

Lords of the Earth

Campaign Nineteen

Turn 71

Anno Domini 1251 - 1255

TURN 72 ORDERS DUE BY: Friday, September 15th. Orders will not be accepted after Midnight MST on Saturday, September 16th.

ANNOUNCEMENTS

A

Price Increase:

Due to increasing workload, the sign-up/per turn cost is now \$7.00. I apologize for any inconvenience this decision may cause.

Fractional NFP: You may now save fractional NFP. Any spending of NFP must be in whole units however. At some point, when the updated rules are completely implemented, you will be able to spend fractional nfp on things like ship crews.

The New Field Fort Formula: after talking with Thomas, the new field fort regional limit is:

$GPv+1 * \text{Siege}/2$ (at least a 1) * Tax Rate

If your control level/tax rate > 0%, then you get at least one fort.

More HBZ Stuff: in an attempt to make determining where you can build mobile units more easier, friendly cities that are within your HBZ are marked on the map with a dot in white (or red). Your respective capitals will also be marked on the map with a diamond symbol (in white or red). (Couldn't find a single star in Windings, go figure...). Please remember that mobile units may only be built in friendly cities.

Missionaries

From this point, any player who sends missionaries to a region or city area that is of a **hostile** organized religion and controlled by another player will get no conversion result and a bunch of dead missionaries. **Note:** I really badly worded the old iteration of this rule, my apologies...).

Leaders & Espionage Actions (Battle Assistance): In order for a leader to perform this action he must remain with the army he is aiding. APs spent in moving around with the army do not count towards the action itself. The maximum bonus a leader may make using this action is +1. So make sure you've got leaders with high CHA scores on this.

More on Leaders & Espionage Actions: I am beginning to get the feeling that this rule is being abused and I may excise it entirely in the near future.

The Cause Mutiny Operation (CM): players attempting this operation must produce a valid reason as to why the mutiny would occur or it will automatically fail. And no, "Because I think it should succeed." is not a valid reason.

The HC Operation: from this point forward, all HC operations must be done in the Capital (if the nation has one) or the Homeland region. If the monarch is female and the HC die roll is successful, she may do nothing but HC for a full year (measured in AP) and undergoes a leader mortality check at the conclusion of that period. If the HC check is unsuccessful, she may do any other activity that you've put in her orders.

Interactions between the Hemispheres: at this point only the Seafaring cultures may sail between the Hemispheres. Once people hit Renaissance, then they may attempt to do so as well. So the New World players should stop trying to get to Europe and Non Seafaring Old World players should do likewise.

Building units: The vast majority of units must be built in a city within your HBZ. The exceptions are as follows:

- 1) Ships may be built in a port outside the HBZ if it is the only one available.
- 2) Field forts may be built in any region at NT status or higher.
- 3) Inexperienced infantry may be built in a F region within your HBZ.
- 4) Nomad/Barbarian cultures may build units at a Trade Center within their HBZ.

In all these instances please be aware of the yard capacity for all ships and all heavy class units.

Some advice that will (hopefully) speed up processing time):

- 1) When players are increasing a city, please indicate what the new size will be.
- 2) For ships to be built for conversion to MSP, you can also put what route they're going into in the Builds section. Projects may also be put in the Builds section.
- 3) When building a road link, indicate which region it starts in and which region it's going to. Don't give me city names.
- 4) For players who are not using a standard WORD or XTEL format, please put the information in the following order: Revenue; Maintenance, Investments, Builds, Transfers, Projects, Trade Routes, Intel Ops, Religious Ops, Leader Actions. When indicating an expense, please list gps first then nfp.

CONTACTING & PAYING THE REFEREE

I will no longer be taking money directly for turns. Instead, players sending funds by mail should make all checks payable to Thomas Harlan and send them either to the 2nd Street address or to Thomas' address, which is:

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

Below is my Email address, I have moved but all snail mail correspondence should go through Thomas' address above.

Email: ancarc@throneworld.com

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

lords19pmts@throneworld.com

new city, Linho, was also built in the latter region. Finally, the usual cities expanded.

City (Region)	New Size
Tianshu (Huang)	6
Ta'Tung (Yun)	8
Bitter Wind (Ordos)	6
Morning Calm (Koguryo)	10
Chongjin (Mantap)	2

Missionary work among the pagans of the north continued, with Wudah being converted to the Buddhist creed. Inroads were also made among the Ch'in, Manchou and Kutai.

THE KINGDOM OF HUPEI

Cao Hui Rong, King of Hupei

DIPLOMACY Tuhnwhang (c), Gaxan Nur (run out of town on a rail!)

Although Buddhist missionaries finally converted the Bulinger to the True Faith, Hupei diplomacy in the Northwest continues to achieve lackluster results. Most of Cao Rong's activities were focused on pick up scads of new troops and ships scattered across his domain. There was a big scare in 1253 when a plot on the life of the King was uncovered centered around the heir designate, who, it was discovered, detested Cao Rong with great vehemence. So the ungrateful be-yotch was crucified and another offspring was promoted in his stead.

THE KINGDOM OF KWANGSI

Wu Juan II, Prince of Kwangsi

DIPLOMACY None

No orders (and no payment! Grrr...)

SOUTHEAST ASIA & INDIA

THE EMPIRE OF SRI VIJAYA

Khavirban III, Maharaja of the Khemer People, Prince of Champa, Lord Protector of Java

DIPLOMACY None

No orders (and no payment! Grrr...)

THE KINGDOM OF MAGHADA

Gunaratna, Raja of Bengal

DIPLOMACY Chitor (f), Tarain (f), Sahis (t)

Not much occurring aside from some very successful diplomacy in the Northwest and the usual city increases:

City (Region)	New Size
Chapra (Jaunpur)	4
Aisha (Gaur)	12
Bihar (Maghada)	9
Tezu (Gtsang)	9
Panat (Kedah)	

THE KINGDOM OF CHOLA

Jagrav, King of Chola, Lord of Tanjore

DIPLOMACY Dahala (t), Jihjhoti (c)

A quiet turn of PWB investment.

CENTRAL ASIA

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.

RULE CHANGES AND CLARIFICATIONS

The complete list of rules changes (including the happy stuff on Smallpox) can be found on the Lords 19 page on the Throneworld website. If you haven't read them, please do so. Reading them will save you (and me) a lot of grief.

JAPAN & THE PACIFIC RIM

THE EMPIRE OF NIPPON

Taira Jiro, Daimyo of Kwanto, Shogun of Japan.

DIPLOMACY None

Colonization of the north continued with Sakhalin being settled to a (1/5) and Amur to a (1/6). (Jiro doubtless wants to stake out all of these regions now so as to avoid conflict over them with the Russinans centuries later). Sadly an attempt to build a new port in Suifenhe came to naught as the leader entrusted to its construction died in Amur just after the colony was expanded there. Finally, there were the obligatory city expansions...

City (Region)	New Size
Takamatsu (Shikoku)	4
Edo (Saga)	13
Takaoka (Toyama)	6
Nagaoka (Nigata)	7
Heian (Yamato)	12

THE MOLUCCAS SEAHOLD

Rokaku VI, Lord of the Spice Islands

DIPLOMACY None

Life among the islands was relatively quiet, although the Inter-Island arrows to the Marianas were successfully explored.

THE MAREE KINGDOM OF AUSTRALIA

Doongara, Prince of Maree

DIPLOMACY None

The road between Eha-Rana and Aanx was completed. New links were also built between Camoewal and Irith and Irith and Oanx. Further south, Wallaro, Murai, Windooram and Ahar-Pacu were colonized (to (-/2), (-/9), (-/4), and (-/3), respectively).

CHINA

THE KINGDOM OF SHAN'SI

Xoing Sung, King of Shan'si, Watcher of the Northern Marches

DIPLOMACY Mantap (f), Shangtu (fa)

Xoing Sung remained ever busy, sending diplomatic feelers among the Mantap and Shangtu. Tumet was put under cultivation and a royal road was built between Yun and Kin. A

THE KINGDOM OF JUNGARIA

Tab-Tangri, Lord of Karakocho.

DIPLOMACY None

Tarabagatai was put under the plow.

THE EMIRATE OF SAMARKHAND

Al Abdi ibn Selim, Emir of Samarkhand

DIPLOMACY Merv, in Kophat Dagh (f), Mansura, in Edrosia (nt), Edrosia (t)

Muslim colonists were settled in the Allah-forsaken deserts of Khazakh and Kul'sary in order to further Al-Abdi's control of those places (it sure doesn't increase the GPV of the regions). Work was also begun on a royal road through the aforementioned Allah-forsaken regions. And there were, of course, the usual city expansions...

City (Region)	New Size
Tashkent (Otrarsh)	6
Kar-Kalanis (Bactria)	9
Shustar (Baluchistan)	7
Khiva (Khwarzim)	10
Tamaresh (Bandar)	6

THE KHAZAR KHANATE

Bulan, Kagan of Khazar and Saksiny

DIPLOMACY Vasi (ea)

Bulan came of age and the regent stepped down. Work on a canal between Torki and Patzinak, connecting the Volga with the Eastern Black Sea and begun last turn was completed this turn. A bridge was also built across the canal in Patzinak where the royal road crosses into Levidia. Other than that, things were pretty quiet.

THE NEAR EAST

THE HAMADID SULTANATE

Faruq al-Motresh, Sultan of Damascus and Protector of the Holy Places

DIPLOMACY No effect...

Faruq re-crewed many of the ships captured last turn and increased the walls of Jerusalem, Beirut, Damascus, Antioch and Aqaba. For the happy events in the Middle Sea, see below.

THE BUWAYID EMIRATES.

Azzam ibn Hassim, Emir of Emirs, Protector of the Caliph.

DIPLOMACY None

Pretty much hung out and invested in Public Works. An attempt to meddle in the affairs of the *Ulema* was sharply rebuffed.

THE EMIRATE OF ADEN

Isbaq ibn Mansoor, Emir of Aden and S'ana.

DIPLOMACY None

No orders (and no payment for TWO turns in a row! Double Grrr...!)

EASTERN EUROPE

THE EASTERN ROMAN EMPIRE

Ion Constantine, Emperor of the Eastern Roman Empire.

DIPLOMACY Crete (ea), Lazica (c)

Deciding he needed to be at the helm of the army personally, the Emperor sallied forth from the Blachernae and spent the next five years "roughing it" with his troops in

Paphlagonia, keeping an eye on those rascally Syrians. Naval activity was sharply curtailed by the death of the Admiral in charge in early 1252, an event that kept the fleet in port for the remainder of the turn. In internal affairs, a new city, Artaz was built in Vaspurakan, the better to keep an eye on the aforementioned rascally Syrians. Finally, a royal road link was built between Thrace and Bulgaria. Events in the Med, did elicit comment from the Emperor: "Shismatics and infidels killing each other! Life is good! Hey you, missy! More stuffed grape leaves over here! What!? Whaddaya mean 'This isn't your table.!? I'm the Emperor, **That's "Basilius" to you young lady! The Thirteenth Apostle and all that jazz!"**

"Piffle, can't find good help anywhere these days..."

THE PRINCIPALITY OF MUSCOVY

Olga, Boyarress of Muscovy

DIPLOMACY Goryn (ea), Rivne, in Goryn (t)

Olga cemented her hold on power by marrying General di Pasquale (who subsequently died two years later) and keeping her estranged nephews far from court on diplomatic errands and without troops. In other events, Respublica grew to size 10 and Cuman was resettled to its old stats by good Orthodox Russians. Cultivation projects also began in Tver and Seversk.

THE KINGDOM OF POLAND

Borison, King of Poland

DIPLOMACY Lithuania (ea), Courland (ea) Galich (diplomat killed).

New road links were built between Kauyavia and Poemerania; Masuria and Bialoweza; and Masuria and Danzig. Polish cities continued to grow.

City/Region	New Size
Minsk (Courland)	2
Dabrowa (Masuria)	5
Budapest (Slovakia)	5
Gora (Meissen)	5
Brest-Litovsk (Bialoweza)	5

THE DUCHY OF ESTONIA

Jaak Viikberg, Duke of Estonia

DIPLOMACY None

Oulu was colonized to a (2/7) region (it was cultivated last turn, I forgot to update the map, sorry). Sankt Petersburg grew to a size 8 and Klaipida to a size two.

WESTERN EUROPE

THE DUCHY OF BOHEMIA

Kurnik Govner, Duke of Bohemia

DIPLOMACY Transylvania (hostile!)

A clutch of cities were increased. Saarbrucken to size 10; Retion to size 2; Bremen and Lubeck to size 5 and Munich to size 6. Things became rather nasty when both General Dirken and Prince Kyle, upon being given large numbers of troops (64,000 cavalry and 73,000 infantry each), decided that they would be better Kings than the current incumbent. A CR action managed to neutralize Kyle's revolt but Dirken marched upon Brunswick, determined to seize the Throne for himself. Kurnick managed to mass the home army of 121,000 infantry and stuck it under command of his younger brother, Aaron. This worthy

promptly sallied forth and defeated the potential usurper, destroying him utterly. Aaron then decided that he would be a much better King than his older brother and attempted to rally the troops behind his victorious banner. Sadly, he botched his CHA check and Kurnik got a critical CHA check (despite a really lousy Charisma). So Aaron himself was lynched by the soldiery.

THE ROMAN CATHOLIC CHURCH

Lucius IV, Bishop of Rome, Vicar of Christ

DIPLOMACY See below...

Tithes were extracted from the Svear and the duel of wits with the French continued. More Papal holdings were raised in the Northern Islands, Poland and Scandinavia, as well as a big ole Monastery in Sicily.

Region	City
Faeroes (ab)	Stornoway (ch)
Highlands	Stonehaven (ch)
Brittany	Caen (ch)
Lithuania (ch)	
Masuria (ch)	
Skane	Malmö (ch)
Smaland (ch)	
Uppsala	Vettermark (ch)
Sicily (mn)	

THE VERNONIAN EMPIRE

Claudia Drusilla, Regent for...

Valdemar IV, Emperor of Italy

DIPLOMACY Malta (a), Valetta, in Malta (+4 to YfC), Tripolitania (+1 to YfC)

Roma was increased to size 10; Naples to size 7 and Taranto to size 9. For the fun and games in the Med, see below.

LE ROYAUME DE FRANCE

Dareau, King of the Franks

DIPLOMACY None

Dareau oversaw the rebuilding of a host of additional ships for the struggle in the Med.

THE EL REINO DE NAVARRE

Alvaro Aroca I, King of Navarre

DIPLOMACY None

More public works were built around the country but the really big news was at sea. In late 1253, Admiral Cruz anchored among the Azores Islands, the first Europeans to arrive in that place in over a century. Unlike the previous visitors (the French), the Spanish had not come to look about but to settle. When the natives took exception to this, the Spaniards crushed them and quickly established control.

NORTHERN EUROPE

THE KINGDOM OF WESSEX

Margaret, Regent for...

Sebbi Cearlson, King of the Angles and Saxons

DIPLOMACY: None

The postal road between Sussex and Lothian was upgraded to a royal road. Edinburgh and Falmouth grew to size 4 and a fortress was raised in Sussex itself. Attempts to send a squadron to the Middle Sea to reinforce the Christians there were hung up by delay because the PLAYER ATTEMPTED TO BUILD

BEYOND HIS YARD CAPACITY AND THE REF HAD TO FIND OPEN CAPACITY IN OTHER PORTS TO PUT ALL THE DAMN SHIPS!

Ahem...

Cearl died in 1252, most likely struck down by the wrathful Gods for having the temerity to BUILD BEYOND YARD CAPACITY LIMITS! NOW HIS SOUL IS IN THE CLUTCHES OF HELL WRITHING FOR AN ETERNITY AS HIS BOWELS ARE RIPPED OUT AND CONSUMED IN BLOODY...

Ahem...

Anyway, old General Ethelred took over the running of things but then he died in 1255, probably of astonishment at the attempts of his master to BUILD BEYOND THE YARD CAPACITY LIMITS! NAY HIS VERY SOUL WAS DOUBTLESS SHIVELLED WITH THE THOUGHT THAT SOMEWHERE A MONSTROUS GM (VERILY A HORRID BEAST WITH ONLY A PASSING SEMBLANCE OF HUMANITY) WAS CURSING, WAILING, AND GNASHING HIS TEETH AT THE FACT THAT HE HAD TO MUCK ABOUT TRYING TO FIND A PLACE TO BUILD ALL THOSE FREAKING WARSHIPS!

No wonder the poor fellow died. In any event, Cearl's sister Margaret, reluctantly assumed the role of regent for the late king's son, Sebbi.

THE KINGDOM OF THE SVEAR

Erik IV, King of the Swedes

DIPLOMACY None

A royal road was built between Norway and Agder and a new port, Ornskoldvik, was raised in Vasterbotten.

THE NORSE KINGDOM OF ICELAND

Erik Ottarson, King of the Norse, Dragon King of the Isles

DIPLOMACY None

In an abrupt *volte face*, Erik decided to re-new his commitment to expansion into the lands beyond the great sea. To this end, the capital was moved back to Reykjavik, with Haraldswick becoming a trade conduit to maintain trade with Europe (at advantageous rates for the Icelanders as the route is now too long for many nations to put their MSPs into them (these have been re-assigned as Internal fleets instead)). A new wave of colonist were dispatched to the west, settling Vinland to a (2/7) and Naskapi to a (-/1).

NORTH AFRICA

THE MAGHREB EMIRATE

Mohammad ibn Bulent, Emir of Morocco

DIPLOMACY None

No orders...

AL FATAMID CALIPHATE AL QAIRA

Muhtadi Fath ibn Abdul, Fatamid Caliph of Egypt

DIPLOMACY None

Many captured ships were re-crewed and additional troops were raised for the...

THE THIRD (OR IS IT FOURTH [I CAN'T REMEMBER]) EGYPTIAN WAR.

Bohemia, France, England and Verona versus Egypt and Syria

Tired of being on the defensive all the time, the Muslims go onto the attack.

A.D. 1251:

Things start out very slowly as the Christian Admirals move from port to port, gathering up their new builds. The Muslims, having fewer ports, don't have this problem, but the Egyptian fleet will be slowed down because it is burdened with laden transports. Basically, by year's end, the disposition is as follows:

In Trieste: Bohemian Admiral Sumava with 60 ships and 3,000 marines. This worthy attempted to use transports to carry more troops into the Ionian Sea, forgetting that units on transports do not count for naval combat. Consequently, when the Syrian fleet swarmed into the Ionian Sea with over 340 ships and 7,000 marines, Sumava wisely beat feet back to Trieste, where he died at the end of 1253.

In the Adriatic Sea: Venetian Admiral Naso with nearly 300 ships, sitting on Defend.

In Massalia: The French King Dareau, waiting for various other French and English naval contingents to show up.

In Avranches: French Admiral Apollos with 120 ships, having spent the year gathering new builds in Bruges and Rennes.

In the Bay of Biscay: French Admiral Etienne with 74 ships, having spent the year gathering new builds in Caen and Nantes.

In Flushing: French Admiral Eric with 72 ships, having spent the year gathering new builds in Chalons and Flushing.

In the North Sea: English Admiral Hadrid with 178 ships and 8,000 marines, having spent the year gathering new builds in London and Sutton.

In the Ionian Sea: Syrian Admiral Sehaladine and his fleet of 340 ships and 7,000 marines, hunting Christian fleets. He's mightily disappointed when he doesn't find any.

In the Sea of Lybia: Syrian Admiral Mazr with 34 ships blockading Tripoli.

In the Ionian Sea: Egyptian Admiral Hakim with 612 ships and 27,000 marines as well as the 37,000 man army of General Hafez embarked.

A.D. 1252:

In this year, the Egyptians land on Sicily and begin pacifying the Island. The Veronan fleet and army; on Defend (instead of being on React), do nothing. The Syrians continue to patrol the Ionian Sea and blockade Tripoli. In Massalia, Dareau continues to wait for his reinforcements to arrive. By year's end only Apollos' contingent has arrived. Etienne and Eric are in the

Gulf of Lyons and Hadrid is in the English Channel, having picked up additional ships in York and Port du Saxon (paying the price for the ref having to find places to build the ships).

A.D. 1253:

On Sicily, the Egyptians pacify the Island and begin reducing the Fortress of Gela, on the southern part of the Island. The siege is protracted and Hafez is killed during it. Command then devolves to Prince Anwar, who grits his teeth and continues. In Massilia, Dareau is also gritting his teeth...in frustration, waiting for the blasted English to show up. As for Hadrid, he ends the year in the Gulf of Lyons, having finally gathered up his wayward contingents.

A.D. 1254:

In Massalia, Hadrid finally shows up and the combined Anglo French navy sorties! Learning from fishermen of the location of the Egyptian fleet, Dareau, Apollos, and Hadrid sail to Sicily, looking for a fight. They find it off **Palermo**, where the Egyptians have been blockading the port for most of the past year and a half. Over 400 Christian and nearly 600 Muslim ships go at it in a hammer and tongs slugfest in the Mighty Marvel Tradition. Truly the story of this fight will be a must have double-bagger! Oops, sorry, a **MUST HAVE DOUBLE BAGGER!** In the end, the Muslims get a higher Success effect die roll and the Christians are forced to withdraw. The remainder of the year sees both fleets regrouping whilst the Veronan and Syrian fleets sit in the Adriatic and Ionian Seas, respectively and wonder why nobody likes them.

On land, Gela falls after a nine month siege (that's three siege checks folks) and Anwar begins besieging Palermo itself.

A.D. 1255:

After regrouping, the Christians are still eager to go at it and they sail forth again. Arriving off Palermo, they find the Egyptian fleet gone. The Egyptian Army of Sicily is there, with Mangonels reducing the city's walls. The Christians sail back to Massalia and Palermo falls in July.

Me thinks things are going to get interesting...

WEST AFRICA

THE KINGDOM OF GHANA

Kwazi II, Lord of Kumbi-Saleh

DIPLOMACY Tahuoa Oasis (nt)

Kwazi poured more MSPs into Internal Trade and minded his own business.

THE KINGDOM OF TOGO

Ohene, King of Togo and Akan

DIPLOMACY Kafin (t, diplomacy interrupted by K-B attack).

Despite the fact that their King was in the pokey, the Togoans vowed to continue the fight. An attempt on the life of Ohene's as yet not of age son was unsuccessful as was the Togoans attempts to attack the K-B's government.

THE KINGDOM OF KANEM-BORNU

Ju I, King of Kanem and Bornu

DIPLOMACY None

Thanks to Thomas Harlan for writing orders for these yahoos for the last two turns.

Anyway, Susieko announced that he would release Ohene in exchange for peace and the current border situation be accepted as the status quo. He then dispatched assassins to try to kill Ohene's son (talk about a mixed message). The influx of slaves from defeated Togoan armies allowed Susieko to complete three royal road links from Kanem Bornu to Daza, Soro and Kano.

Getting back to the war, while waiting for some kind of response from Ohene's people, Susieko dispatched 1,400 troops to evict the Togoans from Garoua. This they did, although they were unable to maintain control of the place. Once this force returned to the main host in Ikego, Susieko marched his 10,600 strong force into Kafin. There, attempts by the Togoans to reinforce the 15,600 new levies with additional troops from across the Kingdom failed (the leader picking up and moving them died *en route*) and command devolved to General Dubaku, who had been trying to wheedle the Kafins into throwing more support behind the Kingdom. Despite being caught flat-footed, Dubaku managed to fight it out with the invader. Sadly, superior Togoan numbers couldn't swing the tide of battle and Dubaku had to retreat into Ife. Susieko occupied Kafin and the un-walled city of Umbanda and then died, leaving the Kingdom in the hands of his new son-in-law, Prince Ju of Kreda, to whom he had married one of his daughters off to at the start of the turn.

SOUTH AFRICA

THE KINGDOM OF NYASA

Shaka, Chief of the Nyasa

DIPLOMACY None

A new player...with no orders! And No Payment! Grrr...!

THE KINGDOM OF ROZWI

Shaka III, King of Rozwi, Lord of Zimbabwe

DIPLOMACY Mbundu (f)

Mbundu was put under cultivation.

THE KINGDOM OF VAAL

Shaka II, King of Vaal and Mapungubwe

DIPLOMACY Merintha (nt)

Diplomacy on Madagascar continued.

NORTH AMERICA CAV COUNT: 65

Pox Reminder: You CAN repopulate regions at the reduced 10nfp/10gps per level. The reduced rate ONLY applies to repopulating old levels. New levels (for those regions hit by pox before they had reached their full colonization potential have to be colonized at the regular rate. Cities destroyed by the pox must be rebuilt as new cities.

Regions totally depopulated AND with no garrisons have been either removed from your stat sheets (or if there's a surviving city in them, marked as UN; so the Incan player is very lucky he garrisoned his Central American holdings). Roads entering or running through such regions are destroyed UNLESS they enter an existing city within the region. Roads in regions isolated by pox-depopulated regions are destroyed as well.

Yes, I know you all hate me...

THE TLINGIT PEOPLE

Ka-Seen, Chief of the Tlingit, Lord of the Far North.

DIPLOMACY None

Ka-Seen continued to slowly try to lever his people back to some sense of normalcy. Control was relinquished in Comox, Kwakiutl, Nootka and Timishian.

CALIFORNIA

Feathered Coyote II, Ruler of California

DIPLOMACY None

The Yokuts continued their rocket-like recovery (makes you sick, doesn't it?). A whole new city, Patem, was built in Patwin and the remains of Yuba City were left for the dead. The following regions were also re-colonized to their pre-pox population levels: Tipai (2/5); Tolowa (2/1); Moapa (-/8); Mohave (-/6); Panamint (-/9); Sawtai (-/3), thus restoring communication with the Empire's outlying regions of Gosiute and Lemhi. A bunch of cities also expanded:

City/Region	New Size
Kettenpom (Pomo)	4
San Francisco (Salinan)	3
Tula'ree (Tolowa)	4
Berkeley (Yokuts)	5
Eureka (Yurok)	4

THE ANASAZI NATION

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

DIPLOMACY None

Re-colonization continued apace, with Culiacan settled to a (2/6); Navajo to a (1/3); Moache to a (1/5); Oyata to a (1/7) and Macuzari to a (2/7).

THE MISSISSIPPIAN EMPIRE

Kabailo, the Great Beaver of the Snake

DIPLOMACY None

Illinois was re-settled to a (2/8) and Scotio to a (2/5).

THE NATCHEZ CONFEDERACY

Red Bird, Great Sun of the Natchez

DIPLOMACY Choctaw (a), Caddo (fa)

Taposa was resettled to a (2/5), Choctaw to a (2/3), and Caddo to a (2/7).

THE YAMASEE PEOPLE

Airsick Kestrel, Chief of the Yamasee

DIPLOMACY None

The new king, Airsick Kestrel (Gliding Flacon died last turn), continued to put what money he had managed to scrape up into the public works in Yamasee.

MESOAMERICA

THE TOLTEC HEGEMONY OF CHICHEN ITZA

Quatayilla II, Grand Hegemon of the Maya

DIPLOMACY None

A whole bucket load of re-colonization was in order: Cuyutec, Huastec, Huave, Kekchi, Tamaulipec were all resettled to their old levels [(2/6), (2/5), (2/5), (2/5), and (2/2), respectively]. In the Valley of Mexico, Culhua and Huexotla

were colonized to a minimal level (-/2) and (-/3). All in all, life was good. (Or as good as can be expected when you're digging yourself out of a Mortality so great the bodies were stacked up in a scene not un-reminiscent of Buchenwald in 1945. How's that for a bit of imagery to brighten up your newsfax reading).

SOUTH AMERICA

THE MIGHTY INCAN EMPIRE

Ataxalpa, Emperor of the Incas

DIPLOMACY None

Uru was re-settled to a (3/5) and Caranga to a (2/4).

THE KINGDOM OF SHOKLENG

Trunka, King of Shokleng

DIPLOMACY None

The Pox swept through the northeastern regions of the kingdom, leaving hecatombs and necropoli in its wake. To the south, recovery was already underway as Shokleng was re-colonized to a (4/4) and Cari and Tucarembo were re-settled to their old levels, (2/9) and (2/10), respectively.

THE MAPUCHE EMPIRE

Ristan, Empress of the Mapuche

DIPLOMACY None

Mapuche was resettled to a (2/9); as was Pichunche (1/4), Topocalma (1/1), and Oic (1/10). Pox swept through the southern reaches of the Empire and petered out amidst the wastes of the southern deserts.

