

Lords of the Earth

Campaign Nineteen

Turn 48

Anno Domini 1136 - 1140

TURN 49 ORDERS DUE BY Friday, November 5th, 2004.
Orders will not be accepted after Midnight MST on Saturday, November 6th. Please don't ask for an extension. Then I'll just have to say "no" again.

ANNOUNCEMENTS

A

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 2nd Street address or to Thomas' address, which is:

Thomas Harlan
3210 E. 23rd Street
Tucson, AZ 85713-2261

Below are my Email and Regular mail addresses:

4858 East 2nd Street
Tucson, AZ 85711
Email: ancaric@throneworld.com

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

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.

RULE CHANGES AND CLARIFICATIONS

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.

Route Type: LTR and LTO routes always take precedence over any Sea Trade Route between nations. Keep this in mind when initiating routes. Once an LTO/R route exists between two nations it may not be converted to sea trade (barring events that force the route to close).

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 an 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, 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; unless he's alone, in which case neither the positive nor negative Combat Rating applies. Thanks to the player who pointed out this error on my part.

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.

Tech Level and Projects (NEW): certain Megalithic, Societal, Economic and Government Types are now dependent on a nation's tech level. A nation must meet the minimum Tech Level requirements in order to engage in the following projects.

Megalithic Projects: the building nation's tech level must equal or exceed the modified level of the project. (This is a change from the rules).

Government Type	Tech Level
Tribal	1
Feudal Monarchy	2
Centralized Monarchy	3
Oligarchy	3
Imperial	3
Democracy	3
Dictatorship	8
Constitutional Monarchy	8
Federal Democracy	9

Economic Type	Tech Level
Slave	1
Agrarian	2
Guild	3
Free	8

Societal Type	Tech Level
Caste	1
Clan	2

Feudal	3
Open	8

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: Yard Capacity costs are now assessed 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

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

None at present.

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

JAPAN & THE PACIFIC RIM

THE TAIRA BAKUFU

Taira Shun, Daimyo of Kwanto, Shogun of Japan.

DIPLOMACY Yamato (ea), Shimane (t), Yamaguchi (ea)

Shun embarked upon a whirlwind diplomatic tour of the southern lands accompanied by over 25,000 troops in case the locals should be so foolish as to reject the Shogun's offer of allegiance. The locals weren't foolish. At home, Edo continued to grow, reaching level five.

THE MOLUCCAS SEAHOLD

Rokaku the Cruel, Lord of the Spice Islands

DIPLOMACY Timor (a), Kediri (a), [Then both lost, see below].

Bandar, well aware of the fragility of his new dynasty, continued to begat children right up to his untimely death in late 1138. Sadly, the late King hadn't reckoned with the disloyalty of the lord Rokaku, of who had precious little love for his liege. The death of general Kamatsu the previous year, produced a successor who was no more loyal than Rokaku.

So when Bandar croaked, these two thoroughly unpleasant individuals seized their chance. Rokaku managed to get the backing of the soldiery who were stationed in the home islands and promptly set himself up as king. He then had Bandar's children

thrown to the sharks in an act of frightful cruelty. His path to the throne now soaked with innocent blood, the new Spice Lord settled back to rule his new Empire.

Which promptly proceeded to break apart, at least somewhat. Two of Bandar's Lieutenants were away from the home islands on diplomatic work and they seized the opportunity to rebel. Sukarno, in Kediri and Suharto in Timor both rebelled, taking these islands with them. Both embraced Hinduism, the better to gain acceptance of the locals and to disassociate themselves from the bloody practices of Rokaku. Elsewhere, Sarawak, Sabah and Taiwan all went independent, the locals on the latter island also torched the new Molucca city of Taipei that had just been built.

THE KINGDOM OF JAVA

Sukarno the Just, Beloved of Ganesha

DIPLOMACY Bali (f)

The Javans control Kediri (w/Singhasari), Pajajaran (w/Sunda), Timor (w/Kapang) and Bali (the latter joined in a fit of enthusiasm).

THE MAREE KINGDOM OF AUSTRALIA

Taree, Prince of Maree

DIPLOMACY None

Yaraka was colonized to a (2/4) and Murrumi to a (-/2). In addition the cities of Nambour, Kurrara and Yarram increased to size two.

THE ARIKAT OF MAAORI

Kamut III, King of the Southern Islands

DIPLOMACY Tuvalu (nt)

Kamut's people continued to travel the great oceanic highways. Contact was made with Hawaii (where the emissary got at cool reception), Tuvalu, Tahiti and the Solomons. Closer to home, the capital, Manukau grew to a size 10 port.

CHINA

THE KINGDOM OF SHAN'SI

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

DIPLOMACY None

Bandao was put under cultivation but that was small potatoes compared to events in the Capital where Chao ordered the arrest and public execution of generals Kai and Kim all the members of his family for stealing state funds. The executions were public spectacles with the guilty being beheaded before great crowds and their heads put on pikes as a warning to others. The dancing bears and jugglers were NOT part of the official proceedings but the local entertainers made a tidy sum anyways.

In other events, several Shan'si troops discovered a rather suspicious looking fellow hanging around their barracks behaving well, suspiciously. After being unable to give a satisfactory reason for his presence and after the usual thorough interrogation, the unfortunate admitted to being a Hupei spy. Chao of the Shan'si was a bit annoyed to hear of this. *Don't these confounded southerners have enough to do without bothering me? Oh well, off with his head!*

THE KINGDOM OF THE YANGTZE

Cao Tse Tung, King of Hupei

DIPLOMACY Houma (a), Chiangning, in Anhui (t), Honan (f), Yantai, in Shantung (f), Hangzhou, in Cheliang (a), Chekiang (f, following marriage of allied leader).

Aside from a contretemps with his northern neighbor and the usual buckets of diplomacy, Cao Tse Tung also engaged in the

usual buckets of projects. New royal road links were built between Anhui and Honan; Anhui and Tsainan; Taiping and Chekiang; and Cheliang to Fukien. Road links (with accompanying bridges) were started between Tsainan and Yen; Hupei and Hwai; and Hupei and Taiping. Finally, in a bout of extreme paranoia, Great Wall sections were built between Yen and Lu'an; Yan and Bao Ding; Hopei and Bao Ding; Shensi and Huang; and Shensi and Kansu. Finally (at least as far as building stuff is concerned) Yanling, Chuugoku and Zhengzhou all increased in size (to levels 3, 7, and 7 respectively).

THE KINGDOM OF KWANGSI

Chu Shen, Prince of Kwangsi

DIPLOMACY Hainan (nt)

Chu Shen died and was succeeded with little incident or fanfare. Aside from some diplomacy, the Kwangsi remained quiet.

SOUTHEAST ASIA

THE KINGDOM OF CHAMPA

Bao Dai III, King of Champa, Lord of Vijaya

DIPLOMACY No effect

Bao Dai II died in early 1136 at the ripe old age of 95. His son celebrated his late father's memory by completing the royal road between Annam and Korat. In addition, Vijaya grew to a size 7 city. A diplomatic trip to Hainan failed in the face of more persuasive Kwangsi diplomats.

THE KINGDOM OF KAMBUJA

Chandarith, Deveraja of the Kambuja

DIPLOMACY None

No orders. Chulalongkorn died and was replaced without incident.

THE KINGDOM OF AVA

Shambramaba III, King of Ava

DIPLOMACY Manipur (fa)

Did some diplomacy and not much else.

INDIA

THE KINGDOM OF MAGHADA

Kassar, Raja of Bengal

DIPLOMACY Samatata (t)

Samatata was put under cultivation.

THE KINGDOM OF CHOLA

Gagan, King of Chola, Lord of Tanjore

DIPLOMACY Anhivarta (f), Banavasi, in Malabar (fa),

Polonarva, in Seylan (fa)

Gagan continued his diplomatic endeavors in the south. The King was also surprised by the arrival of several emissaries from the Deccan plateau offering to join his Kingdom and indicating that they'd much rather prefer his rule to that of the Kaunaj, whom they likened to a rather over-affectionate elephant. Gagan told them he would consider it.

THE PRATIHARA EMPIRE OF KAUNAJ

Jayadeva, Emperor of India

DIPLOMACY Kakatiya (fa), Kashmir (fa), Parapavura, in Kashmir (fa), Avanti (fa, down from ea), Kalajara, in Vatsa (fa, down from ea)

On the domestic front, Vishakhapatnam, Kuanaj, Somantha and Benares all increased a level and that was just fine. On the

foreign front, Pratihara diplomacy continued to achieve mixed results, with the Kashmiri being coaxed back into the fold; the Avanti and Kalajarans being offended over something and distancing themselves and the Deccans remaining politely non-committal.

CENTRAL ASIA

THE KINGDOM OF JUNGARIA

Kilij Arslan, Lord of Karakocho.

DIPLOMACY Karluk (f)

Wusu was put under cultivation.

THE EMIRATE OF SAMARKHAND

Selim, Emir of Samarkhand

DIPLOMACY Kuldja (a), Transoxania (f), Orarash (f)

Osman died whilst doing diplomacy in Kuldja and his body was shipped back to the Kara-Khitai via parcel post. His son, Selim, succeeded him without much note and continued his diplomatic work among his neighbors. A new port, Haji, was also built on the Southern Caspian coast amid the dunes of the Gurgan desert.

THE KHAZAR KHANATE

Alp, Kagan of Khazar and Saksiny

DIPLOMACY Alan (+4 to YfC), Urkel (+6 to YfC)

A great deal of surplus grain was shipped off to the hungry mouths in Constantinople. Elsewhere, Kirov was colonized to a (2/2) region and Sarigh-Shin continued to grow (to a level 5 city).

THE NEAR EAST

THE HAMADID EMIRATE

Hassan Ibn Yusuf, Emir of Damascus.

DIPLOMACY None

No orders. Yusuf died and was succeeded by his son, Hassan.

THE BUWAYID EMIRATES

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

DIPLOMACY Neyriz (t), Basra, in Abadan (nt), Diyala (independent following allied leader death).

The royal accountants miscalculated the amount of funds available. This led to a great deal of stuff not getting done. The Emir was wroth to hear this and ordered the incompetents executed. Despite this, Ecbatana, Persepolis, Karbala and Tabara all increased to size two. In addition, a great deal of grain was sent to the Byzantines (which seems to be a trend around here.)

THE EMIRATE OF ADEN

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

DIPLOMACY Asir (ea), Medina (ea)

A royal road was built between Aden and Yemen.

EASTERN EUROPE

THE EASTERN ROMAN EMPIRE

Constantine Flavius, Emperor of the Eastern Roman Empire.

DIPLOMACY Hoo boy, see below...

Well let's get the positive stuff out of the way. First of all, Bulgaria, Pontus and Abasigia were put under cultivation. Also two new port cities were built: Lefkosia, in Cyprus and Varna in Dobruja. Finally large amounts of gold were sent to various Italians, Arabs, Khazars and Russians to pay for grain.

And that was it for the positive stuff...then the bad stuff occurred in droves.

Firstly, a combined diplomatic / missionary endeavor in Ludgorie ended with the messy deaths of the leaders involved. Secondly, a Byzantine agent was caught by Hamidad troops heading a terrorist cell that was planning on attacking several Christian churches in Jerusalem and then pinning the blame on the Egyptians. Similarly, a Byzantine effort to frame the Egyptians for an attempted infiltration of the Maghrebite military also was a fiasco. So Constantine has managed to alienate his immediate Muslim neighbors and the Coptic community as a whole.

Could things get any worse? Yes they certainly could. Assigning the vast military apparatus of the Eastern *Themes* to the *Strategos* Jason led to that ambitious fellow seizing Smyrna and declaring himself Despot of the East. After securing Lydia, Jason marched north into Bithnia, conquered the place and began besieging Troy with his shiny new 60,000-man force. By this time, the Emperor had reacted out of the capital with a 45,000 strong force of *Scholae* and was determined to deal with the usurper quickly.

In the initial scrum, Constantine was successful, relieving Troy and pursuing Jason southward. In the second battle, in Lydia, Fortune turned its back on Constantine. While leading the initial attack he was struck in the face by an arrow and killed. At that point, the *Scholae* dissolved in a rout and Jason subjected them to a relentless pursuit in which thousands were slain including the Emperor's brother Alexis.

Disdaining a drive on Constantinople, Jason was content to run amok in western Anatolia, conquering regions and besieging cities with gusto. Things are looking bad for the Eastern Empire.

THE DESPOTATE OF ANATOLIA

Jason Polioretos, the Breaker of Cities.

DIPLOMACY None

The rebels control Bithnia (w/Troy), Lydia (w/Smyrna), Paphlagonia (w/Nicomedia) and Phrygia (w/ Dorylaeum).

THE PRINCIPALITY OF MUSCOVY

Igor II, Boyar of Muscovy

DIPLOMACY Courland (f), Pechneg (t)

The royal road between Muscovy and Smolensk was completed. But the big news was Igor's embrace of Orthodox Christianity, a decision that was enacted with little comment and fairly quietly. Grain was also sent to the Greek Empire to the south.

THE KINGDOM OF POLAND

Stanislaw Pilduski, King of Poland

DIPLOMACY None

No orders. Josef passed on and his son, Stanislaw stepped up to the plate, er, throne.

THE DUCHY OF ESTONIA

Verityn Viikberg, Duke of Estonia

DIPLOMACY Sankt Petersburg (f)

Two new ports were built: Parnu, in Musa and Vilnius, on the Dvina in Daugava. Sankt Petersburg converted completely to the Orthodox creed and work on the Livonia-Rzhev road.

WESTERN EUROPE

THE DUCHY OF BOHEMIA

Erich Govner I, Duke of Bohemia

DIPLOMACY Holstein (a), Saarbrucken, in Lorraine (f)

Things here were fairly quiet although Vienna, Lubeck and Munich all increased in size (to a 2, 2, and 4 respectively). Trade was also started with the Estonians.

THE VERNONIAN EMPIRE

Nero Germanicus, Emperor of Italy

DIPLOMACY Tyrol (a)

Gaius went to his grave in late 1139 after a fairly brief reign. His successor, Nero was content to approve the current shuffling of troops. Pescara grew to a level 5 port and lots of grain was shipped to the now beleaguered Byzantines. The Empror also agreed to assist the French in the event of a Spanish invasion, but since this did not occur (in fact the opposite occurred) his troops sat in Genoa and enjoyed the bracing sea air.

LE ROYAUME DE FRANCE

Phillip Capet, King of the Franks

DIPLOMACY: None initiated, Aquitaine (down to t from ea due to Spanish diplomacy).

Incensed at continuing Spanish attempts to influence his army. Phillip marched off to war! While general Eduard and prince Heri marched 40,000 infantry to Limousin to screen against any Navarrese invasion. The King himself lead 50,000 cavalry across the Pyrenees into Catalonia in order to punish *these impudent Spanish rascals* once and for all. See below for the rest.

THE EL REINO DE NAVARRE

Miguel, King of Navarre

DIPLOMACY See French Diplomatic results.

For his own part, Miguel wasn't going to back down either. Further attempts to induce unrest in the French army were tried (they failed) and a blockade was set up around St. Croix, reducing trade with the Maghreb. In addition, several Spanish agents were sent across the mountains in order to win some hearts in minds. Only in Aquitaine were they received receptively. The agent sent to Bordeaux was killed by the Comte du Valfund and the one sent to Gascony died before he could really cause any trouble.

But it wasn't until the French host entered Catalonia that things really got hot. Here Phillip's 50,000 troops encountered 56,000 Spanish cavalry under King Miguel and general Ricardo at **Lleida**. Catastrophically, Phillip proved to be an absolute duffer when it came to leading troops and the French host was completely annihilated, the French King only survived by hiding in an abandoned windmill while the victorious Spaniards slaughtered his troops in an orgy of death. The unfortunate fellow later sneaked back into Languedoc and then hightailed it back to Paris. The troops in Limousin fell back as well.

In other unrelated events, Bilbao and Seville both increased in size (to an 8 and 7 respectively).

NORTHERN EUROPE

THE KINGDOM OF WESSEX

Ehtelred Harethson, King of the Angles and Saxons

DIPLOMACY: None

No payment, orders not processed.

THE KINGDOM OF THE SVEAR

Drevs, King of the Swedes

DIPLOMACY None

Vettermark increased to size six and Norway was converted to Roman Catholicism.

THE NORSE KINGDOM OF ICELAND

Jorn Bjornson, King of the Norse

DIPLOMACY None

Well Norse fortunes were mixed. On the one hand, the murderous expedition to Gwynned was a success, the region was plundered and the population massacred. On the other hand, Ulster revolted due to this latest outrage and the Manx chased off a Norse diplomat. Such winning ways the Norse have with the Celts...

NORTH AFRICA

THE MAGHREB EMIRATE

Djabel ibn Umar, Emir of Morocco

DIPLOMACY None

A Spanish blockade of St. Croix reduced most of Lashal's profits from that quarter. *Oy! We harm none but always seem to be harmed. Truly there is no justice!* The Emir complained. And then he died shortly thereafter. His son, Djahel spent most of the turn shipping various inhabitants to the various island cities of the Emirate. In this way, Yesil, Imra and Aybad all increased to size four. Elsewhere, an attempt to plumb the depths of the Cape Verde Current was a soggy failure.

AL FATAMID CALIPHATE AL QAIRA

Malik ibn Mohammad, Fatamid Caliph of Egypt

DIPLOMACY None

Malik shuffled troops about and remained ever vigilant. The Caliph was much surprised at the sudden unrest in the Byzantine Empire but knew that it was simply Al'lah's just punishment for the wicked.

WEST AFRICA

THE KINGDOM OF GHANA

Wetelimba, Lord of Kumi-Saleh

DIPLOMACY Susu (fa)

Tiring of policing the unsettled city of Timbuctu, Wetelimba dispatched a large contingent of Ghanaian colonists to move to the city and displace the existing Songhai populace, who quickly found themselves relegated to second-class citizen status.

THE KINGDOM OF NUPE

Ta'ziyah, King of Nupe and Oyo

DIPLOMACY Dogamba (ea)

Zamfara and Junkin expanded (to sizes 3 and 4 respectively).

THE KINGDOM OF IFE-BENIN

Simbusi I, Lord of Ife and Benin

DIPLOMACY None

No orders and now open for a player.

THE KINGDOM OF KANEM-BORNU

Susiseko, King of Kanem and Bornu

DIPLOMACY No effect.

Deciding that a little urban expansion was in order, Susiseko ordered the construction of a new city, Keluka, in Ikego. In addition, Ngazargumu increased to a size six city. While diplomatic endeavors among the Kanuri and Kurfei tribes was unsuccessful, the military campaign against the eastern tribes of Kreda, Salamat and Batha did very well, forcing all three tribes to pay tribute.

SOUTH AFRICA

THE BAKONGO KINGDOM

Namodu III Wambolea, King of Bakongo

DIPLOMACY None

A new port, Bonaberi, was raised in Doula,

THE KINGDOM OF NYASA

Asserate II, Chief of the Nyasa

DIPLOMACY None

Asserate died and was succeeded without incident.

THE KINGDOM OF ROZWI

Ntombhela, King of Rozwi, Lord of Zimbabwe

DIPLOMACY Me'lela (nt)

Shaka died in early 1140 of some horrible malaise. The heir, Malandela had already died the previous year. This left the throne open to Shaka's other son, Ntombhela, who succeeded without incident. The new king also adopted his late brother's son, Munyka, as heir, thus ensuring some degree of continuity.

In other news, Xai-xia grew to level three.

THE KINGDOM OF VAAL

M'tesa, King of Vaal and Mapungubwe

DIPLOMACY Swazi (a)

M'tesa continued to wheedle at the prince of Swazi.

THE XHOSA KINGDOM

Kreli-Sarhili, Chief of the Xhosa.

DIPLOMACY None

Continued to sit quietly.

NORTH AMERICA

NOTE: As I've just remembered that the Precolumbian trade range is two, I'll be correcting any routes that are over this in range. Sorry about the error.

THE TLINGIT PEOPLE

Redhair, Chief of the Tlingit, Lord of the Far North.

DIPLOMACY None

Blackhair died in early 1137 and was duly succeeded. The cultivation of Chemakum continued.

CALIFORNIA

Obsidian Coyote II, Ruler of California

DIPLOMACY Tolumne, in Tipai (f)

Despite grieving for his lost father and grandfather, Obsidian Coyote tried to make the best of things. New troops were raised to replace the losses of five years ago and the Lord of Tolumne was given entree into the royal family through marriage. Finally, Kettenpom, Tula'ree, and San Francisco all grew in size (to a 6, 4 and 4 respectively).

THE ANASAZI NATION

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

DIPLOMACY None

Desert Wind continued to cower behind his shiny new city walls.

THE MISSISSIPPIAN EMPIRE

Hiamovi, The Great Beaver of the Snake

DIPLOMACY None

In a fit of generosity, the Great Beaver ordered the construction of a new Royal Road segment between Chickasaw and the Yamasee lands in Muskogee, assessing the entire cost himself. (Real generous guy, that Hiamovi, huh?).

THE NATCHEZ CONFEDERACY

Red Beaver, Great Sun of the Natchez

DIPLOMACY None

Continuing to work on the Infrastructure, Red Beaver ordered a new royal road segment between Atakapa and Taposa built. On a sadder note, an expedition to the icy seas beyond Nova Scotia vanished without a trace.

THE YAMASEE PEOPLE

Eagle's Feather, Chief of the Yamasee

DIPLOMACY No effect.

Colonization of Cheraw continued at a slow but steady pace. Further, construction was begun on a new city, Ocenee Harbour, in Creek. Other than that, things were pretty quiet.

MESOAMERICA

THE TOLTEC HEGEMONY OF CHICHEN ITZA

Alzur, Grand Hegemon of the Maya

DIPLOMACY Texcoco, in Huextola (f), Ulva (t, down from ea)

Alzur continued combining guns and butter (OK, warclubs and maize). On the one hand, over 28,000 troops under the Hegemon's command swept into Huave and Achi without so much as a by your leave. The locals were subdued after some bitter fighting and mercilessly enslaved. On the other hand, Cora, Nahatul and Huastec were put under cultivation; a new Royal road was built between Tarascan and Cuyotec and a new port, Itza Hatul, was built in the latter. Finally, new colonies were established in Tamaulipeac and Tahue, raising them to (/2) and (-/3) respectively. Finally, Quiche reverted to jungle.

THE ARAWAK OF THE ISLANDS

Awcom II, Lord of the Islands

DIPLOMACY None

Calusa was put under the plow. Other than that, Awcom did little. A plan of action that was not to seriously discombobulate by the death of several leaders throughout the turn, including the heir, Zarcom. Fortunately, Awcom had another son handy and he became heir.

THE CHIBCHAN KINGDOM

Esteban, King of the Chibchan

DIPLOMACY None

Yaruro was put under cultivation.

SOUTH AMERICA

THE KINGDOM OF PARAIBA

Panib II, King of Paraiba

DIPLOMACY None

Itacare was put under cultivation, Camacan was colonized to a (2/1) region and Iguaca expanded to a level two city.

THE MIGHTY INCAN EMPIRE

Atoc Soppa, Emperor of the Incas

DIPLOMACY Boruca (t), Valdivia (ea)

Okay, let's see if I got this right. The Incans continued to colonize Mura and Catawishi (to (1/10) and (1/3) respectively.

They also colonized Choco to a (/7). A new port city, Pusharo was built in Chimu. Finally, the jungles of Valdivia, Catawishi, Mashco and Tacuna were cleared for cultivation.

THE KINGDOM OF KARANGA

Amaru, Lord of the South

DIPLOMACY None

Work began on putting Guanacare under cultivation.

THE KINGDOM OF SHOKLENG

Urcon, King of Shokleng

DIPLOMACY None

Tupi and Patasho were colonized to a (1/3) and (1/8) respectively.

THE MAPUCHE NATION

Obsidian IV, King of the Mapuche

DIPLOMACY None

No orders.

