

Lords of the Earth

Campaign Nineteen

Turn 77

Anno Domini 1281 - 1285

TURN 78 ORDERS DUE BY: UNKNOWN

A MESSAGE FROM THE REF...

Hey gang!

I'm very sorry but I really can't do this anymore. Though I am currently unemployed, I am trying to study for some coding exams which I really need to focus on. In addition; after a quarter century of doing this (not continuous, to be sure, but still); I am suffering from major, MAJOR Lords burnout.

I am not certain what will happen to this campaign. Thomas may try to find a new GM, but he's pretty busy too. I am of the opinion that players should have their credit refunded and the campaign put into abeyance pending the finding of a new ref. I have no idea about the feasibility of this however. Regardless, Thomas will refund players their balance if that's what they want.

Good luck to you all.

CD

ANNOUNCEMENTS

To liven up the wars, players from other campaigns wrote orders for the unplayed positions that were fighting.

Not much to report.

Rulebook Version... In [[Wiki](#) | [PDF](#)]

Your turn costs... \$7.00.

Recommended Order Form... [[Excel](#)]

CONTACTING & PAYING THE REFEREE

Players sending funds by mail should make all paper style checks payable to Thomas Harlan and send them to his address, which is:

Thomas Harlan
1270 Fir Street South
Salem, OR 97302

Below is Colin's email address:

ancarc@throneworld.com

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

lords19pmts@throneworld.com

ZERO AND NEGATIVE CREDIT: CONSEQUENCES

If you haven't paid for your turn, you don't get your stat sheet.

RULE CHANGES AND CLARIFICATIONS

Main Differences with the V6 Rules

- Cities cost more to build and to expand. See Table 5-7.
- Units have different GP and NFP costs and some now require Industrial Capacity in addition. Please review your new build chart carefully.
- Projects (almost always) cost 50gp/25nfp per level – and this now covers regional settlement/colonization as well.
- Optional Units are in play. Including Elephants for Civilized nations.

Regarding Optional Units: Elephants and Chariots: The evil referee has made some annoying rulings on these unit types:

Chariots: You can build them but they are virtually useless as a weapons system at this point. They will give a minimum combat value (say .25 per point) and will be the first units destroyed in combat. They will also not regroup. The cost will remain the same, so if you really must have these white elephants in your arsenal then you're making a lot of money, which means you've gotten really big, which means I may have to blow you up.

Elephants: Speaking of white elephants. Only Empires located on the India and mainland SE Asia map (in the game currently they are Maghala, Chola, and Sri Vajaya) may build elephant units (and then only el units). The elephants indigenous to central and south Africa were never domesticated and the elephants of northern Africa (these are the ones Hannibal had) went extinct centuries ago (damn Romans and their entertainments). Further, el units used outside the aforementioned map will die off at a variable rate until either their owning army returns to the India map or they all die off. So the Maghadans will just have to use regular troops for their big upcoming Persian expedition (oops, sorry Sam). Finally, elephants used within the India map are not necessarily as effective as they would be outside the map as horses on the subcontinent are more likely to have been trained to tolerate ole jumbo.

Yes, I know, I'm a sunofabitch.

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.

The Adepts of the Free Spirit

The Adepts of the Free Spirit, were active in Europe roughly from the thirteenth through fifteenth centuries. In VERY simplistic terms, this was a millenarian movement that was found among the both high ecclesiastics as well as the poor itinerant laity. The Adepts essentially viewed the Papacy as the Beast / Antichrist, etc.¹ So the bad news is, The Pope has a heresy to deal with, the good news is that this is NOT the Reformation! So how this will work is as follow:

¹ Those who wish to read up on the Adepts can start with Norman Cohn's *The Pursuit of the Millennium* which was the first major work to examine the group in any detail.

1) Regions/Cities experiencing Adept activity will be marked on the map with a red cross. Papal holdings in those regions and cities will garner income at one level less than their normal one. Cathedrals will generate income as if they were Monasteries; Monasteries as Abbeys; Abbeys as Churches; and Churches won't give squat. The control web will be intact and the actual holding will not be affected (**see below for an important exception to this**) they will just generate income at the lower level. The Holy City of Rome will never have Adept activity and therefore, will be unaffected.

2) Papal actions (and secular actions in support of the Papacy) in areas or cities affected by heresy will have a sharply decreased chance of success. It's hard to raise money to build that new monastery when some gits are screaming that you're the Whore of Babylon and the new structure is just another sign of the Mark of the Beast.

3) The heresy will spread on its own accord at an irregular rate. Some turns it will spread one region/city in all directions, some turns it won't spread at all. All-non RC regions will be unaffected by any of this.

4) Each city or region where the adepts are active will have a secret Charisma value that will be determined anew every time a leader attempts to suppress it. To attempt to suppress the Adepts in a given region or city a *Papal* leader must attempt an opposed CHA check (using the Preach action) against the CHA value of the Adept infested region or city. If the leader gets a higher success effect than the region/city, the heresy in that place is successfully suppressed (N.B. it can return however). If the leader gains a critical success against the Adepts, the heresy has been decisively crushed in that region or city and it will not recur there except under very rare circumstances. **Regions / cities where the Adepts have been suppressed will be marked with a white cross. Regions / cities where they have been decisively crushed will be marked with a black cross.** In the event of a tie, there is no effect. If the Adept gains a higher success effect than the leader, the heresy either spreads or gains a bonus against all subsequent attempts to suppress it, (depending on where it is). If the Adepts get a critical success, the heresy spreads two regions instead of one (and in this case a region or city that was decisively suppressed can be re-infested).

5) In most cases, secular leaders can also attempt to rid a given area of the adepts in the same way as Papal leaders. However (and read this well), if the Adepts get a critical success in the CHA check, the local heresy then explodes into a revolt against the secular and Papal authority, all church holdings in the region or city are destroyed, the ref generates a player position for the rebels and you all have a major headache on your hands as new religion is born.

IN COMPARISON

[This Turn in Lords Zero](#) was not quite as exciting.

JAPAN & THE PACIFIC RIM

THE EMPIRE OF NIPPON

Taira Fujita, Daimyo of Kwanto, Shogun of Japan.

DIPLOMACY None

Life was sweet on the Islands of Nippon and much green tea and sake was drunk in celebration of this fact. Despite the halcyon atmosphere, however, some activities were afoot. Public Works were built in several cities of the Empire and Admiral Nakahashi continued to explore the waters of the icy north. A sad note was the death of Prince Anjie, whilst in command of the Imperial fleet, after slipping on deck and cracking his head open on a marlinspike. The unfortunate Prince's funeral was appropriately lavish however, with more of the abovementioned beverages being drunk.

THE MOLUCCAS SEAHOLD

Khameamea, Lord of the Spice Islands

DIPLOMACY None

Attempts to build some hei units outside of the capital city failed. [HBZs are not traced across sea areas; and, with the capital on an island, options for where mobile troops can be built go right out the window. The hei were built in the capital]. In other more exciting events, Tekalameme dispatched Admiral Samrawi with over 300 ships and some 9,000 troops to bring the atolls to the

northwest to heel. This proved easier said than done; the inhabitants of the Marianas islands fought like mad and inflicted heavy casualties on the invaders before being overwhelmed. Whilst Truk proved an easier conquest, the inhabitants of Ponape (and its city of Nan Matol) inflicted a bloody reversal on Samrawi and induced the admiral to scupper the campaign and withdraw.

The expedition returned home to changed times. Tekalameme had died in late 1281 without heir and the remaining troops in the capital had acclaimed General Khameamea as King. Miraculously, the Seahold didn't splinter into a welter of Civil War and life went on pretty much as it had done hitherto.

MAREE BUNDJALUNG HEGEMONY

Burnu, Prince of Maree

DIPLOMACY None

The Ausural remained industrious (which as we all know is its own reward). Work began on a royal road link between Maree and across the mountains into Paramata. A road was also built from Cooma to Wallaroo via Geelong. Some public works and some nice rock paintings were also made.

CHINA – WAR OF THE SIX (NOT QUITE AS IDLE) SWORDS

XI-XIA KHANATE

Li Dimeng, Khan of Under-Sky

DIPLOMACY None

No orders.

THE KINGDOM OF SHAN'SI (SHAN)

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

DIPLOMACY None

Shaking off the slough of recent defeats and becoming alarmed at the growing power of the Xi-Xia to the north; Feng roused himself into action! First the army was rebuilt, great numbers of new levies were raised throughout the Kingdom. Second, every city (no matter how small) was given a full complement of wall points. Finally, missionary activity among the border tribes resumed; the better to influence them.

THE KINGDOM OF HONAN (WANG)

Cao Dao Wang, King of Honan

DIPLOMACY None

Having rested his troops from their previous exertions, the King ordered another workout! Whilst General Egg and the main army provided cover, General Fat marched with over 46,000 troops into Taiping and put Shanghai under siege! Far from the Wei court in Chang'ling, the defenders only put up a token resistance and the city and regional fortress were soon taken. Fat then continued south and overran Chekiang before returning home. Closer to home, more roads were allowed to fall into disrepair and the Grand Canal silted over.

THE KINGDOM OF HUPEI (WEI)

Cao Man Li, King of Hupei

DIPLOMACY Lanchou (ea)

Beset on all sides and still recovering from the debacles of a decade past; Man Li took drastic measures! The fleet was decommissioned and every available sailor was pressed into the army. Then the King hunkered down with his new troops and waited to see what transpired...

THE KINGDOM OF KWANGSI (KWONG)

Wu Juan III, Prince of Kwangsi

DIPLOMACY None

See below for results.

SOUTHEAST ASIA & INDIA

THE EMPIRE OF SRI VIJAYA

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

DIPLOMACY Perak (t)

Palembang and Srivjaya FINALLY completely converted to Hinduism. The urbanization of the Empire continued; with Yekten and Amaravati growing to size 7; Indrapura and Pattaya to size 9; Phnom Song to size 5; and Krung Thep to size 4.

But the real fun was the war (of course). Khavirhan lead a great host (60,000 troops and his Elephant Corps of 80 tuskers) north into Kwangsi. Upon crossing the border, assassins barely missed offing the King and managed to wound General Nguvarman. Undaunted, the Khemer pressed on and clashed with the 71,000 strong Kwangsi army, commanded by Wu Juan's champion, Lin Yao. The resulting battle was a disaster for the Khemer with over 36,000 killed (including the King himself, speared when trying to rally soldiers to his banner. The Khemer fell back into Lingnan.

To the northwest, Khemer fortunes were also mixed as another Kwangsi host (20,000 strong, under an expatriate Viet, Giap) debouched into Guizhou via the mountains of Gouangxi and proceeded to pillage the area. They then marched into Nan Chao, Korat, and Annam and subjected them to similar treatment. Giap then rolled north into Lingnan, trying to catch the Khemer army (now under Prince Indravarman) in a pincer with Lin Yao coming in from Kwangsi. Alas for Chinese hopes, Indravaman was a superb commander and managed to defeat the attackers, who fell back into Kwangsi (although General Nguvarman fell in the fighting). Thus the situation remained stalemated (minus a whole bunch of dead people of course).

THE MAGHADAN EMPIRE

Gunaratna, Rajah of Bengal

DIPLOMACY Mansura, in Edrosia (nt)

Deciding to rid himself of the troublesome Harshavardhana; Gunaratna dispatched his son Mehul and General Sahen with over 59,000 troops to deal with the rebellious *Rajah*. Kaunaj was quickly invested; and, after a rather tedious siege (which included a fun typhus outbreak among the besiegers which carried off Sahen and over 7000 troops); taken. Mehul than ordered the city sacked and burned to the ground.

Further east, Panat, in Kedah became Hindu.

THE KINGDOM OF CHOLA

Kalan Pallava, King of the Cholas and Pandyas, Lord of Thanjavur Kopperunchinga II, Lord of Kadava, Regent-Minister

DIPLOMACY Pawar (fa)

Kalan Pallava came into his maturity and the regent-Minister stepped down. The new Monarch continued to repair the damage of the late (and unlamented) civil war. Kochi, Kalyani, and Kayal all grew apace (to sizes 7, 8, and 10, respectively); a census was conducted and a host of new merchant shipping was poured into internal trade.

CENTRAL ASIA

THE KINGDOM OF JUNGARIA

Ushbegg, Lord of Karakocho.

DIPLOMACY Chuguchak (nt)

Al Harrat died in early 1281 and was succeeded by his son, Ushbegg. The new Khan also put the defenses of his Kingdom in order, raising new troops and building more walls. Some diplomacy among the Chuguchak also gained some results.

GOLDEN SAMARKAND

Al Abdi ibn Abdi, Emir of Samarkand

DIPLOMACY Kophat-Dagh (t), Shustar, in Baluchistan (nt)

Feeling he could do more good back in the capital than in Bandar; Al Abdi rode north (through uncontrolled lands) with a small retinue, arriving in Samarkand at the end of 1281. He then raised over 53,000 fresh troops, placed then under the command of the *Basbar* Qutb and ordered him to rectify the situation in the south. This the latter did with alacrity. Kash, Hazarajat, Shadad (and an un-walled Iranshahr) and Baluchistan were all swiftly reconquered. Leaving a diplomat to woo Shustar; Qutb moved into Bandar, picked up the troops there and returned to the capital by the end of 1285 (where there was much partying).

THE KHAZAR KHANATE

Bihar, Kagan of Khazar and Saksiny

DIPLOMACY None

Things were pretty darn quiet down in Sarigh-Shin.

THE NEAR EAST

THE ABASSID CALIPHATE

Al-Hakim (Boulos), The Sword of the Faith (Sayf al-Din), Caliph al Ummah.

DIPLOMACY Azerbaijan (f following allied leader death)

Built some troops and PWBs and that was it.

THE HAMADID SULTANATE

Iskander ibn Faruq, Sultan of Damascus and Protector of the Holy Places

DIPLOMACY Selucia (a)

Faruq died in 1282, leaving his kingdom to his brother Abdul, who died the following year. This left Faruq's son, Iskander, to pick up the reins.

Throughout the Sultanate, new troops were raised for the common defense. Selucia was put under cultivation and Abu Ghraib increased to size 2.

THE EMIRATE OF ADEN

Usayd ibn Ishaq, Emir of Aden and S'ana.

DIPLOMACY Qatar (nt), Adulis (independent following feudal ally leader death)

A royal road was built between Aden and Hadramuht. New links were also started across the desolate Hijaz and into Zufar. Deciding to bring the *Bedonin* tribes of Eastern Arabia into line, Uasyd dispatched some 11,000 troops to bring them to heel. While the Muscat were conquered fairly quickly; the Omani proved a much more difficult nut to crack, inflicting many casualties before succumbing. At that point the commanders decided not to press their luck as Dubai might prove to be more than they could chew...

EASTERN EUROPE

ROMAN TREBIZOND ☠

Basil I, Proconsul of the East.

DIPLOMACY None

Basil died in 1284 and the Trebizondi cause died with him.

THE BYZANTINE EMPIRE

Maria Alexa, Empress of the Eastern Roman Empire.

DIPLOMACY None

Turn not paid for. Orders not processed. This however, did not prevent events from occurring as Emperor Theophanes croaked at the end of **last** turn. (Seems my predecessor didn't keep track of these things). Spying her chance, Princess Alexa seized the throne, had Theophanes' bastard son garroted, and declared herself Empress. The Generals, sitting for the most part in Smyrna (and preoccupied by some die-offs of their own, did nothing. (That, and the ref is too burned out by this point to care).

THE PRINCIPALITY OF MUSCOVY

Mikhail I, Boyar of Muscovy, Tsar of Russia

DIPLOMACY None

Giacomo changed his name to a form which would be more pleasing to his subjects. He then threw himself into a welter of activities: Atelzuko and Cuman were both put under cultivation; Murom was re-colonized to its old (1/5) level; and road links were built between Kiev and Atelzuko and between Chernigov and Seversk. Lots of PWB were built as well. Finally missionary activity among the Pagans and (worse) the Schismatic Catholics in the western marches continued.

THE KINGDOM OF POLAND

Dansk I, King of Poland

DIPLOMACY None

Attempts to convert the Schismatic Orthodox in Courland continued at a slow rate.

THE DUCHY OF ESTONIA

Juku Enellson, Duke of Estonia

DIPLOMACY None

The road between Kymia and Vaasa was completed. Juku sired five kids in as many years and most of the leader pool died off as well.

WESTERN EUROPE

DEUTSCHES REICH

Michael Govner, Emperor of the Germans, King of Saxony

DIPLOMACY Thuringia (ea), Amsterdam, in Holland (nt)

Emperor Michael's response to the chaos of the previous turn was twofold: First, a diplomatic offensive was undertaken in central Germany and among the Dutch burghers with mixed results. Second, a military invasion of Swabia under General Dirken with 26,000 troops was intercepted by the main Bohemian army (which had four times as many troops) and smashed into a wee greasy spot on the pavement. The Czechs then marched on into Alsace, conquered that place and stormed an (unwalled) Trier.

THE DUCHY OF BOHEMIA

Arnim XI, Duke of Prague

DIPLOMACY No effect

Several roads and both Great Wall segments were allowed to fall into disrepair in order to reduce costs. Other than this, Goldbull stood on the defensive and waited for the Govners to take their best shot (see above). No sooner had the Czech host returned that news arrived of the Italian invasion of Carinthia.

Sighing wearily, Goldbull mustered his troops yet again and headed off to deal with this latest nuisance (see below).

THE ROMAN CATHOLIC CHURCH

Honorius III, Bishop of Rome, Vicar of Christ

DIPLOMACY None

Papal engineers were quite busy dredging up the silt that had built up in Ostia harbor over the preceding half century. A renewed tithes was extracted from the English and some additional troops were raised for the defense of the Holy City.

Abroad, Honorius and his lieutenants were busy combating the pernicious heresy of the Adepts. The horrid little belief was successfully suppressed in Austria and Champagne; whilst the evil ones managed to hold off the Papal debaters (and the stake) in Ponthieu. In Bavaria however, the Adepts decisively trounced their Papal opponents and the Good News (or Lies of Satan, depending on who you ask) spread to Munich.

THE VERONIAN EMPIRE

Domitian I, Emperor of Italy

DIPLOMACY None

Despite the threat from the south, the New Emperor devoted some resources to expanding cities (Naples to a size 8 and Ravenna to a size 7). A score of new cogs were also built and put on various merchant activities. New forces were also raised the better to continue the war in the south. And then sat around, when the Christian Armada failed to materialize. Further north, Domitian dispatched some 32,000 troops under the legates Serpicio and Quintas into the Bohemian region of Carinthia. The region was speedily overawed and the (unwalled) town of Hydrothia occupied. The legates then pressed on into Slovenia which was also induced to pay tribute and the fortress in the region was put under blockade.

Such idylls didn't last long however, as Goldbull (fresh from his Swabian campaign) had marched south with his great host and liberated Carinthia and Hydrothia; then pressed into Slovenia and smashed the Venetian army near **Ljubjanja** in late 1284. The remaining Italians fled back to Verona and Goldbull marched back to Bohemia, where he promptly dropped dead.

LE ROYAUME DE FRANCE

Antoine I, King of the Franks

DIPLOMACY None

A series of river fortresses were built along the Rhine in Brabant, Champagne, and Burgundy. Throughout the Kingdom, hundreds of new warships were built, to expend like so much kindling in the war with the infidel (see below).

THE EL REINO DE NAVARRE

Filipe Aroca, King of Navarre

DIPLOMACY None

Additional ships were built, in order to put paid to the Muslim threat! In other events, King Marco died in 1254 and was followed by his son scant months later. The Succession then fell to Prince Felipe, who had just returned from his Eastern Mediterranean Diplomatic Junket in time to pick up the reins of power.

THE NAVAL WAR IN THE WESTERN MED

Okay, I'm going to keep this as succinct as possible:

Preliminary stuff (Religious and Espionage): Both the Christians and the Marghreb sent missionaries into each others lands. The Muslims were more successful in this as they allocated

resources to counter the Christians in this area while the latter did not. Muslim communities sprung up in both Andalusia and Valencia. While the Christians had some initial success in both Morocco and the Balearics, these gains were negated and the wayward flocks from previous years were re-converted. Christians did make some inroads among Muslims of Algeria however.

Among the various dirty tricks, AO ops conducted by both sides were pretty much mutually negated; with the exception of a successful French attack on the Tunisian Assassin Bonus attribute and the Tunisian wounding of a French Admiral when the latter arrived in the seas off Gibraltar (more below). The Iberian Terrorist Attack Ops were spectacular in their ineffectiveness.

Initial Maneuvering: Basically, the Christians are trying to drive the Muslims from the seas in the Western Mediterranean and the Muslims (obviously) are trying to prevent this. To this end, everyone spends a great deal of time gathering up their various naval builds. The Muslims have an advantage here (at least over the French) as they have less distance to travel. While Admiral Bahis covers the Straits with over 350 ships; Price Rashid gathers over 150 more in Panormus. This takes up all of 1281, after which Rashid returns to the Fez.

The Iberian Admiral de Nunez gathers up the new warships built in the northern ports of Bilbao and Corunna (96 sail) and sails into the Gates of Hercules to wait for the French. He is soon joined by Admiral Larrenta with another 88 ships. They in turn are joined by the Admirals Cortez and Marquez with over 500 ships as well. Again, this takes up most of 1281.

The French, with the longest to travel, naturally take the longest to arrive in the Gates of Hercules. Eventually over 700 sail arrive. The combined Christian fleet (nearly 1400 ships) than floods into the Straits of Gibraltar...where they find Bahis' 500 Muslim warships blocking the other end. The resulting battle was a decisive victory for the Christians, with half the Muslim fleet being sent to the bottom.

And how did the Christians exploit this great victory do you ask? Did they sweep the Middle Sea clean of the Muslim menace? Sweep down on the African coast like a plague of locusts? Attempt to liberate Sicily? Not on your life! A small force (under the less than stellar Prince Rodrigo) attempted to raid the Balearics (not invade mind you, just raid). The local garrison said "boo!" and the prince got a low success on his combat roll gaining a few shekels for his trouble.

N.B. If you guys want to attempt to clear a sea zone (as you did with Gades), you need to actively send your fleets into the SZ, simply sitting on react won't do (it would if hostile forces entered the SZ your fleet was sitting in).

NORTHERN EUROPE

THE KINGDOM OF WESSEX

Sebbi Cearlson, King of the Angles and Saxons

DIPLOMACY: None

No orders.

THE KINGDOM OF THE SVEAR

Svenstorn Eriksson, King of the Swedes

DIPLOMACY None

Royal roads were built between Livo-Joki and Karelia and between Hordaland and Trondheim (via Fjordame). The cities of Sundsvall, Esbjerg, Ljuma, Oulu, Kemi, Lulea, Malmberget and Ornskoldvik all grew to size 3.

THE NORSE KINGDOM OF ICELAND

Sven Erikson, King of the Norse, Dragon King of the Isles

DIPLOMACY None

Malecite and Micmac were colonized to (2/#) and that was about it in the far north.

NORTH AFRICA

THE MAGHREB EMIRATE

Umhad ibn Aslar, Emir of Morocco

DIPLOMACY: None

Umhad ordered additional ships built and fortifications placed. See Navarre results above.

AL FATAMID CALIPHATE AL QAIRA

Fayed ibn Mutadi, Fatamid Caliph of Egypt

DIPLOMACY Kassala (fa)

The Fatamids continued to dig in on Sicily...and were quite surprised when the Christian assault didn't come. This notwithstanding, the Egyptian leadership on Sicily spent most of their time avoiding various assassination attempts. Word of the Muslim defeat in Gades reached Palermo as well and was the cause of some concern. Closer to home, Muslim missionaries had some success among the Copts of Adulis.

WEST AFRICA

THE KINGDOM OF GHANA

Kwazi III, Lord of Kumbi-Saleh

DIPLOMACY Arauane Oasis (nt)

Kwazi continued to oversee his ever burgeoning Empire, so huge it is! Banju, Goundam, Shenge, and Coanakry all grew to size 9; Dendi to size 10; and Dakar to size 2. Some shipping was allocated to fishing duties to feed the ever growing population of the Kingdom; and the usual buckets of money were spent on public works.

THE KINGDOM OF TOGO

Tseke, King of Togo and Akan

DIPLOMACY None

No orders.

THE KINGDOM OF KANEM-BORNU

Ju II, King of Kanem and Bornu

DIPLOMACY Sokoro (f)

King Ju died in late 1284 and was succeeded by his son, Ju. In other events, some urbanization continued with two new cities; Tenak being built in Jos; and Dosaru in Sokoro. The city of N'Djamena also grew to size 2.

SOUTH AFRICA

THE KINGDOM OF NYASA

Dingismayo, Chief of the Nyasa

DIPLOMACY Mombassa (c), Luba (a)

Shaka died in early 1285 and was succeeded without incident. Slave raids into Lulua and Madagascar garnered little and were further disrupted by leader death in the latter location.

THE KINGDOM OF ROZWI

Malendela I, King of Rozwi, Lord of Zimbabwe

DIPLOMACY None

No orders. Shaka died in late 1284 and was duly succeeded.

THE KINGDOM OF VAAL

Keseke I, King of Vaal and Mapungubwe

DIPLOMACY No effect

Like just about everyone else; Ngorongoro died (this time at the start of the turn), and was succeeded by the late King Shaka's brother, Prince Keseke (who's not exactly living his Salad Days himself). Despite this, the new King set about restoring authority in the lands lost to the tricky Rozwi and their nefarious schemes. While General Catswayo re-conquered the Merintha on Madagascar; General Batu, at the head of over 9,000 warriors, re-subjugated the mountain tribes of Swazi and Lesotho and then conquered the Transkei.

NORTH AMERICA CAV COUNT: 30

THE TLINGIT PEOPLE

Aak'w'atseen, Chief of the Tlingit, Lord of the Far North.

DIPLOMACY None

Dead. Regions set back to 1000 AD values.

CALIFORNIA

Obsidian Coyote V, Ruler of California

DIPLOMACY None

A new city, Buliphaqa, was built in Bohogue. The cities of Mokelumne, San Francisco, Tula'ree, Berkeley, and Eureka all grew in size (to sizes, 9, 9, 10, 11, and 10 respectively (pox? what pox?)). Additional colonists were sent into Bohogue, Paiute and Kalispel. Finally, a road link was built between Gosiute and Bohogue.

THE ANASAZI NATION

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

DIPLOMACY None

Apache was re-colonized to a (-/3) while Guaymas, Navolato, Egle's Bluff, and Chaco were all expanded to size 5.

THE MISSISSIPPIAN EMPIRE

Kabailo, the Great Beaver of the Snake

DIPLOMACY None

Oto was re-settled to a (1/1).

THE NATCHEZ CONFEDERACY

Red Bird, Great Sun of the Natchez

DIPLOMACY None

The Natchez were very busy. Gulf Port, Clifftown, Texarkana and Buffalo Ford were all rebuilt. Natchez settlers began moving into Jumano. Finally, the canal between Karankawa and Tamaulipeca (begun over 70 years ago in the halcyon pre-pox days) was completed.

MESOAMERICA

CAV COUNT: 80

THE TOLTEC HEGEMONY OF CHICHEN ITZA

Yabatul, Grand Hegemon of the Maya

DIPLOMACY None

Expansion into the Carribean continued. Taino, Colon and Ciguayo were all put under cultivation. Arawak, Calusa and Timuca were all settled to (2/#) regions. Closer to home, the Itza Canal, connecting the capital to the sea, was completed and the Chichen Itza itself grew to size 5.

SOUTH AMERICA

THE MIGHTY INCAN EMPIRE

Coya-Inca, The Sun Queen, Regent for...

Tupac, Emperor of the Incas

DIPLOMACY Atuara (t), Nazca (hostile!)

The cultivation of the howling jungles (filled with howler monkeys no less) of Mascho was completed. Cultivation of Tacana continued; cultivation of Valdivia began.

Incan diplomatic efforts were mixed. In Nazca, the Incan emissary so offended the local potentate that he was run out of town on a rail (metaphorically speaking). Efforts in Chimu were scotched by the death of the Incan diplomat. Only in Atuara was Coya's diplomat given a fair hearing (and then he died at the end of the turn).

THE KINGDOM OF SHOKLENG

Chalez the Wise, King of Shokleng

DIPLOMACY None

Heta was resettled to a (2/10) region.

THE MAPUCHE EMPIRE

Peltuisb, Emperor of the Mapuche

DIPLOMACY Errandi (t)

Did some diplomacy; built some PWBs; and that was it.

(end)