

# Lords of the Earth

*Campaign Nineteen*

**Turn 49**

Anno Domini 1141 - 1145

**TURN 50 ORDERS DUE BY** Friday, November 26th, 2004.  
Orders will not be accepted after Midnight MST on Saturday, November 27th. Please don't ask for an extension. Then I'll just have to say "no" again.

## **A** NNOUNCEMENTS

### 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.

### 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 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, 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.

Caste	2
Clan	3
Open	8

**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
Feudal	1

**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 (f), Yamaguchi (f), Kumamoto, in Yamaguchi (fa after allied leader death).

Shun continued his diplomatic endeavors among the locals.

### THE MOLUCCAS SEAHOLD

*Rokaku the Cruel, Lord of the Spice Islands*

**DIPLOMACY** None

No Orders.

### THE KINGDOM OF JAVA

*Sukarno the Just, Beloved of Ganesha*

**DIPLOMACY** None

Sat Quietly.

### THE MAREE KINGDOM OF AUSTRALIA

*Taree, Prince of Maree*

**DIPLOMACY** None

Murrumi was cultivated and colonized to a (1/2) region. In addition, the cities of Yarram, Kurrara and Nambour were increased to level 3 each.

### THE ARIKAT OF MAAORI

*Conan, King of the Southern Islands*

**DIPLOMACY** No effect.

Kamut died in early 1142, an event that precipitated a crisis among the late king's generals (once word reached them of course, it took about a year). While the heir, Conan, hurried home to claim his title. His father's generals were hatching plans of their own, deciding that it would be best to look after their own interests first. From the west, General Sendau sailed first to Vanuatu and hence to Fiji, convincing both islands to join his banner. Arriving in Tonga, he found General Murilo in the process of convincing the locals to join HIS cause. The two quickly decided to work together to defend their newly won island possessions. To the west, General Torinaki, who had convinced the Fijians, Bora-Borans and Tekuteans to renounce any allegiance to the court in Manukau, decided to tie his fortunes to the rebel kite as well. Conan has quite a substantial mess to clean up. Tuvalu decided to follow no one and went independent.

In unrelated news, Tatasara, Aoteora, Pojemei and Tiakau all expanded to level 3 port cities.

### THE KINGDOM OF SAMOA

*Sendau, King of Samoa*

**DIPLOMACY** None

The rebels control Samoa, Fiji, Tahiti, Bora-Bora, Tekutea, Vanuatu and Tonga

## CHINA

### THE KINGDOM OF SHAN'SI

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

**DIPLOMACY** None

Chao ordered that a census be conducted, in order to tabulate who lived where and owned what. In addition, a new port, Golden Moon (named in honor of the king's new daughter) was built in Bandao. Finally, Jin'xi increased to size two.

### THE KINGDOM OF THE YANGTZE

*Cao Tse Tung, King of Hupei*

**DIPLOMACY** Houma (f), Chiangning, in Anhui (f), Pienching, in Honan (a), Taiping (f), Hangzhou, in Cheliang (f), Szechwan (f)

In addition to getting lots and lots of really good diplomacy rolls, King Cao continued to see to the Kingdom's defenses, a great wall section between Houma and Huang was completed and others between Houma and Shan'si; Hopei and Shan'si and Shensi and Ningsia were begun. Fortresses were also raised in Houma and Chinling. On non-defense matters, work also began on a road (with bridge) between Honan and Homua similar constructs between Tsainan and Yen; Hupei and Hwai; and Hupei and Taiping were completed. Finally, the capital, Chiang'ling, grew to a size ten city.

### THE KINGDOM OF KWANGSI

*Chu Shun, Prince of Kwangsi*

**DIPLOMACY** Lingtung (f), Lingnan (f)

Did some diplomacy and remained quiet.

## SOUTHEAST ASIA

### THE KINGDOM OF CHAMPA

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

**DIPLOMACY** Hainan (hostile, diplomat expelled)

The Champan contribution to the attack on Ava was the occupation of Kedah (and Panat) by a force of some 6000 troops. An attempt to loot the region turned up little of value to loot.

#### THE KINGDOM OF KAMBUJA

*Chandaritb, Deveraja of the Kambuja*

**DIPLOMACY** None

Work began on the cultivation of Preikuk. In more militant affairs, the Khemer weighed in on the “let’s beat up Ava” game by invading Thaton with slightly over 14,000 troops. After forcing the locals to pay tribute, the southerners then marched on into Pegu which was also conquered and it’s population ruthlessly enslaved.

#### THE KINGDOM OF AVA [DEAD]

*Shambaramaba III, King of Ava*

**DIPLOMACY** Manipur (t)

Got attacked, see results above and below.

#### INDIA

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#### THE KINGDOM OF MAGHADA

*Kassar, Raja of Bengal*

**DIPLOMACY** Samatata (f)

The main contender against the Avans however was Kassar. Leading a great host of over 82,000 troops, Kassar marched into the Avan home region there to find over 20,000 Avan defenders huddled behind the walls of Pagan. *Go get ‘em boys!* The Raja enthused. Two attempted assaults yielded a not inconsiderable number of Indian casualties, including Kassar himself, who was smashed by an *onager* stone whilst encouraging his men. **NOTE:** the AS action code stands for Assault City, **NOT** Active Siege. Just in case you didn’t know.

Anyway, after scraping up what was left of Kassar, command fell to his son and heir Vikram, who promptly stopped the attacks, a decided to reduce the city by bombardment. This was far more amiable to the troops who managed to secure a breach in the city walls inside two month. Pagan was then subjected to a ruthless sack and the utter extirpation of the Avan royal family. Vikran then marched his troops north and occupied Burma without difficulty. The Avan state was no more.

#### THE KINGDOM OF CHOLA

*Gagan, King of Chola, Lord of Tanjore*

**DIPLOMACY** Kayal, in Anhivarta (nt), Banavasi, in Malabar (f), Polonarva, in Seylan (f), Deccan Rajputates (nt)

Continued his diplomatic activities. Delegates from the Deccan Rajputates of Satava, Belur, Karnata (w/ Manyakheta) and Gangas showed up a the court at Tanjore to swear minimal fealty to Gagan, so fearful had they become of the Pratihara colossus to the north.

#### THE PRATIHARA EMPIRE OF KAUNAJ

*Mogli, Emperor of India*

**DIPLOMACY** None

Well first off, no funds were received for this turn, so the orders weren’t processed. Secondly, Emperor Jaydeva died in early 1143. His son and heir stopped the diplomatic activities that he was NOT doing and headed homeward to claim his birthright. *En route* he received some unsettling news that a palace coup had narrowly been averted by the actions of his brother Nojandra, who managed to convince the soldiers of home army to remain loyal. The ringleaders of the coup attempt (Generals Chandra and Hupta and Mogli’s other brother Shera, were executed.) While most of

the Empire remained quiet, the allied princes of Chela and Pandua went independent. The prince of Dahala died but his successor remained loyal to the Empire.

#### CENTRAL ASIA

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#### THE KINGDOM OF JUNGARIA

*Kilij Arslan, Lord of Karakocho.*

**DIPLOMACY** Wusu (f)

Continued to mind his own affairs...

#### THE EMIRATE OF SAMARKHAND

*Selim, Emir of Samarkhand*

**DIPLOMACY** Ferghana (ea), Uzbek (f)

Selim continued to wheedle at his neighbors for help, requests that seemed to get a positive response (for the most part). In other events, Uzbek and Kuldja were put under cultivation and a royal road link was built between Bactria and Transoxania. Finally, trade was opened up with Khazaria, Muscovy and Constantinople.

#### THE KHAZAR KHANATE

*Bashtu, Kagan of Khazar and Saksiny*

**DIPLOMACY** Nogai (f), Alan (ea)

On the domestic front, Polovotsy was put under cultivation and Sarigh-Shin continues to expand (this time to level 6). In other events, Alp decided to get involved in the war against the Anatolians (see below for the downright wacky events). By years end, both Alp, his immediate heir Tarkhan and Prince Tarmach were dead. The first two due to natural causes, the third in battle. Fortunately, there was Prince Bashtu at hand and he took over.

#### THE NEAR EAST

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#### THE HAMADID EMIRATE

*Hassan Ibn Yusuf, Emir of Damascus.*

**DIPLOMACY** None

No orders.

#### THE BUWAYID EMIRATES

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

**DIPLOMACY** Neyriz (t), El’ Burz (ea), Diyala (nt)

Things were fairly quiet here. A fortress was constructed in Tabaristan to watch the border with Samarkhand and Farselos, Mandulis and Carhaer all grew to size two.

#### THE EMIRATE OF ADEN

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

**DIPLOMACY** Asir (f), Mecca, in Medina (f), Hadramuht (nt)

Ali ordered his scribes to conduct a census of his realm and it was done! Aside from this and some fairly successful diplomacy, all was quiet in Ali’s corner of the world.

#### EASTERN EUROPE

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#### THE EASTERN ROMAN EMPIRE

*Constantine Flavius, Emperor of the Eastern Roman Empire.*

**DIPLOMACY** None of the usual nature.

Displaying an extremely phlegmatic temperament, Constantine ordered the upgrading of Varna, Thessaloniki, Athens and Volos (to 2, 8, 8, and 8 respectively). He also ordered a massive network of forts built in Galatia in anticipation of the Anatolian’s next move. Then he spent a month trying to sire a child (w/o success).

Then everything went south. (See war results, below.)

## THE DESPOTATE OF ANATOLIA

*Demetrius Monomachus, Despot of Anatolia.*

**DIPLOMACY** None

See below.

## THE KINGDOM OF MACEDONIA

*Alexandros, Commander of the European Themes.*

**DIPLOMACY** None

Alexandros controls Thrace (w/Heraclea), Macedonia (w/Thessaloniki), Thessaly (w/ Volos) and Attica (w/Athens).

## THE PRINCIPALITY OF MUSCOVY

*Igor III, Boyar of Muscovy*

**DIPLOMACY** Pechneg (ea)

Igor decided to intervene in the Anatolian War, see below.

**Notice!** What follows is the description of a very icky war. Those who got really bad results please refrain from taking it out on me. Thank You.

## THE ANATOLIAN WAR

### Anatolia versus Byzantium, Muscovy, and Khazaria with Macedonia as a new power out for itself!

**Initial Intel Stuff:** An attempted mutiny in Jason's army was squashed, (despite large funds spent to support it). Assassination attempts on Jason and his son, Diogenes, also failed. The Byzantines did subsequently shred a good chunk of the Anatolian intelligence service.

#### AD 1141

Constantine decided to deal with the problem in two ways: While a mixed force of Byzantines, Russians and Turcomans would mass in Galatia to defend against an Anatolian attack, the Emperor's agents would attempt to sow discord from within the rebel ranks. Unfortunately, Constantine entrusted too much to the too disloyal. When the Emperor assigned a new army of 12,000 *Kataphractoï* and the entire Imperial navy (over 300 ships) to the *Strategoës* Alexandros, that individual proved to be no more loyal than Jason had been and immediately proclaimed himself King of Macedonia. When Constantine tried to re-assert control, the rebel sneered that such a one *who wastes time with doxies* [see above] *whilst the Empire is threatened is not fit to be Emperor.* [Note: in mechanics terms this means that Alexander and Constantine checked against their Charisma for the loyalty of the troops and Alexander got a higher success roll.] Fortunately, for Constantine, the *Strategoës* Phillip remained loyal and managed to ensure that the Emperor escaped to Constantinople, although that worthy died helping his master.

[**Digression & Hint:** always keep a sizable army (the biggest, if possible) under direct command of the King as he is the only leader you can trust. A big army under direct Imperial control also tends to give potentially disloyal leaders pause. In the case of Jason, (last turn) distance and the size of his command induced him to risk revolt, in this latest case, Alexander was given the sole mobile army and navy of the Empire, the fact that their loyalty ratings where "2" and "1" respectively didn't help poor Constantine, either.]

While the Emperor fled, the new rebel spent most of the summer securing his new base of operation in Thrace and Heraclea, before marching south into Macedonia at year's end. The Imperial Prince Phokas, also tied his fortunes to the rebels' cause.

**Meanwhile in Anatolia:** Jason started the ball rolling by marching into Galatia at the head of over 40,000 troops. Further west, an Imperial spy was caught in Bithnia and executed.

To the north, both the Russian and Khazari forces were getting themselves sorted out. In Muscovy, Igor II and the *boyar* Vuorikoski set out with over 31,000 troops while the *boyar* Boris departed from Courland with some 3,000 troops. By September, Boris will have arrived in Khazar lands in Torki, while Boris, taking up a circuitous march to pick up garrisons will winter in Muscovy.

The Khazars had more problems initially. When Prince Tarmach arrived in Alan in April at the head of 21,000 heavy cavalry, it was suddenly discovered that the commander designate, Kundajiq, was planning on taking his troops and marching on Sarigh-Shin and declaring himself *Khan* and yes you've heard it before. Fortunately, Tarmach managed to maintain the loyalty of the troops and Kundajiq was rolled up in a blanket and trampled to death. Tarmach then marched south into Galatia, where he discovers that the intricate defensive arrangement set up by Constantine is in tatters and the Anatolians spoiling for a fight. In August, the two armies clash at **Erzerum** and the Khazar host is decisively smashed. Tarmach flees to Pontus and the Anatolian heir, Diogenes, succeeds his father, who was killed in the fighting. The campaign season ends with the Anatolians securing Galatia (and an un-walled Sinop).

#### A.D. 1142

In the west, Alexander secured Macedonia and began besieging Thessaloniki. By July, a breach has been made in the walls and the city was taken, although the traitorous Prince Phokas was smashed by a rock in the process. When he found out about this, Constantine ordered prayers of thanksgiving made in Hagia Sophia. *Thus it should always be with traitors!* He mused darkly. Alexander then begins marching south into Thessaly.

In Anatolia, Diogenes began marching into Pontus, while Tarmach, now without an army, fled before him into Abasigia. While the Anatolians spend the summer securing the region (and the un-walled city of Trapezus). Tarmach meets up with the main Muscovite host, under Igor and Vuorikoski. The allies end the campaign season marching back to Pontus (although Igor dies in route). Further north, Boris winters in Torki.

#### A.D. 1143

In Thessaly, Alexander secures the region and begins besieging Volos. He will be outside the walls of this city until the following year. In the east, Diogenes marches into Abasigia and runs smack into the main Muscovite host at **Kars**. Again the Anatolians are victorious, the Russian army is utterly destroyed and Vuorikoski and Tarmach are slain. However, Diogenes is killed as well. Command of the Anatolian host devolves to General Demetrius, who is proclaimed Despot. The Anatolians then spend the rest of the summer securing Abasigia and the (un-walled) city of Phasis before marching into Georgia in September. To the north, the *boyar* Boris gets to the border of Abasigia when word of the calamitous Russian defeat reaches him. He immediately reverses course and marches home, reaching Muscovy in April of 1145.

#### A.D. 1144

In April, Alexander's catapults finally make a breach in the walls of Volos and the city falls. Alexander then begins marching south into Attica, which he begins securing. In the east, Demetrius begins occupying Georgia and begins laying siege to Theodosiopolis. The city falls in September.

#### A.D. 1145

In Attica, Alexander finishes conquering the place and begins besieging Athens, which falls in July. In the east, Demetrius begins marching west, ending the campaigning season forcing the Psidians (with Manzikert) to pay tribute. Whilst wrapping things up here, the Anatolian king receives an extremely bedraggled visitor. The two retire to the king's tent, where they stay up talking until late in the night.

### THE KINGDOM OF POLAND

*Stanislaw I, King of Poland*

**DIPLOMACY** None

Having saved up a great deal of funds and manpower, Stanislaw spent it on various cultivation projects around the country. Bialoweza, Kauyavia, Lausatia, Lithuania and Little Poland all went under the plow. In addition, a plethora of Polish leaders descended upon Lithuania, preaching and spreading the faith among the pagans.

### THE DUCHY OF ESTONIA

*Verityn Viikberg, Duke of Estonia*

**DIPLOMACY** Musa (f), Prussia (t)

The royal road between Livonia and Rzhev was finished and Tallin grew to a size 8 port.

## WESTERN EUROPE

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### THE DUCHY OF BOHEMIA

*Stephan Govner, Duke of Bohemia*

**DIPLOMACY** Holstein (f)

Well, Erich Govner croaked off in late 1141, leaving the throne to Prince Martin, who promptly died a year later, which left things open for Prince Stephan to assume the throne. Miracle of Miracles, the Duchy didn't dissolve into a festering sinkhole of civil war. In addition, despite all of this musical chairs, Vienna and Lubeck grew to size three and a new city, Posen, was built in Silesia.

### THE VERNONIAN EMPIRE

*Nero Germanicus, Emperor of Italy*

**DIPLOMACY** No effect

Nero continued to rebuild his military strength. In addition, new fortresses were raised in Switzerland and Tyrol and Pescara grew to a level 6 port. In Genoa, General Raffaello kept a weather eye out for any signs of Spanish monkey business on the Riviera...

### LE ROYAUME DE FRANCE

*Phillip Capet, King of the Franks*

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

Phillip raised more troops and prepared to meet any threat from Navarre. The last of the Spanish agents in the French military were purged.

### THE EL REINO DE NAVARRE

*Miguel II, King of Navarre*

**DIPLOMACY** See French Diplomatic results.

For his own part, Miguel prepared to answer French aggression with some of his own. Massing a huge army of over 60,000 troops, the king crossed the Pyrenees and stormed into a Languedoc bristling with castles and forts. The Spanish spent the next two months reducing this garrison and began besieging the city of Narbonne, when the French heir, Prince Gerard, showed up at the head of some 30,000 troops. Seeing he was badly outnumbered, Gerard quickly fell back into Llyonnais.

Meanwhile, Spanish spent the rest of the summer reducing the defenses of Narbonne and prepared to resume the offensive the following spring when Miguel suddenly came down with the flux and died at a most inopportune moment. General Ricardo assumed command of the army and fell back into Catalonia. At sea, an attempt to raid the Spanish coast failed due to strong garrisons and insufficient force.

In non-war news, Bilbao grew to size 9 and Seville to size 8. Also, Catholic missionaries continue to convert the Muslims of Estremadura and Talavera.

## NORTHERN EUROPE

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### THE KINGDOM OF WESSEX

*Ehtelred Harethson, King of the Angles and Saxons*

**DIPLOMACY:** None

Minded his own business...

### THE KINGDOM OF THE SVEAR

*Drevs, King of the Swedes*

**DIPLOMACY** Norway (t)

Urban expansion within the kingdom continued with Vettermark reaching a size 7 and Kalmar, Bergen and Kristiansand each growing to 3.

### THE NORSE KINGDOM OF ICELAND

*Jorn Bjornson, King of the Norse*

**DIPLOMACY** None

A new port, Rackwick was built in the desolate Orkney Islands. Aside from this, and raiding the Irish for a few miserable pennies, the Norse remained quiet.

## NORTH AFRICA

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### THE MAGHREB EMIRATE

*Djabel ibn Umar, Emir of Morocco*

**DIPLOMACY** No effect

An attempted coup on the part of Captain Uran, Djahel's commander in Morocco, was detected and thwarted by the Emir's secret service. The unfortunate died under torture, but not before hinting darkly that others had been in on the plan with him...

In other bad news, an expedition to plumb the depths of the Cape Verde Current vanished without a trace. On the plus side of the ledger, the great Mosque in Fez was completed and a passle of cities increased to size 5. (Leptis Parva, Panormus, Caralis, and Cartenna).

### AL FATAMID CALIPHATE AL QAIRA

*Malik ibn Mohammad, Fatamid Caliph of Egypt*

**DIPLOMACY** None

Assured for the moment that no one was about to attack him, Malik turned to the prospect of consolidating his conquests...and soon had his hands full! Attempts to place colonies in Alwa, Axum and Funj led to revolts of the Coptic populace. This in turn led to the Caliph marching south, smacking up the rebels, and placing the colonies anyway. A second army, under general Fiqar marched into Sennar and pacified that place (as well as the city of Shaat Sai). Finally, Malik relinquished control of Ad'diffah, Lybia, Tripolitania, Adulis (and Pwenet), Nubia, and Kassala.

## WEST AFRICA

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## THE KINGDOM OF GHANA

*Komla, Lord of Kumi-Saleb*

**DIPLOMACY** Takrur (nt), Garou (c)

Wetelimba died shortly after establishing a new colony in Segou and was duly replaced.

## THE KINGDOM OF NUPE

*Ta'z'iyah, King of Nupe and Oyo*

**DIPLOMACY** No effect

Shuffled troops around and that was it.

## THE KINGDOM OF IFE-BENIN

*Simbusi I, Lord of Ife and Benin*

**DIPLOMACY** Asante (nt)

Having saved up some dough, Simbusi blew it on a road between Togo and Akan as well as the cultivation of Gagnoa. In addition, Dahomey, Lakoja and Lome all increased in size (to 3, 2, and 3 respectively).

## THE KINGDOM OF KANEM-BORNU

*Susiseko II, King of Kanem and Bornu*

**DIPLOMACY** N'jimi (At war!)

King Susiseko offended the locals of N'jimi and was massacred with his 1,600 troops when he tried to flee.

## SOUTH AFRICA

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### THE BAKONGO KINGDOM

*Namodu III Wambolea, King of Bakongo*

**DIPLOMACY** None

Edicts of emancipation were read throughout the Kingdom banning the practice of slavery within the borders of Namodu's realm. Surprisingly, the kingdom did not fragment into a maelstrom of civil war. Ah, well...

### THE KINGDOM OF NYASA

*Asserate II, Chief of the Nyasa*

**DIPLOMACY** Makura (a)

Makura was put under cultivation.

### THE KINGDOM OF ROZWI

*Ntombhela, King of Rozwi, Lord of Zimbabwe*

**DIPLOMACY** Karanga (nt)

A new port, Nampula, was constructed in Melela and that was about it really.

### THE KINGDOM OF VAAL

*M'tesa, King of Vaal and Mapungubwe*

**DIPLOMACY** None

No orders.

### THE XHOSA KINGDOM

*Kreli-Sarhili, Chief of the Xhosa.*

**DIPLOMACY** None

Sat quietly...

## NORTH AMERICA

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**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

Enjoyed the Northern Lights.

## CALIFORNIA

*Dark Coyote, Ruler of California*

**DIPLOMACY** Tipai (t)

The Californians were, as usual, very busy. Chehalis and Yakima were colonized to (-/10) and (-/8) respectively and a new city, Koos Bay was built in Kalpuya. In addition, Kettenpom, San Francisco and Tula'ree all increased in size (to 7, 5, and 5 respectively). Work was also begun on a royal road link between Yokuts and Salinan. Finally, Obsidian Coyote died at the beginning of 1142 and was succeeded without incident.

## THE ANASAZI NATION

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

**DIPLOMACY** None

Navolato and Guaymas were expanded to level 5 cities. Also, Desert Wind paid the Toltecs a very large sum of money for the region of Tahue, which was subsequently pacified by a large Anasazi army and a friendly colony emplaced.

## THE MISSISSIPPIAN EMPIRE

*Patamon, The Great Beaver of the Snake*

**DIPLOMACY** None

Hiamovi passed on and was succeeded without much trouble, but not before giving his sister away in marriage to the Yamasee prince Crow Dog.

## THE NATCHEZ CONFEDERACY

*Red Beaver, Great Sun of the Natchez*

**DIPLOMACY** Taposa (t)

Okmulgee was colonized to a (2/5) region while South Port was increased to level four (and had a citadel added besides). Like his neighbor to the north, Okmulgee proclaimed the end of slavery throughout the confederacy. The confederacy did not blow up as a result.

## THE YAMASEE PEOPLE

*Eagle's Feather, Chief of the Yamasee*

**DIPLOMACY** Muskogee (fa)

Flush with more funds from assorted helpers, Eagle Feather oversaw the colonization of Cheraw to a (2/7) and the construction of a new port city, Ocenee Harbour, in Creek.

## MESOAMERICA

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### THE TOLTEC HEGEMONY OF CHICHEN ITZA

*Alzur, Grand Hegemon of the Maya*

**DIPLOMACY** Naco, in Lenca (f)

Alzur continued his winning ways among his immediate neighbors, marching into both Kekchi and Tahwakha and enslaving the inhabitants. The prospects of seeing more innocents toiling away for the benefits of the Hegemony was dampened when word reached Alzur concerning the premature death of his son and heir, Hatula. In other events, Tamaulipec was colonized back up to a (2/2) and Huave to a (2/5) and the former region was put under cultivation. In addition a new road link was built between Totonac and Tamaulipec via Huastec. Finally, Chichen Itza grew to a size 7 city. Monumental projects and innocents enslaved. Quite a combination.

## THE ARAWAK OF THE ISLANDS

*Ancom II, Lord of the Islands*

**DIPLOMACY** None

The colonization of Florida continued with Calusa now at a (2/10) and Timuca at a (1/7)

## THE CHIBCHAN KINGDOM

*Esteban, King of the Chibchan*

**DIPLOMACY** None

Things here were pretty quiet. Yarurro was colonized to a (2/2) and the jungles of Aburra were plowed under. On the downside, the jungles of Chibcha returned.

## SOUTH AMERICA

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### THE KINGDOM OF PARAIBA

*Panib II, King of Paraiba*

**DIPLOMACY** None

Did nothing of note.

### THE MIGHTY INCAN EMPIRE

*Viracocha, Emperor of the Incas*

**DIPLOMACY** No effect.

Incan fortunes were mixed. On the one hand an amphibious expedition to conquer Cuna (of all places!) and Achi was a success, although the Emperor succumbed to old age in Cuna at the end of 1145. On the other hand, diplomatic attempts to convince the Nicaro and Guayami to join the Incan cause fizzled in a slew of unfortunate deaths that took the wind out of the Incans diplomatic sails as it were. On the domestic front, Pusharo, Ica, Arequipa and Maranga all increased in size (to 2, 6, 6, and 6 respectively).

### THE KINGDOM OF KARANGA

*Amaru, Lord of the South*

**DIPLOMACY** None

Guanacane was put under cultivation.

### THE KINGDOM OF SHOKLENG

*Urcan, King of Shokleng*

**DIPLOMACY** None

Tupi and Patasho were colonized to a (2/3) and (2/8) regions respectively. Tikal increased to a size four city, and a new city, Chapeco, arose in Bauru.

### THE MAPUCHE EMPIRE

*Obsidian V, King of the Mapuche*

**DIPLOMACY** None

Obsidian IV died at the end of 1145 but not before a whole passle o' new construction! Two new cities (with attached citadels) were built in Neuquen and Chechete. These were then tied into the road net by links built from Poya and Puelche respectively. Construction was also begun on a road link from Mapuche south into Huilliche, across some pretty high mountains. (Yes, the border between the two is a type 2 mountain range.). A whole slew of fortresses were also built in Guenakan, Pichunche, Huilliche, Poya and Oic (all adjacent to cities so the latter will grow around them). Finally, a great stepped pyramid complex was raised in Quiroci where the High Priests of the Sun God watch the stars and perform the odd human sacrifice or two. In external affairs, Obsidian also claimed the (unoccupied) regions of Milcayac, Atuel, and Errandi for the Empire. The entire continent was overwhelmed by the silence that greeted this pronouncement.



