

# Lords of the Earth

*Campaign Nineteen*

**Turn 47**

Anno Domini 1131 - 1135

**TURN 48 ORDERS DUE BY** Friday, October 15th, 2004.  
Orders will not be accepted after Midnight MST on Saturday, October 16th. Please don't ask for an extension. Then I'll just have to say "no" again.

## ANNOUNCEMENTS

**A** 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.

## ZERO AND NEGATIVE CREDIT: CONSEQUENCES

Players at zero or negative credit at the time of deadline or determined to have a negative balance at the conclusion of processing will not have their orders processed, plain and simple. So get your orders and payment in before processing starts or life will become very unfair very quickly. Finally, players with a negative balance are liable to get their country reassigned without notice. You have been warned.

## 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.

**ADDITION:** Transports are assigned to or taken off a route at the start of the turn. Consequently, units assigned to a route may not be used for transporting stuff and MSPs converted to transports may not be re-converted back to MSPs in the same turn.

**Allied Leaders Revisited:** the following are changes to the rules concerning allied leaders. Any troops attached to an allied leader may not be detached for any purpose. They stay with the allied leader at all times. Allied leader units may not be demobilized, although they will go away if the player decides to reduce the control level of the allied region or if the allied leader dies and is not replaced. Players may build or assign additional units to the allied army but such units become part of the allied army and may not be taken back.

**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).

**Demobilizing Units:** some of you are trying to demob units and rebuild them elsewhere on the same turn. This is a no-no, as rule 5.4.6 indicates. However, unlike the rules, I will allow demobilized units to be rebuilt elsewhere on the turn following their demobilization or later. The NFP simply go into your saved NFP slot.

**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. **UPDATE:** These rules are now being implemented for projects under construction. I have not yet done so for existing ones. I may or may not.

**A QUESTION OF TIMING:** Certain builds take an entire turn to perform (although for clerical reasons are usually done at the same time as the rest of the builds). These are:

- City Construction (both new and additional levels)
- All Megalithic Construction Projects
- Colonies

What this means is that you may not take advantage of a given build of this type on the turn that it is constructed. For example: you may not base MSPs or build PWBs at the increased city capacities until the turn after the construction is done. Similarly, PWBs may not be built in excess of a region's old terrain type the turn it becomes cultivated or colonized to a higher GPv. So plan accordingly.

**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 STUFF

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

**NEW:** Kush is Asiatic Pagan, not Hindic.

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 TAIRA BAKUFU

*Taira Shun, Daimyo of Kwanto.*

**DIPLOMACY** Yamato (nt)

Aside from some diplomacy and an increasing the size of Edo, Shun kept pretty much to himself.

### THE MOLUCCAS SEAHOLD

*Bandar I, Lord of the Spice Islands*

**DIPLOMACY** None

Paying for several decades of runaway expansion by his successors, Bandar focused his energies on ruling his rather extensive and watery domain.

### THE MAREE KINGDOM OF AUSTRALIA

*Taree, Prince of Maree*

**DIPLOMACY** None

Tuart had no sooner assumed control of the Maree Kingdom before he keeled over. His brother Taree quickly assumed the mantle of ruler with no difficulty. In other news, Yaraka became cultivated.

### THE ARIKAT OF MAAORI

*Kamut III, King of the Southern Islands*

**DIPLOMACY** Bora-Bora (a)

Wellington and Manukau grew in size and explorations of an ocean route to the Northern Islands (Hawaii) continued.

## CHINA

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### THE GOREYO KINGDOM [DEAD]

*Syngman On Rbee, Prince of Koguryo*

**DIPLOMACY** None

Perished hideously and bloodily...

### THE KINGDOM OF SHAN'SI

*Chao the Grim, King of Shan'si, Watcher of the Northern Marches*

**DIPLOMACY** None

Faced with ballooning costs from keeping his great host in the field, Chao disbanded some 24,000 troops and demolished several hundred forts throughout his kingdom. He also resolved to wrap up his little Korean adventure quickly, marching south into Silla and smashing the pathetic remains of the Koguryo forces. Pusan was then thoroughly sacked and put to the torch and Prince Rhee was messily executed. Chao then marched home to Shan'si sacking and torching the cities of Kaiching and Incheon en route and crushing the locals when they rose in response.

### THE KINGDOM OF THE YANGTZE

*Cao Tse Tung, King of Hupei*

**DIPLOMACY** Honan (fa), Chiangning, in Anhui (c), Yantai, in Shantung (t), Pienching, in Honan (fa), Chekiang (a)

Cao Tung finally roused himself from the lethargy that had been afflicting him of late and set to work rebuilding the Empire. In addition to the diplomatic results indicated above, the Capital of Chiang'ling expanded a level and was augmented with a new citadel. New fortresses also arose in Yen, Hopei, Shensi and Hunan.

### THE KINGDOM OF KWANGSI

*Chu Shen, Prince of Kwangsi*

**DIPLOMACY** Lingnan (ea), Lingtung (t), Hainan (c)

Ganzhou was put under cultivation.

## SOUTHEAST ASIA

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### THE KINGDOM OF CHAMPA

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

**DIPLOMACY** None

Work was begun on a new royal road segment between Annam and Korat.

### THE KINGDOM OF KAMBUJA

*Chulalongkorn, Deveraja of the Kambuja*

**DIPLOMACY** Perak (ea)

A new port city, Songkhla, was built on the banks of the Mekong in Preikuk and a citadel was raised adjacent to the capital Angor, which also increased in size. Chulalongkorn was heartbroken to lose his son and heir Monkut, who died of some wasting disease shortly after marrying a local princess in Perak. Fortunately, the locals didn't take it personally and the *Deveraja* had a second son available to be heir.

### THE KINGDOM OF AVA

*Shambramaba III, King of Ava*

**DIPLOMACY** Mon (f), Pegu (f)

Burma was put under cultivation and that was about it.

## INDIA

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### THE KINGDOM OF MAGHADA

*Kassar, Raja of Bengal*

**DIPLOMACY** Samatata (fa), Tz'uk'ai (c), Pundra (nt)

Aside from some diplomacy, the only news of note was the expansion of the city of Naupada, in Kalinga.

### THE KINGDOM OF CHOLA

*Gagan, King of Chola, Lord of Tanjore*

**DIPLOMACY** Malabar (f), Anhivarta (a), Kalyani, in Nasik (fa)

Continued his diplomatic endeavors and that was that.

### THE PRATIHARA EMPIRE OF KAUNAJ

*Jayadeva, Emperor of India*

**DIPLOMACY** Vengi (ea), Kaktiya (c), Karnata (go away!), Kashmir (neutral from nt), Parapavura, in Kashmir (nt)

A new port city, Vishakhapnam, was built in Vengi on the Bay of Bengal. Kuanaj, Somantha, and Benares all increased in size and a new fortress, named after the Emperor, was raised in Und. The latter event, in light of the diplomatic shenanigans going on in the northwest, was a prudent move.

## CENTRAL ASIA

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## THE KINGDOM OF JUNGARIA

*Kilij Arslan, Lord of Karakocho.*

**DIPLOMACY** Wusu (nt)

Altay bumped up a level.

## THE EMIRATE OF SAMARKHAND

*Hamid, Emir of Samarkhand*

**DIPLOMACY** Kuldja (t), Gurgan (fa), Turkmen (f), Bactria (f)

In order to facilitate control of his ever-increasing realm, Hamid ordered the construction of a great royal road was built from Bactria into Turkmen and hence into Khwarizm. With this and the usual oodles of diplomacy, life continued at its usual frenetic pace.

## THE KHAZAR KHANATE

*Alp, Kagan of Khazar and Saksiny*

**DIPLOMACY** Alan (+2YfC), Torki (f)

Sarigh-Singh expanded a level and Kirov was colonized to a (1/2) region.

## THE NEAR EAST

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### THE HAMADID EMIRATE

*Yusuf Ibn Omar, Emir of Damascus.*

**DIPLOMACY** None

Several long-term Syrian projects came to fruition with postal roads between Jordan and Petra and between Syria and Lebanon being completed.

### THE BUWAYID EMIRATES

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

**DIPLOMACY** Abadan (f), Fars (ea)

A new port city, Tabara, was built in Tabaristan, to allow trade with the Byzantines and the Khazars. The new port was then connected to Persepolis via a new road link. Finally, a beautiful new mosque was built in the heart of Baghdad, attracting thousands of the faithful to pray in the shadows of its great minarets.

### THE EMIRATE OF ADEN

*Ali Hajj ibn Muktair, Emir of Aden and S'ana.*

**DIPLOMACY** Mecca, in Madina (t), Asir (c), Yemen (f following allied leader death).

Ali continued to use his diplomatic wiles among his immediate neighbors, including the Emir of Mecca.

## EASTERN EUROPE

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### THE EASTERN ROMAN EMPIRE

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

**DIPLOMACY** Bulgaria (f), Dalmatia (nt)

Constantine ordered great armies and fleets moved about his Empire. In addition Dobruja was put under cultivation and Heraclea increased in size. Trade was resumed with the Egyptians but the intensive Byzantine fleet operations in the Gulf of Cyprus made it very clear to Malik that only his merchant shipping would be tolerated in the Middle Sea. The Caliph fumed ineffectually at this...

### THE PRINCIPALITY OF MUSCOVY

*Igor II, Boyar of Muscovy*

**DIPLOMACY** Seversk (f), Courland (a), Prussia (c, then lost to more persuasive Balts)

Igor ordered another city, Igorgrad, built in Smolensk. In addition, work began on a new royal road link between the new city and Respublika in Muscovy. A diplomatic contretemps occurred in Prussia as the local prince there had to contend with two different diplomatic entourages at once, one from Muscovy, the other from Estonia. The Muscovite emissary keeled over about a year into his work there and the Prussians went with the Balts as a result.

### THE KINGDOM OF POLAND

*Josef Pilduski, King of Poland*

**DIPLOMACY** No effect

Josef ordered a census conducted. In the far south, an emissary sent to the pagan Pechnevs was rebuffed.

### THE DUCHY OF ESTONIA

*Verityn Viikberg, Duke of Estonia*

**DIPLOMACY** Prussia (fa), Sankt Petersburg (ea)

Tallinn increased in size and work began on a new road link between Livonia and Rzhev. Verityn also claimed the island of Gotland for his Duchy.

## WESTERN EUROPE

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### THE DUCHY OF BOHEMIA

*Erich Gowner I, Duke of Bohemia*

**DIPLOMACY** Lorraine (f), Pomern (a)

Erich was content to rule his wide domains. Prague, Brunswick and Munich all expanded a level and Catholic missionaries continued to spread the good word among the pagans of Slovenia.

### THE VERNONIAN EMPIRE

*Gaius Germanicus II, Emperor of Italy*

**DIPLOMACY** Tyrol (fa)

Deciding that an enemy closer to home would be a more lucrative target, Gaius dispatched 8,000 troops to Malta to subdue the Egyptian controlled city of Valetta. After a four month passive siege, the famished defenders opened the gates and the city came under Italian control.

### LE ROYAUME DE FRANCE

*Phillip Capet, King of the Franks*

**DIPLOMACY:** Auvergne (nt)

Whilst investigating the causes of last turn's mass desertions, Phillip's spies apprehended a Navarrese agent attempting to convince further soldiers to desert. Before dying messily, the individual revealed the existence of a great network of Spanish agents riddling the French military. An outraged Philip declared "heads will roll!" and that the purges would now begin.

On the domestic front, Champagne became cultivated and a new road link was built between Ile de France and Ponthieu.

### THE EL REINO DE NAVARRE

*Miguel, King of Navarre*

**DIPLOMACY** No effect

The Spanish too were concentrating on both urbanization and infrastructure, with Bilbao increasing in size and a new road link being built between Catalonia and Valencia. Miguel denied all involvement in affairs to the north of the Pyrenees (not that anyone believed him).

## NORTHERN EUROPE

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## THE KINGDOM OF WESSEX

*Hareth Hamasson, King of the Angles and Saxons*

**DIPLOMACY:** Mercia (f), Lancashire (nt)  
Mercia was cultivated and that was that.

## THE KINGDOM OF THE SVEAR

*Drevs, King of the Swedes*

**DIPLOMACY** None

King Drev's realm continued to grow at a moderate pace. A new city, Esbjerg, sprung up on the west coast of Jutland and Bergen bumped up a level. Missionary activity among the pagan Norwegians continued.

## THE NORSE KINGDOM OF ICELAND

*Jorn Bjornson, King of the Norse*

**DIPLOMACY** None

Deciding that the Welsh must pay for their temerity, King Bjorn launched a putative expedition against Dyffed. Landing over 4,000 troops there, Bjorn spent the next three years conquering, pillaging and then systematically slaughtering the population. The Welsh (being, well, Welsh) didn't sit idly by and fought like mad but where in the end extirpated. The Norse then re-embarked, leaving desolation behind. Bjorn died on the return journey, haunted, some said, by nightmares of all the innocents he had butchered.

More tangible problems arose from the King's actions as both Man and Gwynned refused to pay any further tribute. Further, when the *Jarl* Sven started landing troops in Ulster, the Irish (being, well, Irish) fought like mad and were only subdued and forced to pay tribute after some doing.

Trade was opened up with the English.

## NORTH AFRICA

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### THE MAGHREB EMIRATE

*Lashal ibn Umar, Emir of Morocco*

**DIPLOMACY** None

Work continued on the Great Southern Highway with a link between Arguin to Awlil being completed. In addition, Abyad, Imra and Yesil all were expanded a level.

### AL FATAMID CALIPHATE AL QAIRA

*Malik ibn Mohammad, Fatamid Caliph of Egypt*

**DIPLOMACY** None

Malik waited for more scum-puke Christians to attack him...and was rather surprised when none did so. The Caliph wasn't fooled by this obvious ruse and remained vigilant.

## WEST AFRICA

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### THE KINGDOM OF GHANA

*Wetelimba, Lord of Kumi-Saleb*

**DIPLOMACY** Galam (f)

Wetelimba's diplomats were active, but that was about it.

### THE KINGDOM OF NUPE

*Ta'ziyah, King of Nupe and Oyo*

**DIPLOMACY** Dendi, in Zerma (f), Dogamba (c)

Ta'ziyah also contented himself with strengthening diplomatic ties with his various neighbors.

### THE KINGDOM OF IFE-BENIN

*Simbusi I, Lord of Ife and Benin*

**DIPLOMACY** Gagnoa (t)

Senufu died and was laid to rest. Unlike his neighbors, the new king was a far more industrious fellow and ordered his workers to build a new royal road link, this one between Yoruba and Togo. Accra, Lagos, Whydah and Lome where all expanded as well.

## THE KINGDOM OF KANEM-BORNU

*Susiseko, King of Kanem and Bornu*

**DIPLOMACY** None

Sat quietly.

## EAST AFRICA

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### THE MAKURIA KINGDOM OF NUBIA IN EXILE [DISSOLVED]

*Akencheres II, King of Kutch*

**DIPLOMACY** None

Passed into history...

## SOUTH AFRICA

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### THE BAKONGO KINGDOM

*Namodu III Wambolea, King of Bakongo*

**DIPLOMACY** Douala (f following allied leader death)

Stung by last turn's setback, Namodu dispatched more troops into Lui and this time the locals knuckled under by God! And were led off in chains!

### THE KINGDOM OF NYASA

*Asserate, Chief of the Nyasa*

**DIPLOMACY** None

Sat quietly.

### THE KINGDOM OF ROZWI

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

**DIPLOMACY** None

Also kept a low profile.

### THE KINGDOM OF VAAL

*M'tesa, King of Vaal and Mapungubwe*

**DIPLOMACY** No effect

Did some ineffectual diplomacy.

### THE XHOSA KINGDOM

*Kreli-Sarhili, Chief of the Xhosa.*

**DIPLOMACY** None

Also sat quietly.

## NORTH AMERICA

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### THE TLINGIT PEOPLE

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

**DIPLOMACY** None

Shuffled some armies around.

### CALIFORNIA

*Obsidian Coyote II, Ruler of California*

**DIPLOMACY** None

Itching for revenge against the Tarascans for their destruction of an Anasazi army that occurred quite some time ago. (Never mind the fact that the Tarascans were defending themselves against enslavement). Obsidian Coyote decided upon a putative expedition. In addition to himself, the king's second son, Prince Feathered Coyote was in overall command of the troops and Admiral Soaring Condor was in charge of transport. Unfortunately,

attempts to involve the chief of Tuolomne cane to naught as that lord simply amalgamated the national troops given to him into his own army. **NOTE: this is a regular rule that's in the rulebook.** The subsequent prohibition against detachments from allied armies was posted in the fax last turn. Further, because the transports built this turn were assigned to internal trade, they were unavailable for transport work.

Despite these difficulties, the Yokuts army was successfully transported to Tahue (although it took two trips) and was debarked without incident. Subsequent operations were disastrous however. Marching through Cora without securing it left a hostile countryside behind the expedition. Consequently when the 15,000 Californians marched into Cuyutec, they ran headlong into over 47,000 thoroughly pissed Tarascan-Toltecs under command of Kings Tlacala and Alzur. In the ensuing battle, the northern invaders were slaughtered. Those lucky enough to survive the battle were hunted down by the locals and similarly perished. The Mesoamerican propensity for sacrificing prisoners was affirmed yet again as hundreds went under the obsidian knives of the High Priests. Both Obsidan Coyote and his son were guests of honor at the ritual (and main course at the subsequent feast).

Adding insult to injury, back at home, Obsidan Coyote's first son and heir had died in his absence. Fortunately, the Empire did not disintegrate into civil war and the old king's grandson stepped into the breach. All in all, there's no joy in Berkeley right now. Other domestic events include the colonization of Kalapuya to a (2/6); Cochimi to a ( /8) and the expansion of Kettentpom, Tula'ree and san Francisco.

#### THE ANASAZI NATION

*Desert Wind, Chief of the Anasazi, Lord of the Chaco*

**DIPLOMACY** None

In a paroxysm of paranoia, Manchuk ordered new walls built around all the cities of the Nation. So terrified did the old Chief become that it may have contributed to his death in early 1134. His second son and heir, Desert Wind maintained his late father's armies on react for the entire turn, deathly afraid of some cataclysmic event. (Gee, maybe I should have a big meteor hit the Anasazi capital, just so the king could say that his fears were justified...).

#### THE MISSISSIPPIAN EMPIRE

*Hiamovi, The Great Beaver of the Snake*

**DIPLOMACY** None

Haimovi's people were incredibly busy, putting five, (count em, five) wilderness regions under cultivation (Potowatamic, Saginaw, Croix, Kaskinapo and Quapaw for you purists out there). In addition, a new road link was built between Kaskinapo and Chickasaw.

#### THE NATCHEZ CONFEDERACY

*Red Beaver, Great Sun of the Natchez*

**DIPLOMACY** None

Circling Hawk died in early 1132. The new Great Sun, Red Beaver, amidst attempts to sire an heir of his own, ordered the construction of a new port (with accompanying citadel), Red Bluff, in Okmulgee. Attempts to fathom the mysteries of the Nantucket Sea were successful and a large amount of maize was sent to the Yamasee.

#### THE YAMASEE PEOPLE

*Eagle's Feather, Chief of the Yamasee*

**DIPLOMACY** None

White Feather croaked off in mid 1132, an event that was met with some sadness. On the plus side, Cheraw was finally cultivated, which softened the sting a little.

## MESOAMERICA

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### THE TOLTEC HEGEMONY OF CHICHEN ITZA

*Alzur, Grand Hegemon of the Maya*

**DIPLOMACY** Ulva (ea), Tarascans (f)

Wearying of the inactivity that had plagued him of late, Alzur decided that a little unprovoked aggression would do him a world of good. To this end he massed an army of nearly 30,000 troops and was preparing to march north into Tarascan when emissaries arrived from Tlacala pleading for assistance against the continuing incursions of the northern barbarians and proposing a merger of the two kingdoms. Not being a dope, Alzur jumped at the chance to gain peaceably what he otherwise would have had to fight for and Tlacala was more than happy to turn over the protection of the northern frontier to someone with a stronger army. No sooner had the concordat between the two nations been concluded that word came of the Californian invasion. The united Tarascan-Toltec army then marched north into Cuyutec and smashed the invaders utterly (see above for the gory details).

On the domestic front, Chichen Itza, Tikal, Tula, Ednza and Mitila all increased in size and both Huastec and Nahuatl were re-colonized to their old levels. [(2/5) and (3/3) respectively.

### THE KINGDOM OF TARASCAN [MERGED]

*Tlacala, Warrior-King of the Tarascan and Cuyutec*

**DIPLOMACY** None

Aside from getting attacked and merging with the Toltecs, Tepuztec became cultivated and a colony was started in Jonaz Pame.

### THE ARAWAK OF THE ISLANDS

*Awcom II, Lord of the Islands*

**DIPLOMACY** None

Awcom turned his attention to the Florida peninsula, beginning cultivation of Calusa and colonizing Timuca to a (-/7) region.

### THE CHIBCHAN KINGDOM

*Esteban, King of the Chibchan*

**DIPLOMACY** None

Cilan II died in early 1133 and was replaced without undue incident. In other news, Corazon increased in size and Yaruro was colonized to a (1/2) region.

## SOUTH AMERICA

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### THE KINGDOM OF PARAIBA

*Panib II, King of Paraiba*

**DIPLOMACY** None

Aside from investing in public works and cultivating Camacan, things were pretty quiet in Panib's part of the world.

### THE MIGHTY INCAN EMPIRE

*Atoc Soppa, Emperor of the Incas*

**DIPLOMACY** Chimu (f), Valdivia (nt)

Like just about everyone else, Ozcoco died (in late 1134) and was succeeded without incident. The new Emperor, Atoc Soppa, set about increasing the Incan presence in the upper reaches of the Amazon Basin, colonizing Cuilino to a (2/6) and then spreading

eastward with Catawishi being colonized to a (-/3) and Mura to a (-/10). In addition, a new trade port, Alta, was built in the latter region. Finally, Chimu was put under cultivation.

#### **THE KINGDOM OF KARANGA**

*Amaru, Lord of the South*

**DIPLOMACY** None

Amaru continued to colonize the southern lands, settling Guanacane to a (-/7) region.

#### **THE KINGDOM OF SHOKLENG**

*Urcon, King of Shokleng*

**DIPLOMACY** None

Tupi and Patasho were put under the plow and Bauru was colonized to a (2/4) region.

#### **THE MAPUCHE NATION**

*Obsidian IV, King of the Mapuche*

**DIPLOMACY** None

Neuquen was put under cultivation. Other than that, life was quiet in the sunny south.

