

# Lords of the Earth

Campaign Nineteen

Turn 51

Anno Domini 1151 - 1155

**TURN 52 ORDERS DUE BY** Wednesday, January 19th, 2004.

Orders will not be accepted after Midnight MST on Thursday, January 20<sup>th</sup>.

## ANNOUNCEMENTS

### 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 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.

**MORE INTEL STUFF (Leaders acting as an Ops or Bonus Point):** Leaders conducting an Espionage action may need to be where the action is in order to conduct certain actions. For example, a Veronan leader attempting to act as an OP for a CM in Slovakia can't be sitting comfortably in Venice.

**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	5
Free	8

Societal Type	Tech Level
Feudal	1
Caste	2
Clan	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** No effect.

Shun continued to secure the island of Honshu, besieging the city of Heian by land and sea and inducing the defenders to surrender after a brief siege. At sea, Japanese colonists settled on the island of Okinawa, bringing it to a (-/6) status.

#### THE MOLUCCAS SEAHOLD

*Rokaku II, Lord of the Spice Islands*

**DIPLOMACY** Luzon (a)

Rokaku died and was succeeded by his son without incident. Elsewhere, Taipei was rebuilt.

#### THE KINGDOM OF JAVA

*Sukarno the Just, Beloved of Ganesha*

**DIPLOMACY** None

Continued to sit quietly.

#### THE MAREE KINGDOM OF AUSTRALIA

*Taree, Prince of Maree*

**DIPLOMACY** Arukun (fa)

Taree's fortunes were mixed. An attempt to build a new port in Arukun was stymied by the fact that the Maree didn't control the place at the start of the turn. Attempts to woo the natives gained some success however. On the other hand, Maree navigators had continued success at sea, charting the Gulf of Carpentaria and the Arafura Sea. The Banda Sea stymied them however.

#### THE ARIKAT OF MAAORI

*Conan, King of the Southern Islands*

**DIPLOMACY** None

A firm believer in "If you don't succeed...", Conan dispatched Admirals Bubakar and Sandokar back to Tonga with 8,000 troops and over 50 ships. The invaders met no opposition (although Sandokar died after eating some bad poi) and the archipelago was soon liberated.

#### THE KINGDOM OF SAMOA

*Sendau, King of Samoa*

**DIPLOMACY** None

Sendau pulled back to Samoa, hunkered down and prepared to meet the next Maori attack.

### CHINA

#### THE KINGDOM OF SHAN'SI

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

**DIPLOMACY** None

The postal road between Bandao and Anshan was completed and a new port, New Inchon was built in the latter region. Jian'xi grew to a size 5 and Golden Moon to a size 3.

#### THE KINGDOM OF THE YANGTZE

*Cao Shen Han, King of Hupei*

**DIPLOMACY** Kweichou (f), Cheinnan (f), Hwai (ea),

Ghang'de (nt)

Shen Han continued to build various and sundry projects, including great wall segments in Hupei itself as well as beginning another such segment in Chiennan on the border with Lanchou (because we all know that the Lanchou are a mortal threat to the Kingdom, each warrior equaling a hundred of Shen Han's effete soldiery). In addition the usual royal road links were built, two from Szechwan into Chiennan and Kweichou, respectively as well as a link from Shensi to Hupei via Homua. New fortresses were raised in Tangchou and Anhui, as well as a new port city, Lyssa, being raised in Yen. Chaing'ling also grew to a size twelve megalopolis. In other events, the Prince of Chekiang continues to raze former rebellious cities to the ground. This time around the victims were Anqing, in Funiu and Chongqing, in Kweichou.

#### THE KINGDOM OF KWANGSI

*Chu Shun, Prince of Kwangsi*

**DIPLOMACY** Hainan (a), Nanling (f)

Chu Shun continued to slowly build up his diplomatic ties with the surrounding regions. A series of failed attacks on Shun's Intel Service led the king to send a stiff note to Bao Dai telling him to knock it off!

### SOUTHEAST ASIA

## THE KINGDOM OF CHAMPA

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

**DIPLOMACY** No effect.

Shuffled some merchant shipping around.

## THE KINGDOM OF KAMBUJA

*Chandaribh, Deveraja of the Kambuja*

**DIPLOMACY** None

The Khmer continued to practice *escalatio* on the local Bhuddist populations. Twelve thousand troops marched into Mon, conquered the place and enslaved the population. The city of Pamelia was subjected to similar treatment. At home, the road link between Surin and Preikuk was completed and another between Preikuk and the Champan border was begun.

## INDIA

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### THE KINGDOM OF MAGHADA

*Vikram, Raja of Bengal*

**DIPLOMACY** No effect.

Thousands of Hindu colonists were sent into Burma, Ava, and Pegu; resettling them to (-/3), (-/5) and (-/6). The port city in Pegu was also rebuilt and renamed Yangon. To the north, events took a more sinister turn as Vikram marched into Manipur at the head of nearly 60,000 troops and put the entire population to the sword. This had some side effects as Maghadan diplomats and missionaries in Bhutan and Tz'uk'ai were coolly ignored as a result.

### THE KINGDOM OF CHOLA

*Gagan, King of Chola, Lord of Tanjore*

**DIPLOMACY** Sri Lanka (f)

Shuffled some troops around.

### THE PRATIHARA EMPIRE OF KAUNAJ

*Mogli, Emperor of India*

**DIPLOMACY** None

No orders.

## CENTRAL ASIA

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### THE KINGDOM OF JUNGARIA

*Alp Arslan, Lord of Karakocho.*

**DIPLOMACY** None

A new city, Kojend, was built in Wusu. Kilij died and was succeeded by his son, Alp.

### THE EMIRATE OF SAMARKHAND

*Al-Haji, Emir of Samarkhand*

**DIPLOMACY** Tashkent, in Otrarsh (ea)

A quiet turn of diplomacy and PWB investment. Although the road between Turkmen and Gurgan was also completed.

### THE KHAZAR KHANATE

*Bashtu, Kagan of Khazar and Saksiny*

**DIPLOMACY** Urkel (f)

Another level was added to Sarigh-Shin, bringing it to size 8.

## THE NEAR EAST

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### THE HAMADID EMIRATE

*Hassan Ibn Yusuf, Emir of Damascus.*

**DIPLOMACY** None

No Orders.

## THE BUWAYID EMIRATES

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

**DIPLOMACY** Shirvan (ea), Basra, in Abadan (fa)

Ibriham oversaw the construction of a new royal road link between Zagros and Neyriz. The link between Tabaristan and Gurgan was also completed. A new city, Eruk, was built in El'burz and Salihar grew to a level 2. The Emir was heartbroken when his son and heir, Ali, died unexpectedly at the beginning of 1153. Prince Tajir was quickly named the new heir. Finally, with Buwayid control over Shirvan, trade to Constantinople switched to a land route. **NOTE: this is automatic and can't be prevented.**

## THE EMIRATE OF ADEN

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

**DIPLOMACY** No effect.

Deciding that a little military adventure was in order, Ali Hajj summoned General Idil and ordered him to take 3,000 troops and 16 ships and try to convert the Copts of Zeila. Idil managed to convince his master that a different approach was in order. Realizing that the Christians wouldn't listen to any kind of religious argument, Idil opted for direct conquest and military conversion of the locals. Marching into Hadramuht, Idil gathered another 2,000 troops and then ferried his force across the Bab-al-Mandab into Djibuti, where another 2,200 troops joined him. With a more comfortable margin of manpower, Idil spent the next three years conquering the Zielans and converting them to the true faith at sword point.

## EASTERN EUROPE

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### THE EASTERN ROMAN EMPIRE

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

**DIPLOMACY** Bosnia (nt), Serbia (nt)

Constantine began to slowly put his realm back together. Both Athens and Volos were re-founded on their old sites as level one ports. In addition, Thessaloniki, Theodosiopolis, Varna and Sinope all increased in size (to 9, 4, 3 and 4 respectively). In foreign affairs, the prince of Bosnia decided to embrace the Orthodox faith and recognize that Constantine was a badass dude (or something like that). Finally, Moldavia was ceded to the Poles in thanks for their assistance, although the Romans maintained some influence there.

### THE KINGDOM OF RHODES

*Pausanias, Lord of Rhodes*

**DIPLOMACY** None

Pausanias rebuilt the walls of his new capital and waited for the Byzantines to do something...and then listened to their diplomats for a while and decided to remain independent after both emissaries dropped dead of natural causes within a year of one another.

### THE PRINCIPALITY OF MUSCOVY

*Igor III, Boyar of Muscovy*

**DIPLOMACY** Atelzuko (t), Mordva (nt), Murom (c)

Did a bunch of diplomacy and that was it.

### THE KINGDOM OF POLAND

*Stanislaw I, King of Poland*

**DIPLOMACY** Moldavia (nt), Lithuania (ea), Lausatia (a), Goryn (at war!)

On the home front, Stanislaw oversaw the expansions of Warsaw, Gdansk, and Krakow (to a 3, 4, and 4). On the diplomatic

front, results were mixed, with the Heir, Prince Lech, botching the diplomatic work in Goryn and triggering a local revolt, which had to be put down. Haggling with the natives in Lithuania and Lausatia was more successful.

#### THE DUCHY OF ESTONIA

*Verityn Viikberg, Duke of Estonia*

**DIPLOMACY** None

A new city, Ventspils, was built in Kalinin and Tallinn grew to a size 10. In addition, the road between Estonia and Novgorod was completed.

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### WESTERN EUROPE

#### THE DUCHY OF BOHEMIA

*Ewald Govner, Duke of Bohemia*

**DIPLOMACY** Silesia (ea)

Like everybody else it seems, Stephan died and was succeeded by his kinsman Ewald. The latter's brother, Joseph was heard to grumble about this, as did his other brother Harold. In other news, Gotha and Bamberg both increased (to sizes 4 and 3 respectively). Two new roads were built between Saxony and Friesland as well as Saxony and Holstein. Construction on another road was also begun between Bohemia and Bavaria.

#### THE VERNONIAN EMPIRE

*Valdemar Germanicus, Emperor of Italy*

**DIPLOMACY** None

Pescara grew to size 8 and Milan to size 5. At sea, a vast Veronan fleet of over 600 ships patrolled the Eastern Med, looking for trouble. Not that any appeared.

#### LE ROYAUME DE FRANCE

*Phillip Capet, King of the Franks*

**DIPLOMACY:** Aquitaine (ea)

An additional 20,000 troops were dispatched south to reinforce the armies there. In addition, extensive construction of field forts in Languedoc resumed, making the Franco-Navarre border one of the most fortified places in the world. Phillip was rather disappointed that the Spanish refused to attack again as he was longing to give them a good thrashing. In other events, an embassy from the Maghreb arrived, bearing a daughter of the Emir, who was to convert to Christianity and be raised in French ways. A daughter of Phillip's was also sent into the heathen lands in exchange.

#### THE EL REINO DE NAVARRE

*Miguel II, King of Navarre*

**DIPLOMACY** None

Miguel decided to end the hostilities with the French and tried to resume trade. Sadly, no one seemed to inform the French of this policy change (and the French player certainly didn't indicate that hostilities had ceased to the refl) and a wave of assassinations and attempted assassinations swept through the Navarre Intel and Bureaucratic circles, including an unsuccessful attempt on the life of general Ricardo. Despite these provocative acts, Miguel remained behind the Pyrennes and rebuilt his shattered armies from last turn (not to mention a butt load of forts of his own). In addition, Seville grew to size 10 and had a citadel attached and Corunna, Madiera and Valentia all grew to size 5. Finally, missionary activities among the Muslims of Talvera and Estremadura continued to make headway.

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### NORTHERN EUROPE

#### THE KINGDOM OF WESSEX

*Ehtelred Harethson, King of the Angles and Saxons*

**DIPLOMACY:** None

No orders.

#### THE KINGDOM OF THE SVEAR

*Drens, King of the Swedes*

**DIPLOMACY** None

Vettermark continued to expand, growing to a size 9 city. Alesund and Stockholm also increased in size, to 3. To the north, Svaer missionaries made some headway amidst the pagans of Trondheim.

#### THE NORSE KINGDOM OF ICELAND

*Dag Jornson, King of the Norse*

**DIPLOMACY** Brattahild (c)

Jorn died and was succeeded without incident. In other events, several hundred Norse colonists began repopulating the Isle of Man, bringing it to a (-/3).

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### NORTH AFRICA

#### THE MAGHREB EMIRATE

*Bashar ibn Umar, Emir of Morocco*

**DIPLOMACY** None

Djahel pied in early 1152 and was succeeded by his brother Bashar. The usual bout of city expansions continued apace, with Fez, Leptis Parva, Panormus, Malaca, Cartenna and Utica all increasing to level 6. A pair of diplomatic marriages were conducted between the Emirate and the infidels of France. An event that caused some muttering among the *Kadis* of Bashar's kingdom. Since the Emir (and his French counterpart) were apparently disposing of excess daughters, there wasn't too much comment (aside from the unfortunate girls' mothers, who wailed and moaned the delivery of their precious ones into the hands of unbelievers).

#### AL FATAMID CALIPHATE AL QAIRA

*Malik ibn Mobammad, Fatamid Caliph of Egypt*

**DIPLOMACY** None

No orders.

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### WEST AFRICA

#### THE KINGDOM OF GHANA

*Komla, Lord of Kumi-Saleh*

**DIPLOMACY** None

Komla regarded events to the east with some alarm (true, the Muslim missionaries to the west were annoying but they were also ineffectual). No way was he going to allow Ta'ziyah to dominate the region. On the other hand, it was such a nice day, and there was nothing to get hung about (Note: this is what happens when you have units with a negative action modifier attached to a leader with a negative action modifier due to his low combat rating, that is, four actions per year. Sloooooow.). Still, something should be done...

In any event, Komla spent the next three years formulating his plans (and having the odd nap or two between shuffling and re-equipping troops). Consequently it wasn't until 1154 that preparations were complete. Komla's plan was two-fold. In the south, generals Kuaku and Kaswala set sail from Badiar with 4,000

troops and 40 warships to act as a diversion along the Ifen coast. Operating under the assumption that the Nupens would continue to try to mop up the Ifen resistance to the west. Meanwhile, the main force, 42,000 troops under General Kwei and Prince Mensaha would attack down the West African Highway into Sudan, Garouol and Nupe itself.

Unfortunately, Ta'ziyah's withdrawal from the south rendered the diversion moot and the dissolution of the Ifen state made things downright chaotic. Kuaku landed in Ifen in September 1154/April 1155<sup>1</sup> to find that the Nupans had left and the local troops outclassed him considerably. He prudently withdrew. Sailing further west and landing in Yoruba, he was attacked by the local militia there as well, who had recently become independent after the withdraw of the Nupan garrison to deal with the northern attack. Kuaku was smacked about and fled from here as well. Finally sailing back to Badiar in disgust.

In the north, General Kwei stormed into Sudan and ran head on into 22,000 troops under Ta'ziyah himself (the latter being a bit flustered after just surviving an assassination attempt). Superior numbers told and the Nupan King was soon driven from the region. Regrouping in Gorouol, Ta'ziyah, sent runners off to recall the 9,000 troops he had dispatched south earlier in the turn. This had no sooner been done then the King was compelled to retreat again, into Nupe for Kwei had compelled the Sudanese to pay tribute and assaulted an un-walled Gao before continuing into Gorouol. While Gorouol and Ayrou were also made tributary, Tz'ziyah linked up with reinforcements under General So Kol in Nupe. And there the situation was at the end of 1155.

#### THE KINGDOM OF NUPE

*Ta'ziyah, King of Nupe and Oyo*

**DIPLOMACY** None

Not wishing to expand the war by drawing in Kongo, Ta'ziyah declared an end to the war with Ife. This was good as he soon had other far more pressing matters to attend to...see above.

In utterly unrelated matters, Dogamba was cultivated and Jukun grew to a size 5 city.

#### THE KINGDOM OF TOGO

*Akroke, King of Togo and Akan*

**DIPLOMACY** None

The Togoans control Togo (and Accra), Ife (and Lagos), Yoruba (and Lome), Akan (and Dahomey), Asante and Gagnoa.

#### THE KINGDOM OF KANEM-BORNU

*Susiseko II, King of Kanem and Bornu*

**DIPLOMACY** None

No orders.

### SOUTH AFRICA

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#### THE BAKONGO KINGDOM

*Ugo Wambolea, King of Bakongo*

**DIPLOMACY** Benin (f), Whydah, in Benin (f), Kwararafa (nt), Lakoja, in Kwararafa (nt), Kafin (nt)

Having though long and hard on the matter, Ugo decided to accept Simbusi's emissary and marry his daughter to the Ifen King. Consequently, Ugo sent an emissary of his own to Whydah to negotiate in turn. Which resulted in a union of the two houses.

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<sup>1</sup> Don't look at me, folks. That's how the AP system seems to work. Kuaku landed in September 1154, spent the next 6 months in suspended animation and then began his AT action in April 1155. Weird.

Or at least in part, for it seems that that in his desperation to gain help, Simbusi really didn't consult with his remaining generals in the western part of his country. Consequently, these individuals decided to go their own way, not liking the domination of Kongo any more than that of Nupe and formed the Kingdom of Togo. For his own part, Ugo was not perturbed: he had increased the size of his nation considerably and at little cost to himself. The Nupens had decided to make peace based on these events and he now had trade with the Bornu to the north.

In other events, the royal road from Doula to Benin was finished.

#### THE KINGDOM OF NYASA

*Asserate II, Chief of the Nyasa*

**DIPLOMACY** Chilwa (fa)

Asserate did some diplomacy and that was it.

#### THE KINGDOM OF ROZWI

*Ntombhela, King of Rozwi, Lord of Zimbabwe*

**DIPLOMACY** Phalaborwa (nt)

Work began on a postal road link between Rozwi and Shona.

#### THE KINGDOM OF VAAL

*M'tesa II, King of Vaal and Mapungubwe*

**DIPLOMACY** None

Happily shuffled troops.

#### THE XHOSA KINGDOM

*Bambali, Chief of the Xhosa.*

**DIPLOMACY** Namaqua (ea)

Herero was put under cultivation.

### 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

*Grey Owl, Chief of the Tlingit, Lord of the Far North.*

**DIPLOMACY** None

Sat quietly. A diplomatic mission from the Yokuts proposing unification was politely declined.

#### CALIFORNIA

*Dark Coyote, Ruler of California*

**DIPLOMACY** No effect.

Aside from the diplomatic failure in the north (the diplomat choking to death at a welcoming banquet didn't help), the Californians were, as usual, busy as bees. A new city, Yreka, was built in Yakima while Kettenpom grew to a size nine. Road links were built between Tolowa and Kalapuya and Kalapuya and Yakima. Finally, hordes of Yokuts settlers departed for places north, east and south. Yakima and Chehalis were settled to (2/8) and (2/10) respectively, Tipai to a (1/5), Klamath and Nez Perce to (-/4) and Mono to (-/6).

#### THE ANASAZI NATION

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

**DIPLOMACY** None

Tahue was colonized to a (2/3) and city levels were added to Guymas, Navolato and Eagle's Bluff (bringing them to sizes 7, 7,

and 2 respectively). Anasazi navigators also successfully explored the Sea of Panama

### THE MISSISSIPPIAN EMPIRE

*Patamon, The Great Beaver of the Snake*

**DIPLOMACY** None

Pantamon was very busy as was his wont. A postal road link was built between Kickapoo and Chippewa via Croix and a bridge was built spanning the Middle Snake between Michigamea and Quapaw. Finally, Nameluni and Missouri were colonized to a (-/1) and a (-/6) respectively.

### THE NATCHEZ CONFEDERACY

*Buffalo Fog, Great Sun of the Natchez*

**DIPLOMACY** None

Red Beaver passed on in early 1154 and was succeeded without incident. More money and corn was sent to the Yamasee in the south.

### THE YAMASEE PEOPLE

*Eagle's Feather, Chief of the Yamasee*

**DIPLOMACY** Muskogee (f)

Muskogee was put under cultivation and trade was opened up with the Arawak.

## MESOAMERICA

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### THE TOLTEC HEGEMONY OF CHICHEN ITZA

*Alzure, Grand Hegemon of the Maya*

**DIPLOMACY** Ulva (f)

Alzure continued to oversee his vast realm, traveling its length and breadth, gathering up troops, kissing babies, etc. Chichen Itza, Edzna, Naco and Tikal all increased in size (to a 9, 7, 5, and 6 respectively). Royal roads were built between Culhua and Huexotla and Cora and Anasazi Tahue. Thousands of Mayan colonists resettled Kekchi and Tahwakha to their old levels of (2/5 and (1/5). Finally, the jungles of Ulva were cleared.

### THE ARAWAK OF THE ISLANDS

*Tamox, Lord of the Islands*

**DIPLOMACY** None

Timuca was colonized to a (2/7) and a citadel was added to Ballanquilla, in Taino. In addition the Surinam Sea was successfully charted. In other events it was a regular fiesta of death in the royal palace as both Awcam and his son and heir Lasix craked off within a year of one another. Prince Tamox became king after dropping off the colonists in Timuca.

### THE CHIBCHAN KINGDOM

*Esteban, King of the Chibchan*

**DIPLOMACY** None

Esteban minded his own business and suggests that you do too, if you know what's good for you, that is.

## SOUTH AMERICA

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### THE KINGDOM OF PARAIBA

*Panib III, King of Paraiba*

**DIPLOMACY** None

A new road link was built between Gueren and Itacare and a second was begun between Gueren and Camacan.

### THE MIGHTY INCAN EMPIRE

*Viracocha, Emperor of the Incas*

**DIPLOMACY** Valdivia (f)

Okay, first the builds and stuff. Three new port cities were raised to satisfy Viracocha's lust for trade. Pisac, in Achi; Llactapata in Boruca and Paykikin in Choco. Aichi was colonized to a (-/2) as well as being cultivated. Nicaro was cultivated as well. Now for the icky stuff. The Emperor dispatched 10,000 troops under General Sadaka north into Cuna with orders to slaughter the inhabitants. In conjunction with this, General Accay would attack from Guayami with 14,000 additional troops. In the end the bloody business was accomplished but it was difficult and time consuming as the natives fled into the jungles and swamps of the region requiring time to winkle them out of their hiding places. Having finished this odious task, the Incan army then marched into Guayami and subjected the natives there to the same treatment. Finally, Accay, Sedaka and company marched into Boruca and quashed a native rebellion there that came close to torching Llactapata. Seems the locals felt that they were next on the Incans hit parade as it were. Having completed these bloody tasks, both Sedaka, Accay both succumbed to illness, leaving the army under the command of the nonentity Oppas. (Prince Chanchari died at the start of the turn).

### THE KINGDOM OF KARANGA

*Amaru, Lord of the South*

**DIPLOMACY** None

Colonization of Guanacane was finished, bringing it to a (2/7).

### THE KINGDOM OF SHOKLENG

*Urwon, King of Shokleng*

**DIPLOMACY** None

Expansion into the south resumed with the colonization of Charrua to a (-/4). In addition, royal roads between Tupinamba and Patasho and Kaingan to Heta were completed.

### THE MAPUCHE EMPIRE

*Mochan, Emperor of the Mapuche*

**DIPLOMACY** None

Atuel and Milcayac were overrun with more settlers, bringing them to a (1/4) and (1/9) respectively. Obsidian died and was replaced without fuss. Or horrible split ends either. Or foot odor. Or Psoriasis.

