sectors are listed in rule 8.3.11 in the basic rulebook but I will repeat them here: *Espionage Service, Government, Royal Family, Military, Populace, University and Religion*. Players who order an op against an unspecified target will have a SEVERELY reduced chance of success.

**WARNING:** According to the upcoming revised (yet again) Rulebook, several Government, Societal and Economic changes will be dependent on a nation's Tech Level. If you have a government, economic or society belonging to one of these types, you will be compensated for the gps and or nfp spent. I strongly urge people to stop investing in these projects until more information becomes available.

**YARD CAPACITY:** Starting next turn (t93), I will be assessing Yard Capacity costs for all heavy units as well as all ship units. Below are the appropriate sections from the Modern rules supplement.

The construction of all ship units as well as all heavy-prefix land units requires the use of (in addition to GP and NFP expenditures) **Yard Capacity** of the appropriate kind. Each ship or heavy prefix land unit type has a Yard Capacity (**YrdC**) cost listed below. This is the Yard Capacity cost when constructing the unit. For most types of nations Yard Capacity can only be used at a Friendly City within your Homeland Build Zone. Each point of Yard Capacity provides one Yard Capacity point per **turn**. YrdC may not be saved from turn to turn.

While Pre-Modern nations (nomads, barbarians, civilized, renaissance, etc.) cannot build the dedicated Yards that are prevalent in the Modern Era; pre-modern cities and trade centers have an intrinsic Yard capacity for the production of ship and heavy land units.

## INTRINSIC YARD CAPACITIES

Cities, Trade Centers and Port Cities have "generic" Yard Capacities, as noted in the following table.

**Table 3-9. Intrinsic Yard Capacity**

Source	Capacity	Notes
Trade Center	5	Usable only by Nomads or Barbarians for the construction of Heavy units (including ships, if in a coastal region).
City	GPv × 5	Usable for the construction of Heavy land units.
Port City	GPv × 5	Usable for the construction of ships and heavy land units.

**Note:** Port City capacity is **not** separated for ground unit and ship unit construction. There is only one Capacity, reflecting the specialization of port cities for ship construction.

## YARD CAPACITIES ON THE STAT SHEET

The city-based Intrinsic Yard capacity is listed on your stat sheet as part of the City description, between the city PWB and the City Type like so:

Avalon [3+30i15p4]

This city has a GPv of 3, 30 public works an intrinsic Yard capacity of 15, is a port city and has 4 wall points.

## INCREASING INTRINSIC INDUSTRY

The only way that intrinsic Yard Capacity may be increased is through city expansion. Additional capacity gained through such expansion may not be used on the same turn that the city expansion occurs.

**Important:** HBZ and primate construction restrictions are still in force, so just because you have the capacity to build something at a given site, doesn't mean that you will be able to if the city is out of your HBZ.

## YARD CAPACITY COSTS

Unit Type	YrdC Cost
HI	1
HEI	1
HC	1
HEC	1
XT	1p
T	2p
HT	3p
XW	1p
XEW	1p
W	2p
EW	2p
HW	3p
HEW	3p

P = may only be built at a port.

## MAP DISCREPANCIES

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

Gunzhou should be Guizhou.

Zealand is a cultivated region.

The island of Bubi is now Fernando Po

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

## JAPAN & THE PACIFIC RIM

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### THE EMPIRE OF JAPAN

*Kondo Nobunaga, Daimyo of Yamato.*

**DIPLOMACY** No effect

### THE TAIRA BAKUFU

*Taira Shun, Daimyo of Kwanto.*

**DIPLOMACY** Saga (fa), Kagoshima (un, oopsie!)

## THE KWANTO-YAMATO WAR

**Initial knife-work and stuff:** the usual attempt on Matsuoka's life failed.

This is going to be brief as I am heartily sick of processing this war:

Both Kondo and his son were sitting around trying to begat children when word came that the Taira were on the attack yet again. Mustering the troops, Kondo led them forth and got bitch-slapped. Kondo fell back into Yamato, Matsuoka pursued, then fell back into Aichi rather than deal with the many field forts.

At sea, Admiral Kurosawa was patrolling the Tsushima Straits when he encountered Taira Admiral Ishi's fleet. Again, the Taira marines and heavy warships bitch-slapped the Imperialists.

**We interrupt this fax for a note from the irritated and grumpy ref...**

**NOTE:** players who attempt to micromanage their armies with petty conditional orders (e.g. *don't allow enemy marines to board your ships*, as if you could prevent such a thing by merely ordering it so...) will in the future automatically incur a -5, yes that's right, a **MINUS FIVE** on all their combats for the turn.

**We now return to the fax...**

Kurosawa retreated to Kumamoto, where he died at turn's end. Ishi attempted to translate his military success into diplomatic advantage among the southern *daimyos*, with mixed results. Finally, the grand old Taira himself, Mitsuoka, target of so many assassination attempts, died of natural causes in camp at the end of 1110.

### THE MOLUCCAS SEAHOLD

*Gatunao II, Lord of the Spice Islands*

**DIPLOMACY** No Effect

Aside from engaging in some ineffective diplomacy among the northern Filipinos, Gatunao minded his own affairs.

### THE MAREE TRIBES OF AUSTRALIA

*Tuki, Prince of Maree*

**DIPLOMACY** None

No orders.

### THE ARIKAT OF MAAORI

*Kamut III, King of the Southern Islands*

**DIPLOMACY** Tekutea (nt)

Kamut the second died in mid 1108 at a fairly ripe old age. His son and namesake ascended the Palm Throne without incident and completed the various projects begun by his late father. Two new port cities, Tiakau and Aoteora were built in Taranika and Otago respectively and both Wellington and Maunukau both expanded to level seven ports. Arikat diplomacy was less than spectacular, however.

## CHINA

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### THE GOREYO KINGDOM

*Kim On Rhee, Prince of Koguryo*

**DIPLOMACY** Silla (a)

Having saved his pennies, Kim found he had enough to found a new city. So it was done! Inchon was built in Anshan amid much rejoicing.

### THE KINGDOM OF SHAN'SI

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

**DIPLOMACY** None

No Orders.

### THE KINGDOM OF THE YANGTZE

*Cao Jian, King of Hupei*

**DIPLOMACY** Hubei (a), Taiwan (ea)

Urbanization continued in the Empire's heartland with Chiangning increasing to a level 10 city; Chengdu grew to a level 5 and Hangzhou grew to a level 6.

### THE KINGDOM OF KWANGSI

*Chu Lai, Prince of Kwangsi*

**DIPLOMACY** None

Deciding to mix domestic and military pursuits, Chu Lai ordered the construction of a new port, Fuzhou, in Kwangtung. The prince also led over 16,000 troops into Gouangxi and compelled the natives there to pay tribute. To the east, general Yu Wuhong, led nearly 5,000 troops into Fujian (ignoring the Yangtze claim there) and Ganzhou and induced the locals to pay tribute as well. Seems ole Chu Lai is feeling his oats (whatever that means).

## SOUTHEAST ASIA

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### THE KINGDOM OF CHAMPA

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

**DIPLOMACY** No effect.

To the south, the Champans were also busy combining civic and military projects. Whilst thousands of laborers worked on building a Royal Road between Champa and Cochin, thousands more slaved to put Mison under cultivation. To the north, activities were decidedly more belligerent as generals Bin Lol and Duc Tho led over 7,000 troops into Guizhou and smashed the locals into submission.

### THE KINGDOM OF KAMBUJA

*Chulalongkorn, Deveraja of the Kambuja*

**DIPLOMACY** Phan Rang (f)

Shuffled troops around and minded his own business.

### THE KINGDOM OF AVA

*Shambaramaba II, King of Ava*

**DIPLOMACY** None  
No Orders.

## INDIA & CENTRAL ASIA

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### THE KINGDOM OF MAGHADA

*Kassar, Raja of Bengal*

**DIPLOMACY** Nadavaria (a), Sikkim, (h, diplomat killed)

Kasar's fortunes were mixed. On the plus side, the royal road between Maghada and the Kaunaj border was completed and an additional link was built between Nadavaria and Chandela. On the negative side, plans to cede Samatata to the Avans failed when the latter failed to turn in orders and an emissary to the Sikkim was messily killed.

### THE KINGDOM OF CHOLA

*Rhama, King of Chola, Lord of Tanjore*

**DIPLOMACY** Madurai (h)

Rhama conducted a census to determine the number of inhabitants within his realm.

### THE SULTANATE OF PUNJAB [DEAD]

*Mustafa, Sultan of Punjab, Lord of Afghanistan*

**DIPLOMACY** None

Mustafa continued to hunker down in Mandvi, waiting for the scum-puke Hindus to attack.

### THE PRATIHARA EMPIRE OF KAUNAJ

*Sachetan, Emperor of India*

**DIPLOMACY** Vengi (h), Chela (ea following allied leader death)

Determined to crush the Shi'a revolt once and for all, Sachetan marched into Sind at the head of over 69,000 troops and into a veritable hornet's nest of resistance, the locals wanting absolutely nothing to do with the Pratihars "paganism" and prepared to sell their lives dearly. Sachetan's troops spent nearly two years alternately trying to force the *Vedas* down the throats of the inhabitants and then slaughtering them when they had the temerity to refuse. Areas would be declared secure, only to flare up in unrest again, entire towns were obliterated, it was all quite ugly, sectarian and vicious. In the end the region was denuded of life.

As bad as Sind was, the slaughter was worse in Edrosia, here the locals had the backing of Mustafa in Mandvi, who supplied them with equipment and experienced troops. After another two and a half years of butchery, Sachetan's army (now reduced to about 53,000) surrounded Mandvi and began preparations for a siege.

Around the third month of the investment, reports from the blockading fleet of smoke rising from the waterfront, prompted Sachetan to send a scouting group towards the main gate to investigate. As they approached, a terrible stench became apparent, a sickly sweet odor rising above the normal stink that accompanies any besieging army. Coming up to the main gate and not being shot down by archers the scouts called up a battering ram. Once a breach had been made, a wave of rot swept over the besiegers, who now found themselves in the middle of one huge abattoir. Whole streets, mosques and houses were clogged with the dead, many dead of malnutrition, many more by their own hand. So after ten years of ferocious warfare, Sachetan found himself lord of five depopulated provinces and a city stuffed full of corpses. *He created a wilderness and called it peace...*

### THE EMIRATE OF SAMARKHAND

*Hamid, Emir of Samarkhand*

**DIPLOMACY** Khiva, in Khwarzrim (ea), Kar-Kalanis, in Bactria (ea), Ferghana (nt)

Hamid continued to make nice among his neighbors.

### THE KHAZAR KHANATE

*Bulan II, Kagan of Khazar and Saksiny*

**DIPLOMACY** Nogai (c, down from nt, oopsie!), Levedia (a), Kuban (fa)

Aside from some (more or less successful) diplomacy among his immediate neighbors, Bulan kept pretty much to himself.

## THE NEAR EAST

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### THE HAMADID EMIRATE

*Omar Ibn Batutta, Emir of Damascus.*

**DIPLOMACY** Jordan (f), Antioch, in Aleppo (f)

The Emir continued to work on improving communications within his realm completing a new postal road link was completed between Syria and Jordan. In addition, Aqaba and Beirut both expanded (to sizes 2 and 3 respectively).

### THE BUWAYID EMIRATES

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

**DIPLOMACY** Mand (c), Kuwait (c)

In order to improve communications throughout his realm, Ibriham ordered construction of two road links; one from Mesopotamia to Hahmar; the other from Mesopotamia to Diyala. In addition, a new city, Ecbatana, was built in Zagros.

## EASTERN EUROPE

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### THE EASTERN ROMAN EMPIRE

*Constantine Pophryogenitus, Emperor of the Eastern Roman Empire, the Great Reformer*

**DIPLOMACY** Cyprus (f), Thessaly (f)

As was his wont, the Emperor was very busy. A new royal road was built between Bithnia and Paphlagonia. In addition, a clutch of cities all expanded (Smyrna, Troy, Nicomedia, Heraclea, Thessaloniki, Volos and Troy).

### THE PRINCIPALITY OF MUSCOVY

*Igor II, Boyar of Muscovy*

**DIPLOMACY** None

No Orders.

### THE HIGH REPUBLIC OF HELLREIGER

*Lore III, King of Poland*

**DIPLOMACY** Very Bad...

An attempt to place a Polish colony of among the Balts of Prussia was a bloody fiasco with the colonists and garrison being slaughtered, the leader entrusted to the task killed, the region going independent and reverting to Europaganism...

### THE DUCHY OF ESTONIA

*Verityn Vüikberg, Duke of Estonia*

**DIPLOMACY** Yaroslavl?, in Yaroslav (f)

Work on the Latvia/Livonia Royal Road continued and trade was opened up with the Norse.

## WESTERN EUROPE

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### THE DUCHY OF BOHEMIA

*Sabastian Govner I, Duke of Bohemia*

**DIPLOMACY** None  
No Orders.

#### THE VERNONIAN EMPIRE

*Julius Caesar Germanicus, Emperor of Italy*

**DIPLOMACY** Switzerland (nt), Tyrol (c)

Corsica was put under cultivation and both Naples and Genoa increased in size.

#### LE ROYAUME DE FRANCE

*Phillip Capet, King of the Franks*

**DIPLOMACY:** Limousin (nt), Wessex (t)

Phillip consolidated control over his stake in southern England by constructing a new port city, Port de Saxon and giving it a generous allotment of wall points in case the Navarrese (a tricky and crafty people if ever there was one) got any ideas.

#### THE EL REINO DE NAVARRE

*Miguel, King of Navarre*

**DIPLOMACY** Asturias (ea)

Things here were pretty quiet as well, with both Arles and Tortosa, expanding to level nine cities. Sancho passed on at the start of the turn and his heir Miguel immediately started attempting to sire heirs on his hapless wife. The poor woman gave birth to four kids in a space of five years (yay!), all girls (DOH!).

#### NORTHERN EUROPE

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##### THE KINGDOM OF THE SVEAR

*Drevs, King of the Swedes*

**DIPLOMACY** Skane (f), Jutland (c)

After a great deal of cogitation, Drevs decided to convert to Roman Catholicism, in order that he may be better received by his southern neighbors. For the most part, the rest of the Kingdom followed along readily enough, save the Norwegians, who renounced any fealty to Drevs as a result. In other events, in order to solidify his position among the Danes, the King ordered the construction of a new port city, Copenhagen, on Zealand.

##### THE NORSE KINGDOM OF ICELAND

*Bjorn Haraldson, King of the Norse*

**DIPLOMACY** No effect

Also deciding that a change of religion would be a good thing, Bjorn also embraced the Catholic faith, an event that went fairly smoothly among his fellow pagans. The Celtic Christian members of the kingdom where far less impressed, viewing it simply as the replacement of a bunch of godless pagans with a bunch of hegemonic heretics.

In other news, Haraldswick increased to size three.

#### NORTH AFRICA

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##### THE MAGHREB EMIRATE

*Mohammad ibn Umar, Emir of Morocco*

**DIPLOMACY** Canary Islands (nt), Balearics (f), Arguin (a), Rusicade, in Awlil (ea)

In a bout of paranoia, Mohammad ordered additional walls constructed around many of the Emirate's cities and fortresses. No one was going to catch him flat-footed! In addition, work began on a new royal road link between Zirid and Morocco. At sea Maghreb diplomats made overtures to the inhabitants of the Canary Islands and successfully plumbed the depths of the route to the Cape Verdes.

##### AL FATAMID CALIPHATE AL QAIRA

*Malik ibn Mohammad, Fatamid Caliph of Egypt*

**DIPLOMACY** None

No Orders.

#### WEST AFRICA

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##### THE KINGDOM OF TIMBUCTU [DEAD]

*Ajayi, True King of the Songhai*

**DIPLOMACY** None

No Orders. Ajayi dodged an Assassin's blade and braced for the next Ghanan onslaught...

##### THE KINGDOM OF GHANA

*Mugabne, Lord of Kumi-Saleh*

**DIPLOMACY** None

Mustering another 10,000 troops to his already existing force of 17,000, Wetelimba waited for Ajayi to react to the Nupite invasion from the east, then he waited some more. Finally, realizing that Ajayi wasn't about to budge from his forts in the home region, Wetelimba stormed back into Songhai determined to finish the job. The Ghanan host immediately ran smack into Ajayi at the head of over 15,000 defenders determined to sell their lives dearly.

##### THE KINGDOM OF NUPE

*Surinama, King of Nupe and Oyo*

**DIPLOMACY** None

Deciding to get in on his neighbor's ill-fortune, Surinama dispatched his general M'tesa westward at the head of over 22,000 troops of his own...the Nupans quickly overran Sudan and reduced the rudimentary fortifications of Gao with little difficulty. M'tesa then marched into Songhai itself, where he pitched in assisting Wetelimba in winking the last of Ajayi's troops out of the latter's field forts. This accomplished, Timbuktu itself was put under siege and after a few months, taken. One of the contenders for the mantle of the old Songhai Empire was gone.

##### THE KINGDOM OF IFE-BENIN

*Chitambo II, Lord of Ife and Benin*

**DIPLOMACY** Kingdom of Benin (absorbed)

The regions of Togo and Akan recovered from the devastation wrought by the hated Maracatu a decade ago. The old Port of Togo was rebuilt and renamed Accra. Finally, Chitambo and Abrija merged their two Kingdoms into one.

##### THE KINGDOM OF KANEM-BORNU

*Susiseko, King of Kanem and Bornu*

**DIPLOMACY** Daza (fa)

Pretty quiet, the K-B army under general Yukunah browbeat the chief of the Kano to pay tribute.

#### EAST AFRICA

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##### THE MAKURIA KINGDOM OF NUBIA

*Akencheres, King of Nubia*

**DIPLOMACY** No effect.

Much of Akencheres' plans were derailed by the death of at least three leaders in a single turn (including crown prince Sahmir, an event which filled the king with great sorrow). On the other hand, the Emir of Djibouti wanted nothing to do with Copts in

general, so it is unlikely that any amount of persuasion would have made a difference. On the positive side of things, a new postal road was built between Nubia and Kassala, and the city of Erkico grew to a size seven port.

## **SOUTH AFRICA**

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### **THE BAKONGO KINGDOM**

*Namodu II, King of Bakongo*

**DIPLOMACY** Douala (a), Fernando Po (nt)

Namodu personally conducted a census of the inhabitants of the realm and how much they were worth (the more efficiently to tax them). In addition, the wilderness of Douala and the jungles of N'Gao were put under cultivation.

### **THE KINGDOM OF NYASA**

*Asserate, Chief of the Nyasa*

**DIPLOMACY** None

Asserate managed to save enough shekels enough to expand his capital to a level two city. A nice party was held to celebrate the achievement.

### **THE KINGDOM OF ROZWI**

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

**DIPLOMACY** Matopos (ea)

Did some diplomacy and minded his business.

### **THE KINGDOM OF VAAL**

*M'tesa, King of Vaal and Mapungubwe*

**DIPLOMACY** None

M'tesa too kept his own counsel.

### **THE XHOSA KINGDOM**

*Kreli-Sarhili, Chief of the Xhosa.*

**DIPLOMACY** None

Kreli-Sarhili too looked forward to the day when he could build a city of his own.

## **NORTH AMERICA**

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### **THE TLINGIT PEOPLE**

*Blackhair, Chief of the Tlingit, Lord of the Far North.*

**DIPLOMACY** None

Work on the cultivation of Comox continued apace. An attempt to plumb the depths of the southern seas was unsuccessful, though no lives were lost.

### **CALIFORNIA**

*Obsidian Coyote, Ruler of California*

**DIPLOMACY** None

The Obsidian Coyote was, as usual, quite busy. A new royal road link was built between Yokuts and Pomo and the latter region was colonized to a (2/9). In addition, the King ordered a census conducted of the inhabitants of the realm. In external affairs, Admiral Tohono continues to sally forth from Eureka, determined to plumb the mysteries of the great northern seas.

### **THE ANASAZI NATION**

*Manchuk II, Chief of the Anasazi, Lord of the Chaco*

**DIPLOMACY** None

Anasazi fortunes were mixed. In the east, a new fortified port settlement, Xinaian, was constructed in Chanute<sup>1</sup>. To the west, Crown Prince Manchuk was dispatched by his father to the Yokuts

court in Berkeley to wed the daughter of Obsidian Coyote, Wailaki. The happily married couple arrived back in Chaco just in time to bury Manchuk's father, who died at the end of 1110. At sea, Admiral Happy Owl was having difficulty exploring the mysteries of Puget Sound while in the south, a large Anasazi army (over 8,000 troops) got marooned in Cuyotec after the general in command expired after conquering the place. What the Maya Emperor will do with this piece of information should prove interesting...

### **THE MISSISSIPPIAN EMPIRE**

*Leaping Crane, The Great Beaver of the Snake*

**DIPLOMACY** None

The Great Beaver was fairly quiet. A census was conducted and a diplomatic mission was sent to the Yamasee to encourage trade.

### **THE NATCHEZ CONFEDERACY**

*Circling Hawk, Great Sun of the Natchez*

**DIPLOMACY** None

Flying Knife had the misfortune to kick off at the start of 1105 sans heir. After some discussion, it was agreed that the late chief's lieutenant, Circling Hawk should assume the mantle of Great Sun. The new ruler immediately dispatched several thousand colonists into Wichita, colonizing the region to a (0/10). Trade was also opened up with the Anasazi via their new city at Xinaian.

### **THE YAMASEE PEOPLE**

*White Feather, Chief of the Yamasee*

**DIPLOMACY** None

The cultivation of Creek continued. White Feather again entertained emissaries from the Michigamea, this time concerning trade. While not dismissing the matter, the chief indicated that he had to finish this project first, then he would consider contacts with his mighty western neighbor.

## **MESOAMERICA**

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### **THE TOLTEC HEGEMONY OF CHICHEN ITZA**

*Itzamna, Grand Hegemon of the Maya*

**DIPLOMACY** No effect.

Desiring even more slaves to feed the bottomless pit of his tyranny, Itzamna dispatched Lord Marnog into Huastec at the head of over 12,000 troops with orders to enslave every last man, woman and child. The locals, under no illusions over what lay in store for them, fought like mad, killing thousands of the invaders in their despair. It was all in vain, thousands were dragged off, the men to slave under the Mayan lash, the women and children to be sacrificed in bloody rituals that stained the great pyramid complexes of Chichen Itza and Tikal with innocent blood...

In other events, the Ulvans converted to the Mesoamerind faith (so they could get in on all the perks of mass human sacrifice).

### **THE ARAWAK OF THE ISLANDS**

*Awcom II, Lord of the Islands*

**DIPLOMACY** Carib (ea)

Awcom died and was succeeded without incident by his son and namesake. Guantanamo continued to grow like Topsey, reaching size six and Ciguayo was put under cultivation. Finally, a naval expedition into northern waters was scuppered (no pun intended) when the admiral in charge croaked before he could depart from Ciboney.

## **THE CHIBCHAN KINGDOM**

*Cilan II, King of the Chibchan*

**DIPLOMACY** Choque (f)

Like several of his brethren, Cilan died and was succeeded by his son and namesake, but not before ordering another wave of colonists into Caqueito (raising it to a (2/4) region), as well as the cultivation of the jungle wastes of Yanomamo.

## **SOUTH AMERICA**

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### **THE KINGDOM OF PARAIBA**

*Panib II, King of Paraiba*

**DIPLOMACY** None

No orders.

### **THE MIGHTY INCAN EMPIRE**

*Ozcoco, Emperor of the Incas*

**DIPLOMACY** Nazca (f)

Incan activities in the upper Amazon basin continued with a royal road link between Mashco to Huanco and a new city, Cuatico, in the latter region.

### **THE KINGDOM OF SHOKLENG**

*Sewati, King of Shokleng*

**DIPLOMACY** None

The Shokleng continue to mind their little corner of the world. Old King Nati died and was duly succeeded and a new city, Tikal arose in Heta.

### **THE MAPUCHE NATION**

*Obsidian IV, King of the Mapuche*

**DIPLOMACY** None

Concentrating his efforts on Topocalma this time around. Obsidian ordered the place colonized to a (2/1) region and cultivated to within an inch of its life. In addition a road was built between the newly cultivated region and Pichunche. All in all, things remain quiet in the sunny south.

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<sup>i</sup> Please name your cities in the future, failure to do so, will result in stupid names with far less appeal than Xinaian.