

# Lords of the Earth

*Campaign Nineteen*

**Turn 54**

Anno Domini 1166 - 1170

**TURN 55 ORDERS DUE BY:** Saturday April 9<sup>th</sup>. Orders will not be accepted after Midnight MST on Sunday, April 10<sup>th</sup>.

## 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 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 will 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.

## AGRO SURPLUS

---

**Important:** it has come to my attention that players have been implementing the agro surplus rules incorrectly, assuming that they can just trade in agro for gold or NFP on a one-for-one basis. Please remember that what you can do with your agro surplus is tied to your Base (pre-tax rate) Income. Look a table 2-17 on page 19 of the 5.10 rules for the conversion rates and what the gold and NFP can be used for. If players continue to not pay attention to this rule when converting their agro, I will not allow conversions.

## 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 modifier applies 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: Okay, this only applies if the colony is placed in an already occupied region/city and the natives have to be or are otherwise suppressed or conquered. **Example 1:** an army conquers a region. The colony can only be created the following turn. **Example 2:** a player attempts to emplace a colony in an occupied region and it fails its revolt check. The colony can only be created the following turn. **Example 3:** as in 2 above but the region passed its revolt check. The colony may be created that turn. **Example 4:** as 2 above, except that the player conducted an RG action on the hapless inhabitants. The colony can only be created then following turn.

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.

**Great Wall segments on a coast:** I have made this a level 2 project to reflect additional hydro-engineering factors. (Draining swamps, etc).

**The Care and Feeding of Islands:** here are some guidelines regarding islands.

**Unnamed:** May not be occupied or built on and are generally considered part of an adjoining larger landmass.

**Named, but no (-/-):** may be occupied but NOT colonized. Cities may be built on them to a max size of three. Islands of this type with an "H" are hostile and may have not have cities built on them.

**Named, with an (-/-):** may be colonized to a maximum of (1/#), cities may be built on them to the regular max for islands.

**Very Important:** Players desiring to build projects, cities, colonies or units on an island must ship the gold and manpower to build

them there (unless of course, the island is your capital or homeland) Public Works may be built without shipment.

**Selling Agro Surplus:** please remember that if you're shipping surplus agro, you must pay to preserve it just as you would if you're putting it into reserves. Agro in reserves can be sold without having to do this as it's already been paid for.

**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 Tanko Mitsuoke, Daimyo of Kwanto, Shogun of Japan.*

**DIPLOMACY** Toyama (independent following allied leader death)

No orders. Shun died and was succeeded without incident.

#### THE MOLUCCAS SEAHOLD

*Rokaku III, Lord of the Spice Islands*

**DIPLOMACY** None

No orders. Rokaku died and was succeeded by his son, Rokaku.

#### THE KINGDOM OF JAVA

*Nang Ha, Beloved of Ganesha*

**DIPLOMACY** Jambi (ea), Sabah (a)

The Javanese did some diplomacy and that was about it.

#### THE MAREE KINGDOM OF AUSTRALIA

*Taree II, Prince of Maree*

**DIPLOMACY** Eha-Rana (fa)

Taree was wroth to learn that his attempts to trade with the Moluccas and Java could not be implemented due to societal incompatibility (Pre-Columbian societies cannot have trade conduits, and since the route from the port must be traced to your capital and Wasientan is on an island...). The Prince punched out his trade advisor when he heard this. Then he punched some walls. Then he had his broken hand re-set.

In other events, more citizens were shipped into Akama and Wasientan, increasing them both to size 2.

#### THE ARIKAT OF MAORI

*Ghorgon, King of the Southern Islands*

## DIPLOMACY Fiji (t)

Ghorgon came into his watery inheritance and immediately set about rebuilding the Kingdom of his ancestors, dispatching diplomats to the Fijians. Far to the south, a fleet of Maori ships off loaded hundreds of workers in Te Wai Pōnāmū, who immediately began cultivating the wilderness there.

## CHINA

---

### THE KINGDOM OF SHAN'SI

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

#### DIPLOMACY None

The re-urbanization of the Korean peninsula continued with the construction of yet another port, Morning Calm on the ruins of old Kaiching, in Koguryu. In addition, Jin'xi and Golden Moon continued to grow to sizes 8 and 6 respectively. Work on the royal infrastructure also continued with the postal road between Bao Ding and Lu'an being upgraded to a royal road. Finally, work began in Jin'xi on a great monument to Buddha.

### THE KINGDOM OF HUPEI

*Cao Shen Han, King of Hupei*

**DIPLOMACY** Fujian (t), Chengdu, in Chiennan (f), Kaifeng, in Hopei (a), Chang'de, in Kweichou (a), Shanghai, in Taiping (f)

Major segments of the southern Great Wall were finished, with new sections on the borders of Kweichou and Guizhou; Ghangde and Guizhou; and Jiangxi and Ganzhou. The Tibetan Road between Kweichou and Om'chou and work was immediately begun on extending it to the border with Tz'uk'ai and the possibly over confident expectation that the Maghadans will be there waiting. Back up the road, a new town (and a very miserable, uncomfortable and drab town it is too), Chow Fat, was built in Om'chu itself, as well as the obligatory fortress that spring up in every Hupei region. Finally, Chiang'ling expanded to size 15 and Shanghai to size 4.

### THE KINGDOM OF KWANGSI

*Chu Shun, Prince of Kwangsi*

#### DIPLOMACY None

No orders.

## SOUTHEAST ASIA

---

### THE KINGDOM OF CHAMPA

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

#### DIPLOMACY Laos (ea)

Bao Dai ordered the construction of a great temple to Brahma in Vijaya and work began on it in earnest. Also built this turn, were two fortresses, a citadel next to the walls of Vijaya itself (Fort Bao Dai) and another in the hinterland of Annam, near the Kwangsi border (Fort Yang Shen). Also Vijaya and Hue both increased in size (to 8 and 2 respectively).

### THE KINGDOM OF KAMBUJA

*Anucha, Deveraja of the Kambuja*

#### DIPLOMACY Kredah (t)

Chandarith died in late 1166 whilst in Kredah and was replaced without much comment. Despite this event, the locals of Kredah were sufficiently impressed to join the Khemer cause. In other events, the road between Nakhon and Mon was completed and a new port, Kuantan, was built in the latter region.

## INDIA

---

## THE KINGDOM OF MAGHADA

*Vikram, Raja of Bengal*

#### DIPLOMACY None

Ava and Pegu were finally repopulated back to their old population levels (a (3/5) and (3/6) respectively). Royal road links were built between Avan and Pegu and hence into Khemer territory in Thaton. Hindu missionary activity continues among the Buddhist of Bhutan at a glacial pace.

## THE KINGDOM OF CHOLA

*Gagan, King of Chola, Lord of Tanjore*

#### DIPLOMACY Belur (f)

Did some diplomacy and that was it.

## THE PRATIHARA EMPIRE OF KAUNAJ

*Mogli II, Emperor of India*

#### DIPLOMACY None

No orders. Mogli died and was succeeded without incident.

## CENTRAL ASIA

---

## THE KINGDOM OF JUNGARIA

*Alp Arslan, Lord of Karakocho.*

#### DIPLOMACY Beshbalik (ea)

Work began on putting Beshbalik under cultivation.

## THE EMIRATE OF SAMARKHAND

*Al-Haji, Emir of Samarkhand*

**DIPLOMACY** Firoz Kohi (a), Baluchistan (nt), Shadad (nt), Bandar (nt)

In an impressive achievement of diplomacy, Al-Haji's diplomats managed to induce many of the Persian principalities to the south to join the Emirate, thus gaining access to the Persian Gulf. Closer to home, the royal road links between Uzbek and Kush and between Otrarsh and Kuldja were finished. Also, Firoz Kohi was put under the plow.

## THE KHAZAR KHANATE

*Bashtu, Kagan of Khazar and Saksiny*

**DIPLOMACY** Urkel (hostile, diplomat thrown out!), Bolgar (c)

Attempts to stitch the Khanate back together met with limited success. Elsewhere, Sarigh-Shin continued to grow at a rapid rate, reaching level 9 and Kara-Kemen increased to level 2. Bashtu was the recipient of a great deal of cash from the Byzantine court. An event that led the *kagan* to get very drunk on *kumis*, so elated was he.

## THE NEAR EAST

---

## THE HAMADID SULTANATE

*Hasan Ibn Yusuf "the Great", Sultan of Damascus and Protector of the Holy Places*

**DIPLOMACY** Edessa (t), Circis (fa), Palmyra (a)

A royal road link was built up the border with the Buwayids, to facilitate trade. Aside from this and some diplomacy (well, ok, a considerable amount of diplomacy), Hasan kept to himself...or at least he tried to, but a number of Frankish missionaries showed up and tried to convert the locals only to get killed and/or imprisoned for their pains. In addition, a prominent shrine was burnt to the ground near Beirut. Initial investigations pointed towards Egyptian involvement, but subsequent digging revealed that it was the Greeks that were behind it. The Sultan was quite annoyed.

## THE BUWAYID EMIRATES

*Tajir ibn Ibrīham, Emir of Emirs, Protector of the Caliph.*

**DIPLOMACY** Azerbaijan (a), Kurdistan (a)

Believing that nothing as unimportant as a little mountainous terrain should stop urbanization, Tajir's engineers raised a new city, Irbil, in the highlands of Kurdistan and then began building roads to link it with Tabriz in the north and Hamadan in the south. Another road link was built up to the border with Syria to improve overland trade with that nation. Finally, virtually every city in the Emirates was provided with a set of shiny new walls. On the foreign affairs front, Tajir continued to send much grain to the court of the Greek Emperor, prompting critics to complain that he was merely Flavius' flunky.

## THE EMIRATE OF ADEN

*Suleiman ibn Umar, Emir of Aden and S'ana.*

**DIPLOMACY** Zufar (c)

Umar died in late 1167 and was succeeded without incident. The new Emir ordered the construction of a new road link between Yemen and Asir. Money was also spent on cleaning and refurbishing the *Qaba* in Holy Mecca for the edification of pilgrims everywhere.

## EASTERN EUROPE

---

### THE EASTERN ROMAN EMPIRE

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

**DIPLOMACY** Rhodes (f), Ochirida, in Serbia (ea)

The usual spate of city expansions occurred. Smyrna and Nicomedia grew to size 10; Varna to size 6; Volos and Tarsus to size 4; and Athens to size 3. Flavius also dispatched hundreds of missionaries straight into the lair of the Fatamid beast in Egypt, where most came to horrible, painful ends for no good purpose. Elsewhere, cash continued to flow into the hands of the Empire's neighbors in return for grain, or just because the Emperor was feeling generous. Many commented (favorably) on this open-handedness. On the diplomatic front, Flavius continued his policy of marrying his daughters to former rebel generals, tying the old pirate Pausanias of Rhodes closer to the Empire by making a prince out of him. On a more troubling note, investigations into various assassination attempts on various members of the Imperial government revealed a link with the Fatamids. No one was particularly surprised.

Finally, Flavius died at the end of 1169 and was succeeded without incident.

### THE PRINCIPALITY OF MUSCOVY

*Aleksandr I, Boyar of Muscovy*

**DIPLOMACY** None

Additional money and manpower were thrown at the road between Smolensk and Polotsk (but not enough to finish it sadly). Work also began on a road between Muscovy and Suzdal. To the south, Pereaslavl was colonized to its old level of (1/6), but the population was no good Orthodox God-fearing Russians. An expedition to Mordva denuded that region of its Pagan natives, who were sent to slave on the Muscovy – Suzdal road. The Cumans, fearing that they were next, revolted from Muscovite control. Back at home, the succession was put in a bit of a tizzy when Igor III died in late 1167 and was followed by Igor IV two years later. The throne then went to Igor III's second son, Aleksandr.

## THE KINGDOM OF POLAND

*Stanislaw I, King of Poland*

**DIPLOMACY** Meissen (ea)

A shipment of grain to the Byzantines was sent without storing it properly with the result that it rotted in route. In other, less bureaucratic matters, the royal road between Danzig and Pomerania was completed and a postal road was built between Poland and Little Poland. Work was also begun on putting Meissen under cultivation and Gdansk increased to a size 7 port. Finally, the Lithuanians embraced the Catholic faith. On the downside, the Pagans of Bakony stopped paying tribute.

## THE DUCHY OF ESTONIA

*Abti Viikberg, Duke of Estonia*

**DIPLOMACY** None

Riga grew to a size 8 city. Work began on a royal road link between Rzehev and Kalinin. Missionary activity among the Prussians continued.

## WESTERN EUROPE

---

### THE DUCHY OF BOHEMIA

*Ewald Govner, Duke of Bohemia*

**DIPLOMACY** Pomern (f following allied leader death).

Like the Poles, Ewald sent a great deal of inadequately stored grain to the Byzantines with the result that tons of the stuff wound up sitting on the docks of Constantinople, utterly inedible. In other news, Munich, Freiburg, Brunswick, Gotha, Prague and Brno all grew in size (to 5, 8, 8, 5, 8, and 3 respectively).

### THE VERNONIAN EMPIRE

*Valdemar Germanicus, Emperor of Italy*

**DIPLOMACY** Tyrol (t), Switzerland (a)

Things were fairly quiet here. Massa-Carrera grew to size 5 and Milano to size 8. The great Sea Wall in Verona facing the Adriatic was also completed. On Malta, the last of the Orthodox community was converted to the Catholic faith, leaving only the recalcitrant Muslim community.

### LE ROYAUME DE FRANCE

*Gerard Capet, King of the Franks*

**DIPLOMACY:** Limousin (f), Gascony (f)

Gerard stayed busy, as is his wont, overseeing the construction of yet another road link, this one between Vermandois and Flanders. A new port, Nantes, was founded in Poitou and Caen, Chalons and Avranches all increased to size 2. Port de Saxon was ceded to the English and several dozen Catholic missionaries were dispatched to the Levant, where they quickly wound up filling the Sultan's jail cells and gibbets.

### THE EL REINO DE NAVARRE

*Miguel II, King of Navarre*

**DIPLOMACY** Talavera (f), Estremadura (nt)

The Spaniards were also very active. Catholic missionaries converted the last of the Muslims of Estremadura to the true faith; Talavera was put under cultivation; and two new road links were built: the first from Asturias to Galicia and the second from Granada to Andalusia. Finally, Corunna, Madiera, Valentia and Lisbon all grew in size (to 8, 8, 8, and 6, respectively).

## NORTHERN EUROPE

---

## THE KINGDOM OF WESSEX

*Ethelred Harethson, King of the Angles and Saxons*

**DIPLOMACY:** Cornwall (a), Wessex (f)

London grew to a size 8 port and a postal road was built from that city to York in Northumbria via Ethelstun in Mercia. The French ceded Port de Saxon and the Celts of Cornwall became allies. On the down side, Ethelred was much aggrieved by the loss of his son and heir, Hareth, in early 1167.

## THE KINGDOM OF THE SVEAR

*Gregor, King of the Swedes*

**DIPLOMACY** None

All in all, things were quiet in the Great White North, eh? Trondheim and Malmo grew to size 2 each and Catholic missionaries continue to make headway among the pagans of Trondheim.

## THE NORSE KINGDOM OF ICELAND

*Dag Joranson, King of the Norse*

**DIPLOMACY** Strathclyde (+1 to YfC)

Attempts to plumb the reaches of the Great Western Ocean continue to meet with no success, as do attempts to induce the Culti Christians of Strathclyde to change their ways. On the other hand, Stonehaven grew to a size 2 port.

## NORTH AFRICA

---

### THE MAGHREB EMIRATE

*Bashar ibn Umar, Emir of Morocco*

**DIPLOMACY** None

No payment, turn not processed.

### AL FATAMID CALIPHATE AL QAIRA

*Muhtadi Mujahid ibn Fadi, Fatamid Caliph of Egypt*

**DIPLOMACY** None

Well having cut trade with the “filthy Greeklings”, Muhtadi awaited the expected Byzantine attack, except that the Greeks didn’t oblige, at least not so directly. Instead a wave of killings swept through the various elite communities running parts of the Fatamid government as well as the intelligence services. Initial investigations were confusing as evidence pointed to both Byzantine and French involvement. In another development, Byzantine attempts to flood the Egyptian countryside with Orthodox missionaries kept various local magistrates very busy, rounding up and executing the infidel scum.

Despite all of this, life did continue with some degree of normality with Alexandria increasing to size 15 and Memphis to size 12. Finally, some gold was sent to the Syrians.

## WEST AFRICA

---

### THE KINGDOM OF GHANA

*Komla, Lord of Kumi-Saleb*

**DIPLOMACY** No effect.

A curious lull fell over the fighting in West Africa. Komla raised additional troops and completed the cultivation of Garou.

### THE KINGDOM OF NUPE

*Ta’ziyah Surinama, King of Nupe and Oyo*

**DIPLOMACY** Gurma (fa), Kanuri (nt)

Ta’ziyah took advantage of the lull to do some diplomacy among his neighbors and to build a port, Wawa, in Oyo. A small Ghanan force was caught mucking about in Hausa and destroyed.

## THE KINGDOM OF TOGO

*Akroke, King of Togo and Akan*

**DIPLOMACY** Niete (fa)

Akroke thanked his various gods that no one decided to attack him and set about ruling his kingdom. A new port, Kebbi, was built in Gagnoa and a postal road route was built between Togo and Ife via Yoruba.

## THE KINGDOM OF KANEM-BORNU

*Susiseko II, King of Kanem and Bornu*

**DIPLOMACY** No effect.

Having been smacked around twice in ten years, Susiseko decided he would be better served engaging in more pacific pursuits, so he retired to Daza to rule his land.

## SOUTH AFRICA

---

### THE BAKONGO KINGDOM

*Ugo Wambolea, King of Bakongo*

**DIPLOMACY** None

Knowing when to cut his losses, Ugo pulled his troops back to Kongo and made peace with the Togoans. On the domestic front, both Kinshasa and Cabwola increased to size 5 cities and had citadels built attached to them.

### THE KINGDOM OF NYASA

*Asserate III, Chief of the Nyasa*

**DIPLOMACY** Chilwa (f)

A new port, Nampula, was built in Makura.

### THE KINGDOM OF ROZWI

*Ntombhela, King of Rozwi, Lord of Zimbabwe*

**DIPLOMACY** None

Xai-xai and Maputo both increased in size (to 4 and 3 respectively). A great expedition into the interior to gather slaves for the new Rozwi - Kafue royal road managed to smack the locals of Luangua but ran afoul of the locals in Tonga and got smacked around for their trouble.

### THE KINGDOM OF VAAL

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

**DIPLOMACY** None

No orders.

## NORTH AMERICA

---

### CONCERNING SMALLPOX [PLEASE READ]:

Hello,

There is a chance that contact between the New World and Europe may occur in the near future. This naturally brings up the possibility that smallpox will appear among a population with no immunity to the disease, as well as diphtheria, whooping cough and a host of other icky ways of dying very messily (Damn filthy, those Europeans).

- 1) The Good News is that just because some intermittent and slight contact may occur, it does not automatically mean that smallpox will show up.
- 2) The Bad News is that when (not if, when) Smallpox does arrive, it will be very, very, **BAD!**

- 3) Did I mention it will be bad? No? Well, it'll

## REALLY SUCK!

- 4) No (and I mean no) aspect of your country will be unaffected. The best way to deal with it is to just accept it and start rebuilding once it's passed.
- 5) Orders written for the turn a nation is struck with Smallpox will not be processed, as everyone will be too busy dying and/or suffering horribly to do anything remotely constructive. On the (very, very faint, practically nonexistent) bright side. There will be no charge for the turn for a country hit by pox.
- 6) If, after (or before, even) the destruction, you decide you do not wish to continue playing, I will refund your balance.

Just trying to warn people about what may happen.

The Ref.

### THE TLINGIT PEOPLE

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

**DIPLOMACY** None

The port of Aangoon grew to a size 2. Tlingit attempts to explore the seas off the California coast were not successful, the admiral in charge dying during the trip. Events at home became even more confusing when a dozen Yokuts ships showed up in the harbor of Ahwahnee, bearing the Princess Ojai and a sizable amount of cash. The Admiral in charge, Hunting Condor, informed the rather surprised fishermen present that he had brought the young lady hence in order to officiate a wedding between her and some Tlingit personage of some importance. Someone ran up to Grey Owl's lodge and informed him of this, the chief was somewhat surprised but sent messengers back to the Admiral informing him that he was welcome to stay until it was figured out who Ojai was betrothed to. (In other words, one player had orders for a marriage; the other didn't, or forgot to put them in his orders). And there the situation hung fire. For now.

### CALIFORNIA

*Dark Coyote, Ruler of California*

**DIPLOMACY** None

Miwok expansion and colonization of the northeast continued. Tucannon and Nez Perce were settled to a (2/4) each; Lemhi to a (1/1) and Shoshone to a (-/5). The Yokuts have now reached the Continental Divide. In addition, the cities of San Francisco and Tula'ree grew to size 8 each and Lehi was put under cultivation. Finally, work began on a royal road link from Yakima to Sawtai via Tucannon. The Yurok workers proved to be just as adept of dying of frostbite, altitude sickness and wolf attack as their counterparts in far off Hupei were.

### THE ANASAZI NATION

*Motega, Chief of the Anasazi, Lord of the Chaco*

**DIPLOMACY** None

The Anasazi continue to be busy to both the north and south. Both Ute and Unita were colonized (to (1/2) and (1/5) respectively) and both regions were cultivated. To the south, the Baja cities of Navolato, Guaymas and Eagle's Bluff continue to grow (to sizes 10, 10, and 5 respectively); while at sea, Admiral Jacy managed to map the Chinca Sea. Closer to home, Desert Wind died and was succeeded by his son, Motega.

### THE MISSISSIPPIAN EMPIRE

*Patamon, The Great Beaver of the Snake*

**DIPLOMACY** None

No orders.

### THE NATCHEZ CONFEDERACY

*Buffalo Fog, Great Sun of the Natchez*

**DIPLOMACY** None

The Natchez continue to be busy around the Mississippi watershed. Choctaw was colonized to a (1/3) as well as being cultivated. To the northwest, Onate was colonized to a (-/9) and to the northeast a royal road was built from Taposa into the Michigamea lands in Chickasaw. At sea, Copper Trail set out from Ocenee harbor with over 30 great canoes and paddled north. When he returned four years later, only four boats remained and most of his men were dead, but the Labrador Sea had been charted.

### THE YAMASEE PEOPLE

*Eagle's Feather, Chief of the Yamasee*

**DIPLOMACY** None

Chatot was colonized to a (1/3) region and the foundations for a new port, Okaloosa, were laid in the region as well. On a sad note, Eagle Feather's son, Croaking Bullfrog, vanished whilst attempting to explore the North Sargasso Current, proving that those who go looking for trouble usually find it.

## MESOAMERICA

---

### THE TOLTEC HEGEMONY OF CHICHEN ITZA

*Huytahata, Grand Hegemon of the Maya*

**DIPLOMACY** None

Alzure died and was succeeded by his son Huytahata, who was enthroned in a lavish ceremony with much blood and sacrifice. The jungles of Lenca were re-cultivated but the jungles reclaimed Chontal. Further north, the road links into the Valley of Mexico were completed. At sea, Maya sailors paddled around the Delta Sea until they were familiar with the oddities of those waters (like the big honking delta dumping its silt into the Ocean).

### THE ARAWAK OF THE ISLANDS

*Tamos, Lord of the Islands*

**DIPLOMACY** None

Arawak navigators were a-sea again, this time probing into Chesapeake Bay. Closer to home, a new port, Arecibo was built on Ciboney and new levels were added to Indiatlantic and Ballanquilla, raising them to sizes 3 and 5 respectively.

### SOLAR EMPIRE OF CHIBCHAN

*Rama, King of the Chibchan*

**DIPLOMACY** None.

Rama decided to ditch his Spanish name, which was good because the Spanish haven't arrived. He then renamed his Kingdom and dispatched an emissary to far off Texcoco to acquire samples of the finest Toltec poetry. The messenger then returned to Bogota to share his newly found literary discoveries (and to start figuring it all out, Nahuatl being a different language and all). In other news, Rama was mildly irked to receive reports that Incan missionaries were mucking about in Choque (ineffectually mucking about to be sure, but still mucking about).

## SOUTH AMERICA

---

## THE KINGDOM OF PARAIBA

*Panib III, King of Paraiba*

### DIPLOMACY None

Panib, displaying an intense LORDS squeebe-like desire to have as much money as possible (and virtually guaranteeing that the Ref will blow his country apart out of sheer spite), decided to send colonists into the fetid jungles to the northwest to settle the god-forsaken wilderness there. The initial wave of settlers from Paraiba colonized Potiguara to a (-/6). Additional settlers then marched northwest under the leaders Rabo and Nana to settle Terembembe to a (-/2) and Pacaja to a (-/8). A trading port, Pacaj was also built in the latter region, near the mouth of the Amazon. Soon trade was coming in from Incan and Chibchan ports upriver and the nasty case of hives that Panib had because he wasn't optimizing the income of the state subsided.

## THE MIGHTY INCAN EMPIRE

*Cochari, Emperor of the Incas*

### DIPLOMACY None

Sat quietly and built lots and lots of public works. Work also began (at glacial pace) of a road between Choco and the malarial infested swamps of Cuna.

## THE KINGDOM OF KARANGA

*Amaru II, Lord of the South*

### DIPLOMACY None

Work continued on the Caranga – Guanacane road.

## THE KINGDOM OF SHOKLENG

*Ake, King of Shokleng*

### DIPLOMACY None

Urcon passed on and was succeeded by his son, Ake, who immediately exhibited the same squeebe-like must-get-in-touch-with-the-Incans-at-all-costs disease that had afflicted his northern neighbor. To the southwest, Charrua was colonized to a (2/4), Minuane to a (1/8) and Abipon to a (-/3). Minuane was also cultivated.

## THE MAPUCHE EMPIRE

*Malachite, Emperor of the Mapuche*

### DIPLOMACY None

Emperor Mochan died at the beginning of 1166 before he had a chance to do anything. His son quickly picked up the reins. Settlement continued in the northeast with Errandi being settled to a (-/3) and a fortified landing area being built near the mouth of the River Plate. A royal road was built from Millcayac south to Puelche and work on a second link was begun in Chechete, eventually to run through Errandi.



