

Wanderer Games

Lords of the Earth

Turn 22

906 - 910 a.d.

Greetings and salutations!

FEES & LEVIES:

<u>BASE COST</u>	+	<u>PER BL POINT</u>
\$ 2	+	\$ 1

For example, if you have a BL of 3, it will cost you \$5 a turn. The maximum cost is \$5 a turn. Turns are bi-monthly.

NEWS

I am considering introducing several variations into the campaign. One thing to add would be "Magik". I'd be happy to hear the player's opinion on this... both whether it's a good idea or not & exactly how to do so. If there are other things that you might like to see in the game, now is a good time for suggestions...

CLARIFICATIONS

If you are seeing this letter on the site, then generally turns are 3-7 days away from getting to the players. Please do not bombard the GM with questions (you won't get an answer anyway) until you actually get your stat sheet.

Important! Many of you are using later versions of the rulebook when preparing your turn; please remember that this campaign still uses the 5.7.1 or the 5.6.7 rules edition. This shows up most often when a player converts Agro to gold or NFP! Remember that under these rules, 2 Agro converts to 1 Gold for an investment or 5 Agro converts to 1 NFP for a Megalithic Construction Project (when your base income is over 100 gp -- when less refer to the chart in the book, or ask me).

Roleplay.

In this campaign I have strived to get the players to fully roleplay their position. It's how I tend to run empires in games that I play -- I prefer it vastly over the simple hack & slash method of gaming.

If you are more a boardgame, kill 'em all style player, don't worry as I will not penalize players for that (although the rewards for good roleplay will continue).

The explanation on Leaders last turn, was a good example of how much roleplay will affect your nation. The more you roleplay, you usually will see some small gameplay benefits. Which is a great lead into...

Missing turns & Late turns.

Quite often, for whatever reason, a player may forget to get their turn in or be otherwise forced to skip a turn.

In the past, if a player skipped a turn, I would sell excess agro, pay support costs, apply agro sales into an investment (usually University) & then carry over funds to the next turn.

More often of late, if a player has skipped a turn, he will find that his leaders will often not remain idle. They will diplomacize, build cities, armies, warships etc., often based on how they've previously run those individuals, or based on prior events.

One last thing, for all you newbies (and some of you longer term players, who are still missing the boat): NFP Total & Total Avail (Gold). These are the totals available for your empire. Do not apply your 10% Census to these figures -- it's already there.

The next turn is due **30 November, 2002.**