

# Lords of the Earth

*Campaign Nineteen*

**Turn 43**

Anno Domini 1111 - 1115

**TURN 41 ORDERS DUE BY** Friday, June 18th, 2004. Orders will not be accepted after Midnight MST on Saturday, June 19th.

## 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 follow 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.

- **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.

**HBZ and Transports:** please note that transports are mobile units for purposes of building within the HBZ, so if you want to build them in a port outside HBZ you're out of luck most of the time.

**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. **ADDITION & WARNING!!!** Players who insist on not keeping track of AP expenditure in their orders run an excellent chance that their leaders will do nothing the entire turn, so grit your teeth and do the math!

**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.) the possibility of something bad happening upon the death of the monarch is increased.

**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** None

Kondo raised more troops and prepared for the next round of festivities.

### THE TAIRA BAKUFU

*Taira Shun, Daimyo of Kyanto.*

**DIPLOMACY** Saga (f)

Pleasantly surprised at the lack of activity in Aichi, Shun dispatched Admiral Ichi south to cause more trouble. This the Admiral did, landing over 3,000 troops on Shikoku and clearing the Nobunaga garrison out. The locals, groaning under Imperial rule, greeted the Taira as liberators. Ichi then sailed on to Saga, where attempts to starve the port of Kumamoto failed due to lack of troops. Undaunted, the Admiral managed to broker a marriage deal between the local Daimyo's pretty daughter and the great Taira himself.

### THE MOLUCCAS SEAHOLD

*Gatunao II, Lord of the Spice Islands*

**DIPLOMACY** No effect

Feeling restless, Gatunao dispatched generals Kibroku and Mutwalis in order to beat up the locals. This they did, occupying Sabah and Sarawak before casualties (one being general Mutwalis) and lack of manpower brought their little escapade to a premature end.

### THE MAREE TRIBES OF AUSTRALIA

*Tuki, Prince of Maree*

**DIPLOMACY** None

Sat on his duff...

### THE ARIKAT OF MAAORI

*Kamut III, King of the Southern Islands*

**DIPLOMACY** Samoa (ea), Tekutea (a)

Kamut ordered some diplomacy on land and sea and otherwise minded his own affairs.

## CHINA

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### THE GOREYO KINGDOM

*Kim On Rhee, Prince of Koguryo*

**DIPLOMACY** Silla (f)

Prince Rhee continued to keep a low profile. Pusan was expanded to a level two port.

### THE KINGDOM OF SHAN'SI

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

**DIPLOMACY** Ordos (a), Wu Hai (fa)

Throwing off the sloth of recent years, Tsu Ma Chen returned to work with vengeance. The steppes of Ordos were put under the plow and Jin-Xi was increased to a level two port.

### THE KINGDOM OF THE YANGTZE

*Cao Tse Tung, King of Hupei*

**DIPLOMACY** Cancelled by events.

Cao Jian was content to rule his vast realm; little suspecting that he was also nursing a viper at his bosom. Apparently Cao Han, the Crown Prince wasn't too pleased with his father continuing to sire heirs (and potential rivals for his inheritance). So the bitter young man contrived a plot to murder his troublesome father. In this, he had the support of the unscrupulous General Tso, a two-bit hack who would sell his own mother for a promotion, yet who also commanded the loyalty of a good chunk of the Royal Army.

Having set his heart upon parricide, the Prince was quick to carry it out, stabbing his father to death with a stylus as the latter was working on the Imperial paperwork (in the bath no less, blood and ink and water, icky...). Having disposed of the "old goat" as he referred to his late sire. Cao Han eagerly stretched his greedy hands out to grasp the sovereign power.

Unfortunately, Cao Han had not reckoned on the ambitions of his brother, Cao Tse Tung. While holding his late father in even less repute than the Crown Prince (if such sentiments were possible.), Tse Tung was even less impressed with his elder brother. Consequently, when Cao Han attempted to exert control over the Royal Army, roughly half flocked to his banner (despite the obsequious promises of that arch-flatterer, Tso. The remainder swore loyalty to Cao Tse Tung. This unfortunate turn of events led to a bloody war in the streets of the capital, Chang'ling, which raged a full three weeks before Cao Han and his faction were crushed. Two levels of the capital were destroyed in the fighting while both Cao Han and Tso wound up swinging from gibbets.

Cao Tse Tung was now acclaimed king, but he ruled over a weakened state, as the fighting in the capital led to many regions and cities renouncing all allegiance: These were: Chiangning (in Anhui), Chiennan, Chekiang (and Hangzhou), Fujian, Funiu (and Anqing), Ghang'de (and Chang de), Honan (and Pienching), Kaifeng (in Hopei), Houma, Hwai, Kansu, Kweichou (and Chongqing), Taiwan, Yantai (in Shangtung), Hefei (in Tangchou) and Yen-Ching (in Yen). A revolt in Hubei was crushed by troops under Cao Zhao (Tse Tung's uncle).

### THE KINGDOM OF KWANGSI

*Chu Shen, Prince of Kwangsi*

**DIPLOMACY** Lingtung (fa)

Chu Lai went to his great reward, leaving the Kingdom in the hands of his son, Chu Shen. In the northern reaches of the realm, General Yu spent the turn subjugating Miao Ling and Kienchou.

## SOUTHEAST ASIA

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### THE KINGDOM OF CHAMPA

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

**DIPLOMACY** None

Bao Dai's fortunes were decidedly mixed. On the plus side, the new road link from Champa to Dai Viet via Mison was completed. On the down side of the ledger, converting the Buddhists of Guizhou to Hinduism by force lead to revolts throughout the Kingdom, especially in Annam, Mison and Nan Chao and the cities of Tonkin and Tai'li; where the Buddhists lived a squalid second-class existence. While these revolts were

suppressed with some difficulty, Dai Viet revolted outright and left the Empire. Finally, just to add insult to injury, a diplomatic mission to Sarawak arrived just in time to witness the Moluccan invasion and subjugation of that place.

#### THE KINGDOM OF KAMBUJA

*Chulalongkorn, Deveraja of the Kambuja*

**DIPLOMACY** Preikuk (nt)

A new road link was built between Siam and Nakhon. Not much more to tell really...

#### THE KINGDOM OF AVA

*Shambramaba II, King of Ava*

**DIPLOMACY** Kedah (fa)

Pakira was expanded to a level 3 port. Avan diplomats were also active in Kedah and Samatata (which the Maghadites relinquished. They had some success in the former, less in the latter.

### INDIA & CENTRAL ASIA

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#### THE KINGDOM OF MAGHADA

*Kassar, Raja of Bengal*

**DIPLOMACY** Nadavaria (f), Tamaralpiti in Palas (f)

Like many of his neighbors, Kassar got the road-building bug with new links being built between Maghada to Nadavaria and Guar and Assam. The Ganges and Bramaputra being bridged in both instances to facilitate things. The Raja also renounced all claim to Samatata in the interests of fostering peace in the region.

#### THE KINGDOM OF CHOLA

*Rhama, King of Chola, Lord of Tanjore*

**DIPLOMACY** Madurai (nt)

Did some diplomacy and that was about it...

#### THE PRATIHARA EMPIRE OF KAUNAJ

*Sachetan, Emperor of India*

**DIPLOMACY** Kashmir (nt), Dahala (a), Chela (a)

Having reduced Western India to a howling wilderness, Sachetan set about repopulating it again. Hordes of settlers swarmed over the newly vacated regions of Edrosia, Punjab, Sind, Sukkur and Und, repopulating them to a ( /5), ( /10), ( /5), ( /3), and ( /2) regions respectively. The haunted city of Madvi was also repopulated to a level one port. In addition, new postal road links were built between Sahis and Sukkur and Und. Finally, Pratihara diplomatic efforts continued apace.

#### THE EMIRATE OF SAMARKHAND

*Hamid, Emir of Samarkhand*

**DIPLOMACY** Singanakh (a), Tadzik (ea), Transoxania (nt)

Hamid continued his diplomatic endeavors among his immediate neighbors.

#### THE KHAZAR KHANATE

*Alp, Kagan of Khazar and Saksin*

**DIPLOMACY** Torki (ea), Nogai (t), Kuban (f), Alan (hostile!)

Like Hamid to the east, the Khazars continued to spread their influence among the various steppe tribes, although the Khan of the Alani told the Khazar emissary to piss off. Bulan II died and was succeeded as Khan by his son Alp.

### THE NEAR EAST

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#### THE HAMADID EMIRATE

*Omar Ibn Batutta, Emir of Damascus.*

**DIPLOMACY** Jerusalem, in Levant (f), Carhae (neutral following allied leader death).

The postal road between Syria and Aleppo was upgraded to a royal road. Jerusalem joined the Emirate with enthusiasm whilst Carhae left it in disgust.

#### THE BUWAYID EMIRATES

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

**DIPLOMACY** Tabaristan (c), Kuwait (t), Mand (fa), Ahvaz (nt following allied leader death).

Ibriham continued to oversee massive infrastructure improvements with new royal roads linking Hahmar with Ahvaz and Abadan and Abadan with Fars. Slow steady progress was also made on the diplomatic front, although the downgrading of Ahvaz was discouraging.

### EASTERN EUROPE

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#### THE EASTERN ROMAN EMPIRE

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

**DIPLOMACY** Crete (nt), Kyklades (nt)

The Byzantine Empire continued to grow at a burgeoning rate. Smyrna, Troy, Nicomedia, Heraclea, Thessaloniki and Sparta all increased in size. In addition, Cilicia was put under cultivation and a new road link between Bithnia and Lydia was built. Finally, Roman diplomatic efforts in the Aegean made some headway. All in all, life is good.

#### THE PRINCIPALITY OF MUSCOVY

*Igor II, Boyar of Muscovy*

**DIPLOMACY** Polotsk (f)

The postal roads between Muscovy and Chernigov and Chernigov and Kiev were upgraded to Royal Roads. In addition, a new city, Igorgrad, was built at the head of the Volga in Suzdal (and no one can accuse Igor of false modesty).

#### THE HIGH REPUBLIC OF HELLREIGER

*Lore III, King of Poland*

**DIPLOMACY** Meissen (ea)

Things were pretty quiet in Lore's neck of the woods. Work began on a Royal road link between Danzig and Pomerania. **NOTE:** when assessing the costs for a road link you always use the cost multiple of the most expensive terrain. Hence a link between a cultivated and a wilderness region by a civilized empire will cost the wilderness rate.

#### THE DUCHY OF ESTONIA

*Verityn Vükberg, Duke of Estonia*

**DIPLOMACY** No effect

Work on the Latvia/Livonia road continued.

### WESTERN EUROPE

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#### THE DUCHY OF BOHEMIA

*Sabastian Govner I, Duke of Bohemia*

**DIPLOMACY** Holstein (ea)

A Bohemian attempt to induce the Danes of Jutland to join the Empire failed amid a botched assassination attempt on the Bohemian emissary and his subsequent death in a drinking binge probably induced by his failure. Closer to home (but not much

closer), a new city, Hydrothia, was built in Carinthia and the cities of Saarbrücken, Amsterdam, Bremen, Trieste and Gotha all increased in size. Finally, Sabastian ordered a census of his extensive domains.

#### THE VERNONIAN EMPIRE

*Julius Caesar Germanicus, Emperor of Italy*

**DIPLOMACY** Tyrol (nt)

Deciding that an expansion of his realm was in order, Julius dispatched expeditions to both Gegal-al-Tarik and Tripolitania, conquering the former and browbeating the latter to pay tribute. On the home front, Naples grew in size.

#### LE ROYAUME DE FRANCE

*Phillip Capet, King of the Franks*

**DIPLOMACY:** Avranches, in Normandy (a), Languedoc (f), Wessex (ea)

Phillip continued to invest heavily in the urbanization of his realm with the new cities of Narbonne and Tours arising in Languedoc and Anjou respectively. A new royal road segment between Ile de France and Anjou was also built.

#### THE EL REINO DE NAVARRE

*Miguel, King of Navarre*

**DIPLOMACY** Asturias (a), Valencia (ea), Valentia, in Valencia (ea)

No slouch when it came to urbanization himself. Miguel ordered the expansion of both Arles and Tortosa to level ten cities, he then surrounded them with strong walls and also increased the walls of their respective citadels. Concerned over his wife's inability to bear sons, Miguel declared his younger brother, Jose heir to the throne. Then his wife promptly bore him a son in late 1115 (DOH!).

#### NORTHERN EUROPE

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##### THE KINGDOM OF THE SVEAR

*Drevs, King of the Swedes*

**DIPLOMACY** Jutland (fa), Zealand (a)

Drevs founded a new town, Nordmaling, in Kopparborg and watched the diplomatic shennanigans in Jutland with some interest.

##### THE NORSE KINGDOM OF ICELAND

*Bjorn Haraldson, King of the Norse*

**DIPLOMACY** None

In an attempt to consolidate his control over the northern islands, Bjorn moved several thousand Catholic settlers to the Orkneys where they promptly settled down and displaced the local Culdiac Christian populace. The latter didn't take too kindly to this and 3,000 troops under the *jarls* Jerome and Rik remained behind to keep order until the colony was safely established. In the south, the Highlands revolted in response.

#### NORTH AFRICA

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##### THE MAGHREB EMIRATE

*Mohammad ibn Umar, Emir of Morocco*

**DIPLOMACY** Arguin (ea, down from a, Oopsie!)

Maghreb fortunes were mixed. Trade was opened up with Nupe across the Sahara and the road link between Zirid and Morocco was finished while work on a second was begun between Merrakesh and Idjil. In addition, a new port, Imra, was built on the Cape Verde Islands (doubtless to discourage any Arawak

aggression). On the negative side of the ledger, diplomatic attempts to woo the Emir of Arguin were downright counter-productive and those conducted against the Egyptian governor of Valletta were potentially catastrophic as the latter reported the Tunisian overtures to his master in Cairo. Finally, Vizier Udal tried to plumb the mysteries of the Atlantic and WAS NEVER SEEN BY MORTALS AGAIN.

##### AL FATAMID CALIPHATE AL QAIRA

*Malik ibn Mohammad, Fatamid Caliph of Egypt*

**DIPLOMACY** Bah! For weaklings!

Feeling constricted (and I don't mean his bowels). Malik decided to expand his horizons, not to mention his territory, at the expense of his neighbors. To this end he raised additional levies and marched south, storming into Nubia at the head of over 77,000 troops. The region was undefended and the city of Serin only moderately so (5,400 leaderless infantry, plus some kids on a raft) and both were easily secured (the infantry were destroyed and the kids had their raft taken away and were put to work white-washing fences). Indeed the march south soon took on the character of a pleasure holiday then a military campaign as Kassala (and Jarrod) were also easily conquered.

For Akencheres was caught flat-footed dear reader, yes indeed he was. No leaders were on react, and practically the entire Imperial court was administering affairs in the east on the red sea coast. For the Copts the remainder of the turn became a nightmare of overrun provinces as Malik swept through Funj (Soba, having some walls, managed to resist briefly but was battered into submission), Axum and Alwa in short order. Cut off from the rest of the Kingdom, Kosti went independent.

#### WEST AFRICA

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##### THE KINGDOM OF GHANA

*Wetelimba, Lord of Kumi-Saleb*

**DIPLOMACY** None

Mugabwe died and went to his eternal rest. His son, Wetelimba was declared king and quietly shuffled troops around.

##### THE KINGDOM OF NUPE

*Surinama, King of Nupe and Oyo*

**DIPLOMACY** Zerma (hostile)

Surinama was also content to rest on his laurels, although General M'tesa was busy in the south, crushing the Zermite, who had the temerity to be offended by his diplomatic overtures.

##### THE KINGDOM OF IFE-BENIN

*Chitambo II, Lord of Ife and Benin*

**DIPLOMACY** None

Chitambo was very busy, overseeing the cultivation of Togo and the expansion of the cities of Whydah and Lagos. An entirely new port city, Dahomey, was built in Akan.

##### THE KINGDOM OF KANEM-BORNU

*Susiseko, King of Kanem and Bornu*

**DIPLOMACY** None

No orders.

#### EAST AFRICA

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##### THE MAKURIA KINGDOM OF NUBIA

*Akencheres, King of Nubia*

**DIPLOMACY** None

Akencheres had nothing more ambitious in mind than building more postal roads throughout his Kingdom when disaster (with a capital D) struck (see the Egyptian results for the gory details). In the end, only the Danakil – Zeila post road link was built. The work crews on the others were overrun and the gold and nfp lost. The Egyptians also destroyed the Royal road from Kassala to Adulis. Finally, Shaat Sai was increased a level (not that it matters at this point).

## **SOUTH AFRICA**

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### **THE BAKONGO KINGDOM**

*Namodu III, King of Bakongo*

**DIPLOMACY** None

Namodu II died and was replaced by his son and namesake.

### **THE KINGDOM OF NYASA**

*Asserate, Chief of the Nyasa*

**DIPLOMACY** None

Continued to sit quietly. Nacala grew to a level three port.

### **THE KINGDOM OF ROZWI**

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

**DIPLOMACY** Matopos (f)

Did some happy diplomacy and not much else.

### **THE KINGDOM OF VAAL**

*M'tesa, King of Vaal and Mapungubwe*

**DIPLOMACY** Swazi (nt)

Having saved his cows for many years, M'tesa traded them all in for a new capital, the *kraal* Bulawayo, which was raised in the homeland. The chieftain of Swazi also agreed to pay nominal homage.

### **THE XHOSA KINGDOM**

*Kreli-Sarhili, Chief of the Xhosa.*

**DIPLOMACY** None

Kreli-Sarhili was also able to build a new capital this turn, Tshwanne, in Cape.

## **NORTH AMERICA**

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### **THE TLINGIT PEOPLE**

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

**DIPLOMACY** None

Comox was put under cultivation and Silverhair was able to explore as far south as Puget Sound.

### **CALIFORNIA**

*Obsidian Coyote, Ruler of California*

**DIPLOMACY** None

The Californians were very busy as they are wont to be. Waves of colonists settled Salinan and Tolowa to a (1/9) and (-/1) regions respectively while two new cities were raised: Kettenpom, a port in Pomo; and New Teotihuacan, in Serranao. Finally, a royal road link between Pomo and Yurok was completed. At sea, admiral Tohono continues to fail to find a path through the treacherous seas off of Kiska.

### **THE ANASAZI NATION**

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

**DIPLOMACY** None

An attempt to raise infantry and transports in the eastern city of Xinaian failed (the rules for HBZ are there for a reason folks). On the bright side, both Yampa and Chanute were put under cultivation and the latter was colonized to a (1/3) region.

Then came disastrous news from the far south. A 6,000 man Anasazi army under Happy Owl was rampaging through Cuyutec, enslaving and robbing the locals when they ran into an ambush composed of Cuyutec, Tepuztec and Tarascan armies. Happy Owl's force was annihilated, the hapless general being captured and being skinned alive. This ghastly pelt later adorned one of the local priests at the subsequent victory celebration, which was highlighted by the surviving Anasazi going under the sacrificial knife. Blood ran like water it is said. Finally, to add insult to injury, a naval expedition to the south was a failure.

### **THE MISSISSIPPIAN EMPIRE**

*Leaping Crane, The Great Beaver of the Snake*

**DIPLOMACY** None

The Iroquois continue to expand to the north and west. Waves of settlers moved into Quapaw and Chippewa, colonizing both to (-/3).

### **THE NATCHEZ CONFEDERACY**

*Circling Hawk, Great Sun of the Natchez*

**DIPLOMACY** None

The Natchez also continued to spread across the virgin lands. More colonists moved into Wichita and Karankawa settling them to (1/10) and (2/6) regions respectively. In addition, Okmulgee was colonized to a (-/5). Like the Anasazi, the Natchez tried their hand at both slave raiding and exploration and had equally bad results at both. An attack on Tepehuan was thumped by the natives while a trip to the Nantucket Sea resulted in a bunch of sunken boats and no gain.

### **THE YAMASEE PEOPLE**

*White Feather, Chief of the Yamasee*

**DIPLOMACY** None

The cultivation of Creek continued apace. White Feather also sired a son and heir (to his satisfaction).

## **MESOAMERICA**

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

*Coatl, Grand Hegemon of the Maya*

**DIPLOMACY** Lenca (f)

Itzamna died and was succeeded by his son, Coatl. A major missionary effort in Ulva came to naught when it was discovered that the locals were already Mesoamerican, thank you very much.

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

*Awcom II, Lord of the Islands*

**DIPLOMACY** None

Aside from improving the defenses of Port-au-Prince and Guantanamo, Awcom just shuffled troops around and basically minded his own business.

### **THE CHIBCHAN KINGDOM**

*Cilan II, King of the Chibchan*

**DIPLOMACY** None

The colonization of Yanomano continued, raising it to a (2/7) region. In addition, the city of Yanamo was increased to a level four. To the north, the natives of Cuna bitch-slapped a force under general Cordiero sent to conquer them. The crestfallen

commander sent a messenger to Bogota demanding more troops so he could “burn Victor Charles out of his hooches” whatever that means.

## **SOUTH AMERICA**

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### **THE KINGDOM OF PARAIBA**

*Panib II, King of Paraiba*

**DIPLOMACY** None

Yet another royal road segment was built between Shucuru and Shoco and a second was started between Shucuru and Gueren. A military expedition to conquer and enslave Itacare was scrubbed when it was discovered that there was no one there to enslave.

### **THE MIGHTY INCAN EMPIRE**

*Ozcoco, Emperor of the Incas*

**DIPLOMACY** Ica, in Nazca (f)

Incan development at the headwaters of the Amazon continued apace with a royal road link being built between Huanco and Culinio. Other than that, things were pretty quiet.

### **THE KINGDOM OF SHOKLENG**

*Urcon, King of Shokleng*

**DIPLOMACY** None

As 1111 dawned, Sewati, sensing that his time was near, declared the young general Urcon, to be his son and heir.

And not a moment too soon, as Sewati expired just a year later. The new king quickly set to work, conducting a census of the realm and overseeing the construction of a new road segment between Cari and Tucaremba. The city of Tikal also grew to a level two.

### **THE MAPUCHE NATION**

*Obsidian IV, King of the Mapuche*

**DIPLOMACY** None

Mapuchan settlement of the south continues with thousands of colonists settling Chechete to a (1/9) region and cultivating it to boot. Things otherwise where pretty quiet.

