LORDS OF THE EARTH

Basic Rulebook

A ***Throne Enterprises LLC*** Production

Lords of the Earth 5th Edition, version 5.9
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CREDITS

Original Game Design: Thomas Harlan

Version 5.8 Rulebook written by: Thomas Harlan
Version 5.9 Rulebook edited by: Colin Dunnigan, Thomas Harlan and the Lords of the Earth Game Master's team.
Systems Development by: The Lords of the Earth Game Master's team.

Playtesting: A cast of thousands!

Thank you all!

DESIGNERS NOTES FOR THE 5TH EDITION

Welcome to the latest version of the primary rulebook for ***Lords of the Earth***. We hope that you will find this rulebook clearer, more accurate, more concise and more informative than the previous 5th edition. Many people, some of whom I have just thanked in the credits, have done a lot of work on it. This effort would not be possible without the enthusiastic support of the players and GM's who make ***Lords of the Earth*** the success that it is. We hope that the publication of this new rulebook will make things easier for everyone and contribute to the enjoyment that you derive from the game.

Enjoy!

Thomas Harlan

LORDS OF THE EARTH ON THE INTERNET

The main Lords of the Earth site can be found at:

http://www.throneworld.com/lords/index.jsp

The Lords of the Earth mailing list can be joined by going to:

http://www.yahoogroups.com/group/LOTE-L

…and filling out the appropriate information.

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1.0 INTRODUCTION

Welcome to *Lords of the Earth*. You now hold in your hands an up-to-date rulebook covering the many facets of this historical game. The scope of the game itself is vast, covering a thousand-year period of human history, from AD 1000.to AD 2000. A single game of *Lords of the Earth*, played to completion, has been determined to take some twenty-five years. But, despite this daunting length, *Lords of the Earth* offers great play value, as the players' actions directly affect the future. Indeed, it could be said that even as players fight for the present they are also fighting to rewrite the annals of history, which will affect the future of an alternate time line.

1.1 HOW THE GAME IS PLAYED

The basic sequence of a *Lords of the Earth* campaign is fairly simple. Each player submits to the Game Master (GM) a set of orders for their nation. The GM then resolves the actions, which are then summarized in a newsletter (the *Newsfax*), highlighting the major activities of all the world's nations. Finally, each player receives a copy of the Newsfax, and a status report, which details the status of their particular nation at the end of that turn. Using the information supplied in the Newsfax and the status report, the player prepares a new set of orders for the next turn to be submitted to the GM, thus completing the cycle of play.

Each Newsfax will note the deadline by which the next set of orders is due. If the GM receives orders after this deadline, the GM can process or not process the late orders at his discretion (usually not). This simple interaction is the core of the game system, but most of the enjoyment that players derive from play is from the interaction between one another. As a matter of fact, contact between the players is actually heartily encouraged, if not always necessary. Notes passed on by the GM, through direct mail, telephone, or email can make such contact.

1.2 A NOTE ABOUT RULE IMPLEMENTATION

This rulebook, and its companions, present the basic rules for a Lords of the Earth campaign. However, each player must be aware that their Game Master (in any campaign) may add, subtract or even interpret these rules differently from any other Game Master. This is their prerogative and right. Your Game Master will, however, inform you of any changes or interpretations that they make to the basic rules.

You should always consider your campaign's Game Master's word to be natural law.

1.3 PAYMENT AND CREDIT

Payment by mail should be sent by personal **check** or **money order** rather than as cash. At any rate, don't send it in coins or stamps! Those who wish to pay in advance for their turns may do so, thereby receiving credit for future turns. These credits are noted on the status report. This system is recommended as it saves the player the worry of having to scrape up every turn's payment, and it saves the GM the worry of possibly not getting paid! Players should be aware that if they are playing a nation and they do not turn in orders for that nation on a particular turn, they WILL be charged for that turn.

1.4 THE PROGRESSION OF A TURN

At the beginning of each turn the players consult their status reports and see how much money and manpower (Gold Points and National Force Points respectively) their tax collectors have squeezed out of the populace during the previous turn. The player must then decide how to allocate these assets to various projects and plans during the turn. These can be committed to building new cities, expanding old ones, building or extending roads, raising armies, improving the lot of the people, funding universities and many other activities.

The player then decides what orders to issue to their spies, their priests and their military commanders. Spies may ferret out the secrets of their neighbors, protect the realm from enemy spies, or attempt to suborn their enemies and cause their downfall through devious plots. The priests may spread the word of their god to foreign lands or crush the heresies of their own realm. The armies and their commanders may defend the realm or carry the brand of war against their neighbors, gaining the realm more land, people and gold in taxes or loot. So, too, can leaders be sent out to negotiate with the neighboring princes and petty lords to try and get them to ally themselves with the player's nation, thus expanding their influence and power.

Once all of this is clearly laid out on the order form, the player sends these orders to the GM. The GM then collates, consolidates and resolves the actions. During this process, the Newsfax is written. Next, the GM updates the national statistics to reflect new construction, regions won and lost, and all investments. Finally, the status reports get any address and phone number changes and each player is sent a packet containing their status report, a copy of the Newsfax and any communications sent by other players.

1.5 GLOSSARY OF TERMS

A large number of acronyms and terms are used in *Lords of the Earth* and in this rulebook. To make it easier for the new player to assimilate them, all of these terms are listed here, with short descriptions of their use and meaning.

- **Action Points (AP)**: the measure of both the capability of a leader to perform actions and the cost of attempting those actions.
- **Actions**: the codification of possible activities that your national leaders (Kings, Princes, Lieutenants, etc.) can attempt in a turn.
- **Agro**: a measure of edible foodstuffs produced or consumed by your nation in the course of a turn.
- **Bureaucratic Level** (**BL**): a measure of the effectiveness and sophistication of your government. This rating also controls the number of leaders that your nation can generate.

- **Cargo Points**: a measure of the capacity of a ship to carry cargo and the cost against that capacity of things to be carried.
- **Civil War**: the state of hostilities resulting from the split of a nation's leadership into one or more factions. Often the result of a Dynastic Failure.
- **Control Radius**: a measure of the maximum geographic distance that your government can administer from the capital. This is in terms of Action Points. It is based upon your Bureaucratic Level and the Administrative capability of your King.
- **Dynastic Failure (DF)**: the unfortunate series of events that can transpire when the ruler of a nation dies and without a clear successor to their position. Often the precursor to a Civil War.
- **Game Master (GM)**: the moderator of the campaign. This hapless fellow gets the thankless job of consolidating player orders, processing the turn, answering a lot of questions and getting results out. In a sense, the 'god' of the campaign world.
- **Gold Point Value (GPv)**: the worth of a region or city in terms of Gold Points.
- **Gold Points** (**GP**): the basic monetary unit of the game, produced by taxation of controlled regions and cities and from trade with other nations.
- **Infrastructure (Infra)**: a measure of the capacity of your national government to rule provinces and cities. The higher it is, the more provinces and cities that can be governed effectively.
- **Intel Ratings**: the capability of your nation to undertake various covert activities like gathering information about your enemies and attempting to murder their commanders (also called Espionage Ratings).
- **Leaders**: the various personages that serve as your representatives in the game world. You have at least a King that directly represents your will. There may also be various Princes, Lieutenants, Allies and Mercenary Commanders that work your will and carry out your orders.
- **Nation**: the country that you rule. Described by a large number of descriptive elements like Religion and Social type, the Nation may comprise one or more provinces.
- **National Force Points** (**NFP**): a representation of the manpower available to the nation for building armies, colonizing regions and raising cities.
- **Newsfax**: a newsletter produced each turn by the GM that describes the public events that have occurred to each nation in the progress of the most recent turn.
- **Quality Rating** (**QR**): a measure, on a scale of 0.(worst) to the maximum per tech level, of the level of advancement of your military. QR's exist for each kind of unit that you can build in your military.
- **Region**: a geographic area used to control movement of armies and leaders across the planet.
- **Status report (the Stat Sheet)**: description of the current state of your nation; its tax revenues, armies, regions and other attributes.
- **Years per Turn**: the number of historical years that transpire in the course of a single game turn. In a Medieval Era game there are five historical years per turn.

1.6 THE RENAISSANCE AND BEYOND

This rulebook covers the period of the Middle Ages (from AD 1000.to approximately AD 1500) in our history. If you and your GM manage to hold on, your nations will eventually improve in technology until such time as they reach the Renaissance Era. At this time the basic mechanics of the game change slightly, a new Renaissance rulebook is available to you and the number of years per turn drops from five years per turn to four years per turn. As the game progresses the number of years per turn continues to drop as technology improves until such time as each turn is one month of time - a point reached in the late 20th Century.

2.0 THE STAT SHEET

Each realm has a set of national characteristics that describe the state of that nation. What follows is a description of each of the national statistics. Due to a nation's numerous characteristics, a player can determine the makeup of a nation, focusing on the development of some statistics while all but ignoring others.

Please note that even GMs are not completely perfect. If there are differences between what you think the stats should be and what you see on your status report, do contact the GM either on your next turn's orders, or by phone to determine who is more correct. Chances are there will be some kind of mistake on your status report every turn so get used to it.

2.1 NATIONAL STATS

This section of the status report shows all the relevant statistics for your nation. Each of the entries are discussed below.

2.1.1 Nation Name

This is the official name of your Nation. This can be changed with some effort. Sometimes the official name is not in English but in the native tongue of the land.

2.1.2 Player Data

At the top of each status report there should be indicated the name of the player, the name of their nation, the player's contact information (address, phone and email numbers), and the current credit account (in dollars) available to that player. The player owes the GM money if the number of credits is a negative number shown in parenthesis like so: ($5.00), and should pay up with their next set of orders or they will be in danger of losing their country to someone who can pay the bills.

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2.1.3 Nation Type

Nations can be of several general types in the Middle Ages period. The most common kind of nation is the *Open Nation*, which is an empire like those you read about in the history books. There are also *Primacies* (ruled by a Primate Religious Authority like the Roman Catholic Pope) and *Secret Nations* (like many religious cults or the Assassins of Alamut).

After a campaign has advanced to the Renaissance Period, a new nation type, the Mercantile Combine, is introduced.

2.2 SOCIETY INFORMATION

The following stats describe the nation's societal makeup.

2.2.1 Culture Type

This label indicates the general make-up of your society. This qualifier has a profound effect on your nation; governing the kinds of units you can build, the revenues you gain from taxation and trade, and the extent of your realm. In the Middle-Ages there are five kinds of societies: *Civilized*, *Barbarian*, *Nomadic*, *Seafaring* and *pre-Columbian*. As the campaign progresses, more Culture types will be added.

2.2.1.1 Pre-Columbian

Pre-Columbian societies are those that, by the vagaries of fate and history, are denied certain tools of civilization: the horse, the wheel, metalworking. They can roughly be described as Stone-Age societies. These include all of the pre-Columbian American societies and those civilizations south of the jungle belt in Africa. Also, Australia and parts of Indonesia qualify.

Pre-Columbian tech levels range from 1 to 3.

2.2.1.2 Barbarian

Barbarian societies are those proto-states that are usually no more than a confederation of tribal groups under a war-leader of some kind. They usually have much less developed agricultural systems, trade only in barter if at all, and use a hodgepodge of currencies (usually borrowed from Civilized cultures). Examples of this kind of society are the Vikings, the early Franks and other Germanic tribes, and many sub-Saharan African societies.

Barbarian tech levels range from 2 to 4.

2.2.1.3 Nomadic

Nomadic societies are also tribal groups, but where the Barbarian culture is relatively static from a geographic standpoint the nomad culture is in constant movement — herding the beasts that provide its economic base. The nomad does not have towns or cities and does not farm or tie himself to the land. Nomadic societies are led by councils or war-leaders and guided by oral traditions. Examples are the Turks, the Mongols, the pre-Islam Arabs, and the Great Plains Indians of North America after the introduction of the horse.

Nomadic tech levels range from 2 to 4.

2.2.1.4 Seafaring

Seafaring societies are those formed around the pursuit of sea-borne commerce and travel. They have a well-developed economy and are very similar to Civilized societies, save that they generally encompass a smaller land area and are more affluent. Examples of Seafarer cultures are Venice, Srivijaya on Java, and the Polynesians.

Seafaring tech Levels range from 1 to 7.

2.2.1.5 Civilized

Civilized societies are agriculturally based, with an emphasis on city and town life and a well-developed trading economy, which has a monetary currency and a central ruling authority. Examples of Civilized societies are: the Byzantine Empire, Classical China, or Medieval France.

Civilized tech levels range from 3 to 7.

2.2.2 Societal Base

The Societal Base describes the fundamental formation of the society and the lines upon which the members of the society relate to each other and to the government that rules

them. There are five types of Societal Base: *Fanatical, Caste, Clan, Feudal,* and *Open*.

2.2.2.1 Fanatical

In a *Fanatical* structure, there is some all-pervading sense of control. It may be religious or some other form of fanaticism. Here everyone is watching out for transgressions of others within the society. All outsiders are shunned and even turned away out of suspicion. This structure is the strongest and the weakest. It will pull together under times of great outside pressure, but will usually blow itself to pieces if left alone long enough. Examples of Fanatical societies are the Assassins of Alamut and other secret societies.

2.2.2.2 Caste

A *Caste* societal base is one in which a person is born into a specific social stratum and that social stratum describes their place in the society. It will regulate which jobs they can take and it will define all of their relations with other members of society. A Caste structure is usually very stable over a long term and regulates the society well. Caste structures tend to limit the degree of societal deviation that occurs over time. Examples of this are: Classical (Han) China, the Hindic Indian civilizations, and Tokugawa Japan.

2.2.2.3 Clan

A *Clan* societal base indicates that the relationship of an individual member of the society is based on the relationship of their extended family (or clan) to the other clans that make up the society. The individual will owe allegiance to the Clan and the Clan in turn may owe allegiance to a larger structure, but the individual does not. A sense of family honor or loyalty is far greater than a sense of national honor. Examples of this are: early Medieval Japan, some pre-Columbian societies, all nomadic and many Barbarian societies.

2.2.2.4 Feudal

A *Feudal* Societal base is typified by a set of relationships between each layer of the society. In general the lower levels of the society provide the higher levels with duty at arms, tribute of grain and worked goods, and manpower for various public projects. The higher levels, in turn, provide military protection, skilled services and religious guidance. Examples of this are many Meso-American states, the manorial nobility of early Medieval Europe and numerous African societies.

2.2.2.5 Open

An *Open* Societal base indicates that the relationships within the society are the result of personal effort. A man born the son of a baker may become the war chief of an entire kingdom, or he may become a banker, or a cooper (a maker of barrels). Such societies are marked by internal social volatility. They are innovative and progressive, usually with a heavy mercantile bent. Yet they are also given to heresies, revolts, insurrections and other social traumas. Examples of Open societies are: pre-Tokugawa (Warring States) Japan and Renaissance Italy.

2.2.3 Economic Base

The Economic Base describes the fundamental means of economic production (in terms of application of manpower) that your nation utilizes. This is mainly of interest to the GM, though you may find that maintaining certain types of Economic Bases can be harmful in the long run.

The four Economic Bases are: *Slave, Guild, Agrarian* and *Free.*

2.2.3.1 Slave

A *Slave* economic base is one in which the fundamental processes of the economy are provided by slave labor. These functions include agriculture, basic industrial production, construction, and menial labor in cities and family units. Nations of this economic type can purchase slave National Force Points (sNFP) from other nations. Examples of Slave economic bases are: the Roman Empire, the Pharoanic and Ptolemaic Egyptians, many medieval African societies, classical Greece, and so on.

A slave nation can use sNFP to build cities, fortresses, national projects, public works, and for investments. They cannot be used to build troops of any kind. Nations that do not have a Slave economic base cannot utilize sNFP.

2.2.3.2 Agrarian

An *Agrarian* economic base is basically an agriculturally dominated economy. The means of basic production (agriculture) are handled by people who exchange the fruits of their labors for military or social protection from a higher or different social stratum. The higher social stratum retains ownership of the resources and lands used for production and allow the workers to utilize them for the common support. Examples of this are: early Medieval France and Germany, Japan in the 1300-1500's, and various mercantile industries in the West in the late 1800's.

2.2.3.3 Guild

A *Guild* economic base is governed by a set of monopolies. In this case a certain social set of families or clans is granted (or acquires) the right to perform a specific service within the economy (like producing shoes) and they are the only members of the society allowed to produce that product, service or commodity. Movement between the various Guilds by individuals is usually proscribed or regulated. The Guilds provide a degree of social protection for their members, however, and usually have a political voice. Examples of this are: 16th century Holland and Italy, and England throughout the latter Middle Ages.

2.2.3.4 Free

A *Free* economic base is, essentially, not governed by any strictures except that someone is providing all required services, goods and commodities. Movement by an individual between jobs or professions is not regulated and a shoemaker may become a cooper if the will takes him. The workers do not, usually, have a political voice in such a system as they are disorganized or splintered into differing factions.

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2.2.4 Government Type

This is the basic type of government that administers your country. The basic types of governments are as follows: Tribal, Feudal Monarchy, Centralized Monarchy, Imperial, Constitutional Monarchy, Oligarchy, Democracy, Federalized Democracy, Anarchy and Dictatorship

Due to the various capabilities of each kind of government, there are limits on its capacities - expressed by the maximum land area it can effectively administer, by its capability to project military power, its inherent stability, and its capacity to administer to the needs of its people. These capabilities are summarized below and are referred to in relation to the maximum Bureaucratic Level and Infrastructure that the government can maintain.

Since the Tech level of your nation limits the Bureaucratic Level, the effects of government on that limit are expressed as a modifier to your Tech Level. The limits to Infrastructure are more stringent and are limited by either the type of Government itself, or by the Tech Level of the nation. Where limits involve multiples, round ***up***.

You are not stuck with the same kind of government forever. It can be changed. See the National Projects section ([6.0] on page 42) for more details.

2.2.4.1 Tribal

Max Bureaucratic Level	Max Infrastructure
0	0

A *Tribal* government is one where there is usually a single strong leader that guides the tribe, but there is always some form of elder council that remembers the traditions that the leader must uphold. Tribal governments are the most personal of all governments and will fall apart when the leader requires a support staff to rule more land. In game terms, the Administration rating and personal Charisma of the King is the only thing holding the nation together.

Tribal states may have King, Heir, Feudal Allied and Allied leaders.

2.2.4.2 Feudal Monarchy

Max Bureaucratic Level	Max Infrastructure
1	1

A *Feudal* government is usually run by a king or prince and is governed through the mechanics of feudalism, in which each level of society owes allegiance or an obligation to the next higher level and that level, in turn, owes fealty or obedience to a still higher level, and so on, up to the king or prince. A peasant, however, does not owe the King direct loyalty unless he is a peasant on the King's land.

This decentralization means that the cost of maintaining a Feudal government is very low, since the King does not have to pay its administrators - in money. Instead, they receive the grant of land and the inhabitants thereof. In return, the feudal lords provide the King with troops for a specified time and agree to uphold their law. With this kind of government the King becomes really only the "first among equals" vis a vis the nobility.

The cost to maintain any native armies is the same as it is for other nations. Of course the amount of revenue that a Feudal government makes is also small, so Royal armies will be small. The fighting strength of a feudal state comes from the armies maintained by Allied and Feudal Allied provinces. Pacified and Friendly regions are considered part of the personal demesne of the King.

The Feudal nation may have King, Heir, Prince, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.3 Centralized Monarchy

Max Bureaucratic Level	Max Infrastructure
3	3

A *Centralized Monarchy* is a government centered around a monarch, their advisors and bureaucrats. There is still a working nobility, but they govern in the name of the King, and the central authority has considerably more power residing in its office than a Feudal monarch. The people owe loyalty to the King directly in most cases. This is a relatively efficient means of government, though it tends to be dependent upon the strength of the individual monarch. A government such as this has a higher BL ceiling than does a Feudal monarchy.

If the government ratings of a Centralized Monarchy exceed the limit set above, and no other steps are taken, the Nation's government type automatically converts to Imperial.

The Monarchy may have King, Heir, Prince, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.4 Imperial

Max Bureaucratic Level	Max Infrastructure
Tech Level - 1	Tech Level × 2

The *Imperial* style of government is based around a large and (hopefully) efficient corps of professional administrators. Holding the highest position of authority in an Imperial system is, of course, the Emperor. This kind of government is well suited for the holding of large areas of land and has a high Bureaucratic Level and Infrastructure ceiling. It is prone to coups, however, if a tradition of peaceful dynastic succession has not grown up around the office of the Emperor.

The Empire may have King, Heir, Prince, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.5 Constitutional Monarchy

Max Bureaucratic Level	Max Infrastructure
Tech Level - 1	Tech Level × 1.5

A *Constitutional Monarchy* is a strongly centralized monarchy that has enhanced its governing power by establishing an elected body to determine the will of the people, and to act in concert with the King to formulate foreign and internal policy. Such a government is well suited to effective government and has a high BL ceiling. This kind of government is likely to transform into or beget a Federalized Democracy -- if there is no disaster to cause a

regression into some other, more oppressive, form of government.

It is unlikely for such a government to form until the Renaissance period or later.

The Constitutional Monarchy may have King, Heir, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.6 Oligarchy

Max Bureaucratic Level	Max Infrastructure
Tech Level	Tech Level

A small body of men who make decisions governs an Oligarchy by consensus. They are chosen by the degree of wealth or connections that they maintain, though power can be gained through the support of the common people. A small degree of heredity sometimes accrues to an oligarchic government. In classical times this form of government is often called a 'republic'.

Since the men who comprise the governing body already hold most (if not all) of the political power of the state, it is a fairly efficient form of government. It depends on the ruling clique to remain in harmony, however, and dissension may lead to civil war or insurrection. Also, this form of government is often not swift to respond to the needs of the people. An Oligarchy has a moderate BL and Infrastructure ceiling.

The Oligarchy may have King, Prince, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.7 Democracy

Max Bureaucratic Level	Max Infrastructure
Tech Level × ½	Tech Level × ½

An electorate of the common people rules a *Democracy*. Decisions are made by general consensus. This is a very open form of government, with great latitude for freedom of expression, or abuse.

Democracies cannot control vast territories or a far-flung empire, as the communication problems are insurmountable. Democracies are vulnerable to both external and internal manipulation and eventually will transform to a more authoritarian form of government.

A Democracy may employ King, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.8 Federalized Democracy

Max Bureaucratic Level	Max Infrastructure
Tech Level	Tech Level × 2

A *Federalized Democracy*, on the other hand, retains most of the good aspects of the Democracy and adds a governmental framework to them to provide for a more efficient government. An elected ruler and legislature form the backbone, and a class of professional administrators serves the system. If a tradition of peaceful transition of power has been established this is the most stable and responsive form of government, and has the highest BL and Infrastructure ceiling.

A Democracy may employ King, Lieutenant, Bishop, Feudal Allied and Allied leaders.

2.2.4.9 Anarchy

Max Bureaucratic Level	Max Infrastructure
0	0

This state exists when there is no recognizable form of government in control, or when that government is so segmented that no single group can gain control. Anarchies do not last all that long and a form of government will somehow emerge from the chaos.

An Anarchy may employ a King, who will hopefully bring order out of chaos.

2.2.4.10 Dictatorship

Max Bureaucratic Level	Max Infrastructure
Tech Level	Tech Level × 2

A *Dictatorship* is, fundamentally, the rule of one man. He may derive his power from the people, the military or personal charisma. He stands outside of the normal structure of the society and its rules. As a result he can govern very effectively if he is a competent leader. In effect the true BL or Infrastructure of a nation ruled by a Dictator is a reflection of his own capabilities. Under a great leader a Dictatorship can control vast territories and armies. Under a weak leader it will disintegrate with alarming speed.

A Dictatorship may employ King, Lieutenant, Bishop, Feudal Allied and Allied leaders.

Save in the case of Religious Primacies, the development of a Dictatorship is unlikely until the Industrial Period.

2.2.4.11 Theocracy

Max Bureaucratic Level	Max Infrastructure
Tech Level - 1	Tech Level × 1.5

A *Theocracy* is the rule of a Primate Religious Authority (see Section [9.6] on page 70). A Theocracy may employ a King and Lieutenants. Rarely they may have Feudal Allied and Allied leaders as well.

2.2.5 Geographic Zone

This label describes the Geographic Zone your Empire is situated in. The Geographic Zone has some effect on the nation's Imperial Size (see Section [2.4.3]) and population figures. Harvest results are also calculated on a Geographic Zone basis. There are 24 Geographic Zones in ***Lords of the Earth***:

Table 2-1. Geographic Zones

Geographic Zone	Code
Amazonia	AMZ
Australia	AU
Central Asia	CA
China	CH
Central America	CNA
East Africa	EA
Eastern Europe	EE

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Geographic Zone	Code
Eastern North America	ENA
Eastern South America	ESA
Indonesia	IA
India	IN
Japan	JP
Middle East	ME
Manchuria	MN
North Africa	NA
Pacifica	PA
Persia	PR
South Africa	SA
South East Asia	SEA
Siberia	SI
Southern South America	SSA
West Africa	WA
Western Europe	WE
Western North America	WNA
Western South America	WSA

2.2.6 Level Of Technology

This statistic is a measure of the advancement your nation has made over time. At the start of the Medieval Game, generally speaking, pre-Columbian civilizations are at the lowest level of technology, Nomads and Barbarians are above that, and Seafaring and Civilized Nations start at the highest technology. As the game progresses, the level of technology will increase, and a nation will be able to exploit new opportunities. The advance of technology is one vehicle to change Culture Types and improve military capabilities.

Please note that the description of a Tech Level may contain mention of a specific technology. This indicates only that during that particular tech level that technology will be developed by some nation at that level, somewhere in the world. It does not mean that *your* nation will gain that technology upon reaching that tech level.

The Tech Level affects the following national statistics or ratings:

- Basis for the maximum Bureaucratic Level, modified by the type of Government you have.
- Maximum Intel Operations, Intel Bonus, Assassin Operations and Assassin Bonus levels.
- One-half of the Tech Level is the national Action Range (used for Intel and Religious operations).
- Determines your maximum military Quality Ratings.
- Helps define the maximum number of Leaders that your nation can have.

Table 2-2. Technology Levels

TechLevel	*Culture Types*
001	Pre-Columbian / Seafaring
002	Pre-Columbian / Barbarian / Nomadic / Seafaring
003	Civilized / Pre-Columbian / Barbarian / Nomadic / Seafaring
004	Civilized / Barbarian / Nomadic / Seafaring
005	Civilized / Seafaring
006	Civilized / Seafaring
007	Civilized / Seafaring
008	The Renaissance

As time passes in the game, your Nation will gain or lose Tech Points with each turn. As your nation accrues more and more Tech Points, your Tech Level will improve. A wide range of factors affects the accrual of Tech Points. Some of them are: University Level, Percentage of national revenue derived from Inter-nation trade, Social, Economic and Government types, the Tech Levels of nations that your nation trades with, Religious type and Religious strength, and number and size of Cities.

2.2.7 Language

This label represents the official language spoken by your nation. It is possible that the subject population speaks a different language or many different languages. Administering or garrisoning a region that has a different language than that of your nation is more difficult. A table of all of the languages spoken throughout the world (and their attendant codes) is found in the Charts & Tables section at the end of the rulebook (see section [13.0] on page 96).

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2.2.8 Military Strength Index

The Military Strength Index (MSI) is a measure of the relative military and institutional strength of your nation based upon numerous factors and national stats. In essence, this will tell you whether you are a nation to be reckoned with or not. This value is based on a complicated formula that only a computer should calculate.

A table called the ISI (Imperial Strength Index) List usually appears at the end of each NewsFax showing the current rankings of all of the Nations in the game.

2.2.9 Homeland Build Zone Origin

This is the capital region of your nation. It is from this region that the Homeland Build Zone (see Sections [5.4.1] and [2.4.4]) radiates.

2.2.10 Population

The Population figure is usually in the low millions. The population figure will fluctuate as you gain or lose regions, as your agricultural production and urbanization increase, and as you suffer from plagues and war.

In some campaigns, you may also be provided with a *Friendly Population* figure, which represents the pool of people that you draw your National Force Points from.

2.3 ECONOMIC INFORMATION

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These are the values that describe the levels of income in your nation.

2.3.1 Economic Strength Index

The Economic Strength Index (ESI) is a measure of the economic power of your nation - that is, whether it is rich or poor. The formula for the ESI is as follows:

ESI = Regional Income + City Income + Inter-City Income + Public Works Bonus + International Trade Income

The six factors that go into the ESI are all listed on the status report and are each discussed below. Each turn, the

ESI ranking is reported at the back of the Newsfax. Unlike the MSI, which shows the actual value, the ESI shows the ***rank*** of the nation.

2.3.2 International Trade Value

This is the number which displays how valuable the economic output of your nation is to other nations. This number, when multiplied by the ITV of your trade partners and then multiplied by your National Market Value, is the amount of income your Nation derives from international trade.

The ITV is calculated by totaling the City Trade Values of all of the cities in your nation. Each CTV is calculated according to the following formula:

City Trade Value (CTV) =
(City GPv / 3) ×
City Type Modifier ×
City Status Modifier ×
Regional Terrain Modifier ×
Cultural Modifier

Example: The Caliphate of Delhi has a port city, Bombay, which is worth 8 GPv. It is in an allied province, which is cultivated. The Caliphate is Civilized. The CTV of Bombay, then, would be (8/3) × 1.5 × 1.0.× 1.0.× 0.8 = 3.2.

In addition to the CTV, your ITV is increased by:

- One (1) for *each* Trade Center your nation controls at Tributary status or better.
- One (1) (once) for possessing one or more Silk Route regions.
- One (1) (once) for possessing one or more Fur Line regions
- The modified value of a 1 GPv City for *each* 20.Merchant Shipping points on Internal Trade This is roughly 0.4 ITV.
- Your Nation's Imperial Size divided by your Imperial Size Multiple.

Table 2-3. City Type Modifiers

City Type	Code	Modifier
Port	p	1.5
Capital	c	1.25
Road	r	1.0
Silk Road	s	1.0
Holy	h	0.75
Treasury	$	0.75
University	u	0.75
Normal	/	0.5
Besieged	b	0.0
Isolated	i	0.0
Port City on a Road	+	1.5
Port, Capital on Road	#	1.5
Port on Silk Road	*	1.5
Silk Road w/ Road	&	1.25

The city letter code is the City Spacer Code and is discussed in Section [2.14.15] on page 19.

Table 2-4. City Status Modifiers

City Status	Modifier
hm / f / ea / p	1.0
t / a	0.75
pt / nt / fa	0.5
c	0.0

City Control Status is defined and discussed in Section [2.14.6] on page 19.

Table 2-5. Region Terrain Type Modifiers

Region Terrain	Modifier
c2 / c / i	1.0
w / s / j	0.75
m / d	0.5
t	0.25

Terrain Types are defined and discussed in Section [4.5] on page 30.

Table 2-6. National Culture Modifiers

Cultural Type	Modifier
Seafarer	0.9
Civilized	0.8
Barbarian	0.7
Nomadic	0.6
pre-Columbian	0.5

2.3.3 National Market Value

The National Market Value (NMV) is a factor based on the Bureaucracy, the Infrastructure, the Culture, Government and Economic Types, as well as the Imperial Size of the nation. For the most part, its main function is to regulate the revenues received from Inter-National trade (see Section [2.3.9] on page 10). This statistic has great significance for those nations that rely on a good deal of Inter-National trade for revenue. The NMV may also fluctuate from turn to turn, based on GM-determined factors.

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2.3.4 Regional Income

This is the base revenue you derive from taxing the regions of your nation — with all the modifications due to terrain and status taken into account. The formula for figuring out the regional income is as follows:

Regional Value =
Region's GPv × Status Multiple ×
Terrain Multiple

Regional Income (in GP) =
The Sum of Regional Values +
1 (for each Silk Road region controlled) +
2 (for each Fur Line region controlled)

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Table 2-7. Control Status Tax Multiples

Region Status	*Tax Multiple*
Neutral (n)	0.0
Claimed (c)	0.0
Occupied (oc)	0.0
Non-Paying Tributary (nt)	0.0
Feudal Allied (fa)	0.0
Pacified Tributary (pt)	0.5
Tributary (t)	0.5
Pacified (p)	1.0
Economic Ally (ea)	1.0
Full Allied (a)	1.0
Friendly (f)	1.0
Homeland (hm)	2.0

Table 2-8. Terrain Type Tax Multiples

Terrain	*Culture*				
Type	*C*	*B*	*N*	*S*	*P*
c2	1.0	1.5	2.0	1.0	1.0
C	1.0	1.0	1.5	1.0	1.0
w	0.5	1.0	0.3	0.5	1.0
m	0.3	0.5	0.2	0.2	0.5
s	0.3	0.2	1.0	0.0	0.2
d	0.2	0.2	0.5	0.0	0.2
t	0.2	0.3	0.0	0.0	0.2
i	1.0	1.0	1.0	1.5	1.0
j	0.3	0.5	0.2	1.0	1.0
o	0.0	0.0	0.0	0.0	0.0

2.3.5 City Income

This is the base revenue you derive from taxing the cities of your nation — with all modifications due to control status taken into account. The formula for calculating city income is as follows:

City Value = City GPv × Status Multiple × Terrain Multiple

Total City Income =
Sum of City values +1 per 20.MSP on Internal Trade

2.3.6 Inter-City Trade Income

This is the revenue derived from taxing the trade between the cities of your nation. The formula for calculating the Inter-City Trade (ICT) income is as follows:

ICT Income Subtotal =
(Sum of all taxable city GPv's
+ 3 per controlled Trade Center
+ 3 for the control of at least one Silk Route region
+ 3 for the control of at least one region adjacent to the Fur Line
+ (MSP assigned to Internal Trade / 20)
- the value of the smallest City.)

To expand a little on this formula:

- Each Trade Region controlled at Tributary or better (Trade Centers, control of at least one Silk Route region, and/or one Furline region) is counted as if it were a 3 GPv city.
- Cities and Trade Regions of Tributary control status and higher (see Section [2.14.6] on page 19) are included in calculating the ICT figure.
- Merchant Shipping Points assigned to Internal Trade adds (MSP / 20.= GP) to Inter-City trade. This figure includes fractional amounts of GP.

2.3.7 Royal Road Income

In addition, if you have cities within your Nation that are connected by Royal Roads you receive extra Gold Points for those cities, as determined by the number of cities that are connected to each other.

In the following formula: Royal Road Income (**RRI)** is the number of Gold Points that you receive from this extra, Road-based, trade. **RC** is the number of cities that you control which are connected to other cities you control by Royal Roads and **SM** is the Size Multiple of your Nation, which is usually three (3).

$$RRI = \frac{(RC-1)^2}{SM}$$

As a result, the total Inter-City Trade Income is equal to:

Total ICT = ICT Income Subtotal + Royal Road Income

Example: Kanem-Bornu possesses twelve cities, five of which are on roads. Of the twelve cities, the smallest is a 1 GPv city, and the rest total 38 GPv in total. The ICT Subtotal would be (39 total GPv - 1 GPv for the smallest city = 38 GPv). If Kanem-Bornu has the standard Size Multiple (3), then their Royal Road Income would be equal to ($(5-1)^2$ / 3 = 5.3 GP. The total ICT Income would be (38.0.+ 5.3 = 43.3).

2.3.8 Public Works Bonus

This is the total revenue that accrues to the nation from the increased productivity of your people due to Public Works improvements built by the government. The Public Works Bonus is the sum of the Public Works invested in each region and city that the nation controls, each modified by the control status of the region or city. The formula for calculating the Public Works Bonus is as follows:

Region Subtotal =
Sum of
(Regional Public Works × Region Status Modifier)

City Subtotal =
Sum of
(City Public Works × City Status Modifier)

Total Public Works Bonus =
Region Subtotal + City Subtotal

A sufficiently high PWB has the benefit of producing extra National Force Points for the nation by increasing the base population of the Nation. Note that for NFP to be derived from Population, your nation must have an active **Census** (see Section [10.1.6] on page 82).

Regional Public Works also adds to the Agro production of a region at the rate of 1 Agro Point per 5 PWB in the **region**. Public Works do require regular maintenance support, the cost of which is included in Project Support (see Section [2.10.4] on page 15). For more details on building Public Works in both regions and cities, see Section [5.3.2] on page 37.

2.3.9 International Trade

This is the revenue derived from taxing the trade between your nation and other nations. The calculations required to determine the International Trade revenue are rather intricate and are merely generalized below. Like the other income figures, this is calculated for you and reported on your Status report so you don't have to do the math. If you wish to examine the full set of cruel and horrible formulae (for those of you who desire to stick sharp pins into your tongue), they can be found in Section [12.1] on page 94.

Inter-Nation trade revolves around three primary figures:

- Your International Trade Value (ITV)
- Your trade Partner's ITV
- Your National Market Value (NMV)

The **general** formula for calculating International Trade Income is as follows:

Trade Income = Your ITV × Their ITV × Your NMV

2.3.10 Raw Revenue

This is the sum of Regional, City, Inter-City, Public Works Bonus and International Trade. This amount is then multiplied by your Tax Rate to compute your total available income for this turn.

When multiplied by the Tax Rate (see Section [2.4.6]) this figure becomes the Net Revenue for the turn.

2.3.11 Saved Gold

This is the number of Gold Points left over from last turn. This is added into the Gold available for this turn by noting it in the Saved box on your order form.

2.3.12 The National Force Pool

The National Force Pool represents the available manpower of the nation. Each National Force Point represents *approximately* 200.men. NFP's are required for the construction of military units, cities, and megalithic projects. They may be used, at the player's discretion, for other projects or investments as well.

NFP are drawn from Friendly populations in regions and cities, and from high Public Works Bonuses in the same (if you have an active Census). Therefore, if you want more NFP you need to acquire more Friendly regions and cities, or invest in higher Public Works in Friendly regions and cities.

2.4 GOVERNMENT

In this section are the stats pertaining to the government of the nation. You will note that each Rating (BL, Infra, et al.) has a number following the notation "**Inv:**" to the right of the rating. This is the amount of Gold and/or NFP that is currently *invested* in increasing that rating.

Once GP and/or NFP are invested in a rating, they **cannot** be removed from that investment.

Each NFP invested in a government rating counts as two (2) GP invested.

2.4.1 Bureaucracy

The Bureaucracy Level (**BL**) represents how effective your government is. The higher the Bureaucratic Level, the more efficiently your government can maintain communication with your leaders and regions.

- Each point of Bureaucracy Level increases the number of Action Points away regions can be controlled from your capital or Homeland. Regions and Leaders beyond the King's **Command Control Radius** (which is equal to the national BL) in action points are subject to revolt checks (see Section [10.1.1.1]). If necessary, you can assign your King (or Queen) to perform a *Rule* action (see Section [7.2.4.30]) to improve the BL by their Administratve rating and prevent such revolts.
- Each point of BL provides you with another leader, a Lieutenant (see Section [7.1]), with which you can lead armies, conduct diplomacy, etc.
- Each point of BL allows the possibility of having an Allied or Feudal Allied leader.
- Every two points of BL increases your Homeland Build Zone (see Section [2.4.4]) by one point, providing you the ability to build mobile units further away from your Homeland.
- Every two points of BL increases the number of Princes (see Section [7.1.3]) you can appoint to be successors to the throne.
- Each point of BL also improves the NMV (see Section [2.3.3]) by a minute amount, thus improving your earnings from International Trade.

The BL can be improved by the investment of GP and/or NFP, but nations with a large Imperial Size will have a more difficult time doing so. BL improvements are also limited in that they cannot exceed the Tech Level of the nation (as modified by the Government Type of the nation). Support costs for maintaining your BL are included in the Government Support figure (see Section [2.10.3]).

2.4.2 Infrastructure

Infrastructure (**Infra**) is a numeric value representing the actual governmental bodies and personnel performing the day-to-day functions of the government. Although a strong Infrastructure will maintain the tax base and permit more regions to belong to the empire, it also tends to soak up a larger and larger portion of the national revenues to support itself.

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Each point of Infrastructure provides the administration of one Imperial Size point. If the Imperial Size exceeds your effective Infrastructure rating (Infra), there is the risk that some regions will downgrade their status, or even revolt outright. Insufficient Infra will also reduce the nation's tax rate in proportion to the Infra shortfall. A King, Heir or Queen can *Rule* (see Section [7.2.4.30]) to bolster this Infra rating.

In addition, Lieutenants and Princes can be assigned to perform an *Administer* action (see Section [7.2.4.2]) to artificially assist the government in such difficult times. Each leader so assigned can potentially improve the effective Infra rating, thus forestalling potential revolts and/or improving the tax rate.

Each point of Infrastructure also improves the National Market Value (**NMV**) (see Section [2.3.3]) by a minute amount, thus improving your earnings from International Trade.

Infrastructure can be improved by the investment of GP and/or NFP, but cannot exceed the limit imposed by your Tech Level and Government Type. Support costs for maintaining your Infrastructure are included in the Government Support figure (see Section [2.10.3]).

2.4.3 Imperial Size

Imperial Size (**IS**) is a numeric value representing the difficulty of ruling a nation. In general, for every three regions or ten city levels under the control of a nation, the IS increases by one. This, however, is modified by the status of the regions, the Terrain of their controlled regions, the Geographic Zone, and Government Type of the Nation. A large Imperial Size can hamper BL improvements, but adds rather nicely to the national ITV, improving your Inter-Nation Trade income.

Each Nation has a **minimum** Imperial Size of one (1) at all times. See Section [12.2] on page 95 for the process used to calculate Imperial Size.

2.4.4 Homeland Build Zone

The Homeland Build Zone (**HBZ**) rating defines the heartland of your Nation. It limits the locations where you can build mobile military units to **friendly** cities within (HBZ) Action Points of your homeland. The HBZ can only be traced through land regions, or across a ferry point. It cannot be traced through Sea Zones.

Your Homeland is considered to be your actual Homeland region (which has a status of HM), unless your nation possesses a Capital city (if you have one, which is indicated by a C code).

Thus if your HBZ is one (1) AP, then all Friendly regions or cities within 1 AP of your Homeland Build Zone Origin would be considered part of the HBZ. See the section on Construction: Building Armies (see Section [5.4] on page 37) for more details. When tracing the HBZ, do not count the region containing the Capital or Homeland.

The HBZ itself is equal to your BL / 2, rounded up.

Example

The Egyptian Caliphate has its Capital at Alexandria in Egypt. Their HBZ is three (3). The furthest east that they could build a unit, at a friendly city, would be Sinai (Mansura counts 1, desert Sinai itself counts 2 actions to move into). To the west, they could only build at a friendly city in Ad'Diffah, as it would cost 4 Action Points to move into Libya. To the south, they could build at a friendly city as far as Thebes (Faiyum costs 1, Thebes 1, Nubia would be 2 more). If they held Cyprus, they could not build mobile units there as they would have to trace HBZ across a Sea Zone, which is not allowed.

2.4.5 Tax Status

This code expresses the status of the tax rate. There are six Tax Status Codes: **N** (*Normal*), **C** (*Census*), **T** (*Thin Government*), **F** (*Famine*), **H** (*Heavy Taxation*), **R** (*Ruinous Taxation*) and **L** (*Countryside Looted*). Each of these are explained below:

- *Normal*: The tax rate is the tax rate of a normal economy. In a campaign running on five year turns, this will be 100%.
- *Thin Government*: The tax rate is lowered because of insufficient Infrastructure and Royal Administration (Infra, King Ruling, Lieutenant on Admin.) to cover the nation's Imperial Size.
- *Famine*: The tax rate is lowered by a shortfall of agricultural output with insufficient reserves preserved for just such a rainy day.
- *Heavy Taxation*: This tax rate represents a depression induced by heavy taxation or a loan default.
- *Ruinous Taxation*: This tax rate represents a deep depression caused by decades of over-taxation which have ruined the economy of the nation.
- *Countryside Looted:* Raiders have looted or raided your countryside, disrupting economic activity and hindering tax collection.
- *Census (optional rule)*: The tax rate is augmented by an existing Census. This will be 10% more than the base (normal) Tax Rate.

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2.4.6 The Tax Rate

The amount of Gold Points that you have to spend in a turn is equal to your Total Base Income multiplied by your Tax Rate. The result is your Net Income for the turn.

In most cases the basic Tax Rate of your Nation will be 100% so that you get the full amount of tax revenue that your tax collectors gather during the turn. This figure (100%) is based on each turn being **five** years long. If the game that you are in has advanced past AD 1400.then the years per turn drops to four years per turn and the Base Tax Rate drops to 80% (support costs also reduce by 20%).

The Tax Rate is also reduced by famines (Agro Point shortfall), insufficient government (your Infrastructure is less than your Imperial Size), tithes (Primate Religious Authorities squeezing *you* rather than the other way around) and other gruesome events like Bank failures, plagues and the general ravagement of the countryside by your enemies.

On the positive side your Tax Rate can be increased by 10% by having an active Census (see Section [7.2.4.35]) in effect within your nation.

Primacies (see [9.6]) and Secret Empires (see [11.1]) always tax as if they had an active Census.

In addition, the players so deem, they may adjust their Tax Rate voluntarily up or down, to the following maximums and minimums: The maximum Tax Rate is 150% (for a five year turn), while the minimum is that sufficient to provide funds to pay the government. Of course, once you start jacking the Tax Rate above 100% the peasants and other taxpayers start grumbling and sharpening their spears…

Table 2-9. Years per Turn

Year Range	Years per Turn	Base Tax Rate
1000-1399	5	100%
1400-1499	4	80%
1500-1599	3	60%
1600-1750	2	40%
1751-1799	1	20%

2.5 MILITARY RATINGS

What follows are the Military Quality Ratings (QRs) of your armies. The maximum rating for each QR is determined by your Nation's current Tech Level and Culture type (see Table 5-2 on page 36). Each of these stats can be invested in to improve them. A given statistic can only increase by one point per turn. The number in brackets ([×]) is the maximum attainable for your particular Tech Level. When a statistic improves, all resources (GP and NFP) invested towards its improvement are expended and investment must begin again.

2.5.1 Cavalry Quality Rating

This number shows numerically how good in battle your Cavalry (mounted knights and men-at-arms) units are. In Medieval times this value will range from 0.(lowest) to the maximum allowed by your Tech Level.

2.5.2 Infantry Quality Rating

This number shows how good your infantry (footmen armed with spear, sword, bow or ax) units are, on a scale of 1 to (maximum allowed by Tech Level).

2.5.3 Warship Quality Rating

This number shows how good your warship (galleys, triremes, longships or warjunks) units are, on a scale of 0.to (maximum allowed by Tech Level).

2.5.4 Siege Quality Rating

The siege QR, which ranges from 1 to (maximum allowed by Tech Level), rates how effective your Siege (miners, engineers and sappers) units and other kinds of units (Infantry, Cavalry and Warships) are against fortified positions. This also shows how good your fortified positions (Field Forts and City Wall Points) are at resisting besiegers.

2.6 ESPIONAGE RATINGS

The following four stats describe the power of your spies and assassins and their reach. Each of these stats can be invested in to improve them. A given statistic can only increase by one point per turn. When a statistic improves, all resources (GP and NFP) invested towards its improvement are expended and investment must begin again.

2.6.1 Operations Capacity

The Operations Capacity (**OC**) is the number of Intel Operations (OPs) that the nation can attempt each turn. In more concrete terms this is the number of espionage teams (groups of one to twenty people) that your nation currently maintains. The value ranges from 0.to (Tech Level). See Section [8.1] on page 62 for a detailed explanation.

Example:
Your National Tech Level is 6 (Civilized) so the maximum Operations Capacity you can have is 6 as well.

2.6.2 Operations Bonus

The Operations Bonus (**OB**) is a value representing the quality of the support structure for your espionage teams. This covers the logistical support that your espionage can expect and make use of. This bonus is assigned to specific Operations and guidelines for its use are explained in Section [8.1]. It ranges from 0.to (Tech Level).

2.6.3 Assassin Capacity

Assassin Capacity (**AC**) is the number of Assassination Operations that the nation can attempt in a turn. Like the Intel rating, this represents the number of assassins or assassin teams that your nation maintains. The value ranges from 0.to (Tech Level). See Section [8.1] for a detailed explanation of Assassin Operations.

2.6.4 Assassin Bonus

Like the Operations Bonus, the Assassin Bonus (**AB**) represents the logistical and support structure of the nation on a scale of 0.to (Tech Level). See Section [8.1].

2.7 RELIGION RATINGS

These are the stats relevant to the religion of a nation. Some of these stats can be invested in to improve them. A given statistic can only increase by one point per turn. When a statistic improves, all resources (GP and NFP) invested towards its improvement are expended and investment must begin again.

2.7.1 Religion

This label represents both the official national religion and the religion of the nation's ruling class. Religion in the Middle Ages was a major factor in politics and international relations, and is therefore an important consideration in the game.

Your nation's religion will affect many of your activities ranging from the number of troops required to garrison a subjugated region, to determining the effectiveness of your diplomacy, to possibly even determining who your allies and enemies might be.

There are four attributes associated with your Religion. They are *Religion Type*, *Religious Strength*, *Religious Operations Capacity*, and *Religious Operations Bonus*. See Section [9.0.0] for more information.

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2.7.2 Religion Type

This is the actual kind of religion practiced by the ruling classes of your nation, and your King and his family. Each religion is represented by a two or three character code in your stat sheet and by a symbol on the maps. See the appendices for capsule descriptions of each of the Religions in play in the Middle Ages.

2.7.3 Religion Strength

This statistic is on a scale of 1 to 10. This is a direct quantitative description of the strength of faith in your nation among all of the other adherents of your faith. This can be increased or decreased by a number of means which are covered in Section [9.3].

2.7.4 Religious Operations Capacity

Your Religious Operations Capacity (**ROC**) is the number of Religious Operations that your nation may attempt in a given turn. The ROC ranges from 0.to (Religious Strength).

2.7.5 Religious Operations Bonus

Your Religious Operations Bonus (**ROB**) is the number of bonus points that can be allocated amongst the Religious Operations that your nation is attempting in a given turn. The ROB ranges from 0.to (Religious Strength). The more ROB points that can be allocated to a given effort, the greater a chance of success it will have.

2.8 ACTION RANGE

The Action Range (**AR**) is a value equal to one-half of your Tech Level, rounded down, which shows the maximum number of Action Points from a controlled region an Espionage or Religious Operation may be attempted with a normal chance of success. This rating, since it is directly tied to the Tech Level, cannot be invested in.

Note the expression of the Range in Action Points – this means barriers to movement (mountains, hostile lands, etc.) bar your activities, and benefits to movement (roads, sea zones) benefit.

Despite this limit, your action range always extends at least into regions adjacent to one you control, regardless of the Action Point cost to enter such a region.

Example:
Your nations Tech Level is 6 (Civilized) so your Action Range is(6 / 2 = 3) Action Points.

2.9 EDUCATION

This section shows the nation's investment in the advancement of scientific knowledge and techniques.

2.9.1 University Investment

This is the total amount spent to promote universities and public education in the nation since the inception of the nation's university system. Investment in University helps increase the University Level. This, in turn, affects the accrual of Tech Points by your nation. This is a good thing.

2.9.2 Years In Operation

This figure is how many years your current university system has been active.

2.9.3 University Rating

The University Rating is the value of the quality of the Educational and University system of the Nation. The University Rating is based on the amount of time the nation's University system has been in operation and the amount of money or manpower actually invested in it. Once a University is created it becomes a self-perpetuating entity until it is somehow dismantled or destroyed. The formula for the University Rating is:

$$R = \frac{\sqrt{I}}{\sqrt{T \times S \times 3}} + \frac{\sqrt{Y}}{S \times 3}$$

Notes

- **R** is the resulting University Rating
- **I** is the Investment
- **Y** is the number of years in operation
- **T** is the current national Tech Level
- **S** is the current Imperial Size

2.10 SUPPORT COSTS

These are the requisite costs to keep your national stats (armies, government, spies, religious orders, etc.) up to snuff. If these costs are not paid then bad things happen. Please note that all of the Support Costs are modified by the Year-per-Turn ration. In a campaign with a five year turns then they are at 100%. If a campaign shifts to four year turns, then the Support Costs are reduced to 80%. This is handled automatically by the GM.

2.10.1 Monetary Troop Support

This expenditure covers the minimum expenses required for the maintenance of the armed forces of the nation. If less is paid, then those units that are not supported disappear. The Troop Support cost is an easy calculation. Each unit type has a troop support cost defined for it. This much gold must be paid per unit that you have in your armies and garrisons at the *beginning* of the turn, *before* builds. This cost is further modified by the terrain of the region that the units ended the previous turn in, and whether they fought in a battle in the previous turn.

Units that were 'On Campaign' in the previous turn cost double to support. The effects of terrain upon troop support depends on the Society Type of the owning nation and the terrain type that the units ended the turn in.

Troop support is one-tenth the GPv purchase cost per turn.

$$\text{Troop Support} = \text{TSC} \times \text{TSM} \times \text{ASM}$$

Notes

- **TSC** is the Troop Support Cost (from the Unit Builds Chart, see Table 13-4 on page 108).

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- **TSM** is the Terrain Support modifier.
- **ASM** is the Army Status modifier.

Table 2-10. Terrain Troop Support Modifiers

Terrain	Civ.	Barb.	Nom.	Seaf.	pre-Col.
M	2.0	1.0	2.0	2.0	1.5
S	2.0	1.5	0.0	2.0	1.5
T	2.0	1.5	2.0	2.0	1.0
D	1.5	1.5	1.0	1.5	1.5
J	1.5	1.0	1.5	1.0	1.0
W	1.5	1.0	1.5	1.5	1.0
C	1.0	1.0	0.1	1.0	1.0
C2	1.0	0.5	0.1	1.0	1.0
I	1.0	1.0	1.0	0.5	1.0
O	2.0	2.0	1.0	2.0	1.5

Table 2-11. Army Status Modifiers

Code	Description	Support Multiple
M	Mutinous!	×0.0
P	Prisoner	×0.0
E	Sneaking Around...	×0.0
A	Administering	×1.0
N	Normal	×1.0
G	In Garrison	×1.5
C	On Campaign	×2.0
S	Besieging A City	×2.0
B	Being Besieged	×2.0

Notes

- A Leader (and his army) have a Status of *On Campaign* if they have fought in ***any*** battle during the previous turn.
- A Leader (and his army) have a status of *In Garrison* if they are the sole units in a Pacified region, and are thus serving as its garrison.
- Leaders on Evade or in Prison cannot command troops. A Mutinous Leader is not counted for Troop Support.

2.10.2 Force Point Troop Support (Optional Rule)

This expenditure, unlike the others in this section, is levied in NFP (National Force Points) to maintain the current armies of the nation with replacements for men killed due to accident, or retired due to age.

This is calculated as a percentage of the total number of NFP deployed by this nation as Troops. The GM for each Campaign will set the percentage (though it will usually be 10%).

If you do not pay this Support each turn, your total army (including garrisons and wall-points) will lose units to satisfy the Support percentage. In this case, the GM will decide what units disappear.

2.10.3 Government Support

This expenditure covers the cost of supporting the government and its employees, as represented by the BL. If the sums called for by Government Support are not met each turn, then your hard earned Bureaucracy and Infrastructure points will degrade - leading to the eventual dissolution of the nation. If, on a turn, the player invests funds in increasing BL and/or Infrastructure *and* does not pay their Support, then GP will be deducted from the improvement fund(s) in an attempt to make the payments.

Gold Points invested in *previous* turns, however, cannot be used for this purpose.

The following formula shows the calculation for determining Government Support. **Support** is the resulting Government Support. **BL** is the Bureaucratic Level and **Infra** is the Infrastructure rating.

$$Support = \frac{((BL \times 2) + Infra)^2}{2}$$

Example

The Swedish-Russian Empire, a bloated monolith of autocracy, has a BL of 10.and an Infrastructure of 22. Their per turn cost to support this excess of civil administration would be $((10.\times 2) + 22)^2 / 2$ = 882 GP. Don't you wish your nation were so large?

2.10.4 Project Support

If the nation has produced Megalithic Constructs (e.g., Roads, Canals, Great Walls and so forth), then these constructs must be maintained and cared for, a process that costs money, which is covered with this expenditure. Each level of Megalithic Constructs that your nation maintains costs 5 GP per five-year turn.

If you are short of GP, you may spend NFP instead, with each NFP so spent counting as 5 GP.

Note: A Religious Primate or Secret Empire does not pay Project Support for megalithic constructs or Public Works in provinces in which they have either a Religious Control status or a Secret Empire control status. They do, however, pay project support for megalithic constructs or Public Works in provinces they *directly* control.

You can pay project support with NFP (1 NFP = 5 GP). This simulates corveè labor for highway, dike and irrigation maintenance and repair. The Public Works upkeep is included in this expenditure.

Following is the formula for PWB upkeep, where **Support** is the Project Support Cost, **PWB** is the total Public Works Bonus and **IS** is the Imperial Size of the Nation:

$$Support = \left(\frac{Pwb}{(IS + 2) \times 10} \right)^2$$

That is: the square of the Public Works Bonus divided by (Imperial Size plus 2) times 10.

Example:

The Mali Ax empire is blessed with many grandiose temples and broad public roads. Over the centuries they have built 15 levels of megalithic constructions. In addition they also have 800.PWB points and an Imperial Size of 8. 800.divided by (8+2 x 10.= 100) is 8, which is then squared, resulting in (8 x 8 = 64) GP in support; assuming, of course, 5 year turns. The 15 Megalithic construct levels, in turn, cost (5 × 15) = 75gp more to support. Their full project support is:64 + 75 = 139 GP per turn.

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2.10.5 Intel Support

The Intel structure of the nation must be paid for and this cost is noted here, based on how large it has grown. This cost covers the base requirements for the Intel Ratings and is usually the cost needed to perform standard Intel Operations.

Intel support is calculated as follows:

$$S = \frac{(Oc + Ob + Ac + Ab)^2}{4}$$

Where: **S** is the calculated support cost, **Oc** is the Operations Capacity, **Ob** is the Operations Bonus, **Ac** is the Assassin Capacity, and **Ab** is the Assassin Bonus.

2.10.6 Religious Support

If the nation is maintaining an aggressive and active Religious Structure, then the cost to maintain that is noted here. This figure covers the basic cost to maintain the ratings that the nation already has in this area.

Religious support is calculated as follows:

$$S = (Oc + Ob)^2$$

Where **S** is the calculated Religious Support, **Oc** is the Operations Capacity and **Ob** is the Operations Bonus.

2.10.7 Training Support

This support cost keeps the troops Quality Ratings up to snuff. In some games, this field is combined with Troop Support. Training Support is calculated as follows:

$$S = \frac{\left(\frac{tQR}{2}\right)^2 \times TS}{200}$$

Where **S** is the calculated Training Support, **tQR** is the sum of the amount of Quality Ratings greater than seven (7), and **TS** is the national Troop Support.

Example

The Seiwa Japanese have two QR's greater than seven; Cavalry QR is 9 and Infantry QR is 8. Their troops support total is currently 23.4. **tQR** would be (9-7 + 8-7 = 3), so (3/2) squared is 2.25 times 23.4 equals 52.65. This divided by 200.is 0.26 GP. Whew, that's a lot!

2.10.8 Total Support

And just because we are a bunch of nice guys at ***Throne Enterprises***, all the support costs are added together here for your convenience.

2.11 AGRICULTURE

These are the stats which regulate food production and consumption in your country.

2.11.1 Agro Production

Agro production is the sum of the Agro produced by the Nation's regions, Fishing Fleets and Port Cities. Production figures can be calculated by the following formula:

$$A = \left((GPv \times Pm) + \left(\frac{Pwb}{5} \right) + 1(port) \right) \times Sm$$

Where **A** is the agro production, **GPv** is the regional gold point value, **Pm** is the Production Multiple, **Pwb** is the regional public works value, **1(port)** adds 1 if there is a Port City in the region and **Sm** is the Status Production multiple.

Table 2-12. Agro Point Production Multiples

Region Terrain	*Production multiple*
c2 (Intensively Cultivated)	2.0
c (Cultivated)	1.0
I (Island)	1.0
w (Wilderness)	0.5
J (Jungle)	0.3
m / s / d / t / o	0.0

Table 2-13. Regional Status Production Multiples

Status	Description	Production multiple
A	Full Ally	1.0
EA	Economic Ally	1.0
F	Friendly	1.0
HM	Homeland	1.0
P	Pacified	1.0
PT	Pacified Tributary	1.0
T	Tributary	1.0
(Others)	All Other Statuses	0.0

Example

Kwanto, in Japan, is a 4 GPv, Intensive Cultivation terrain province. The Murashima Shogunate player has built it up to maximum PWB, 80, and has their capital city there, Edo, which is a 12 GPv port city. The province has a Homeland status. The agro production of Kwanto, then, would be ((4×2 + 80/5 + 1) × 1 = 25) agro points.

National Agro =
((Sum of Regional Agro) +
(Total MSP Assigned to Fishing / 20.)) ×
Harvest Multiple

2.11.2 Variable Harvests

The Harvest Code represents the unpredictability in agricultural production due to variations in the weather from year to year. The unpredictability of the harvest requires nations to plan for both the fat and the lean years that are sure to come.

Each nation has a random harvest modifier calculated each turn, which varies from 75% to 125% of baseline production. As a result, your harvest is unlikely to remain stable from turn to turn.

The Harvest Code is calculated from this harvest modifier. A *Bad* Harvest is 85% or less, and a *Good* Harvest is 111% or better, and *Normal* is the remainder between.

In addition to providing for turn by turn Agro Consumption, increases in Agro production will aid in increasing the population of the nation.

2.11.3 Agro Consumption

Agro Consumption is the amount of Agro consumed by the Nation's cities, armies and general populace. There are three kinds of consumption: by Cities, by Armies and by Saved NFP.

Cities consume Agro points equal to:

$$\left(\frac{CityGP}{3}+\frac{CityPWB}{10}\right)\times T\times C\times S$$

Where **T** is the Terrain Consumption Multiple, **C** is the City Type Consumption Multiple and **S** is the City Control Status Consumption Multiple.

Table 2-14. Terrain Consumption Multiple

Terrain Type	Multiple
Cultivated	1.0
Intensive Cultivation	1.0
Desert	2.0
Island	1.0
Jungle	1.0
Mountain	2.0
Oasis	2.0
Steppe	2.0
Tundra	2.0
Wilderness	1.5

Table 2-15. City Type Consumption Multiple

City Type	Multiple
Treasury City	1.0
Capital+Port City on a Road	0.8
Normal City	1.0
Besieged or Isolated City	1.5
Capital City	1.0
Holy City	1.0
Port City	0.8
Royal Road City	1.0
Silk Road City	1.0
University City	1.0
Silk Road City w/Road	1.25
Port City on the Silk Road	1.0
Port City on a Road	0.8

Table 2-16. City Status Consumption Multiple

City Status	Multiple
At War	0.0
Claim	0.0
Economic Ally	1.0
Feudal Ally	0.0
Friendly	1.0
Full Ally	1.0
Homeland	1.0
Hostile	0.0
Non-Paying Tributary	0.0
Occupied	0.0
Pacified	1.0
Pacified Tributary	1.0
Tributary	1.0
Uncontrolled	0.0

Armies consume Agro equal to:

Agro = (Number of units / 25) × TerrainSupportMultiple

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The TerrainSupportMultiple can be found in Table 2-10 on page 14. Since troop support is also modified by Army Status, you will find that sending armies to fight (doubling their troop support for campaigning) in the mountains (doubling their agro consumption for terrain) can get expensive…

Note that ships assigned to Merchant Shipping duties are *not* included in the count of military units in this equation.

NFP in the Saved Pool consumes Agro at the rate of 1 Agro per 20.NFP.

2.11.4 Agro Deficits

An Agro Deficit is a shortfall of Agro after subtracting Consumption needs from Production. Unfortunately, such shortfalls generally threaten famine, revolts, riots, and other dire consequences upon a nation that suffers severe shortfalls for too long a period of time. The most glaring effect of an Agro shortage is a drop in the Tax Rate and thereby a drop in your nation's net income. Of course, there are plenty of other ways to tarnish a Nation's tax rate. For more details on the Tax Rate, see Section [2.4.6].

2.11.5 Agro Surplus

An Agro Surplus is an excess of Agro after subtracting Consumption needs from Production. Agro Surplus can be dealt with in a variety of ways, including:

- Saving them into Agro Reserves.
- Selling them to other Nations.
- Agro Conversion into GP or NFP.

2.11.5.1 Agro Reserves

Surplus Agro production can be saved to offset potential famines and/or other disasters by adding the surplus to the Nation's Agro Reserves. It costs only 1 GP per each point of Agro you wish to *add* to Reserves.

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Unfortunately, the entire Reserve will suffer a 30% attrition loss **each turn** and that attrition loss will occur *after* the addition of any new Agro Points to the Reserve.

Still, the Agro Reserves are well worth saving since they can prevent future crippling Agro deficits. If, on a given turn, there is a shortfall in Production and the Consumption demands cannot be met from the new Production, then Reserve Agro is used to make up the difference, perhaps saving the realm from famine and disaster.

Unless otherwise specified by the player, all Agro reserves are located at the Capital (or homeland, if there is no Capital).

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2.11.5.2 Selling Agro Surpluses

Surplus Agro can be sold by a Nation to any of its trade partners, at any price that can be mutually agreed upon. The transaction normally can be handled directly through the trade connections between the two nations. If for some reason the Agro needs to be delivered to a location not controlled by either of the trade partners, then the Agro must be physically transported to the delivery site, either by a Leader (if by land), or by a leader and ships (if by sea).

Surplus Agro, not already in the Agro Reserve, must be preserved at a cost of 1 GP per Agro before it can be sold (and transported). Agro already in the Reserve, however, can be sold directly, without additional cost.

Each Agro Point requires two (2) cargo spaces for transport.

2.11.5.3 Converting Agro Surpluses

Surplus Agro Points can be sold to the common population and nobles in return for gold, labor or investments in projects of various supports. The options available to your Nation depend on the size of your nation's Base (pre-Tax) Revenue, and are detailed on the following table:

Table 2-17. Agro Surplus Conversion Options

Base Rev.	*Surplus Agro...*	*Trade in for...*
0-50.GP	1 Agro	1 GP
	1 Agro	1 NFP
50-100.GP	2 Agro	1 GP
	3 Agro	1 NFP
100+ GP	2 Agro	1 GP investment in a rating.
	4 Agro	1 NFP toward a Project(*)

Note: (*) In this case, a Project is considered to be any National Project, or any construction that does not involve units that can move and/or fight. So you can use this "project" NFP to build cities, or roads, or colonize provinces, but not for troops.

2.12 THE LEADERS

Each nation can have a maximum of [Tech Level + 6] Leaders in **total**. This includes Kings, Heirs, Princes, Allies, Feudal Allies, Bishops and Lieutenants. Some types of leaders are also limited in number, as per the following:

- One King (K)
- One Heir (H)
- (BL) Lieutenants
- ((BL / 2) Princes (rounded up)
- (BL) Allied Leaders

Example

A Tech Level five nation would be limited to: 1 King, 1 Heir, 5 Lieutenants, 5 Allied Leaders, and 3 Princes. This, however, is 15 leaders total, while the Tech limit is (5+6=11). So, the GM would limit the number of Princes and Allied leaders to no more than 4 in combination – say, 2 Allied Leaders and 2 Princes.

The number of Feudal Allies or Mercenary Leaders that can serve your nation is limited only by the total number of allowed leaders (TL+6). Each Leader and its attendant Army (if any) is listed on the status report in the following format:

Example:
#1 KBBB King Arthur 24 100i,100c Avalon Normal

- The *Number* is the Leader's ID.
- The Leader Type Stats are four figures: The Leader's *Type*, the Leader's *Combat* Rating, the Leader's *Diplomacy* Rating and the Leader's *Charisma*. A fuller explanation of these is provided in Section [2.12.2] on page 18.
- The Leader *Age* is the age of the leader as of the end of the previous turn.
- The Leader *Name* can be up to twenty characters long, and is either provided by the player or by the GM. Leaders from Allied provinces have their province of origin filled in here.
- The Army *Contents* are the various units that make up the composition of the army itself. See [5.4.2] on page 38 for a full description of all of the army unit codes.
- *Location* is the region or city name that the army ended the last turn in. If the army is in a City, then the region will be shown as well.
- *Status* is determined by a number of things; whether the Leader is commanding an army on campaign, whether he is sneaking around in some hostile province, or incarcerated in some crude jail. As indicated by the following table, it can have a substantial effect on the cost of troop support for an army.

2.12.1 Army Number

The Army Number ranges from 01 (your King) up to your maximum. This number remains constant and is *always* used to refer to the Leader and his troops in orders. On some occasions a Leader may change his number (like when the Heir becomes the King). In this case always refer to the Leader in your orders by the most recent number.

2.12.2 Leader Type Stats

There are ten general types of Leaders in **Lords of the Earth:** *King* (**K**), *Queen* (**Q**), *Heir* (**H**), *Prince* (**P**), *Lieutenant* (**L**), *Ally* (**A**), *Bishop or Papal Legate* (**B**), *Feudal Ally* (**F**), *Spy* (**S**), *Regent* (**E**) and *Mercenary Commander* (**M**).

Each of these have their own effects pertaining to game play and are more fully explained in Section [7.1]. Each leader statistic ranges from 1 to 11, where 1 is the lowest. Stats of 10.and above are noted by letter codes (A' for 10, 'B' for 11 and so on). Most leaders tend to be of average ability, around 6.

Rolling 2 six-sided dice and subtracting 1 from the result generates the ratings. This gives a shifted bell-curve with the average at six. There are minor modifiers based on the type of Nation you command.

The **Combat** Rating reflects the ability of the Leader to plan military campaigns, lead his men in the chaos of battle and to recover from unexpected defeats.

The **Diplomacy** Rating is the negotiating ability of a leader and is the key statistic for diplomatic endeavors.

The **Charisma** Rating is denoted just like the Combat and Diplomacy stats. This statistic may change due to events of the leader's life and other circumstances. The Charisma rating indicates how popular the leader is with the common people and any troops that he might command. This rating is used for various determinations in Revolts, Civil Wars, Dynastic Failures and such like events.

Each leader also has a fourth, hidden, statistic. For Kings that statistic is his **Leadership** ability. That number added to the national Bureaucracy Level is a King's Command Control Radius. For all other leaders, the hidden statistic is **Loyalty** to the King. Leaders that are not that loyal may rebel if they are outside the King's Command Control Radius or if there is a Dynastic Failure (see Section [10.7.1] on page 84).

When a King is Ruling, his Leadership is also added to the National Infrastructure rating to see how large an Imperial Size he can control.

2.13 THE ROYAL FAMILY

These are the Spouses and Children of the King and any Heirs or Princes that do not appear as Leaders in the Leaders section. Listed here are their Names, Genders, Ages and applicable Notes. It is assumed that all these other family members are in the Capital or Homeland during the course of the turn unless specifically moved somewhere else.

New Spouses are acquired by marriage through the *Diplomacy* action or by arrangement between Nations.

New Children are generated by the *Have Children* (HC) action of Kings, Heirs and Princes.

Theocracies, Democracies and Federal Democracies do not get Heirs or Princes and do not have to worry about having children and maintaining family lineages.

2.14 REGIONS AND CITIES LIST

Next on the status report is a list of all of the regions under the control of the nation, and, in some circumstances, some that aren't. The general format is as follows, reading from left to right:

- Region Name
- the Gold Point Value (GPv).
- Regional Public Works
- the Region Spacer Code.
- Region Resistance Value
- in parentheses, the number of years since the Region was conquered *if* either the region or the city in the region is Pacified or Pacified Tributary.
- the Control Status
- the Region Religion
- the Terrain Type of the region
- Levels of Megalithic Construction in the region
- garrisoned troops
- the percentage of the region that is cultivated
- the number of Wall Points in the region in brackets if there is a Fortress or port area, a colon then
- a marker for Trade Center, if there is one in the region
- notes about the region not covered elsewhere
- the language of the region
- A notation indicating any other Nations or Religious Primacies who also have a control status in this region.

Example:
Arcadia 1+2s5 (25) [10] p rc w 1 : 6i 30% : (G) Grail Fra

2.14.1 Region Name

The Region Name is a semi-historical geographical name that the people in the area are likely to use for themselves. This Region Name is a constant within a given campaign, but may vary from campaign to campaign.

2.14.2 Region Gold Value

This is the Base Gold Production of a region. This factor may be augmented by Regional Public Works. *Regional Genocide*, *Loot* and *Scorched Earth* actions, raids, war, slaving and various other events may also affect this rating. See Section [2.3.4] for more on Regional Income.

2.14.3 Regional Public Works Bonus

This is the amount of economic augmentation done to the region by rural Public Works Projects. These include farm roadways, irrigation canals, erosion dikes, grain silos, highway signs, fences, mills and levees. The existence of these will improve the GP and Agro productivity of the region, as well as increase the population of the province. See Section [2.3.8] for more on Public Works.

2.14.4 Region Spacer Code

The Regional Spacer Code denotes special regions, like regions forming the Silk Route, hostile land regions, and so on.

Table 2-18. Region Spacer Codes

Spacer Code	Description
/	Normal Region
f	Fur Line Region
h	Hostile Region
s	Silk Road Region

2.14.5 Region Resistance Value

The Resistance Value is how much a region will resist an attack or a diplomatic attempt. A higher value represents a greater resistance to change. Thus more resistant regions will be more reluctant to join your nation. But once controlled, highly resistant regions will be all the more reluctant to abandon your nation. Conversely, low resistance regions are easy to woo or conquer, but are also likely to abandon you at the first sign of trouble.

To control an empty province (one with no GPv or RV) still requires 1 troop unit.

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2.14.6 Control Level

There are 14 Control Levels that a Region may have in relation to your Nation. In ascending order of Control they are: *At War* (**aw**), *Hostile* (**hs**), *Uncontrolled* (**un**) *or Neutral* (**n**) *or Occupied* (**oc**), *Claimed* (**c**), *Non-Paying Tributary* (**nt**), *Feudal Allied* (**fa**), *Tributary* (**t**) or *Pacified Tributary* (**pt**), *Economic Ally* (**ea**), *Allied* (**a**), *Pacified* (**p**) or *Friendly* (**f**), and *Homeland* (**hm**).

Regions with *At War*, *Hostile* or *Uncontrolled* statuses will not usually appear in the Regions and Cities section of the status report. Hostile and At War regions are kept track of by the GM. Control status definitions are explained below, and are listed in ascending order of control status. The *Homeland* is the maximum status that a region can ever have.

In the rules that follow, there are references to "having a status greater than…". This refers to the order in which the Control Statuses were listed above. Feudal Allied, then, has a status greater than Non-Paying Tributary.

2.14.6.1 At War (aw)

These regions don't like you one bit. Once a region is At War with you, it will wage war on your country until you kill it or their current king dies. You have the least control over these regions.

2.14.6.2 Hostile (hs)

These regions are generally displeased about having you as a neighbor. Thus Hostile regions are tougher to woo than neutral regions. If the region had been attacked by your nation recently or raided or insulted, chances are that region will be hostile.

2.14.6.3 Uncontrolled (un)

Uncontrolled neutrals are indifferent to you, and hopefully indifferent to everyone else, too. This is the base Control Status of regions that a diplomacy action attempts to improve upon.

2.14.6.4 Pacified (p)

Pacified regions are those conquered outright by your Nation's armies in war. You are providing the full administration of the region and are extracting every last ducat out of the natives. These regions must be garrisoned and thus will not revolt unless the garrison revolts, or is wiped out by a native uprising. You cannot build mobile troops in the region, but can build fortifications. In time, Pacified regions may turn Friendly if they are of the same Religion and Language as your Nation.

2.14.6.5 Pacified Tributary (pt)

Pacified Tributary regions are those that have been defeated in battle by your armies and an indigenous government has been installed at your whim. They provide the administration of the region and handle all internal affairs. Your Nation, in turn, gets tribute from them. These regions are very likely to revolt in times of trouble.

2.14.6.6 Claimed (c)

Claimed regions are those in which, through trade agreements, marriage or blood-ties, your Nation has some interest and some legal stake in the ruling house or group therein. Such regions do not count for Imperial Size, since you do not control them at all, but the status allows you to build upon the link to enhance the relationship at a later time. Any number of Nations can Claim a given region. Claims can be lost through hostile diplomatic actions, or if your Nation suffers a Dynastic Failure.

2.14.6.7 Non-Paying Tributary (nt)

Non-Paying Tributary regions have agreed to give your Nation's armies right of passage and have paid some homage to your ruler. However, your Nation does not have any hand in the administration of the region and does not gain any direct revenues from such a region. Such regions will revolt at the first opportunity. You cannot build any troops (mobile or not) in such a region.

Non-Paying Tributary cities do not count for the purposes of calculating Inter-City Trade (see [2.3.6] on page 10) or basing Merchant Shipping. A non-paying tributary province can be shared by two or more nations. See section [10.16] on page 88 for more details.

2.14.6.8 Tributary (t)

Tributary regions have accepted your Nation as their overlord and pay a small tax in tribute, as well as allowing your armies passage. Your Nation cannot build mobile troops in the region, but field fortifications are tolerated. The native forces will fight with your armies if the region itself is attacked. Tributary regions are very likely to revolt if an opportunity arises.

A tributary province can be shared by two nations. See section [10.16] on page 88 for more details.

2.14.6.9 Feudal Allied (fa)

Feudal Allied regions have agreed to provide your Nation with fighting forces in time of war in return for their own autonomy within your Nation. You do not collect gold or grain from these regions and cannot build National troops (mobile or non-mobile) in them. However, you can build Allied troops for the natives, or give them National troops - which then become Allied troops. No support need be paid for these units. Feudal Allies are fickle and are prone to revolt at any opportunity. Each turn, the Feudal army can be called up and used as a normal army as long as they end the **turn** back in their home region.

The leader of a Feudal Ally appears on the status report with his armies and is denoted by an **F** leader type code. He can only perform those Actions which use the Combat stat for resolution (see section [7.2.4] on page 51 for the complete listing).

If the Feudal troops are involved in a campaign when the time arrives for them to go home at the end of the turn, they will return home, regardless of the situation. If a Feudal Ally is prevented from returning home, he may revolt.

2.14.6.10 Economic Ally (ea)

Economic Allies are integrated into your Nation economically; they provide full taxes and agricultural produce, but have reserved their military forces for their own use. You cannot build **any** troops for your Nation in the

area. These regions are moderately likely to revolt if an opportunity presents itself. They are more likely to switch to another Nation's control due to diplomatic maneuvering than outright revolt.

2.14.6.11 Allied (a)

Allied regions are fully committed to your Nation. They provide a good portion of their economic output to the Nation, and they allow passage of National armies. National troops still cannot be built in the region, but the Nation may build troops for the region. The Allied regional leader appears on the status report, along with his Active army, and can be moved about as pleases the player. He cannot, however, take hostile action against his own region or do Diplomacy upon it. Whether an Allied region revolts during some national crisis is dependent upon their ruler's Loyalty, which varies wildly.

Should an Allied region become Friendly (through Diplomacy or Leader death) then the Allied troops become national troops.

Diplomacy actions against an Allied region must be conducted in the region, with the Allied leader present.

2.14.6.12 Friendly (f)

Friendly regions are fully assimilated into your Nation. You can build all kinds of National troops therein (assuming of course, that there is a city or port there, and the region is within the HBZ) and receive full revenue from the region. Of course, the burden of administration is full borne by the Nation for such regions. They are also the major source of National Force Points. They rarely revolt.

2.14.6.13 Occupied (oc)

Occupied regions are Friendly or Homeland regions that have been seized by another Nation. They remain on your status report with an '**oc**' status — producing neither revenue nor national force points until such time as you retake them, whereupon they revert to their previous status, or they become friendly to the conquering nation.

2.14.6.14 Homeland (hm)

The Homeland region is the focal point of your nation. You can build most National troops at the Homeland, even if there is not a city there. Your government will be centered at the Homeland and is therefore the site of the capital city if a Capital has not been built elsewhere.

2.14.7 Region Religion

The specific practicing religion of the region is listed here. Region Religion is usually the same as the National Region, but sometimes it will be different.

2.14.8 Terrain Type

This is the prevailing type of land in the region. The various Terrain Types are explained in Section [4.5].

2.14.9 Megalithic Constructions

The number of Megalithic Constructions (**MC**) built in the province are noted here as a numeral. The Notes area may have more details on what, exactly, was built in the province.

2.14.10 Years from Conquest

The **YfC** figure is the number of years since this province, or city, was pacified by this Nation. This figure will continue to increment while the province is occupied and while it has not become a Friendly province.

2.14.11 Garrisons

These are the troops left in the region without a leader. Garrisons are required in any region or city with a status of *Pacified*. A successful garrison must meet both numerical and unit type requirements. Failure to meet either requirement will cause the region or city to revolt, and whatever units had been on garrison duty will be destroyed.

To control an empty Region or City (one without GPv or RV) still requires 1 troop unit.

2.14.11.1 Regional Garrisons

The unit type requirements for regions differ according to the Terrain Type of the region. Cultivated, Wilderness, and Mountain region garrisons must be composed of Infantry, Cavalry, and/or Field Forts. Steppe and Desert region garrisons must be composed of either Cavalry, or twice the Cavalry requirement in Infantry and/or Field Forts.

The size of a regional garrison must equal or exceed the Modified Resistance Value of the region. The Modified Resistance Value can be calculated using the following equation:

Modified Resistance Value =
Regional Resistance ×
Terrain Multiple ×
Religion Modifier

The **Terrain Multiple** can be determined from the following table where Culture is the Culture Type of the occupying Nation, and Terrain Type is the regional terrain of the occupied region. The **Religion Modifier** is shown in the second table following.

Keep in mind that troops on garrison duty are not prepared to defend against a (well led) army. Unless a leader is present in the region, garrison troops fight with a combat leadership of zero (0) (by contrast, an army accompanied by a leader will fight with a combat leadership equal to the leader's combat rating). If, however, the number of troops in the region equals or exceeds 50.× (GPv of the region), the combat leadership will equal the resistance value of the region.

Table 2-19. Garrison Terrain Modifiers

Culture	*c*	*c2*	*w*	*s*	*j*	*i*	*d*	*m*	*t*	*o*
Pre-Colum.	1	1	1	2^{C}	1	1	2^{C}	1	2	1
Seafaring	1	1	2	2^{C}	2	1	2^{C}	2	2	1
Civilized	1	1	2	2^{C}	2	1	2^{C}	2	2	1
Barbarian	2	2	1	2^{C}	1	1	2^{C}	1	2	2
Nomadic	1	2	2	1^{C}	2	1	1^{C}	2	2	1

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Notes

- All regions requiring a cavalry garrison (those marked with a ^{C}) can be garrisoned with infantry or field forts in twice the cavalry amount. An exception to this applies in the case of regions where there is no Cavalry in use (pre-Cav Count America, or South Africa).
- All listed numbers are factors that are multiplied by the Region Resistance Value.

Table 2-20. Garrison Religion Modifiers

Regional Religion is...	*Modifier*
Tolerant of Your Religion	1.5
Hostile to Your Religion	2.0
The same as Your Religion	1.0

2.14.12 Maximum Status For A Region

The maximum control status your Nation can achieve in a region will be the lower of the two statuses as determined from the following tables:

Table 2-21. Maximum Region Status by Religion

Your National Religious Strength	*The regional religion is the...*		
	Same	*Tolerant*	*Hostile*
1	F	F	A
2-3	F	F	EA
4-5	F	A	EA
6-7	F	EA	T
8-9	F	EA	NT
10	F	T	P/PT

Table 2-22. Maximum Region Status by Terrain

Region Terrain	*Controlling Culture is...*				
	C	*B*	*N*	*S*	*P*
c2 (Intns Cult.)	Hm	Hm	Hm	F	Hm
c (Cultivated)	Hm	Hm	Hm	F	Hm
w (Wilderness)	F	Hm	EA	FA	Hm
m (Mountain)	FA	F	T	EA	FA
s (Steppe)	FA	T	F	NT	FA
d (Desert)	FA	T	F	NT	EA
t (Tundra)	F	F	NT	T	F
i (Island)	F	F	T	Hm	F
j (Jungle)	F	EA	NT	EA	F
o (Oasis)	T	NT	A	NT	NT
City	F	F	F	F	F

2.14.13 Fortresses

A number might appear on the status report just after the garrison in brackets. This construct is a fortress or citadel which is basically a walled city without the city. The number in brackets is the number of Wall Points that make up the Fortress. There can only be one Fortress per region and that Fortress cannot exceed (Builder's Siege QR) Wall Points in size.

A port Fortress is indicated by a trailing **p** code, while a Fortress built within a City is indicated by a trailing **c** code. A port fortress within a city is indicated by a **pc** code.

Constructing Fortresses is discussed in Section [5.4.6].

2.14.14 Cities

Below each Region line in the Regions List, there may be a second, indented, line that describes the city that resides in that region. Cities, like regions, are described by a general format:

- The City Name, followed an opening bracket...
- the Gold Point Value (GPv), followed by a plus (+) sign
- the City Public Works
- the City Type Code (**p** marks a Port, for example)
- Wall Points, followed by a closing bracket
- The City Resistance Value in angle brackets (like so: <4>)
- Control Status of the city
- Religion of the city population
- A colon and then the City Garrison
- Any applicable Notes.
- Prevalent Language of the city population
- A notation to indicate any other nation or religious order that also has a control status in this City.

Example:
Orleanais [3+10p15] <9> f rc : 15i Notes Fra

2.14.15 City Type Codes

The spacer code between the Public Works and the Wall Point values of a city is used to define, for the convenience of the players and GMs, which of a number of different types of city it is. Here follows a list of spacer code symbols and their explanations:

Table 2-23. City Spacer Codes

Spacer Code	*City Type*
p	Port City (see Section [5.7]).
c	Capital City (see Section [10.1.2]).
r	Connected by a Royal Road to either the Capital of the nation or to a Port. (see Section [6.1.5]).
/	Normal city, with no other attributes.
s	Silk Route city (see Section [4.3.2]).
$	Treasury city, if different than the Capital (see Section [10.1.5]).
u	University city (see Section [2.9]).
h	Holy City (see Section [9.8]).
b	City is Besieged (see Section [7.2.4.1]).
i	City is Isolated from the rest of the nation (see Section [10.1.1.1]).
+	City is both a Port and on a Royal Road.
#	City is a Capital with a Port on a Royal Road.
*	City is a Port on the Silk Road.
&	City is on the Silk Road with a Royal Road

For purposes of International trade calculations, only one of any possible applicable City Type Codes will be printed as the City Spacer Code. A city may have a port, a road connection and be the site of a university all at once, but the type that gains it the greatest Trade Value is the one that will be shown.

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2.14.16 City Resistance Value

Like a Region, a city has a Resistance value that is used for checking for Revolt and as a modifier to Diplomacy. This stat is not usually listed on the stat sheet, but it is calculated by this formula:

$$RV = \frac{WP}{2} + \sqrt{GPv}$$

Where **RV** is the resulting Resistance Value, **WP** are the number of Wall Points possessed by the City, and **GPv** is the GP value of the city (it's size). Fractions are dropped from the resulting number.

Note: Add one (1) to the RV if the city is on a Road, is a Port City, is a Holy City or contains a University.

If the city is of a **Hostile** religion, then the garrison requirement is doubled.

To garrison a Pacified city there must be at least as many troops as the city Resistance Value. Only Cavalry, Infantry or Siege Engineer units can garrison a city. City Wall points ***do not*** count for its garrison.

Example

The Austrians have captured the city of Venice, which is 7 GPv in size and has 12 Wall Points. They must garrison the city with at least (12/2 + 7^½ = 8) points of infantry or cavalry.

2.15 BANKING SYSTEM

If your campaign has progressed to the point where there are national banks, yours will be listed here. The bank has the following attributes:

A *Name* (like The Bank of Geneva), a *Status* (Open or Closed, depending on whether you are allowing other nations to borrow from your bank), a Base *Value* (which is based on the economic strength of your nation), an amount *Invested* (by people paying off loans, and the interest adding to the banks' capital), an amount *Loaned Out* (in outstanding loans), and the resulting *Free Capacity* (which is the amount which could be borrowed on the current turn). Finally, there is an *Internal* borrowing rate (which is the amount the owning Nation pays to borrow money from the bank), and an *External* borrowing rate (which is the amount other nations pay to borrow from your bank).

2.16 MERCHANT SHIPPING ALLOCATIONS

This section of the status report shows the home port cities for all of the nation's merchant fleets, the number of Merchant Shipping Points (**MSP**) (see Section [2.17.6] on page 25) assigned to the fleet, the number of national ships in the fleet, and the shipping activity that they are currently engaged in.

This section is grouped by Port City, with each merchant fleet based at the port shown following lines, like so:

1. The Activity that the fleet is undertaking.
2. The number of MSP in the fleet.
3. The Trade route the fleet is assigned to. Internal Trade and Fishing fleets are assigned to Route 00000.
4. The Nation the fleet is sailing to, or (No One) if the fleet is an Internal Trade or Fishing Fleet.
5. The number and type of Units that compose the fleet.
6. Any notes appertaining to the fleet, such as the Sea Zone being fished by a Fishing Fleet.

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There is a sub-total line for each Port City, showing the total number of MSP based at the port, as well as (in square brackets) the *Capacity* of the port.

If more MSP are based at the port than allowed, an *OVER CAPACITY* note will be displayed. MSP from routes which are Over Capacity will be forcibly converted to ship units in the port.

Finally, at the bottom of the section there is a listing of the Total National MSP, and the total Nation MSP Capacity.

In some cases, you may be sharing status in the port with another nation, in which case the *other Nation's* MSP total will be shown, along with an indicator of which Nation is also basing MSP at the port. You will not see, however, any details of their trade routes or shipping tasks.

Merchant fleets can be assigned to the following activities:

2.16.1 Sea Trade

For each nation that the player intends to trade with that can only be reached by sea, an External Sea Trade Fleet must be allocated to that duty. Only one fleet set on Sea Trade is required to sustain trade between two nations, and both nations may contribute MSP to the fleet. A sea trade fleet can traverse a number of sea zones determined by their nation's Culture (see following table) from a port city in the originating nation to a port city in the target nation. Both ports cities *must* be able to trace a land route through controlled regions from that port city to their respective capitals.

Table 5-1. Sea Trade Range by Culture

Nation Culture Type	*Trade Range*
Nomadic	1
Barbarian / Pre-Columbian	2
Civilized	3
Seafaring	4

2.16.2 Internal Trade

Every 20.MSP (and no less) set on Internal Trade functions as a 1 GPv port city for purposes of Revenue (producing City, Inter-City and International Trade Income).

2.16.3 Fishing

This is a fleet that adds to the nation's agricultural output by fishing in the sea zone adjacent to its base port. A Fishing Fleet of 20.MSP generates 1 Agro Point per turn, which, when combined with the land production, is then modified by the harvest for the Geographic Zone the Nation resides in (see Section [2.11.2]).

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2.16.4 Port Capacity Limit

A port city cannot service, supply and warehouse an unlimited number of ships, crews and cargoes. There are physical limitations to the warehousing, the slips, the docking facilities, the number of longshoremen and other workers to support shipping. As a result, each port can only support a certain number of MSP assigned to it.

Note that the maximum number of MSP that a nation may base at a Port City is based on the degree of control (the Tax Multiple, see Table 2-7 on page 9) that nation exerts over the city.

Nation's MSP Limit = Port GPv × 20.× Tax Multiple

This capacity is calculated for **each** nation that exerts a level of control over a Port City. In addition each Port City has a total capacity (GPv × 20) that cannot be exceeded by all MSP based at the port.

Example: The nations of Egypt and Axum share control of a port city, Adulis, on the Red Sea. Each Nation has a status of T (tributary) in the city. Adulis has a GPv of 5. Neither Egypt nor Axum may base more than (5 × 20.× 0.5 = 50) MSP at Adulis.

2.17 TRADE ROUTES

A Trade Route represents the merchant trade that can exist between two nations. This section keeps tally of all Trade Routes between your nation and its trading partners. Refer to Section [5.2] for more details on the establishing and maintaining Trade Routes. Your Trade Route listing should only contain Trade Routes between your Nation and its trading partners. It is arranged like so:

- Trade Route Number
- Type of Trade Route
- Name of the Nation you're trading with
- Status of the Trade Route
- Route Distance (in Sea Zones)
- Route Duration (in Years)
- Your Nation's eMSP (Effective Merchant Shipping Points) on the Route
- The GP that the Route generates for your nation
- The eMSP for the Nation that you're trading with
- The GP that the Nation that you're trading with makes off of this Route
- The port city in the *other* nation handling this trade route.
- Route Total Trade Value (**TTV**)
- Route "Free" Capacity (**Free**)

2.17.1 Trade Route Number

Each Trade Route between nations is assigned a number. This number is used by the players and the GM when Merchant Shipping Points are shifted between routes or other activity occurs.

2.17.2 Trading Nations

Your nation's name, your trading partner's nation name and the effective Merchant Shipping Points (see Section [2.17.8]) that each nation has on that particular trade route are listed after the Trade Route Number for each particular trade route.

2.17.3 Trade Route Type

The Trade Route Type merely lists whether the route traverses land only (including possible ferries) ("**L**"), or whether the route must traverse at least one sea zone ("**S**"). A pair of nations cannot trade with one another both by sea and by land. Land trade can be less profitable than a well established sea trade route (due to the greater possible efficiency of a sea trade route.

2.17.4 Trade Route Status

Each Trade Route has a status attached to it, as per the following table. Each status modifies the amount of trade that can flow through the route each turn.

Table 2-24. Trade Route Status

RouteStatus	Description	Throughput
NST	Normal Sea Trade	1-100%
WAR	Blocked by Warfare	10%
BST	Blockaded Sea Trade	50%
LTH	Land by Hostile Terrain	70%
LTD	Land by Difficult Terrain	80%
LTO	Land by Open Terrain	85%
LTR	Land by Road	90%
LTS	Land across the Sahara	50%
LTC	Land along the Silk Route	30%
INI	Trade Under Interdict	50%

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The various Route Statuses' are set by the GM as per their assessment of the kind of route and the terrain over which it must travel, in the case of land trade.

- A *Land by Open Terrain* route is composed of a string of continuous cultivated or steppe land regions between the two capitals, with no ferry points used.
- A *Land Trade by Difficult Terrain* route contains one or more wilderness or jungle regions, a type-one mountain range, or a ferry arrow.
- A *Land Trade by Dangerous Terrain* route contains one or more desert or tundra regions, a type-two mountain range or a Hostile or Unsettled region.
- A *Blockaded Sea Trade Route* is one that the Trade Route traced is Blockaded by a hostile fleet (see Section [7.2.4.7]).
- A Trade Route is *Blocked by Warfare* if the two nations that had been trading (and had established a route) are now at war with one another.
- A Trade Route is *Under Interdict* if a nation is trading with a partner of the same religion which is under Interdict from a Primate Authority of the same religion.
- A Trade Route can be operated via *Land by Road* if the majority (75% or more) of the cities in each nation are connected by Royal Roads (see Section [6.1.5]) and the two nations share a Royal Road network that connects both Capitals.

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- A Trade Route can be operated via *Land Across The Sahara* if you can trace a caravan route via Oases (controlled either by your Nation or that are Uncontrolled by any Nation) to a land region in the other Nation.

Example
The Empire of the Red Turbans controls the province of Songhai, which is also their capital of Timbuctu. They open a LTS route to the Caliphate of Tangiers, which controls the province of Zirid, by tracing a trade route through the oases of Arauane, Terhazza, Bir-el-Khazaim and Adrar. If any of those four oases should fall into the hands of the Senegalese (the Empire of the Blue Turbans) the route would be Closed.

- A Trade Route can be operated via *Land Along The Silk Route* if a contiguous series of controlled land regions can be traced from the Capital of your nation to a Silk Route region (which you control), then via Silk Route regions (uncontrolled by any player, save yourself and the Nation that you are trading with) to a region that is controlled by the other Nation, and thence, by controlled land regions to their Capital.

Example
The Persian Empire has conquered provinces as far north as Kara-Khitai, which is a Silk Route region. From there, all of the Silk Route regions are independent to Yanzhi, which is controlled by the Pathet Lao. Persia and Lao could open a LTC route between themselves.

2.17.5 Trade Route Duration

Trade Route Duration is roughly the number of years that the route has been in operation. As time passes, the Duration increases. If a route is closed for some reason (by warfare, lost provinces, et cetera), the duration degrades.

The longer a trade route has been open, the more familiar the respective sets of merchants and governments are with each other's policies and markets. Mercantile concerns also have a chance to establish themselves and make contacts. All of this adds up to an increased flow of trade and more money on the route.

At the discretion of the GM, nations may be allowed to grant special trading privileges to certain other nations, increasing the Duration of a given trade route (useful for newly opened routes). At the same time, restrictions may be placed on other nations traders and merchants, reducing the Duration of trade on that route.

2.17.6 Merchant Shipping Points

A Merchant Shipping Point (**MSP**) is defined as 1 Cargo point of ships. A regular (or Medium) Transport unit (see Section [5.4.2]) is worth 3 Merchant Shipping Points. If your campaign is using Heavy or Light units, transports will be worth more or less MSP depending on their size.

In the case of external Sea Trade, these ship units can be provided by either or both of the two trading nations in question. Sea Trade starts if either or both trading nations send at least 1 full MSP on a possible Trade Route.

However, it is impossible to build just 1 MSP. Even a Light Transport would generate 2 MSP. Undefined MSP cannot be built; they are only created by trade routes which are operating below their eMSP capacity, as described in section [2.17.10] on page 25. You can, however, *transfer* MSP from an existing route to a new one to open it.

2.17.7 Sea Zone Distance

The Sea Zone Distance is the minimum number of Sea Zones that a sea Trade Route crosses between the ports of the Trade Route. If a pair of nations are trading through a single Sea Zone, then this counts as a distance of one (1).

2.17.8 Effective Merchant Shipping Points

The effective Merchant Shipping Points (**eMSP**) shows the relative transport capabilities of the MSP assigned to the trade route by each nation. The eMSP differs from the actual MSP assigned to the route according to the following equation.

$$\text{Effective MSP} = \text{MSP} \times (\text{Trade Range} / \text{Sea Zone Distance})$$

In other words, the shorter the distance traversed by water, the greater the effectiveness of your assigned MSP. See Table 5-1. Sea Trade Range by Culture on page 34 for the Trade Range of your nation.

2.17.9 Total Trade Volume

The Total Trade Volume (TTV) is the sum of yours and your trade partner's International Trade Values (ITV, see Section [2.3.9] on page 10). This figure represents the potential amount of trade (in eMSP) that could be carried between the two nations. This is also sometimes referred to as the *capacity* of the trade route.

Example
England and France are trading by sea through the English Channel. England has a trade value of 4.5, France a 9.2. The Trade Route is 1 Sea Zone in length. The capacity of this route is the sum of these Trade Values which is 13.7 (which rounds up to 14). Thus, 14 eMSP are needed to sustain full trade between these two nations on a given turn. Three transports assigned to the route will easily support all of the trade on the route, because 18 eMSP (6 MSP × (3 / 1)) exceeds the routes TTV of 14.

2.17.10 Free Capacity

A route's Free Capacity is the amount of eMSP still needed to reach Capacity on a given Trade Route. If this number is shown as a **negative** number, then this is the number of eMSP's that are allocated *over* the capacity of the route.

$$\text{Free Capacity} = \text{TTV} - \text{Your eMSP} - \text{Their eMSP}$$

If a Sea Trade Route is not at capacity (the Free Capacity is a **positive** number), the Route will "fill up" with automatically generated Merchant Shipping as each nation's merchants realize that an opportunity exists and attempt to take advantage of it. The number of "automatic" Merchant Points that appear on a route is equal to:

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New Shipping =
Route Free Capacity ×
National Market Value ×
Proportion of Current Shipping on the Route

rounded to the nearest integer. This means that nations with a higher NMV and a greater proportion of allocated Merchant Shipping will more quickly fill underutilized trade routes with their shipping.

If the Free Capacity is positive, add more transports to the route. If the value is negative, the extra merchant shipping is not earning you any money. The proportion of shipping on the route is equal to (Current Shipping / Total Shipping on Route).

Example

A Sea Trade Route exists between England and Spain. The total Trade Capacity (sum of England and Spain's Trade Values) is 35. England has allocated 20.Merchant Shipping Points (MSPs) and Spain 8 MSPs. The **free capacity** of the route is (35 - 28 = +10). England has an NMV of 0.105 and Spain has an NMV of 0.08. During the turn in question the English merchant shipping allocation would grow by (10.× 0.105 × (20./ 28) = 0.75 rounded to 1) MSP. The Spanish, in turn, would gain (10.× 0.08 × (8 / 28) = 0.22 rounded to 0) MSP.

2.18 MONOPOLIES, TITHES AND TRADE CARTELS

This section is broken into three sub-sections (one each for Merchant House monopolies, Religious Primacy tithes, and Merchant House Cartel trade routes). For details about Monopolies and Cartel Trade, see the **Renaissance Supplement**.

The Religious Tithes section is used to show both the level of the Tithe your nation is paying (or receiving) to a Primacy (see section [9.6.8.3] on page 72 for more details) and the current level of Influence the Primacy has in your nation (see section [9.3.4] on page 68 for more details).

The gold received from tithes is included in the Primacie's Saved Gold amount.

2.19 PROJECTS

Projects cover a wide range – from the construction of religious monuments (or pyramids!) to the transformation of your entire national society. They are listed in this section, in order started. Each project is described by:

1. The *Id No.*, which is assigned when a new project is created, and used to identify the project in the system.
2. The *Level* of the project (or it's size), which ranges from 0.5 to 10.or more. The Project level defines it's cost to build and to maintain. (See section [6.0] on page 42 for more details.)
3. The *Location* of the project, if there is one. Some projects are "national" projects, covering an entire realm. These are indicated by a "?" for their location.
4. The *Status* of a project can be "Started", "Finished" or "Damaged".
5. The *GP* of an incomplete project will have two lines (Paid and Cost) to show how much a project will cost when done, and how much has been paid so far.
6. Likewise, the *NFP* of an incomplete project will have two lines (Paid and Cost).
7. And the *Years* of an incomplete project will have two lines (Paid and Cost). A Completed project will show only the *Cost* line.

2.20 UNIT BUILD CHART

This chart gives you an idea just how much your troop units will cost you. This chart may or may not be attached to your status report. The GM has the option to generate it or not and may only do so when new units become available to you for builds or when the cost of units changes. This chart looks just like the Unit Construction chart (Table 13-4) found in the Charts & Tables section at the end of the rulebook.

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2.21 NATION HISTORY

This chart shows one entry for each turn your nation has surivived, showing you the Turn No., the Name of your nation that turn (which may change, as circumstances drive), your MSI (Military Strength Index), ESI (Economic Strength – how much money you made that turn), your TV (Trade Value), your Total Population and your Friendly Population.

3.0 READING THE NEWSFAX

The Newsfax chronicles the results of all the turn's orders submitted by the players to the Game Master.

The Newsfax grants a player insight into the activity of other players, the size of their armies, their economic activity and their strategies. Likewise, it allows those same other players an opportunity to view what you may be doing, as well. The Newsfax is also the means by which the GM makes announcements, rules clarifications, and otherwise blasts off at his captive audience.

3.1 NEWSFAX LETTER HEADINGS

At the head of a Newsfax is the name of this game, the blurb ***Lords of the Earth***, and the campaign number. Then the turn number of the newsletter is printed. It will list the turn number, what year it is at the end of the turn (or the span of years covered by the turn), and the current era. After that is the Due Date, which is the next date that you must submit orders by.

3.2 ANNOUNCEMENTS

The Announcements section will include new rule changes and clarifications, campaign policies and other news pertinent to the running of that particular game.

3.3 GAME MASTER NAME AND ADDRESS

This is the person and address that all orders should be delivered to on or before the due date. Please note that any orders received by the GM after the Due Date shall be run or not run at the GM's discretion. Also somewhere in the Newsfax Letter should be the GM's phone number (if one is available).

3.4 TURN AND MAPSET PRICING

Also listed in the newsletter are the prices required by the GM for each turns play, for a Mapset or any other map that is on sale (such as color maps, custom maps, individual maps).

3.5 NATION BY NATION REPORTS

Each nation is represented by an entry with the following general sections:

1. The name of the nation (in bold capitals). The type font of the nation may either represent the nation's current technology level or the culture code of the nation may be appended as a single letter.
2. The next line is the name of the current monarch of the nation and their various titles in italics - which may be both longwinded and pretentious.
3. The third line is the Diplomacy line. Here, the results of any diplomacy conducted by that nation's leaders is reported, assuming that there were any results at all. The results are noted by the name of the region in which diplomacy took place, followed by the new Control Status that resulted (in parentheses).

Example:
The Ming Empire
Ming-ta Juwen Shui-jen, Emperor of China, Son of Heaven
Diplomacy: Hupei(f), Tsingdao(t)

This result would indicate that the region of Hupei had become friendly to the diplomacizing nation, and Tsingdao had become tributary. See Sections [7.2.4.11] and [7.2.4.33] for more information on doing diplomacy, and section [2.14.6] for the control statuses that a region can have.

The fourth and subsequent lines are the results of your other actions, written up by the game-master in a grand and glorious (i.e. pulpy) style designed also to be self-explanatory.

In each nation by nation report, the highlights of the turn's events are reported. Here are some of the events that are always reported in the Newsfax (unless, of course, they are concealed by Intel activities):

The Foundation of New Cities, where they are, their name and what sea zone it may face, Construction of Fortresses, New Megalithic Constructions, Changes in Regional Terrain, The Death of Kings, Rebellions and Civil War, Hostile Military Actions against Other Nations, The Development of New Technologies, Intel Actions against your Nation and the results, Failed Intel actions that you attempted against other nations and were 'blown' or revealed to the public, and Religious actions within your country.

3.6 MERCENARY POOLS

In many areas of the world, mercenaries (or *condotierri*) are available. Mercenaries are bands of men, of various levels of skill, who pledge allegiance to none other than precious gold. They can be hired, but players are restricted to hiring mercenaries only from those general regions where they control territory. Each Regional Heading in the Newsfax will list the mercenary troops, and possibly leaders, that are available for hire in that general region. The Quality Ratings of the troops may or may not be disclosed, at the discretion of the GM. If leaders are listed, they will be shown along with their military, diplomatic and charisma ratings.

Mercenaries are hired on a one-turn basis at any time during the turn. The pools of available *condottieri* are listed for each world region they are in. These are the mercenaries available in cities controlled by the nations that are listed under each regional heading (such as North Africa, China or South America). The type and number of mercenaries are listed. Their QRs may or may not be revealed.

The minimum bid per unit for a mercenary unit is 0.5 GP. If a Mercenary Captain is available, then his minimum bid is his combined Combat and Diplomacy stats in GP.

See Section [5.5.1]. For more details on hiring and using Mercenary troops.

3.7 MSI RANKINGS LIST

At the end of the Newsfax is an MSI Rankings List. Each nation is listed, in descending order, from the most powerful to the weakest. Following each nation's name are that nation's: actual MSI rating, ESI ranking, International Trade Value, the player's name or alias, the player's phone number (if the player wishes it to be listed), and the player's email address (if the player has one and wishes it to be listed).

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4.0 THE MAPS

Maps are central to the game play of *Lords of the Earth*. They show the locations of the regions and cities, the terrain, borders, builds and in some games what nation controls the region. It is recommended that you periodically reorder map sections that change significantly during the course of the game.

The maps of *Lords of the Earth* feature relatively evenly sized regions that divide up virtually all of the landmass of the whole world save the Polar Regions. Each region contains a name, a terrain symbol, a religion symbol, a Gold Point Value (**GPv**) and a Regional Resistance Value (**RRv**). The two values will be enclosed by parentheses and separated by a slash, with the GPv to the left and RRv to the right. The tables in the following sections display the various symbols that you will find on the maps.

See also Section [13.5] (the Example Map) on page 111.

4.1 REGIONAL SYMBOLS

Besides Terrain, Religion, GPv, and Resistance, each region can contain a wide variety of other symbols representing just as wide a variety of resources, improvements (environmentalists notwithstanding), and hindrances amidst the landscape. Cities, Fortresses and Ports represent concentrations of population within a region. Trade Centers, the Silk Route and the Arctic Fur Line represent locations of unusual economic value. Roads and Monuments are valuable constructions. Colonizable Land Regions are great opportunities for expansion that won't inconvenience your neighbors.

Table 4-1 . Regional Symbols

Symbol	Meaning
	City
	Fortress
	Port
	Port City
	Port Fortress
	Holy City
	Royal Road
	Postal Road
	Trade Center
	The Silk Route
	The Fur Line
	Monument (megalithic construct)
(/)	Colonizable Land Region
H	Hostile Land Region

4.1.1 Cities

Each region potentially can contain a city. But, the sizes of those cities will invariably differ. On the maps the relative size of a city is denoted by one of the five city type symbols, each of which represents differing ranges of City GPv's. See section [5.7] for more on Cities.

4.1.2 Fortresses

Each region can also potentially contain a fortress. Sometimes the fortress is surrounded by the region's City and in other cases the fortress is in a different location, separate from the City. A fortress surrounded by a city is denoted by the combined fortress-city symbol (as shown in Table 4-1), while a stand-alone fortress is denoted by a triangle. See section [5.4.6] for more on Fortresses.

4.1.3 Ports

Cities built along coastlines of sea zones or navigable rivers may also have port facilities. Ports permit the construction of navies and act as bases for the nation's merchant fleets. Cities sporting port facilities will have an anchor noted next to their city symbol. The position of this anchor symbol will also show which Sea Zone the port is placed on. A port may be placed at the junction of two Sea Zones, thus adjoining both of them, or at the confluence of a River and a Sea Zone, allowing access to either.

In rare circumstances an anchor may be noted next to a body of water in a region that does not contain a city, or in a region that contains a city that is clearly situated inland. This is known as a *Port Area*.

A Port Area allows the nation that controls the port area to build up to 20.light warship and/or light transport units per turn.

A Port Area **does not** count as a Port for purposes of tracing a trade route from capital to capital. For that, you need a port **city**.

All port facilities aid troops in embarking to and debarking from ships. See section [7.2.4.21] for more on Loading and Unloading ships.

4.1.4 Holy Cities

A few cities have the distinction of being revered by one or more faiths for their religious significance. These Holy Cities are denoted on the map as cities with a small cross above the box symbol of the city itself (). See section [9.8] for more information on the formation and effects of Holy Cities.

4.1.5 Roads

Roads can be built to hold the far-flung expanses of an empire together. Royal Roads will extend the King's Command Control Radius and the Homeland Build Zone, improve troop mobility into the hinterlands, and can improve the mobility of your merchants (thereby improving your International Trade income). Postal Roads will extend the King's Command Radius, but do not provide mobility improvements or extend the Homeland Build Zone.

Royal Roads are denoted on the maps with parallel lines extending from city to city, city to region center, or region

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center to region center (═). Postal Roads are single lines that extend in the same manner. See sections [6.1.5] and [6.1.4] for more information on the construction and uses of, respectively, Royal and Postal Roads.

4.1.6 Monoliths

On occasion, nations will build monuments to commemorate an important event or the passing of a great leader. Sometimes these monuments are religious in nature, other times they are memorials to past great leaders, and still others are built to impress locals and foreigners alike as to the power and wealth of the nation. Given sufficient time and notoriety, these monuments can potentially generate a small income due to tourist traffic as well.

Since these constructions can vary widely in purpose and form, the symbols that represent them may also vary. Some show up as a pyramid (◈). See section [6.1.9] for more on Monoliths and Religious Monuments.

4.2 REGION RELIGION

The Religion symbol in a province denotes the *dominant* religion of the region, even if the majority of the people there are of a different religion. Sometimes two religion symbols may be seen for the region. This means that a *Military Conversion* (MC) is in effect. See Sections [9.4.2] and [7.2.4.23] for more details.

4.3 SPECIAL TRADE REGIONS

Trade Regions are specific locations around the world where trade activity is high, due to central locations, precious metals, furs or any of a number of other reasons. Trade Regions, as a group, include Trade Centers, The Silk Route, and any region along the Tree Line (The Arctic Fur Trade).

4.3.1 Trade Centers

Trade Centers represent areas of high trade activity for less specific reasons than the Silk Route or the Fur Trade. Such regions are noted on the maps by a Ⓣ, and exist in numerous locations. They have no direct GP value, but they do increase the nation's International Trade Value.

Each region that a Nation controls at a status of Tributary (T) or higher that contains a Trade Center will increase the Inter-City income by three (3) and the Inter-Nation Trade rating by one (1) (see Section [2.3.6]).

Trade Centers may be used by Nomadic and Barbarian nations for troop construction away from the Homeland or Capital (see Section [10.1.2]) as if they were a City.

On your stat sheet, the Trade Centers are further defined as being of one of the following types:

Table 4-2. Trade Center Types

Code	Type
A	Silver mines
G	Gold mines
M	Merchant faire
P	Spices
S	Salt

4.3.2 The Silk Route

The Silk Route is an ancient trading link between the East (as in China) and the Levant. It is marked on the maps as a dotted line (……) running from central China west to Baghdad in Mesopotamia.

Each region that a Nation controls that lies on the Silk Route, regardless of the GPv of the region, produces one (1) additional GP which is added to the nation's Regional income. If a Nation has control of *any* region along the Silk Route, its Inter-City income is increased by three (3) and its Inter-Nation Trade Rating is increased by one (1) (see Sections [2.3.6] and [2.3.2]). This addition is only applied once, regardless of the total number of Silk Route regions controlled by the Nation.

The Silk Route remains in effect until such time as direct sea trade is established between a Nation in the Middle-Eastern Geographic Zone and a Nation in the China Geographic Zone.

4.3.3 The Arctic Fur Trade

The far north houses a vast reservoir of resources that can be tapped by northern countries that are willing to seek it out. The Fur Trade is conducted through regions on the Tree Line, which is marked on the maps as a string of tree symbols along the arctic frontier in both Siberia and Canada.

For each region that a Nation controls that is adjacent to the Tree Line, regardless of the GPv of the controlled region, two (2) GP are added to the nation's Regional gold income.

If a Nation has control of any region along the Tree Line its Inter-City income is increased by three (3), and its Inter-Nation Trade Rating is increased by one (1). This is applied only once, regardless of the number of Fur Line Regions the Nation controls.

4.4 BORDER TERRAIN

Impeding your movement or protecting your nation are natural features on your region's borders.

Table 4-3. Border Terrain Symbols

Symbol	*Terrain Feature*
	Small Mountains (type-1)
	Large Mountains (type-2)
	Navigable Rivers
	Tsetse Fly Line
	Great Wall section

4.4.1 Mountain Ranges

Mountain ranges, as so often has been the point in history, are dividers of the land. Within this game there are two kinds of Mountain ranges, referred to as Type-1 and Type-2. The big ranges and the bigger ranges. Small ranges are not important in ***Lords of the Earth***.

Type-1 mountain ranges are somewhat difficult to cross. These mountains make movement difficult, but not overly so. Examples include the Urals in Russia and the Apennines

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in Italy. Crossing a Type-1 mountain range costs one additional Action Point.

Type-2 mountain ranges are difficult to cross and have few passes. The more notable Type-2 ranges include the Appalachians, the Himalayas, the Alps and the Andes. Crossing a Type-2 mountain range costs two additional Action Points.

4.4.2 Rivers

Just as the mountains divide up, the rivers divide across. The vast majority of rivers are not represented, however, on the maps. Only those which are true water-ways are shown. Each river section is considered to be a Sea Zone by Warships and Transports. For land units, crossing a navigable river costs an extra Action Point.

Example

The Great Snake in the Americas consists of two sections – The *Upper Snake* and the *Lower Snake*. Each is considered a sea zone. An army moving between Michigamea and Quapaw would pay one extra Action Point to cross the river.

4.4.3 Great Wall Section

Great Walls are massive border-length defensive fortifications that, historically, were used by the Chinese to demarcate their northern border. At this time historians are debating the efficacy of their use as means of defense. Great Walls are represented on the maps by ⊓⊓. See section [6.1.6] for more details on Great Walls.

4.4.4 The Tsetse Fly Line

Due to the tsetse fly, and other mitigating circumstances, there is a large section of Africa that is prohibited to Cavalry. Any Cavalry force that enters this area is converted immediately to Inexperienced Infantry. Further, due to the barrier nature of this zone, southern Africa has no indigenous horses, and, as a result, suffers from the same limitations as the New World in this regard (see Section [10.10] on page 86). The tsetse zone is noted on the map by a secondary dashed line of triangles running along the region boundaries (△△△). The triangles point away from the zone. The tsetse zone cannot be destroyed and any leader that moves into the Zone, or into Southern Africa in its pre-horse state will revert to only being able to use 5 Actions per year.

4.5 TERRAIN

There are 10.different kinds of terrain types as shown on the Map Legend illustration. These are *Intensely Cultivated* (**c2**), *Cultivated* (**c**), *Wilderness* (**w**), *Steppe* (**s**), *Jungle* (**j**), *Mountain* (**m**), *Desert* (**d**), *Island* (**i**), *Tundra* (**t**), and *Oasis* (**o**). Each terrain type is described in more detail in the following sections.

Table 4-4. Terrain Symbols Table

Symbol	Code	Description
⩍	c2	Intensive Cultivated
⩍	c	Cultivated
⩍	w	Wilderness
⩍	s	Steppe
⩍	j	Jungle
⩍	m	Mountain
⩍	d	Desert
⩍	i	Island
⩍	t	Tundra
⩍	o	Oasis

Differing cultures thrive in different terrain types. The following table details the Taxation Multiple (**TM**) for determining Regional income, and the Action Cost (**AC**) for units to enter a region of the terrain. The table lists separate figures for each culture type.

Table 4-5. Regional Terrain Action Costs

Terrain	Civilized / Seafaring	Barbarian / PreColumbian	Nomadic
c2	1	1	1
c	1	1	1
w	2	1	2
m	2	2	3
s	2	2	1
d	2	3	1
t	2	2	2
i	1	1	1
j	2	2	3
o	2	2	1

Note

- This is the Action Point cost to *enter* a region of the given terrain.

Table 2-8. Terrain Type Tax Multiples

Terrain Type	Culture C	B	N	S	P
c2	1.0	1.5	2.0	1.0	1.0
C	1.0	1.0	1.5	1.0	1.0
w	0.5	1.0	0.3	0.5	1.0
m	0.3	0.5	0.2	0.2	0.5
s	0.3	0.2	1.0	0.0	0.2
d	0.2	0.2	0.5	0.0	0.2
t	0.2	0.3	0.0	0.0	0.2
i	1.0	1.0	1.0	1.5	1.0
j	0.3	0.5	0.2	1.0	1.0
o	0.0	0.0	0.0	0.0	0.0

4.5.1 Intensely Cultivated

Intensely Cultivated regions have been wholly transformed by humanity for habitation and food production. Like Cultivated regions, these are easy to travel through.

Intensely Cultivated regions can support the highest level of regional development and urbanization. Cities can grow as large as 15 GPv in size, and the region can support as much as (20.× Regional GPv) in Public Works.

If an Intensely Cultivated region is **SE** or **RG**'d it will revert to Cultivated. A region that is **RG**'d and then resettled in the *same* turn shall remain Intensely Cultivated and not revert to Cultivated. So, plan ahead…

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4.5.2 Cultivated

Cultivated regions have been partially transformed by humans into food producing farms and ranches. They are

easy to travel though despite the fact that there are numerous pockets of undeveloped land.

Cultivated regions can support heavy development and urbanization. Cities can grow as large as 10.GPv in size, and the region can support as much as (15 × Regional GPv) in Public Works. Some Cultivated Regions can even be transformed into Intensely Cultivated regions (see Section [6.1.8]).

Cultivated regions that are *Regionally Genocided* and left empty for more than one **turn** revert to either Wilderness, Steppe or Desert, depending on the nearest region of the reversion terrain type.

4.5.3 Wilderness

A Wilderness region is basically a temperate or arboreal woodland. Wilderness regions are rough travel for Civilized and Nomadic nations but Barbarian and pre-Columbian societies are at home here.

Wilderness regions can support moderate levels of regional development and urbanization. Cities can grow as large as 6 GPv in size, and the region can support up to (5 × Regional GPv) in Public Works. In addition, a Wilderness can be transformed into a Cultivated region (see Section [6.1.7] on page 43).

Wilderness regions that are converted to Cultivated and then *Regionally Genocided* revert to Wilderness if they are not resettled in the same turn.

4.5.4 Steppe

Steppe regions are temperate or arid grasslands. Nomads are at home here, hunting the game of the plains. Civilized, Seafaring and Barbarian societies have difficulty traveling in these regions.

Steppe regions can support low levels of regional development and urbanization. Cities in the Steppe can grow to 4 GPv in size, and the region can support up to (2 × Regional GPv) in Public Works. In addition a Steppe region can be transformed into a Cultivated region (see Section [6.1.7] on page 43).

Steppe regions that are converted to Cultivated and then *Regionally Genocided* revert to **Desert** regions instead of Steppe.

4.5.5 Jungle

Jungles are tropical woodlands. Travel is difficult going in jungles, though Barbarians and, particularly, pre-Columbian societies can manage quite well here.

Jungle regions can support moderate levels of regional development and urbanization. Cities in the Jungle can grow as large as 5 GPv in size, and the regions can support as much as (5 × Regional GPv) in Public Works. In addition, a Jungle region can be transformed into a Cultivated region (see Section [6.1.7] on page 43).

Jungle regions that have been transformed into Cultivated regions can only maintain that level of agricultural production for a number of years before reverting to Jungle. The GM will keep track of this conversion. Jungle regions that are converted to Cultivated and then *Looted*, *Scorched Earth* or *Regionally Genocided* revert to Jungle.

4.5.6 Mountain

Mountain regions are rugged, rocky and high altitude territories that are very difficult and dangerous to move through. Mountain regions can support low levels of regional development and moderate levels of urbanization.

Cities can grow to as large as 5 GPv in size, and the region can support up to (2 × Regional GPv) in Public Works. Mountain regions cannot be transformed into Cultivated regions.

4.5.7 Desert

Desert regions are arid, desolate territories, with sparse vegetation. Travel is difficult and dangerous here. Desert regions can support low levels of regional development and urbanization. Cities can grow to 4 GPv in size, and the region can support (2 × Regional GPv) in Public Works. Desert regions cannot be transformed into Cultivated regions. Under certain conditions Cultivated and Steppe regions may become Desert as well.

4.5.8 Island

Islands are similar to Cultivated territories except they are small and are surrounded totally by sea. Islands can support moderate levels of regional development and high levels of urbanization.

Cities can grow to 10.GPv in size, and the region can support (10.× Regional GPv) in Public Works. Islands cannot be transformed into Cultivated regions.

Islands do not count against the movement of ocean going vessels.

4.5.9 Tundra

Tundra regions are cold, arid plains, often covered with snow. Yet plant life flourishes here, though it is of a hardy type. As one would expect, travel is tough in Tundra. Tundra regions can support low levels of regional development and urbanization.

Cities can grow to 3 GPv in size, and the region can support as much as (2 × Regional GPv) in Public Works. Give up on any delusions you might have of transforming Tundra regions into Cultivated regions.

4.5.10 Oasis

Oases are pockets of life in the midst of a totally barren, desolate desert. They are basically watering holes with palm trees and other vegetation around them. Travel to and from an Oasis is difficult and hazardous for an army (especially for foot troops). An Oasis cannot be developed nor can a city be built here. It cannot be converted to another terrain type.

4.5.11 Hostile Land Regions

There are a rare few land regions on the maps that are especially nasty. These regions are noted on the maps with an '**H**'. Support costs for troops stationed in a Hostile Land Region are increased, action costs to perform activities in these regions are increased and armies defending in such areas gain a favorable bonus in battle.

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All actions undertaken in a Hostile Land Region, including movement into the region, cost one (1) extra Action Point to undertake.

4.5.12 Colonizable Regions

There are quite a number of regions on the map that begin with empty regional values (e.g. **(-/-)**). These are known as Colonizable Regions (or CR's). A CR is a region that is just waiting for some prosperous people to come along and settle there, hewing farms, ranches and towns out of the wilderness. The vast majority of these regions are Wilderness areas. The rules governing the settlement of these areas are found in Section [5.6.1].

Until a CR is colonized, and has no GPv, and it counts as a Hostile Land Region for movement and action purposes.

4.6 SEA SYMBOLS

Sea Zones (also called Coastal Sea Zones) define the seas of Earth, hugging the continental shelves. Each Sea Zone has a name and is demarcated by dashed lines. The Sea Zones describe the 'known' waters during the Medieval Period. Therefore, Sea Zones need not be explored. In addition to the regular dashed line border there are special Sea Zone borders, which are described below.

Table 4-6. Sea Zone Symbols

Symbol	*Meaning*
↔	Ferry Point
⇐	One-way Inter-Island Arrow
⇐⇒	Two-way Inter-Island Arrow
←	One-way Open Ocean Arrow
←→	Two-way Open Ocean Arrow
-??-	Monsoon Sea Zone Border
-?-	Strong Current Border
H	Hostile Sea Zones

4.6.1 Open Ocean and Inter-Island Arrows

Open Ocean and Inter-Island Arrows must be explored before they can be traversed. Inter-island Arrows are double line arrows and are relatively easy to explore. Open Ocean Arrows are single line arrows and are tough to explore unless you have Navigation skills. Until the Renaissance only Seafaring Nations can explore Open Ocean Arrows effectively.

No combat can occur on an Inter-Island or Open Ocean Arrow.

4.6.2 Hostile Sea Zones

Hostile Sea Zones are defined, in general, as those places where ships go but do not come back from. For the vast majority of the seafaring nations, anything out of the sight of land is hostile (thus the restriction of Sea Zones to the coast and the use of current movement lines in the open sea). The Sea Zones that are intrinsically hostile are marked with an **H**. Most marked Hostile Sea Zones are riddled with icebergs or large hungry sea monsters.

4.6.3 Monsoon Borders

Monsoon Borders are beneficial Sea Zone borders where the prevailing winds are defined by the seasons in a big way. Double arrows astride a sea zone border represent them. A Monsoon border costs Leaders and units only ½ an Action Point to cross. For trade routes, however, crossing a Monsoon Border counts one Sea Zone against its range.

4.6.4 Strong Current Borders

Strong Current Borders can be hindrances to navigation if you sail against the prevailing current. A single arrow astride a sea zone border represents the prevailing current direction of a Strong Current Border. A Strong Current Border costs Leaders and units 2 Action Points to cross moving **against** the direction of the arrow, and 1 Action Point to cross moving in the direction of the arrow. For Trade Routes, crossing a Strong Current Border counts 2 against its range.

4.7 FERRY ARROWS

There are a number of points on the map that are indicated by a thin double-headed arrow (↔) crossing particularly narrow bodies of water. These are locations where Ferry Arrows operate providing a locally generated means of communications and transport from one shore to the other. Ferry Arrows also act as "land" bridges by permitting Homeland Build Zones, and land-based Inter-Nation Trade Routes to function across the Ferry Arrow as if the regions on either end of the Ferry physically bordered one another.

All possible Ferry Arrows are already marked on the map. New ones may not be constructed.

4.7.1 Ferry Arrow Capacity

Generally, all Ferry Arrows are considered to start with 10.Ferry Points (FP) that can move up to 10.Cargo per Action impulse to the other side. However, depending on how your GM has set up the campaign, the number of FP may vary.

Additional Ferry Points can be built can also be built by a nation that controls at least one side of a Ferry Arrow. These units cost 2 GP and 1 NFP per 2 Ferry Points. These additional Ferry Points can be destroyed by enemy action.

The Ferry Arrow capacity can also be temporarily augmented with additional warships and transports whose Cargo value is lent to the Ferry Arrow to make the crossing faster.

Ferry Points are self maintained and repaired, so troop support is not assessed for them. Ferry points may be interdicted by Naval action or by capturing one end of the ferry point and not allowing the ferrying troops to land. Armies may attack across a Ferry Point, provided that they can pay the extra cost in Action Points to cross.

A neutral province will not allow an Army to cross a Ferry Point leading to the province without attacking.

4.7.2 Crossing a Ferry Arrow

When an army crosses a Ferry Arrow, there may be an extra Action Point cost if the size (in Cargo points) of the

army exceeds the capacity of the Ferry Arrow. A Ferry Arrow can move Cargo Points equal to the number of Ferry Points at the Arrow in 1 AP.

If, therefore, an army with a cargo capacity greater than the carrying capability of the Arrow crosses, the AP cost can be calculated by:

Army Cargo Size / Ferry Arrow Capacity = AP To Cross

Any fractional AP cost is rounded up.

Example:
20.Cavalry units (Cargo value 40) are crossing a Ferry Arrow which has 10.Ferry points plus 10.light transports (total Cargo capacity of 10.+ 20.= 30), they would have to expend two (2) Action Points to get across (40/30=2).

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5.0 THE ORDER FORM

The Order Form is how the player communicates to the GM what they wish their nation to do each turn. It will indicate where the nation has earned its money, how it is spending it, what it is building, and where its troops and Leaders are to be. Sometimes, the order form does not have sufficient room to clearly indicate to the GM just what the player wishes to do. If this is the case, simply use another sheet of paper and **staple** it to your order form. Also remember to write your Nation's name and the turn number on any attached sheets.

If you are sending messages to other players, please **paper-clip** them to your orders and put them on 8½ × 11 sheets of paper to make dealing with them easier for your GM. Remember, an unhappy GM is a cruel and merciless GM.

The form itself is divided into six sections: Player data, Trade and Mercantile Activities, Espionage Activities and Notes, Construction of Units, Expenditures and the Movement section.

An example of a filled-out order form can be found at the end of the Charts & Tables section on page 112. Blank order forms (in a variety of formats) can be downloaded from http://www.throneworld.com/lords/players/forms/index.html.

5.1 PLAYER DATA

At the top of the order form are spaces provided for player information. The name of the nation, and the name of the player, the campaign number and turn, the player's phone number and address all **must** be filled in or the orders will **not** be processed. There are a series of boxes that you can check in if you wish your name, phone number or email address to be printed in the ISI listing section of the Newsfax.

Please note that the section titled RESULTS SENT TO: is where you (the player) put **your** address! If we do not know your address, we cannot get your results to you. This is bad. If your address changes, remember to put the new address in this space! If you move after turning in your orders and before getting your results it is your responsibility to inform the GM of the change.

5.2 TRADE AND MERCANTILE ACTIVITIES

Just under the Player data are two groups of lines labeled "*Trade Route Initiation*", and "*Changing Shipping Allocations*". These indicate to the GM which nations you wish to initiate and cease International trade with.

To initiate trade, **both** your nation and the nation you wish to establish trade with must "Initiate" trade with each other. If you are willing to trade with any other Nation, you can say "Trade With Anyone", and any other nation that then tries to trade with you will be able to.

If a valid Trade Route can be opened between the two nations then trade will begin in the following turn. This trade continues until such time as:

- The Trade Route can no longer be sustained.
- Either of the players declares a cessation of trade.
- Either player undertakes an act of war against the other.
- One of the nations no longer exists.

You do not need any special notice to maintain trade. Trade Routes can be traced by land regions, by Sea Zones, or a combination of the two.

5.2.1 Trading With Nations Overland

A valid Land Trade Route is a line of contiguous controlled **land** regions and/or **ferry arrows** that can be traced from the capital of one of the two trading nations to the capital of the other trading nation. All the land regions forming the Trade Route must be controlled (at Non-Paying Tributary or better status) by one or the other of the two trade partners. This Trade Route can be comprised of any number of land regions or ferry arrows. A given land region can have any number of Trade Routes traced through it.

Note that this means that a nation that straddles a sea zone does not gain the ability to trade by land with nations adjacent to the disjunction. The trade route cannot include **any** Sea Zones if it is to be handled as an Overland Route.

Example:
England has conquered the western portion of France and is trading with the Spanish, Burgundians and Germans. Their French possessions have common land borders with all three of those realms. However, to trace a trade route from the English capital (London) to any of the other three capitals requires tracing a Trade Route across the English Channel. Since this is a sea zone, the entire route is considered a Sea Trade route and merchant shipping must be supplied to handle the crossing of the Channel.

5.2.2 Sea Trade

A Trade Route can include Sea Zones if the following conditions are met:

1. Each end of the sea-borne portion of the Trade Route must have a port city, controlled by one of the trading nations at Tributary status or better, adjacent to a sea zone comprising the Trade Route.
2. One or both of the Trading Nations must supply at least **one** Merchant Shipping Point (MSP) to carry the trade through the intervening sea zones. This merchant fleet is considered based at the port city controlled by the supplying nation.
3. The number of contiguous sea zones that a Trade Route is traced through from port to port **cannot exceed** the Trade Range of nation providing the merchant shipping. Trade Range depends on the Culture of the nation, as shown by the following table:

Table 5-1. Sea Trade Range by Culture

Nation Culture Type	*Trade Range*

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Nomadic	1
Barbarian / Pre-Columbian	2
Civilized	3
Seafaring	4

The port city providing harborage for the MSP allocated to the Trade Route need **not** be the Port City through which the Trade Route is traced. This allows you to spread your MSP throughout your Empire, even if only one Port City is handling all of the Trade Routes for route tracing purposes.

The port through which you are tracing the Trade Route, however, must then be able to trace a series of contiguous, controlled, land regions to the Capital.

It is perfectly possible for a Sea Trade Route to be traced overland to a Port controlled by your nation, through some number of sea zones to another Port controlled by your nation, and thence overland to the Capital of your trade partner. In this case, **only** the Nation controlling both Ports can assign MSP to the Route.

Example: England is trading with Switzerland. The English trace their Trade Route from London by sea (the *English Channel*) to Calais in Flanders (which the English control) and then by land through Vermandois and Hainaut to Champagne, which the Swiss control. Then it goes by land through Burgundy to Switzerland. Since the English control both Ports used by this trade route, only they can assign MSP to the Route as a whole.

When tracing sea trade, you do **not** count the ending/starting **region** for sea trade. (The trade does not have to pay to "enter" port).

Example: Maldives is trading with Chola. That is 1 SZ for the inter-island arrow, then 1 SZ for *Gulf of Mannar*. 2 SZ total trade distance.

Example: Holland to Iceland. 1 SZ for *North Sea*, 1 SZ for *Viking Bank*, 1 SZ for the *Shetlands/Faeroes* inter-island arrow, 1 SZ for the *Faeroes/Iceland* inter-island arrow. 4 SZ total distance.

5.2.3 Creating Merchant Shipping

Merchant Shipping Points are created by building Light, Medium or Heavy Transports and assigning them to given Trade Routes. Each ship unit is then converted into MSP equal to its cargo rating (2 for Light, 3 for Medium and 4 for Heavy). During this assignment, you do not have to keep the MSP in "whole ship" units. That is, you may build 1 HT, then assign 1 MSP to each of four routes.

Also, at the beginning of the turn any of your Transport or Warship units in armies or garrisons may be converted to MSP at the usual rate. A converted MSP can be assigned to **any** Trade Route maintained by that Nation.

Note: Warships with cargo capacity can be converted to MSP, but if this is done the units cease to be warships. If they are reconverted, they become Transports instead.

Example
The English have won another war against the French and decide to beef up their merchant fleets again, by converting a number of extra transports to MSP. They convert four heavy transports and six light transports to MSP. This gives them (4 × 4 = 16 MSP, for the heavy transports) and (6 × 2 =12 MSP, for the light transports) for a total of 28 MSP.

5.2.4 Merchant Fleet Assignments

Following the Trade Policy lines on the order form are spaces allocated to the assignment of merchant fleet. Spaces are provided for the base port of each fleet and what the fleet is supposed to do. If this section is left Blank, the GM shall assume that the Merchant Shipping Points will remain at the same ports and do the same things.

No special action is required to change a port of a fleet (so long as the fleet doesn't have to go overland, it is OK to change the home port).

5.2.4.1 Basing Limits

MSP can only be based at a Controlled Port City, of Tributary status or better. Port Areas cannot support MSP.

Each GPv of the port city can support 20.MSP, multiplied by the Tax Multiple of the status you exert over the city. Therefore, a Friendly 15 GPv port city can theoretically support up to (15 × 20.= 300) Merchant Shipping Points. A Tributary 15 GPv port city could support half of that number.

$$\text{Max MSP} = \text{GPv} \times 20. \times \text{Tax Multiple}$$

5.2.4.2 Changing Shipping Allocations

When you find that the Merchant Shipping allocations on a given Trade Route are not to your liking, you write a Shipping Allocation order that looks like this:

Route#	<Route #>
Δ **MSP**	(+/- MSP)

If you're closing down a route, just zero its allocated Merchant Shipping Points and ship units. If the base Port needs to change, just put in the new Location.

Example

Route#	00174
Δ MSP	-30

This would remove 30.MSP from route #174.

5.2.4.3 New Sea Trade Routes

When you are opening a new Sea Trade route, you **must** provide the GM with **all** of the following information about the new route. If you do not, he will ignore you and your feeble pleas for mercy.

1. The name of the nation you want to trade with. (The **To Nation** field).
2. The destination **port** city in the other nation.
3. Your **port** of origin.
4. The **distance** (in Sea Zones) from your port to the target port in the other nation.
5. The number of **Merchant Shipping Points** that are allocated to the new route.

Example
England opens a trade route to the Danish Empire. Hull in Anglia is the furthest east a port they own. They allocate 4 MSP to open the route and it will go to Kobenhaven (the nearest Danish port and, incidentally, the Danish capital). This route is three sea zones long, North Sea to Viking Bank to Skaggerak. On their orders they should

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indicate the following:
New Route: Denmark(Kobenhaven) from Hull, 3sz, 4msp.

On the order form, it would look like this:

From (Your Port City)	Hull
Via	3 sz
To (Nation)	Denmark
To (Their Port City)	Kobenhaven
MSP	4 msp

5.2.5 Conversion To Wartime Duty

At the beginning of any turn, each 4 MSP on a trade route may be turned into a national *Heavy Transport (ht)* unit at the cost of 4 GP. Only Heavy Transports may be created in this way. These units appear at the Base Port of the Route they were converted from.

Example
The Danes are locked in an endless war with Sweden (no surprise, right?) and need more ships to carry their troops. They decided to withdraw ships from an Internal Trade route at Pisa. There are 60.MSP based at Pisa, so they could convert them to 15 heavy transport units by paying 60gp.

5.3 EXPENSES

Your status report shows the various sources of Income available to you in the Economic Information section. The sum of Regional Income, City Income, Inter-City Income (including extra income from Royal Roads), Public Works Income and Inter-Nation Trade Income is your Base Revenue. Multiply this figure by your current Tax Rate and you get your Net Revenue for the current turn. This number when combined with Saved Gold (see Section [2.3.11]) will produce Total GP available for this turn. Total NFP is taken from the Status report as well (see Section [2.3.12]). These numbers are your revenue for this turn.

Once it has been determined how much you have to spend, you must indicate how you are going to spend it. Below the revenue section are the support costs that a nation must pay for upkeep. These are Troop Support (see Section [2.10.1]), Government Support (see Section [2.10.3]), Intel Support, Project Support and Religion Support.

Following the Support Costs are opportunities to invest in government, education, espionage ratings and each of the Army QRs. Some blank lines are provided in case you decide to spend your money on things like diplomacy, leader pensions, sending gold to other nations, donations to the poor, and throwing wild parties and the like. The line labeled "So Far" is used to subtotal the previous expenses. The space labeled "Builds" is for the total GP and NFP spent in the Construction section. "Total Spent" is the sum of "So Far" and "Builds".

The final line labeled "Saved" indicates the amount of GP and NFP left after this turn to be available for the next turn. The Saved amounts are simply the Total GP and NFP available ("Total") minus any GP and NFP expenses for the turn ("Total Spent").

5.3.1 Investments

All QRs, Espionage ratings, Religious ratings, the Bureaucratic Level and Infrastructure can be increased by the investment of Gold and/or NFP. Whether or not a QR, BL or Infrastructure goes up is based on the luck of the bones. Of course, the more invested, the more likely it is that the rating will go up. And the higher your QR, BL or Infrastructure, the harder it is to make it go even higher. In the special case of BL, your Imperial Size can also hinder promotion.

Each NFP invested in a statistic counts as 2 GP. Slave economy nations may use slave NFP for investment purposes.

Investment into a particular rating will accumulate until the investment is good enough to bump the rating to the next level. All investment into the rating is thus expended and the investment will drop back down to **zero**.

Monies, once invested in a rating, cannot be recovered or withdrawn from the Investment.

BL and Infrastructure are limited by both the nation's current Tech Level and its Government Type (see sections [2.2.4.1] to [2.2.4.11] for details). Also a nation's Tech Level also regulates the maximum Quality Rating for each of the military types.

Table 5-2. Max. QRs per Culture and Tech Level

Civilized

Tech Level	Cavalry	Infantry	Warship	Siege
3	5	5	4	5
4	7	6	5	7
5	8	7	6	8
6	9	8	7	10
7	10	10	10	12

Barbarian

Tech Level	Cavalry	Infantry	Warship	Siege
2	3	4	4	4
3	5	5	4	5
4	7	6	5	7

Pre-Columbian

Tech Level	Cavalry	Infantry	Warship	Siege
1	0	3	2	2
2	0	4	4	4
3	0(1)	5	4	5

Note: Cavalry is available to Pre-Columbian cultures only after the introduction of horse and the expiration of the Cavalry Count (see [10.10.1] on page 86) in that geographic area.

Nomadic

Tech Level	Cavalry	Infantry	Warship	Siege
2	5	3	1	2
3	7	4	2	3
4	9	5	3	5

Seafaring

Tech Level	Cavalry	Infantry	Warship	Siege
1	0	3	4	2

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2	1	4	6	4
3	3	5	6	5
4	5	6	7	7
5	6	7	8	8
6	7	8	9	10
7	8	10	12	12

5.3.2 Building Public Works

A player's investment in Public Works represents monies spent on better housing, roads, public sanitation and the general welfare of the people. The immediate result of such investment is a return of GP as noted by the Public Works Bonus on the player's Status report.

Public Works may be built in any controlled Region or City up to the maximum allowable for each kind of location (see Table 5-4. Maximum Public Works Bonuses).

The cost of building a Public Works point varies by the terrain of the region it is being built in. City Public Works, in contrast, have a fixed cost. In the following table of costs, 1 NFP can be substituted for 2 GP.

Table 5-3. Public Works Point Costs

Region Terrain	*Cost of 1 PWB point*
c2 / c / i / city	10.GP
w / j / s	15 GP
d / t / m	20.GP

Each region and city also has a maximum number of Public Works points that can be built in it. This limit is based on the terrain and GPv of the region, and the GPv of the city, as shown in the following table:

Table 5-4. Maximum Public Works Bonuses

Region Terrain	*PWB Maximum*
c2	GPv × 20
c	GPv × 15
w / j	GPv × 5
s / d / t / m	GPv × 2
City, Island	GPv × 10

Example

The Venetian Republic wants to build some Public Works in the province of Verona. Verona is a 4 GPv Cultivated province, so it can have a maximum of (4 × 15 = 60) Public Works points in it. Currently it has 19 Public Works points. They could build up to 41 more points. Since Verona is a Cultivated region, each Public Works point would cost them 10.GP (or, alternatively, 5 NFP).

Public Works revenue is affected by the Region Status Taxation multiple. Thus, tributary regions will produce only one-half of their Public Works value in revenue, while Public Works in Non-Paying Tributary regions produce no revenue.

When a player decides to invest in Public Works they purchase the Public Works Bonus points at the cost listed above and then designates the region or city in which they will be expended. Thereafter, the PWB points are fixed and cannot be moved. Additional points may, of course, be expended, but only up to some multiple of the Region's GPv as described in the previous table. If the region or city containing the PWB points is lost, the Public Works points are lost as well.

Public Works points in a location (region or city) **may** be destroyed by the following circumstances, depending on the severity of the event:

- Battle between armies in the region.
- Siege of the city.
- Raids against the region.
- Civil unrest.

Public Works points in a region or city **will** be destroyed by the following circumstances:

- Sacking or Burning the city.
- Regional Genocide of the region.
- Scorched Earth action in the region.
- Looting the region.

Public Works points that are destroyed by any of these means must be rebuilt from scratch.

5.3.3 Mass Conscription

In times of dire need a nation may call up extra manpower from the young and the old; those who would not normally bear arms. By declaring 'mass conscription' a nation may expend up to twice (×2) the usual amount of NFP they receive each turn. This overspending is deducted from the replacement NFP that a nation would normally receive on the *following* turn.

These extra NFP, however, can only be used to build troop units - not for investments, megalithic constructions or any other purpose than troops.

Example

The French are in a tight spot, being attacked by the Germans and the Spanish simultaneously. They are getting 23 NFP per turn usually and they declare mass conscription. As a result they can spend up to 46 NFP in the current turn. The next turn, assuming that they spent all 46 NFP, they will get no NFP at all.

5.4 CONSTRUCTION: BUILDING ARMIES

To construct units, such as infantry, you must note how many you wish to build, and where you wish to build them, and which army (if any) they are being assigned to first. With any form of construction you must note the GP and NFP expense in the appropriate columns. Once you've noted all the construction you will do in the turn, total the GP and NFP columns and place the totals on the Expense Section line labeled "Builds".

Unit build costs are listed in the Unit Build Chart found in the **Charts & Tables** section at the end of the rulebook starting on page 96, and are indexed by Society Type of the building nations. Unless otherwise specified, all units are mustered at the **beginning** of the new turn.

Mobile units can move the same turn that they are mustered. Troop Support is calculated at the *end* of the turn, so units do not have to be supported the turn that they are *built*, but rather the turn following. Coastal Homelands are

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considered to be Port Areas (see Section [5.7.5]) for the purposes of ship construction.

5.4.1 Homeland Build Zone Restrictions

National Units can only be built in the Homeland or in Friendly Cities within the *Homeland Build Zone* (HBZ). The HBZ is defined those friendly regions within (HBZ) Action Points of Movement from the Capital, or the Homeland province if there is no Capital.

If there is no Port City within the HBZ then the nearest Port City (in Action points) to the Homeland can be used to build ships.

Nomads and Barbarians can also build at *any* Trade Center as if it were a City so long as they control it.

Allied regions and Cities may **only** be used for the construction of units of the appropriate 'owning' Ally. An Allied region or City counts as a Homeland for the specific Ally only.

Field Fort units may be built in any controlled region, including any kind of Allied and Tributary region. Field Forts built in such regions, however, are considered to be Tributary or Allied units.

Religious Primacies or Secret Empires trace their Homeland Build Zone from their Holy City and Cultic Stronghold (respectively).

5.4.2 Basic Unit Types

There are seven basic kinds of units available for play in *Lords of the Earth*.

CAVALRY (C): The Cavalry unit represents the most effective open field combat unit, usually a purely horse-mounted force. During the Middle Ages, the horse-mounted man was the most effective arm on the battlefield, as well as being representative of the ruling class of the society. The actual composition of the unit varies wildly, from the horse-archer formations of the Asian steppe, to the mixed formations of heavy and light horse of the feudal lords of Europe.

INFANTRY (I): In contrast, the Infantry unit represents the "filler" for a number of armies, being composed of foot troops, sometimes with mounted officers. These units vary from the mob-like formations of feudal Europe to the highly disciplined and effective Norse and Chinese. Infantry will probably form the main numbers of an army, or will be used for garrison duty and city defense.

SIEGE ENGINEERS (S): A very specialized unit, the Siege unit is formed of a cadre of professional engineers, sappers, miners and demolition experts. Carrying little save their skills and certain useful tools (pulleys, saws, drills, winches and, of course, shovels), the Siege unit also has a large number of laborers attached. On site, these units will build ballista, catapults and siege platforms for use in siege situations.

Engineers may also assist an army undertaking a Defend action by building fieldworks and fortified camps.

FIELD FORTS (F): The Field Fort unit represents that staple of the Middle Ages, the Castle. The actual form of the unit varies by culture, representing such disparate constructions as Saxon hill forts, Norman castles, Afghan bandit fortresses and Chinese way forts. Though the Field Fort is not as formidable an objective as a city, it can prove to be a tough nut to crack. Field Forts in large numbers have been known to turn away great armies. Intrinsic infantry units man Field Forts but these troops are attached to the fort they are in and therefore cannot move. Thus a Field Fort makes an ideal garrison.

Armies defending in regions containing friendly field forts get a bonus in combat, in addition to the strength of the forts themselves. The presence of Field Forts will also cause an attack action to take more AP to complete, slowing down your enemies.

Field Forts fight using the Siege QR of the nation.

WALL POINTS (WP): Also known as "City Forts", these units are added directly to the defenses of Cities (see Section [5.7]) or Fortresses (see Section [5.4.6]). Each covers a wide range of possible defenses, including such items as: the city garrison itself, thicker walls, added bastions, escape tunnels, blind walls, and hot boiling tar. Though quite capable of defending a city by themselves, they can be aided by Siege units and Infantry.

WARSHIPS (W): These formations are composed of ships outfitted for war and raiding at sea. Although they possess a nominal ability to carry cargo, they are more suited to the swift shock of combat and the sudden dawn raid. Like all units, they vary in composition and form; from the sleek longships of the Northmen, to the archaic galleys of the Mediterranean, to the formidable junks of the Asians.

TRANSPORTS (T): While the Warships may deign to carry men and material, the Transport is a ship built for the task. Characterized by a lack of maneuvering speed and combat capability, the Transport excels at moving large amounts of cargo long distances. In general, these ships, when put to war, are confiscated or rented from the merchant classes.

5.4.3 Training Levels (Optional Rule)

There are three training levels of units: *Inexperienced* (**i**), *Regular* (**r**) and *Elite* (**e**).

Inexperienced troops cost 1 GP per unit less than regular troops and sometimes are generated in revolutions. Elite units cost twice as much GP and NFP as a regular unit to build. Only Cavalry, Infantry and Warships can be built as Inexperienced and Elite units.

5.4.4 Equipment Classes (Optional Rule)

In addition, there are three unit equipment classes or 'weights'. These define just how heavily armed and equipped the troops are. The equipment classes are Heavy (**h**), Medium (**m**) and Light (**x**). Light units cost slightly less than Medium units to build but can move faster. Heavy units cost 1 GP extra to build and they move slower than regular units.

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Generally speaking, the 'heavier' the equipment of a unit, the more damage it can take in battle, and the more damage it can deal out.

5.4.5 Demobilizing Units

While units will disappear if maintenance costs are not paid for them, there may arise situations where the player desires to demobilize units to use the NFP they represent for other things. Units may only be voluntarily demobilized to:

- build, expand, or rebuild cities in the region where they are demobilized,
- participate in Megalithic construction projects in the region where they are demobilized,
- be converted to another unit type at a valid build location within the region in which the units were demobilized,
- settle a colonizable region in or adjacent to the region in which they are demobilized,
- build Public Works in the region in which they are demobilized.

When units are demobilized, they produce 1 NFP, regardless of how many NFP were used to construct them originally. The NFP from demobilized units can provide all or part of the NFP of a project.

The following kinds of units may **not** be demobilized directly into NFP: Ferry Points and Merchant Shipping Points. MSP may, however, be converted into ship units (with the appropriate cost) and those ship units may be demobilized.

Allied troops can only be demobilized to build Public Works, build or expand a city, or convert to another unit type; in each case the resulting Public Works, city, or unit belong to the Allied region.

Units that are demobilized by a lack of Troop Support do **not** reenter the NFP pool; they are lost. Units can be voluntarily dismissed to reduce the Troop Support, but such NFP are also lost and do not reenter the NFP pool.

5.4.6 Building Fortresses

The Fortress is like a city but without any economic value. A Fortress is built by spending 10.NFP and 10.GP. This will create a foundation and 1 Wall Point. Additional Wall Points can be built to increase the ramparts of a fortress. If a fortress is built next to a sea zone, a port can be declared, creating a Port Fortress. A City may be built around a Fortress, but not vice-versa. If a Fortress is built in an area that already has a city, then the Fortress will be built outside that city.

A player may elect, however, to build a Fortress adjacent to an existing city. If the city then expands, it may encompass the Fortress.

5.4.7 Building Troops for Allied Regions

In addition to building national troops, the nation may also raise and equip levies for its various Full Allied leaders and their regions. Such troops become the property of the Full Allied leader and only that Full Allied leader may command them henceforth. Existing national troops may also be given to a Full Allied leader, whereupon they too become Allied troops and can only be commanded by that Full Allied leader.

Such troops, however, cost one-half of the NFP that an equivalent national unit would cost. There is a limit, however, to the number of allied units that an Allied region can build in a turn. This limit is equal to:

Build Limit = 5 × Region GPv

If the Full Ally is from a city instead of a region, then the limit is:

Build Limit = City GPv

This limit is applied against the ***full*** NFP cost of the units. Cities, Megalithic Constructs and Public Works are not covered by this rule and cost the full amount in National NFP.

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Example

The Kingdom of France has acquired the region of Switzerland as a Full Ally. The French desire to expand the Swiss army so that they can invade Italy. Switzerland as a GPv of 2, which gives them a build limit of (2 × 5 = 10). they can build up to 10.NFP worth of units each turn, at a cost (in National NFP) of 5 NFP.

5.5 CONSTRUCTION: HIRING MERCENARIES

Throughout the world, as defined by your Game Master, there will be bands or "pools" of landless, masterless men who serve as mercenaries in the armies of the princes of the age. In general, these mercenary pools are arranged by geographic region.

Each pool has number of mercenary units, which may be of any or all unit types. New units appear in the pools when independent regions are conquered, nations die or other cataclysms occur. Mercenary units are killed in battle or siege, just like regular units.

5.5.1 Hiring Mercenary *Condotierri*

To employ Mercs from an available pool they must be hired. Once hired, Mercs can perform a wide range of actions, just like normal units. Hired units "appear" at the beginning of the turn in which they are hired.

Hiring Mercs is resolved in the following manner: A hiring player makes a set bid for a certain number of Mercs. If no one has outbid him, and if there are enough Mercs to go around, then they are able to use the Mercs for the rest of the turn of hire.

When a bid is made, the player allots a sum of GP and informs the GM of the price per unit they will pay for Mercs. The minimum bid is ½ GP per unit.

Example

The German player wishes to hire some Mercenary Infantry at Aachen. To this end he makes a bid of 0.5 GP per Merc Infantry unit and allots a sum of 10.GP to the endeavor. As a result, he will receive the services of 20.Mercenary Infantry for the rest of the turn of hire if he is not outbid.

When hiring, the number and type of mercenary units must be specified, as must the Merc Pool out of which they are being hired, and the location where they are to appear.

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If the mercenaries do not take a bid, the gold will be put back into the Treasury as Saved Gold.

If two or more players bid the same amount, then they ***split*** the number of mercenaries between them, each paying the bid rate for them.

5.5.2 Mercenary Starting Position

Mercenaries can only be hired at a controlled City or a player's Homeland (if there is no controlled City) that is within their "region". The one exception to this is in the case of a band of mercenaries that are hired in a merc region and then moved, in the course of a turn, to another merc region. The next turn, the *same* Nation may rehire them at the location where they ended the previous turn. If that same Nation does not re-hire them, or if another Nation hires them, then the mercs revert to their original merc region.

5.5.3 Bribing And Counter-Bribing Mercenaries

If a player wishes to deprive another player of his Mercenaries, they need only Bribe them. To be able to bribe a Mercenary *condotta* the bribing player must have a Leader in the same region and expend GP equal to the hire cost of the Mercs in question. The mercenaries are then nullified, vanishing from the region where they were at the time of the bribery and returning to the proper Mercenary Pool. If a player pays **double** the Mercs' hire cost, then they switch to his side for the remainder of the turn.

When bidding for mercenaries, you should submit separate bids for units and leaders. The nation that originally hired the mercenaries can counter this bribery with its own gold, needing to equal or exceed the bribe to retain its mercenaries.

5.6 CONSTRUCTION: ESTABLISHING COLONIES

Creating colonies is a peaceful method of expansion that rarely inconveniences anyone. The majority of such expansions are made into Colonizable Regions, most of which exist in the north Asian tundra, Australia and North and South America. Colonies can also be established with loyal populations in regions that are Pacified so as to cause them to become Friendly to the nation.

5.6.1 Colonizing Unsettled Regions

The Colonization of a Colonizable Region (CR) can be accomplished by the expenditure of 15 GP and 15 NFP for each one (1) GPv increase, starting at a base value of minus one (-1). In other words, the first 15 GP and 15 NFP installment will make the area a (0/?) region, the second installment will make it a (1/?) region.

The GP and NFP may be expended over a period of time with each GPv increase coming when the requisite GP and NFP have been expended. Each kind of region has a maximum GP value that it can be colonized to. If the region becomes cultivated, it is possible to colonize the region to a higher GPv.

Colonizable Regions are noted on the map by a set of parentheses around a slash, like so: **(-/-)**.

If the CR to be colonized is adjacent to a controlled land region, then the player may expend the requisite GP and NFP directly. If, however, the CR is not adjacent to a controlled land region, then the GP and NFP must be moved to the CR by a Leader and deposited. This requires the use of the *Colonize* Action.

The Resistance value of a newly colonized CR will range from 1 to 10.and is randomly generated by the GM.

Note that if a CR is settled and then converted to a Cultivated Region (see Section [6.1.5]) then it can be settled *again* to a maximum GPv of 2. This **only** applies to regions that were **initially** Colonizable Land Regions, not to regions that had starting values.

Table 5-5. Maximum GPv for Colonizable Regions

Region Terrain	*Maximum GP value*
c	2
w, j, s, d, m, i	1
t	0

5.6.1.1 Regions With an Initial 0-GPv

Some regions on the map begin with a 0.GPv and a Resistance value. These are very marginal provinces, not suited to having more than a minimal population. These provinces may **not** be Colonized to a higher GPv.

5.6.2 Colonizing Depopulated Regions

Regions that have been depopulated by enslavement, genocide or migration can be colonized too. The cost of each level is 10.GP and 10.NFP. The first level of colonization creates a (0./ n) region. The 'n' is the same resistance value the region was assigned before. A depopulated region can be resettled back to its original (map) GPv.

5.6.3 Colonizing Populated Regions

Regions that are already populated may also be colonized. This reflects the settlement of friendly populations amongst an existing hostile milieu. The intent is to convert a Pacified region to a Friendly one.

The cost of such colonization is (15 × GPv of the region) in both GP and NFP. Until **all** of the cost has been paid, the region remains Pacified. Once the cost is paid, the province **may** revolt against the interlopers, or it may not. If a province successfully revolts the colony investment is lost.

If a nation colonizes more than one or two populated regions in this manner, their Society type may change to Caste, due to the development of social stratification.

Example

The Greek city state of Athens decides to colonize the inhabited province of Sicily. Sicily is a 2 GPv province, so it will cost the Athenians (2 × 15 = 30.GP and 30.NFP) to convert the province to Friendly.

5.6.4 Colonizing Populated Cities

Cities that are already populated may also be colonized. This reflects the settlement of friendly populations amongst

an existing hostile milieu. The intent is to convert a Pacified city to a Friendly one.

If a nation colonizes more than one or two populated cities in this manner, their Society type may change to Caste, due to the development of social stratification.

The cost of such colonization is (5 × GPv of the City) in both GP and NFP. Until **all** of the cost has been paid, the region remains Pacified. Once the cost is paid, the province **may** revolt against the interlopers, or it may not. If a province successfully revolts the colony investment is lost.

Example

The Greek city state of Athens decides to colonize the inhabited city of Corcyra. Corcyra is a 4 GPv city, so it will cost the Athenians (4 × 5 = 20.GP and 20.NFP) to convert the city to Friendly.

5.7 CONSTRUCTION: BUILDING CITIES

Sooner or later a player will desire to build cities so that they may increase his economic base and the general strength of the nation. A newly built city is **Friendly** to the nation that built it, thus providing its full value in GP and NFP.

When a city is built in a coastal region, it must be noted whether the city will be a **Port City** or whether it will be built inland. If no notation is made, then the city will be built inland. When building a port city in a region that borders more than one sea zone, indicate which sea zone or sea zones the city borders.

Since a city's construction takes an entire turn, it will appear at the end of a turn. If the region a city is being built in is attacked in the first half of a turn, the city GP and NFP will return to the Saved GP and NFP pools, and the city will not be built. City construction costs are noted in the following table along with the cost to increase the size of an existing city.

Slave NFP can be used to build or expand a city if your national economic type is Slave. However, if more than 50% of the NFP cost of expansion or creation of the city comes from Slave NFP, then the city will be **Pacified** in status.

Table 5-6. City Construction & Expansion Costs

	c2/c/i region	*w/m/j region*	*s/d/t region*	*result*
Initial	20gp/20nfp	30gp/25nfp	40gp/30nfp	[1/0]
Increase	15gp/10nfp	20gp/15nfp	25gp/20nfp	[+1/0]

5.7.1 Rebuilding Sacked Cities

If a city gets sacked without being *Burnt*, then part of the city can be rebuilt later at a cost cheaper than raising a new one from scratch. The first GPv of a sacked city can be rebuilt for the cost of 10.NFP and 10.GP. After that, all levels must be rebuilt at normal costs. You may build a fortress inside a sacked city *before* restoring its first GPv.

5.7.2 Expanding Cities

When a city is expanded, the Wall Points around the old city are torn down. It is a good idea to demobilize the NFP of the old wall points to either rebuild new wall points around the expanded city or build something else (see Section [5.4.5]). A city can only expand **one** GPv per turn. The entire cost to increase a city must be paid the turn of the increase.

Example

The Azuchi Shogunate decides to expand the city of Taska from 4 GPv to 5 GPv. The city already has 10.wall points. To retain the NFP represented by the wall points, they first demobilize the wall points, yielding 10.NFP, then expand the city, costing 15 GP and 10.NFP, then rebuild the walls, using the demobilized NFP for a cost of 50.GP and 0.NFP. Total cost of expanding the city equals 15+50.= 65 GP and 10.NFP.

5.7.3 Maximum City Size By Terrain

A limit on city GPv is imposed by the Regional terrain itself. This is reflected here in the maximum allowed size of a city due to Regional terrain.

Table 5-7. Maximum City Size by Terrain

Region Terrain	*Maximum GPv*
C2	15
C / I	10
W	6
M / J	5
S / D	4
T	3

5.7.4 Maximum City Wall Points

The maximum number of total wall points (WP) that can be built on a city or fortress is limited to the siege QR of the nation constructing the wall points. If a nation captures a city with more wall points than they could build themselves, they can keep the excess. If siege or assault subsequently destroys those excess points, they can not be rebuilt.

Example

The Romans fortify the city of Constantinople to their maximum (Siege Qr = 10, so 10.wall points). After many horrible events, the city is lost to the Pechnegs, who have Siege Qr of 4. Constantinople having been taken by treachery, it retains the 10.wall points. Later, the Arabs besiege the city and destroy three wall points, bringing it down to 7 wall points total. Since 7 is greater than 4 (the Pechneg Siege Qr), they cannot rebuild the lost wall points.

5.7.5 Building Port Areas

Port Areas are coastlines that support a high level of decentralized port capacity and shipbuilding capability. A Port Area can be identified on a map by an anchor symbol near the coastline of the region that either does not contain a city, or contains a city clearly located inland. These areas are more limited than a Port City in that they can only build 20.*light*-class ship units per turn, as opposed to a Port City, which can build an unlimited number of units of any class in a turn.

On the other hand, Port Areas aid in the unloading and loading of ships by cutting the Action Cost from 2 to 1. In addition, an inland city and a Port Area could prove to be a more secure arrangement for the city when facing persistent coastal raids.

Port Areas can be constructed for the cost of 10.GP and 10.NFP. A Port Area applies to the whole province that it is built in, regardless of how many sea zones the province borders.

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6.0 NATIONAL PROJECTS

National Projects cover a wide range of efforts a nation may undertake beyond the simple construction of cities, armies and ships. They are divided into two main types – megalithic constructs, which tend to be large architectural efforts like roads, pyramids or canals – and national transformation projects, like abolishing slavery, or breaking down (or setting up) a caste system.

All Projects are defined in terms of an objective (building a pyramid), costs (GP, NFP and Time – which is counted in years), and supplementary requirements.

A Project is not complete until all costs are paid and the supplementary requirements satisfied. As a result, a project may take more time than initially required. To ease the burden on your poor, over-worked GM, payments of GP and NFP are not mandated in equal portions per turn of construction.

You may pay some, none or all of a project cost on a given turn – but the project as a whole is **not** complete until you have satisfied all of the requirements.

To **start** a Project you must pay at least 1 GP and 1 NFP.

6.1 MEGALITHIC CONSTRUCTS

The concept of Megalithic Construction covers a wide range of engineering feats. Basically, anything that is really big and impressive is a Megalithic Construction (**MC**). The Pyramids, the Great Wall of China, the Colossus of Rhodes, and so on, are all MC's. For game purposes, all MC's are graded in **Levels**.

Generally, an MC is a very large construction separate from other locations (cities or fortresses) in the same province. As such, it must be defended separately unless, when you are building it, you state that it will be within a city or a fortress will be built to protect the edifice.

Each **Level** costs fifty (50) GP, twenty-five (25) NFP and five (5) years to construct. Half-levels (costing 25 GP, 13 NFP and 3 years) are also allowed in certain cases.

If the region that a MC is being built in is taken by an enemy before it is completed, the Gold and NFP will be lost. Megalithic Constructions may be built in any controlled region of *Non-Paying Tributary* status or better.

Table 6-1. Summary of Megalithic Constructs

Construct	Base Level
Canal	1-6
Intense Cultivation	2-3
Regional Cultivation	2
Royal Road	1
Great Walls	1
Postal Road	0.5
Monoliths	Varies (min 1)
Bridge	1

6.1.1 Requirements for Megalithic Constructs

A Nation cannot build a Megalithic Construct whose **base level** is more than their Tech Level. So a Tech Level 1 nation can only build roads, great walls, postal roads, bridges and some canals.

6.1.2 Megalithic Construction Cost Modifiers

The Base Level cost of a given Megalithic Construction Project is modified by the terrain and the building nation's Culture. If a Project straddles two regions, they take the cost of the more expensive terrain. Fractions are rounded off to the nearest half-level (0.5).

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Table 6-2. Megalithic Construct Cost Multiples

	Terrain Type								
Culture	*C2*	*c*	*w*	*m*	*s*	*d*	*i*	*j*	*t*
Civ.	1.0	1.0	1.5	2.0	2.0	2.0	1.0	2.0	3.0
Barb.	1.0	1.0	1.0	1.5	2.5	2.5	1.0	1.5	2.5
Nomad	1.0	1.0	1.5	3.0	1.0	1.5	1.5	3.0	3.0
Seaf.	1.0	1.0	2.0	3.0	3.0	3.0	1.0	2.0	3.0
Pre-Col	1.0	1.0	1.0	1.5	1.5	1.5	1.0	1.0	2.0

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Example

The Aztec Empire decides to build a massive pyramid complex as part of their long-base deep space tracking array. The optimal location for this edifice is in the mountains of Huichol, as high in the atmosphere as they can manage. The base Construction Level of this is a 3 (set by the GM). Since they are building in a mountain region and they are Civilized, they have a 1.5 multiple. The resulting Level of the megalithic construction is (3 × 1.5 = 4.5 (rounding up)). It will cost the Aztecs 225gp and 113 NFP to complete the Monté Alban pyramids.

6.1.3 Canals

Base Level This varies as per the following chart.

There are many opportunities to build canals in the World. These vary in length for convenience and clarity. Once complete, certain Canals count as a Sea Zone for movement purposes and for tracing Trade Routes. Canals counting as a Sea Zone are marked with **boldface** in the table below. Some do not. They also count as Navigable Rivers for movement purposes.

With the level costs posted before them, only the following canal zones may be built:

Table 6-3. Canal Construction Levels

Level	*Description*
1	Kiel Canal (Skaggerak to the North Sea).
1	Lagoda Passage (Lake Lagoda to Gulf of Finland).
2	**Volkhov Canal** (Lake Lagoda to Lake Ilmen)
2	**Don Canal** (Eastern Black Sea to the Lower Volga).
2	Necho's Canal (Red Sea to Lower Nile to Med.).
3	**Erie Canal** (Lake Erie to Chesapeake Sea Zone via the Hudson River, which passes through the regions of Cayuga, Iroquois and Mohawk).
3	**The Grand Canal of China** (Huang Ho to Yangtze).
3	**Duluth Canal** (Great Snake to Lake Superior).
4	**Queta Canal** (across present day Nicaragua).
5	The Suez Canal (Eastern Med. to the Red Sea).
6	**Volga Extension** (Volga River to Lake Lagoda).
6	Panama Canal (across Cuna, Pacific to Caribbean).
6	**Chicago Canal** (Middle Snake to Lake Michigan).
2	Niagara Canal (Lake Erie to Lake Ontario)

6.1.4 Postal Roads

Base Level One-Half (½)

The Postal Road is the poor cousin of the Royal Road, costing one-half that of a Royal Road in the same location. A Postal Road does not grant any benefit to army movement or revenue gathering, but does aid in extending the national Command Control Radius (CCR) by halving the AP costs of regions the Postal Road runs through for the **sole** purpose of CCR checks. (See [10.1.1.1] on page 81)

A Postal Road may be upgraded to a Royal Road by spending the other one-half of the Royal Road construction cost.

6.1.5 Royal Roads

Base Level One

A Royal Road is built between the centers of two adjacent regions, or from adjacent city to adjacent city, if they are available. The primary effect of the Road is to halve the usual movement cost for moving from the first region to the second. This helps in extending the King's Command Control Radius and Homeland Build Zone as well. Also, a nation's ITV rating will increase when inland cities are connected by a royal road to the Capital or a Port City.

If a Royal Road is built over a Mountain Range, then its level of cost is increased by one for each rating of the mountain. If a Royal Road is built across a navigable river (but not a Canal) then the cost is increased by one level.

6.1.6 Great Walls

Base Level One (may be modified by border terrain)

A Great Wall is built along a designated border between two regions. If an Island province is to be encircled by a Great Wall, one segment must be built for each adjoining Sea Zone.

If the border terrain is mountainous, the Rating Type of the Mountain Range increases the Level cost of the Great Wall. A Great Wall doubles the combat value of the defending army that is behind it. By itself a Great Wall has no defensive strength, so it must have an army or garrison behind the Great Wall to be effective.

Field Forts may garrison a Great Wall segment.

Example

The Duchy of the Isles decides to build a Great Wall all the way around the island of Malta. Malta is at the intersection of three sea zones; the Ionian Sea, the Sea of Libya, and the Bay of Tunis. This would be a three level MC, costing (3 × 50 = 150.GP and 3 × 25 = 75 NFP) to build.

6.1.7 Regional Cultivation

Base Level Two

In order to convert a steppe, wilderness or jungle region to cultivated, a Level 2 Megalithic Construct must be built. There is no need to support this project. The effects of Regional Cultivation are immediate.

If the region in question is already partially cultivated (due to the presence of a city), then the nation need only pay the difference between what is cultivated and what is not.

Note: Converted Jungle regions revert to Jungle after one hundred years of use. They then must be re-cultivated.

Example

The Russians have built a city in Murom, which has had its inevitable effect and 30% of the province is cultivated as a result. The Tsar, however, has grown bored and decides to cultivate Murom *now*. Russia is Civilized, so a level 2 project in a wilderness region would be adjust to a level (2 × 1.5 = 3). The base cost would be 150gp, 75nfp and 15 years. 30% of this cost is deducted (due to 30% of the province already under cultivation), leaving the Russians to pay (150.× 0.7 = 105gp), (75 × 0.7 = 53nfp) and (15 × 0.7 = 11 years).

6.1.8 Intense Cultivation

Base Level Two or Three

To convert a region from a cultivated to intensely cultivated requires 2 or 3 levels of Megalithic Construction. The differentiation between 2 and 3 level MC's are noted by the cost in parentheses. Conversion to this new terrain type is instantaneous upon completion of the project. There is no need to support this project. During the Medieval Era only certain regions are eligible to become Intensely Cultivated. Listed below is a list of these regions grouped together by Geographic Zone.

Table 6-4. Regions Eligible for Intensive Agriculture

Geographic Zone	*Eligible Regions*
Central Asia	Khwarzim (3)
China	Honan, Anhui, Szechwan, Hupei (2)
Central America	Valley of Mexico (2)
India	Uttar Pradesh, Rajput, Jaunpur, Maghada, Gaur, Palas (2)
Japan	Kwanto, Yamato (3)
Middle East	Mesopotamia, Mosul, Hahmar, Abadan (2)
North Africa	Mansura, Egypt, Faiyum (2)
South East Asia	Khemer, Annam, Pegu (3)
Western North America	Patwin, Yokuts, Serrano (3)

6.1.9 Monoliths and Religious Monuments

Base Level Varies

These are all the other structures you can build as Megalithic Construction. These are the huge religious shrines, triumphal arches and gravestones to be built at the whim of the ruler. A Religious Monument adds one to the Religious Strength of the nation that builds it for each two Levels in size that it is. The maximum boost to Religious Strength is +1 per turn.

If you can keep these Monoliths preserved over the centuries, your nation can begin to make money off the tourists who will come by to see your amazing megalith. If the Monolith is of a religious nature then any city that may be in the same province may become a Holy City as a result.

Each Monolith that is built will be placed on the map with its own unique symbol.

6.1.10 Bridges

Base Level One

A bridge can be constructed over any Navigable River, connecting two adjacent regions. If the border of one or more of the two adjacent regions that the bridge is being built between is also a Mountain border, then the cost is multiplied by 1.5.

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Once a Bridge is completed, it obviates the extra cost of moving across a Navigable River.

6.2 NATIONAL TRANSFORMATION

Human society and political institutions are mutable. Within the framework of Lords of the Earth, you (as the player of your Nation) can undertake to change the following fundamental aspects of your Nation:

- The Government Type
- The Society Type
- The Economic Type
- The Culture Type
- Region / City Language

Each kind of Transformation is graded by **Level**, which are generally limited to one-half (0.5), one (1), two (2) and three (3). The actual cost of a Transformation is derived by multiplying the Level of the change by the Imperial Size of the Nation.

Please note most Transformations also have supplementary requirements or side-effects! The road of change is often blocked by many dangers. The prudent course may be not to set foot on the road at all.

GP Cost = Level × Imperial Size × 50
NFP Cost = Level × Imperial Size × 25
Time Cost = Level × Imperial Size × 5

Note: A half-level costs 3 years of time, 13 NFP and 25 GP.

6.2.1 Changing Government Types

To change a government from one type to another can be as easy as declaring the change, even though it may incur internal rebellions and strife. For each of the possible changes listed below, there are certain conditions that must be met in every case before the change can occur. In all cases, every condition must be met to accomplish the transformation.

Note: Not all Government types can change directly to all other government types. Also note that many Government type changes are forced upon the nation by circumstance, rather than desire.

From Centralized Monarchy…

To… Feudal Monarchy
Level None
Conditions One of four conditions must exist and usually any one of the four will turn the Centralized Monarchy into a Feudal one. These conditions are: Dynastic Strife, Governmental Collapse, Civil War, or Anarchy.

To… Imperial
Level None
Conditions When the government has grown beyond the bounds of the Centralized Monarchy (BL and Infrastructure greater than the maximums for Centralized Monarchy), or an entire another country has been either conquered or acquired through diplomacy.

To… Constitutional Monarchy
Level None
Conditions After the country has suffered a DF and has the king as a figurehead.

To… Dictatorship
Level None
Conditions After suffering a DF and/or civil war caused by religious, cultural, ethnic, social, or economic causes.

From Constitutional Monarchy…

To… Imperial
Level none
Conditions Governmental collapse due to civil war or dynastic failure and a previously-figurehead ruler gains control.

To… Federalized Democracy
Level 2 (or see below)
Conditions A Constitutional Monarchy may evolve into a Federalized Democracy if the ConMon exceeds it's BL and INFRA maximums. If the process is forced (by undertaking a Transformation project) a Civil War check will be made when the project is complete.

To… Oligarchy
Level None
Conditions A rebellious outpost or colony of a Constitutional Monarchy.

From Democracy…

To… Oligarchy or Feudal Monarchy
Level None
Conditions If a Democracy's Imperial Size exceeds it's Infrastructure (including the 'hidden' Infra provided by a ruling King), then a Civil War check is made. Any of the surviving factions may become an Oligarchy or Feudal Monarchy (as deemed by the GM).
If the Democracy's Infrastructure or BL exceed the levels allowed, then the government type will become an Oligarchy.

From Dictatorship

To… Imperial
Level 1.
Conditions None.

To… Centralized Monarchy
Level 1.
Conditions None.

To… Constitutional Monarchy
Level High gold, Medium time
Conditions A Dynastic Failure check when all the expenditures have been completed. Note that if a DF occurs it is an automatic civil war with the parliamentarians against the royalists.

To… Oligarchy
Level None
Conditions When a Government Collapse occurs due to civil war, dynastic failure or the destruction of the national capital.

From Federalized Democracy

To… Imperial or Dictatorship
Level None
Conditions If the nation suffers a Civil War and the King (President) assumes direct authority over the nation. (Alternatively, the GM could decide the new government is a Dictatorship)

To… Oligarchy
Level None
Conditions If a Federalized Democracy suffers an economic collapse (due to bank failures or excessive over-taxation) an Oligarchy may result. A Civil War won by the non-governmental faction(s) may produce an Oligarchy.

From Feudal Monarchy…

To… Centralized Monarchy
Level None
Conditions When the nation's Government Stats (BL and Infrastructure) exceed the maximum for Feudal Monarchy, then a Centralized Monarchy is created by default.

From Imperial…

To… Centralized Monarchy
Level None
Conditions The destruction of the Imperial Capital will result in the nation reverting to a Centralized Monarchy, unless the surviving BL and Infrastructure are still sufficient to warrant an Imperial government.

To… Constitutional Monarchy
Level None or 2.
Conditions If the nation had once been either a Constitutional Monarchy or a Democracy and a dynastic failure or civil war occurs; then one of the factions may be forced to adopt a Constitutional Monarchy to form a new regime or a successor state.
Likewise, a nation with a tradition of democratic representation may attempt to move from Imperial to Const. Monarchy, but **only** if the current level of Government (BL and Infra) would be supported by a Const. Monarchy. Completion of the project then instigates a Civil War check.

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To… Dictatorship
Level None
Conditions A dynastic failure or civil war may spawn a Dictatorship if the leader of the faction has a Charisma of 8 or better.

To… Oligarchy
Level None
Conditions In the course of a civil war or dynastic failure, one or more factions may adopt an Oligarchic government.

From an Oligarchy…

To… Centralized Monarchy
Level 0.5 or None
Conditions An Oligarchy may attempt to form a Centralized Monarchy (by one faction gaining control over the others), which requires the noted Project and then a Civil War check upon completion.
An Oligarchy which suffers a dynastic failure which **ends** the same turn it begins (by the victory of one faction over all others) produces a Centralized Monarchy.

To… Federalized Democracy
Level 2 (tradition of democratic rule), 3 (no tradition of democratic rule)
Conditions Attempting to establish a Federalized Democracy from an Oligarchy will inspire Civil War checks upon starting the project and upon completion.

To… Imperial
Level None
Conditions When the Imperial Size is greater than the Oligarchy's maximum Infrastructure and a civil war occurs, the victorious faction may become an Imperial government.

From Tribal…

To… Feudal Monarchy
Level None

Conditions When the tribe has settled down (all tribal points expended) and at least one point of government has been gained.

There are also some other conditions involved in governmental changes that will require some more discussion below.

- **Civil War:** When a failure of central government occurs, and there is no clear successor to control of the state, then the various contenders for the succession may well fall out amongst themselves and fight it out on the fields of valor, precipitating a civil war.
- **Dynastic Failure:** This is when the King dies with no heir, or if there is some contest of who is the next in the line of succession. This usually occurs when there has been a lot of inter-marrying within the local nobility.
- **Governmental Collapse:** This occurs when there is no clear ruler or the government is split on who to follow. This can also occur if either an internal or an external force partially or wholly destroys the government.

6.2.2 Changing Society Type

To convert from one type of society to another is usually a more time consuming task than anything else. However, not all society types can convert to any other, so there are some limitations. The basis for the cost of changing societies is partially based on the following table, and the rest are conditions that must be met before the society type can be altered.

As noted for Government transformations, the Leve listed for the change is multiplied by the Imperial Size to produce the actual Project Cost.

Note that not all change path options are available.

Table 6-5. Society Transformation Costs

From	*To Society of type...*			
Society	*Caste*	*Clan*	*Feudal*	*Open*
Caste	n/a	2.0	Note 1	3.0.(Note 3)
Clan	n/a	n/a	0.5	2.0.(Note 3)
Feudal	0.5	1.0	n/a	1.0
Open	1.0	1.0	Note 2	n/a

Conditional Notes

1. A Caste society which suffers a Civil War or Dynastic Failure may degrade a Feudal if the wars of succession last for more than 20.years.
2. An Open society afflicted with constant foreign invasion and/or raids and/or slave raids, will develop a feudal society after 20.years.
3. Caste or Clan societies attempting to become Open will be afflicted with a Civil War check at the completion of the transform project.

6.2.3 Changing Economic Type

Changing the national Economic Type also involves a transformation project, with conditional events attached:

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Table 6-6. Economic Transformation Costs

From... *Economy*	*To...* *Slave*	*Guild*	*Free*	*Agrarian*
Agrarian	Note 1	2.0	1.0	n/a
Free	Note 1	1.0	n/a	Note 3
Guild	Note 1	n/a	2.0	2.0
Slave	n/a	1.5	2.0.(Note 2)	1.0

Conditional Notes

1. Conversion of an Agrarian, Free or Guild economy to Slave economy will occur if Slave NFP are used to build more PWB in the nation than the nation makes in regional GP, or if slaves are used to build more than one City in the nation (in a 20.year period), or if they are used in more than one Megalithic construction project (in a 20.year period).
2. Converting a Slave economy to Free inflicts a Civil War check on the nation.
3. A Free economy may revert to an Agrarian economy due to national collapse, or the destruction of the cities in the nation by war, disaster or famine.

Example

Venice wants to change its Economic Base from Guild to Free. This is a Level 2 project. Venice's Imperial Size is 3, therefore:

2 × 3 × 50= 300.GP

2 × 3 × 25 = 125 NFP

2 × 3 × 5 = 30.years

After the project is complete, the Venetian Republic will enjoy an economy free of societal constraints and the onerous master / journeyman / apprentice system.

6.2.4 Changing the Culture Type

The mechanisms used to change your culture type are more amorphous and are broken out by your starting culture and what paths might lead you to a different type. In all of these processes, your GM is the final arbiter.

Starting Culture	May Become…
Pre-Columbian	Civilized, Barbarian, Nomadic, Seafaring
Barbarian	Civilized, Nomadic, Seafaring
Nomadic	Civilized, Barbarian
Seafaring	Civilized, Renaissance
Civilized	Seafaring, Renaissance, Barbarian

Pre-Columbian

When a Pre-Columbian culture makes contact with more advanced civilizations, a Cavalry Count usually begins. When this process completes, in addition to being able to build Cavalry units (and invest in Cavalry QR), the culture type will change. The new type may be Civilized (if the nation is predominately Cultivated regions), Barbarian (if the nation is mostly Wilderness and/or Mountain regions) or even Nomadic (if the nation is mostly Steppe or Desert regions).

A Pre-Columbian culture controlling all Island or Coastal regions, who achieves Tech Level 4 may become Seafaring.

Barbarian

Barbarian nations may find that advancing Tech Levels will convert them to Civilized (at or about Tech Level 5), or the acquisition of a preponderance of Cultivated regions will do the same. Having cities in half or more of your regions will have the same effect.

A Barbarian nation forced into desert or steppe regions will become Nomadic in 5-10.turns, assuming that they survive so long on the plains…

Nomadic

The steppe-lords have the easiest path… if a Nomadic empire acquires a preponderance of Cultivated or Wilderness regions (more than half of their controlled provinces), at EA status or better, then they will convert into a Civilized nation. Similarly, if a third or more of their provinces have controlled Cities in them (at Non-Paying Tributary or better), they will become Civilized. The undertaking of cultivation projects in Steppe or Wilderness regions also betokens Civilization.

Nomads forced into a preponderance of Wilderness or Mountain regions (more than half) will become Barbarians. And hate every minute of it…

Civilized

Increasing technology will eventually convert most Civilized nations to Renaissance nations (at Tech Level 7 and above). However, the loss of more than two-thirds of a Civilized nations Cultivated regions, and their forced relocation into Wilderness or Mountain regions will make them Barbarians once more.

Seafaring

Seafaring powers may easily become Civilized or Barbarian by acquiring more than one or two landlocked land regions (or coastal regions without Port Cities or Port Areas). Whether they become Civilized or Barbarian nations depends on the terrain that they have seized.

Improving technology can make a Seafaring power a Renaissance nation, which will lift these limitations.

A Civilized, Barbarian, or Nomadic Nation wishing to become Seafaring must:

1. Reduce its holdings to all Coastal and Island provinces.
2. The highest QR maintained by the nation must be Warship (and it must be higher than any other QR).
3. Make 50% or more of its total Revenue from Normal Sea Trade, Inter-City Trade derived from Internal Trade fleets or Raiding carried out by sea.
4. Sustain this state of affairs for at least two generations (60.years).

6.2.5 Changing Regional & City Language

The language of a given region or city may be changed to that of the controlling nation. Unlike other National Transformation Projects, Imperial size is not a factor, costs instead being based on the GPv of the region or city in question. Further, unlike normal Megalithic Construction Projects, terrain is not a factor in determining cost.

The cost to change the language of a given region or city is:

Region: 150gps, 75nfp and 20 years per GPv.

City: 50gps, 25nfp and 10 years per GPv.

Example:

The evil Danes have conquered the righteous, peace-loving Georgians and control the region of Mesopotamia and its accompanying city of Baghdad. Desiring a automaton-like conformity in all things, the heartless Danes decided to force the innocent populace to learn their gibbering and meeping cacophony of a language so they go to it.

Mesopotamia is a (4/5) region: it will therefore cost 600 gps (150 x 4), 300 nfp (75 x 4) and 80 years (20 x 4) to change the language of the region.

Baghdad is a level 5 city: it will cost 250 gps (50 x 5), 125 nfp (25 x 5) and 50 years (10 x 5) to change the language of Baghdad.

So it will take a grand total of 850 gps, 425 nfp and 80 years for the Danes to complete their nefarious scheme. Hey who said being evil was easy (or cheap)?

Changing the National Language: nothing simpler, the player desiring to change his National Language just uses the procedure described above for every Homeland and Friendly region in his or her Empire. For example, if the Mongols want to impose their language on all of China after conquering it, they have a lot of work cut out for them.

Native Reaction: game masters may decide to check for regional revolts against the imposition of an outside language – or not. Much will depend on how much the local language is part of any sense of identity the natives have, the size of any occupying armies, etc.

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7.0 LEADERS AND ARMY ACTIONS

The basic unit in the ***Lords of the Earth*** game is the Leader. The basic tenet of the game is that a Leader must do anything that is worth doing. Therefore, no units of any sort may move without a Leader to command them, and no Action (see Section [7.2] below) may be performed without a Leader.

A nation always has at least one Leader, the King.

In addition the nation may also have up to a total of (TechLevel + 6) Leaders, with the following apportionments:

- An Heir (if there is a son or daughter of the King of appropriate age and station).
- Princes in number up to *one-half* of the nation's BL, rounded-up (if the prerequisites for Princes are met).
- Lieutenants in number *equal* to the nations BL.
- Full Allies in number up to *equal* the nation's BL (if the conditions for acquiring Allies are met).
- Any number of Feudal Allies (if the conditions for acquiring Feudal Allies are met), though not more than allowed by the TechLevel limitation.
- Bishops in number up to 2 × "native" BL, if the lending Primate could allocate so many.

7.1 NATIONAL LEADERS AND THEIR STATS

Each Leader has a Leader Type designator, which indicates the general role of the leader.

Table 7-1. Leader Types

Type	Description
K, Q	King, Queen or President. The ruler of the nation
H	The Imperial Heir, usually the eldest son or daughter of the King or Queen.
P	A Prince, the Sons of the King (or Queen's Daughters). The Eldest of these is the Heir to the throne.
L	A Lieutenant. Usually a Close Friend of the King or a Relative.
A	A Full Ally. This Leader rules his own land but obeys the King.
B	A Bishop or Papal Legate. A leader lent by a Religious Primate to the Kingdom.
F	A Feudal Ally. He rules his own fief and will join the King in battle.
S	A Spy. This leader will emerge from a successful subversion of certain infiltration.
E	A Regent. A leader chosen by the ruling powers of the Nation to rule in the stead of a King or Queen that is under-age.
M	Mercenary commander. Either a hired leader or one loaned by another Nation to help yours.

7.1.1 Families And Heirs

In addition to the King of the nation, there may be an Heir to the throne who may or may not be of Leader age (15+ years old). Having Heirs requires, in most cultures, having a wife, or wives. This opens up a large and complex sideshow to the usual Lords action: Dynastic politics. In most cases, you will merely be informed of whether or not there is an Heir, how old she or he is, and their stats-- if they are of leading age. If you do not have an Heir, you may be in big trouble, depending on the type of government you have.

If you have no current Heir, and your King dies, it is very likely that your nation will succumb to a divisive and weakening civil war while the succession is sorted out at sword point. This process is called a *Dynastic Failure.* On the other hand, if you have a lot of heirs, and the succession is not clear (or even if it is), they may squabble and things will go into the dustbin anyway.

7.1.2 The King

The King is the ruler of the land. He is your direct representative in the game world. He is the only Leader that you can completely trust.

7.1.3 Imperial Heirs and Princes

Any of the King's children that have Come of Age (the turn they become 15 years of age), are eligible for a government job. That is, to become a Prince. Unless otherwise announced, the eldest son of the King's children will always be the Imperial Heir and will be automatically promoted to this status on the turn that they come of age. Any other Royal Child can be promoted to Prince who will then be in play the following turn.

Lieutenants and Allied Leaders can become Princes by marrying a King's Daughter (see Section [7.1.1]).

In order to demote any Prince you can either give him a Friendly Region or City which will then become a *Non-Paying Tributary* region (or city), or you may send him to join the Church (but only if your Religious Primate accepts his service). You can only have as many Princes in national service as one-half your BL, rounding fractions up (see Section [2.4.1]).

A Religious Primacy (as noted by the Theocracy entry below) can have Princes – but these leaders are created when an Open Nation with extra royal sons or daughters sends these offspring to join the Church. It is then likely when a Primate dies, his successor will be found among the Princes of the Church, rather than the lay clergy.

Not all government types can have Heirs or Princes.

Table 7-2. Heirs and Princes

Government Type	Heirs?	Princes?
Tribal	Yes	No
Feudal Monarchy	Yes	Yes
Centralized Monarchy	Yes	Yes
Imperial	Yes	Yes
Constitutional Monarchy	Yes	No
Oligarchy	No	Yes
Democracy	No	No
Federalized Democracy	No	No
Anarchy	No	No
Dictatorship	No	No
Theocracy	No	Yes*

7.1.4 Full Allies

Once a region reaches 'Allied' status, an Allied leader is generated with native troops. This Leader and army can be used at the discretion of the King. If an Ally dies, a new

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Allied leader (his son) may take his place or the Allied region may degrade to Tributary status or the region may leave the nation entirely.

If an Allied leader is *dismissed*, the Allied region will drop to Tributary if the Ally had troops and will revolt outright if the Ally had no troops.

The Ally cannot lead any troops but those of his own province. However, national troops may be given to the Ally to lead, whereupon the national troops become Allied troops. If an Ally is deprived of his troops by garrisoning regions or has no troops due to battle losses, there is a chance the Ally will rebel, taking his home region and any regions that his troops garrison with him. Be careful when you require an Ally to garrison regions with his troops.

Allied Leaders are limited in some respect in the Actions that they may perform. Although he can (theoretically) perform any Action, no Allied Leader may lead units other than those from his own region in any Action. Allied Leaders appear on the player's Status report when a particular region becomes Allied with his nation.

Keep in mind that Allied Leaders and regions tend to be fickle and greedy. If another nation decides to make overtures to your Allied Leaders, you could possibly lose them, and — even more distressing — lose them directly to your enemies. The extra leadership and troops are beneficial, but be wary of them just the same.

Each Independent and Tributary region is considered to have their own leaders and armies. And these are the pool of leaders from which most Regional Allies are drawn.

A player may elect to have an Allied leader perform Diplomacy, but any control status results that the leader achieves indicate a relationship (Tributary, Allied, etc.) between the *Allied* state and the formerly independent region. In effect, a sub-nation may be created by this kind of activity.

7.1.5 Lieutenants

Lieutenants are basically close friends of the King or men from families who are ardent supporters of the King. There will always be as many Lieutenants around as there are Bureaucracy Levels. Lieutenants can be retired at will but **must** be replaced, in the same turn, by a Prince (not the Heir) or an Ally who has been married to a King's daughter in order to promote the Ally to Prince and thence to Lieutenant.

Please note that by dismissing a Lieutenant you may create an enemy of the state, particularly if the Lieutenant was able or particularly loyal to your cause. It is not unheard of for dismissed Lieutenants to plot and scheme against the ruler that ruined their lives.

7.1.6 Bishops

These are leaders provided by a Primate Religious Authority to a nation of the same Religion to help them out. These leaders are on loan and thus, they may be recalled by the Primate at any time.

7.1.7 Feudal Allies

Unlike a Full Allied leader, a Feudal Ally is tied to his fief and is limited in the tasks he can perform for his king. A Feudal Ally will only perform those actions for his liege which use the Combat stat for resolution. Since the Feudal Ally pays his own troop support, the Feudal Ally and his troops must return to their home fief by the end of each and every **turn** or they may revolt. If their path home is blocked by an enemy, chances are good that they will not revolt, but if you attempt to maneuver them into a position where they cannot return, chances are very good that they will revolt.

7.1.8 Spies

These are leaders activated by a subversion of another Nation's royal family or by a successful *Subvert Leader* Intel operation of an enemy leader. Once a spy leader dies, half of the subversion will be lost and any troops he may have will go away.

7.1.9 Mercenary Commander

A mercenary commander is a noted war-leader or diplomat that has been either hired by your nation to aid you in some endeavor or has been loaned to you by a friendly nation for the duration of some war or crisis. If the Leader happens to have been loaned to you, then he or she will also appear on the loaning nation's status report with their normal type.

7.1.10 Temporary Leaders

In some circumstances, the game master will generate a Temporary Leader. Temporary Leaders are always generated due to combat actions. For example, if a hostile army attacks/assaults/besieges a garrisoned region or city a Temporary Leader will be generated. Similarly, if an army suddenly finds itself leaderless in the midst of a combat, a Temporary Leader will also be generated. Such leaders only exist for the duration of the combat or siege or the end of the turn whichever comes first. Temporary Leaders have a combat rating of 0-5 (1d10-5).

7.1.11 The Effect Of Marriages

A King's son or daughter is eligible for marriage the turn he or she becomes 15 years old.

Princesses can be married to male Allied leaders which promotes the Allied Leader to a Prince and makes the Allied region friendly. This kind of promotion is limited to the number of Princes allowed to that nation.

Princesses can also be Married to foreign Kings or Leaders to increase a nation's stake in another nation. If a King dies and any of his daughters remain unmarried, they will disappear from the Status report. Offering princesses to Feudal Allies and Economic Allies is useful in Diplomacy only (see Section [7.2.4.11]).

Princes can be married to female Allied leaders which can promote the Allied Leader to a Princess and make the Allied region friendly. This promotion is also limited to the number of Princes allowed to that nation.

Princes can also be married off to foreign Queens or Leaders, whereupon they disappear from the nation's status report and wind up the plaything of the foreign potentate.

Extra male children who are neither Heirs nor able to advance into a Prince slot may be send to join the Church (if

there is a Primacy of the Nation's religion), whereupon they become a Prince for the Primacy nation.

7.1.12 Leader Death: Causes & Effects

All of your Leaders can die in a wide variety of nasty ways; they may die from wounds sustained in battle, from sheer accident, from old age, from the poison or blade of assassins, they may be executed and they may languish in prison until at last they succumb to some cruel ague.

All of your leaders will eventually die of old age unless some other fate befalls them first. This is why we keep track of the age of each Leader. When Leaders die, a number of different things may happen:

- Kings are replaced by their Heir, should one exist. If there is no heir, then the 'Crown' Prince may replace the King, if he has married the King's eldest daughter. If there is no clear line of descent, then it is quite possible that a *Dynastic Failure* will ensue (see Section [10.7.1]). The result of this will be the foundation of a new Royal Line and a new Dynasty.
- If the Heir dies, the next ranking Prince, if any replaces him. If there are none, then the King may declare any of his Lieutenants or Allied Leaders the new Heir, or not, as he pleases.
- If a Prince dies, he is not replaced, save by the coming of age of a royal child or the aggrandizement of an Allied Leader or Lieutenant through marriage to a Princess.
- If a Lieutenant dies, a new, randomly generated, Lieutenant replaces him. The new Lieutenant appears at the Capital, or in the Homeland, if there is no Capital.
- If an Allied Leader dies, he may be replaced by a new, randomly generated, Allied leader, or his province may rebel or it may degrade to Tributary status. A replacement Allied leader appears in his home province.
- If a Feudal Allied leader dies then he may be replaced by a new, randomly generated, leader or his province may rebel. A replacement Feudal Allied leader appears in his home province.
- If a Bishop dies, he is replaced by a new Bishop, who is randomly generated. A new Bishop appears at the Capital, or in the homeland if there is no Capital.
- If a Spy dies, he is not replaced and the Infiltration that he represents is lost (see Section [8.3.11]).

7.2 LEADER ACTIONS

This section will describe the activities that your Leaders and units can perform during the turn. For each Leader, note with which Army he is associated, the Leader's stats, the Army's contents (the units), and the Leader's location at the end of the last turn. All of this can be taken from the ***Armies*** section of the status report (see Section [2.12]). You then, as a player, must indicate where these Leaders are to take their respective Armies and what Actions each will perform. Step by Step Instructions on how to fill out army movement orders are detailed in Section [7.3].

The capability of a Leader to perform is expressed in **Action Points**, which maps roughly to a month. If a Leader has five months of possible activity in a year, then they get five Action Points for that year. If the current turn length is five years, then that army would get (5 × 5 = 25) Action Points for that *turn*.

7.2.1 Leader Action Capacity

Each Leader can perform a specific number of actions per turn. This capacity is based on his national Culture (shown in Table 7-3. Action Points By Culture Type), his Combat rating and then modified by the kinds of units he may be commanding during the year. Unit modifiers are summarized in the Leader Rating, Type, Equipment and Training tables, which follow.

If a Leader is moving by himself (alone), his action capacity is Cultural Base + 2 (as noted in the following table).

If a Leader is commanding troops during a *year*, he moves at the rate allowed by the **slowest** unit type under his command during that year.

The Leader's Combat rating does not affect *his own* Action capability when alone. It takes effect when he is commanding units of some kind. If a Leader is commanding ships, then his Combat Rating modifier may boost the Action Capacity of the ships to be greater than his capacity when he is alone.

This means that a Leader may have a different number of Action Points (AP) to expend during each year of the *turn*. Pay careful attention to this when you are writing your orders.

Example: Alexander the Great, a Civilized leader with a B combat rating, is commanding an army of entirely Elite Light Cavalry through the first three years of the turn. However, in the last two years of the turn, he takes a force of Inexperienced Infantry under his wing. During the first three years, Alexander would have (6 [Civilized base] + 1 [Cavalry] + 1 [Elite troops] + 1 [Light troops] + 1 [B-Combat rating]= 10) AP's to spend each year. However, in years four and five, with those damnable II to account for, he would have only (6 [Civilized] + 1 [B-Combat rating] + 0.[Infantry] – 1 [Inexperienced] = 6) AP's to spend. Just a little difference…

7.2.2 Army Impulse and Capacity Tables

All modifiers apply to the **Yearly** Action Capacity of a Leader.

Table 7-3. Action Points By Culture Type

Culture	AP per YEAR
Pre-Columbian	5
Civilized	6
Seafaring	7
Barbarian	8
Nomadic	8

Table 7-4. Equipment Type Modifiers

Equipment	Modifier
Heavy	-1
Medium	+0
Light	+1

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Table 7-5. Unit Type Modifiers

Unit Type	*Modifier*
Leader	+2
Cavalry	+1
Infantry	+0
Siege	+0
Artillery	+0
Ships	+0
Civilized Tribe Points	-1
Nomadic Tribe Points	+1
Barbarian Tribe Points	+0
Pre-Columbian Tribe Points	+0

Table 7-6. Unit Training Modifiers

Training	*Modifier*
Elite	+1
Regular	+0
Inexperienced	-1

Table 7-7. Leader Combat Rating Modifiers

Combat Leadership	*Modifier*
1 - 4	-1
5 - 8	+0
9 - 11	+1

7.2.3 Using the Action Impulse Pattern

To determine on what month an Action may take place, the Action Impulse Pattern chart is consulted. The boxes marked with an × indicate the months within each year that the unit(s) are acting upon. Thus as units are boosted to higher and higher Action Capacities, they begin acting earlier in the year and finish later.

Table 7-8. Action Impulse Pattern

AP	*Impulses Action Points Expended On are marked ×*											
	J	*F*	*M*	*A*	*M*	*J*	*J*	*A*	*S*	*O*	*N*	*D*
2						×	×					
3					×	×	×					
4					×	×	×	×				
5				×	×	×	×	×				
6				×	×	×	×	×	×			
7			×	×	×	×	×	×	×			
8			×	×	×	×	×	×	×	×		
9			×	×	×	×	×	×	×	×	×	
10		×	×	×	×	×	×	×	×	×	×	
11		×	×	×	×	×	×	×	×	×	×	×
12	×	×	×	×	×	×	×	×	×	×	×	×

Example

The Nomadic Mongol hordes are preparing to invade Poland. They have an army composed of Elite Light Cavalry under the command of a leader with an 11 Combat Rating (Sübütai). This means that their army has 12 Action Points (8 for Nomadic, +1 for Elite, +1 for Light, +1 for Cavalry and +1 for Sübütai and his manliness) per year and they move and fight regardless of the weather. Pretty tough, huh? The hapless Civilized Poles and Hungarians (wintering in Krakow) have an army composed of Regular Medium and Heavy Cavalry under only a middling set of commanders (5's and 6's). They get a massive 6 Action Points (6 for Civilized, -1 for Heavy units, +1 for Cavalry and nothing for Boleslav IV at all). As a result the Mongols will spend January, February and March sweeping up out of Galich and into southern Poland before Boleslav has even shaken the snow from his eaves. The results are pretty nasty.

7.2.4 Actions

The Base Action Point Cost (**BAC**) listed after each Action Code are in terms of Action points which are charged on the Impulse Pattern Chart. BAC's marked with a **+** after them can have additional actions expended to enhance their effects. In your orders this is noted as, for example, *DP+5*, which would indicate that the Army/Leader was expending *nine* Action Points - four for the initial Diplomacy action and five more in addition to that to get a bonus. Each Action is dealt with individually in alphabetical order.

When a Leader undertakes an action in a region, including moving into the region, the terrain of the that region may increase the cost of performing the action, as noted here:

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Table 7-9. Regional Terrain Action Modifiers

	Regional Terrain Type					
Culture Type	*c/c2/i*	*w*	*m*	*d/s*	*t*	*j*
Civilized	+0	+1	+2	+1	+2	+2
Seafaring	+0	+1	+2	+2	+2	+2
Barbarian	+0	+0	+1	+1	+1	+1
Nomadic	+0	+1	+2	+0	+2	+2
pre-Columbian	+0	+0	+1	+1	+1	+0

In the case of movement into a province, if the region border being crossed is of a specific terrain type (mountain, river, etc.) an additional Action Point cost is incurred, as noted in the Terrain Movement Costs chart.

Movement into, or actions undertaken in, a Hostile Land Region cost one (1) extra Action Point.

Table 7-10. Summary of AP Cost Payments

Action Type	Pay Base	Pay Terrain	Pay Border
Enter a Region	Yes	Yes	Yes
Perform Action in a Region	Yes	Yes	No

Table 7-11. Leader Actions Summary

Action	*Code*	*Stat*	*Cost*
Active Siege	s	Combat	3+
Administer	ad	Admin	75%
Assault City	as	Combat	1
Attack To Liberate	al	Combat	1/combat
Attack to Pacify	a	Combat	3/combat
Attack to make Tributary	at	Combat	2/combat
Blockade Port	b	Combat	1+
Burn City	bc	Combat	1
Colonize Region	cr	Admin	8
Conduct Census	cc	Admin	8
Defend	d	Combat	2+
Diplomacy	dp	Diplomacy	4+
Religious Conversion	pr	Charisma	4+
Enslave Population	ep	Combat	3 × GPv of region
Evade	e	Combat	+1 to move
Evacuate City	Evc	Charisma	4+

Deleted: entire turn

Action	Code	Stat	Cost
Explore	ex	Charisma	2+
Have Children	hc	Diplomacy	Special
Incite Rebellion	Ir	Charisma	6+
Investigate Location	il	Charisma	4+
Load/Unload Ships	ls/us	Combat	1 (port), 2 (coast)
Loot Region	lr	Combat	2
Military Conversion	mc	Combat	4+GPv of region
Movement	none	Combat	1 + mods
Passive Siege	ps	Combat	6+
Piracy	pi	Combat	3+
Raid	rd	Combat	1
Reaction	r	Combat	2+
Re-Equip Troops	rt	Charisma	8
Regional Genocide	rg	Combat	6+GPv of region
Rule	Rule	Admin	75%
Sack City	sc	Combat	>1
Scorched Earth	se	Combat	>4
Secret Diplomacy	sd	Diplomacy	6+
Secret Movement	None	Combat	2 + mods
Slave Raid	sr	Combat	>3
Upgrade Troops	ut	Charisma	8

7.2.4.1 Active Siege

Code **S**
BAC 3+
Stat Combat
Results An Active Siege action may be taken by any army against a city that is held by hostile forces. Any hostile army may have to be cleared from the region before the city can be besieged, however. Be aware that an Active Siege can be very bloody and possibly a failure if sufficient forces are not committed. A successful Active Siege destroys all of the city's Wall Points, assuming the city does not surrender, in which case the city's remaining Wall Points are delivered intact.
Active Siege can be used multiple times against a city. A separate siege resolution procedure is figured for each 3 Action Points expended. Usually this order is given with a rider indicating that it will be attempted until either the city falls or the besieging army suffers some unacceptable level of casualties.
You may designate the city, if captured, will have a Pacified or Pacified Tributary status. If you make no additional note to the GM, it will be Pacified and you will have to garrison the city.

7.2.4.2 Administer

Code **AD**
BAC 75% of total AP (rounded up) for the turn.
Stat Loyalty
Results Can only be executed by a Prince or Lieutenant. The Leader acts as if he were a National Infrastructure point for the turn in question. The efficacy of this act depends on that leader's loyalty rating. If the leader is disloyal and self-serving then the overall administration of your realm will suffer. If he is true in heart then your realm will be the better for it.

7.2.4.3 Assault City

Code **AS**
BAC 1 per Assault Roll
Stat Combat
Results As opposed to the lengthy *Active* or *Passive Siege* options, the Assault is very quick and decisive, one way or another. A successful Assault will only destroy one-half of the city's City Points, but there will be no surrender check. Be prepared to accept a very high percentage of casualties when launching Assaults.
You may designate the city, if captured, will have a Pacified or Pacified Tributary status. If you make no additional note to the GM, it will be Pacified and you will have to garrison the city.

7.2.4.4 Attack to Make Tributary

Code **AT**
BAC 2 per Combat Roll
Stat Combat
Results Same as the *Attack to Pacify* action except that if this action proves successful, the target region becomes Pacified Tributary rather than Pacified. Only one winning Combat roll is required to force the region into Pacified Tributary (pt) status. Note, however, that the Pacified Tributary region will not like you very much.
If the enemy forces are tremendously outnumbered or out-fought then you may crush them very quickly and not spend more than 2 Actions in fighting.

7.2.4.5 Attack to Pacify

Code **A**
BAC 3 per Combat Roll
Stat Combat
Results The Attack action is used for the process of invading a hostile region. Under this action, an army will move to the designated region and invade it, subjugating (pacifying) the populace, if needed. The defending army must be driven from the region (for an enemy National Army) or destroyed (for a native army) for the Army to take control of the target region. A sufficient number of troop points must remain after the campaign to satisfy the garrison requirements of the region or the Action will be converted into an AT action (though you still pay 3 Actions per Combat Roll) and the region will be given a Pacified Tributary (pt) status instead.
If the enemy forces are tremendously outnumbered or out-fought then you may crush them very quickly and not spend more than 3 Actions in fighting.

7.2.4.6 Attack to Liberate

Code **AL**
BAC 1 per Combat Roll
Stat Combat

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Results The Attack to Liberate action is used for the process of invading a region that was formerly controlled by the attacking nation as **friendly** or **homeland** and is now occupied by a hostile power. Under this action, an army will move to the designated region and invade it, liberating the populace. The defending army must be driven from the region (for an enemy National Army) or destroyed (for a garrison) for the Army to take liberate of the target region.

7.2.4.7 Blockade Port

Code **B**
BAC 1+
Stat Combat
Results The Blockade action is used by a fleet against either a Port City or a section of coastline. When successfully used against a City, it prevents any Inter-National or Inter-City trade from being traced by sea from that City. In conjunction with a Siege it closes the City off, allowing the possibility of a Starvation "attack" to be used on a Port City. A coastline that is Blockaded is similarly closed off. No International Trade or Inter-City Trade can be traced through such a coastline. To be effective, a port must be Blockaded for more than 75% of the turn, as measured in the executing Fleet's possible Actions.

7.2.4.8 Burn City

Code **BC**
BAC 1 or more
Stat Combat
Results This action may be appended to a Siege action (of any type) so that its action follows upon completion of the previous action. It may also be used upon any controlled city occupied by a player's Army. The result of the Action is to reduce the city to cinders. This, in combination with a Sack City action, will result in the total destruction of the city in question. Without a Sack action, the city will be reduced by 1 GPv and will lose all but either 10.of its public works or half of that which it had, whichever is less. Five points of troops are required to burn each city GPv per Action.

Example
The Goths are burning Rome, which is a 12 GPv city. (5 x 12 = 60) Sixty points of troops would be required to burn the city in one Action. Unfortunately they only have 30.points of troops, so it will take them 2 Actions to finish the city off.

7.2.4.9 Colonize Region

Code CR
BAC 8
Stat Charisma
Results This is a specialized action used when a player desires to emplace a Colony in a given region that is **not** adjacent to a region controlled by that nation. To this end, the NFP (Colonists) and Gold (Equipment) are moved to the designated area and emplaced through use of the Action. The costs can be found in section [5.6]. A National Leader (King, Heir, Prince or Lieutenant) can only execute this action. A Leader is required to supervise the emplacement of both kinds of colonies - those in previously inhabited areas and in uninhabited areas. Be aware that inhabited regions that are not Pacified, Friendly or Unsettled will be intrinsically hostile to colonies. An army should accompany any such effort to deal with the natives, should they become restless.
In the event the action fails, all NFP and GP are lost.

7.2.4.10 Defend

Code **D**
BAC 1+
Stat Combat
Results There are occasions where you may wish your Army to guard a particular province. The Defend action will keep an Army alert and prepared for an attack (even if it doesn't occur). An army that is using the Defend action will receive a favorable modifier in combat if it is attacked.
If there are Siege Engineer units with the army, then the defending force gets an additional positive modifier in any combat:
If the Siege Engineers have only 1 AP to prepare a defensive position, they get a small bonus. This is a **hasty** defense. If the army is able to spend 2 AP or more on preparing a position, they receive a larger bonus in combat. This is a **prepared** defense.
If the army elects to defend against an attack from a specific regional border, they receive a further bonus against attacks coming from that specific direction. This is a **directed** defense. Attacks entering the province from any other direction obviate any Defense bonus.

7.2.4.11 Diplomacy

Code **DP**
BAC 4+
Stat Diplomacy
Results Leaders can be used to negotiate better relations with regions and cities. The success of a diplomatic action will be dependent on the diplomatic rating of the Leader and the receptiveness of the other party, which is based on (among other things) the religion, terrain, resistance and/or loyalty of that party.
Diplomacy can be attempted on regions of *Neutral*, *Non- Paying Tributary*, *Economic Ally*, *Pacified Tributary*, *Tributary* and *Allied* status, regardless of the controlling nation, if any. Diplomacy will have no effect upon regions of *Pacified*, *Friendly*, or *Homeland* status.
To gain favorable modifiers on Diplomacy, the Nation may spend Gold to grease the palms of the

local rulers, build cities and/or spend time in the region (spend more Action Points).

Only one Diplomacy attempt may be made on a specific region or city per turn. More than one Leader can cooperate on a given Diplomacy attempt, however. Each additional Leader only acts at one-half of their Diplomacy rating, rounded down.

If the diplomacy result was 'Allied' and there are no leader slots available, the result will drop back down to Economic Ally. Similarly, if the result is 'Feudal Allied' and there are no leader slots available, then the result will drop down to Non-Paying Tributary.

Diplomacy of Allied Regions: diplomacy against an Allied region or city is conducted against the allied **Leader's** Loyalty rating. Consequently, the diplomat and the allied Leader must be in the same region or city when the diplomacy attempt occurs. Diplomacy attempts against another player's Allied Leaders is certainly possible, but may involve some Intelligence Operations to locate the target Allied Leader before any attempts at diplomacy can be made.

Diplomacy of another Nation: in some cases Diplomacy can be conducted against an *entire* nation. Be warned that this is quite difficult. First, the nation must be without a player, and second, you must achieve at least a control status of Tributary or the attempt fails utterly. The resistance of the nation to your effort is equal to the sum of the Resistance values of all Homeland and Friendly regions in the nation. I suggest lots of gold, many leaders, and lots of Support Diplomacy Intelligence Operations. Some game-masters also require that a Royal marriage be part of any diplomatic attempt (Ferdinand and Isabella, anyone?). A result of *Tributary* or *Economic Ally* will result in the target nation's Friendly and Homeland regions being added to the player's stat sheet at that result. A result of *Allied* will result in the target nation's King, Heir, and possibly Princes being added to the player's stat sheet as Allied leaders and all friendly and homeland regions being added as Allied regions. A result of *Friendly* will result in the utter absorption of the target nation into the player's empire. All Friendly and Homeland regions of the target nation will become Friendly to the player; some of the target nation's government, military, religious, and intel QRs will be added to player's own; and the target nation's Royal family will be added to the player's leader screen or heir pool as appropriate. Regardless of the level of the diplomacy result, all non-Friendly/Homeland regions of the target nation become independent. Further, the referee, if he is of a particularly nasty turn of mind may conduct revolt checks on the regions that do join the player's empire.

Diplomacy attempted against an Allied or Feudal Allied region must be undertaken in the province, with the Allied or Feudal Allied leader present during the DP attempt.

7.2.4.12 Religious Conversion (was Preach)

Code **PR**
BAC 4+
Stat Charisma
Results Diplomatic conversion will attempt to change the religion of a region by diplomatically trying to convince that region's ruling class that your religion is more in vogue than their current religion. Note that the results are also dependent on how the religions interact.

Success indicates the **ruler** of the region has adopted your religion, not the populace. This is useful in getting a bonus on converting the populace, and is easier than convincing everyone – but is also a cause for revolt and unrest in the region or city.

See Religious Conversion [9.3.8]. Cannot be executed by a *Mercenary* or *Feudal Allied* Leader. Multiple Leaders (of the same, proper religion) can cooperate on a Religious Conversion action, in which case each Leader's attempt is resolved separately with full Charisma rating.

7.2.4.13 Enslave Population

Code **EP**
BAC 3 × GPv of Region, 1 × GPv of City
Stat Combat
Results An Enslave Population action may be used on any region that the player controls. For a region to be enslaved, Garrison capable units must be present to round up the people, not to mention put down the ensuing revolt.

Mobilized Slave NFP (SFP) generated by this action will be of a quantity equal to (10.× GPv) for a region. Cities which are enslaved will yield 5 × GPv in SFP.

Once the population has been enslaved, they can be moved (They have an Action Point modifier of -2). For uses of sNFP see Construction (in Section [5.7]). Can be executed by any kind of Leader. A one to five ratio of Enslaving troops to slave NFP must be maintained throughout the Action.

Table 7-12. Slave NFP Action Point Capacity

Culture	*Action Points*
pre-Columbian	3
Civilized	4
Seafaring	5
Barbarian	6
Nomadic	6

7.2.4.14 Espionage

Code **ES**
BAC 8+
Stat Charisma

Deleted: In some cases you may find that you desire to attempt a

Deleted: action against an *entire* nation. Be warned now that this is quite difficult. First, the nation must be playerless, and second, you must achieve at least an

Deleted: control status as a result of your attempt

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Results An Heir, Prince, Lieutenant, Bishop or Full Allied leader may attempt to act as an Intel Operations point (allowing the conduct of an Operation) or as an Intel Bonus point (to an operation launched either by another Leader, or by a regular Intel Op Point) by successfully executing an Espionage action.
If the Leader fails to perform the Espionage action, then the subsequent Intel Op or Bonus is lost.

Example: Jacob Kruzfeldt, a Swedish Royal Navy Lieutenant, is assigned to run an Espionage action to provide Battle Assistance for a Swedish attack on the Danish Imperial Capital of Venice. This action would be written as: **ES**+16 (**BA**-Attack on Venice). Hopefully the daring naval lieutenant will succeed in his mission, avoiding the grim Danish Securitat and the wiles of the beautiful Lady Denise, who might otherwise lead him astray…

7.2.4.15 Evade

Code **E**
BAC +1 to Movement Cost
Stat Combat
Results The Evade action is used to attempt to slip through an uncontrolled or enemy region without attracting undue attention. Needless to say, the more units that you try to slip through with, the lower your chances of successfully slipping past without somebody blowing the whistle.

7.2.4.16 Evacuate City

Code **EVC**
BAC 4 Actions *per* City GPv *per* 5 units
Stat Charisma
Results The Evacuate City action is used to remove the population of a city threatened by destruction (natural disaster, horde invasion, onset of the Ice, whatever…). Each GPv of the city yields 10.GP in goods and 10.NFP in refugees. These GP and NFP can only be used to either: Build or Increase a City, or Settle a Province. The removal of each GPv of population takes 4 Actions for 5 units of cavalry or infantry to remove, under the command of a leader. The action requires at least one (1) Action Point to implement.

Example
The city of Rome is threatened by the Huns, who have sworn to kill every last Roman. Rome is of size 10.GPv. The Roman army has 12 points of cavalry to handle the evacuation, so it would take ((10.× 4) / (12/5) =16) actions to evacuate the city.

7.2.4.17 Explore

Code **EX**
BAC 3+
Stat Charisma
Results The Explore action is used by a Leader and (optionally) some ship units to attempt to chart the currents, reefs, shoals and waterways of a given:

- Hostile Sea Zone
- Inter-Island Arrow
- Open Ocean Arrow

Once charted, ships in the possession of these charts (historically called 'rutters') can navigate across the Arrow(s) or Hostile Sea Zone(s) as freely as they can across any coastal Sea Zone. Inter-Island Arrows are relatively easy to explore, while Open Ocean Arrows will be extremely difficult to explore for any culture other than Seafaring. Regardless of whether the action succeeds or fails, some of the ships may be lost due to storms, wrecks and / or pirates. When assessing losses, a Leader counts as one ship unit. If there is more than one ship unit present then the Leader will be taken **last** in assessing losses.

7.2.4.18 Have Children

Code **HC**
BAC 1*
Stat Diplomacy
Results This action must be executed wherever the leader's spouse is, which is usually the national capital, or, if there is no capital, in the Homeland. It is of utmost importance for the King and Imperial Heir's dynastic line to continue. It is through this action (sex) that this is done. Yeah, you laugh now, but wait until you're being besieged by the Kûshan hordes and then you'll wish you were playing in a game where you could clone your King …
If your King or Heir is Ruling/Administering, the AP spent on HC also counts for Ruling/Administering.
Non-King or Heir leaders may also have children, though this may be disallowed by your GM in the interest of maintaining his or her sanity…

7.2.4.19 Incite Rebellion

Code **IR**
BAC 6+
Stat Charisma
Results The "poor man's" invasion. This action obviously is employed with the regions or units of another nation in mind. If successful, the target of the action will rebel against their "subjugators," and attempt to either join the instigating nation, or simply go independent. Can be executed by King, Heir, Prince, Lieutenant, Bishop or Allied leader(s). The Feudal Allied leader may not attempt this action. Has no effect on *Friendly*, *Homeland* or *Full* or *Feudal Allied* Regions. Full and Feudal Allied Leaders are affected by the *Subvert Leader* action instead.

7.2.4.20 Investigate Location (Optional)

Code **IL**
BAC 2+
Stat Charisma
Results If the Secret Empires (see Section [11.1]) rules are being used in the campaign, then it may behoove

you to send some of your leaders off to snoop around and see what they can turn up. An IL operation is directed against a specific location; a city, a fortress, a region, a monolith, etc. The location and the number of actions expended in investigating it must be clearly noted, or your efforts will have little (well, no) chance of success.

7.2.4.21 Load/Unload Ships

Code **LS / US**
BAC 1 (port), 2 (coast)
Stat Combat
Results To land troop units from a fleet, whether in a port city, port area or a coastal region, requires the **fleet**, not the army, to expend an Action Point. Troop units beginning a turn in a port city or port area with a fleet can be loaded at no cost. If the troop units must move to the port city or port area during the turn, an Action point must be expended by **both** the fleet and the army to Load them.

7.2.4.22 Loot Region

Code **LR**
BAC 2
Stat Combat
Results Looting strips the countryside of an Army-occupied and controlled region of valuables. The action generates GP equal to double the GPv of the region and double the regional Public Works therein. The Looted region will then not produce either Regional income or Agro on the turn following the Looting and the regional Public Works will be destroyed. Ten points of troops must be present to loot one GPv of regional value. This action may provoke a regional rebellion.
Traditionally, one half of the spoils are distributed to the troops conducting the action. Failure to do so may provoke a mutiny.

7.2.4.23 Military Conversion

Code **MC**
BAC 4 per GPv of Region, 1 per GPv of City.
Stat Combat
Results The Military Conversion action is performed by a non-Mercenary army in a region that has a different religion. (See Military Conversion in Section [9.4.2].) The army that is converting the region MUST be of the Religion to which the region is to be converted. Can be executed by any National Leader (King, Heir, Prince or Lieutenant). A Bishop can also attempt the action.
The region being converted will revolt, even if it has just been Pacified, and the resulting rebel army must be crushed for the Conversion to be effective. During this battle (or sequence of battles) 2 AP will be expended for each round of combat. Ten troop points must be maintained for each GP of regional value throughout the Action for it to be effective.

Example
The Papacy has declared a Crusade against the Albisengian heresies in southern France. A Roman Catholic army supplied by the Genoese and Pisans marches into Languedoc and defeats the army of the Prince of Narbonne. By this action they Pacify the region. Now they initiate a military conversion. Languedoc is a 2 GPv province so it costs the Italians (4 + 2 = 6) Action Points to attempt this and they must keep at least (2 × 10.= 20) points of troops throughout the effort. The locals will revolt once the Conversion begins and will have to be re-pacified **in addition** to the cost of the Conversion effort.

7.2.4.24 Movement / Secret Movement

Code **? / ⇨**
BAC 1 + possible modifiers / 1 + possible modifiers
Stat Combat / Charisma (for secret movement)
Results Crossing any kind of a border, be it a land region border, a Sea Zone boundary, or moving along an Open Ocean arrow, requires the moving army or fleet to expend at least **one** Action.
The following two tables list the modifiers to enter a region based on it's **terrain** and based on the kind of **border** crossed to enter the region.
When a series of continuous movements are made then fractional action point costs can be combined into whole Action Points. If an army still has fractional unused Action points remaining from Movement and it executes some other action, like Attack or Defend, any fractional Action points are lost and cannot be carried over into the next Movement Action.
In the following section, a "controlled border" is one in which a Leader is moving from a province which is controlled by his Nation (at NT status or better), into a second province that is also controlled by his Nation (at NT status or better). You may also move through another nations' provinces in this way, but you must be "guided" (see section [10.15] on page 88).
(Optional) For all movement, a leader (and any attached troops or ships) that has insufficient Action Points to enter a given region at turn's end are permitted to enter the region provided there were *some* Action Points remaining. However, no additional actions may be undertaken and any negative border terrain combat modifiers would still apply at the beginning of next turn.
Example: a Leader has only one Action Point remaining and wishes to enter a region costing two action points to enter, the leader may move into the region, but any negative border terrain combat modifiers will apply next turn.
Leaders from non-Open Empires have certain movement advantages. Leaders from Religious Primacies and Religious Orders may treat regions in which they have a control status (CH / OH or better) **and** any regions that are the same **religion** as the Primacy / Order as controlled for movement purposes. Similarly leaders from Secret Empires and Merchant houses treat all regions where they have a control status (CC / MA or better) **and** any region with the same **language** as the Secret Empire / Merchant House as controlled for movement purposes.

Deleted: Leaders from Religious Primacies include not only regions in which the Primacy has a control status (
Deleted: CH or better) but also those regions which
Deleted: the same Religion as the Primacy, as "uncontrolled."
Deleted: Leaders from Secret Empires include regions in which the Cult
Deleted: a control status (at CC or better) but also those regions which
Deleted: of
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When moving at sea, fleets must **end** the turn in a controlled Port. They may also end the turn in a port provided by some nation that has given permission for them to 'base' out of. Fleets are not allowed to **end** a turn on either an Inter-Island Arrow or an Open-Ocean arrow or in a Coastal Sea Zone. Fleets that do so will be destroyed. Further, Fleets will not move out of port if there are insufficient Action Points to reach their destination.
When moving along either an Open-Ocean or an Inter-Island Arrow to an Island the movement to the island is effected by the payment of action points to cross the Arrow. Islands can be considered to be borders between Arrows at which fleets can stop, if they so desire.
A fleet enters a Port adjacent to its sea zone by spending 1 AP.
Armies being carried on fleets expend Action Points based on those expended by the fleet. To move land units across any major body of water requires the presence of sufficient ships to carry the units. Each mobile land unit and commodity is rated for its Cargo size. See the Unit Construction Chart on page 108 for the Cargo capacities and costs of units.
Forced March (Optional): a Leader moving ground units (only) may attempt to get more Action Points out of a turn than normal. A Player must specify in his orders (conditional or otherwise) whether a Leader is attempting to Force March his troops. The GM will compare a die roll against the Leaders combat to determine the number of extra Action Points (if any) gained. At the conclusion of movement, a percentage of the moving force will be lost due to desertion, falling out, shirking, etc. Action Points gained by Forced March are expended before "normal" AP. Forced March may only be used to augment movement actions by leaders moving ground units only.

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Table 7-9. Regional Terrain Action Modifiers

	Regional Terrain Type					
Culture Type	***c/c2/i***	***w***	***m***	***d/s***	***t***	***j***
Civilized	+0	+1	+2	+1	+2	+2
Seafaring	+0	+1	+2	+2	+2	+2
Barbarian	+0	+0	+1	+1	+1	+1
Nomadic	+0	+1	+2	+0	+2	+2
pre-Columbian	+0	+0	+1	+1	+1	+0

Table 7-13. Border Terrain Action Modifiers

Border Terrain Type	Movement Modifier
Desert Caravan Route	+2
Crossing Mountains (type two)	+2
Normal Uncontrolled Border	+1
Crossing Mountains (type one)	+1
Crossing Navigable River (no bridge)	+1
Sailing Navigable River	+0
Sailing Against Strong Currents	+1
Sailing w/ Monsoon Sea Zone Border	× 0.5
Royal Road	× 0.5
Normal Controlled Border	+0
Sailing Normal Sea Zone Border	+0
Inter Island Arrow	+0
1-Way Open Ocean Arrow	+0
2-Way Open Ocean Arrow	+0
Entering a Port from a Sea Zone	+0

Note: An 'empty' region (one with no GPv or RV) counts as un-controlled unless you have garrisoned the region with at least 1 troop unit, and the region appears on your stat sheet as "Pacified."

Example of land movement with modifiers:

The Action Cost listed in the Terrain Effects Table (see Table 7-9 above) applies to the expenditure of Movement to **enter a region**. Thus, entering an Uncontrolled Wilderness area with a Civilized army would cost: 1 (for the Movement Action) + 1 (for the Wilderness Region) + 1 (for Uncontrolled Border) = 3 Action Points.

Then, to conduct, for example, an **A**ttack order, would cost: 3 AP to Attack, +1 for a Civilized army in a Wilderness area = 4 AP.

Example of oceanic movement:

A Barbarian nation sailing a fleet across a Normal Sea Zone Border would cost: 1 (for the Movement Action) + 0.(for Sailing Normal Sea Zone Border) = 1 Action Point.

Example of a sea-landing operation:

The dreaded Techies, a Civilized nation, are invading the coast of Academia somewhere in a 2 GPv wilderness area with intent to enslave the native professors and loot the budget and lab equipment. The resulting movement and action costs would be: 1 AP for Move to the region to be raided, +1 to enter a Wilderness region (for a Civilized nation), +1 to cross an Uncontrolled border, +1 to Unload the Army from the fleet, +1 to Unload without a port = 5 AP. Then… 3 AP to Attack to Pacify, +1 Action occurs in a wilderness region, +6 Enslave the population, +1 Action occurs in a wilderness region, +2 Loot the region, +1 Action occurs in a wilderness region = 16 Total AP. The complete cost of the operation is (5 + 16 = 21 AP).

Moving in and around islands, and along the Ocean Arrows can be confusing, so here are some guidelines:

An arrow, either a single-line open ocean arrow, or a double-line inter-island arrow, costs 1 AP to move along. If you move from an arrow *into* an island region, that counts 1 AP as you are entering a location. You may move *past* without any extra cost, however.

Example: To the Maldives (an island) from Chola in Pandya (a coastal port city). 1 AP to leave Chola and enter *Gulf of Mannar*. 1 AP to move across the inter-island arrow from *Gulf of Mannar* to Maldives. 1 AP to **land** at the Maldives.

Example: Holland to Iceland (a popular route, if the number of emails are any indication...) From Holland, 1ap to enter the *North Sea*, 1ap to enter *Viking Bank*, 1ap to move past the Shetlands onto the *Shetlands/Faeroes* inter-island arrow, 1ap to cross the *Faeroes/Iceland* inter-island arrow, 1ap to land at Iceland. 5ap total.

Example: From the Faeroes Islands to *The Minch*. 1ap to leave the Faeroes and cross the inter-island arrow to the Shetlands, 1ap to enter the Minch. 2ap in total.

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7.2.4.25 Passive Siege

Code **PS**
BAC 6+
Stat Combat
Results If a player is not willing to accept the casualties that will result from an *Active Siege* or an *Assault*, then their other alternative is the Passive Siege. In this case, the besieging army sits around the City and enforces its isolation. A Passive Siege requires that a ratio of two to one in Passive Siege points (as per the chart below) be maintained. There is a possibility that the city will surrender for each Passive Siege Action executed against it, after its Agro stockpile (if any) has been depleted. This percentage increases as additional, consecutive, actions are executed. Port Cities must also be Blockaded by fleets to force a chance of surrendering.
You may designate the city, if captured, will have a Pacified or Pacified Tributary status. If you make no additional note to the GM, it will be Pacified and you will have to garrison the city.

Table 7-14. Passive Siege 'Combat' Values

Passive Siege Values	
Wall Point	3
Siege Engineer	2
Infantry, Cavalry, Warships	1

Example
Ashanti armies have fought their way north to Timbuktu, where they are besieging the great city on the banks of the Niger. Despite defeating the armies of the Empire of Songhay the Ashanti are awed by the towering walls of the city. They decide to passively siege the city rather than assault it. They have an army of 45I (giving them a passive siege value of (45 × 1 = 45). Songhay has eight wall points and five siege engineers within the city. This gives Songhay ((8 × 3) + (5 ×2) = 34). Sadly for the Ashanti, the resulting ratio of siege points (45 to 34) is less than two to one. They will not be able to effectively passive siege the city. From the safety of their whitewashed towers, the Songhay laugh at the discomfiture of their enemies...

7.2.4.26 Piracy

Code **PI**
BAC 3+
Stat Combat
Results A Piracy action can only be performed in a single Sea Zone by a single fleet. The more Actions expended by the fleet, the more effective the Piracy will be. The effects thereof are to:

1. Get the Pirate fleet a random amount of GP, dependent on the amount of Inter-Nation trade passing through the Sea Zone.
   Traditionally, one half of the spoils are distributed to the crews conducting the action. Failure to do so may provoke a mutiny.
2. Close down the Sea Zone to International Trade if there are sufficient Warships committed to the action.

7.2.4.27 Raid

Code **RD**
BAC 1 per raid
Stat Combat
Results A Raid may be carried out by either Warships (alone), any mobile ground unit (except Siege Engineers), or Transports with mobile ground units in them. The target of a Raid can be any region that the Raiding army can reach. If the Raiders meet an equal number of defending units, they will abort the attempt. Otherwise, the Raiders will gain a variable number of GP based on the value of the region, and the target region is considered "Looted." There is a chance a Raid may be botched, resulting in the death of some troops.
A Raid against a province does not require the expenditure of AP to enter the region, as does regular movement.
Traditionally, one half of the spoils are distributed to the troops conducting the action. Failure to do so may provoke a mutiny.

7.2.4.28 Reaction

Code **R**
BAC 2+
Stat Combat
Results When on React, an Army will respond to any hostile invasion of any region within the Army's react range. If an Army reacts to an invasion and deals with it, then the Army may continue to React to invasions until it runs out of Action Points or is wiped out. The React ranges of various units are listed below. This range is dependent on both the types of units reacting and the number of Action Points the army spends on Reaction. The lowest React range is used for a mixed composition army. Cross index the number of Action Points expended with the unit type to find the number of Action points away an army can use in intercepting an invader.
Note: An army under the React Action will also respond to revolts within the nation, if they are within range. Note that there is a maximum Reaction Action Points range depending on the kind of units doing the reacting.

Table 7-15. Maximum Reaction Action Points

	Number of Actions spent on Reaction								
Unit	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10+*
Cav	1	1	2	2	3	3	4	4	4
Inf	1	2	2	3	3	3	3	3	3
War	1	2	2	3	3	4	4	5	5

Example
The Mongol Chinese empire (a Civilized nation) has an all-Cavalry army stationed at Huang in north China. The army is spending the entire turn on Reaction, so they are alloted to spend 35 Action Points. This gives them 4 Action Points for response. On the first action point of the turn, a Kipchak horde army sweeps down out of the north into the province of Bao Ding. From Huang to Bao Ding is three

action points (1 each for Houma, Hopei and Bao Ding), so the Mongol army can react to the incursion. They do so, spending 3 AP to move to Bao Ding, then 2 AP fighting and destroying the Kipchak. This leaves the Mongol army in Bao Ding with 29 AP left. From action impulses 6 to 35, they still have a reaction range of 4 AP. They can continue to move and fight within their reaction radius for the rest of the turn.

7.2.4.29 Regional Genocide

Code **RG**
BAC 6 per GPv of region
Stat Combat
Results An Army performing a Regional Genocide action attempts to exterminate the populace of a given region. Can be executed by any kind of Leader. Executing this action will provoke an immediate regional Revolt. The resulting rebel army must be destroyed before the action can continue. A four to one ratio of RG'ing troops to (15 x GPv) natives must be maintained throughout the Action.

7.2.4.30 Rule

Code **Rule**
BAC 75% of total Action Points (rounded up) per Turn.
Stat Administration
Results The Rule Action allows a Player to bolster their nation's Bureaucratic Level and Infrastructure by devoting the energies of their monarch to the dull business of maintaining the Nation. Only a King (Queen), Heir or Regent can execute this action. When calculating the total AP that must be spent to Rule, the King / Heir / Regent is assumed to have an action capacity of (Base AP + 2) actions with which to rule regardless of troops under that leader's command. The total AP spent on Rule must be at least 75% (rounded up) of (# years per turn × (Base AP +2)).

Example: Agamemnon of Mycenae (a Civilized realm in a campaign where each turn is 5 years long) wishes to Rule. His Base AP capacity, regardless of what kind of troops he might be leading, is ((6 + 2 × 5) = 40). Agamemnon must spend at least 75% of those AP's ruling during the turn, which would be ((6 + 2) × 5 × 0.75) = 32) AP.

7.2.4.31 Sack City

Code **SC**
BAC At least 1
Stat Combat
Results This action may be appended to a *Siege* action (of any type) so that its action follows upon completion of the previous action. It may also be used on any controlled city that an Army of the player occupies. When the Sack is completed, the sacking player receives (10.× GPv of city and 2 × PWB) Gold Points, and the Sacked city is reduced to a GPv of 0. All its Public Works are destroyed and it is ineligible for Inter-City and Inter-National trade until it is restored to at least 1 GPv. Five points of troops are required per Action to loot a city GPv point.
Traditionally, one half of the spoils are distributed to the troops conducting the action. Failure to do so may provoke a mutiny.

7.2.4.32 Scorched Earth

Code **SE**
BAC At least 4
Stat Combat
Results A Scorched Earth action may be attempted on any *Cultivated* or *Intensively Cultivated* region occupied by an army. The result of the action is to convert the region to whatever terrain type it was before it turned cultivated (Steppe, Jungle or Wilderness). The Action also *Loots* the region. Ten points of troops can Scorch Earth one GPv of regional value per Scorched Earth action. The region may revolt as a result.

7.2.4.33 Secret Diplomacy

Code **SD**
BAC 6+
Stat Diplomacy
Results This is a Diplomacy action (see Section [7.2.4.11]) conducted in total secrecy and the results of the action are not reported in the Newsfax.

7.2.4.34 Slave Raid

Code **SR**
BAC At least 3
Stat Combat
Results A Slave Raid may be made on either a controlled region or an uncontrolled region. Slave Raids on controlled regions may provoke a revolt. Any Army composed of Cavalry, Infantry, Warships, or Forts may perform the Slave Raid. Can be executed by any kind of Leader. Five points of troops can Slave Raid 1 GPv of regional value per Slave Raid action. A variable number of SFP (Slave Force Points) based on the value of the region will be captured. This action may provoke a regional revolt. A given region can only be effectively Slave Raided once per turn.
Captured slaves must be guarded by 1 troop point per 5 slave Force Points.
The resulting Slave Force Points (SFP) have the following Action Capacities:

Table 7-12. Slave NFP Action Point Capacity

Culture	*Action Points*
pre-Columbian	3
Civilized	4
Seafaring	5
Barbarian	6
Nomadic	6

7.2.4.35 Conduct Census (Optional Rule)

Code **CC**
BAC 8
Stat Administration *or* Loyalty

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Results Can only be executed by a National Leader (King, Heir, Prince or Lieutenant). In addition to spending the monetary cost of a Census, a Leader must execute the Conduct Census action in either the national Capital or Homeland. The monetary costs and effects of a Census are covered in Section [10.1.6] on page 82.
In the event the effort to conduct a census fails, the NFP and GP are lost.

7.2.4.36 Re-Equip Troops (Optional Rule)

Code **RT**
BAC 8 Leader Actions
Stat Charisma
Results This action allows the nation to spend 1 GP to improve Light class troops to Medium, or Medium class troops to Heavy. This action must take place in a city inside the Homeland Build Zone and must be executed by a national leader (King, Heir, Prince or Lieutenant). Allies can upgrade their troops too, but *only* if they have a city in their allied region. The number of troop units remains the same.
This action is only available if the Equipment Classes rule (see Section [5.4.4]) is being used.
Units that are undergoing RT that are attacked during the process fight as units of their previous equipment type. The action is also aborted as a result and must be attempted again.

7.2.4.37 Upgrade Troops (Optional Rule)

Code **UT**
BAC 8 Leader Actions
Stat Charisma
Results This action upgrades a given set of units at the rate of two Regular units into one Elite unit of the same type. Inexperienced units may be upgraded to Regular units as well, also converting two for one.
This action is only available if the Training Levels rule (see Section [5.4.3]) is being used.
For Civilized and Seafaring Nations, this action must take place in a city within the Homeland Build Zone and must be executed by a national leader (King, Heir, Prince or Lieutenant).
Nomadic, Barbarian and Pre-Columbian nations may upgrade troops commanded by a national leader at a Friendly trade center (which does not have to be within their HBZ).
Full Allies can upgrade their troops too, but *only* if they have a city or trade center in their allied region.
Units undergoing UT that are attacked during the process fight as units of their previous training level, and the action is aborted and must be attempted again.

7.3 HOW TO FILL OUT LEADER ACTION ORDERS

This list of steps shows how to fill out the Army Movement Orders:

1. Please write clearly.
2. List your movements in order. Leader Army #1 first, then #2, and so on down the list.
3. List the Army #, the Leader stats and the Leader Name with each block of movement orders.
4. List the starting contents of each army as well as the ending contents (as far as you can tell). Separate them using a slash (/) character.
5. Write down all the regions the army is expected to go through and note after the region whether you are going to pick up or drop troops, and what actions you are going to perform. If you don't know the garrison cost of the regions you pacify, just write down 'leave a garrison'.
6. If there are any contingencies or notes pertinent to your leader's activities, write them down in a short paragraph following the other orders.
7. It may help you, and the GM, to note down the starting AP (Action Points) for the army, then the expenditure for each action. We recommend enclosing AP costs in square brackets [x].

Example

Gaius Julius, a Roman general, is campaigning in Gaul. Each turn is 5 years long, he commands an infantry army (mixed heavy, medium and light) plus he will be picking up some German mercenary cavalry. Heavy Infantry will be his slowest unit all turn, so the army as a whole has 6 AP per year, +1 for his Combat rating, equals (7+1 × 5 = 40.AP) for the turn.

He starts in the city of Massila in the cultivated province of Gallia Transalpina. He leaves the city, entering the province (1ap), then marches north to enter Helvetia (in the Alps, an uncontrolled wilderness province behind a type-1 mountain range) to do diplomacy for 2ap (2+1+1+4+2 = 10ap). Then he marches north-west over the mountains into Aedui (a tributary wilderness province) (1+1+1 = 3ap), goes north-east into Sequani (a tributary wilderness province), picks up 20.light cavalry (the Germans) (1+1 = 2ap). Now outfitted with his full force, he attacks north-west into Belgae (an uncontrolled wilderness region) (2+1+3+1 = 7ap), crushes the Belgian Gauls, then strike west along the Channel coast, invading Aulerci (another uncontrolled wilderness region) (2+1+3+1 = 7ap) and Veneti (7ap). Damn there are a lot of trees in Gaul! With the northern tribes subdued, Gaius then turns for home, passing through tributary wilderness Aedui [2ap]. Galla Transalpina [1ap] and then the camps at Massila.

All of this takes a total of 40ap. A busy guy, that Gaius. Note that the player is indicating which troops should be left as garrisons. This is fine, but battle might chew up some, none or all of the indicated units. The GM will then leave what units he or she feels appropriate as garrisons.

#5 LBBB	*Gaius Julius Caesar*
	40hi,40i,20li / 40hi,40i,20li,20lc [40ap]
From	Massilla
Via	Gallia Transalpina [1ap], Helvetia (**DP**+2ap) [10ap], Aedui [3ap], Sequani (+20lc) [2ap], Belgae (**A**, -14li to garrison) [7ap], Aulerci (**A**, -6li,2i to garrison) [7ap], Veneti (**A**, -8i to garrison) [7ap], Aedui [2ap], Gallia Transalpina [1ap]
To	Massila
Notes	Try to capture King Veringdovix alive. We want him for a triumph in Rome!

7.4 SPECIAL ORDERS AND 'CONDITIONALS'

Even more troublesome, but sometimes justified, is when the orders become very elaborate. If necessary, write out what you wish to do in letter form, as if you were writing to your generals. But be as *brief* as possible, and as *clear* as possible. If your orders confuse the GM, then your leaders will be confused too, and the results you get back may not be quite what you had in mind.

An example filled out Order Form, which includes conditional Leader Actions, can be found on page 110.

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8.0 ESPIONAGE

Most nations possess a capability to engage in covert activities; that is, they have various spies and assassins working for them. These capabilities, which may of course be expanded and upgraded, are represented by the national Intel Stats:

Operations Capacity (**OC**)
Operations Bonus (**OB**)
Assassin Capacity (**AC**)
Assassin Bonus (**AB**)
Action Range (**AR**)

Simply put, the two kinds of Capacities are the number of spying or murder attempts that the nation can attempt in a turn, while the Bonuses are the skill, resources and talent that the country has at its disposal to further its nefarious plans.

The various ratings are handled like Army Quality Ratings. They are increased by investment (whose progression mirrors that of Army Quality Ratings, with no more than one point of improvement per turn) with investments made for each rating. Additionally, a blanket support cost is levied to maintain those levels.

The wide variety of espionage operations that are available to the player are described by a set of operations codes - which are listed below. If you desire to attempt an action that is not covered by one or more of the operations listed below, the *Special Operations* code functions as a grab-all for other skullduggery. Such efforts should be carefully explained to the GM, however.

8.1 USE OF INTEL CAPACITIES AND BONUSES

Each turn the nation's Operations and Assassin capacities are assigned (or not) to the various activities that the player desires. Each effort requires the assignment of at least one Capacity point. Each operation can be assigned all, some, or none of the available Bonus Points. The Bonus Points available each turn are discrete and each point can only be assigned to a maximum of one operation in each turn. The more Bonus points assigned, the greater a chance of success the operation will have.

Operations are noted to the GM in the following manner:

OpCode + OpBonus / Target : Subdescriptor

Example
The Swedish player decides to attempt an infiltration of the Danish player's government sector. This requires 1 OC to run the operation. Deciding that he would really like to succeed, the Swedish player assigns two Bonus points in addition. This would be shown by the Operation Code set of:
IE+2 : Denmark-Government

Assassin operations are handled in the same manner, though they require the assignment of Assassin Capacity and Assassin Bonus points instead. The sub-descriptor used in assassin operations may sometimes need to be rather specific. If the heir to the throne of a given country is the target, then note so. If a specific leader, such as that commanding a given army, is the target this should be made clear in your orders.

Note that if the location of a target (for an assassin operation) is not indicated, then the operation will suffer a negative modifier. As a result it is often best to chain a *Reveal Secret* (**RS**) operation with the *Kill Leader* (**KL**) operation using the *Special Operation* (**SO**) action so as to first locate the target, and then terminate them. This is usually needed when the target is either moving (like commanding the army rampaging around your country) or is screened by *Secret Movement* or *Counter-Assassination.*

Example
The Danes decide to murder the King of Sweden. This operation requires that 1 AC point be assigned, and they decide to commit three bonus points as well, just so they'll get 'im. They are sure that he will be in Stockholm, so they include that as the location to make the hit. This would be shown as:
KK+3 / Sweden - King Olaf in Stockholm.

Table 8-1. Summary of Intel Operations

Operation	Code	Type	Odds
Assault Organization	ao	Assassin	medium
Battle Assistance	ba	Operations	high
Cause Mutiny	cm	Operations	low
Cause Unrest	cu	Operations	low
Conceal Fact	cf	Operations	medium
Counter Assassination	ca	either	high
Counter Intelligence	ci	Operations	high
Crush Revolt	cr	Assassin	medium
Destroy Assassin Base	dab	Assassin	medium
Destroy Intel Base	dib	Operations	medium
Infiltrate Enemy	ie	Operations	medium
Jailbreak	jb	either	medium
Kidnap Leader	kp	Assassin	low
Kill Leader	kl	Assassin	low
Kill Ruler	kk	Assassin	low
Maintain Infiltration	mi	Operations	always
Purge Infiltration	pi	Assassin	high
Rearrange Expenditures	re	Operations	low
Reveal Fact	rf	Operations	high
Revise Orders	ro	Operations	low
Special Operations	so	either	always
Steal Gold Shipment	sgs	either	low
Steal Object	sj	Either	Medium
Steal Technology	sk	Operations	low
Steal Treasury	st	Assassin	low
Subvert Infiltration	si	Operations	medium
Subvert Leader	sl	Operations	low
Support Diplomacy	sd	Operations	high
Terrorist Attack	ta	Assassin	Medium

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Note: Some intel actions can be performed with either Intel or Assassin Op points, though their chances of success may vary, depending on the kind of operations point employed.

8.1.1 Leaders Performing Intel Actions

An Heir, Prince, Lieutenant, Bishop or Full Allied leader may also act as an Intel Operations point (allowing the conduct of an Operation) or as an Intel Bonus point (to an operation launched either by another Leader, or by a regular Intel Op Point).

This counts as an action that may be attempted (Espionage, see section [7.2.4.14] on page 54) and they may fail to accomplish the Espionage action, in which case they are unable to attempt the Intel Op that would come from that.

The Leader conducting the Espionage action must be present in the location (region or city) where the Intel operation is being attempted. In the case of a 'national' operation like Counter-Intel, they must be present in the Capital (or Homeland, if there is no capital).

8.2 ACTION RANGE

You can conduct operations within (Action Range) Action Points of a region or city that you control at Non-Paying Tributary status or better. One of your armies may also serve as a base of operations. You can determine if a target area, person or object is within your Action Range by counting AP's from your base of operations to the target as if a Leader of yours were moving through the intervening regions. Mountains and hostile terrain, therefore, inhibit action, while seas, rivers, roads help.

In the case of Intel actions you do **not** have to pay an extra 1 AP for entering an Uncontrolled region.

Example

The Byzantine Empire is attempting to subvert the Khan of the Khazars, who is in the region of Saksiny. Their nearest base is the city of Chersonessos in the region of Crimea. From Chersonessos they trace their Action Range through *Black Sea* [1ap], Patzinak (a steppe region) [1+1 = 2ap], Khazar (a steppe region) [1+1 = 2ap], and into Saksiny (a steppe region) [1+1 = 2ap]. Total range is 7ap. Unfortunately, the Byzantines only have an Action Range of 3. Drat! They will have to wait for Ziebil to come closer to Byzantine territory, *or* send a leader to perform an Espionage action in Saksiny itself.

8.3 OPERATIONS CODES AND EXPLANATIONS

Table 8-1. Summary of Intel Operations, lists possible Intel Operations. All Operations actions require the assignment of Operations Capacity (**OC**) points and Operations Bonus (**OB**) points. All those operations listed as Assassin actions require the assignment of Assassin Capacity (**AC**) and Assassin Bonus (**AB**) points.

In the sections below, under **Type**, *Assassin* refers to **AC** points, while *Intel* refers to **OC** points.

8.3.1 Assault Organization

Code AO
Target Other nation's government or religious base
Type Assassin
Results This operation attempts to purge another nation's government or clerical base. If successful a government's Infrastructure or BL or the religious ROC, ROB or Action Range will be reduced. AO can be countered with a *Counter-Intelligence* operation run by the target nation.

8.3.2 Battle Assistance

Code BA
Target Your army being assisted.
Type Intel
Results If the operation is successful, then your Army will get a bonus in battle. This lasts throughout the entire turn. The bonus may be offset by hostile Battle Assist operations. One BA operation affects one Leader for the duration of the turn.

8.3.3 Counter Assassination

Code CA
Target Your Leader being protected.
Type Assassin *or* Intel
Results This operation attempts to block any attempts made against the protected leader for the duration of the turn. If the leader is killed anyway, the operation may not be switched to another leader.

8.3.4 Counter Intelligence

Code CI
Target Hostile Intel Operations type
Type Intel
Results This operation will attempt to block hostile Intel activity against your nation. The operation must be dedicated to blocking a specific type of hostile Intel action - for example, an *Infiltrate Enemy* (IE) op. Each CI acts against all hostile operations of the blocked operations type: Infiltrate Enemy, Cause Mutiny, Assault Organization, Cause Unrest, etc.

Example

The Danes know that the Kingdom of Sweden is gunning for their Intel apparat. They decide to allocate one Counter Intelligence (CI) operation to protect against hostile Assault Organization (AO) operations. This CI will act against any and all AO attempts made during the current turn, but it will not protect against any Cause Mutiny efforts, or Terrorist attacks.

8.3.5 Conceal Fact

Code CF
Target Thing (datum) being protected.
Type Intel
Results If successful the datum being protected (army movement, leader movement, city construction, etc.) will not be revealed in the Newsfax or by an opposing *Reveal Fact* operation. A sufficiently well supported Conceal Fact can also produce misinformation - including, but not limited to - MSI manipulation, phantom armies and cities, and events which never occurred.

8.3.6 Crush Revolt

Code CR
Target Region or Leader revolting.
Type Assassin
Results When used against a revolting Leader, a successful Crush Revolt results in the Leader's arrest or murder and the prevention of any army mutiny. When used against a region, it maintains the old status of the region. Note that for Pacified regions,

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troops must still be present to garrison the region. Can be used to counter an enemy *Cause Unrest* operation. This operation may be 'held-in-hand' for some designated event that may or may not happen during the turn, like a region or leader revolting. One "running" CR will attempt to suppress one Leader, Region or City revolt during the turn. If you have two different revolts and only one CR, then one revolt will go untouched.

8.3.7 Cause Mutiny

Code CM
Target Army controlled by another nation.
Type Intel
Results If successful, the operation will cause mass desertion upon the part of the enemy army targeted. If there is a *Secret Diplomacy* (SDP) operation executed against the army at the same time, there is a **chance** that the deserters will join you. May be countered by *Counter-Intelligence* (CI) before the CM occurs or *Crush Revolt* (CR) after the CM occurs.

8.3.8 Cause Unrest

Code CU
Target A Pacified or Pacified Tributary region controlled by another nation.
Type Intel
Results If successful, the operation will cause the target region or city to revolt and become independent. If diplomacy is attempted by the nation running the Cause Unrest on the same turn as the revolt, they get a bonus on their DP attempt. May be countered by *Counter-Intelligence* (CI) before the action is resolved or *Crush Revolt* (CR) after the action is successful.

8.3.9 Destroy Assassin Base

Code DAB
Target Other Nations AC or AB.
Type Assassin
Results This operation must be directed against a given Assassin base. If successful, the target AC or AB will be reduced by some number of points. It is usually best to run a *Conceal Fact* in concert with this operation, so that the target nation does not figure who, exactly, is behind the fun and games.

8.3.10 Destroy Intel Base

Code DIB
Target Other Nations OC or OB.
Type Assassin *or* Intel
Results This operation must be directed against a given Intel base. If successful, the target OC or OB will be reduced by some number of points. Like its Assassin counterpart, *Conceal Fact* may be useful in hiding the execution of this action.

8.3.11 Infiltrate Enemy

Code IE
Target Other Nation's Sector (as listed below)
Type Intel
Results This operation is directed against one of the target nations sectors, which are: *Government*, *Espionage Service*, *Military*, *Royal Family*, *Populace*, *University* or *Religious Base*. Each infiltration is rated on a 1 to 10.scale. At level 10.and greater the sector is 'subverted'.
At lesser levels the infiltration gives a bonus to Operations directed against that sector, like more *Infiltrate Enemy* attempts, or *Destroy Intel Base*, or *Cause Unrest*, etc. An established infiltration requires the assignment of a *Maintain Infiltration* operation each turn, or it will degrade and the possibility of the infiltration being discovered by the target nation increases dramatically.
When a Subversion result has been achieved, it has extra effects, as noted below:

- **Espionage Service**: Subverting player gets a copy of the subverted nation's status report and may attempt *Revise Orders* operations to change Operations assignments by that nation.
- **Government**: Subvertor gets a copy of the subverted nation's status report and may attempt to alter governmental expenditures (investments, troop support, etc.) by running *Rearrange Expenditures* operations.
- **Royal Family**: Subvertor gets a copy of the subverted nation's status report. If the 'turned' member of the Royal Family becomes King, then the invidious possibility of seizing the entire country comes to the fore.
- **Military**: The subvertor gets a copy of the Military stats of the country and receives a big bonus to provoke mutinies, army revolts and subvert leaders to their cause.
- **Populace**: No status report is received, but the subvertor receives a big bonus on all *Cause Unrest* operations. Diplomatic efforts against Non-Paying Tributary, Tributary, Feudal Allied, Economic Allied and Full Ally regions controlled by the infiltrated nation are carried out as though the regions in question were not controlled by the infiltrated nation. Also, if regions are taken from the subverted country by the subvertor, then there is a good **chance** that the regions will go to Friendly status on the same turn as they are 'liberated'.
- **University**: The subverting nation receives an extra Tech Point per turn if the subverted University is of a higher rating.
- **Religion**: Subvertor gets to view all the religious stats of the nation. Big bonuses are given to all religious operations directed against the nation.

Countries being infiltrated may be tipped off even without a counter intelligence action based on how discreet the infiltration action is and the country's natural resistance to being subverted (such as nations with a high religious strength).
Note: Don't get too excited when you get someone infiltrated. It's not as big an advantage as you think.

8.3.12 Jailbreak
Code JB
Target A captured leader held by another nation
Type Intel or Assassin
Results Jailbreak will attempt to spring an incarcerated leader from prison. If successful, the leader will escape his jail and will make his way home to the nearest controlled region.

8.3.13 Kidnap Leader
Code KP
Target Other Nation's Leaders
Type Assassin
Results If successful, the operation will take as a hostage a targeted leader of the enemy nation. Once captured, the leader may be held for ransom, subverted or interrogated. This operation is countered by *Counter Assassination* (CA) or, later, *Jailbreak* (JB).

8.3.14 Kill Leader
Code KL
Target Other Nation's non-Royal Leader (Lieutenant, etc.)
Type Assassin
Results If successful, either wounds or kills the target leader. If wounded, the leader aborts all remaining actions in the turn and may still die from complications. If the location of the target is not known, the operation suffers from a negative modifier. Counter Assassin (CA) resists the operation. This operation has a low basic chance of success.

8.3.15 Kill Ruler
Code KK
Target Other Nation's King or Heir.
Type Assassin
Results If successful, the operation may wound or kill outright the target leader. If the target is wounded, they abort all actions for the rest of the turn and may still die. If the location of the target is not known, then the operation suffers from a negative modifier. Counter Assassin (CA) resists the operation. This operation has a very low basic chance of success.

8.3.16 Maintain Infiltration
Code MI
Target Current infiltration of other nation.
Type Intel
Results A Maintain Infiltration is required to maintain each current infiltration. If a MI does not support an infiltration each turn, then it degrades one or more levels and does not confer any bonuses to operations taking place within its sector. Bonus points only need to be assigned to a MI operation if you expect it to be attacked by either a *Subvert Infiltration* or *Purge Infiltration* operation.

8.3.17 Purge Infiltration
Code PI
Target Detected infiltration.
Type Assassin
Results Some degree of the infiltration will be destroyed and removed from the infiltrated sector. Depending on the degree of the infiltration, the sector may also suffer some reduction of capacity as skilled, but compromised, workers are eliminated from the structure. A Purge may also be launched blindly and may even connect if there is really an infiltration in the sector. Losses will still accrue, however, whether anyone is really a spy or not.

8.3.18 Rearrange Expenditures (Optional Rule)
Code RE
Target Gold Allotments in target Nation.
Type Intel
Results As noted above, under *Infiltration*, a RE operation may shuffle the destinations for gold. Gold marked for troop support may go into the pockets of the infiltrating nation or for parties for the nobles of the infiltrated kingdom. Public Works Income may not be collected. A failed RE operation, however, is well nigh sure to blow your infiltration, so they are best used sparingly. The player issuing the order must specify where, exactly, the rearranged moneys are to go.

8.3.19 Revise Orders (Optional Rule)
Code RO
Target Intel or Leader orders in Target Nation.
Type Intel
Results Similar to *Rearrange Expenditures*, the RO operation may rewrite the assignments for Intel points. Operations slated for counter-Intel may investigate rumors of strange cults and gods in obscure portions of the kingdom. Orders to Leaders can also get garbled or changed. A failed RO operation compromises and destroys your infiltration, so they are best used sparingly.

8.3.20 Reveal Fact
Code RF
Target Item of Information.
Type Intel
Results The RF operation attempts to find something out; like where an enemies' armies are, or whether a certain country is behind the murder of your agents or the unrest in the capital. If successful, some degree of truth is revealed, though rarely the whole truth. A failed RF operation may return false information. Something will come back out of your operation - but can you trust what your agents are telling you? The operation is often used as part of a *Special Operation* to determine the targets for Purges or Assassinations.

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8.3.21 Special Operation

Code SO
Target Chained operations
Type Intel *or* Assassin
Results A SO operation allows the chaining of several other operations into one Super-Operation. Note that the coordination of such an effort requires that a point of Operations Capacity be allocated to run the combined operation - thus this code. Bonus points are allocated on the sub-operation level. If at least one Assassin is included in the combined operation, then an Assassin Capacity point can be used for the SO.

Example

The English decide that they want to try to murder the King of France, whom they know is going to be attending a secret conference somewhere in Germany this turn. To 'acquire' their target they run a SO to chain a Reveal Fact and a Kill Ruler operation.

RF+3 + SO + KK+3 / King Gilbert the Fat

Note that this extensive operation costs them nine Operations points in total; but four could be Intel Operations Capacity and Bonus, and five could be Assassin Capacity and Bonus.

8.3.22 Steal Gold Shipment

Code SGS
Target Specific transfer of funds between other nations.
Type Intel *or* Assassin
Results Occasionally, it may come to the attention of a player that some other players are transferring funds between themselves to some end. An attempt may be made, by execution of this operation, to intercept and steal some or all of the gold in question. The two nations must be specified in the sub-descriptor, and if the route that the gold will be moved along is known then a bonus will be applied. This operation can also be used on bank transfers and loan attempts.

8.3.23 Steal Object

Code SJ
Target A specific item.
Type Assassin
Results Steal Object allows an attempt to steal a given, named, object – like the True Cross or something. Chances of success are incredibly variable, depending in part on how portable the object is. Don't try and steal the Sphinx of Giza, ok?

8.3.24 Steal Technology

Code SK
Target Other nation's Technology Level.
Type Intel
Results Steal Technology allows a nation to conduct industrial espionage against a nation possessing superior technology. If successful, some of the secrets of the other nation's technology will be available to the operating nation.

8.3.25 Steal Treasury

Code ST
Target Other nation's treasury.
Type Intel *or* Assassin
Results If successful, some portion of the target Treasury will be stolen and removed to the treasury of the nation running the operation. The location of the target treasury must be known for the operation to work. Also, it has a *very low* chance of success to begin with - so it is best preceded by an infiltration.

8.3.26 Subvert Infiltration

Code SI
Target Detected infiltrations
Type Intel
Results A Subvert Infiltration operation runs on the same scale as a normal infiltration, except that once the SI exceeds 10.then the infiltration carries over into the infiltrating country's Intel Service sector. Once the targeted infiltration has been compromised, it can be used to feed 'bad' information back to the other nation. The subverted Infiltration can also serve as a tripwire for hostile Intel actions being mounted by the other nation. The subversion must be maintained by a MI operation, just like a normal infiltration.

8.3.27 Subvert Leader

Code SL
Target Designated enemy leader.
Type Intel
Results If successful the operation forces the targeted leader to make a Loyalty check. If the target fails the check then he becomes a Spy leader of the Subverting nation. At this time the newly controlling nation can either maintain him in his previous post (so he remains a Spy) or have him revolt. Some, none or all of his troops will follow him if he revolts, depending on his Charisma rating.

8.3.28 Support Diplomacy

Code SD
Target A Leader performing diplomacy actions during a turn.
Type Intel
Results The SD operation attempts to aid one of your leaders performing one or more diplomacy actions. If successful, the operation will give a bonus to your roll - hopefully resulting in success and promotions all around. An SD operation can also be used to assist in site formations for various non-Open Empires. See the appropriate rules.

8.3.29 Terrorist Attack

Code TA
Target Location (city, region, etc.) where the attack will take place.
Type Assassin
Results A Terrorist attack is directed against a specific location, usually a city or religious shrine. If it is

successful, the target gets bad press in the Newsfax and innocent people die.

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9.0 RELIGION

The effects of Religion on the players in ***Lords of the Earth*** are threefold: it affects diplomacy, it affects conquest, and it may cause players to take actions they might not otherwise consider.

There are roughly 23 initial religions (not counting heretical versions) in ***Lords of the Earth*** and the possibility for more exists. The Religions break down into a number of major divisions, namely:

Christianity	*Roman Catholic*, *Eastern Orthodox*, *Coptic (or Monophysite)*, *Nestorian* and *Heretic* versions of each.
Islam	*Sunni*, *Shiite* and *Heretic* versions of each.
Pagan	*European*, *Asian*, *Oceanic*, and *African*
Amerind	*North*, *Meso-American*, and *Southern*
Oriental	*Mahayana*, *Therevada* and *Lamaist Buddhism*, *Jainism*, *Hinduism*, *Daoism* and *Shinto* Sects, and *Zoroastrianism*
Judaism	*Orthodox* and *Heretic*

9.1 NATIONAL RELIGIOUS STRENGTH

Each religion is classified by the strength of its conviction within each Nation, which represents the health and fervor of that religion, as well as its resistance to outside conversion. Each religion is defined in each nation with a Strength rating, which ranges from 1 (weakest) to 10.(strongest). This rating may be affected by player actions with them either attempting to increase or reduce the rating.

9.1.1 Religion And The Nation

Every Nation in *Lords of the Earth* has the potential ability to perform Clerical actions as a part of their national policy. Some nations either are or directly control the Primate Authority of a given religion and therefore have greater abilities than more secular nations.

Primate Religious Authorities that have an Imperial Size greater than 1 or Secular Nations that have a Primate Authority as a subservient minister have a much greater chance of dynastic failure than a normal nation.

In the case of Dynastic Failure, there is a 50% chance that the Primate Authority and the Secular Empire will split apart. A schism or heresy may even occur. Most nations, which are usually secular in nature, can use their National Religion as part of their national policy.

9.1.1.1 Formation of a Primate Religious Authority

In normal times, there can be only one single Religious Authority for any religion. If one does not exist, one can be formed after a nation of that religion has achieved a Religious Strength of 8 or higher. That country can then form a *Primate Religious Authority* which can be either (a) be run as a separate nation or (b) become an integral part of the sponsoring country either as rulers or as a subservient ministry.

Table 9-1. Religious Powers Summary

Action or Benefit	*Primate Religious Authority*	*Primate & Emperor*	*National Religion*
Bishopric Support	yes	no	no
Excommunicate	yes	yes	no
Influence	yes	no	no
Religious Sites	yes	no	no
Religious Interdict	yes	yes	no
Religious Operations	yes	yes	yes
Can Exact Tithe	yes	no	no

9.2 RELIGIOUS INTERACTIONS

The interaction of the various religions is shown on the Religious Interaction Table (Table 13-5) in the Charts & Tables section at the end of the rulebook. To use the table find your religion in the left-hand column, and then read across to the intersection of your religion's row and the column of the religion with which yours is interacting. The result will either be an "H" or a "t".

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An "H" represents a Hostile reaction against your religion by the other faith. If your forces occupy a region of a Hostile faith, you will require a double-sized garrison to maintain control. If you attempt diplomacy with a region of a Hostile faith, the status will never get any better than *Economic Ally* and, at its worst, could conceivably result in their declaration of war against you!

A "t" represents a Tolerant reaction to your faith by members of the other faith.

9.2.1 The Effects Of Religious Interaction

Religious Interaction has some effect on some actions in *Lords of the Earth*. In Diplomacy, regions of a different religion are a little harder to convince. Missionary activities such as Religious Missionary Work and Leader Diplomatic Conversion are affected by religious interaction. It is twice as hard to convert a region of a hostile religion than it is to convert one that is tolerant. The Garrison required to pacify certain regions are twice as much as it would be normally if the region religion is hostile. You will need to convert the region to your religion in order to have a regular garrison in the region. If the region terrain and religion are hostile then yes, a quadruple multiplied garrison will have to stay.

Table 9-2. Religious Symbols and Codes

Symbol	*Code*	*Religion*
✠	RC	Roman Catholic
☥	EO	Eastern Orthodox
ⲡ	CP	Monophysite (Coptic) Christian
✠	NC	Nestorian Christian
✝	HC	Heretic Christian
✡	JD	Judaic
☪	SH	Shiite Islam
☾	SN	Sunni Islam
☪	HI	Heretical Islam
△	BH	Mahayana Buddhism
▲	TB	Theravada Buddhism
ॐ	LB	Lamaist Buddhism
☸	HN	Hinduism

Symbol	Code	Religion
♁	JN	Jainism
♒	OP	Oceanic Pagan
♃	EP	European Pagan
♈	AP	Asiatic Pagan
♐	AF	African Pagan
♎	NA	North Amerind
♌	MA	Mesoamerind
✱	SA	Southamerind
⛩	ST	Shinto
☯	DA	Daoist
♨	ZO	Zoroastrian

9.3 RELIGIOUS OPERATIONS

There are three ratings that govern the execution of Religious Operations. These are the *Religious Operations Capacity* (**ROC**), the *Religious Operation Bonus* (**ROB**) and the national *Action Range* (**AR**). The uses of these are similar to that of the Intel Operations.

A nation can expend a point of ROC and certain amounts of ROB to try and achieve success in some religious endeavor. Religious Strength is an important factor in the execution of these actions, a nation should have a RS of at least 5 to consider success in many of these actions.

Religious Primates, Religious Orders and Secret Empires can also use Religious Operations (and Religious Bonus Points) to assist in the establishment of their respective sites. (See 9.6.8, and 11.1.6).

The national Action Range also limits the locales in which Religious Operations may be attempted. A religious action can only be attempted in a region that is within (Action Range) regions or Sea Zones of a province or Holy Site controlled (at Tributary or better status) by the nation attempting the action.

What follows are the list of actions and a brief definition of each:

Table 9-3. Summary of Religious Operations

Action	Code	Attempted by…
Crush Heresy	**ch**	Primacy, Nation[1]
Destroy Influence	**di**	Nation
Incite Holy War	**iw**	Primacy, Nation[2]
Increase Influence	**ii**	Primacy
Influence Religion	**ir**	Primacy, Nation[1]
Maintain Influence	**mi**	Primacy
Lower Religious Strength	**ls**	Primacy, Nation
Missionaries	**mw**	Primacy, Nation
Raise Religious Strength	**rs**	Primacy, Nation
Reform Religion	**rr**	Primacy, Nation[1]

Notes

1. Can only be attempted by a Nation whose religion does not have a Primacy.
2. Can only be attempted by a coalition of at least three Nations of the same religion, with the same Holy War target.

9.3.1 Crush Heresy

Code **CH**
Target a heresy
Results If this operation is run the same or subsequent turn as a heresy is created, then there is a good chance that the heresy can be suppressed. Note that if this fails, the heresy that was attacked will become a hostile religion.

9.3.2 Destroy Influence

Code **DI**
Target a nation's populace
Results If this action succeeds, the influence of a Religious Authority in a given nation will be decreased.

9.3.3 Incite Holy War

Code **IW**
Target hostile religion
Results Of course, a reason must exist for a Holy War, or no one will come. Heretics, pagan invasions, infidels on the rampage and Attila the Hun are all good excuses. Crusades against tree rot or against the wearing of hats indoors are not likely to stir up any support.
In addition to random events (which may provoke a Crusade) and the Holy Cities rule (see Section [9.8]), each religion's Primate may call a Crusade of his own volition.
On a solely Primate initiated Crusade, however, each nation of that religion must choose whether it will go on Crusade. If they do, then they receive a certain number of "religious troops" that must be used for Crusading purposes.
Further any three (or more) monarchs of the religion that rule nations with a Religious Strength of 8 or more call may for a Crusade, even if the Primate does not. And, like all other Primate powers, if it is misused then its effects will dwindle away.

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9.3.4 Increase Influence

Code **II**
Target a nation's populace
Results This is one of the actions that can be used to increase a Primate's religious influence in another country. Like infiltration in Intel, increased influence will have to be maintained. A nation must be of the same religion as the Primate Authority or at least have a majority of its populace the same religion.

9.3.5 Influence Religion

Code **IR**
Target Another Nation's Religion *or* Your Own
Results The purpose of influencing another religion is to draw the two religions closer together, perhaps becoming the same religion again. A "related" religion is one that has sprung from the same theological roots. For example: all Christian religions are "related". A special case: Hinduism and Buddhism are related.
If the other, related religion is Hostile, a certain level of influence will make it Tolerant.
If the other, related religion is Tolerant, a certain level of influence will make it the same religion, or a blend of the two.

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And no, it's not easy and has rarely, if ever, been done.
You must maintain the influence to keep it current. For every turn the influence is not maintained, the influence is halved. This is not an easy thing to do. If you are Influencing your *own* Nation's religion, then you are attempting to strengthen its influence and sophistication within itself. An example of this is the Counter-Reformation of the Catholic Church, where the Papacy attempted to clean up the excesses and moral and theological laxity which had led to the Protestant Reformation.

9.3.6 Maintain Influence

Code **MI**
Target Influenced Religion
Results This action is the one that supports the Influence Religion operation. After another religion has been influenced, that influence must be maintained and this command is it. The operation automatically succeeds when used.

9.3.7 Lower Religious Strength

Code **LS**
Target a nation
Results This is the method to decrease either your or another nation's Religious Strength. When attempting to reduce your own nation's religious strength, the higher your religious strength is, the harder it will be to reduce it. However, when acting against another nation, it will be easier if your religious strength is higher.

9.3.8 Missionaries

Code **MW**
Target region or leader
Results This operation will attempt to either convert either a region or any specifically targeted leader to your religion. If monasteries are nearby they could help in the efficacy of this action.

9.3.9 Raise Religious Strength

Code **RS**
Target a nation
Results This is the method to increase the Religious Strength of a nation. If you are attempting it upon your own nation, then the higher the religious strength is the easier it is to increase it.

9.3.10 Reform Religion

Code **RR**
Target own religion
Results If successful, this operation will reform a religion as to make it more applicable to the appropriate era. This will increase influence of all subject nations and will prevent heresies for some time. Reform Religion is a very difficult operation to execute.

9.4 OTHER METHODS TO CONVERT REGIONS

9.4.1 Colonial Conversion

When a colony is placed in a region of a different religion (and it is not destroyed by revolt), then the religion of the region splits, becoming two. The colonizers will become the dominant religion in the region as the natives become a religious 'minority'. In time, the native (non-colony) religion will be slowly converted to that of the colony.

9.4.2 Military Conversion

At times, conversion by the sword seems prudent. You must beat a local partisan army and have enough troops to garrison the region. Once done, the region will be under a Military Conversion pacification and the region will accept your religion once it is assimilated (that is, turn friendly status). If at any time the MC pacified region revolts or is conquered by someone else, then the MC is ruined as the converts repudiate their enforced religion.

See also section [7.2.4.23].

9.4.3 Diplomatic Conversion

In order to convert a region to your religion by peaceful means you must convert a full 100% of the population or your efforts will eventually fail. This is handled by the *Diplomatic Conversion* leader action. If you have managed to convert more than 50% of a region to your religion, you can perform *Cause Unrest* action or an *Incite Rebellion* action to whip up the majority religion to overthrow the minority elite's and turn that region to your religion.

If you are unable to convert regions to your religion, you could:

- Ask someone of your religion who could to do it
- Perform the MC action
- Depopulate the region and resettle it with people of your religion
- Use Colonial Conversion (see Section [9.4.1] above).

9.5 CONVERSION OF NATIONS

9.5.1 Pagan Nations

Pagans can convert to a world religion (Christianity, Islam, Judaism, Hinduism & Buddhism) at will so long as the Pagan nation has had exposure to the chosen religion. Upon conversion, all controlled regions except the homeland and all leaders must pass a revolt check. Those who pass will convert along with the royal family and the government. Regions that fail the revolt check will go neutral. Leaders that revolt may form their nations (as per Civil War Rules). Pagans who convert to a world religion will increase their RS by one.

A nation can convert to a religion of tolerant status if agents of the tolerant religion have converted the royal family and the homeland (if applicable). Again, the Revolt Check procedure described above must be followed. Nations who convert to a tolerant religion will have their RS subtracted by one.

A nation whose RS is 3 or lower can convert to a hostile religion. Two rounds of revolts must be endured though. If

Deleted: A nation can convert itself to another religion of a tolerant faith if the nation's RS is 4 or less. If nation's RS is 2 or less, the nation will suffer no widespread rebellions. A nation converting to a tolerant sect must also fail the influence check of their (original) Primate Religious Authority. If the influence holds, the royal family is deposed in a coup and the nation retains their original religion. A nation can convert to a hostile religion if their RS is 2 or less, but they must suffer rebellions in order to do so. Again, a Primate may have a say in the matter.¶
¶
<#>Pagan Adoption Of "Organized" Religions¶
If a Pagan or Amerind nation wishes to convert to an Organized religion (Christian, Jewish, Muslim and Oriental), it can be done relatively easily. All a pagan needs is some sort of contact with the Organized religion. Once the choice is made, the Pagan's royal family, government and all friendly regions in the Homeland Build Zone will automatically convert. All other regions must go through a revolt check. If they pass, they will convert along with the king. If they fail, they will revolt and retain the pagan religion.¶
If a pagan nation controls regions of an Organized religion which is not the one they converted to, they will not revolt if they are tolerant of the new, adopted religion. If they are hostile, they will automatically rebel. If the regions are the same as the adopted religion, they will not revolt and there is a bonus to the Diplomacy if a DP is done there for the turn the nation converts.¶

they somehow survive through all this their RS will drop by one.

New nations that convert into the jurisdiction of a Primate Religious Authority will have a base influence of 2.

9.5.2 Non-Pagan Nations

A Nation already possessing an "organized" religion cannot convert to another, new religion by fiat. Instead, each region must be converted via Missionaries or Military Conversion.

Attempts by a King to declare a new religion will be met with revolt, murder and mutiny. It is very like the local clergy (of the current religion) will declare the King excommunicate, provoking revolt checks all 'round. This should be very ugly.

9.6 THE PRIMATE RELIGIOUS AUTHORITY

A Primate Religious Authority, such as the Roman Catholic Church, can build an ecclesiastical empire that can span the world, if need be. As the spiritual leader of a religion, the Holy Primate presides over the righteousness of truth. As a result, the Primate has certain powers attendant with their unique position. They can build Holy Sites to increase the faith of their flock (and thus fill their own collection plates).

In the following sections "the *Holy Primate*" refers to the person, or office, heading the Primate Religious Authority and the *Church* refers to the hierarchy and body of the Authority itself.

9.6.1 Economic Aspects of the Primacy

A Primacy composed solely of Religious Control Statuses (that is, no friendly, pacified or other *regular* control statuses) always gains the benefit of a Census, without having to pay for it. If, however, *regular* control statuses are acquired by the Primacy, then they must pay for those regions and cities to be counted in a Census.

The tax rate of a Primacy, even with a census in effect, may be affected by a shortfall of Infrastructure if it grows too large. If regular control statuses are maintained, then the tax rate may also be driven down by famine.

For purposes of trade, a Primate must use either regular control statuses or the Holy City. Cathedrals and lesser holy sites cannot be used for tracing trade.

Example: The Roman Pope controls the city of Rome. The Kingdom of Sicily controls the province of Latium. As Rome is **not** a port, the Kingdom of Sicily's control of Latium blocks all other trade routes besides a Pope to Sicily route.

9.6.2 Primacy Construction

The Primacies Holy City acts as his Homeland/Capital for the construction of units, megalithic constructs, city levels and fortresses. Often, this is the only place he is allowed to build a unit, or construct.

However, if the Primacy controls a region or city at Friendly status and that region or city is within the Homeland Build Zone, he may build mobile units there. A Friendly region or city outside the HBZ may have a city constructed, or projects started, or fortifications established.

With the expressed cooperation of a co-religionist Nation, the Primacy can also construct (or aid in the construction) of cities, colonies, megalithic constructions and fortresses in build locations appropriate to the **Nation** *and* within (Primacy HBZ Range) AP's of the Holy City.

A Primacy may construct Public Works points in any region or city where the Primacy has a status of Monastery or better. This may be done without the permission of an owning Nation.

9.6.3 Religious Authority Control Statuses

The Holy Primate can increase its power by building Holy Sites in lands that have been fully converted to their faith. There are five levels of control that the Church can have in any particular region or city:

A Primate can build the following kinds of Holy Sites:

- A *Church* (**ch**)
- An *Abbey* (**ab**)
- A *Monastery* (**mn**)
- A *Cathedral* (**ca**)
- A *Holy City* (**hc**).

A **Church** (ch) is a single temple or rectory, serving a small portion of the population and gathering only the most minimal collection of funds that might go to the primate. Yet, from this humble beginning, all the lavish structure of organized religion does grow.

An **Abbey** (ab) is a modest collection of chapels and hospitals where priests and monks administer good deeds upon the local populace. It provides a small portion of region or city revenues (GP and PWB) to the Holy Primate. An Abbey can be built (*Found Abbey*) upon a Church by either the Primate's Religious Actions or actions of a leader of the Primacy.

A **Monastery** (mn) is a more formalized establishment, brought about by the canonization of its patron saint or the legends of a founding spirit or holy man. The monks who live in a Monastery are well received by the surrounding populace and thus gain a greater share of the Regional or City revenues for the Holy Primate. Small portions of the Church's own clerical staff is required to administer the goings-on of Monasteries. A Primacy Leader performing a successful *Canonize Monastery* action can build a Monastery upon an Abbey.

A **Cathedral** (ca) is a bulwark of the Church, established when a particular part of the living Church has become so important as to warrant its own Archbishop. As a regional draw, a Cathedral brings forth much regional or city output in the Holy Primate's treasury. From Cathedrals, young men and women are trained in the seminary to become priests and priestesses. To keep things in order, more clerks from the Holy City are needed in the offices of the Cathedral. A Church leader performing a successful *Consecrate Cathedral* action can raise a Cathedral from a Monastery.

The **Holy City** (hc) is the center of the whole Church. To here, pilgrims arrive to hear the sacred whispers of the Holy Primate. In this place, Church doctrine and law is formulated. Effectively, this is the Homeland and Capital of a Primate

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Religious Authority. The Church can only have one Holy City installation at any time. If a Holy City is destroyed, a new Holy City can be elevated from a Cathedral with the work of the Holy Primate himself. This is the *Bless Holy City* action. But it is easier for the Church that a new Holy City should be built upon the ruins of the old.

Table 9-4. Religious Authority Control Statuses

Control Status	*Control Code*	*Taxation Multiple*	*Count Control?*	*NFP?*
Church	ch	0.10	Yes	No
Abbey	ab	0.20	Yes	No
Monastery	mn	0.30	Yes	No
Cathedral	ca	0.40	Yes	Yes
Holy City	hc	0.50	Yes	Yes

9.6.4 Religious Authority Control Web

The Church traces a chain of administrative control through its Holy Sites. If any Holy Site is isolated from the others, it will degrade one level, eventually to be rendered useless. Action Range is the critical stat in maintaining control over a Religious Empire.

- Each *Cathedral* must be within (Action Range) Action Points of the Holy City, another Cathedral *or* a region or city controlled by the Primacy at Tributary or better.
- Each *Monastery* must be within (Action Range) Action Points of a Cathedral, the Holy City or a region or city controlled by the Primacy at Tributary or better.
- Each *Abbey* must be within (Action Range) Action Points of a Monastery, Cathedral, the Holy City, or a region or city controlled by the Primacy at Tributary or better.
- Each *Church* must be within (Action Range) Action Points of an Abbey, Monastery, Cathedral, the Holy City or a region or city controlled by the Primacy at Tributary or better.

When tracing the Action Range, you count regions as if you were moving a primate leader through them in regular movement. Mountains and hostile terrain hinder, therefore, and roads and seas benefit.

When counting this movement, all regions of **your** Religion count as Controlled. All regions that are **not** of your Religion count as Uncontrolled.

(Optional): If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region (but still more than zero), Action Range may be traced into that region, but no further.

Example: A Hindu Primate with an Action Range of Two has a Cathedral in Maghada and a Church in Sikkim (both regions are Hindu). The Action Point cost is four (2 for the type two mountains + 2 for the wilderness region). However, the CA is able to trace the control web into Sikkim. The CH will not degrade.

A Primate Leader, however, may move out of the Control Web of the Primate (on any number of missions) and will not revolt, unless provoked by a hostile power. once that leader creates a Control Status, however, it must be within the Control Range (as noted above) of the Primate, or they will be checked for revolt.

A Religious Leader that revolts will then establish his or her own heretical or schismatic version of the parent religion.

9.6.5 Religious Control Status Increase Limits

A given Holy Site can only increase one level of control in a turn. A Church can, therefore, only become an Abbey. An Abbey can only become a Monastery. A Monastery can only become a Cathedral. And a Cathedral can become a Holy City.

A Primate may, however, degrade any control status to any lower level at their whim. It would not be a good idea, however, to degrade your Holy City…

9.6.6 Loss of Faith

If a region or city containing a Control Status is converted (presumably by hostile armies or missionaries) to another religion, the Control Status is reduced by three (3) levels. If the Status drops below Church (ch), then the Control Status is lost.

9.6.7 Movement of Religious Leaders

Leaders from Religious Primacies treat regions in which they have a control status (CH or better) **and** any regions that are the same **religion** as the Primacy as controlled for movement purposes.

9.6.8 The Powers of a Holy Primate

Due to their special nature, Holy Primates can perform special actions affecting member nations and increasing holy coffers. When determining the success of these various actions, the most important Leader rating is **Charisma**.

Multiple leaders can combine their efforts, with one leader acting as the principal and contributing his full Charisma and any additional leaders contributing one-half of their Charisma.

Table 9-5. Religious Actions Summary

Action	Code	Cost
Excommunication	EXC	1 Holy Primate AP
Interdict Nation	IN	5 Holy Primate AP
Exact Tithe	EXT	5 Primacy Leader AP
Establish Church	EC	2 Primacy Leader AP or 1 Religious Operation, and 2 GP.
Found Abbey	FAB	3 Primacy Leader AP or 1 Religious Operation, and 5 GP
Canonize Monastery	CMN	6 Primacy Leader AP and 2 NFP and 10.GP
Consecrate Cathedral	CCA	10.Primacy Leader actions and 5 NFP and 30.GP
Bless Holy City	BHC	20.Holy Primate actions and 10.NFP and 100.GP
Take Indulgences	TI	5 Holy Primate actions
Preach	PR	6 Primacy Leader actions
Seize Site	SS	5 Primacy Leader actions

9.6.8.1 Excommunication

Code **EXC**

Cost 1 Holy Primate Action

Results This power causes the Excommunicated player to be considered of a Hostile religion by their populace (assuming that the populace is not already Heretical). This results in, among other things, revolts,

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insurrection, and the defection of Armies and Leaders. It is a power best used sparingly, and only in extreme circumstances. The misuse, or overuse, of this power will dull its effects. Any individual Leader may also be excommunicated at the will of the Primate. Those who practice heresies are considered automatically Excommunicated. The Excommunication may also be lifted or annulled by the will of the Primate.

9.6.8.2 Interdict Nation

Code **IN**
Cost 5 Holy Primate Actions
Results A more widespread form of Excommunication, Interdict may be laid upon any region or group of regions of the same religion as the Primate. Its effects are to cause all other nations of the same religion to cease trade with the Interdicted region(s) and for any Armies of those regions to be treated as of a Hostile religion. The use of Interdict should be even less frequent than Excommunication, for it tends to cause entire nations to be lost to the control and influence of the Primate. If a nation of the same religion continues to trade with an Interdicted area, then there is cause for the Primate to take action against that nation. All leaders and inhabitants of an Interdicted region(s) are considered to be Excommunicated. The Interdict may be lifted or annulled at the will of the Primate.

9.6.8.3 Exact Tithe

Code **EXT**
Cost 5 Leader Actions per Nation
Results One of the powers of the Primate is the ability to levy a tithe upon the nations of its Religion to further finance the operations of the Church. The tithe can be as high as (Influence)% of the nation's revenue. Exacting a Tithe is not always successful and depends on the leader's Charisma, the Church's Influence, the Target Nation's Religion Strength and of course, the percentage of tithe desired.
At whatever level of tithe the Holy Primate has successfully exacted on any or all nations at any particular turn, that amount is then deducted from the target nation or nation's National Revenue the following turn. Tithe to a Primate at less than 4% has no effect on your national treasury. The national tax rate is reduced 1% for every percentage point over 4% tithe to the Primate. **Note**, however, that the abuse of this power is a good way of turning the nobility, and, through them, the local clergy of the nation, against the Primate.
The Tithe is set and then automatically collected on a per turn basis. Once a Tithe has been set and successfully exacted, it will continue for following turns until the Primate either revokes the Tithe, or the Nation refuses to pay. The GP from Tithing appears in the Primacie's Saved Gold each turn.

9.6.8.4 Establish Church

Code **EC**
Cost: 2 Leader **or** 1 Religious Action(s) **and** 2 GP per attempt.
Results A Church can be formed in a region or city within the Church's Action Range from any of the Church's Abbeys, Monasteries, Cathedrals or the Holy City. The target region or city must adhere to the religion of the Holy Primate or the Church will not be built. This effort may also fail for any number of other reasons. If the effort fails, the GP expended to attempt the action is lost.
An Establish Church action can be aided by the Support Diplomacy intel action.

9.6.8.5 Found Abbey

Code **FAB**
Cost: 3 Leader **or** 1 Religious Action(s) **and** 5 GP per attempt.
Results An Abbey can be formed in a region or city within the Church's Action Range from any of the Church's Monasteries, Cathedrals or the Holy City. The target region or city must adhere to the religion of the Holy Primate or the Holy Site will not be built. This effort may also fail for any number of other reasons. If the effort fails, the GP expended to attempt the action is lost.
A Found Abbey action can be aided by the Support Diplomacy intel action.

9.6.8.6 Canonize Monastery

Code **CMN**
Cost: 6 Leader Actions **and** 2 NFP **and** 10.GP per attempt.
Results A Monastery can be upgraded from an Abbey so long as the Holy Site is within (Action Range) regions of an existing Cathedral or the Holy City of the Church. If this effort fails, and indeed it may, then the NFP and GP spent on the attempt are lost.
A Canonize Monastery action can be aided by the Support Diplomacy intel action.

9.6.8.7 Consecrate Cathedral

Code **CCA**
Cost: 10.Leader Actions **and** 5 NFP **and** 30.GP per attempt.
Results A Cathedral can be established from a Monastery so long as the Holy Site is within the Church's Action Range from the Holy City or another Cathedral. If this attempt fails the Primate is liable to have a fit and send some folks off to see if there is *really* an afterlife.
A Consecrate Cathedral action can be aided by the Support Diplomacy intel action.

9.6.8.8 Bless Holy City

Code **BHC**
Cost: 20.Holy Primate Actions **and** 10.NFP **and** 100.GP per attempt.

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Results Getting a new Holy City blessed can only be attempted by the Holy Primate himself. This Action will be ignored if the Church already owns a Holy City. This action may fail, and if it does, well, you know what will happen...
A Bless Holy City action can be aided by the Support Diplomacy intel action.

9.6.8.9 Preach

Code **PH**
Cost 6 or more Leader actions.
Results A Primate or Lieutenant leader may attempt to act as a Religious Operations point (allowing the conduct of an Operation) or as a Religious Bonus point (to an operation launched either by another Leader, or by a regular Religious Op Point) by successfully executing a Preach action.
If the Leader fails to perform the Preach action, then the subsequent Intel Op or Bonus is lost.

Example: John the Barber, a Popular Front for the Liberation of Palestine leader, is assigned to run an Raise Religious Strength action in an attempt to rouse the lackadaisical citizens of Levant to some marginal level of interest in the faith. This order would be written as **PH**+15(**RRS**).

9.6.8.10 Take Indulgences

Code **TI**
Cost 6 or more Holy Primate actions.
Results The sale of Dispensations (Indulgences) was an accepted and common means by which certain rich sinners could assuage their worries and the Church could acquire funds to do "good" works. The Primate of a given religion may favor or disfavor Dispensations as it pleases, but when they are favored, the Church may gain — at its discretion — up to an extra one-third of its base income per turn from such activities. Be aware that such greed will inevitably provoke a counter-reaction from within the Church in the form of heretical sects devoted to the 'purification' of the Church values and hierarchy.
If Dispensations are used for more than one turn in a row, then the Religious Strength of the Primate may be reduced and the chances of the development of a Heresy are improved.

Example
The Abbot of Kyoto, the Religious Primate of the Korean and Japanese Buddhists, is currently making 120gp from his network of monasteries and from various lords who are paying him off. He decides that the Avatar of Mercy needs a new temple-palace on the seashore near Ise, so he orders that various dispensations and favors be granted in return for good heavy gold. The Abbot can get up to (120./ 3 = 40)GP each turn in this manner.

9.6.8.11 Seize Site

Code **SS**
Cost 5 or more Primacy leader actions.
Results This action can be directed against a Religious Site (either one controlled by a Primacy or a Religious Order) of the *same* religion as the Primacy attempting the seizure. It is generally used as a weapon during a schismatic conflict, or in reining in an out-of-control religious order. If successful, the site is transferred to control of the seizing Primacy, while possibly being reduced one or more levels of control. The chances of success are improved by spending more time, or gold, in support of the seizure, and are resisted by the level of the site (a Cathedral would be very hard to seize, for example) and the presence of any 'defending' leader.

9.6.9 Bishopric Support

Since the Primate Religious Authority was often one of the few institutions in the Medieval World that was literate, many early nations relied upon the support of the Church hierarchy to provide them with literate and learned bureaucrats. The Primate, thus, may provide such nations as it deems worthy with a boost to their BL and Infrastructure, based upon the current BL and Infrastructure of the Church.

BL and Infra points may be granted to nations of the same religion as the Church on a one-to-one basis from the current BL or Infra of the Church. This does **not** reduce the BL or Infra of the Church, it just makes the couriers and scribes work harder.

What the Church receives in return for this is a matter left to the players involved. The Church still pays the support cost of the BL and Infrastructure. The nations receiving the BL and Infrastructure **also** pay for the support of the points granted them. Thus, since the points are doing double duty, they are paid twice.

Once BL or Infra are lent to a Nation, they remain until the Primate specifically revokes the grant. Note that while BL and Infra are lent to a Nation, they increase the appropriate ratings, which will have the (intended) side effect of making "native" BL and Infra increases more difficult! This is a trade-off that each player must judge for themselves.

9.6.9.1 BL Grant Limits

This increase, however, cannot do more than double the 'native' BL of the nation in question. If the receiving Nation has no BL, then only one (1) point may be granted them. The granted BL may not increase the receiving Nations' BL past the limit imposed by the receiving nation's government type and Tech Level (see [2.2.4] on page 5).

Example
The Catholic Church has a BL of 3. It could then grant an additional BL point each to three Catholic nations or three points to one Catholic nation. If, however, one of the nations had a BL of only 1, then only one BL point could be allocated to it.

9.6.9.2 Infrastructure Grant Limits

The Church may grant Infrastructure points in the same manner as BL, except that the amount that can be granted cannot be more than one-half (rounded up, with a minimum of 1) of the total Infrastructure possessed by the receiving Nation. The grant of Infra cannot increase the receiving Nation's Infra past the limits imposed by its Tech Level and Government type.

9.6.9.3 Bishops

When a BL point is granted to a nation, it creates a special Leader type for the receiving Nation. It does **not** create a regular Lieutenant; instead a **Bishop** (B) is created. This is a new leader (and not one of the Primacies existing Lieutenants). This Bishop remains as a National leader while the associated BL are lent. If the Primate revokes the grant of BL, the Bishops go away.

If a Bishop is killed or dies of old age, a new one is automatically generated to replace him.

9.6.10 Catholic Restrictions on Usury

At 1000.AD there existed a strong Catholic Christian conviction against the lending of money at interest (usury) and, as a result, what banks existed were run by Jews or other non-Christians. The Roman Catholic Church, however, eventually relented and rescinded the religious laws prohibiting such endeavors. In ***Lords of the Earth*** terms, this means that the only banking system available to the Catholic nations is the Jewish one until such time as the Roman Catholic Pope decides to revoke proscription against Usury.

The Roman Catholic Church, of course, could lend its own moneys to whomever it pleased and at whatever rate of interest it desired — but this comes under the purview of Players as Bankers (see Section [10.3.2] on page 83).

9.6.11 Expropriation & Looting of Primate Sites

Only a Primate Religious Authority can build abbeys, monasteries and so on and gain benefit from them. However, the normal ruler of the Nation in which the Holy Sites are built can loot or confiscate the Sites if he feels strong enough (or the Church is weak enough) to do so.

In this event religious location are converted as per the following table. Location Value (**LV**) is equal to GP + PWB.

Table 9-6. Looting Religious Locations

Location	GP Yield =
Churches	LV × 1
Abbeys	LV × 2
Monasteries	LV × 3
Cathedrals	LV × 5
Holy Cities	LV × 10

The expropriation of the Holy City has the same effects (to the Religious Primacy) as *Destruction of the Capital* and *Capturing the Treasury*. This, however, is very dangerous to the Nation undertaking the foul act.

A nation may also **Raid** a holy site, which gains them some proportion of the Looting yield, but does not destroy the site.

9.7 RELIGIOUS ORDERS

The Medieval and Renaissance periods are replete with examples of groups spawned from religious primates or sponsored by individual nations. Best known amongst these are the military religious orders arising from the Christian crusades of the 12th century - the Knights of the Temple of Solomon (the Templars) and the Knights of the Hospital of Saint John (Hospitallers).

It is these varieties of bodies that are encompassed by the **Religious Order** nation type.

Whilst players may be more familiar with the likes of the Templars, this nation type can also include similar groups across the globe e.g. Shaolin monks of Buddhist (and Kung Fu) fame or the warrior monks of pre-Tokugawa Japan. Though different in many ways, such groups shared similarities that allows **Lords of the Earth** to include them.

9.7.1 Founding Religious Orders

In contrast to the other nation types represented in the Base Rulebook, Religious Orders (or ROs) are treated as a special case. Drawing on historical precedent, these positions are not generally available as start-up positions. Rather, they have to be founded, during the course of play, by existing nations or players.

Every Open Nation, Primate or group of such nations has the ability to found one or several Religious Orders. In effect, the ROs are spawned from existing positions. How strong, widespread or influential the Order is depends on the resources committed to its creation.

However, the nation(s) founding the RO in turn receive some benefits from this:

1. They receive a measure of Influence in the Order.
2. They are more resistant to efforts by the Order to increase its Status with the "parent" nation(s).
3. They can impose a "tithe" upon the Order. This tithe cannot exceed 50% of income paid to any combination of founding tithers.

When a nation founds a Religious Order it adopts the nature and characteristics of its founder as follows:

1. The Economic and Society type of the founder. Where more than one founder exists, the most common type.
2. Government types are restricted to Constitutional Monarchy, Theocracy or Dictatorship.
3. Language type of the founding nation (or most populous member of the founding group).
4. Religion of the founding group (obviously) with a Religious Strength of the founder(s) plus one (1).
5. ORs are set at the level of the founder (or average thereof) plus one (1). This represents the order attracting the best and brightest warriors.
6. The Order gets the Tech Level of the founder(s) and an appropriate number of Tech Points.
7. Tax status is set to "Census" (if in use in the campaign).

To found a Religious Order, the King (or equivalent) leader of the founding nation must successfully complete a *Found Religious Order* action (see section [9.7.7.1] on page 77), including paying the foundation costs in GP and NFP.

The founding nation(s) specify where the initial Order Fortress (the equivalent of the Order's Capital) is to be

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established. Other initial statuses are considered to be grants of properties, chattels, lands and rights by the supporting Kings.

During the turn of foundation (only!), capabilities and sites (control statuses) can be purchased by the founding nation(s) from the following table:

Table 9-7. Religious Order Establishment Costs

Site or Capability	*Cost in GP and NFP*
Order Fortress	Included in Foundation Cost
Order Estate	50 GP, 5 NFP
Order Oratory	35 GP, 3 NFP
Order Preceptory	25 GP, 2 NFP
Order House	15 GP, 1 NFP
BL level	100
Infra level	100
Espionage OC / OB	50
Religious OC / OB	50
Troops	As per Culture costs

During creation, there are limits set on the number of capabilities that can be provided to the Order. These are:

Site or Capability	*Maximum Value or No.*
Max BL	2
Max Infra	2
Order Fortress (gratis)	1
Order Estates	1
Order Oratory	2
Order Preceptory	4
Order House	8

Should a Nation wish to keep founding costs to a minimum, it can grant the Religious Order the following on a one for one basis (that is, these ratings are not halved in transfer, as would normally be the case):

- Bureaucratic Level
- Infrastructure
- Espionage Operations Capacity and Bonus
- Religious Operations Bonus and Capacity

These are transferred from the donor to the RO, reducing the donor's relevant stats by the amount donated.

All Religious Orders start with a Status of five (5) in any nation contributing to its foundation.

9.7.2 Religious Order Sites

Religious Orders operate much like Primacies inasmuch as their presence is felt through a network of sites. Each of these sites provides the order with GP and NFP depending upon its size:

Table 9-8. Religious Order Statuses

Status	*Code*	*Tax*	*Control?*	*NFP?*
Order House	oh	0.1	Yes	No
Order Preceptory	op	0.2	Yes	No
Order Oratory	oo	0.3	Yes	Yes
Order Estate	oe	0.4	Yes	Yes
Order Fortress	of	0.5	Yes	Yes

- All sites can be established in either regions or cities.
- Certain sites have a pre-requisite Status level before they can be founded (*see individual founding order descriptions*). Should the required Status no longer be in effect, the site will degrade a level each turn until it is of a size compatible with the existing Status.
- The Order automatically has a High Status in the nation hosting the Fortress.
- A status can only be increased one level per turn.
- Each Order can have only one Order Fortress at any time.
- Religious Orders are not affected by Agro Point production / consumption unless they control statuses that require Agro to support them.

Order House: a small presence in the locale, being a city building or small land fief in a region.

Order Preceptory: a modest collection of order locations in either city or region. Exemption from some local taxes.

Order Oratory: a major order location from which the local order hierarchy administers nearby possessions.

Order Estate: a significant grant of land, property rights or exemption from taxation makes these locations focal points for the order. Serve as centres for the recruitment, induction and training of order members.

Order Fortress: the location of the order's nerve-centre from where the Order is administered. It is here that the order's University and government functions are situated.

Note! Use of the term "fortress" is for convenience of identity. It does not confer upon the location of the OF that of a Fortress in game terms.

9.7.3 Religious Order Control Status

Again, like Primacies, the Order traces control of its sites through a web:

- Each *House* must be within (Action Range) Action Points of a Preceptory, Oratory, Estate, the Fortress, or a region or city controlled by the Order at Tributary or better.
- Each *Preceptory* must be within (Action Range) Action Points of an Oratory, Estate, the Fortress, or a region or city controlled by the House at Tributary or better.
- Each *Oratory* must be within (Action Range) Action Points of an Estate, the Fortress, or a region or city controlled by the House at Tributary or better.
- Each *Estate* must be within (Action Range) Action Points of either another Estate, the Order Fortress, or a region or city controlled by the House at Tributary or better.

(Optional): If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region (but still more than zero), Action Range may be traced into that region, but no further.

Example: A Christian Order with an Action Range of Two has an Estate in Thessaly and a House in Epirus. The Action Point cost is five (1 base +2 for the type two mountains + 2 for Epirus itself. However, because the OE is able to trace the control web into Epirus from its location in Thessaly, the OH will not degrade.

Note that Religious Orders are as susceptible to a reduced tax rate due to insufficient Infrastructure to cover their Size as any other nation. In addition, any Infra shortfall can impact upon the orders' sites, degrading them to lower levels until sufficient Infra exists to cover Size.

Religious Order leaders are not susceptible to revolt Checks if beyond the Command Control Range of the Order Fortress. Furthermore, like Primate leaders, Order leaders treat regions of their own religion as "controlled" for movement purposes.

9.7.4 Religious Order Status

So far, Orders have appeared almost identical to Primacies. However, here the similarities end…

For Primacies, an important element of their activities is the establishment and maintenance of Influence in adherent nations. As their deity's divinely appointed representatives on earth, they can (and do) operate with near-impunity across all nations of their religion.

But for Religious Orders, being a creation of man, the ambition is not for Influence but rather for **Status**.

Status is the mechanism by which many of a Religious Orders' activities are moderated. Status is rated on a numerical scale of 1 to 10 and it plays a significant role in a wide range of actions (e.g. the establishment of order sites, effectiveness of certain leader action, etc). For Religious Orders, a priority will be the establishment and maintenance of high levels of status across the lands of their faith.

Through having a high Status in a nation, the influence of the order is stronger. This can allow it greater freedom of action. It can attract more members. It can counteract the efforts of kings and religious leaders to influence or control them.

For those kings and religious leaders, an Order's high status in your lands can have benefits. With a high status, the Order generates additional troops at no build or support costs. Order leaders can fight alongside your own commanders. You can borrow money from the Order (hence circumventing the usual strictures against usury).

A low Order status in your lands limits these benefits – but it also prevents the Order exploiting its Status for nefarious ends.

Religious Orders will start with varying levels of Status in all nations sharing their religion. Status will be higher in those nations founding the Order, lower in others. Over time, as a consequence of player activity, these Status levels will rise and fall.

The Religious Order will know its Status Level in each nation via a running record maintained in the *Player Notes* section of the stat sheet. Other nations will have a less precise idea. In their case, the status enjoyed by the Order in their lands will be graded as one of *Low*, *Medium* or *High*. Players desiring more precise information regarding the actual Status level can make use of several game mechanisms to discover this.

9.7.5 Increasing / Decreasing Status

The level of Status enjoyed by a Religious Order in any nation can be the result of conscious action or happenstance. It can be increased or decreased through direct player action, or consequent to certain activities or events taking place outside the nation. This is, in effect, to account for the effect on the Order's reputation as a dependable and upstanding defender of its faith. Of course, as in history, it may not remain so forever….

Rather than list all the factors considered in adjudging the Status level (where would be the mystery/fun/unease of that?), the brief list below will serve as a guide to the kind of events that can affect the Status. A + or - sign next to the event or action indicates whether it can increase Status, decrease it or work either way:

- King grants formal Status in his nation (+)
- King withdraws recognition of Order (-)
- Number and type of Religious Order sites in a nation (+)
- Order pays Tithe to the nation (+)
- "Blown" espionage actions by Nation against Order (+)
- "Blown" espionage actions by Order against Nation (-)
- Order rescues royal hostage/prisoner (+)
- Order converts unbeliever city/region on its own (+)
- Army led by Order Leader wins victory (+)
- Army led by Order Leader defeated (-)
- As the result of a Quest (*see below*) (+)
- Execution of specific leader orders (+ / -)
- Takes up arms against co-religionists (-)
- Imperial Size matches or exceeds any Primate of that religion (-)

9.7.6 The Importance Of Status

As Nations exploit individual leader abilities to further their ends, Primates use Influence and Charisma, a Religious Order is largely driven by the quality of its leaders and the standing or reputation it has in the many lands sharing its faith. Status effects the ability to establish sites, which in turn affects the prosperity of the Religious Order and its ability to raise valuable troops. It modifies the effectiveness of other activities undertaken by the Order. It can even affect the speed at which Order leaders make their way through co-religionist lands.

From the Order's perspective, the higher the Status the better. Consider high Status as the Order having the ear of the King, his sympathies and a ready ear open to them. A low Status meaning the opposite i.e. the King is not enamoured of the Order or is suspicious of them and their motives (surely not!).

An important consideration here is the relationship between a Religious Order and its faith's Primate. As Religious Orders are nominally subservient to the Primate, the Primate starts with a healthy level of Influence in the Order. However, over time, as the Order increases its Status with the Primacy, the latter's Influence will drop by the same amount.

Example

The Roman Catholic primacy has established the Knights Templar in conjunction with the Latin Kingdom of Jerusalem. Both the primacy and the nation begin with a high level of status. Time passes… the Kingdom is destroyed and the Papacy is split, then reformed. In all this time, the Knights grow richer and richer, increasing their Status in many lands. Eventually, the Influence of the Roman Pope over the Order is reduced to zero…

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In effect, what this does is represent the fact that, over time, a successful Religious Order may increasingly become a law unto itself. This is, of course, a double-edged sword.

Because Status levels can seesaw up and down due to a variety of direct and indirect effects, there is no need for the Religious Order to execute any kind of Maintain Status action.

9.7.7 Religious Order Actions

Religious Orders can conduct all the normal Leader, Espionage and Religious actions. In addition, to reflect the special nature of such entities, several supplementary actions are made available to them.

The ruler of a Religious Order is called a Prelate.

Note that some of these actions (e.g. *Reduce Status*) are also available to non-RO leaders attempting to act against an Order. Where available, these are indicated in the respective entry:

9.7.7.1 Found Religious Order

Code **FRO**
BAC 6+ King (or Primacy) AP, 50 GP, 10 NFP
Stat Charisma
Results This action must be successfully completed by a King (or Primate) intending to create a Religious Order. A specific location for the Order Fortress must be designated as part of this action, which is created if this is successful.

9.7.7.2 Found Order House

Code **FOH**
BAC 2 Leader AP or 1 ROC, 5 GP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of a higher status Religious Order site. Must be founded in city or region of same religion as the Order. Can be founded regardless of the Order's Status in the host nation. Can co-exist with all other RO statuses except an Order Fortress. Can co-exist with all Primate sites.

9.7.7.3 Found Order Preceptory

Code **FOP**
BAC 3 Leader AP or 1 ROC, 10 GP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of a higher status Religious Order site. Must be founded in city or region containing an Order House. Can be founded regardless of the Order's Status in the host nation. Can co-exist with all other RO statuses except an Order Fortress. Can co-exist with all Primate sites.

9.7.7.4 Found Order Oratory

Code **FOO**
BAC 6 Leader AP, 2 NFP and 15 GP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of a higher status Religious Order site. Must be founded in city or region containing an Order Preceptory. Requires a *Medium* or *High* Status in the host nation. Can co-exist with all other Order statuses except an Order Fortress or Estate. Can co-exist with all Primate sites.

9.7.7.5 Found Order Estates

Code **FOE**
BAC 10 Leader AP, 30gp and 5 NFP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of the Order Fortress or another Order Estate. Must be founded in city or region an Order Oratory. Requires a *Medium* or *High* Status in the host nation. Can co-exist with all other RO statuses except an Order Fortress or Estate. Can co-exist with all Primate sites.

9.7.7.6 Move Order Fortress

Code **MOF**
BAC 10 Leader AP + cost of movement to new site, 20NFP + 50GP
Stat Combat
Results In the event it is deemed opportune to move the Order's headquarters (or it is forced to flee…), the Order Fortress may be transferred to another location. It must be re-established at an Order Estate. The erstwhile Order Fortress is then reduced to an Order Estate.

Note that if moving the Order Fortress entails crossing a Sea Zone, then shipping with sufficient Cargo Capacity must be available to move the uprooted fortress. The Cargo Capacity required is:

$$\text{Cargo} = (\text{BL} + \text{Infra}) \times 10$$

Furthermore, if the Treasury (i.e. Saved GP) is to be similarly moved, each 50GP requires 1 Cargo Capacity. When moving the Fortress, it does so at Infantry speed (all those wagons and carts prevent a lightning flit).

9.7.7.7 Increase Order Status

Code **IOS**
BAC 4 Leader AP+, or 1 Intel action
Stat Charisma
Results Acts very much in the manner of *Diplomacy* (DP) actions. In this case, the Orders' current Status in the nation is the main determinant, modified by the conducting leaders' Diplomacy and Charisma skills are taken into account. These can act to either increase or decrease the chance of success. This order is also available to non-Order leaders attempting to encourage the Orders' activities in their lands.

9.7.7.8 Decrease Order Status

Code **DOS**
BAC 4 Leader AP+, or 1 Intel action
Stat Charisma

Results The converse of the *Increase Order Status* order. This order is also available to non-Order leaders attempting to discourage or restrict the Orders' activities in their lands.

9.7.7.9 Embark on Quest

Code **EQ**
BAC Variable
Stat Varies
Results Whilst not strictly historical, this action allows Order leaders to embark upon various adventures from which, if they survive, the Order will reap tangible benefit. This benefit will vary according to the nature of the quest, the result and who undertakes it.

Concocted in the spirit of King Arthur's' search for the Holy Grail, or Knights Templar attempting to locate the resting place of the Ark of the Covenant, the scope of this order is left deliberately vague to encourage (it is hoped) Religious Order players to come up with some novel suggestions.

By way of a guide though, here's a few ideas and their potential benefits:

Table 9-9. Religious Order Quests

Nature of Quest	*Benefits*
Search for ancient knowledge	Extra TP
Search for True Cross	Increases RS
Retrieve mystical object	Creates a TC (Pilgrimage Site) where brought back to
Rescue royal prisoner	+Status in nation
Discover new lands	+Nav rating

A successful quest will also result in a variable increase in the Order's status in all nations of its religion. Similarly, the higher-ranked the leader undertaking the quest, the greater the Status increase. Should the leader be wounded on the quest, but still reach home alive, the Status increase will also be greater (the leader becomes the hero of the age).

An Order leader who successfully completes a quest derives further benefits from his actions:

- Any time after completing the quest the leader finds himself in an army's command structure, the opposing army suffers a negative combat modifier (or negative morale modifier if alternate combat rules are in use). His very presence strikes fear and awe into the hearts of his foes…
- His heightened reputation increases his effectiveness at carrying out Religious Order Activities.

Note! To derive any increase in Status from successfully completing a quest, the RO player must first publicly declare to his co-religionists - at least - that he's going on the quest. However the precise nature of the quest and/or any specific location(s) involved may only be known to the player and GM.

9.7.7.10 Summon Order Aid

Code **SOA**
BAC 3 AP
Stat Diplomacy
Results This action is available to non-RO Kings (and primates) attempting to gain the active support of the Order in pursuit of national aims. Most commonly, this will take the form of trying to rally military support from the Order.

The success of this Order primarily depends on the Status the Order has in that nation. The higher the Status, the better the chance of support. If successful, it provides extra troops to the king equal to:

Units = (Order troops in nation) + (2 × Status level)

This represents the Orders' existing troops based in the nation plus additional forces called up from the ranks of the Orders' administrators etc. on the initiative of a local Order leader.

The units raised are a mix of the prevailing types appropriate to that Culture (as per the usual local Native Army breakdown). These units **do** require support costs to be paid by the Order.

Note If the war is being conducted against co-religionists, there's an excellent chance the Religious Order will refuse to become involved. If it does, its Status in the nation against which war is being waged is reduced.

This order is also used should the King want to take a loan from the RO (see *Religious Orders As Bankers* below).

9.7.7.11 Renegotiate Tithe

Code **RNT**
BAC 6 Prelate AP
Stat Diplomacy
Results When a Religious Order is first founded, the "sponsoring" nations and/or Primacy can impose a per-turn tithe upon the Order. This is set at a maximum of 50% of income *in total* i.e. several nations banding together to found an RO can, between them, not exert more than half the Order's income.

Over time though, if set at higher levels (anything above, say 10%), this would fast become a real millstone around an ambitious Order's neck. This order allows the Order to attempt to renegotiate the terms of the tithe paid. The key to success here is high Status. The higher the Status the order has with the tithing nation, the more likely it is to reduce this tithe out of respect/admiration/sympathy/political pressure.

The level of any tithe will reduce by a variable amount based upon the level of success the order enjoys. If the Order player wishes to keep his hosts sweet, they can stipulate a minimum level of tithe they are willing to maintain.

9.7.8 Religious Order Leaders

Due to the fact that such Orders usually attract the best and brightest (well, the most confident and determined) leaders

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to its ranks, Religious Order leaders will have higher than average Combat, Diplomacy and Charisma Skill ratings.

In all other respects, they are treated and classed as other leaders e.g. as Kings, Princes, Lieutenants etc. The players are, of course, allowed to provide any titles or names to these leaders, the more grandiose or high-blown the better.

9.7.9 Religious Orders and War

The raison d'être of many historical religious orders was a religiously driven military requirement. Whether (ostensibly) to protect pilgrims or defend temples and shrines from bandits, many historical Orders had their foundation in such a need.

Therefore, in reflection of this, Religious Orders in **Lords of the Earth** are subject to some restrictions limiting the carefree use of military force in pursuit of their ambitions.

RO military action can be broadly divided into two types:

- Action against co-religionists
- Action against other religions (including heretical branches of its own religion)

Should the RO initiate military action against any co-religionist, it suffers a loss of Status throughout all nations of that religion. Status in the nation with which it goes to war is completely lost. Similarly, should any of the Order's forces be recruited under a *Summon Order Aid* action, any action against co-religionists will similarly see a drop in Status all round, though Status in the target nation will not be completely lost (unless low to begin with).

On the other hand, any military action against members, forces or peoples of another religion (including heretical branches of its religion) is bread and butter for a Religious Order. Crushing the unbeliever and bringing your faith to them at the point of a sword is all in a day's work - and reaps Status rewards.

9.7.9.1 Crusades

These are a special military case. Because of their religious genesis, Religious Orders *must* rally to the support of a Primate issuing a call for a Holy War. Their support is not dependent upon a successful primate Influence check. The Religious Order must then move heaven and earth to rally as many forces for the Holy War as it can. If it doesn't, or shows signs of being less than enthusiastic, there will be a loss of Status all round.

Should the Holy War call be made by national kings sharing the Order's religion (as opposed to the Primate), a single *Summon Order Aid* action must be executed. The result of the call applies to all Orders of that Religion.

The troops raised by a Religious Order when answering the call for a Holy War are calculated on a nation-by-nation basis as per the formula in section [9.7.7.10], on page 78 above.

9.7.10 Religious Orders and Trade

As per their historical counterparts, Religious Orderss are able to conduct trade.

For Land Trade to operate, a valid land route must be traceable from the Order's Fortress to the Capital/Homeland of the trade partner. In respect of this, contiguous controlled regions encompass any wherein the RO has a site of at least Preceptory or above in status.

For Sea Trade to operate, the RO must fulfil the usual route requirements. At a minimum, they must have an Oratory in the base Port City. Note too that Religious Order merchant shipping needs to share the available Basing Capacity of the port city.

9.7.11 Religious Orders as Bankers

While the Catholic ban on usury during Medieval times is well known, so to is the fact that certain Religious Orders found ways round these restrictions, turning a fine profit on their way to becoming financial juggernauts.

And so Religious Orders are given a modicum of freedom to loan money to co-religionists. In order to do this the borrower must execute a *Summon Order Aid* order. If successful, the maximum loan the local Order leaders can grant is:

$$\text{Loan GP} = (\text{Status level}) \times 5$$

The level of success of the Action will dictate the actual amount loaned.

Religious Orders are free to set the "rent" (interest) rate on the loan up to a maximum of 20% (anything higher and the obvious increase in wealth would make the Primate uncomfortable). The term of the loan is also negotiable between the RO and the borrower.

Failure to repay the loan in full by the time due will result in the Religious Order becoming very annoyed. It could cause disquiet amongst your nobles and/or people. Furthermore, it will prevent the nation from calling on such financial resources until the Order has indicated a willingness to let them do so. Generally speaking, no further loans will be extended until the original capital has been repaid and / or a period of 15 years has elapsed.

The successful granting of a loan will increase the Religious Order's Status in the borrower by one level per 25GP borrowed to a maximum of +5 levels.

At any one time, an RO can only have a total value of loans outstanding equal to its Base Revenue.

9.8 HOLY CITIES AND THEIR EFFECTS

Holy Cities are cities that are considered sacred to one or more organized religions. There are four primary Holy Cities as of 1000.AD but others can be made sacrosanct during the course of play. A Holy City can also lose its status due to abuse and neglect.

The initial Holy Cities are Rome (Latium), Jerusalem (Levant), Alexandria (Egypt) and Mecca (Madina). Potential Holy Cities that may 'generate' themselves during the course of play are Lhasa (Tibet), Benares (Uttar Pradesh), Kyoto (Yamato), An'Najaf, Baghdad (Mesopotamia), Qum (Media), Antioch (Aleppo), Constantinople (Constantinople), Santiago de

Compostela (Galacia), Polonarva, Angkor (Khemer), Ribat and Canterbury (Sussex).

A Holy City maintains its special status even if it is not controlled by a Religious Primacy.

Capture of a Holy City by a Hostile Religion is fuel for a Holy War. The *Incite Holy War* Action need not be used for nations to call for a Holy War in this instance. If the nations do not act upon the capture of a Holy City, a Holy War may be sparked anyway and a new player will control the Crusading troops. Destruction of a Holy City by may also spark a Holy War.

Jerusalem is a special Holy City. It is sacred to Jews, Christians and Muslims (as well as the heretical offshoots of these religions). Rome is sacred only to Roman Catholics. Mecca is sacred only to Moslems (both Shi'a and Sunni).

9.9 HERESY AND SCHISMS

Just like regular nations, religions can undergo civil war and revolution. Heresies are a rebellion of a group of regions or nations caused by the indifference or abuses of the primate. If they are not crushed in a turn or two, the Heresy will become a separate religion. A Heresy also happens if a part of the religion is isolated from the rest by long distances of land or sea for about 50.years.

A Schism is different. This is when a group of kings or cardinals challenge the primate's power by electing an anti-primate (an anti-Pope for the Catholics). A Schism is resolved if one side wins over the other. If the Schism lasts over 50.years, the weaker party becomes a Heresy.

9.10 HOLY WARS AND RELIGIOUS TROOPS

Crusaders are known more often than not simply as "religious troops". Crusaders can actually be composed of, or for that matter, be converted to, any of the unit types. They are more commonly found as Infantry or Cavalry.

Your basic crusader army will consist of both army regulars and others who have taken up arms solely for the purpose of the crusade. Thus, when they are finished crusading, they will likely drift home to their families and the commitments they left behind.

Crusaders are "created" at the time a Holy War erupts. The number and composition of Crusader troops that are raised is dependent upon how long your nation has been at peace, and the "popular" perception of the validity of the need for a general call to arms (i.e., GM's discretion and the Religious Strength of the nation at the time of the Crusade).

When Crusader troops are used to garrison a province, they become regular troops in number equal to the Garrison Value of the province.

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10.0 EMPIRE BUILDING

Now that the Stats, Newsfax, Mapset, Order Form and all the actions are explained, it is time to plan and scheme the development of your nation. Here are some rules that may be useful in your Empire Building.

10.1 THE CENTER OF GOVERNMENTS

For purposes of play, the King is the focus of most governmental activity, no matter where he is. The Capital is where all new National Leaders appear, including Princes. The Capital is also the location of the Imperial Treasury for most of the turn. The Capital is also the focus of the *Homeland Build Zone*, which defines the regions in which new national units may be built.

10.1.1 Ruling Wide Domains

As stated before, the location of the King and/or Capital governs what territory can be effectively controlled. High BL and whether or not a King is *Ruling* help determine the efficacy of the Command Control Radius (**CCR**) on outlying regions. The CCR is roughly equal to your Bureaucratic Level, plus the King's Administration stat (which is usually unknown to you) if the King is **Ruling** (see [7.2.4.30] on page 59) during the course of the turn. If the Nation has regions and/or cities that are outside the Command Control Radius at the **end** of the turn, then they may revolt.

10.1.1.1 Tracing the Command Control Radius

This happy activity is undertaken by the GM at the end of each turn for each country, just to see if your realm has grown too fat to be supported by the efforts of your King and his dutiful bureaucrats. To determine this, the GM traces lines of communication from your Capital (if you have one) or from your King (if you do not have a Capital) to your outlying regions, as if a Leader were moving with an Action Point capacity equal to your CCR.

This rewards postal roads, rivers used for communication, railroads, etc. It makes wilderness, desert, mountains and etc. a terrible pain. Also uncontrolled regions are deadly. Note that **Postal Roads** are a special case, in that they halve movement AP costs for CCR tracing **only**.

If it is impossible to move from the Capital to the outlying region with (CCR) Action Points, then the region is 'out of control' and may revolt.

The region that contains the Capital is **not** counted against the CCR.

(Optional): If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region (but still more than zero), Action Range may be traced into that region, but no further.

Example

The Russian Tsar has his capital at Novgorod. In the most recent turn his armies have conquered the province of Georgia in the far south. The current Russian Bureaucratic Level is 3 and the Tsar's Administration is 2. This gives a CCR of (2+3 = 5ap).

Russia is currently a Civilized nation. Counting movement from Novgorod, we find that the shortest route south is through Livonia (2 Actions) to the *Dvina River*, south along the *Dvina* and *Dnepr* to the *Mare Negri* (3 Actions), then through the *Black Sea* to Abasigia (2 Actions). Finally into Georgia (1 Action) for a total of 8 Actions. Hmn... Not too good. The Russian combined CCR is (3 + 2 = 5ap) so the Russian armies in Georgia are out of range and liable to revolt.

Example

The Hideyoshi Shogunate capital is at Igashi in Dakota. They also control the province of Mohawk on the eastern seaboard of North America. From Dakota, the messenger boards a courier boat on the *Missouri* (1ap), which takes him to the *Middle Great Snake* (1ap), then up the Ohio (1ap) to Wenro (1ap). A highway runs from Wenro, through Cayuga (0.5ap) and Iroquois (0.5ap) to Mohawk (0.5 AP) for a total of 5.5 (rounded up to 6) ap.

Using the highway network from Igashi to Mohawk would be eleven regions, one bridged river (the Missouri), one unbridged river (the Middle Snake), and 14 raw ap, halved for the Road, = 7ap.

10.1.2 The Capital And Its Effects

Your Nation can have a Capital to serve as the center of its governmental structure if your Infrastructure or Bureaucratic Level is two (**2**) or greater. Otherwise, the 'capital' is considered to be a coterie of advisors, scribes and flunkies that follow your King around and bother him constantly.

The primary function of a Capital is to be the economic focus of the cities in the nation. The designated capital city of the nation counts fully toward the Inter-National Trade Rating (see Section [2.3.9]). Additionally, any other city that is connected by Royal Roads (see Section [6.1.5]) to the Capital also counts fully toward the ITV of the nation, regardless of previous modifiers.

The Capital of a nation is in the national homeland. If a city is built in the homeland and the Nation qualifies for one, the new city will inherit the distinction of being the Capital. When a national Leader dies and is replaced, the new Leader will show up at the capital of a nation. The Capital is also the point from which the Homeland Build Zone is traced.

10.1.3 Moving The Capital

While your Infrastructure and BL are 0.or 1, your King acts as your "capital" and may move freely. Once, however, either your BL or Infra is 2 or more, your Capital becomes fixed and you must pay to move it.

Note that this does not give you a new homeland. Only the capital moves. Once your capital has moved, however, it does change the center of your Homeland Build Zone (see section [2.2.9] on page 8).

Moving the capital costs GP equal to the Government Support times the number of regions (or sea zones) the Capital is moved.

Moving the Capital also moves all of the attendant government ratings (Intel Ops, Religious Ops, and so on). You must move the entire Capital at once. If you cannot afford to move all of the government ratings, then the un-moved remainder is lost.

It takes an entire turn to move a Capital, during which time the BL will not be effective for controlling regions (thus those outside the King's Administration range may revolt). A leader is required to move the Capital (which will cost them all the actions for the turn).

If the Capital must be moved across a sea zone, ships must carry it. The Cargo value of a Capital is equal to:

(BL × 5) + (Infrastructure × 10).

Example

The Pandyan kings of Chola decide to move their capital from Pandya in Chola to Karadam in Malabar. Their BL is a 5 and their Infrastructure is 7. If they had to move their capital by sea it would take ((5 × 5) + (7 × 10) = 95) Cargo points of ships to move it.

10.1.4 The Destruction of the Capital

In the extremely unfortunate circumstance that enemies destroy your Capital (either in a city or in the Homeland), you **will** suffer some grievous consequences. If the Capital is in a city, then the *Sacking* and *Burning* of the city suffice for its destruction. If the Capital is in a Homeland, then the *Looting* of the region will effect the necessary devastation. Once a Capital has been destroyed, these effects follow:

1. One-half (rounding up) of your Government will be destroyed with the capital. This means that you will loose one-half of your Bureaucratic Level and Infrastructure.
2. One-half (rounding up) of your Intel and Religious capabilities will be destroyed.
3. All of your *Feudal Ally*, *Full Ally*, *Tributary*, *Non-Paying Tributary* and *Economic Ally* regions will check for revolt.
4. You will lose the Leaders (Princes or Lieutenants) that were being provided or supported by the now destroyed Bureaucratic Levels.

On the same turn that the Capital is destroyed, a new Capital is declared in the most appropriate Friendly region (if one is available) or the next highest control status province your nation owns. This presumes, of course, that you still qualify to have a Capital at all. All remaining BL and Infra points are moved to this new location. You may include a conditional order with your turn(s) indicating the location of the 'backup' Capital or the GM will choose the new location for you.

10.1.5 The Imperial Treasury

Any saved GP that a player has is considered to be in their Imperial Treasury, which, unless the player indicates otherwise, is considered to be in their Capital City or Homeland. If this location falls to an enemy, and the Treasury has not been moved elsewhere, the GP are captured as well.

At the *beginning* of each turn the player may shift the location of their Treasury, placing it in any city or region in their empire. The Treasury is then considered to be at that location for the remainder of the turn, unless a Leader has been assigned to move it in case of danger.

A city designated to be the permanent site of the Imperial Treasury that is other than the capital is noted with the City Type Code '$'.

10.1.6 The Census (Optional Rule)

A Census costs 5 GP per friendly *region*, ½ GP per friendly *city* GPv and 1 NFP per 20.GP (rounded up) spent to conduct. A National Leader (King, Heir, Prince or Lieutenant) must also perform the CC (*Conduct Census*) action.

The effects of the Census are to give your nation a detailed demographic survey of your nation and increase of your normal tax rate by 10% (or for every 10, you get an extra 1). In most (but not all) cases, your National Force Point production will also increase. The Census is active until you suffer a dynastic failure, a civil war, or if your nation's capital is captured by someone else or is destroyed.

A Census may remain in effect even if a Famine, Raids or Infrastructure shortfall causes the total tax rate to be depressed. Your clerks just get to know how much money they're not taking in, in taxes…

Example

The Ming Chinese have decided to conduct a census, having just finished crushing the last of their Soong enemies like bugs. All, well, most of China is now under their sway. Within this domain they control nineteen friendly provinces. Their census (conducted by General Botuai, a Lieutenant) will cost them ((19 regions × 5) + (30.GPv of friendly cities × ½) = 110)) GP and (110./ 20.= 6) NFP to conduct.

Once the Census is complete, their normal Tax Status will become 'C' for Census in Effect and their base Tax Rate will become (100% × 1.1 = 110%). Their NFP production will, probably, also go up.

10.1.7 Creating Satrapies

A Pacified city or province may be granted Pacified Tributary status at the beginning of any turn, at the whim of the player. The regional or city garrison may then be withdrawn without fear of a regional or city revolt.

If, however, the garrison is not withdrawn within the course of the same turn, the region or city will revert **back** to Pacified status at the end of the turn.

Further, the player **must** inform the GM that he is granting a region or city PT status, or the withdrawal of the garrison will cause the region or city to revolt.

10.1.8 Reducing Control Status

At the beginning of any turn, you may declare to reduce the control level of any non-Conquered (Pacified or Pacified Tributary) region or city that you control. Any number of control levels may be reduced. Remember, of course, that if you reduce an Allied region or City, the Allied leader and any troops he may command will disappear. It is also not wise to relinquish control of your Homeland…

Pacified regions or cities can only be degraded to Pacified Tributary or Uncontrolled status. You cannot degrade control of a Pacified region or city without actually removing the garrison. A Pacified region or city may be declared a Pacified Tributary (or Uncontrolled) at the beginning of the turn, and will assume that status when a leader comes by and picks up the garrison and moves it away.

Pacified Tributary regions can only be degraded to Uncontrolled status. Yes, they hate you…

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10.2 THE IMPERIAL SIZE RATING AND ITS EFFECTS

Amongst the various ratings that describe a Nation is Imperial Size. This rating describes how much trouble a Nation is to administer. The **very basic** formula is:

$$S = \frac{R + (C/3)}{ISD}$$

Where **S** is the resulting Imperial Size, **R** is the number of controlled Regions, **C** is the number of Cities, and **ISD** is a GM supplied Imperial Size Divisor number.

There are also a large number of modifiers based on National Society, Government, Culture, and the Control status of the regions and cities. All of these modifiers are modified on a regular basis by the GM, so we're not going to present them here.

The Size Divisor number is the key value for maximizing your possible National size. It is generally a three with a minimum of one. However it can be raised up to four or five if the proper circumstances are achieved.

The full formula for calculating Imperial Size can be found in section [12.2] on page 95.

10.2.1.1 Changing the Imperial Size Divisor

Nations in Central Asia, China, Japan and India can achieve a Size Divisor of five (5) if the conditions in the next section are achieved. Nations in the rest of the world can achieve a Size Divisor of four (4) if they meet the same conditions.

By default nations in Central Asia, China, Japan and India have a Size Devisor of four (4), while everyone else has a Size Devisor of three (3).

1. The **average** Public Works Bonus of **all** controlled regions in the Nation is at least 10.
2. Each controlled region meets one or more of the following conditions:
   - Has a Port City in it
   - Has a Royal Road in it
   - Has a Navigable River border or contains a Navigable River (in the few cases where a River is within the province, rather than being a border)
   - Is an Island (terrain type)
   - Has a non-mountain border to an adjacent controlled Cultivated or Intensively Cultivated region with a Royal Road
   - Has a non-mountain border to an adjacent controlled Cultivated or Intensively Cultivated region bordering or containing a Navigable River.
3. The nation does not have any *Feudal Allied* or *Pacified Tributary* regions under its control.

If any of these conditions change (for example, an Allied leader dies and his region becomes Feudal Allied), then the player has one turn to rectify the situation before the national divisor reverts.

10.3 BANKING AND LOANS

There exist, in most Civilized States, moneylenders or banks that can loan the players a certain amount of money. Players who borrow money will have to pay it back or they will face retaliation from the bankers and/or their mercenary armies.

Players in Civilized States in the Western Europe, Eastern Europe, North Africa, Middle East, and Persia Geozones may borrow up to (3 x Tech Level) percent of their Net (after tax) revenue from the Jewish bankers. Players in Civilized States not subject to Usury restrictions may borrow up to (5 x Tech Level) percent of their Net (after tax) revenue from internal banks. Both kinds of bankers charge 30% interest on the original amount of the loan, with two full turns to pay.

Example: The Burgundians decide to invade Switzerland on the current turn, which is Turn 60, so they check their credit limit. They make 150.0.GP after taxes on the current turn and their Tech Level is 7. The maximum that they can borrow is (5 x 7 = 35)% of 150.0.GP, which is 52.5 GP. They will owe their internal bank 68.2 GP in two full turns, or at the beginning of Turn 63.

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No more than one loan from a given source may be outstanding at any given time, although a State may have one loan outstanding from each of the internal and Jewish banking systems. If a State defaults on a loan, it suffers a reduction in its Tax Rate (see [2.4.6] The Tax Rate) and the bankers may send an army or two to collect. In addition, the State will be unable to draw any further loans from any bank, internal or external (exception: [9.4.2] Players as Bankers).

10.3.1 Usury Restrictions

Usury restrictions apply to Roman Catholic States at the discretion of the Pope, and to all Muslim States at all times.

A State under usury restrictions may borrow from Jews or any external source, but has no internal banks. In addition, it may not loan money to other States for interest. To do so may precipitate a religious crisis.

A State under usury restrictions may attempt to exempt itself by legalizing usury. This is a dangerous process politically and religiously, and may also precipitate a religious crisis. A low Religious Strength and high Tech Level make the process easier. A State which successfully legalizes usury is no longer under usury restrictions.

10.3.2 Players as Bankers

Any State exempt from usury restrictions may lend money to another State, charging whatever interest it chooses. States under usury restrictions may lend money as well, but may not charge interest. This is simply treated as Inter-Nation Transference of Gold (See [9.5]).

10.4 INTER-NATION TRANSFERENCE OF GOLD

A nation can transfer an unlimited number of Gold Points (GP) to other nations with which it is trading. To deliver gold to a nation with which you are not trading is a little more difficult, in that a leader must move it there. A leader moving openly to another nation can deliver 100.GP. A leader moving secretly can deliver 30.GP. The Leader making the delivery must move from source Treasury to destination Treasury (generally from Capital to Capital). The delivered gold cannot be used until it is delivered to the target Treasury.

A Leader may also move gold around in ships. Each Cargo capacity point of a ship can hold up to 100.GP.

10.5 INTER-NATION TRANSFERENCE OF NFP

NFP can also be transferred between two trading nations assuming that both realms have the Slave Economic type or are willing to practice it as their Economic Base Type. The transferred NFP become *slave* NFP once received and can then be used to build Megalithic Constructs, Public Works and Cities.

If more than half of the NFP used to build or expand a city are Slave NFP, the city will be a Pacified city.

10.6 INTER-NATION TRANSFERENCE OF UNITS

There are two kinds of Inter-Nation unit transference; first, where the units become national units of the nation that they are transferred to, and second, where the units remain the property of the transferring (or loaning) nation.

'Given' units convert at a rate of 2 to 1. So if Germany gives the Pope 100.infantry units, the Pope only gets 50. Those units, however, are treated in all ways henceforth as national units of the nation to which they are given. This transfer is only allowable between nations of the same Religion.

'Loaned' units are **not** converted and can be 'loaned' between nations of different religions. Loaned units **must** be commanded by a Leader from their 'home' Nation at all times. The nation that the units are transferred to pays the Troop Support for these units. The 'loaning' nation may, however, recall them at any time. Such units are much more liable to revolt, or *Cause Mutiny* espionage efforts.

10.7 REBELLIONS

If any of your regions or leaders fall outside your King's Command Control Radius, they may revolt and form their own nation. Also if any controlled region or group of controlled regions cannot trace a line of communication from the region(s) in question via controlled contiguous land regions and/or no more than three non-Hostile, non-Blockaded Sea Zones to the Capital then they will have to make an extra revolt check at the end of the turn.

10.7.1 Dynastic Failures

Whenever your King dies there is a chance (usually small) of your nation suffering a Dynastic Failure (DF). This dire event is marked by the momentary collapse of central authority as various contenders for the throne strive to overthrow each other. If your King dies without proclaiming (or having) an heir, then the chances of your suffering a Dynastic Failure are quite high. So, too, if your King has a number of sons and none of them are markedly stronger than the others (particularly in Charisma) then civil war may ensue.

When a Dynastic Failure occurs:

1. The GM checks all of your Leaders for Revolt and if a Leader does revolt and his situation warrants it, he may attempt to form an independent state wherever he is. Regions controlled by the Nation suffering the Dynastic Failure will accrete to this new nation if his Charisma is strong, or if there is not another loyal leader to counter-act the effects of this rebellion in that area.
2. After successor states have been checked for and formed, the GM checks for the revolt of all other provinces within the Nation. During this step it is very likely that *Pacified Tributary*, *Pacified*, *Non-Paying Tributary*, *Feudal Ally* and *Economic Allies* will revolt. It is still possible, though much less likely, that *Full Allies* and *Friendly* regions will revolt.
3. After all of this is done, the GM will determine which of the successor states (or the source Nation) is the strongest and will give that Nation to the original player. As a result you may find yourself changing dynasties or even nations as events progress.

Note: If the trouble that you are experiencing is due to an over-mighty general attempting to throw off of the authority of a weak king - you do **not** get the general's position. You remain with *your* position.

10.7.1.1 Successor State Regional Allegiance

On one or more turns immediately following the initiation of a Dynastic Failure or Civil War, the successor states to the original nation may seize *Friendly* regions held by another successor state and have them immediately become friendly to them. This special case is only in effect while the Game Master declares the two nations involved in the Dynastic Failure or Civil War to be in *Civil War Status*. This only applies to regions which were friendly to the original nation and are now friendly to a successor state to that nation.

To 'seize' a province, a national army (not mercenaries or foreign adventurers) of the successor state doing the seizing, comprised of **at least as many** troop points as the Garrison value (that is, the modified Resistance Value) of the region, must move through it. If, in turn, a national army of the other successor state counter-moves through it later in the turn then control goes to them instead.

Example

The Holy Roman Empire, originally controlling Germany, Austria and Italy, collapses into a civil war between the sons of the old

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Emperor. Austria, Germany and Italy each become separate successor states (with players). During the turn immediately after this disaster, the Austrians send an army down into Italy, sweeping unopposed through the Provinces of Verona, Romagna and into Latium where they end the turn besieging Rome. Near the end of the turn, an Italian army marches into Verona before running out of Actions.

At the end of the turn, Romagna and Latium (both being friendly to the original Holy Roman Empire and to the Italian successor state) become friendly to the Austrians (who are currently occupying them). Verona, also initially friendly to the HRE and then to Italy, occupied by Austria and then reoccupied by Italy, is friendly to Italy despite its momentary occupation by Austria (since the Italians are there last).

10.8 NATIVE ARMIES

The indigenous armies of the neutral regions (or tributary, etc.) have two forms: Regional and Active. The Regional forces are those that can be called up when the region itself is attacked. These points are calculated like so:

$$AV = (2 \times RV) + GPv + (PWB/10)$$

Where **AV** is the resulting Army Value, **GPv** is the GP value of the region or city, **RV** is the Regional Resistance Value, and **PWB** is the Public Works value.

The AV is roughly the size of the **defending** regional army.

The **active** regional army is equal in points to one-half the AV. This is the army provided by a Feudal or Full Ally, or turned over by a province becoming Friendly.

The breakdown of those raw troop points into Infantry, Cavalry and so on is determined by the GM, based on the Culture, Geographic Zone and Tech Level of the province.

Example

Verona is a (4+20/6) region. The defending army generated by this province would be composed of (2 × 6 + 4 + (20/10) = 18) points of troops. The active army of this province and city would be composed of (18 / 2 = 9) points of troops.

The native armies of steppe regions, however, are based on the native Population Level of the region, which may vary. The composition of steppe forces is, usually, of light troops with a sprinkling of medium and heavy units.

10.9 NOMADIC SOCIETIES AND MIGRATION

The vast stretch of Asia that forms the Steppe is occupied by a great number of Nomadic tribes, the undying enemies of cultivation and the agrarian society. No player may begin as a Steppe empire and the Steppe is notoriously hard to conquer. Indeed, from time to time, population pressure in the nomadic heartland of Central Asia will cause a Horde to erupt out of the Steppe and descend upon the hapless cultivated regions. Once active, a Horde can be given to a player. If your empire borders the Steppe it would be prudent to have a large army handy and to fortify your steppe land border.

10.9.1 Horde Diplomacy and Warfare

When a Horde enters a Steppe province that contains another Horde, the moving Horde may either attempt Diplomacy (via the standard **DP** action), or may attack the other Horde (via the standard **AT** action).

The results of Horde Diplomacy will only be one of four results:

1. **At War** (whereupon the Hordes fight)
2. **Neutral** (whereupon the moving horde may either leave the region to return to the region that they entered it from, or they may attack the region)
3. **Feudal Ally** (the non-moving Horde becomes a *Feudal Ally* of the moving horde)
4. **Allied** (the non-moving Horde becomes a *Full Ally* of the moving horde and now moves with it)

If a moving Horde attacks a non-Moving Horde with an **AT** action, they fight until one side has lost more troops than the other. If the moving Horde lost more troops, they abandon the battle and return to the region that they entered the region of battle from.

If the non-moving Horde lost more points, however, they become a *Feudal Ally* of the moving Horde.

10.9.2 Horde Settlement

When in a non-Settled state, a Horde need not pay troop support. This allows the horde time to grow vast via Horde Diplomacy or Conquest.

The first turn *after* a Horde has pacified any Cultivated or Intensively Cultivated provinces, or it has used one or more Tribal Points to convert a pacified province to Friendly, it is considered to have settled down. Once this occurs, the Nomadic nation is required to pay troop support.

10.9.3 Tribal Points

Tribal Points (*tbl*) are basically settlers and refugees who are looking for a new home.

Tribal Points have a base Action capacity as per Table 7-5 and in defense act as five field forts (5f). Tribal Points have a Cargo value of 10.

Tribal Points can be found accompanying active hordes. They also appear when a nation decides to migrate (see below), and as refugees from the destruction of warfare. They can also be built at the cost of 20.GP and 20.NFP by a Nomadic or Barbarian nation.

If you wish to build a new city, you can substitute one Tribal Point for the NFP cost of the initial GPv. If you wish to expand an existing city, you can use one Tribal Point for the NFP cost of adding 1 GPv to an existing city. In both cases, however, you must pay the regular GP cost.

You cannot demobilize Tribal Points, however, they must ultimately be used for settling purposes only.

10.9.3.1 Settling in Populated Areas

A Tribe Point can settle in a province or city at the direction of the player. When this is done, a Tribe Point must be settled for each GPv of the province, or each 3 GPv of an **existing** City. The effect of this is that the region and anything in it will turn *Friendly* (or *Homeland* if you so declare) and of your religion, but then you will become a *Caste* society. An army must accompany tribal settlers when they

attempt this or the locals will rise up and exterminate the foreigners.

10.9.3.2 Settling in Non-Populated Areas

You can settle Tribal Points in non-populated regions to that region's full potential Gold Point Value at the rate of 1 Tribal Point per GPv. There is no need to colonize a region to 0.Gold Points when colonizing with Tribal Points; in fact, you can colonize desert and tundra regions to 1 GPv with just 1 Tribal Point.

However, if a Tundra or Desert region has a base map 0.GPv value, you cannot settle it to more than 0.GPv. One Tribal Point would settle such an area (if depopulated) to 0.GP rather than one (1).

Example

The Merkit horde has 5 Tribal Points. A 3 GPv region and a 2 GPv region could be settled (ignoring the cities). Or a single, existing, 15 GPv city could be settled. Either region then can be declared the homeland and both regions (and whatever else is there) will become friendly territory and will henceforth produce NFP for the Nomadic nation.

10.9.4 Migration

Nations may wish to *migrate* at times to better locations when the going gets tough. Civilized nations can Migrate if their Imperial Size is 2 or less *and* if the GM so allows. *Nomadic*, *Seafaring*, *pre-Columbian* and *Barbarian* nations can migrate at will.

All friendly regions inside the homeland build zone (HBZ) and the homeland plus any allied regions (who pass a loyalty check) can migrate with your rulers. All applicable regional GPv will turn into tribal points (at 1 GPv = 1 Tribe Point) and will gather at your capital (allied Tribal Points will gather at their region). All applicable cities will convert to Tribe Points at a rate of 2 City GPv = 1 Tribal Point rounding up for each city and to the same amount of gold as if the city was sacked.

The vacated regions will drop to 0.GPv, with one exception: If there is a lower caste of inhabitants who owned the region before you settled or colonized it, they will take over again when you leave.

All applicable PWB will be converted to 2 GP per PWB and will be shipped to the gathering point. And as long as you can pay their support costs, the government, Intel and your army can leave with you.

10.10 PRE-COLUMBIAN SOCIETIES

The most distinguishing feature of the Americas, Australia and, surprisingly, South Africa, is their total lack of suitable riding animals. The Americas had them in the past, but they died out eons ago. Horses never reached Australia, even over the Indonesian land-bridge. South Africa was isolated due to the tsetse fly (see Section [4.4.4]) and, although not *physically* isolated from the rest of the horse toting world, the effects of this deficiency are the same.

10.10.1 The Cav Count

Cavalry must be imported into these areas before the Cav Count in each *area* can begin. Each of the following is considered to be an area for the purposes of a Cav Count:

- North America
- Central America (all Meso-American religion regions)
- South America
- Australia
- New Zealand
- South Africa *and* Madagascar.

Once cavalry have been introduced into an area, one hundred years must pass for the horse population to reach sufficient levels to permit cavalry units to be built in that area. The GM will notify players either on their status reports or in the Newsfax when the Cav Count is complete, and cavalry units can be constructed.

Until an area successfully completes a Cav Count, the following restrictions apply to it:

- No cavalry units may be constructed.
- Leaders moving on land, unaccompanied by Cavalry units, are restricted to **five** Actions per year.
- Leaders moving on land that are accompanied by Cavalry units move at ten Actions per year.
- Steppe regions may not be converted to cultivated regions by any means (though Wilderness regions can still be converted), as per section [6.1.7] on page 43.

Note that in the horse-free zone of Central Africa inside the Tse-tse Fly line, these restrictions are a permanent way of life.

10.10.2 Government Type Limitations

In addition to the limits imposed by a lack of suitable riding animals, these areas also suffered from a low level of population and various deficiencies in metallurgy and technology. As a result, they suffer from various limits as to the kinds of governments and societies that nations within these zones can attain.

Nations in the West North American, East South American, Australian and Pacifica geographic zones are limited to a Tribal government type.

Nations in the East North American, West South American, Madagascar, and South African geographic zones are limited to a Centralized Monarchy government type.

Once contact has been made with the rest of the world and the Cav Counts for these areas have been completed, they are bound by the restrictions on all nations, rather than these limiting factors.

10.11 TECHNOLOGICAL PROGRESS

The most fundamental aspect of ***Lords of the Earth*** is the advancement of Technology. Technology Levels chart this advancement. Technology Levels are, in turn, bracketed into Industrial Stages.

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10.11.1 Technology Levels

Technology Levels define how advanced your nation is in terms of technological advancement. Many nations will accumulate Technology Points that will eventually advance the nation to a higher Technology Level. Tech Level 1 portrays a Neolithic Tech Level. Levels 2 and 3 are your standard Barbarian and Nomad cultures. Level 4 is the first Civilized Level and was first attained by Pharoanic Egypt. At Level 7, gunpowder and artillery are invented. At Level 8, the Renaissance is achieved.

Technological advancement is the mechanism by which Barbarian and Nomad cultures turn Civilized. Tech Levels also regulate the Maximum QR for each of your combat units. You cannot invest in a QR that has attained its Tech Level Maximum. The list of Technology Maximums for each QR can be found in Table 5-2 on page 36.

10.11.2 Industrial Stages

So long as all Nations are at Technology Levels 1 through 7, the Campaign shall be at *Industrial Stage Zero, The Middle Ages.* The moment one nation or more achieves Technology Level 8, then the game switches into *Industrial Stage One, The Renaissance.* Other Industrial Stages shall be defined as a game progresses into higher levels of Technology.

10.11.3 The Transfer Of Technology

The transfer of a higher technology to low tech areas cannot be done instantly. But trading with as many higher tech nations as possible can augment the speed of technological progress. The diffusion of knowledge in this manner could be called 'advancement through osmosis'.

10.12 "NATURAL" CULTIVATION

While a Nation can undertake the forced Cultivation of Wilderness, Steppe and Jungle provinces through the application of Megalithic Construction projects (see section 6.1.7 on page 43), there are also 'natural' processes that work to transform these kinds of regions to the Cultivated terrain type.

Each Wilderness, Jungle or Steppe province that contains a City will begin converting to Cultivated at a slow rate. This rate is based on the size of the City and the initial terrain type.

$$P = \frac{S}{3} \times TL \times Tm$$

Where **P** is the Percentage Cultivated in the current turn. **S** is the GPv of the City, **Tm** is the Terrain Conversion Multiple from the following table, and **TL** is the current Turn Length (in years).

Table 10-1. Terrain Conversion Multiples

Terrain	*Cultivation Multiple*
W (wilderness)	0.5
S (steppe)	1.0
J (jungle)	0.75

Example

The Byzantines built a new 1 GPv city, Polikratos, in the province of Pechneg, which is Steppe. Each turn in the game is five years long. The turn of construction, 2% (1/3 × 5 × 1 = 1.6) is converted to Cultivated. The second turn, the Byzantines expand the city to 2 GPv. That turn, the Cultivation percentage increases by (2/3 × 5 × 1 = 3.3)%, for a total of 5%. And so on…

The turn that the Cultivation Percentage equals or exceeds 100%, the region Terrain Type become Cultivated. Until that occurs, however, the region is considered to be of the original Terrain Type.

10.13 ASSIMILATING CONQUERED REGIONS

Once a Nation has acquired one or more Pacified or Pacified Tributary regions, the wise ruler will come to realize that such conquests are a drain on men and gold due to the constant garrisons that they require. He may trouble the sleep of his advisors by desiring to know when and how these troublesome subjects may come to love him and pay their proper due in men and coin.

The following measures may be undertaken:

10.13.1 The Natural Assimilation of Conquered Peoples

The ruler may wait, hoping that time will heal the rude memory of strife and that, in the passage of years, a Pacified region may become a Friendly region. Likewise, a Pacified Tributary region may become a Tributary region. Two caveats, o noble ruler: (1) there is no guarantee that this will occur! (2) This will only occur in the case of regions that are of the same **religion** as that of your ruling house.

Additionally, if the region is of a different **language** than that of your ruling house, your chances of the region becoming assimilated are greatly lowered.

As time passes, the Years From Conquest (YfC) attribute of the conquered region will improve, slowly increasing your chances of this natural conversion. A wise ruler may sent out well-spoken men and women (i.e. a Lieutenant) to do Diplomacy in the province, seeking to increase this value.

10.13.2 The Granting of Fiefs

A Lieutenant may be granted a Pacified (only) province of the National religion as his personal demesne. This will make the province a Feudal Allied province. Further time and diplomacy may convert the resulting FA region into a Friendly province.

10.13.3 Other, Less Savory Means

The harsh ruler may also Regional Genocide the province, exterminating its populace to replace, by Colonization, with his own loyal subjects. The population may also be Enslaved, to the same end.

10.14 CONTROLLING PROVINCES CONTAINING HOSTILE FORTIFICATIONS

Should a Nation conquer a province that contains an enemy city or fortress, and fails to capture or isolate that city or fortress by placing it under Passive Siege (see section [7.2.4.25] on page 58), some special conditions come into play:

Each turn that a Pacified region contains a hostile fortress or city belonging to the nation to whom the status of the region is Occupied a revolt check is made. The possibility of revolt is enhanced by the presence of a strong garrison and/or leader in the city.

If the region successfully revolts it is liberated, returning to its previous status to the former owner.

If the fortress or city falls to the conqueror, goes independent, or is acquired by a third owner the revolt checks are not longer required.

While the city is isolated and under passive siege the normal rules for maintaining the siege are used.

If the city is isolated but not under siege (that is, no leader is issuing a successful **Siege** order) the city will undergo out of Command Control Range revolt checks, and if it revolts will become an independent free city.

10.15 GUIDING FOREIGN ARMIES

You may move through another nation's regions as if you controlled them (thus avoiding paying the +1 AP cost for entering an uncontrolled region) **if** they submit orders giving you permission to cross their lands. Permission must be provided *each* turn you desire to move through their territory.

The granting player may, at his whim, indicate the specific regions that you will be guided through. If your army moves outside of those regions, even if still escorted, you must pay the extra 1 AP for crossing an uncontrolled border.

Religious Primates always have permission to move through a nation as if they controlled the provinces, if their influence in the nation is 4 or greater.

Example: The Hidden Empire of Khemer (SE Asia) wishes to reinforce the Kingdom of Burma. The Khemer Emperor, Lao Sung the Mad, leads his troops to Thaton, being the furthest of his controlled regions. After such movement, he only has 3 AP remaining. Normally this would not be enough even to Move to Ava (2 normal boundaries away) at all. However, on this instance the Khemer player has coordinated with the Burma player, who controls both Pegu and Ava. Spending only one AP each to Move into Pegu and then Ava, Lao Sung would even have his last AP available to perform a Defend action once he and his army arrive at Ava.

10.16 SHARING A PROVINCE

Tributary and Non-Paying Tributary regions and cities can be controlled by more than one nation. Any number of nations may have a Non-Paying Tributary relationship with the same province. Two nations may have a Tributary relationship with a single province.

This sharing includes using a Port City and coastal region for trade, for moving armies and for tracing the Command Control Range through the province or city.

The nations must agree amongst themselves to share control of the province, informing the GM and perhaps (if the GM so requires) signing a formal treaty. If this is not done, then any Diplomacy attempts in the province will be "hostile" to one another. If an agreement is reached, each Nation may perform Diplomacy in the region until an NT or T status is achieved.

If one of the sharing nations attempts to raise their control above NT (if 3 or more nations are sharing the province) or above T (if 2 nations are sharing the province), then this is considered "hostile" diplomacy and the **other** nation's control status will be reduced by the amount which the Diplomacy would have raised the initiating nations' status.

10.17 CEDING REGIONS

Controlled Regions or Cities may be ceded to another country. Indicate what land is to be ceded, and the country to which it is to be ceded, on the order form.

When a Region is ceded, it may change status, as follows:

- Friendly becomes Pacified
- Allied becomes Economic Allied
- Economic Allied becomes Tributary
- Tributary remains Tributary
- Feudal Allied becomes Non-Paying Tributary
- Non-Paying Tributary remains Non-Paying Tributary
- Claimed remains Claimed
- Pacified remains Pacified
- Pacified Tributary remains Pacified Tributary

Revolt checks may be required for the new owner to maintain control, particularly if he is of a different religion. Pacified regions, obviously, will need a new garrison. Note also that if the new status violates the maximum control status of the new owner (due to religion or terrain), further downgrading or revolt may occur.

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11.0 OPTIONAL RULES

11.1 SECRET EMPIRES

In the gloom of twilight, in the shadowed byways and hidden bowers of man's domain, are played out the secret policies and agendas of the *Princes of the Night*. Design and intent obscure these empires from the view of the 'normal' Nations and their goals of world Empire and eternal glory. No, the work of the Secret Empires is to control the hearts and minds of the world populace to ends known only to their innermost cabals and councils. If you're lucky you will never make the acquaintance of any of the Hidden Masters. Unless, of course, you *are* one of the Illuminated Ones...

If your GM deems it meet, then certain sly and vicious players may run Secret Empires and strive for the ultimate control of the world, all shrouded in secret and mystery. Secret Empires, or Cults (as they are sometimes termed), have most of the normal stats of an 'Open' Nation. They have leaders, they control (in their own diabolical way) regions and cities, they perform actions and they strive to improve their lot. There are, however, some small differences.

Secret Empires are not affected by Agro Point shortages and thus always tax at the maximum rate, assuming that they are not suffering from a shortfall of Infrastructure. Secret Empires are always considered to have a Census active and do not have to pay for it. Secret Empires do, however, have to maintain sufficient Infrastructure to control their domains, but those domains can be much more dispersed than the domains of normal Nations.

11.1.1 Secret Empire Control Statuses

Secret Empires propagate themselves and acquire influence, wealth and followers by spreading a spider web of control through the cities and regions of the 'Open' Nations. A Secret Empire can have one of four control Statuses in regards to a region or city:

A Secret Empire can establish…

- A *Cultic Cell* (**cc**)
- A *Cultic Lodge* (**cl**)
- A *Cultic Temple* (**ct**)
- A *Cultic Stronghold* (**cs**)

11.1.1.1 The Cell

A *Cultic Cell* is a collection of adherents of the Secret Empire and can exist in either a region or city. It provides a springboard for further influence and expansion. It provides a small portion of the region/city revenues (both GP and PWB) to the Secret Empire/Cult. A Cultic Cell can be established by either an Cult Intel Operation or a Cult Leader Action (*Form Cultic Cell*).

11.1.1.2 The Lodge

A *Cultic Lodge* is a formalized group of Cultists who have established themselves in some moderate positions of power, have found others of their kind, have some facilities and capabilities available to them through their contacts and own position. A Cultic Lodge provides a larger portion of the regional/city revenues to the Cult. It also serves as a base from which to perform Cultic Intel Activities. Some internal cultic resources are required to support each Lodge, so it counts against the Size of the Secret Empire. A Cult Leader performing a successful *Create Cultic Lodge* action can create a Cultic Lodge from a Cultic Cell.

11.1.1.3 The Temple

A *Cultic Temple* is a stronghold of the Cult, indicating that it has achieved pervasive influence in the region or city and its sinuous tendrils have wormed their way deep into the fabric of local society. The Prelates and Hierarchs of the Temple will hold positions of great power and responsibility in the region or city. A Temple provides a great portion of the regional or city revenue to the cult, serves as a base for Cult Intel Activities, and provides men and women to swell the ranks of the Cult. As a result a Temple counts heavily in figuring the Size of the Secret Empire. A Cult Leader performing a successful *Consecrate Cultic Temple* action can form a Cultic Temple from a Cultic Lodge.

11.1.1.4 The Stronghold

The *Cultic Stronghold* is the center of the twining web of the Secret Empire. It is the wellspring from which all power, influence and effect of the Cult rises. Here are found the sacred ceremonial chambers, the hidden training facilities, the residence and sanctum of the Grand Master and his circle of Illuminated Ones. Here lie the libraries filled with the wisdom of the ancients, the treasures of lost lands and the wonders of the world of Shadows. Each Secret Empire can have but one Stronghold at a time.

If necessary, a new Stronghold can be created from an extant Cultic Temple by the Shadow Emperor (King) performing a successful *Raise Cultic Stronghold* action. This action may be performed even when there is already a Cultic Stronghold in existence. However, once the new Stronghold is complete, the old one becomes a Cultic Temple.

11.1.2 Destruction of the Stronghold

Should the enemy discover it and destroy or capture the Stronghold the Secret Empire will loose one-half of its Bureaucracy, Infrastructure and Intel Ratings. The University of the Secret Empire, should one have been established, will also be found in this sanctuary of sanctuaries.

Table 11-1. Secret Empire Control Statuses

Control Status	Intel Base?	Control Code	Taxation Multiple	Count Control?	NFP
Cell	No	cc	0.2	Yes	No
Lodge	Yes	cl	0.3	Yes	No
Temple	Yes	ct	0.4	Yes	Yes
Stronghold	Yes	cs	0.5	Yes	Yes

11.1.3 The Secret Empire Control Web

Unlike a normal Nation, which must trace lines of control through adjacent controlled regions and sea zones, the Secret Empire is much more flexible, but the

consequences of failure are much more severe. The Action Range (AR) is the crucial stat in this case. Cells, Lodges or Temples that are not within proper control range at the end of a turn are destroyed.

- Each Temple must be within (AR) Action Points of the Stronghold, a Temple or a region or city controlled by the Cult at Tributary or better.
- Each Lodge must be within (AR) Action Points of a Temple, the Stronghold or a region or city controlled by the Cult at Tributary or better.
- Each Cell must be within (AR) Action Points of a Lodge, Temple, the Stronghold or a region or city controlled by the Primacy at Tributary or better.

The Stronghold also counts as a Lodge for the formation and support of Cells and a Temple for the formation and support of Lodges. A Temple also counts as a Lodge for the formation and support of Cells.

(Optional): If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region (but still more than zero), Action Range may be traced into that region, but no further.

Example: a cult with an Action Range of two has a Temple in Edessa and a Cell in Vaspurikan. The Action Point cost is four (2 for the type two mountains + 2 for the wilderness region). However, the CT is able to trace the control web into Vaspurikan. The CC will not degrade.

Cultic Leaders can go wherever they please and will not revolt if out of range of the Stronghold. However, remember that your enemies could subvert them. A Cultic Leader may also act as a Temple for control purposes when they are performing an *Administrate* action. In essence this enables them to form Cultic Cells outside of the control range of the normal structure if necessary.

Example: Lets say there is a secret empire in the Valley of Mexico and it has its cultic stronghold there. Also, lets say that it has 0.tech points and is pre-Columbian, tech level 1. Can this secret empire build cells, lodges, etc, outside of the Valley? I believe the range is TL/2 which is 1/2=0.5 rounded up to 1. Terrain modifiers of type-1 mountains is 1 and type-2 mountains is 2. So, I would assume that it could never build anything out the valley until it reached tech level 3 (3/2=1.5 rounded up to 2) because of the terrain modification.

Answer: They could send a leader over the mountains and have that leader camp out in a province and Administrate, which means he acts as a Temple for CCR purposes. Then they could build a network of Lodges and Cells out from him. Of course the leader will just have to camp there until he dies, but them's the breaks.

11.1.4 Control Status Increase Limits

A given Cultic location can only increase one level of control in a turn. A Cell, therefore, can only become a Lodge. A Lodge, a Temple and so on.

11.1.5 Movement of Cult Leaders

Cult leaders treat all regions where the cult has a control status (CC or better) **and** any region with the same **language** as the Secret Empire as controlled for movement purposes.

11.1.6 Secret Empire Actions

Secret Empires can conduct all of the normal Intel and Leader Actions with their Leaders and Espionage structure. In addition, however, they can also perform the following special Cultic actions. In performing these actions the most important Leader rating is **Charisma**. Multiple Cultic Leaders may also combine their efforts, with one Leader acting as the principal and contributing his full Charisma and any additional leaders contributing one-half of their Charisma.

Please note that an Action may fail for any number of reasons. If the Action fails, then the Gold and NFP spent in the attempt are lost. The GM may or may not inform you of the reasons why an action fails. Sometimes even the best efforts are simply not enough.

All Cultic Actions can have their chances of success improved by spending extra Action points on the Action(s).

Table 11-2. Summary of Cultic Actions

Action	*Code*	*Action Cost*	*Odds*
Attack Location	al	1 AP	Always
Attempt Ceremony	ac	4 AP	Varies
Consecrate Cultic Temple	cct	10.AP	Medium
Create Cultic Lodge	ccl	6 AP	Medium
Form Cultic Cell	fcc	3 AP or 1 Intel Op	High
Investigate Location	il	2 AP or 1 Intel Op	Medium
Move Cultic Cell/Lodge	ml	5 AP	High
Raise Cultic Stronghold	rcs	20.King AP	Medium
Subvert Cultic Cell	scc	5 AP or 1 Intel Op	Low

11.1.6.1 Form Cultic Cell

Code **FCC**

Cost (3 Leader actions **or** 1 Intel Operation) **and** 5 GP per attempt.

Results Attempting to form a Cultic Cell costs 5 GP in addition to the Leader or Intel Actions. This action may be attempted in any region or city that is within Action Range (AR) AP of a supporting Cultic Lodge or Cult Leader performing an *Administrate* action. If successful, a new Cultic Cell will be created in the location.

Cultic Cells may coexist with the Cells, Lodges and Temples of other Secret Empires. A Cell cannot coexist with the Stronghold of another Secret Empire either in a region or city. Such a competitor must be destroyed before a Cell can be created. Creating a Cell is more difficult in regions that are of a different religion or language than that of your Secret Empire.

11.1.6.2 Create Cultic Lodge

Code **CCL**

Cost 6 Leader Actions **and** 2 NFP **and** 10.GP per attempt

Results Attempting to create a Lodge from a Cell costs 2 NFP and 10.GP to build in addition to the expenditure of the Leader actions. It can only be attempted in a region or city that already contains a Cell. It can only be created in a region or city that is

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within (Action Range) AP of a supporting Temple or the Stronghold.
A Lodge can coexist with the Cells and Lodges of other Secret Empires. A Lodge cannot coexist with the Temple or Stronghold of another Secret Empire. Any competitors like Temples or Strongholds must be destroyed before a Lodge can be created in a city. Creating a Lodge is more difficult in regions that are of a different religion or language than your Secret Empire.

11.1.6.3 Consecrate Cultic Temple

Code **CCT**
Cost 10.Leader Actions **and** 5 NFP **and** 30.GP per attempt.
Results Attempting to consecrate a Temple from a Lodge costs 5 NFP and 30.GP to achieve in addition to the expenditure of the Leader Actions. It can only be attempted in a region or city that already contains a Lodge that is within (Action Range) AP of the Stronghold or another Temple.
A Temple cannot coexist with the Lodge, Temple or Stronghold of another Secret Empire. Such competitors must be destroyed before attempting to consecrate a Temple. A Temple may coexist with the Cell of another Secret Empire. Creating a Temple is more difficult in regions that are of a different religion or language than your Secret Empire.

11.1.6.4 Raise Cultic Stronghold

Code **RCS**
Cost 20.King Actions **and** 10.NFP **and** 100.GP per attempt.
Results Raising a new Stronghold from a Temple costs 10.NFP and 100.GP to achieve in addition to the expenditure of the Actions by the King (Shadow Emperor). It may be attempted in any region or city that the King is in. In this case the religion and/or language of the region do not matter. Obviously a Stronghold cannot be created in a region or city containing any Cells, Lodges, Temples or Strongholds of another Secret Empire.
The Shadow Emperor can attempt to raise a Stronghold in *any* region containing a control status on the same turn that the Cult's original Stronghold has been destroyed. Otherwise it must be raised from an existing Temple and the old Stronghold degraded to a Temple in the same turn.

11.1.6.5 Investigate Location

Code **IL**
Cost: 2 Leader Actions **or** 1 Intel Action
Results This Action is used to try and find out if a region or city contains the Cell, Lodge, Temple or Stronghold of another Secret Empire. It may also be used to search for certain items, people or things.

11.1.6.6 Subvert Cultic Cell

Code **SCC**
Cost 5 Leader Actions **or** 1 Intel Action
Results If the Cell of another Secret Empire is discovered, this action can be used in an attempt to suborn the Cell to your Empire. If successful, the Cell becomes one of yours and repudiates its former allegiance. Remember that a Lodge, Temple must still support the Cell at the end of the turn or Stronghold within (Action Range) regions or sea zones or it will be destroyed.

11.1.6.7 Attack Location

Code **AL**
Cost: 1 Leader Action
Results If you find that other Secret Empires are encroaching upon your realm of influence you can attempt to destroy their Cells, Lodges, Temples or even their Stronghold by using the resources of your own cult to attack them. Cells, Lodges, Temples, Strongholds, Cult Leaders and normal combat units (infantry, cavalry, etc.) can be used in an attack. A Leader is required to attack a Location. Cells, Lodges, Temples and Strongholds can attack a location in an *adjacent* region or city. They cannot attack over a sea zone or even a ferry arrow ("*fear death by water*"). A Cell, Lodge, Temple, or Stronghold in a city can attack either an adjacent region or city. Each Cell, Lodge, Temple or Stronghold can only make one attack per turn. Leaders and combat units can make as many attacks as they have Actions available.

11.1.6.8 Move Cultic Cell *or* Lodge

Code **ML**
Cost: 5 Leader Actions + Movement Cost
Results An established Cell or Lodge can be moved by a Cult Leader by expending 5 Actions to get everything packed up and then the usual Leader movement cost to reach the new location. Of course, a Cell or Lodge that has been moved must still be supported at the end of the turn or will be destroyed.
Failure to successfully move the Cell or Lodge results in a Cell being destroyed, or a Lodge becoming a Cell. The status remains in the original location.

11.1.6.9 Move Temple

Code **MT**
Cost: 10.Leader Actions + 10.GP + Movement Cost
Results An established Temple can be moved by a Cult Leader by expending 10.Actions to get everything packed up and then the usual Leader movement cost to reach the new location. Of course, a Temple that has been moved must still be supported at the end of the turn or will be destroyed.
Failure to successfully move a Temple results in the Temple becoming a Lodge and remaining in the original location.

11.1.6.10 Attempt Ceremony

Code **AC**
Cost 4 Leader Actions
Results On occasion a Secret Empire may come into possession of certain books or artifacts that require some special ceremony or ritual to use. In this case, the AC action is used to attempt to invoke or inspire the presumed powers of such an object. The consequences for failure are, without doubt, extreme.

11.1.7 The War of Shadows

You will have noted from the actions above that the Secret Empires do not coexist well with one another. Indeed, the various and sundry Secret Empires detest one another most vehemently. They grapple constantly for the souls and minds of humanity and know that there will, in the end, only be *one* victor.

As a result, Secret Empires are not allowed to cooperate with one another in any way. They cannot trade locations, gold or NFP. They cannot cooperate with one another on Actions or campaigns. In short, the only social intercourse that they engage in is by knife, garrote, poison and the swift attack of fell creatures.

11.1.8 Claiming The Assumption

Once a Secret Empire has grown truly mighty, such that all the hierophants of the age tremble at the hearing of its name, and all signs and portents swing unerringly to the rising Sun. That is, when a Secret Empire player decides to go for the gusto, a properly prepared and situated Secret Empire can attempt to seize control of an 'Open' nation or nations.

This is the Assumption of the Kingdom. To **attempt** it, the following conditions must be met:

1. The Secret Empire must have *at least* a Lodge in **every** city within the nation that will be Assumed.
2. The Secret Empire must have a Temple in *at least* **half** of the cities within the nation.
3. The Secret Empire must have *at least* a Cell in **every** region in the nation.
4. To trigger the Assumption the Secret Empire must successfully murder the reigning Ruler (King, Emperor, etc.) of the nation being Assumed and proclaim the Shadow Emperor king in his place.

After these conditions are met the Assumption is attempted, and depending on how well the Secret Empire has prepared (with infiltrations and other diabolical plots), the GM will consult the stars and planets, peering into the vastness of infinity and determine whether the attempt is successful or not.

If *completely* successful the Assuming Secret Empire will entirely replace the Assumed Nation, *replacing* the Assumed nation's Government stats with its own, and gaining the AQRs and so forth of the Assumed nation. The Assumed nation's religious and Intel structures, however, are lost.

If *completely* successful this event will be presented as a Dynastic Failure or Civil War in the Newsfax, one that has run its course within the auspices of a single turn. The combined Assumed/Secret Empire still retains the capabilities and powers of the Secret Empire as well as now gaining the capabilities and powers of the Assumed Nation.

If *not* completely successful then civil war ensues and the Secret Empire loses its special status, becoming just another of the mundane empires scrabbling in the dirt for a few shekels and hoping for a paragraph in some future history text. The Cells, Lodges, Temples and Strongholds of the Secret Empire are converted into regional control and troops and bloody-handed mayhem ensues.

Table 11-3. Cultic Resource Conversion

Each...	*Becomes...*
Cell	1 Infantry unit
Lodge	1 Cavalry unit and the region or city becomes a Feudal Ally of the now 'Open' Nation.
Temple	1 Cavalry, 2 Infantry and the region or city becomes Friendly to the now 'Open' Nation.
Stronghold	5 Cavalry units and the region or city become the Homeland of the now 'Open' Nation.

11.1.9 Secret Empire: *The Assassins of Alamut*

Arabic *hashshash*, plural *hashshashin*, in Middle Eastern and Asian history, any member of the Nizari Isma'ilites, a religiopolitical Islamic sect dating from the 11th to the 13th century and known, in its early years, for murdering its enemies as a religious duty. The Arabic name means "hashish smoker," referring to the Assassins' alleged practice of taking hashish to induce ecstatic visions of paradise before setting out to face martyrdom. The historical existence of this practice, however, is doubtful. The stories that were told by Marco Polo and other travelers about the gardens of paradise into which the drugged devotees were introduced to receive a foretaste of eternal bliss are not confirmed by any known Isma'ilite source.

After the death of the Fatimid caliph al-Mustansir in AD 1094, Hasan-e Sabbah and some Iranian allies captured the hill fortress of Alamut near Kazvin, Iran. From this centre, by the end of the 11th century, Hasan, as grand master or leader of the sect, commanded a network of strongholds all over Iran and Iraq, a corps of devoted terrorists, and an unknown number of agents in enemy camps and cities, who claimed many victims among the generals and statesmen of the 'Abbasid caliphate, as well as some caliphs.

Their jihad or crusade was to remove Sunni power and replace it with a Shi'ite leader. The victory of Shi'ism would bring a golden age under a messianic figure called the Hidden Imam. Their sect was contemplative and esoteric (not unlike the Ninjas of Japan). Their political agenda was ruthlessly logical and their creed was discipline and loyalty to their sheikh, the 'Old Man of the Mountain'. The Crusaders, who courted them for political reasons, regarded their courage as exemplary.

At the beginning of the 12th century Assassin activities were extended to Syria. From Masyaf, the major castle in the

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an-Nusayriyah Mountains, the Syrian grand master Rashid ad-Din as-Sinan, the legendary shaykh al-jabal, ruled virtually independently of Assassin headquarters at Alamut. Assassin power came to an end as the Mongols under Hülegü captured Assassin castles in Iran one by one until in 1256 Alamut itself fell. The Syrian castles were gradually subjugated by the Mamluk sultan Baybars I and placed under Mamluk governors. Henceforth the sect stagnated as a minor heresy. Its followers are still to be found in Syria, Iran, and Central Asia, with the largest group in India and Pakistan, where they are known as Khojas and owe allegiance to the Aga Khan. The term "assassin" was brought by the crusaders from Syria to Europe, where it acquired its present meaning of one who murders a politically important person either for hire or from fanatical motives.

11.1.10 Suggested Reading

Though there is a wealth of information concerning the historical secret societies (or the purported ones, anyway) here are a few helpful books to give you some insight into the designer's conception:

- The *Illuminatus* Trilogy by Robert Shea and Robert Anton Wilson
- *Last Call* by Tim Powers
- *At The Mountains of Madness* by H.P. Lovecraft
- *The Nine Unknown* or *Om: The Secret of Ahbor Valley* by Talbot Mundy (out of print and very hard to find)
- *A History of Secret Societies* by Arkon Daraul.
- *The Templars* by Edward Burman.
- The *Encylopedia Cthuliana* by Daniel Harms.

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<#>PLAYER ARTICLES¶

When we put this edition of the rulebook together we decided to incorporate some of the commentary that the various long-time (and short time) players spout off about. Here follow a number of player written articles about important aspects of the game.¶

Read and enjoy!¶

¶

<#>ADVICE FOR NEW PLAYERS TO LORDS OF THE EARTH¶

By Sean C. Harding, GameMaster Lords 2 & 8¶

¶

As a GM for five years now, I have seen as many players come and go as milk and cookies come and go for Santa Claus every year. There are five points I'd like to make to new players that warrant some thought, they are:¶

¶

<#>Play to have fun¶
<#>Diplomacy and public works¶
<#>Work within your country¶
<#>Consider options before empire building¶
<#>Don't piss off the GM.¶

¶

Lords of the Earth, like other games is just a game. Remember that. People play Lords of the Earth for different reasons. Some play for the power, some play to take pot shots at their friends, some play to pass the time, and some play for fun. Generally, if you play to have fun, you will usually succeed at some level.¶

As a new player and one not familiar with the ever-growing basic rules and individual rules for each particular game, it can be and is overwhelming. Many new players quit for that reason alone. If you can wade through the 130+ page rulebook to get a vague understanding of how Lords of the Earth works you have won half of the battle.¶

You need experience and wits to win the other half of the battle. Experience will happen over time. And, wits, well... either ya got 'em or ya don't! One thing I can suggest to new players is to conduct diplomacy and build public works. Neither action will be bad. Yes, yes can have bad diplomacy's happen, but if you spend a little bit of time and money on the region for the leader, I can virtually guarantee a positive result. And, going from "neutral" to "claimed" is a positive result, albeit it will take long time to secure the region, but a positive result none-the-less.¶

A couple things need to be said about diplomacy. When you conduct diplomacy, send your best diplomat there. "1" is the worst rating and "B" is the best. Conduct diplomacy in one region for the entire turn as opposed to conducting diplomacy in many for very little time. The longer you stay there, the better the diplomacy bonus you'll get.¶

Negatives that need to be overcome are the resistance value of the region, the terrain of the region, the religion of the region, and now, the language of the region. Those are big negatives to overcome. If you do those two things, send your best diplomat and conduct diplomacy slowly and methodically, positive results will happen.¶

Building public works at first seems like a negative because you spend 10.GP or 5 NFP to get 1 GP back. Quite the rip-off if you ask me. However, if you approach PWBs this way, spend 10.GP or 5 NFP per PWB to get 1 GP to build another PWB in the future, your income will sky rocket. Remember you can build 20.× the regional GP value in PWB if it is an intensely cultivated region. Most regions are either cultivated, wilderness, or steppe. Yo ... [308]

12.0 APPENDICES

12.1 CALCULATING INTER-NATION TRADE

Remember, this set of formulae is for backup and **informational purposes only**; the program will calculate this for you! Much of the support information for this calculation is found in the section on Trade Routes (see Section [2.17]).

The formula to calculate the GP produced by a given partner on a single trade route is:

$$GP = Yv \times Tv \times N \times D \times P \times M$$

The variables used in this formula (and those that follow are):

Variable	Description	Reference
Yv	Your Trade Value	[2.3.2]
Ys	Your Effective Merchant Shipping Points on this route	
Tv	The other nation's Trade Value. (see the MSI Listing at the back of the Newsfax).	
Ts	The other nations' Effective Merchant Shipping points.	
N	Your National Market Value (NMV)	[2.3.3]
D	The Duration modifier of the route. This is calculated below.	
P	Throughput percentage from Route Status	[2.17.4]
M	Shipping Modifier (if sea trade, else 1.0). Also calculated in the following section.	
GP	Gold Received from Inter-nation Trade	

Step 1: Calculating the Duration Modifier (D)

Here **D** is the calculated Duration Modifier and **d** is the Duration of the Route in Years. The limit marker indicates that the resulting Modifier cannot be less than 0.5 (50%) or greater than 1.2 (120%).

$$D = \int_{0.5}^{1.2} \sqrt{\frac{d}{100}}$$

Step 2: Calculating the Shipping Modifier (M)

This is a little complex, so we'll break it down into three steps. First we'll figure out the modified MSP due to Trade Range and Route Length. Then we'll adjust the Sum Trade of the route to keep over-allocations of MSP in proportion. Then we'll actually calculate the Shipping Modifier.

Step 2a: Calculating MSP Effectiveness Due To Length

Note: You do not have to make this calculation if your stat sheet shows "eMSP", which are the results of this calculation. If this is the case, skip to step 2b.

Here **Ys** are the Effective Merchant Shipping Points, **s** are the raw Merchant Shipping Points, **L** is the length of the Route in Sea Zones, and **R** is the Trade Range of the nation supplying the MSP. Note that this is not a "bounded" or limited modifier.

$$Ys = s\left(\frac{R}{L}\right)$$

Step 2b: Calculating the Trade Capacity of the Route (C)

If there are **more** MSP allocated by the two trading nations than the basic Capacity (**Yv** + **Tv**) of the Route, then the Capacity of the Route is increased by the "overage". Here **C** is the final, modified, capacity of the route, **Ys** is the number of merchant shipping points that your nation is providing, and **Ts** is the number of merchant shipping points that the other nation is providing.

First calculate $\mathbf{c_1}$, which is the over-commitment of MSP to the route (or not).

$$c_1 = (Ys + Ts) - (Yv + Tv)$$

If $\mathbf{c_1}$ is negative, the route is **not** over-committed and the final Capacity (**C**) is not affected. If $\mathbf{c_1}$ is positive, however, then final Capacity (**C**) is equal to:

$$C = C + c_1$$

Basically, if a route has 10.eMSP to many allocated to it, then you add 10.to the basic capacity of the route.

Step 2c: Calculating the Actual Shipping Modifier

Here **M** is the Actual Shipping Modifier, **Ys** is your effective MSP, **Ts** is the *other* Nation's effective MSP, and **C** is the modified Capacity of the Route. As noted by the Limit marker, the modifier cannot exceed 1.0.or be less than 0.0.

$$M = \int_{0.0}^{1.0} \left(\frac{Ys + \frac{Ts}{2}}{C}\right)$$

Example

England and Russia are trading.

England has a Trade Value (**Yv**) of 30, an NMV (**N**) of 0.112, a Trade Range of 3, and 35 MSP allocated to the Route.

Russia has a Trade Value of 25 (**Tv**), an NMV (**N**) of 0.081, 10.MSP allocated to the route and a Trade Range of 3.

They have been trading for 115 years and the length of the Route is 3 Sea Zones. The Route Status is currently NST (Normal Sea Trade).

The Duration modifier (**P**) is the Square root of (115 / 100) or 1.07.

The Route Status is normal, so the Throughput Modifier (**P**) is 1.0.

The English effective MSP (**Ys**) (due to Range and Length) are (35 × (3 / 3) = 35).

The Russian effective MSP (**Ts**) (due to Range and Length) is (10.× (3 / 3) = 10).

The total allocated Shipping (35 + 10) is less than the Route Capacity (**C**) (which equals the combined Trade Values of the two nations, or 30+25=55), so the Route Capacity is not modified. **C** is 55.

The English shipping modifier is equal to ((35 + (10./2)) / 55 = 0.72) or 72%.

The Russian shipping modifier is equal to ((10.+ (35 / 2)) / 55 = 0.50) or 50%.

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To calculate the GP the English get, we multiply all of the factors together and get:
GP = 30.× 25 × 0.112 ×1.07 × 1 × 0.72 = **64.7gp**.
The Russians get:
Gold = 30.× 25 × 0.081 × 1.07 × 1 × 0.50.= **32.5gp**.
Since the Route is not over Capacity MSP-wise, new MSP are generated for each Nation.

12.2 CALCULATING IMPERIAL SIZE

Like the Inter-Nation Trade section, this shows the process that the GM (hopefully with the aid of a computer) follows to figure out how large your Empire is. This is provided for informational purposes only. You do not have to calculate this as a matter of course!

Each region is worth, at base, one Raw Imperial Size (**RIS**) point. Each city is worth Raw Imperial Size points equal to 1/10th of its GPv. The modifier tables follow step 3. To calculate the final Imperial Size, follow these steps.

Step 1: Calculate the total of the Raw Imperial Size values of all the Nations controlled regions. The RIS for a given region is equal to:

Region RIS =
1 ×
Region Terrain Modifier ×
Control Status Modifier ×
Government Type Modifier

Step 2: Calculate the total of the Raw Imperial Size values of all the Nations controlled cities. The RIS for a given city is equal to:

City RIS =
(City GPv / 10.) ×
Control Status Modifier ×
Government Type Modifier

Step 3: Add the Region and City RIS totals together and then divide the result by the Nation's Size Divisor. For details on the National Size Divisor, see section [10.2]. The result, rounded up, is the Imperial Size of the Nation.

Imperial Size =
(Region RIS + City RIS) / Size Divisor

Table 12-1. Region Terrain Modifiers

Terrain	Description	Modifier
O	Oasis	0.5
C	Cultivated	1.0
C2	Intensive Cultivation	1.0
I	Island	1.0
D	Desert	1.5
J	Jungle	1.5
M	Mountain	1.5
S	Steppe	1.5
T	Tundra	1.5
W	Wilderness	1.5

Table 12-2. Control Status Modifiers

Code	Control Status Description	Modifier
A	Full Ally	1.0
AB	Primacy Abbey	0.25
AW	At War	0.0
BO	Merchant Branch Office	0.5
C	Claim	0.0
CA	Primacy Cathedral	0.75
CC	Cultic Cell	0.1
CH	Primacy Church	0.1
CI	Merchant Cartel City	0.75
CL	Cultic Lodge	0.25
CS	Cultic Stronghold	1.0
CT	Cultic Temple	0.75
EA	Economic Ally	0.5
F	Friendly	1.0
FA	Feudal Ally	0.2
H	Hostile	0.0
HC	Primacy Holy City	1.0
HM	Homeland	1.0
HO	Merchant Home Office	1.0
MA	Merchant Agent	0.1
MCL	Merchant Colony	1.0
MF	Merchant Factory	0.25
MN	Primacy Monastary	0.5
NT	Non-Paying Tributary	0.0
OC	Occupied	0.0
OE	Order Estate	0.75
OF	Order Fortress	1.0
OH	Order House	0.1
OO	Order Oratory	0.5
OP	Order Preceptory	0.25
P	Pacified	1 5
PT	Pacified Tributary	0.5
T	Tributary	0.5
UN	Uncontrolled	0.0

Table 12-3. Government Type Modifiers

Code	Government Type Description	Modifier
DC	Dictatorship	0.5
FD	Federalized Democracy	0.5
CM	Centralized Monarchy	1
CO	Constitutional Monarchy	1
IM	Imperial	1
TH	Theocracy	1
OL	Oligarchy	1.25
FM	Feudal Monarchy	1.5
TRI	Tribal Councils	2

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Deleted: <#>RELIGION DESCRIPTIONS¶
The following religion descriptions are adapted from those in the Encyclopedia Britannica and are neither intended to be exhaustive nor complete. They are provided to acquaint players with the basic beliefs of religions that they may not have been exposed to before. These descriptions also cover only the period up to the First Millenium CE (1000.AD).¶
¶
<#>Christianity¶
The faith born of a Jewish teacher, Jesus of Nazareth, first overwhelmed the ancient pagan religions of the Roman Empire and the Near East, then splintered into a welter of competing factions.¶
¶
<#>Roman Catholic¶
A Christian church characterized by its uniform highly developed doctrinal and organizational structure that traces its history to the Apostles of Jesus Christ in the 1st century AD. Along with Eastern Orthodoxy and Protestantism, it is one of the three major branches of Christianity.¶
The history of the Roman church in the early, pre-Constantinian period is essentially that of a small sect composed of recruits attracted from the lower classes of the empire. Its' continued existence during these years can be attributed to the relatively tolerant attitude of the imperial authorities, and to a steady influx of converts attracted by the charity and moral tenor of the church's members. The 3rd century witnessed an upsurge in Roman alarm at the spread of the church and the opposition between traditional Roman piety and the apparent misanthropic and unpatriotic atheism of the Christians. Accordingly, the reigns of Decius, Valerian, and Diocletian were marked by persecutions whose severity and scope contrasted with the earlier, sporadic, and largely local troubles, which the young church had faced. Even in this early troubled period, however, both the doctrinal and governmental structures of the church were being defined: a scriptural canon emerged; the settled and official three-fold ministry (bishop, priest, and deacon) established itself and displaced other forms of leadership; and the See of Rome began to exercise a universal care over other churches. ¶
The reign of Constantine ushered in a new era in the life of the church. The Edict of Milan (314) recognized the church as a legal religion, and by the end of the 4th century, Christianity was the state religion of the empire.¶
Its privileged position allowed the church to flourish. Moreover, its location in the imperial capital enhanced the prestige of the See of Rome. During this period, the hierarchical structure of the church was further elaborated (along the lines of imperial provincial and metropolitan government), and the emergence of heretical elements was met with a more exact definition of Christolog ... [309]

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13.0 CHARTS AND TABLES

13.1 NATIONAL INFORMATION

Table 2-1. Geographic Zones

Geographic Zone	Code
Amazonia	AMZ
Australia	AU
Central Asia	CA
China	CH
Central America	CNA
East Africa	EA
Eastern Europe	EE
Eastern North America	ENA
Eastern South America	ESA
Indonesia	IA
India	IN
Japan	JP
Middle East	ME
Manchuria	MN
North Africa	NA
Pacifica	PA
Persia	PR
South Africa	SA
South East Asia	SEA
Siberia	SI
Southern South America	SSA
West Africa	WA
Western Europe	WE
Western North America	WNA
Western South America	WSA

Table 13-1. Languages

Language	Code
Afro-Asiatic	A/A
Aboriginal (Australian)	ABO
Akkadian	AKK
Albanian	ALB
Anasazi	ANA
Anglo-Saxon	ANG
Appalachian	APP
Arabic	ARA
Aramaic	ARH
Armenian	ARM
Ashante	ASH
Assamese (Gurkha)	ASM
Athapascan	ATH
Azeri	AZE
Baltic	BAL
Bantu	BAN
Basque	BAS
Bengali	BEN
Berber	BER
Bihari	BIH
Bulgar	BUL
Burmese	BUR
Caddoan	CAD
Carib	CAR
Celtic	CEL
Chumash	CHU
Czech	CZE
Danish	DAN
Ethiopian	ETH
Finnish	FIN
Flemish (Dutch)	FLE
Frankish (French)	FRA
Georgian	GEO
Hebraic	HEB
Hellenic	HEL
Hindi	HIN
Iberian	IBE
Iroquois	IRO
Italic	ITA
Japanese	JAP
Javanese	JAV
Kannadi / Malayalam	KAN
Kashmiri	KAS
Khemer	KHE
Khosian	KHO
Kurdish	KUR
Lybo-Phonecian	L/P
Langue d'Oc	LDO
Magyar	MAG
Malaysian	MAL
Maratha	MAR
Maasai	MAS
Maori	MAO
Mississippian	MIS
Mongol	MON
Nilo-Saharan	N/S
Nahuatl	NAH
North Chinese	NCH
Norse	NOR
Old High German	OHG
Oriya (East Indian)	ORI
Pathan (Neo-Kushan)	PAT
Persian (Farsi)	PER
Polynesian	PLY
Polish	POL
Pushtu-Urdic	PSH
Punjabi	PUN
Pygmy Dialects	PYG
Quecha	QUE
Rajahsthani	RAJ
Russian	RUS
Serbo-Croation	S/C
South Chinese	SCH
Scythian	SCY
Sindhi	SIN
Slavonic	SLA
Slovak	SLO
Tamil	TAM
Tangut	TAN
Taureg	TAU
Telugu (East Indian)	TEL
Thai	THA
Tolteca	TOL
Turkic	TUR
Viet	VIE
Vlach	VLA
West African/Trans-Chad	WAF
Xhosa-Bushman	XHO
Yaqui (Yoeme)	YAQ
Zulu	ZUL

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Table 2-2. Technology Levels

TechLevel	*Culture Types*
001	Pre-Columbian / Seafaring
002	Pre-Columbian / Barbarian / Nomadic / Seafaring
003	Civilized / Pre-Columbian / Barbarian / Nomadic / Seafaring
004	Civilized / Barbarian / Nomadic / Seafaring
005	Civilized / Seafaring
006	Civilized / Seafaring
007	Civilized / Seafaring
008	The Renaissance

Table 2-3. City Type Modifiers

City Type	Code	Modifier
Port	p	1.5
Capital	c	1.25
Road	r	1.0
Silk Road	s	1.0
Holy	h	0.75
Treasury	$	0.75
University	u	0.75
Normal	/	0.5
Besieged	b	0.0
Isolated	i	0.0
Port City on a Road	+	1.5
Port, Capital on Road	#	1.5
Port on Silk Road	*	1.5
Silk Road w/ Road	&	1.25

Table 2-4. City Status Modifiers

City Status	Modifier
hm / f / ea / p	1.0
t / a	0.75
pt / nt / fa	0.5
c	0.0

Table 2-5. Region Terrain Type Modifiers

Region Terrain	Modifier
c2 / c / i	1.0
w / s / j	0.75
m / d	0.5
t	0.25

Table 2-6. National Culture Modifiers

Cultural Type	Modifier
Seafarer	0.9
Civilized	0.8
Barbarian	0.7
Nomadic	0.6
pre-Columbian	0.5

Table 2-7. Control Status Tax Multiples

Region Status	Tax Multiple
Neutral (n)	0.0
Claimed (c)	0.0
Occupied (oc)	0.0
Non-Paying Tributary (nt)	0.0
Feudal Allied (fa)	0.0
Pacified Tributary (pt)	0.5
Tributary (t)	0.5
Pacified (p)	1.0
Economic Ally (ea)	1.0
Full Allied (a)	1.0
Friendly (f)	1.0
Homeland (hm)	2.0

Table 2-8. Terrain Type Tax Multiples

Terrain Type	Culture				
	C	B	N	S	P
c2	1.0	1.5	2.0	1.0	1.0
C	1.0	1.0	1.5	1.0	1.0
w	0.5	1.0	0.3	0.5	1.0
m	0.3	0.5	0.2	0.2	0.5
s	0.3	0.2	1.0	0.0	0.2
d	0.2	0.2	0.5	0.0	0.2
t	0.2	0.3	0.0	0.0	0.2
i	1.0	1.0	1.0	1.5	1.0
j	0.3	0.5	0.2	1.0	1.0
o	0.0	0.0	0.0	0.0	0.0

Table 2-9. Years per Turn

Year Range	Years per Turn	Base Tax Rate
1000-1399	5	100%
1400-1499	4	80%
1500-1599	3	60%
1600-1750	2	40%
1751-1799	1	20%

Table 2-10. Terrain Troop Support Modifiers

Terrain	Civ.	Barb.	Nom.	Seaf.	pre-Col.
M	2.0	1.0	2.0	2.0	1.5
S	2.0	1.5	0.0	2.0	1.5
T	2.0	1.5	2.0	2.0	1.0
D	1.5	1.5	1.0	1.5	1.5
J	1.5	1.0	1.5	1.0	1.0
W	1.5	1.0	1.5	1.5	1.0
C	1.0	1.0	0.1	1.0	1.0
C2	1.0	0.5	0.1	1.0	1.0
I	1.0	1.0	1.0	0.5	1.0
O	2.0	2.0	1.0	2.0	1.5

Table 2-11. Army Status Modifiers

Code	Description	Support Multiple
M	Mutinous!	×0.0
P	Prisoner	×0.0
E	Sneaking Around...	×0.0
A	Administering	×1.0
N	Normal	×1.0
G	In Garrison	×1.5
C	On Campaign	×2.0
S	Besieging A City	×2.0
B	Being Besieged	×2.0

Table 2-12. Agro Point Production Multiples

Region Terrain	Production multiple
c2 (Intensively Cultivated)	2.0
c (Cultivated)	1.0
I (Island)	1.0
w (Wilderness)	0.5
J (Jungle)	0.3
m / s / d / t / o	0.0

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Table 2-13. Regional Status Production Multiples

Status	Description	Production multiple
A	Full Ally	1.0
EA	Economic Ally	1.0
F	Friendly	1.0
HM	Homeland	1.0
P	Pacified	1.0
PT	Pacified Tributary	1.0
T	Tributary	1.0
(Others)	All Other Statuses	0.0

Table 2-14. Terrain Consumption Multiple

Terrain Type	Multiple
Cultivated	1.0
Intensive Cultivation	1.0
Desert	2.0
Island	1.0
Jungle	1.0
Mountain	2.0
Oasis	2.0
Steppe	2.0
Tundra	2.0
Wilderness	1.5

Table 2-15. City Type Consumption Multiple

City Type	Multiple
Treasury City	1.0
Capital+Port City on a Road	0.8
Normal City	1.0
Besieged or Isolated City	1.5
Capital City	1.0
Holy City	1.0
Port City	0.8
Royal Road City	1.0
Silk Road City	1.0
University City	1.0
Silk Road City w/Road	1.25
Port City on the Silk Road	1.0
Port City on a Road	0.8

Table 2-16. City Status Consumption Multiple

City Status	Multiple
At War	0.0
Claim	0.0
Economic Ally	1.0
Feudal Ally	0.0
Friendly	1.0
Full Ally	1.0
Homeland	1.0
Hostile	0.0
Non-Paying Tributary	0.0
Occupied	0.0
Pacified	1.0
Pacified Tributary	1.0
Tributary	1.0
Uncontrolled	0.0

Table 2-17. Agro Surplus Conversion Options

Base Rev.	*Surplus Agro...*	*Trade in for...*
0-50.GP	1 Agro	1 GP
	1 Agro	1 NFP
50-100.GP	2 Agro	1 GP
	3 Agro	1 NFP
100+ GP	2 Agro	1 GP investment in a rating.
	4 Agro	1 NFP toward a Project(*)

Table 2-18. Region Spacer Codes

Spacer Code	*Description*
/	Normal Region
f	Fur Line Region
h	Hostile Region
s	Silk Road Region

Table 2-19. Garrison Terrain Modifiers

Culture	*c*	*c2*	*w*	*s*	*j*	*i*	*d*	*m*	*t*	*o*
Pre-Colum.	1	1	1	2^{C}	1	1	2^{C}	1	2	1
Seafaring	1	1	2	2^{C}	2	1	2^{C}	2	2	1
Civilized	1	1	2	2^{C}	2	1	2^{C}	2	2	1
Barbarian	2	2	1	2^{C}	1	1	2^{C}	1	2	2
Nomadic	1	2	2	1^{C}	2	1	1^{C}	2	2	1

Notes

- All regions requiring a cavalry garrison (those marked with a ^{C}) can be garrisoned with infantry or field forts in twice the cavalry amount. An exception to this applies in the case of regions where there is no Cavalry in use (pre-Cav Count America, or South Africa).
- All listed numbers are factors that are multiplied by the Region Resistance Value.

Table 2-20. Garrison Religion Modifiers

Regional Religion is...	*Modifier*
Tolerant of Your Religion	1.5
Hostile to Your Religion	2.0
The same as Your Religion	1.0

Table 2-21. Maximum Region Status by Religion

Your National Religious Strength	*The regional religion is the...*		
	Same	*Tolerant*	*Hostile*
1	F	F	A
2-3	F	F	EA
4-5	F	A	EA
6-7	F	EA	T
8-9	F	EA	NT
10	F	T	P/PT

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Your Religion is... ... [312]

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Table 2-22. Maximum Region Status by Terrain

Region / Terrain	Controlling Culture is... C	B	N	S	P
c2 (Intns Cult.)	Hm	Hm	Hm	F	Hm
c (Cultivated)	Hm	Hm	Hm	F	Hm
w (Wilderness)	F	Hm	EA	FA	Hm
m (Mountain)	FA	F	T	EA	FA
s (Steppe)	FA	T	F	NT	FA
d (Desert)	FA	T	F	NT	EA
t (Tundra)	F	F	NT	T	F
i (Island)	F	F	T	Hm	F
j (Jungle)	F	EA	NT	EA	F
o (Oasis)	T	NT	A	NT	NT
City	F	F	F	F	F

Table 2-23. City Spacer Codes

Spacer Code	City Type
p	Port City (see Section [5.7]).
c	Capital City (see Section [10.1.2]).
r	Connected by a Royal Road to either the Capital of the nation or to a Port. (see Section [6.1.5]).
/	Normal city, with no other attributes.
s	Silk Route city (see Section [4.3.2]).
$	Treasury city, if different than the Capital (see Section [10.1.5]).
u	University city (see Section [2.9]).
h	Holy City (see Section [9.8]).
b	City is Besieged (see Section [7.2.4.1]).
i	City is Isolated from the rest of the nation (see Section [10.1.1.1]).
+	City is both a Port and on a Royal Road.
#	City is a Capital with a Port on a Royal Road.
*	City is a Port on the Silk Road.
&	City is on the Silk Road with a Royal Road

Table 2-24. Trade Route Status

RouteStatus	Description	Throughput
NST	Normal Sea Trade	1-100%
WAR	Blocked by Warfare	10%
BST	Blockaded Sea Trade	50%
LTH	Land by Hostile Terrain	70%
LTD	Land by Difficult Terrain	80%
LTO	Land by Open Terrain	85%
LTR	Land by Road	90%
LTS	Land across the Sahara	50%
LTC	Land along the Silk Route	30%
INI	Trade Under Interdict	50%

13.2 MAP INFORMATION

Table 4-1 . Regional Symbols

Symbol	Meaning
	City
	Fortress
	Port
	Port City
	Port Fortress
	Holy City
	Royal Road
	Postal Road
	Trade Center
	The Silk Route
	The Fur Line
	Monument (megalithic construct)
(/)	Colonizable Land Region
H	Hostile Land Region

Table 4-2. Trade Center Types

Code	Type
A	Silver mines
G	Gold mines
M	Merchant faire
P	Spices
S	Salt

Table 4-3. Border Terrain Symbols

Symbol	Terrain Feature
	Small Mountains (type-1)
	Large Mountains (type-2)
	Navigable Rivers
	Tsetse Fly Line
	Great Wall section

Table 4-4. Terrain Symbols Table

Symbol	Code	Description
	c2	Intensive Cultivated
	c	Cultivated
	w	Wilderness
	s	Steppe
	j	Jungle
	m	Mountain
	d	Desert
	i	Island
	t	Tundra
	o	Oasis

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Table 9-2. Religious Symbols and Codes

Symbol	Code	Religion
✠	RC	Roman Catholic
☩	EO	Eastern Orthodox
☥	CP	Monophysite (Coptic) Christian
✠	NC	Nestorian Christian
✞	HC	Heretic Christian
✡	JD	Judaic
☪	SH	Shiite Islam
☪	SN	Sunni Islam
☪	HI	Heretical Islam
△	BH	Mahayana Buddhism
▲	TB	Theravada Buddhism
ॐ	LB	Lamaist Buddhism
☸	HN	Hinduism
☬	JN	Jainism
♒	OP	Oceanic Pagan
♃	EP	European Pagan
◒	AP	Asiatic Pagan
◪	AF	African Pagan
▽	NA	North Amerind
♌	MA	Mesoamerind
✸	SA	Southamerind
⛩	ST	Shinto
☯	DA	Daoist
♎	ZO	Zoroastrian

Table 4-5. Regional Terrain Action Costs

Terrain	Civilized / Seafaring	Barbarian / PreColumbian	Nomadic
c2	1	1	1
c	1	1	1
w	2	1	2
m	2	2	3
s	2	2	1
d	2	3	1
t	2	2	2
i	1	1	1
j	2	2	3
o	2	2	1

Table 4-6. Sea Zone Symbols

Symbol	Meaning
↔	Ferry Point
⇐	One-way Inter-Island Arrow
⟺	Two-way Inter-Island Arrow
←	One-way Open Ocean Arrow
←→	Two-way Open Ocean Arrow
-??-	Monsoon Sea Zone Border
-?-	Strong Current Border
H	Hostile Sea Zones

13.3 CONSTRUCTION INFORMATION

Table 5-1. Sea Trade Range by Culture

Nation Culture Type	Trade Range
Nomadic	1
Barbarian / Pre-Columbian	2
Civilized	3
Seafaring	4

Table 5-2. Max. QRs per Culture and Tech Level

Civilized

Tech Level	Cavalry	Infantry	Warship	Siege
3	5	5	4	5
4	7	6	5	7
5	8	7	6	8
6	9	8	7	10
7	10	10	10	12

Barbarian

Tech Level	Cavalry	Infantry	Warship	Siege
2	3	4	4	4
3	5	5	4	5
4	7	6	5	7

Pre-Columbian

Tech Level	Cavalry	Infantry	Warship	Siege
1	0	3	2	2
2	0	4	4	4
3	0(1)	5	4	5

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Note: Cavalry is available to Pre-Columbian cultures only after the introduction of horse and the expiration of the Cavalry Count (see [10.10.1] on page 86) in that geographic area.

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Nomadic

Tech Level	Cavalry	Infantry	Warship	Siege
2	5	3	1	2
3	7	4	2	3
4	9	5	3	5

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Seafaring

Tech Level	Cavalry	Infantry	Warship	Siege
1	0	3	4	2
2	1	4	6	4
3	3	5	6	5
4	5	6	7	7
5	6	7	8	8
6	7	8	9	10
7	8	10	12	12

Table 5-3. Public Works Point Costs

Region Terrain	Cost of 1 PWB point
c2 / c / i / city	10.GP
w / j / s	15 GP
d / t / m	20.GP

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Table 5-4. Maximum Public Works Bonuses

Region Terrain	PWB Maximum
c2	GPv × 20
c	GPv × 15
w / j	GPv × 5
s / d / t / m	GPv × 2
City, Island	GPv × 10

Table 5-5. Maximum GPv for Colonizable Regions

Region Terrain	Maximum GP value
c	2
w, j, s, d, m, i	1
t	0

Table 5-6. City Construction & Expansion Costs

	c2/c/i region	w/m/j region	s/d/t region	result
Initial	20gp/20nfp	30gp/25nfp	40gp/30nfp	[1/0]
Increase	15gp/10nfp	20gp/15nfp	25gp/20nfp	[+1/0]

Table 5-7. Maximum City Size by Terrain

Region Terrain	Maximum GPv
C2	15
C / I	10
W	6
M / J	5
S / D	4
T	3

Table 6-1. Summary of Megalithic Constructs

Construct	Base Level
Canal	1-6
Intense Cultivation	2-3
Regional Cultivation	2
Royal Road	1
Great Walls	1
Postal Road	0.5
Monoliths	Varies (min 1)
Bridge	1

Table 6-2. Megalithic Construct Cost Multiples

	Terrain Type								
Culture	C2	c	w	m	s	d	i	j	t
Civ.	1.0	1.0	1.5	2.0	2.0	2.0	1.0	2.0	3.0
Barb.	1.0	1.0	1.0	1.5	2.5	2.5	1.0	1.5	2.5
Nomad	1.0	1.0	1.5	3.0	1.0	1.5	1.5	3.0	3.0
Seaf.	1.0	1.0	2.0	3.0	3.0	3.0	1.0	2.0	3.0
Pre-Col	1.0	1.0	1.0	1.5	1.5	1.5	1.0	1.0	2.0

Table 6-3. Canal Construction Levels

Level	Description
1	Kiel Canal (Skaggerak to the North Sea).
1	Lagoda Passage (Lake Lagoda to Gulf of Finland).
2	**Volkhov Canal** (Lake Lagoda to Lake Ilmen)
2	**Don Canal** (Eastern Black Sea to the Lower Volga).
2	Necho's Canal (Red Sea to Lower Nile to Med.).
3	**Erie Canal** (Lake Erie to Chesapeake Sea Zone via the Hudson River, which passes through the regions of Cayuga, Iroquois and Mohawk).
3	**The Grand Canal of China** (Huang Ho to Yangtze).
3	**Duluth Canal** (Great Snake to Lake Superior).
4	**Queta Canal** (across present day Nicaragua).
5	The Suez Canal (Eastern Med. to the Red Sea).
6	**Volga Extension** (Volga River to Lake Lagoda).
6	Panama Canal (across Cuna, Pacific to Caribbean).
6	**Chicago Canal** (Middle Snake to Lake Michigan).
2	Niagara Canal (Lake Erie to Lake Ontario)

Table 6-4. Regions Eligible for Intensive Agriculture

Geographic Zone	Eligible Regions
Central Asia	Khwarzim (3)
China	Honan, Anhui, Szechwan, Hupei (2)
Central America	Valley of Mexico (2)
India	Uttar Pradesh, Rajput, Jaunpur, Maghada, Gaur, Palas (2)
Japan	Kwanto, Yamato (3)
Middle East	Mesopotamia, Mosul, Hahmar, Abadan (2)
North Africa	Mansura, Egypt, Faiyum (2)
South East Asia	Khemer, Annam, Pegu (3)
Western North America	Patwin, Yokuts, Serrano (3)

13.4 LEADERS AND ACTIONS

Table 7-1. Leader Types

Type	Description
K, Q	King, Queen or President. The ruler of the nation
H	The Imperial Heir, usually the eldest son or daughter of the King or Queen.
P	A Prince, the Sons of the King (or Queen's Daughters). The Eldest of these is the Heir to the throne.
L	A Lieutenant. Usually a Close Friend of the King or a Relative.
A	A Full Ally. This Leader rules his own land but obeys the King.
B	A Bishop or Papal Legate. A leader lent by a Religious Primate to the Kingdom.
F	A Feudal Ally. He rules his own fief and will join the King in battle.
S	A Spy. This leader will emerge from a successful subversion of certain infiltration.
E	A Regent. A leader chosen by the ruling powers of the Nation to rule in the stead of a King or Queen that is under-age.
M	Mercenary commander. Either a hired leader or one loaned by another Nation to help yours.

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Table 7-3. Action Points By Culture Type

Culture	AP per YEAR
Pre-Columbian	5
Civilized	6
Seafaring	7
Barbarian	8
Nomadic	8

Table 7-4. Equipment Type Modifiers

Equipment	Modifier
Heavy	-1
Medium	+0
Light	+1

Table 7-5. Unit Type Modifiers

Unit Type	Modifier
Leader	+2
Cavalry	+1
Infantry	+0
Siege	+0
Artillery	+0
Ships	+0
Civilized Tribe Points	-1
Nomadic Tribe Points	+1
Barbarian Tribe Points	+0
Pre-Columbian Tribe Points	+0

Table 7-6. Unit Training Modifiers

Training	Modifier
Elite	+1
Regular	+0
Inexperienced	-1

Table 7-7. Leader Combat Rating Modifiers

Combat Leadership	Modifier
1 - 4	-1
5 - 8	+0
9 - 11	+1

Table 7-8. Action Impulse Pattern

AP	Impulses Action Points Expended On are marked ×											
	J	F	M	A	M	J	J	A	S	O	N	D
2						×	×					
3					×	×	×					
4					×	×	×	×				
5				×	×	×	×	×				
6				×	×	×	×	×	×			
7			×	×	×	×	×	×	×			
8			×	×	×	×	×	×	×	×		
9			×	×	×	×	×	×	×	×	×	
10		×	×	×	×	×	×	×	×	×	×	
11		×	×	×	×	×	×	×	×	×	×	×
12	×	×	×	×	×	×	×	×	×	×	×	×

Table 7-9. Regional Terrain Action Modifiers

	Regional Terrain Type					
Culture Type	c/c2/i	w	m	d/s	t	j
Civilized	+0	+1	+2	+1	+2	+2
Seafaring	+0	+1	+2	+2	+2	+2
Barbarian	+0	+0	+1	+1	+1	+1
Nomadic	+0	+1	+2	+0	+2	+2
pre-Columbian	+0	+0	+1	+1	+1	+0

Table 7-13. Border Terrain Action Modifiers

Border Terrain Type	Movement Modifier
Desert Caravan Route	+2
Crossing Mountains (type two)	+2
Normal Uncontrolled Border	+1
Crossing Mountains (type one)	+1
Crossing Navigable River (no bridge)	+1
Sailing Navigable River	+0
Sailing Against Strong Currents	+1
Sailing w/ Monsoon Sea Zone Border	× 0.5
Royal Road	× 0.5
Normal Controlled Border	+0
Sailing Normal Sea Zone Border	+0
Inter Island Arrow	+0
1-Way Open Ocean Arrow	+0
2-Way Open Ocean Arrow	+0
Entering a Port from a Sea Zone	+0

Table 7-10. Summary of AP Cost Payments

Action Type	Pay Base	Pay Terrain	Pay Border
Enter a Region	Yes	Yes	Yes
Perform Action in a Region	Yes	Yes	No

Table 7-11. Leader Actions Summary

Action	Code	Stat	Cost
Active Siege	s	Combat	3+
Administer	ad	Admin	75%
Assault City	as	Combat	1
Attack To Liberate	al	Combat	1/combat
Attack to Pacify	a	Combat	3/combat
Attack to make Tributary	at	Combat	2/combat
Blockade Port	b	Combat	1+
Burn City	bc	Combat	1
Colonize Region	cr	Admin	8
Conduct Census	cc	Admin	8
Defend	d	Combat	2+
Diplomacy	dp	Diplomacy	4+
Religious Conversion	pr	Charisma	4+
Enslave Population	ep	Combat	3 × GPv of region
Evade	e	Combat	+1 to move
Evacuate City	Evc	Charisma	4+
Explore	ex	Charisma	2+
Have Children	hc	Diplomacy	Special
Incite Rebellion	Ir	Charisma	6+
Investigate Location	il	Charisma	4+

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Action	Code	Stat	Cost
Load/Unload Ships	ls/us	Combat	1 (port), 2 (coast)
Loot Region	lr	Combat	2
Military Conversion	mc	Combat	4+GPv of region
Movement	none	Combat	1 + mods
Passive Siege	ps	Combat	6+
Piracy	pi	Combat	3+
Raid	rd	Combat	1
Reaction	r	Combat	2+
Re-Equip Troops	rt	Charisma	8
Regional Genocide	rg	Combat	6+GPv of region
Rule	Rule	Admin	75%
Sack City	sc	Combat	>1
Scorched Earth	se	Combat	>4
Secret Diplomacy	sd	Diplomacy	6+
Secret Movement	None	Combat	2 + mods
Slave Raid	sr	Combat	>3
Upgrade Troops	ut	Charisma	8

Table 7-14. Passive Siege 'Combat' Values

Passive Siege Values	
Wall Point	3
Siege Engineer	2
Infantry, Cavalry, Warships	1

Table 7-15. Maximum Reaction Action Points

	Number of Actions spent on Reaction								
Unit	2	3	4	5	6	7	8	9	10+
Cav	1	1	2	2	3	3	4	4	4
Inf	1	2	2	3	3	3	3	3	3
War	1	2	2	3	3	4	4	5	5

Table 8-1. Summary of Intel Operations

Operation	Code	Type	Odds
Assault Organization	ao	Assassin	medium
Battle Assistance	ba	Operations	high
Cause Mutiny	cm	Operations	low
Cause Unrest	cu	Operations	low
Conceal Fact	cf	Operations	medium
Counter Assassination	ca	either	high
Counter Intelligence	ci	Operations	high
Crush Revolt	cr	Assassin	medium
Destroy Assassin Base	dab	Assassin	medium
Destroy Intel Base	dib	Operations	medium
Infiltrate Enemy	ie	Operations	medium
Jailbreak	jb	either	medium
Kidnap Leader	kp	Assassin	low
Kill Leader	kl	Assassin	low
Kill Ruler	kk	Assassin	low
Maintain Infiltration	mi	Operations	always
Purge Infiltration	pi	Assassin	high
Rearrange Expenditures	re	Operations	low
Reveal Fact	rf	Operations	high
Revise Orders	ro	Operations	low
Special Operations	so	either	always
Steal Gold Shipment	sgs	either	low
Steal Object	sj	Either	Medium
Steal Technology	sk	Operations	low
Steal Treasury	st	Assassin	low
Subvert Infiltration	si	Operations	medium
Subvert Leader	sl	Operations	low
Support Diplomacy	sd	Operations	high
Terrorist Attack	ta	Assassin	Medium

Table 9-1. Religious Powers Summary

Action or Benefit	Primate Religious Authority	Primate & Emperor	National Religion
Bishopric Support	yes	no	no
Excommunicate	yes	yes	no
Influence	yes	no	no
Religious Sites	yes	no	no
Religious Interdict	yes	yes	no
Religious Operations	yes	yes	yes
Can Exact Tithe	yes	no	no

Table 9-3. Summary of Religious Operations

Action	Code	Attempted by…
Crush Heresy	**ch**	Primacy, Nation[1]
Destroy Influence	**di**	Nation
Incite Holy War	**iw**	Primacy, Nation[2]
Increase Influence	**ii**	Primacy
Influence Religion	**ir**	Primacy, Nation[1]
Maintain Influence	**mi**	Primacy
Lower Religious Strength	**ls**	Primacy, Nation
Missionaries	**mw**	Primacy, Nation
Raise Religious Strength	**rs**	Primacy, Nation
Reform Religion	**rr**	Primacy, Nation[1]

Table 9-4. Religious Authority Control Statuses

Control Status	Control Code	Taxation Multiple	Count Control?	NFP?
Church	ch	0.10	Yes	No
Abbey	ab	0.20	Yes	No
Monastery	mn	0.30	Yes	No
Cathedral	ca	0.40	Yes	Yes
Holy City	hc	0.50	Yes	Yes

Table 9-5. Religious Actions Summary

Action	Code	Cost
Excommunication	EXC	1 Holy Primate AP
Interdict Nation	IN	5 Holy Primate AP
Exact Tithe	EXT	5 Primacy Leader AP
Establish Church	EC	2 Primacy Leader AP or 1 Religious Operation, and 2 GP.
Found Abbey	FAB	3 Primacy Leader AP or 1 Religious Operation, and 5 GP
Canonize Monastery	CMN	6 Primacy Leader AP and 2 NFP and 10.GP
Consecrate Cathedral	CCA	10.Primacy Leader actions and 5 NFP and 30.GP
Bless Holy City	BHC	20.Holy Primate actions and 10.NFP and 100.GP
Take Indulgences	TI	5 Holy Primate actions
Preach	PR	6 Primacy Leader actions
Seize Site	SS	5 Primacy Leader actions

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Table 9-6. Looting Religious Locations

Location	GP Yield =
Churches	LV × 1
Abbeys	LV × 2
Monasteries	LV × 3
Cathedrals	LV × 5
Holy Cities	LV × 10

Table 6-5. Society Transformation Costs

From	*To Society of type...*			
Society	*Caste*	*Clan*	*Feudal*	*Open*
Caste	n/a	2.0	Note 1	3.0.(Note 3)
Clan	n/a	n/a	0.5	2.0.(Note 3)
Feudal	0.5	1.0	n/a	1.0
Open	1.0	1.0	Note 2	n/a

Table 6-6. Economic Transformation Costs

From... Economy	*To... Slave*	*Guild*	*Free*	*Agrarian*
Agrarian	Note 1	2.0	1.0	n/a
Free	Note 1	1.0	n/a	Note 3
Guild	Note 1	n/a	2.0	2.0
Slave	n/a	1.5	2.0.(Note 2)	1.0

Table 10-1. Terrain Conversion Multiples

Terrain	*Cultivation Multiple*
W (wilderness)	0.5
S (steppe)	1.0
J (jungle)	0.75

Table 11-1. Secret Empire Control Statuses

Control Status	*Intel Base?*	*Control Code*	*Taxation Multiple*	*Count Control?*	*NFP*
Cell	No	cc	0.2	Yes	No
Lodge	Yes	cl	0.3	Yes	No
Temple	Yes	ct	0.4	Yes	Yes
Stronghold	Yes	cs	0.5	Yes	Yes

Table 11-2. Summary of Cultic Actions

Action	*Code*	*Action Cost*	*Odds*
Attack Location	al	1 AP	Always
Attempt Ceremony	ac	4 AP	Varies
Consecrate Cultic Temple	cct	10.AP	Medium
Create Cultic Lodge	ccl	6 AP	Medium
Form Cultic Cell	fcc	3 AP or 1 Intel Op	High
Investigate Location	il	2 AP or 1 Intel Op	Medium
Move Cultic Cell/Lodge	ml	5 AP	High
Raise Cultic Stronghold	rcs	20.King AP	Medium
Subvert Cultic Cell	scc	5 AP or 1 Intel Op	Low

Table 11-3. Cultic Resource Conversion

Each...	*Becomes...*
Cell	1 Infantry unit
Lodge	1 Cavalry unit and the region or city becomes a Feudal Ally of the now 'Open' Nation.
Temple	1 Cavalry, 2 Infantry and the region or city becomes Friendly to the now 'Open' Nation.
Stronghold	5 Cavalry units and the region or city become the Homeland of the now 'Open' Nation.

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Table 13-2. Terrain Class Summary

Terrain Type	Culture Type Civilized ACM	TM	GR	Barbarian ACM	TM	GR	Nomadic ACM	TM	GR
c2	+0	1.0	×1	+0	1.5	×2	+0	2.0	×2
c	+0	1.0	×1	+0	1.0	×2	+0	1.5	×1
w	+1	0.5	×2	+0	1.0	×1	+1	0.3	×2
m	+1	0.3	×2	+1	0.5	×1	+2	0.2	×2
s	+1	0.3	×2[c]	+1	0.2	×2[c]	+0	1.0	×1[c]
d	+1	0.2	×2[c]	+2	0.2	×2[c]	+0	0.5	×1[c]
t	+1	0.2	×2	+1	0.3	×2	+1	0.0	×2
i	+0	1.0	×1	+0	1.0	×1	+0	1.0	×1
j	+1	0.3	×2	+1	0.5	×1	+2	0.2	×2
o	+1	0.0	×1	+1	0.0	×2	+0	0.0	×1

Notes

ACM is the Action Cost Modifier of a Movement action going into a region.
TM is the Taxation Multiple due to Culture/Terrain interaction.
GR is the Garrison Requirement of each region. Regions requiring a cavalry garrison can be garrisoned with infantry or field forts twice the cavalry amount. All listed numbers are factors that are multiplied by the Region Resistance Value.

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Table 13-3. Regional Status Effects Summary

Region Status	Agro Mult	Tax Mult	Build?	NFP	Troops?	ACM	Control Cost
N	0.0	0.0	no	no	no	+1	None
C	0.0	0.0	no	no	no	+1	None
EA	1.0	1.0	no	no	defense	+0	Minimum
FA	0.0	0.0	(yes)	no	allied	+0	Minimum
NT	0.0	0.0	no	no	defense	+0	None
T	1.0	0.5	no	no	defense	+0	Minimum
A	1.0	1.0	(yes)	(yes)	allied	+0	Medium
F	1.0	1.0	yes	yes	nation	+0	High
HM	1.0	1.0	yes	yes	nation	+0	High
P	1.0	1.0	no	no	no	+0	High
OC	0.0	0.0	no	no	no	+1	None
PT	1.0	0.5	no	no	no	+0	None

Notes

Tax Mult is the Tax Multiple used to derive the gold received from taxation of the region by the Nation.
Agro Mult is the Agricultural Multiple used for deriving the agricultural production of the region that becomes available to the Nation.
Build? Indicates whether the Nation can build mobile troops there. A (yes) indicator indicates that only Allied units can be built in the region.
NFP? Indicates whether the Nation receives National Force Points from the region. **Note**: Allied regions produce some NFP for the construction of **allied** units, cities and PWB **only**. See section [5.4.7] on page 39.
Troops? Indicates whether the Nation receives use of the native forces in the region. The **defense** note indicates that the regional troops will defend their region, in concert with any National troops if they are present. The **allied** note indicates that the troops provided become National troops upon achievement of the Friendly status. The **nation** note indicates that any native troops in the area are now under the control of the nation and may no longer be present in the region.
ACM indicates the additional cost to your Leaders to enter the region due to its status vis-à-vis your Nation.
Control Cost Factor indicates the relative amount of Infrastructure required to control the region.

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Table 13-4. Unit Construction Chart

Common Units

Unit Name	Code	GPc	NFPc	Actions	Cargo	Build
Ferry Point	FP	1.0	0.5	--	(1)	Ferry Arrow

Barbarian Nations

Unit Name	Code	GPc	NFPc	Cargo	Base AP	Supt	Combat	Siege	Build At
Cavalry	C	3.0	1	3	9	0.3	1 5	0.5	Hm,Fc
Elite Cavalry	EC	6.0	2	3	10	0.6	2.3	0.8	Fc
Heavy Cavalry	HC	4.0	1	4	8	0.4	2.3	0.8	Fc
Heavy Elite Cavalry	HEC	7.0	2	4	9	0.7	3.4	1.1	Fc
Inexperienced Cavalry	IC	1 5	1	3	8	0.15	0.8	0.3	Hm,Fc
Light Cavalry	XC	2.0	1	2	10	0.2	0.8	0.3	Hm,Fc,Csr
Light Elite Cavalry	XEC	5.0	2	2	11	0.5	1.1	0.4	Fc
Light Inexperienced Cavalry	XIC	0.5	1	2	9	0.05	0.4	0.1	Hm,Fc,Csr
Elite Infantry	EI	4.0	2	2	9	0.4	1.5	2.3	Fc
Heavy Elite Infantry	HEI	5.0	2	3	8	0.5	2.3	3.4	Fc
Heavy Infantry	HI	3.0	1	3	7	0.3	1.5	2.3	Fc
Infantry	I	2.0	1	2	8	0.2	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.0	1	2	7	0.1	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	3.0	2	1	10	0.3	0.8	1.1	Fc
Light Infantry	XI	1.0	1	1	9	0.1	0.5	0.8	Hm,Fc,Crh
Light Inexperienced Infantry	XII	0.0	1	1	8	0.1	0.3	0.4	Hm,Fc,Crh
Field Fort	F	4.0	1	--	--	0.4	5.0	5.0	Cr
Siege Engineers	S	5.0	1	2	8	0.5	0.5	4.0	Fc
Wall Point	WP	6.0	1	--	--	0.6	0.0	10.0	Cc
Elite Warship	EW	12.	2	(1)	9	1 2	1.5	1.5	Pc
Heavy Elite Warship	HEW	13.	2	(2)	8	1 3	2.3	2.3	Pc
Heavy Transport	HT	6.0	1	(4)	7	0.6	0.8	0.0	Pc
Heavy Warship	HW	7.0	1	(2)	7	0.7	1.5	1.5	Pc
Transport	T	5.0	1	(3)	8	0.5	0.5	0.0	Pa
Warship	W	6.0	1	(1)	8	0.6	1.0	1.0	Pc
Light Elite Warship	XEW	11.0	2	--	10	1 1	0.8	0.8	Pc
Light Transport	XT	4.0	1	(2)	9	0.4	0.3	0.0	Pa
Light Warship	XW	5.0	1	--	9	0.5	0.5	0.5	Pc

Civilized Nations

Unit Name	Code	GPc	NFPc	Cargo	Base AP	Supt	Combat	Siege	Build At
Cavalry	C	4.0	1	3	7	0.4	1.5	0.5	Hm,Fc
Elite Cavalry	EC	8.0	2	3	8	0.8	2.3	0.8	Fc
Heavy Cavalry	HC	5.0	1	4	6	0.5	2.3	0.8	Fc
Heavy Elite Cavalry	HEC	9.0	2	4	7	0.9	3.4	1 1	Fc
Inexperienced Cavalry	IC	2.0	1	3	6	0.2	0.8	0.3	Hm,Fc
Light Cavalry	XC	3.0	1	2	8	0.3	0.8	0.3	Hm,Fc,Csr
Light Elite Cavalry	XEC	7.0	2	2	9	0.7	1.1	0.4	Fc
Light Inexperienced Cavalry	XIC	1.0	1	2	7	0.1	0.4	0.1	Hm,Fc,Csr
Elite Infantry	EI	6.0	2	2	7	0.6	1.5	2.3	Fc
Heavy Elite Infantry	HEI	7.0	2	3	6	0.7	2.3	3.4	Fc
Heavy Infantry	HI	4.0	1	3	5	0.4	1.5	2.3	Fc
Infantry	I	3.0	1	2	6	0.3	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.5	1	2	5	0.15	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	5.0	2	1	8	0.5	0.8	1 1	Fc
Light Infantry	XI	2.0	1	1	7	0.2	0.5	0.8	Hm,Fc,Crh
Light Inexperienced Infantry	XII	0.5	1	1	6	0.05	0.3	0.4	Hm,Fc,Crh
Field Fort	F	3.0	1	--	--	0.3	5.0	5.0	Cr
Siege Engineers	S	4.0	1	2	6	0.4	0.5	4.0	Fc
Wall Point	WP	5.0	1	--	--	0.5	0.0	10.0	Cc
Elite Warship	EW	10.0	2	(1)	7	1.0	1.5	1.5	Pc
Heavy Elite Warship	HEW	11.0	2	(2)	6	1.1	2.3	2.3	Pc
Heavy Transport	HT	5.0	1	(4)	5	0.5	0.8	0.0	Pc
Heavy Warship	HW	6.0	1	(2)	5	0.6	1.5	1.5	Pc
Transport	T	4.0	1	(3)	6	0.4	0.5	0.0	Pa
Warship	W	5.0	1	(1)	6	0.5	1.0	1.0	Pc
Light Elite Warship	XEW	9.0	2	--	8	0.9	0.8	0.8	Pc
Light Transport	XT	3.0	1	(2)	7	0.3	0.3	0.0	Pa
Light Warship	XW	4.0	1	--	7	0.4	0.5	0.5	Pc

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Nomadic Nations

Unit Name	Code	GPc	NFPc	Cargo	Base AP	Supt	Combat	Siege	Build At
Cavalry	C	2.0	1	3	9	0.2	1.5	0.5	Hm,Fc
Elite Cavalry	EC	4.0	2	3	10	0.4	2.3	0.8	Fc
Heavy Cavalry	HC	3.0	1	4	8	0.3	2.3	0.8	Fc
Heavy Elite Cavalry	HEC	5.0	2	4	9	0.5	3.4	1.1	Fc
Inexperienced Cavalry	IC	1.0	1	3	8	0.1	0.8	0.3	Hm,Fc
Light Cavalry	XC	1.0	1	2	10	0.1	0.8	0.3	Hm,Fc,Csr
Light Elite Cavalry	XEC	3.0	2	2	11	0.3	1.1	0.4	Fc
Light Inexperienced Cavalry	XIC	0.0	1	2	9	0.1	0.4	0.1	Hm,Fc,Csr
Elite Infantry	EI	4.0	2	2	9	0.4	1.5	2.3	Fc
Heavy Elite Infantry	HEI	5.0	2	3	8	0.5	2.3	3.4	Fc
Heavy Infantry	HI	3.0	1	3	7	0.3	1.5	2.3	Fc
Infantry	I	2.0	1	2	8	0.2	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.0	1	2	7	0.1	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	3.0	2	1	10	0.3	0.8	1.1	Fc
Light Infantry	XI	1.0	1	1	9	0.1	0.5	0.8	Hm,Fc,Crh
Light Inexperienced Infantry	XII	0.0	1	1	8	0.1	0.3	0.4	Hm,Fc,Crh
Field Fort	F	5.0	1	--	--	0.5	5..	5.0	Cr
Siege Engineers	S	5.0	1	2	8	0.5	0.5	4.0	Fc
Wall Point	WP	7.0	1	--	--	0.7	0.0	10.0	Cc
Heavy Transport	HT	6.0	1	(4)	7	0.6	0.8	0.0	Pc
Heavy Warship	HW	7.0	1	(2)	7	0.7	1.5	1.5	Pc
Transport	T	5.0	1	(3)	8	0.5	0.5	0.0	Pa
Warship	W	6.0	1	(1)	8	0.6	1.0	1.0	Pc
Light Transport	XT	4.0	1	(2)	9	0.4	0.3	0.0	Pa
Light Warship	XW	5.0	1	--	9	0.5	0.5	0.5	Pc

Pre-Columbian Nations

Unit Name	Code	GPc	NFPc	Cargo	Base AP	Supt	Combat	Siege	Build At
Infantry	I	2.0	1	2	5	0.2	1.0	1 5	Hm,Fc
Inexperienced Infantry	II	1.0	1	2	4	0.1	0.5	0.8	Hm,Fc
Light Infantry	XI	1.0	1	1	6	0.1	0.5	0.8	Hm,Fc,Crh
Light Inexperienced Infantry	XII	0.0	1	1	5	0.1	0.3	0.4	Hm,Fc,Crh
Field Fort	F	4.0	1	--	--	0.4	5.0	5.0	Cr
Siege Engineers	S	5.0	1	2	5	0.5	0.5	4.0	Fc
Wall Point	WP	4.0	1	--	--	0.4	--	10.0	Cc
Transport	T	4.0	1	(3)	5	0.4	0.5	--	Pa
Warship	W	5.0	1	(1)	5	0.5	1.0	1.0	Pc
Light Transport	XT	3.0	1	(2)	6	0.3	0.3	0.0	Pa
Light Warship	XW	4.0	1	--	6	0.4	0.5	0.5	Pc

Seafaring Nations

Unit Name	Code	GPc	NFPc	Cargo	Base AP	Supt	Combat	Siege	Build At
Cavalry	C	5.0	1	3	8	0.5	1.5	0.5	Hm,Fc
Elite Cavalry	EC	10.0	2	3	9	1.0	2.3	0.8	Fc
Heavy Cavalry	HC	6.0	1	4	7	0.6	2.3	0.8	Fc
Heavy Elite Cavalry	HEC	11.0	2	4	8	1.1	3.4	1.1	Fc
Inexperienced Cavalry	IC	2.5	1	3	7	0.25	0.8	0.3	Hm,Fc
Light Cavalry	XC	4.0	1	2	9	0.4	0.8	0.3	Hm,Fc,Csr
Light Elite Cavalry	XEC	9.0	2	2	10	0.9	1.1	0.4	Fc
Light Inexperienced Cavalry	XIC	1.5	1	2	8	0.15	0.4	0.1	Hm,Fc,Csr
Elite Infantry	EI	6.0	2	2	8	0.6	1.5	2.3	Fc
Heavy Elite Infantry	HEI	7.0	2	3	7	0.7	2.3	3.4	Fc
Heavy Infantry	HI	4.0	1	3	6	0.4	1.5	2.3	Fc
Infantry	I	3.0	1	2	7	0.3	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.5	1	2	6	0.15	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	5.0	2	1	9	0.5	0.8	1.1	Fc
Light Infantry	XI	2.0	1	1	8	0.2	0.5	0.8	Hm,Fc,Crh
Light Inexperienced Infantry	XII	0.5	1	1	7	0.05	0.3	0.4	Hm,Fc,Crh
Field Fort	F	3.0	1	--	--	0.3	5.0	5.0	Cr
Siege Engineers	S	4.0	1	2	7	0.4	0.5	4.0	Fc
Wall Point	WP	5.0	1	--	--	0.5	0.0	10.0	Cc
Elite Warship	EW	8.0	2	(1)	8	0.8	1.5	1.5	Pc
Heavy Elite Warship	HEW	9.0	2	(2)	7	0.9	2.3	2.3	Pc
Heavy Transport	HT	4.0	1	(4)	6	0.4	0.8	0.0	Pc
Heavy Warship	HW	5.0	1	(2)	6	0.5	1.5	1 5	Pc
Transport	T	3.0	1	(3)	7	0.3	0.5	0.0	Pa
Warship	W	4.0	1	(1)	7	0.4	1.0	1.0	Pc
Light Elite Warship	XEW	7.0	2	--	9	0.7	0.8	0.8	Pc
Light Transport	XT	2.0	1	(2)	8	0.2	0.3	0.0	Pa
Light Warship	XW	3.0	1	--	8	0.3	0.5	0.5	Pc

Unit Construction Chart Notes

HM Unit can be built in the Homeland of the Nation, regardless of whether there is a city there or not.

FC Unit can be built at a Friendly city within the Homeland Build Zone of the nation.

CSR Unit type can be built at a controlled Steppe region within the nation. This region does not have to be within the Homeland Build Zone of the nation.

CRH Unit can be built in a controlled region within the Homeland Build Zone of the nation.

PA Unit type can be built in a Port Area within the Homeland Build Zone of the nation.
PC Unit type can be built at a Port City within the Homeland Build Zone of the nation.
(Cargo) Carrying capacity of ship unit.
Cargo Cost of the unit to be carried by a ship.

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Table 13-5. Religious Interactions

	Them...																						
You..	RC	EO	CP	NC	HC	JD	SH	SN	HI	BH	TB	LB	HN	OP	EP	AP	AFP	NA	MA	SA	ST	DA	ZO
RC	-	T	T	T	H	H	H	H	H	T	T	T	T	T	H	H	T	T	H	T	H	H	H
EO	T	-	T	T	H	H	H	H	H	T	T	T	T	T	H	H	T	T	H	T	T	H	T
CP	T	T	-	T	H	T	H	H	H	T	T	T	T	T	H	H	T	T	H	T	T	T	T
NC	H	H	T	-	T	H	H	H	H	T	T	T	T	T	T	T	T	T	H	T	T	H	T
HC	H	H	H	H	-	H	H	H	H	T	T	T	T	H	H	H	T	H	H	H	H	T	H
JD	H	H	T	T	H	-	T	T	H	T	T	T	T	T	T	T	T	H	H	H	T	T	T
SH	H	H	H	H	H	T	-	H	H	H	H	H	H	T	H	H	T	T	H	T	H	H	T
SN	H	H	H	H	H	T	H	-	H	H	H	H	H	T	H	H	T	T	H	T	H	H	T
HI	H	H	H	H	H	H	H	H	-	H	H	H	H	H	H	H	H	H	H	H	H	H	H
BH	H	T	T	T	H	T	H	H	H	-	T	H	H	T	T	H	T	T	H	T	T	H	T
TB	H	T	T	T	H	T	H	H	H	T	-	T	T	T	T	H	T	T	H	T	T	T	T
LB	H	T	T	T	H	T	H	H	H	T	T	-	T	T	T	T	T	T	H	T	T	T	T
HN	H	H	H	T	H	H	H	H	H	H	T	H	-	T	T	T	T	T	H	T	T	H	T
OP	H	H	H	T	H	H	H	H	H	T	T	T	T	-	H	H	T	T	H	T	T	T	T
EP	H	H	H	H	H	T	H	H	H	T	T	T	T	T	-	H	T	T	H	T	T	H	H
AP	H	H	H	T	H	H	H	H	H	T	T	T	T	T	H	-	T	T	H	T	T	H	H
AF	H	H	H	T	H	H	H	H	H	H	H	H	T	T	T	H	-	T	H	T	H	H	H
NA	H	H	T	T	H	T	H	H	H	T	T	T	T	T	T	T	T	-	H	H	T	T	T
MA	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	-	T	H	H	H
SA	H	H	T	T	H	H	H	H	H	T	T	T	T	T	T	T	T	H	H	-	T	T	T
ST	H	T	T	H	H	H	H	H	H	T	T	T	T	T	T	T	T	T	H	T	-	H	T
DA	H	H	H	H	H	T	H	H	H	H	T	T	H	T	T	H	T	T	H	T	H	-	T
ZO	H	T	T	T	T	T	H	T	H	T	T	T	T	T	T	T	T	T	H	T	T	T	-

Notes

T A "T" indicates that the religions are tolerant of one another.
H An "H" indicates that the two religions are hostile towards one another.

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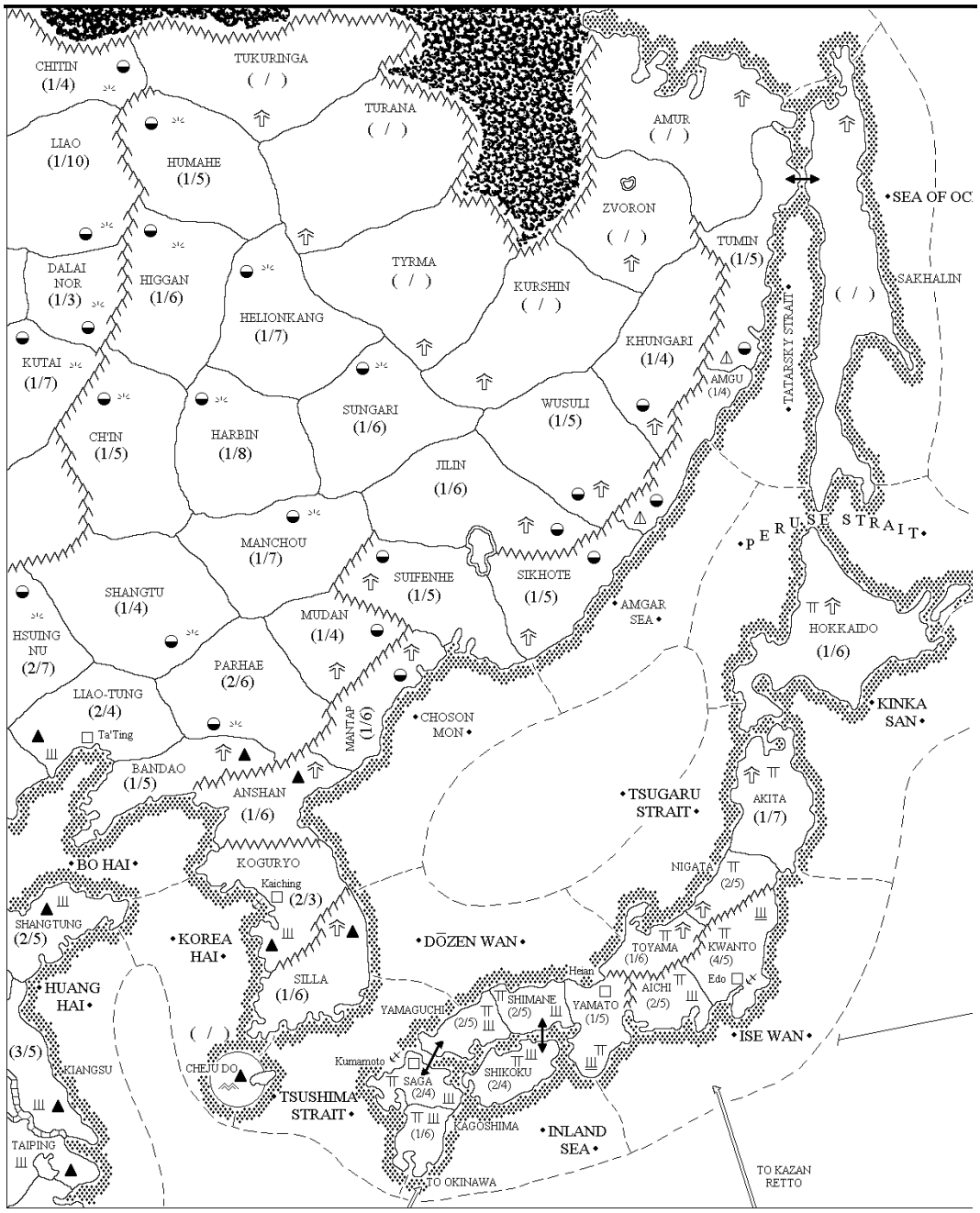
13.5 EXAMPLE MAP SECTION



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13.6 EXAMPLE ORDERS FORM

Nation Name	**The Kingdom of Navarre**	**Campaign No.**	**23**
Player Name	**Thomas Harlan**	**Turn Number**	**7**
Player Alias	Thomas Harlan	**Email**	thomash@throneworld.com
Print Name in Fax?		**Print Email in Fax?**	
Postal Address	4858 E 2ND ST, TUCSON, AZ. 85711-1207	**Phone Number**	520-323-8570
Timestamp	6/10/02	**Print Phone in Fax?**	

(double-click the spreadsheet to edit)

Revenue	GP	NFP
Regional	26.0	
City	3.0	
Inter-City	2.0	
Public Works	38.0	
Trade	0.7	
Total Base Income	69.7	
Tax Rate	100.0%	
Net Income	69.7	
Saved		20
Agro Conversion		6
Inter-Player		
Loans		
Available To Spend	**69.7**	**26**

Maintenance	GP	NFP
Troop Support	14.9	
Government Support	8.0	
Espionage Support		
Religious Support		
Training Support		
Project Support	0.4	
Total Support Costs	**23.3**	

Investments	GP	NFP
Bureaucratic Level		
Infrastructure		
Infantry QR	6.6	
Warship QR		
Siege QR		
Cavalry QR	9.8	
Artillery QR		
Aircraft QR		
Intel Operations		
Intel Bonus		
Assassin Operations		
Assassin Bonus		
Religious Operations		
Religious Bonus		
University		
Agro Reserve		
Conduct Census		
Navigation Rating		
Trade Range		
Conduit Limit Capacity		
Total Investi	16.4	
Total Support	23.3	
Total Builds	30.0	25
Saved		**1**

Builds

Item	Army No.	Location	Yard Cost	GP	NFP
Port City: *Bordeaux*		Gascony		30.0	25
			Total Builds	30.0	25

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Questions and Notes

- The construction of Bordeaux in Gascony will let us open trade with England and Holland next turn. Yay.
- New chlidren's names: (baby girl, age 7) is **Magdalena Elena**, (baby boy, age 6) is **Juan Carlos**.
- When Provence became a friendly region, it's local army should have joined us as well (and be with Baldomero Espartero.

Trade

New Trade Routes

From Port	MSP / Units	Distance (in SZ)	To Nation	To Port
None				

Existing Route Changes

Route No.	MSP Change	Units Change	Base Port changed to…	Other Changes
00009	-4			Remove MSP from land route to Andalusia.
00000	+4		Barcelona	Create an Internal Trade fleet.

Note: Only Merchant Houses may assign or change MSP on a trade route.

Espionage Activities

Op Code	Bonus Points	GP Added	Target / Location	Notes
CI	+1		Protect government	

Religious Activities

Op Code	Bonus Points	GP Added	Target / Location	Notes
None				

Banking

New Loans

Loaning Nation	Amount	Owed Amount and Turn	Notes
None			

Old Loans

Loaning Nation	Amount Paid	Notes
None		

Project Initiation

Project Type	GP Invested	NFP Invested	Location	Notes
None				

Note: Please include the project startup costs in your Builds Section above.

Leader Orders

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
1	K555	Sancho Garces III	5i,2s,13hc,2xc	5i,2s,13hc,2xc	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Navarre			

Via				
To	Navarre	**Rule**	40	

Orders Ok, ehough babies! Time to get these kids out of the house. First, we build a new house (Bordeaux) in Gascony to provide an entrepot for trade into the northern seas. Then we consolidate...

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
2	H652	Poncho Alonso	None	None	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Navarre			
Via				
To	Navarre	**Administer**	40	

Orders Prince Poncho assists his father in administering.

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
3	P927	Alfrado Garces	5hec,1xei	5hec,1xei	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Navarre			
Via				
To	Catalonia	**React**+36ap	40	

Orders Watches for trouble from all directions… if the realm is attacked, he takes the King's cavalry (eventually 13hc,2xc) and his own troops and responds.

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
4	L4A3	Baldomero Espartero	None	None	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Gascony			
Via	Limousin	**DP**+7ap+marriage	1+4+7	Arrange marriage for Marta Susana
	Auvergne	**DP**+7ap+marriage	3+4+7	Arrange marriage for Adal Alfrado
To	Lyonnais	**DP**+7ap+Marriage	3+4+7	Arrange marriage for Zadornin Garces

Orders Our diplomatic offensive in northern Occitania continues, with the able Baldomero hard at work among the Frankish counts and barons. Efforts will be made to get all of the kids of age married and out of the house!

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
5	A826	Baron D'Artagnan of Gascony	2c,2i	2c,2i	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Gascony			
Via				
To	Gascony	**React**+36ap		

Orders The Baron watches the northern marches.

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Player Articles

When we put this edition of the rulebook together we decided to incorporate some of the commentary that the various long-time (and short time) players spout off about. Here follow a number of player written articles about important aspects of the game.

Read and enjoy!

Advice for New Players to Lords of the Earth

By Sean C. Harding, GameMaster Lords 2 & 8

As a GM for five years now, I have seen as many players come and go as milk and cookies come and go for Santa Claus every year. There are five points I'd like to make to new players that warrant some thought, they are:

Play to have fun
Diplomacy and public works
Work within your country
Consider options before empire building
Don't piss off the GM.

Lords of the Earth, like other games is just a game. Remember that. People play Lords of the Earth for different reasons. Some play for the power, some play to take pot shots at their friends, some play to pass the time, and some play for fun. Generally, if you play to have fun, you will usually succeed at some level.

As a new player and one not familiar with the ever-growing basic rules and individual rules for each particular game, it can be and is overwhelming. Many new players quit for that reason alone. If you can wade through the 130+ page rulebook to get a vague understanding of how Lords of the Earth works you have won half of the battle.

You need experience and wits to win the other half of the battle. Experience will happen over time. And, wits, well... either ya got 'em or ya don't! One thing I can suggest to new players is to conduct diplomacy and build public works. Neither action will be bad. Yes, yes can have bad diplomacy's happen, but if you spend a little bit of time and money on the region for the leader, I can virtually guarantee a positive result. And, going from "neutral" to "claimed" is a positive result, albeit it will take long time to secure the region, but a positive result none-the-less.

A couple things need to be said about diplomacy. When you conduct diplomacy, send your best diplomat there. "1" is the worst rating and "B" is the best. Conduct diplomacy in one region for the entire turn as opposed to conducting diplomacy in many for very little time. The longer you stay there, the better the diplomacy bonus you'll get.

Negatives that need to be overcome are the resistance value of the region, the terrain of the region, the religion of the region, and now, the language of the region. Those are big negatives to overcome. If you do those two things, send your best diplomat and conduct diplomacy slowly and methodically, positive results will happen.

Building public works at first seems like a negative because you spend 10.GP or 5 NFP to get 1 GP back. Quite the rip-off if you ask me. However, if you approach PWBs this way, spend 10.GP or 5 NFP per PWB to get 1 GP to build another PWB in the future, your income will sky rocket. Remember you can build 20.× the regional GP value in PWB if it is an intensely cultivated region. Most regions are either cultivated, wilderness, or steppe. You can basically ignore the steppe regions, since hordes tend to control those. But cultivated and wilderness regions can provide good income. Cultivated regions can house 15 × the regional GP value in PWB and wilderness regions can support 5 × the regional GP value in PWB. If you can get a look at someone's stat sheet (either a friend or the use of Intel) who makes a lot of GP in a particular game, you'll see that fifty percent or more is made up from PWB.

Working within your country's framework is much better than going outside of it. To coin a phrase, "Build up, not out." Granted you do have build out somewhat, but if you maximize every region you control, they can provide a solid, wealthy core of regions to build an empire on. If you have one homeland and two leaders, send them out to conduct diplomacy to each region adjacent to your homeland. Get the regions to become Friendly. Max out the PWB in the regions. Build a city in every region. Max out PWB in every city. While you are doing this, AQR's and government stats will increase as well as your ranking with your competitors. They will envy your position in the game because you built up and not out.

Once you've built your income up to more than 100.net GP per turn, you can consider starting to empire build. Choose a direction you'd like to push your country toward when you empire build. Once you've decided, make a conscious effort to get to the point you want to be at. This can mean many things. There may even be a point the GM may have to arbitrate for you. Empire building is fun and if you can get to the point you want, it really is a great deal of fun to run a large empire.

When you choose your direction, you can use historical references or just make one up yourself. For example, let's say you are playing Egypt in a new campaign. After you've built your economy up and can afford such things as royal roads and megalithic structures, you decide that the Pharaoh system the ancient Egyptians had is stupid and you want to run an empire that elects its government officials and these government officials can only be from a certain religious group.

So, you convert the country to your new religion and change the government type to your new elected government. (Constitutional Monarchy is one example). Now that you've done that, how do you spread the newfound fame and fortune in Lords of the Earth? Remember to ask the GM if your option is a viable option.

Lastly, when you are a new player, you are not aware of all the fragile personalities in the Lords of the Earth realm. Some belong to GMs, but many others belong to players. If you butt heads with a player, you can rectify, maybe. Trade regions or stop attacking or whatever to pacify the other player. But, if you butt heads with the GM, he'll simply throw you out and spread the word about your bad name.

Believe me, I have done this and so do other GMs. The main way to rub a GM the wrong way is to not pay him or her. This will result in dismissal. The next way to irk the GM is to be consistently late with orders or phone calls or emails or whatever. The GM will ask him or herself if it is worth waiting for this player and eventually dismissal will

happen. And, lastly the conflict of personalities will occur with everyone. Just hope that it's not with the GM.

Most GMs are pretty fair and even-keeled, even if they are gluttons for punishment. They put 20-60.hours of work into each turn for maybe $200. And that's being optimistic. GMs take the time to be considerate to their players, [there has been exceptions, and those people are no longer GMs] so new players take the time to be considerate to the GM. "Please" and "thank you" will get you everywhere.

To wrap up this advisement to new players, please pay the GM. Turn orders in on time. Build public works and conduct diplomacy. "Build up, not out." And, above all else, HAVE FUN!!!

"Help me, Obi-Wan… you're my only Hope" or " A Newbies recipe for fun in alternate realities"

by Eddie Efsic

This article is not intended to assist the newbie in achieving supreme power or give ideas on how to hit the heights on the MSI list. This article is intended to assist you in having **fun**. There are several very important rules to follow in your quests in a Lords of the Earth campaign. These are listed in (my) approximate order of importance, and I will elaborate on each to a degree. Read through em if you have a few minutes, and make your own order of importance.

Rule #1: Lords of the Earth is a GAME.

Do not under any circumstances allow this game to interfere with important things like your livelihood (i.e. job), education, or most importantly, friends and family. Similarly, take nothing that happens in this game as a personal assault or insult, even if you believe actions or words against you are intended to be taken personally. Those who heave insults and slander are beneath you. Remember, Lords is a game, it's not life.

Rule #2: Lords of the Earth is a game of politics.

Communicate with your neighbors, learn about them and their nations. Learn what makes them tick, and what they want from the game. Knowing what your allies/rivals want is the key to keeping them as allies, and to defeating them as rivals. Being totally incommunicado is a sure way of being left out of pan-theater alliances. Don't be an unknown. Unknown = Dangerous, in the eyes of most humans, and nearly all Lords players are humans, Scandinavians (Swedes and Danes) being the exceptions.

Rule #3: Lords of the Earth is a game which can't be "won".

Oh, there have been Lords tournaments on a few occasions, but the real games, more than a few of which have been ongoing for over a decade, are *manawakolu*, or without end. There is no real conceivable way any ruler can rule the world in the time frame of any current Lords campaign. Even Alexander the Great directly controlled about 20% of

what the current mapset covers. You can't possibly win a Lords game like you can a game of Risk.

Now don't get discouraged. While the total victory is out of reach, a great many small victories are well within any player's grasp. Set goals, and achieve them. Set higher goals. This process can be played out on any number of fronts in the game system, whether with open or covert political control, religious conversion, societal and economic change and growth, technological advancement, or military readiness.

Rule #4: Lords of the Earth is a role-playing game.

No, not like AD&D. You can't heave lightning bolts, fireballs, or call down meteor storms. Not in my campaign anyway. There is some discussion as to just what role you're playing, whether it's the role of the Chief of State, or the "national will". After all, when the Chief of State dies, you (usually) still keep playing the same nation. You're the new King now. Occasionally, there's a "Dynastic Failure", or DF as they've become known and feared, and then you have to duke it out was the loyalists or as the rebels under the civil war rules.

Have fun in Lords by *role-playing*. Learn the history of your nation, and then change it to suit yourself. Make your mark on an alternate history. Act the part. Where or when else will you have the opportunity to address all of Christendom as the King of France, or issue decrees to mere mortals as the God-King of the Khemer Empire? Play the part, it really is a blast. I know, I wasn't always a GM.

Only watch out for this pitfall, cuz it's a doozy. The pitfall is game mechanics. Some knowledge of game mechanics is essential, even crucial to your success, because without it, you'd have no idea how to communicate your instructions to your GM (me). Then your leaders end up doing nothing and your nation goes nowhere. So you do need you get a feel for the action system, and the building of units and other goodies. But this game isn't Statis-Pro Risk. What you don't need to do as a newbie is get wrapped around the axle about what percentage chance X.X gp gives you in improving stat Y. Determine what's important to you as the King, invest/purchase in those things. Your opinions of important vs. unimportant will change eventually, and your investments/purchases will change with your opinions. Statistics mechanics is small stuff, and it's no fun to sweat the small stuff.

Rule #5: Trust in yourself, totally.

The surest way to lose faith in everyone around you is to put complete and total confidence and faith in a neighbor/ally, and find later that your best interests were not in his mind. One most often discovers this about the same time as the untimely demise of your ruler and subsequent invasion by your previous staunchest ally. This subsequently leads to some of the most depressing times you can experience as a player.

But if you think about it, you can really convince yourself you should have seen it coming. The question you need to answer isn't whether or not your ally will think of himself/herself first. Whose best interests lay at the forefront of your actions? Why yours, of course. Expect that from your neighbors and allies/rivals. Receiving assistance in gold, agro, or governmental assistance, is commonplace between the nations of nearly every campaign. Finding a nation willing to completely compromise its own future for that of

another is nonexistent. To get any measure of cooperation from other nations, a measure of trust must be earned and granted. However, placing complete and total trust in another is folly.

Well, that's my story. I hope it helps you, the newbie, to have a more enjoyable experience playing Lords of the Earth. For assistance in conquering your hemisphere, contact an experienced player on another continent or campaign, but be sure his roommate isn't your Lords neighbor. In short order, the next newbie will be emailing you for advice.

Lords for Newcomers OR *You, Too, Can Make Sense of This Game!*

By Bob Nardone and John Millsaps

Well, now what? You have gotten your nation's stat sheet, a newsfax and, maybe, some weird looking maps. As a newly signed on member of a LOTE campaign, you are, most probably, confused and a bit over-whelmed. Welcome to the club, rookie! To make some sense of any or all of this material, it is necessary that you develop a "system" for handling all this data. It doesn't have to be overly complicated, intricate or elegant; just useful to you and tight enough to not allow anything to slip through the cracks.

The absolute first thing you should do is look at your map, find your position's regions and mark them in some way. Next, pick up the newsfax and see who your neighbors are. If your position is listed under "Middle East", for example, read over the blurbs given for the other positions in the Middle East, especially noting any diplomacy results which are listed for them. Mark these as well. You should now have a fair idea of who is a big and/or near neighbor and who is smaller and/or farther away.

Now go to the MSI list and mark off these people; contact them ASAP by whatever means you decide to use. This is most important as, in most cases, a player who doesn't communicate is quickly dead. Obviously, this should not be a "bare-your soul" message, but rather a friendly (or at least neutral) "Hi, how are ya?" type. Most players in Lords are nice enough to respond to you in some manner, even if the response is only "Go away". These answers, the nicer ones, will serve as a basis for diplomacy. You should ask each of your neighbors what the local political landscape is and what agreements, if any, are in force. Perhaps there is a regional alliance you could join.

Carefully note the answers and pay particular attention to conflicts between two or more of your neighbors; try not to get in the middle of a war on your first one or two turns, as this will likely be un-helpful to your chances of survival.

Now to your stat sheet. If you have a position in a new game of Lords, you will have some gold (usually 200) to spend on things like extra regions, cities and city levels, cultivation, public works and so on. It is entirely up to you how to spend this windfall. Some people build troops and QRs to maximize MSI rank; others buy extra regions to expand their political base. Still other players opt for more city levels and PWB to maximize their incomes. There is no single, right answer; they all have advantages and disadvantages.

Your map, oddly enough, may provide some guidance. If you are relatively isolated and see no immediate military threats, try an expansion option. If you and your neighbors

can come to some accommodation, you may want to think about cultivation and PWBs, to maximize you income. If you and your neighbors can't agree, then military is the way to go.

To efficiently use all the data on your stats sheet, you need to use some method which logically directs you from step to step. One such method is described below.

First, find your agro surplus, if any, by subtracting your consumption from your production. [By the way, if your normal harvest minus your consumption is near zero, or negative, you need regional PWB or more cultivated regions at once.] A good rule of thumb is to have your normal production be at least 150% of your consumption; this will allow you to survive a bad harvest. Agro reserves will also help, but if you manage your production correctly, you won't need them and the gold can be spent on better things. Any excess agro should be converted to other uses as per Table Table 2-17. Agro Surplus Conversion Options, on page 17.

Secondly, examine your current economic status. Take your base income, multiply it by your tax rate, add any saved assets from last turn and any agro conversion from step 1 plus any gold from other players or banks. Then, subtract your total support costs and any gold loaned to other players. This should result in your available Gold and NFP totals for the turn.

Thirdly, decide what troops, cities, city levels, public works, trade ships, megalithic constructs, and so on, you wish to build this turn. As each item is noted, subtract out its cost and make doubly sure to tell the GM WHERE each item is to be built. Stop when you have built all you want (fat chance!) or you run out of gold and or NFP (much more likely). Feel free to juggle your decisions to your maximal benefit, just don't go into the red in either category.

Fourth, now decide, in a manner similar to the builds, what investments you wish to make in things like BL, Infra, QRs, Intel Ops and Bonuses and so forth. (Almost anything on your stat sheet with the notation I:##.## can be invested in.) This may require more juggling with the builds totals, but, hey, nobody said this was trivial. Be aware that your Infra should be equal (or nearly so) to your Imperial Size stat or you will risk revolts in your empire. Also, OCs can be helpful for assisting diplomacy, counter-intelligence work and other such goodies and ACs can do counter assassination work. When you finish with #3 and #4, you will have arrived at your "saved for next turn" totals.

Fifth, now turn to your leader actions. Starting with your King (or Queen), give them orders for their various tasks. Remember, each leader has a code letter (K, H, L, A etc) followed by three numbers representing their military skills, diplomatic prowess and "guile" or "chutzpta", respectively. Keep these in mind for each individual. Someone who is a good general (first stat), should be used or reserved for battle (but NEVER start a fight just because you have a B-combat leader. Suppose you start the war and Napoleon dies on the first turn, his replacement turns out to be Francois the Feeble, a 3! Now what, tough guy?)

In a similar manner, the good diplomats (second stat) should do your diplomacy (duh!), but assign them so that the best ones do the important missions and the lesser skilled either support their betters or are given relatively less important tasks. Here is another area where many Lords players disagree. Some say it is better to have few

diplomats visit several regions a turn and rely on the odds of occasionally great results in a sea of so-so results. Others maintain that a diplomat should visit one region and stay put (with maximum modifiers) until that region is friendly, then move on to the next region. Both sides have their points and the choice is up to you and how you wish to play.

NOTE: The above is very different from dealing with another player via e-mail, telephone or whatever. Always try to be cool, calm and collected when dealing with your fellow players; LOTE is only a game, don't push it!

When you first take a position (new or used), your highest priority should be to get any non-cultivated regions to cultivated status as rapidly as possible. Consensus among most players is that the best way to do this is to build a city (whever possible a port city) in each region to be cultivated and wait for the 100-year countdown to complete (50.years, if the region is steppe). You will probably not be in a position, economically, to drop a city every turn, so you must pace yourself. Try putting down a city every second or third turn and in the intervals, build regional PWBs in the citied regions to a max of 5x the regional gold value. This will help your income grow as each PWB is more gold from the next turn on, and, as your regional PWBs fill up, you will get increased NFP as well. Also, regional PWBs will increase your normal harvest, which via Table 2-17, will get you more gold and NFPs!

Keep an eye on the newsfax. If your neighbors are climbing above you on the MSI rankings, build fewer PWBs and more troops. (A solid economic foundation is a very good thing, but let's not be stupid, eh?!) In an ideal world, your economic expansion should easily keep up with your development such that as you finish filling up your non-cultivated regions with PWBs and your military is keeping up with the Jonses (paid for by the extra income from those PWBs and their agro conversions), your citied regions will start becoming cultivated and now can be filled to the tune of 15 times the gold value in regional PWBs. Once you start getting regions cultivated, start to raise your city levels by +1 every other turn or so; this will raise your inter-city trade value and your international trade value. (Remember, the program will subtract the gold value of your smallest city in calculating your I-CTV, so always try to leave a city at level-1, for minimal loss.)

At this point, many of the best ideas for further development are found in Bob Mohney's article. We suggest you peruse this excellent article, modify its advice according to your taste in gaming and take it from there. Make your position as individual as you wish and remember: there is no single, best way to play Lords, there is only your way! Good Luck!

Economics for Established Empires

by Bob Mohney, The Fatimid Caliphate, Lords Nine

(Note: Costs used in this article may vary from Campaign to Campaign.)

No matter what your goal in Lords the key to it is money. Money lets you build your troops, your AQRs, your religious stats, etc. Even the strongest position will crumble for lack of adequate funds to maintain its military and government as well as expand to face future threats. In short, at its basis Lords is a game where economics is the key to power.

Too many new players think that to achieve this goal they need a large empire. This is not so. Developing economic growth requires territorial basis that most players can achieve. Large empires are not necessary. Starting with five or six regions, preferably friendly and cultivated, that allow you access to several potential trading partners you can build yourself into an economic powerhouse. Once there any other goal becomes very easy to achieve. The key to economics is trade. The key to trade is cities.

Many players will tell you that the most cost efficient investment is Regional Public Works bought through NFP. In most games this is a ration of 5 NFP to one Public works. As Regional Public Works gives you 1 gold back (a 5/1 NFP/Gold ratio) and slightly increases your NFP pool it is one of the best investments for a small country. However, once you have reached a stage where you have several trading partners Cities will make you far more gold.

For example take an Empire with a Trade Value of 10.and an NMV of 0.18. Let us assume that the country has several level 4 port cities and the next break point on Trade value is a level 7 city. The cost to raise a city from level 4 to level 7 is 45 gold and 30.NFP (assuming the city is in a cultivated region). This has the effect of giving the country 3 gold through increased City Value, 3 gold through Inter-City trade and increases your trade value from 10.to 11. This increase in trade value will directly increase the gold you receive from trade by 10%. So, if said country was making 100.gold per turn through trade that would go to 110.gold. The effect of this increase in city value is 16 gold a turn giving you a ratio of 2.8/1 gold to build to revenue generated and 1.9/1 NFP to gold generated. As you can see this is a far more efficient ratio than the 5/1 generated by spending NFP alone on Regional Public Works.

This process gets even more cost efficient as a country grows. If a country with a trade value of 30.making 450.gold a turn through trade increases a city from level 4 to level 7 they generate 6 gold from City and Inter-City Trade plus increases his trade value by 3.3%, which translates in to 15 gold, for a total increase of 21 gold a turn. Thus the ratio of gold spent to gold generated per turn drops to 2.1/1.

Getting to the point where this process starts to be useful does take time but it is time well spent. To start with, once you have your territory established, your first goal should be to build a level one city in each province starting with your cultivated ones. This is the fastest way to bring up your trade value as well as building your city and inter-city trade incomes. Begin with the cultivated provinces where you can build port cities. As you are building these cities establish trade with everyone that you can.

Once you have all of these cities built, you want to start adding to them in a vertical manner. In other words you want to build as many levels as it takes to reach the next trade value break point to an individual city as you can in one turn. Remember, even though only one level of the city will be constructed in a turn, you can pay for several levels of building at one time. This process has two effects. First, it makes your wall building much less expensive as walls are half cost to rebuild on the turn that you expand the city and they do not need to be rebuild as it develops. The second is that in the long term it allows you to sustain your economic growth through tough times.

If for example, you are hit by a plague or a famine, or you need to divert money into your military, your city growth is already paid for and will not be effected. The next turn pick a different city repeat the process. So, if you have three level one cities, and the next

break point for increasing your trade value is a level four city, you would start by building one of the cities to level four (or as close as you can get in one turn) and then move on to the next until all of them have been increased in this manner.

Once your port cities have reached a level where they can handle multiple fleets you should consider building internal trade fleets. Each Internal Trade Fleet will advance your Trade value and your city and inter-city income and may be cheaper than expanding your port cities to the next trade value break point. The also immediately increase these values where as increasing the city size may take several turns. One thing to remember, though, is that you have to have your cities developed enough to handle multiple fleets as Internal Trade Fleets are a support, not a substitute for, External Trade.

While this process is going on you should concentrate your extra moneys into building regional public works. Not only does this give you gold back, but it also increases your NFP, which, in turn, increases the number of city levels you can build. This, of course, increases your trade value, and gives you more gold to build more cities and more public works. It is a beautiful self feeding cycle.

Hopefully, you will find this a simple enough process. If you build up your trade income through development of your cities and public works you will find that all of your other goals are that much easier. After all, you can't build the armies you want till you can pay for them.

Being Sly

by Luigi Bertoucci, nonna-your bizness where I am!
(Not reprinted from anywhere else...)

Hey! This is a Luigi, who's a been quiet all a this time. But, every time a one of you runs into me, you say, "Hey, Luigi, what's a your secret?" So I tell them, "it's a being so sly."

It's a important to be sly in a Lords campaign. There's a lot of big countries out there, who want to stomp a small country all over the place. So what's a honest Corsican to do?

Well, here's a the Four Rules of Luigi. Every one's about being sly:

The NewsFax is a more important than the truth.
Seem to be a small potatoes.
Other people's Intel will a make you look good.
When in a doubt, blame the GM.

The Newsfax is a more important than the truth

Pulling off a intelligence coup, she's a expensive. Putting lies in the Newsfax, she's a cheap. Intelligence, it's a all about lies. The "Conceal Fact" action is a what intelligence is all about. That's a what you should be using. Every time you use a "Battle Assistance" action, you're a calling yourself a idiot. Don't be a stupid. Lie! Lie! Lie! That's a the name of the game.

For an example, I told people I had a these assassins for hire. But really, I didn't have nobody. When somebody a paid me to kill somebody, I a pocketed all the money, and

sent somebody to the scene of the hit to give a bum a bottle of vino and a knife, and a told him to kill a the king.

Nobody ever complained. The king, he was still alive, so a he was happy. My client, he a read a nice write-up in the NewsFax about how a my brilliant, devious, expensive plan only failed by a miracle, so he was happy. Me, I had the money, so I was happy. The bum, he was a dead trying to escape, so he was happy. And a even though I never killed nobody, I got a good reputation because I always "came so close," and a the write-up in a the NewsFax was a impressive.

Me, I didn't even have to spend an AssassinOp on the hit! Just a one crummy "Conceal Fact" operation, and a my sterling reputation as a the rent-an-assassin guy, she's a maintained. Later, I even opened a branch office in the middle east and a said I was a the Real Assassins. Nobody ever a figured it out. They believed it, 'cause it was a all in the NewsFax.

In a combat, it's a the same thing. A "Conceal Fact" point tells a the enemy that your city, she's a full of your guys, when really she's a empty. It tells a the enemy that you got another army, or no army, or that they'd a better go home, 'cause a someone with siege guns and a bad attitude is a outside their capital.

And a don't forget the a "Steal Gold Shipment" action. It's a like stealing candy from a baby. Me, I like it especially to a steal the gold from a the mercenaries right after they've a been paid. If a you're lucky, they'll a turn on a their employers that way, if you make them think they've a been cheated.

Oh, and a don't forget the international banking system. (What's a matter, do I a have to spell it out for you?)

Seem to be a small potatoes

Your Lords player, he's a the macho man. Glory, that's a what he wants. If a you seem like a small potatoes, he's a embarrassed to beat you up.

If a you a call him names, or a make him nervous, he'll a beat you up anyway, so a you want to a seem harmless to a the big guys. I did this by a sending them a note saying I a pocketed the hit money because I was a so scared of them. They a liked my attitude.

If a you seem like small potatoes, you can a use some of your Intel openly, and a they won't mind. If a you seem serious, your Intel, it makes them a nervous, and they'll a stomp all over you.

Other people's intel will a make you look good

Other countries, they a blamed me when they did an assassination themselves. Since they really HAD a hit squad, sometimes they a managed to kill somebody. Then they'd a blame me, and I'd a look good.

This a sort of thing always happens. As soon as you a do something, other people, they'll a blame stuff on you, or a copy you. Confusion like this, she's a good thing. You can a pick and a choose which stories to take a credit for, and a which ones to a deny.

When in a doubt, blame Thomas (the GameMaster)

This a rule, she's a real important when a you deal with other players. If a they're mad at you, you tell them that Thomas (the GameMaster) ignored a your orders, and did

a whatever damn fool thing a came into his head. Tell them you heard that a Thomas was a bored, or that a he had a domestic spat, or that a his mind, she's been possessed by Elvis.

Me, I told them that it was a all Thomas' fault hundreds of times, and a they believed me every time.

xxxoooo, Luigi

Danish Rules of Engagement

by Richard Ketcham, Danish Empire, Lords One

Introduction

One of the most realistic aspects of Lords of the Earth is that, despite the fact that it is largely a war game, war is made to be hell. Armies evaporate, your best generals die only to be replaced by idiots, economies go bankrupt, cities burn, allies and populations get restless and revolt, assassins show up and start murdering the royal family… in many cases, even a successful war will result in a nation being weaker for a while due to its costs. Peace is almost always more prosperous, and a good deal more easy to manage. Thus, war should not be entered into lightly. Empires that avoid needless and petty wars will end up stronger than those who waste their resources and neglect their economic development. On the other hand, war is eventually the only means for a nation to expand, and thus it will occur. When it does, the most prudent overall objective is usually to stop it as soon as possible, minimizing its costs. More often than not, however, your enemy will not want to agree to peace on your desired terms, thus compelling you to force him or her to be more reasonable about things. These rules represent the assembled experience and observations made over many years of Lords warfare. Some stratagems come from Danish history (both at the giving and receiving end), while others are from the wider Lords 1 realm.

General Rules

While all wars are different, there are several rules that should always be kept in mind regardless of the circumstances – they apply whether one is attacking, defending, or duking it out on relatively even terms.

Always include at least one shot aimed for the jugular

This is, in my opinion, the best piece of advice contained herein. The crux of it is that, when fighting a war, each set of orders you submit should have at least one action which, if successful, will cripple your opponent. Possibilities include decimating your enemy's biggest army, burning his or her capital and destroying their government, causing a dynastic failure, and cutting off vital supply lines or trading routes. This is by no means the full range of options – it could even be more effective to think of something a bit off the beaten track, as that would make it harder to defend against.

This is often easier said than done, but if you put your mind to it some opportunity should present itself. If it is simply impossible given present circumstances, try to set up something potentially devastating for the next turn. Your attempt doesn't even have to be

particularly likely to succeed, and in most wars it may well not be. However, this does not necessarily negate its effectiveness.

There are many reasons why this principle is important.

First, if you don't try to knock off your opponent, chances are you'll still be fighting next turn regardless of how good your dice rolls are. The longer a war continues, the more debilitating it becomes; more importantly, it becomes increasingly unpredictable as well. The longer into the future your best-laid plans extend, the more likely it is that reality will come a-knocking in the form of unexpected misfortune.

Second, by doing this you put your opponent that much more on the defensive, which is a psychological advantage not to be underestimated. The more your adversary worries about where you'll be striking next, the more likely it is that he will start seeing ghosts and defending against nonexistent threats, and the less he will enjoy the war. This can in turn lead to bad moves or suing for peace.

Third, if you do score a knockout blow, it will probably make an impression on your neighbors and any potential enemies, leaving them with the idea that yours may not be the next empire they want to mess with.

Fourth, there are style points to be gained. A quick and dramatic kill makes for good Newsfax copy, which makes any GM happy. Likewise, since keeping track of myriad armies moving hither and yon and making the appropriate die rolls is hard work for your underpaid GM, a quick end to a war is not necessarily an unwelcome thing…

1a. *Always cover your vital points*

This is just the corollary to rule 1: don't let them do it to you! The main idea is to identify what your vital points are, as they will change from nation to nation, and defend them as efficiently as possible. This also means not defending those things that you can afford to temporarily lose, so you can concentrate your forces on attack or necessary defense.

Only fight battles you can win

Of course, nobody intentionally sends their forces into a hopeless situation, but the annals of Lords history are littered with the bodies of hapless soldiers whose unwise overlords sent them into battles in which they were totally outmatched. Take the time and effort to gauge your opponent's strength and act accordingly, and don't rush into anything blindly. A "Reveal Secret" op spent on finding out how big an opponent's army is and where it's headed is almost always a much better idea than, say, a "Battle Assistance" op. The former may help you avert disaster; the latter may give you a small plus on your die roll after disaster is already upon you. If you find you can't win, avoid battle – pull up your stakes and run to fight another day, on what may be better terms.

Some people use a variant of this rule that goes "only fight battles you are sure you *will* win" (a.k.a. the Pollard rule). While this may lead to a larger proportion of victories, it is a bit too stifling. Doing nothing but rabbit-bashing must get boring after a while. And, the best opportunities set before you by fate and circumstance do not tend to be conveniently risk-free; those who wait for a "better situation" tend to find that it does not come.

Keep in mind that your opponent is a person, not an empire

The most powerful empire in the world cannot hurt you if the player behind it does not have the will to do so. Try to make the war costly not only to the empire you are fighting, but to the individual as well. More often than not LOTE wars are stopped not by the military circumstances, but by a change of mood of one of the combatants, whether it is caused by exhaustion, a loss of heart, other-life responsibilities, obtaining inner peace, or whatever else.

While I would advise you strongly to avoid tampering with your opponent's outside life, you can impact their morale for continuing the fight. One of the best ways to do this is to fatigue your opponent. Although the sheer length of a war can have this effect, in the shorter term you can go about it by fighting energetically and on many fronts: militarily, politically, economically, religiously, covertly, etc. The more time your opponent spends figuring out how to deal with you, the better.

A more Machiavellian soul might also try to destroy an enemy's favorite cities, or universities, or pet projects that have been years in the making, ruining many years and dollars' worth of care and effort. This can certainly take the fun out of your adversary's game, but care is necessary, lest you enrage your opponent into caring for nothing so much as your demise. That being said, however, a yet more Machiavellian soul might take this into account, intending to goad an opponent into precipitous action and an uncharacteristic lack of caution…

Rules for Offense

When you are on the offensive, your goal is typically to either demolish your opponent or to take something from him or her in such a way that it cannot be taken back. I assume that since you are on the attack, you have some superiority over your opponent, whether it be in numbers or intel or army quality or even simply surprise. Whatever your advantage is, it should be your utmost goal to strike while the iron is hot and conclude the war as quickly as possible, before your advantage evaporates or your opponent is able to strike in an arena where he or she may enjoy the upper hand.

Aim for armies or vital strategic points, not land

Some players pursue wars by trying to take most or all of their opponent's provinces. While this has the admirable trait of sapping the enemy's strength and ability to continue to fight while having the pleasing side effect of allowing one to color in more regions on one's map, it is often a mistake for a number of reasons. First, it fails to take into account what the opponent really is – not a piece of real estate, but a bunch of leaders and armies who want to kill you. These represent your enemy's main ability to inflict damage on you, and while they stick around you are always in danger. Second, it makes you spread your army thin with garrisons, which could in turn be easy pickings if an enemy army should come along while your main force is engaged elsewhere. Third, land really doesn't help you much in the short term. It usually provides only limited money, and no NFP.

Figure out what you're fighting for, and how you're going to end the war

In the view of some historians, it was a violation of this rule that led to the defeat of the United States in Vietnam. You must have a clear goal when fighting a war, and a plan that will enable you to obtain that goal. This is important because your plan is what will coordinate your forces and ultimately give your attack its real power. Success is not necessarily achieved by defeating enemy armies and capturing land and cities, but instead by selecting and obtaining worthwhile objectives. As was learned in Vietnam, you can win every battle and lose the war (When reminded by an American colonel that the United States had won every major engagement, his Vietnamese counterpart replied "That is true. It is also irrelevant."). While at this stage you may not have to worry about protesters and anti-war sentiment at home, there are plenty of other things that can go wrong in a war that does not end because you do not know how to conclude it.

Rules for Defense

When you are on the defensive, your main objective is usually not to destroy your opponent, but to just make him or her leave you alone (and hopefully give you your stuff back). Insofar as this is the case, the defending position is often more flexible than the attacking one. The defender mainly cares about survival and fights close to home, while the attacker needs to project is strength to foreign soil and maintain communications, supply lines, etc., all the while striving to win but at minimal cost.

Try to pick off your opponents one by one

If your enemy splits his or her forces, or you have a number of countries invading you, you might do best to combine what forces you have into one big army and try to take on enemy armies one at a time. Even though as a whole they may outnumber you, you can still have an advantage in any one battle, and perhaps even all of them!

If your opponent has an invincible mega-army, try one of these:

Figure out how to kill it anyway. Huge armies can and do fall. Stratagems include leaders being killed, mercenary defections, infiltration, supply lines being cut off – even navigational charts being tweaked. Owners of big armies tend to be more complacent, trusting in their numbers to give their wits a rest. Instead of quaking in fear or trying to hide, try turning the tables – it could be the last thing your opponent expects.

Scatter! Divide your armies into so many buzzing gnats which try to annoy your enemy as much as possible while avoiding confrontation. A couple might get squashed, but while the enemy army is one huge blob it won't be able to track them all down. Good activities for such armies include killing garrisons and liberating provinces and cutting off supply and communication lines (which can in itself be decisive if the enemy is deep in your territory). In this case it is good to keep track of the mobility of your armies – a force consisting of entirely of cavalry is harder to catch and engage than one that has infantry or artillery slowing it down.

Defend behind walls. An old standby, this can help even the odds considerably. If your opponent tries an assault, huge portions of his or her army can melt away very quickly. This sort of duty may be good for your less mobile forces, while cavalry behind walls are not much good at all.

Prolong the war

The longer a war goes on, the more likely it is that random factors will come to the fore and make something go wrong for your assailant. Dynastic failure, famine, desertion or betrayal by allies, acquiring allies of your own – all of these things can happen at any time, so the longer you hold out the higher your chances of survival. While this is once again a bit on the self-evident side, the idea is to avoid last stands and final confrontations and the like, and instead utilize tactics of delay. This is also the best way to fatigue your human opponent. Many times an empire has been saved literally from the brink of extinction by the attacker's simply getting tired of fighting.

Winning Wars at Sea

by Oliver Cromwell, England, Lords One

Summary

The title of this monograph is misleading: one does not win wars at sea. One merely wins engagements. Rarely, if ever, does a fleet action lead directly to the ending of a war. In fact, fleets have only three offensive missions:

Irregular activities (piracy and raiding)
The transportation of land units
Blockading enemy ports.

From these, one can deduce the three defensive missions of fleets:

Protection against piracy and raiding
Interference with the transportation of land units
Breaking blockades.

Nonetheless, the proper use of sea power is essential to anyone who wishes to be considered to be a world power.

Characteristics of fleets

The following characteristics of fleets should always be kept firmly in mind:

Tremendous range; often an order of magnitude greater than that of infantry, due to the higher speed of ships, and the large size of most Sea Zones.

Supremacy of the Offense. Where land combat in Lords favors the defense, sea combat favors offense. This is due to the fact that anything that can be defended by ships (land, cities, etc.) can also be defended by land units — and generally more effectively. Fifteen wall points around a port city will do far more damage to an enemy than fifteen warship units.

Vulnerability in Port. Land units are generally in a good position when stationed in a walled port city. Fleets, on the other hand, are vulnerable to ambush on leaving port, and

attack via fireships, land units, and treachery while in port. On the other hand, a fleet at sea must be found before it can be sunk, and finding a fleet can be tremendously difficult. Thus, ports are a safe haven only to a weak fleet whose position is known to the enemy, or to a fleet landing troops, which would otherwise be exposed.

Raiding, slaving, and piracy

Raiding, slaving, and piracy are the most effective use of small fleets in Lords. A quick reading of the command descriptions indicates that these actions are considered to be opportunistic: the default action is to withdraw as soon as serious opposition is encountered. Thus, orders to scour a coast can be given with a good confidence of the fleet's return, since the mere presence of opposition will cause a target to be passed by. This contrasts sharply with army movement orders, which are interpreted more mechanically, causing unwanted battles.

Raiding, slavery, and piracy transfer resources from your opponent to yourself. As such, in contrasts favorably with traditional warfare, which is not profitable in the short term. It also tends to confuse your opponent and cause resources to be diverted to anti-piracy measures, which tend to be ineffective for the reasons given above. My experience is that forces as small as 5w can cause an immense amount of disruption to the enemy. Thus, raiding should be a feature of any war that involves enemies reachable by sea.

Slave-taking is more dangerous than the other acts, since it causes you to incorporate slaves, who are by definition disaffected, into your society.

Transporting troops

It is customary to ship troops across the ocean in fleets consisting entirely of warships. This increases firepower on the water, but limits cargo space. This practice is ridiculous. With an all-warship fleet, with each unit capable of carrying one land unit, half the NFP committed to a venture is useless once the landings are made. With an all-transport fleet, overhead is reduced to one-third. For example, take a nation that has 100.NFP to spend on all units in an invasion. With an all-warship fleet, this would be 50w, 50i. With an all-transport fleet, this would be 33t, 66i, delivering over 30% more ground troops to the combat zone.

Note that the tradition of using warships exclusively is done without regard to the level of threat. Thus, the Occitanians invaded England with a single overloaded, all-warship fleet, which was greatly delayed by the harassment of the much smaller English fleet. Had the Occitanians sunk or chased away the tiny British fleet first, the crossing of the English Channel would have been perfectly safe for unarmed transports.

Troops can be transported incredible distances by ship -- so far that it often boggles the minds of your opponents. This fact should be kept in mind.

The expense of troop-carrying capacity generally forces invaders to leave most of their artillery, siege units, and cavalry behind. Those who face invasion by sea should take full advantage of this fact by presenting invaders with tall walls, big guns, and large cavalry forces. This has proven far more important during two massive invasions of England than sea power has.

Furthermore, sea-borne invasions are more strapped for resources of all kinds than land-based invasions. Thus, taking cities by assault or passive siege tends to fail because

the attackers didn't bring enough men, while taking them by active siege fails because they didn't bring enough guns and siege engineers. Similarly, the ships themselves are subject to destruction on the beach unless provided with a leader (and guards, if the ships are transports), diluting the offensive in yet another way.

Enemies who invade by sea have to transport mercenaries until they take one of your cities, at which point they can hire mercenaries locally, including cavalry and other hard-to-transport units. Thus, it is very dangerous to relinquish cities. Port cities should be heavily fortified and have a leader within easy reach. Where this is not possible, the city should be moved inland. (To prevent invasion from becoming too easy, mercenary ship units should be destroyed whenever possible, as their rate of regeneration is slow.)

Fleets are at their most vulnerable when landing troops. Therefore, you should land your own troops in the safety of a fortified harbor when possible.

Blockades

An unbroken blockade of an enemy will eliminate his international trade, his ability to hire mercenaries, and will shut down his banking system. While generally impossible except against tiny island kingdoms (for example, England has far too many port cities, in far too many sea zones, to be blockaded effectively), the possibility of blockading an entire country should always be examined.

Blockading individual cities in support of a siege is an easy way to take a heavily defended city. If the sea has already been swept clear of enemy warships, this can be accomplished with just a few warship units.

General fleet actions

You should avoid general fleet actions unless you have overwhelming superiority. Fleet actions can generally be run away from; in fact, if you do not want to fight, the enemy will have difficulty finding your fleet in the first place. Since fleets by themselves conquer no territory, you can often decline a fleet engagement and lose nothing.

Large warship battles should take place close to home, when possible, so that your fleet can escape to the shelter of a fortified harbor if the battle goes against you, and so your enemy has no such shelter if the battle goes against him.

Your fleet should have a squadron of elite warships, so your leader will escape the wreckage of your fleet if you lose badly.

Communication and Trust

By Richard E. Perlotto II

(combined and reprinted from the ***Rapier Communiqué*** Volume III, Issue XI, March 2, 1993; ***Rapier Communiqué*** Volume I, Issue I, October 1, 1989; ***Rapier Communiqué*** Volume III, Issue XII, April 24, 1993)

One of the most important parts of playing Lords is the inter-communication between the players. This is where you can make your deals or lie through your teeth. It is important to utilize what ever aspect of communication that is available. Armed with the proper information you may be able to surprise your worst enemy, defend your best ally, or even save your own bacon from another malicious player besides yourself.

There are six major areas of communicating with your friends and fellow conquerors: Telephone, a letter, E-Mail, through a friend of the player, meeting in person, and finally the GameMaster. Some are easier than others, but any can be sufficient for most of your need.

The telephone is the most convenient method of communication (if the player has one and can afford the long distance calls). This method allows the players to get a measure of each other by listening to tone and how the other presents himself and how information is given. I personally prefer the phone over all the rest of the methods except one, and I'll get to that one later.

With the telephone you know who you are talking to. There is no real room for concealment of who you are. With no immediate communication, it is possible to run under a pseudonym and most players not familiar with your style of playing, and those you've not contacted before under your real persona, should be fooled. If you plan on playing under a fake name, then telephone contact is best kept limited and not at all if possible. Eventually someone who really knows you will figure out the truth.

The second most common method is that of a letter. Sending a note in with your orders is an almost sure way of getting something to another player. It is also one of the easiest methods to falsify information to another player. Unless the GameMaster pays strict attention, are you sure that the letter you got from the Swedish player was really from him? Or perhaps another player is using paper as a method of free Intel work.

There are only a few cases of where a fake letter ruse has been used, and only a few players would try such a thing. Of course, only a couple of the GameMasters would catch such a thing, or even care.

The biggest problem with using your orders to send in a letter is that their is always the two turn reply that must be waited for. If you use this method, have an alternative so that in an emergency you and your allies can reach each other for that special occasion.

Closely related to sending a letter is to communicate by E-Mail. Using this method it is harder to conceal who you are, but it is still possible with someone who is proficient in computer use.

The fourth method is that of talking with a friend of the player by any of the other methods. They may be in the same campaign or even in a different game. The only problem here is they are in the same game and have a hidden agenda of their own, which is common in this game even for those that are close friends.

Of course, it is always possible that both are toying with you, but after a bit of game play and some familiarity with the player's style it becomes easier to distinguish the trustworthy from the less desirable.

Once one of the other methods have been used it is possible to meet your enemy or ally in person. This is almost always a preferred thing to do, baring distance, it should usually be possible. I like this the best because it is harder to lie in person when confronted face to face. It is possible to read body language and facial expressions, gaining inside knowledge while the two of you say placating and meaningless chatter to each other.

Of course for several reasons it is not always possible to meet in person. Sometimes personal difficulties prevent this and some players may be sensitive to their difficulties and not discuss them openly. So if a player does not make an effort to meet you or makes

excuses, they may be trying to evade and hide something from you or there may be a reason that is just not your business and has nothing to do with the game.

The last means of making communication is to have the GameMaster contact them for you. This is always the last resort and many times the GameMaster is unwilling to help you. But in some cases if you pay enough, the GameMaster might be willing to make that contact if it is possible.

No matter what method is used to contact the other players, I suggest that you do, even just to feel out their position. The player that never contacts others is usually the first one attacked. But, if some communication is available to you, do not abuse it. Making endless phone calls at off hours will not be appreciated, nor will obscene or angry words be of any use. Remember this is only a game, not your real life.

Your plans were perfect, the setting was one dreamed of, your might was unquestionable, and you lost.

What went wrong? Someone you trusted obviously should not have been. This happens to everyone unless you are so paranoid that you deserve to be taken out. The old maxim of that if more than two people know a secret it is not longer a secret holds true for playing Lords of the Earth.

How can a player defend himself from treachery? The answer is you cannot, accept it and continue to play.

You can only attempt to avoid the inevitable by lots of luck and some really good playing. Some of the possible ways of doing this is to try and to form friends with some of the players that seem to be trustworthy, of course this too may be false and only time will tell the truth. Sometimes the most feared players are the most likely to tell you the truth and be a faithful ally.

In time you will be able to judge how your opponents will react to different situations and eventually you will determine who is good to trust. Unfortunately, this will probably be several countries and campaigns away.

Another method is to enlist many of your friends to play the near and adjacent countries to your own. This is a safe method of common defense, but of course this will also usually alienate the rest of the players that will view your gang as hostile and something to be destroyed if possible.

In any case, the things to remember are:

Develop friendships within the game.
Communicate and learn about your opponents.
Form groups to help defend against others.
Don’t tell your friends all of you plans and secrets.

No matter how long you play, you will eventually get backstabbed. Take it like an adult, and continue to play on if possible, otherwise start elsewhere. Never take anything in the game as personal, and especially do not take grudges into another campaign. That is the mark of a poor player.

The Movement of Hordes

by Thad Plate
(reprinted from the ***Rapier Communiqué*** Volume III, Issue XII)

As a GameMaster, I have seen many hordes come rolling out of the grass lands; I've seen them rape and pillage; and I have seen them butchered and quartered by those wimpy civilized plowshare wonks. I have been disappointed as I've seen horde after horde come barreling into Europe thinking that they'll become Khan of Krakow ruling all from the Seine to the Donets. Each of these hordes find themselves opposed by a Grand European Anti-Horde Alliance who spit their entire wad of intelligence into the unwary tribe of wandering Cossacks. Always that horde is destroyed. A horde can be effective force but if not properly played will become a laughing stock of the weenies who are not true men. The intimidation that a horde poses upon the girlie-men farmers is real though, because of the potential of the horde. But the horde fails to make its potential.

In the Lords game I run, I always open a horde up for play immediately after it is hatched from the great grassy incubator. To run at horde at this stage to attack a civilized nation would put me in a position of playing against the players. I do not wish to do that so I let players do that for me. I pay a price for that though with mediocre horde play. How can a horde become really tough? How can a horde make the decadent tapioca eaters pay for the insolence? I have a few ideas.

First, a horde must get as big as possible while still in the wild lands. Initially a Horde does not have to pay troop support. That is, so long as a horde does not conquer and garrison a cultivated region or settle a cultivated province; that mega army can support itself on grasshoppers and wild deer.

A horde can get bigger through a mysterious process called 'Horde Diplomacy'. A big horde comes into a wild, steppe region, they are parlayed by the native tribe in the region. Both sides puff themselves up claiming to have more balls per ounce than the other. Several things may happen as a result. The natives may attack. The natives may destroy you. The natives may join you either as an ally. The natives may be absorbed. Or usually, they will let you pass allowing you free passage. You can visit a region every turn, and try to recruit the natives until they join you. It is always best for a horde to travel from one end of a steppe plain to the other and this way have as much contact with possible recruits as possible.

Now you have lots of cavalry and allies. Your army is very big. You may think you can defeat those wusses down there but you're wrong. You are not prepared. Things can still happen to you. For one thing you have no intelligence service.

You have a low Siege QR. You have no gold yet. A horde can loot and plunder before reaching the really juicy lands. They can loot and plunder all the steppe and wilderness regions they can reach, raising lots of cash. They can enslave any of these regions and build up a captive army of slave NFP to whip before them. The loot they can invest in Bureaucracy to get more leaders, in the intel stats in order to combat the intel systems of the civilized folk and in Siege QR. The slaves will be useful in battles and sieges. A well prepared horde may be better equipped to deal with all the flak the civilized world will throw at you, but remember every turn that you are out there gives the civilized wops one more turn to prepare against you. You might want to diplomacize

your allied hordes so they won't rebel from you later. Money might also be saved so to pay the troop support once it has to be paid upon contact with cultivation.

A horde must take risks, the more calculated the better they are. A cautious horde will lose time and will eventually be destroyed by the yellow bellied settled down types. A reckless horde can be easily manipulated and will be liable to destroy itself thinking themselves invincible. A middle path must be taken. A plan must be in action to do what you want to do with your horde. Risks must be taken but the targets must be carefully chosen. The easiest place for a horde to penetrate is the Middle East. From the Middle East, a horde can attack India, North Africa or even Europe. The next easy target for a horde is China but the horde must be swift or else the Chinese will be well prepared.

Hordes that successful plunder China can then move on to South East Asia or even India. The toughest place is Europe. It is possible to break in Europe but Europe must be caught unawares and must be in a state of disunity in order for any success to happen at all. Also a horde must be prepared to lose their khan every turn if they rush into Europe; risking dynastic strife. If you really want to take out Europe; whomp on the Middle East first.

In my estimation, the horde is a most difficult position to play because of it survivability rate. Hordes are a bunch of homeless vagabonds trying to steal land from the entrenched rich wimps. Some hordes are played fatalistically; expecting to die. All I can say to that is you'll get what you expect. If you are a horde, play to win and maybe you just will.

Surviving The Catholic Experience

By Chris Cornuelle, ex-Pope, Lords Five

Introduction

Many ***Lords of the Earth*** campaigns have a player position in the Roman Catholic Papacy which, in the time period of interest, is a unique post. Such a position corresponds to a theocracy without much territory, but having great influence outside its actual state borders.

Players in Europe (and the Middle East, if they know what's good for them) should become at least vaguely familiar with the history of the Pope as religious leader of Western Christendom. A good encyclopedia article will probably suffice. Note that this applies to the Papal player as well - lack of historical background is a common problem among them.

Dr. Divinity, Or How I Stopped Worrying And Learned To Love The Pope.

Every Catholic player will initially have a well-founded fear of the Papacy. In a campaign with a good historical base, the Roman Catholic Church should have great power in every such player's country, and in fact should have the equivalent of a high-level infiltration of their populations, nobility, and government. Most of these will have monastic establishments, which supply income for the Papal player - and are usually seen as dens of iniquity and intrigue by ***Lords of the Earth*** players. The very idea of a fellow

player having such influence within the borders of a nation usually sends such nations' players into apoplectic fits of paranoia and rage.

Usually this is the correct reaction.

In order to "Stopped Worrying" and "Love the Pope," these players need to have a game plan from said Pontiff. This can simply be a track record, or an elaborate set of rules on Church conduct. Without a good track record and/or such a Covenant with Catholic players, these players can be assured that the Papal player has the same impure thoughts, imperialistic goals, and lack of a strong moral code that typifies the successful ***Lords Of The Earth*** player. If it looks like this is indeed the case, players should take a firm but gentle approach with the Pope. Present a united front (give or take the truly paranoid) and let the Papal player know what is on your mind. If he or she starts Excommunicating players, calling Crusades, and generally showing signs of neuroses, find a new Pope (see below).

Now for the "Love" bit. Historically, the Papacy was more than the conservator of the ancient literary tradition and parasite upon the land. For the Church to have survived for centuries in the midst of cut-throats and ne'er-do-wells (read "nobility"), it must have provided some useful services.

Good Marxists (and Protestants) among you will immediately guess one service — oppressing the masses. A nation without a strong organized belief system under feudal or imperial conditions should (GMs take note) be much more prone to Dynastic Failure (DF) or encroachment by neighbors with stronger belief systems. There are also less well-defined benefits from having a constant and uniform framework for worship, which should in general be a calming influence — fewer revolts, better milk from contented cows, that sort of thing.

The Papacy can also be of use by loaning out Bureaucracy (BL) and Infrastructure (INFRA) points. Players need to be willing to accept such aid: as the Papacy already has great influence in their land, letting them in a bit more won't hurt, and you get something in return which can be of great value. Just ask any players who have tried to get their BL value from 14 to 15 just exactly what that is worth.

A well-organized Pope will also be in a position to rally aid to you in case of Infidel invasions, and can ameliorate other wars. Any Church worth having will give money, leaders, and even call Crusades when a Catholic nation is attacked by the Forces of Darkness, regardless of how the two players are getting on. For those players not in the front-lines in the battle against the Unbeliever, there are still political benefits. In case of DF, the original player can ask for aid from the Papacy, since that actual ruler will have been crowned by a bishop. The extra legitimacy accruing from a show of Church support should diminish the resources of an usurper. Of course, if said player has been mean to the Pontiff, support may not be forthcoming. If a Catholic nation is invaded by another, the Pope should be in there negotiating for a peace treaty, especially if the war lasts more than a few turns. Having the offices of an arbitrator available has proved useful in ***Lords Of The Earth*** campaign 0.(the real world); allowing the Pope to draw up an armistice for both sides to approve can provide real relief from nagging pain ...

All these are reasons for getting along with the Pope.

The Age Of Innocents

Given the above, what should be the roles, duties, and goals of the Catholic Church in ***Lords Of The Earth***?

The first and most important task of the Pope is to promote the Church: it's a sales job. Leave to other players the joys of invasion, carnage, looting, and DFs. The Papacy is out to win souls, and in an open-ended game like ***Lords Of The Earth***, one can choose goals other than being the largest military power. Indeed, a truly successful Pope will wield more real power than the biggest MSI nation on the globe — for a sample vision, imagine a player running a United Nations in ***Lords Of The Earth*** 0.which actually worked. Scary, eh?

However, just as the UN is not permitted to have any of its own territory, the Roman Catholic Church can not have any ***Lords Of The Earth*** provinces. Land is a great drawback in many respects:

Most players want land. You have land. They will attempt to get it from you.

If you have land, you will always be suspected of wanting more provinces.

Looking at a map of Europe, other players will tend to see the Papacy as just another country to deal with.

Land makes you vulnerable (see 1 and 2) to attack by the Forces of Darkness. When pressed, Unbelievers will see the Church as the source of problems (as they should if the Pope is doing his job), and will attempt to eliminate it militarily.

As Pope, you face a dilemma which can only be solved by a landless existence: if you have enough territory to defend yourself, you lose the trust of fellow players, and can not claim any special relationship with them vis-à-vis your power over their people; if you have a tiny non-threatening country, you play to the enemy's strengths, which are usually military, and so are vulnerable.

The solution is, as noted, to have no land whatever, and distribute your administration out of colleges, cathedrals, and monasteries.

When military power is required, the Pope must rely on other players. For historical reasons, I have always thought that the Germans and Byzantines should play the roles of Western and Eastern Empire, nations the Pope can turn to in time of trouble. Conversely, the Church should uphold them against all threats.

Being Pope For Fun And Profit

What follows are specific recommended actions and policies for the new Pope player.

Set the tithe at 5% and leave it there. Players will see no reduction in income, and if you press for more, they will resent it.

Build lots of monasteries, and distribute them widely. The main source of Church income is monastic, as it works like Public Works, and the Pope will have no trade partners.

Give the Papal State (lands) to the Holy Roman Empire. If they're so holy and Roman, let them worry about it. As noted above, land is your albatross.

Reconciliation with the Byzantines is a big priority. One way to get this is to let them keep the Patriarchy, but only as a "national church", which can be federated with the Catholic Church. Going farther, one can even create the "Catholic Orthodox Church", a

useful move if you meet player resistance and need to give every player a national church.

While the Eastern and Western Empires will be the temporal arms of the Church, never let them have the legitimate power to choose the actual Pope. This is how schisms start. Schism is an old word, loosely translating as "DF Of The Gods". Considering that you are relinquishing temporal powers, they should agree to this. If not, go with the French and the Russians, the traditional geopolitical counters to Germans and to Asia Minor.

Slowly reform the Church from the inside. This will (GMs take note) reduce the chances of heresy in the countryside, while fast reform may create a schism - conservatives vs. liberals in the traditional sense. The same problems should occur to countries going from Feudal to Monarchic, but GMs don't usually want to bother with that.

Invest in your ability to perform missionary work, and use it early and often. If the Papacy is seen to be converting Pagans and Heathens, investing in universities, and generally performing good works, your credibility goes up.

Convert pagans with missionaries, and militarily convert Muslims and Buddhists. The former are much easier to convert, while the latter usually have the resources to hurt you if you don't convert them in a single turn.

Become an intel power. This is tricky, and will make players nervous, but it is the only way to keep an eye on heretics, malcontents in the Church, and to deal with Alamut. Similarly, you can lend more aid to the front-line players in their wars against the Infidel. Also, you will prevent players using the Church as an "intel conduit" to infiltrate their neighbors.

Keep an eye on the English. These players see themselves as special, apart from Europe, and they immediately want to create Victorian empires in the 11th century. You may need to Interdict them to keep them in line, but always go with the carrot before the stick. Once they slip away, the British will be difficult to retake.

The Spanish are your best friend. As was historically the case, Iberia is a good place to score points as "friend to the downtrodden". Give them leaders, money, and even Crusaders as needed. They will be grateful, and later can roll up the African coast, take on the English, and so on. If the Byzantines come over, be even nicer to them.

Convert the steppe nomads. They will be invading someone, and it would be better for the Church if they took Communion first. Should they be leaning toward hitting Christian Europe, the Pope can steer them away. If a horde goes after Islamic countries, it's all gravy. And if Europe is hit anyway, the Papacy loses little.

Set up a system of heirs. Don't wait for Most Holy to get his eternal reward before sending up smoke signals — have the College of Cardinals pick a successor immediately. Call this office "Prime Deacon" or some such, and have the College members come from all over Christendom, in order to keep other players at bay.

Boost your BL. Having lots of leaders allows you to aid your friends, convert Unbelievers, and be a pest to your enemies. Having no land can be a benefit here. To a lesser extent, work on INFRA as well, if only to be able to loan it out.

Put the Pope in the front rank — "A martyred Pope is a happy Pope" should be your motto at all times. No other leader can have quite the impact of His Holiness, even if he

is a "21." Just send him with good leader. Besides, burning off heroic Popes makes for great copy. Needless to say, this is only practical if there is an heir around to "Rule."

Be as impartial, patient, and single-minded as you can. Given that players are inclined to mistrust the Papacy, signs of partiality are dangerous. Players need to understand, for instance, that while you are aiding the Spanish against the Moors, you will never aid them against the French. Of course, this does not apply in Civil Wars, where you must stay with the original player's side. However, once all is lost (entirely), let the victor know your motives for such loyalty, and a rational player will appreciate you all the more.

Learn to handle new players. Take the time to bring the new Polish or Spanish player up to speed on policies, limits, and so forth, or the newbie will just assume you are evil incarnate and sack your monasteries. This is bad.

Do *You* Have What It Takes To Be Pope?

In reaching this point in the article, you have, gentle reader, shown the patience and good taste required of the successful Papal player. You may also have determined that the position requires above all else the willingness to communicate with other players on a frequent basis in a soothing manner. Having email access and/or an telephone answering machine are valuable tools.

Perceptive as you are, you likely realize that this is a role best filled by an experienced player who may have a "regular" empire in another campaign. This provides an outlet for the alternately bloodthirsty and craven nature of the typical *Lords of The Earth* player, which has little place in the Papacy — OK, maybe once in a while. The position offers something different, a new challenge, and a way to work on interpersonal skills lacking in most gamers but valuable in *Lords Of The Earth* 0.

And if you are just a lonely masochist who just read this in lieu of a more worthwhile activity, then I hope it has given you an appreciation for what the Roman Catholic Church can be in *Lords Of The Earth*, and has in some small way relieved the sense of despair in your life.

The Art of War

By Thomas Harlan, 1996

The LOTE game system models (but does not simulate) large scale warfare in a variety of periods from the Bronze Age to the Late Renaissance. In designing the current battle system, the following main concerns were addressed:

Command leadership
National Troop quality
Individual army troop quality
Terrain in area of operation
Supply / local levels of support

In addition, the conscious decision was made to use the 'critical battle' as the working metaphor of a given campaign. This, in part, is why battle results in the Newsfax are usually related as a single engagement. In some cases, several engagements may be reported, but the *system* is oriented towards providing a critical or decisive result.

Note that, as the time-frame progresses, the entire campaign model needs to drift to a frontage-based result as contiguous lines of battle across entire countries (or continents) become supported by the sizes of the armies in conflict, and their logistical needs.
With these things in mind, here are the main points to consider when planning a war against your neighbors, or the successful conclusion of a war that has been thrust upon you.

Concentration of Forces

Because the system tends to the decisive, there is little to be gained for scattering your armies about in smaller groups - **unless** you are sure of pinning the primary enemy army in a siege or by some other means. An attacking army moves more slowly through hostile country than the defender. It is quite possible for a single, large, defending army (particularly if it has good terrain for maneuver or roads) to be able to engage multiple smaller attacking armies individually and to destroy them in sequence.

LOTE provinces are still quite large, so fighting in echelon (Napoleonics style) does not work well. A better approach is to attack with one large force, while retaining another force in reserve to defend your frontage. This helps prevent 'spillage' from smaller enemy armies avoiding battle with your attacking force and trying to cut behind your line of advance.

Once battle is met, **your** casualties are in rough proportion to the size of the **enemy** army. If you outnumber your enemy by 2 to 1 and all other factors are equal, you should be able to swamp him with numbers.

Depth of Leadership

If at all possible, do not send an army into battle without at least **two** leaders in command. Full army combat in the Middle Ages can be hell on commanders. Nothing will bring you defeat quicker than losing your only general. Un-led troops, in most campaigns, have a combat leadership of **zero**. A difference of three or four leadership points between opposing commanders can be the harbinger of victory. Even a 3 Combat Leadership leader could save your bacon.

Mixture of Forces

Particularly in campaigns where unit classes (Elite/Regular/Inexperienced) or weights (Heavy/Medium/Light) are in use you must strike a balance in the composition of your armies. All Heavy Elite armies are very impressive and pretty, but they cost you too much when you have to take losses or detach garrisons. A rough proportion is 1/4 elite, 1/2 regular and 1/4 inexperienced. As losses are taken, the poorest troops die first, so after a round or two of battle, your positive modifiers for better troop quality will actually improve as the inexperienced units die off protecting your better troops.

The key point is that the damage projection and absorption of elite / regular / inexperienced is equal. Elite units give you a better chance of improving your level of damage projection, but do not deal out more damage within a given level.

Heavy / medium / light units, however, do project and absorb different levels of damage. This means that if you are going into a stand-up fight, you want more heavy units (if you can afford them).

Now note that we're talking about two different levels of battle (or campaign) here. One is a the maneuver level (where you're looking for the best combat **bonus**), and one where you actually have to cause and sustain damage. As the supreme generalissimo, you want to try and balance the two. An army entirely of light elite troops is good for a variety of things, but getting into a stand-up fight (or a siege) with heavy troops is not one of them.

Of course, you can always try and swamp your enemy with sheer numbers.

Fixed Positions

Though it generally does not happen, the proper use of fixed fortified positions can be decisive in a campaign. In particular, convincing an enemy army to assail a defended position is an excellent way to cause a very high level of casualties in the attacker.

In particular, note that in the siege or assault resolution sequence, that the attacking force suffers damage from the defender BEFORE the defender takes any losses. It is possible, therefore, for an attacking force to be completely hashed up before they even get a chance to come to grips with the defenders.

On the other hand, the way the modifiers work it is also possible for an attacker to have such an advantage in terms of bonus points (particularly when there is a high disparity in terms of the Siege QR of each side) that they shrug off the damage roll of the defender and then root them out of their hole like a badger on a pole.

Sieges are bloody, nasty work and should be avoided by an attacker at any reasonable cost. If bonus points and troop sizes are equal, the defender will win a siege (on average) every time. More than one campaign has foundered when the attacking force (having a numerical superiority) chases a defending army into a city, besieges it, loses a lot of troops, and then the defenders sortie and clean them up.

The key here is awareness of whether you have an advantage in Siege QR or not. If you do, you can work it to your advantage quite easily -- if you do not, then you want to avoid being trapped in sieges (on either side).

Intel

There is no more critical advantage in warfare than knowing the dispositions and intent of your enemy, while keeping your own secret. If at all possible, you should know at least the following before undertaking a campaign against a neighbor:

How many troops he has and where they are.
Where his generals are.
Which cities are fortified, and preferably how strongly.
Which of his QR's are higher or lower than your own.

If you have a fair idea of these things, your planning becomes vastly easier.

Once you are campaigning, then the Battle Assistance intel op comes into play - it gives you a moderate bonus if successful. Don't pass up any opportunities to gain an extra bonus.

You can also attempt assassinations of enemy commanders in an attempt to pin an enemy army (by wounding or killing its commander). In some games, a new commander, in which case you're hoping for a wound result, immediately replaces a killed leader.

Page 98: [309] Deleted **Thomas Harlan** **10/3/2002 11:36 AM**

Religion Descriptions

The following religion descriptions are adapted from those in the Encyclopedia Britannica and are neither intended to be exhaustive nor complete. They are provided to acquaint players with the basic beliefs of religions that they may not have been exposed to before. These descriptions also cover only the period up to the First Millenium CE (1000.AD).

Christianity

The faith born of a Jewish teacher, Jesus of Nazareth, first overwhelmed the ancient pagan religions of the Roman Empire and the Near East, then splintered into a welter of competing factions.

Roman Catholic

A Christian church characterized by its uniform highly developed doctrinal and organizational structure that traces its history to the Apostles of Jesus Christ in the 1st century AD. Along with Eastern Orthodoxy and Protestantism, it is one of the three major branches of Christianity.

The history of the Roman church in the early, pre-Constantinian period is essentially that of a small sect composed of recruits attracted from the lower classes of the empire. Its' continued existence during these years can be attributed to the relatively tolerant attitude of the imperial authorities, and to a steady influx of converts attracted by the charity and moral tenor of the church's members. The 3rd century witnessed an upsurge in Roman alarm at the spread of the church and the opposition between traditional Roman piety and the apparent misanthropic and unpatriotic atheism of the Christians. Accordingly, the reigns of Decius, Valerian, and Diocletian were marked by persecutions whose severity and scope contrasted with the earlier, sporadic, and largely local troubles, which the young church had faced. Even in this early troubled period, however, both the doctrinal and governmental structures of the church were being defined: a scriptural canon emerged; the settled and official three-fold ministry (bishop, priest, and deacon)

established itself and displaced other forms of leadership; and the See of Rome began to exercise a universal care over other churches.

The reign of Constantine ushered in a new era in the life of the church. The Edict of Milan (314) recognized the church as a legal religion, and by the end of the 4th century, Christianity was the state religion of the empire.

Its privileged position allowed the church to flourish. Moreover, its location in the imperial capital enhanced the prestige of the See of Rome. During this period, the hierarchical structure of the church was further elaborated (along the lines of imperial provincial and metropolitan government), and the emergence of heretical elements was met with a more exact definition of Christological beliefs. The fall of the western empire in 476 and the arrival of the barbarians left the pope as the only effective force for order in the West. In the ensuing centuries the papacy, with the assistance of a remarkably vital and active monastic community, Christianized the invaders and cemented the ties between a distinctly Roman form of Christianity and western European culture. During the Middle Ages, the church's influence in European life was all-pervasive: education, charity, and politics all came under the sway of the church.

For much of its history, the Roman church has believed that the other Christian groups that have sprung up in the course of history do not share with it a demonstrable continuity with the Apostolic church or a marked fidelity to the orthodox interpretation of the Christian faith. The basic hierarchical structure that the church has developed over the centuries to govern its members and to protect the integrity of the deposit of faith from corruption has its roots in apostolic and post-apostolic times, when the duties and interrelationships of the three main offices of the church (bishop, priest, and deacon) were defined with some precision.

At the head of the hierarchy stands the pope, the bishop of Rome, who, as the successor of the apostle Peter, enjoys a primacy of power among his fellow bishops. The right to elect the pope resides with the College of Cardinals.

Theologically, Roman Catholicism differs from other Christian churches with regard to its understanding of the sources of revelation and the channels of grace. Roman Catholicism believes that although scripture holds a special place of authority in the realm of revelation, tradition is revelatory as well and must be recognized as one of the sources of the deposit of faith.

Roman Catholicism sets the number at seven (Baptism, penance, Eucharist, marriage, holy orders, confirmation, and the anointing of the sick). Among these, the celebration of the Eucharist holds a place of particular importance. At the celebration of the Eucharist, Catholics believe that the events of both the Last Supper and the death of Jesus are repeated and that the Christ is truly present in the communion elements by virtue of transubstantiation.

Catholicism's rich sacramental life is supplemented by other devotions, chiefly paraliturgical eucharistic services and devotions to the saints. In marked contrast to some other Christian sects, Catholics have traditionally revered the saints and have sought their assistance in times of need.

The primary Holy Cities of Roman Catholicism are *Rome* and *Jerusalem*.

Eastern Orthodox

Officially named the Orthodox Catholic Church, one of the three major doctrinal and jurisdictional groups of Christianity, characterized by its continuity with the apostolic church, its liturgy, and its territorial churches. Eastern Orthodoxy follows the faith and practices that were defined by the first seven ecumenical councils.

Eastern Orthodoxy is embodied in a family of autonomous churches that recognize the titular headship of the patriarch of Constantinople (the ecumenical patriarch) and are in communion with each other. Eastern Orthodoxy maintains the same seamless institutional continuity with the earliest Christian churches that Roman Catholicism does and recognizes the same sacraments.

Cultural and political factors, not theological ones, caused the separation of the two communions. Culturally, the split between Western Christianity (Roman Catholicism) and Eastern Orthodoxy perpetuates the Roman Empire's division into a Western half, in which Latin was the dominant language, and an Eastern half, in which Greek was dominant among literate people.

From the 4th century onward these two halves drifted apart politically. The Roman Empire in the West succumbed to barbarian invasions in the 5th century. The pope, who had long enjoyed a primacy of honor in the entire church, then emerged as the heir to much of the vanished empire's authority.

In the East the Roman Empire, although weakened, survived for a thousand years more as the Byzantine Empire. There the patriarch of the capital, Constantinople, emerged as the head of the church, but, as a subject of an all-powerful emperor, he never assumed the independent authority of a pope. A tendency for Orthodox churches to accept a subordinate role in the nation-state is a Byzantine legacy.

The earliest Christian literature was in Greek, and Christianity, even at Rome, was long predominantly Greek. The Greek tradition ceased to predominate in the 5th century, when the majority of Christians in Egypt and Syria, who until then had accepted Greek intellectual leadership, broke with the rest of the church over the decrees of the ecumenical councils of Ephesus (AD 431) and Chalcedon (AD 451).

The Arab conquest of those provinces further weakened Eastern Christianity and made the 5th-century schisms permanent. In the meantime, Latin Christianity was spreading beyond the bounds of the old Roman Empire to win the loyalties of the peoples of the rest of western Europe. Only in the 10th century would the conversion of Russia by missionaries from Constantinople begin to redress the balance between Eastern and Western Christianity.

The attempt to revive the Roman Empire in the West under Charlemagne in the 9th century produced the first overt tension between Rome and Constantinople, where minor differences in doctrine and ritual became an occasion of schism. The chief of these differences was the Western belief that the Holy Spirit, one of the three persons of the Trinity, proceeds from the Son as well as the Father, rather than, as the Greeks hold, from the Father alone.

Greeks took offense when Western Christians inserted words to that effect (the Filioque clause) in the Nicene Creed and when Westerners charged them with heretically omitting them. Such differences caused a lasting schism that dates in church

history from the mutual excommunications (1054) of Pope Leo IX and Michael Cerularius, the patriarch of Constantinople

The beauty and richness of its ceremonial worship is the most striking characteristic of Eastern Orthodoxy. Icons - formal paintings of Christ, the Mother of God, and the saints - play an important role in Orthodox worship. Orthodox theologians maintain that the veneration (as distinguished from worship) of icons results necessarily from Christian belief that God became man in the person of Jesus Christ, thereby divinizing human nature. The Orthodox commemorate the promulgation of the decrees of the second Council of Nicaea (787), which validated the veneration of icons, and the end of the Iconoclastic Controversy in 843 in the Feast of Orthodoxy on the First Sunday of Lent.

Monasticism and monastic spirituality have long played a vital role in Orthodoxy. All Eastern Orthodox bishops must be monks (and, hence, celibate), although married men may become priests. Monasticism has fostered Hesychasm, a distinctively Eastern form of mysticism, which employs breathing techniques and special posture, along with continual repetition of the Jesus prayer, as aids to obtaining a vision of the so-called uncreated energies of the Godhead manifested as light.

The primary Holy Cities of Eastern Orthodoxy are *Jerusalem* and *Constantinople*.

Monophysite (Coptic)

Monophysites believe that Jesus Christ's nature remains altogether divine and not human even though he has taken on an earthly and human body with its cycle of birth, life, and death. Monophysite doctrine thus asserted that in the Person of Jesus Christ there was only one (divine) nature rather than two natures, divine and human, as asserted at the Council of Chalcedon in AD 451.

In the development of the doctrine of the Person of Christ during the 4th, 5th, and 6th centuries, several divergent traditions had arisen. Chalcedon adopted a decree declaring that Christ was to be "acknowledged in two natures, without being mixed, transmuted, divided, or separated."

This formulation was directed in part against the Nestorian doctrine -- that the two natures in Christ had remained separate and that they were in effect two Persons -- and in part against the theologically unsophisticated position of the monk Eutyches, who had been condemned in 448 for teaching that, after the Incarnation, Christ had only one nature and that, therefore, the humanity of the incarnate Christ was not of the same substance as that of other men.

Political and ecclesiastical rivalries as well as theology played a role in the decision of Chalcedon to depose and excommunicate the patriarch of Alexandria, Dioscorus (d. 454). The church that supported Dioscorus and insisted that his teaching was consistent with the orthodox doctrine of St. Cyril of Alexandria was labeled *monophysite*.

The label also was attached to various theologians and groups, although some who were called monophysite, notably Severus of Antioch (d. 538), repudiated the terminology of Chalcedon as self-contradictory. Most modern scholars agree that Severus as well as Dioscorus probably diverged from what was defined as orthodoxy more in their emphasis upon the intimacy of the union between God and man in Christ than in any denial that the humanity of Christ and that of mankind are consubstantial.

In modern times, those churches usually classified as monophysite (the Armenian Apostolic, Coptic Orthodox, Ethiopian Orthodox, and Syrian Orthodox) are generally accepted by Roman Catholic, Eastern Orthodox, and Protestant Christendom as essentially orthodox in their doctrine of the Person of Jesus Christ.

The Coptic Church became the principal Christian church in Egypt and large portions of the Moslem Near East. The people of Egypt before the Arab conquest in the 7th century identified themselves and their language in Greek as Aigyptios (Arabic *qibt*, Westernized as Copt); when Egyptian Muslims later ceased to call themselves Aigyptioi, the term became the distinctive name of the Christian minority. From the 5th century onward, these Christians belonged to a Monophysite church (acknowledging only one nature in Christ), calling themselves simply the Egyptian Church.

In the 4th and 5th centuries a theological conflict arose between the Copts and the Greek-speaking Romans, or Melchites ("Emperor's Men"), in Egypt over the Council of Chalcedon (451), which rejected Monophysite doctrine.

After the Arab conquest of Egypt in the 7th century, the Copts ceased speaking Greek, and the language barrier added to the controversy. Various attempts at compromise by the Byzantine emperors came to naught.

Later, the Arab caliphs, although they tended to favour those who adopted Islam, did not interfere much in the internal affairs of the Christian church.

Apart from the Monophysite question, the Coptic and the Eastern Orthodox churches agree in doctrinal matters. Arabic is now used in the services of the Coptic Orthodox Church for the lessons from the Bible and for many of the variable hymns; only certain short refrains that churchgoing people all understand are not in Arabic.

The service books, using the liturgies attributed to St. Mark, St. Cyril of Alexandria, and St. Gregory of Nazianzus, are written in Coptic (the Bohairic dialect of Alexandria), with the Arabic text in parallel columns.

The primary Holy Cities of Monophysite Christian are *Jerusalem* and *Alexandria*.

Nestorian

The Nestorians originated in Asia Minor and Syria out of the condemnation of Nestorius and his teachings by the councils of Ephesus (AD 431) and Chalcedon (AD 451). Nestorians stressed the independence of the divine and human natures of Christ and, in effect, suggested that they were two persons loosely united.

Christianity in Persia faced intermittent persecution until the Persian Church in 424 formally proclaimed its full independence of Christian churches elsewhere, thereby freeing itself of suspicions about foreign influence. Under the influence of Barsumas, the metropolitan of Nisibis, the Persian Church acknowledged Theodore of Mopsuestia, the chief Nestorian theological authority, as guardian of right faith, in February 486. This position was reaffirmed under the patriarch Babai (497-502), and since that time the church has been Nestorian.

Nestorius had been anathematized at Ephesus in 431 for denouncing the use of the title Theotokos ("God-Bearer") for the Blessed Virgin, insisting that this compromised the reality of Christ's human nature. When supporters of Nestorius gathered at the

theological school of Edessa, it was closed by imperial order in 489, and a vigorous Nestorian remnant migrated to Persia.

The Persian Church's intellectual centre then became the new school in Nisibis, which carried on the venerable traditions of Edessa. By the end of the 5th century there were seven metropolitan provinces in Persia and several bishoprics in Arabia and India. The church survived a period of schism (c. 521-c. 537/539) and persecution (540-545) through the leadership of the patriarch Mar Aba I (reigned 540-552), a convert from Zoroastrianism, and also through the renewal of monasticism by Abraham of Kashkar (501-586), the founder of the monastery on Mount Izala, near Nisibis.

After the Arab conquest of Persia (637), the Caliphate recognized the Church of the East as a *millet*, or separate religious community, and granted it legal protection. Nestorian scholars played a prominent role in the formation of Arab culture, and patriarchs occasionally gained influence with rulers. For more than three centuries the church prospered under the Caliphate, but it became worldly and lost leadership in the cultural sphere.

By the end of the 10th century there were 15 metropolitan provinces in the Caliphate and 5 abroad, including India and China. Nestorians also spread to Egypt, where Monophysite Christianity acknowledged only one nature in Christ. In China a Nestorian community flourished from the 7th to the 10th century.

In Central Asia certain Tatar tribes were almost entirely converted, Christian expansion reaching almost to Lake Baikal in eastern Siberia. Western travelers to the Mongol realm found Nestorian Christians well established there, even at the court of the Great Khan.

The holy city for the Nestorians is *Jerusalem*.

Islam

Founded by the Arabian apostle, or prophet, Muhammad in the 7th century AD and emphasizing an uncompromising monotheism and a strict adherence to certain religious practices. Although there have been many sects and movements within the religion, and although there are striking cultural and religious differences among the regions of the Islamic world, all followers of Islam are bound by a common faith and a sense of belonging to a single community.

The word *islam* is used repeatedly in the Qur`an, the Islamic scripture, in the sense of "surrender to the will of Allah (God)." For Muslims, as adherents of Islam are called, the Qur`an is the Word of God, confirming and consummating earlier revealed books and thereby replacing them. The Word's instrument or agent of revelation is the Prophet Muhammad, the last and most perfect of a series of messengers of God to mankind -- from Adam through Abraham to Moses and Jesus, the Christian claims for whose divinity are strongly rejected.

Although Muhammad is only a human creature of God, he has nevertheless an unequaled importance in the Qur`an itself, which sets him next only to God as deserving of moral and legal obedience. Hence, his sayings and deeds (*sunnah*) served as a second basis, besides the Qur`an, of the belief and practice of Islam.

The Qur`anic theology is rigorously monotheistic: God is absolutely unique, omnipotent, omniscient, and merciful. Men are exhorted to obey his will (i.e., to be Muslim), and special responsibility is laid on man. The Muslim creed consists of five articles of faith:

belief in one God
belief in angels
belief in the revealed books
belief in the prophets
belief in the Day of Judgment

To these was added, during the early development of the dogma, the belief in God's predetermination of good and evil. The profession of the faith (*shahada*) is: "There is no God but God, and Muhammad is the prophet of God."

All Muslims are enjoined to practice the Five Pillars of Islam:

to recite the profession of faith at least once in one's lifetime
to observe the five daily public and collective prayers
to pay the *zakat* ("purification") tax for the support of the poor
to fast from daybreak to sunset during the entirety of the month of Ramadan
to perform if physically and financially possible the *hajj*, or pilgrimage to the holy city of Mecca

The most important and fundamental religious concept of Islam is that of the Shari'ah (q.v.), or the Law, which embraces the total way of life as explicitly or implicitly commanded by God. The Shari'ah, as formulated by Muslim religious teachers in the 2nd and 3rd centuries of the Muslim era (8th-9th century AD), includes both the doctrine, or belief, and practice, or the law. Historically, the formulation and systemization of the law took place earlier than the crystallization of the formal theology.

Despite the notion of a unified and consolidated community, as taught by the Prophet, violent differences arose among Muslims within a few years after his death. The *Kharajis*, for example, responding to what they regarded as the nepotism and misrule of the third caliph (deputy or successor of Muhammad), interpreted the Qur`an as enjoining jihad, or holy militancy, and thus as justifying the caliph's assassination. The group incessantly resorted to rebellion and, as a result, was virtually wiped out during the first two centuries of Islam.

In the increasing world-consciousness of 8th- and 9th-century Arabia, a powerful movement of rational theology emerged; its representatives, known as the Mu'tazilah (Seceders), held that human reason, independent of revelation, was capable of discovering what is good and what is evil, and viewed God as pure Essence, without eternal attributes. Thus the Qur`an, regarded by other Muslims as the immutable record of God's attribute of speech, was seen by the Mu'tazilah as created in time and not eternal. Mu'tazilism became the state creed of the caliphate in the 9th century, but in the century following, reaction against it culminated in the formulation and general acceptance of what came to be called Sunni, or "orthodox," theology.

While Sunni orthodoxy, the central community of Islam, condemned schisms and branded dissent as heretical, it developed at the same time the opposite trend of accommodation, catholicity, and synthesis. A broad theological platform was adopted that saved the integrity of the community at the expense of moral strictness and doctrinal uniformity.

Shi'ite Islam, the only important surviving sect outside orthodoxy, arose from a purely political conflict in the late 7th century. Gradually, however, the group's political stand acquired a theological content. Probably under Gnostic and old Iranian dualistic influences, Shi'ism developed a doctrine of esoteric knowledge, centred upon the figure of the *imam*, or exemplary "leader," through whom the truths of the Qur`an are revealed.

Such a doctrine was adopted also by the Sufis, an ascetic movement that arose, largely within orthodoxy, in reaction to the worldliness of the early Muslim dynasties. Five centuries after the initial spread of Islam under the banner of jihad, the Sufis inaugurated a much more massive expansion that was mainly responsible for the establishment of the faith in India, Central Asia, Turkey, and sub-Saharan Africa. Muslim traders also contributed significantly to the enlargement of the Muslim world.

The three Moslem holy cities are: *Jerusalem*, *Medina* and *Mecca*.

Sunni

In the 10th century a reaction began against the Mu'tazilah that culminated in the formulation and subsequent general acceptance of another set of theological propositions, which became Sunni, or "orthodox" theology.

The issues raised by these early schisms and the positions adopted by them enabled the Sunni orthodoxy to define its own doctrinal positions in turn. Much of the content of Sunni theology was, therefore, supplied by its reactions to those schisms. The term sunnah, which means a "well-trodden path" and in the religious terminology of Islam normally signifies "the example set by the Prophet," in the present context simply means the traditional and well-defined way.

In this context, the term sunnah usually is accompanied by the appendage "the consolidated majority" (al- jama'ah). The term indicates that the traditional way is the way of the consolidated majority of the community as against peripheral or "wayward" positions of sectarians, who by definition must be erroneous.

Shi'ah

The Shi'ah owe their origin to the hostility between 'Ali (the fourth caliph and son-in-law of the Prophet) and the Umayyad dynasty (661-750). After 'Ali's death, the Shi'ah (Party; i.e., of 'Ali) demanded the restoration of rule to 'Ali's family, and from that demand developed the Shi'ite legitimism, or the divine right of the holy family to rule. In the early stages, the Shi'ah used this legitimism to cover the protest against the Arab hegemony under the Umayyads and to agitate for social reform.

Gradually, however, Shi'ism developed a theological content for its political stand. Probably under Gnostic (esoteric, dualistic, and speculative) and old Iranian (dualistic) influences, the figure of the political ruler, the imam (exemplary "leader"), was

transformed into a metaphysical being, a manifestation of God and the primordial light that sustains the universe and bestows true knowledge on man. Through the imam alone the hidden and true meaning of the Qur`anic revelation can be known, because the imam alone is infallible. The Shi'ah thus developed a doctrine of esoteric knowledge that was adopted also, in a modified form, by the Sufis, or Islamic mystics.

The orthodox Shi'ah recognize 12 such imams, the last (Muhammad) having disappeared in the 9th century. Since that time, the mujtahids (i.e., the Shi'a divines) have been able to interpret law and doctrine under the putative guidance of the imam, who will return toward the end of time to fill the world with truth and justice.

On the basis of their doctrine of imamology, the Shi'ah emphasize their idealism and transcendentalism in conscious contrast with Sunni pragmatism. Thus, whereas the Sunnis believe in the ijma' ("consensus") of the community as the source of decision making and workable knowledge, the Shi'ah believe that knowledge derived from fallible sources is useless and that sure and true knowledge can come only through a contact with the infallible imam. Again, in marked contrast to Sunnism, adopted the Mu'tazilite doctrine of the freedom of the human will and the capacity of human reason to know good and evil, although its position on the question of the relationship of faith to works is the same as that of the Sunnis.

Parallel to the doctrine of an esoteric knowledge, Shi'ism, because of its early defeats and persecutions, also adopted the principle of *taqiyah*, or dissimulation of faith in a hostile environment. Introduced first as a practical principle, taqiyah, which is also attributed to 'Ali and other imams, became an important part of the Shi'ah religious teaching and practice. In the sphere of law, Shi'ism differs from Sunni law mainly in allowing a temporary marriage, called mut'ah, which can be legally contracted for a fixed period of time on the stipulation of a fixed dower.

From a spiritual point of view, perhaps the greatest difference between Shi'ism and Sunnism is the former's introduction into Islam of the passion motive, which is conspicuously absent from Sunni Islam. The violent death (in 680) of 'Ali's son, Husayn, at the hands of the Umayyad troops is celebrated with moving orations, passion plays, and processions in which the participants, in a state of emotional frenzy, beat their breasts with heavy chains and sharp instruments, inflicting wounds on their bodies. This passion motive has also influenced the Sunni masses in Afghanistan and the Indian subcontinent, who participate in passion plays called ta'ziyahs. Such celebrations are, however, absent from Egypt and North Africa.

European Paganism

An example of the European Pagans are the Celts:

Among the male Celtic deities, the god Lugus (or Lug) was prominent. Greek writers identified him with the sun god Apollo, with whom he shared also the mastery of crafts and the patronship of music. Caesar appears to have associated him with Mercury because of his ubiquitousness. Another important god is Cernunnos, the stag-horned, shamanistic Lord of the Animals. Stags play an integral part in the Celtic literature recorded in the early Christian period, apparently embodying the attributes of the

shaman. Many other animals, including the raven, the crane, the bull, and the boar, are also accorded divine significance.

Among the female deities, the mare goddess, variously called Epona (Gaul), Macha (Ireland), and Rhiannon (Britain), is a very powerful force, as is the crow-goddess Morrígan. These two figures seem to have ruled most closely the fortunes of king and tribe, the former personifying fertility, the latter, death and rebirth.

Goddesses frequently manifested themselves in triple aspects or in groups of three. Examples include the Gallic Matronae, or three mothers; the Irish Brigits, who rule over poetry, healing, and metalcraft; and the "great queen" Morrígan, whose three aspects represent death-prophecy, battle-panic, and death-in-battle.

According to Lucan, the Gauls also had a triple god in whose honour they practiced human sacrifice. His aspects comprise thunder, war, and a mysterious bull, which may represent fertility.

Celtic worship centered upon the interplay of the "otherworld" or divine element with the land and the waters. Wells, springs, rivers, and hills were believed to be inhabited by guardian spirits, usually female, the names of which survive in many place-names. The land itself was regarded anthropomorphically as feminine.

The ocean, ruled by the god Manannán, was also, particularly in British and Irish cosmology, a force of great magic and mystery.

The Celtic otherworld was conceived of as a group of islands far across, or sometimes under, the Western ocean. Its eternally young inhabitants were believed to celebrate continuously with feasts, music, and warrior-contests. Many heroes in the Irish sagas are lured away by women from these islands, and later Christian saints were said to have sailed off in search of them.

Based upon a fluid cosmology in which shape-shifting and magic bonds between humans and other creatures are commonplace, Celtic myths point to a strong belief in the transmigration of souls. Such artifacts as the Gundestrup Caldron (found in Denmark) and the so-called Paris relief depict scenes of shamanistic woodland ritual, and much of Celtic poetry well into the Christian period reflects a preoccupation with transformations and animal consciousness. Trees were a central element in ritual, several types of wood being regarded as oracular. The letters of the alphabet and the names of the months were based on tree-symbols. The Druids took their name from an ancient Indo-European word meaning "Knowing the Oak Tree."

Meso-American (Aztec)

Perhaps the most highly elaborated aspect of Aztec culture was the religious system. The Aztec derived much of their religious ideology from the earlier cultures of Meso-America or from their contemporaries. This was particularly true during the final phase of their history, when their foreign contacts broadened. Indeed, much confusion about Aztec religious ideology stems, in part, from the fact that Aztec civilization was still in a process of assimilation and reorganization of these varied religious traditions. Moreover, as the empire expanded and Tenochtitlán evolved into a heterogeneous community, the religious needs correspondingly changed from those of a simple agrarian society. The ruling class, particularly, demanded a more intellectual and philosophical ideology.

The Aztec approach to contact with the supernatural was through a complex calendar of great ceremonies, which were held at the temples and were performed by a professional priesthood that acted as the intermediary between the gods and human beings. Many of these were public in the sense that the populace played the role of spectators. Elements in all the ceremonies were very similar and included ritual ablutions to prepare the priests for the contact; offerings and sacrifices to gain the gods' favour; and theatrical dramas of myths by masked performers in the form of dances, songs, and processionals. Each god had his special ceremony that, considering the richness of the pantheon, must have filled the calendar. These ceremonies must have played a significant recreative function, as do ceremonies held in honour of patron saints in present-day Mexico.

Aztec religion heavily emphasized sacrifice and ascetic behaviour as the necessary preconditions for approaching the supernatural. Priests were celibate and were required to live a simple, spartan life. They performed constant self-sacrifice in the form of bloodletting as penitence (by passing barbed cords through the tongue and ears). This pattern of worship reached its climax in the practice of human sacrifice; it was in this aspect of Aztec culture that religion, war, and politics became closely related. Ideologically at least, Aztec warfare was waged for the purpose of obtaining sacrificial victims. The tribute lists, of course, demonstrate that there was a more mundane purpose as well, and it would be a serious mistake to think of Aztec warfare as functioning primarily in the religious sphere.

The cult of the gods required a large professional priesthood. Each temple and god had its attendant priestly order. At Tenochtitlán the high priests of Tlaloc and Huitzilopochtli served as heads of the entire priestly organization. Within the orders were priests in charge of ceremonies, of the education of novices, of astrology, and of the temple lands. (These consisted of specific rural communities assigned by the state to particular temples.) Furthermore, there were several grades of priests. As noted above, the priests maintained a number of schools, or *calmecacs*, where sons of the nobility and certain commoners were given instruction. Most of the novices ultimately left the priesthood and carried out economic and political functions; others remained, joined the priesthood on a permanent basis, and lived at the *calmecac*.

Much of Aztec religion probably was practiced at home at special household altars. Common archaeological artifacts are small baked-clay idols or figurines, representing specific gods apparently used in these household ceremonies, along with incense burners.

The Aztec believed that four worlds had existed before the present universe. Those worlds, or "suns," had been destroyed by catastrophes. Humankind had been entirely wiped out at the end of each sun. The present world was the fifth sun, and the Aztec thought of themselves as "the People of the Sun." Their divine duty was to wage cosmic war in order to provide the sun with his tlaxcaltiliztli ("nourishment"). Without it the sun would disappear from the heavens. Thus the welfare and the very survival of the universe depended upon the offerings of blood and hearts to the sun, a notion that the Aztec extended to all the deities of their pantheon.

The first sun was called Nahui-Ocelotl, "Four-Jaguar," a date of the ritual calendar. Humankind was first destroyed by jaguars. The animal was considered by the Aztec as the *nahualli* ("animal disguise") of the creator god Tezcatlipoca.

At the end of the second sun, Nahui-Ehécatl, "Four-Wind," a magical hurricane transformed all people into monkeys. That disaster was caused by Quetzalcóatl (the Feathered Serpent) in the form of Ehécatl, the wind god.

A rain of fire had put an end to the third sun, Nahuiquiahuitl, "Four-Rain." Tlaloc as the god of thunder and lightning presided over that period.

The fourth sun, Nahui-Atl, "Four-Water," ended in a gigantic flood that lasted for 52 years. Only one man and one woman survived, sheltered in a huge cypress. But they were changed into dogs by Tezcatlipoca, whose orders they had disobeyed.

Present humanity was created by Quetzalcóatl. The Feathered Serpent, with the help of his twin, Xólotl, the dog-headed god, succeeded in reviving the dried bones of the old dead by sprinkling them with his own blood.

The present sun was called Nahui-Ollin, "Four-Earthquake," and was doomed to disappear in a tremendous earthquake. The skeleton-like monsters of the west, the *tzitzimime*, would then appear and kill all people.

Two deeply rooted concepts are revealed by these myths. One was the belief that the universe was unstable, that death and destruction continually threatened it. The other emphasized the necessity of the sacrifice of the gods. Thanks to Quetzalcóatl's self-sacrifice, the ancient bones of Mictlan, "the Place of Death," gave birth to men. In the same way, the sun and moon were created: the gods, assembled in the darkness at Teotihuacán, built a huge fire; two of them, Nanahuatzin, a small deity covered with ulcers, and Tecciztécatl, a richly bejeweled god, threw themselves into the flames, from which the former emerged as the sun and the latter as the moon. Then the sun refused to move unless the other gods gave him their blood; they were compelled to sacrifice themselves to feed the sun.

According to the Aztec cosmological ideas, the earth had the general shape of a great disk divided into four sections oriented to the four cardinal directions. To each of the four world directions were attached five of the 20.day-signs, one of them being a Year-Bearer (east, *acatl*, "reed"; west, *calli*, "house"; north, *tecpatl*, "flint knife"; south, *tochtli*, "rabbit"), a colour (east, red or green; west, white; north, black; south, blue), and certain gods. The fifth cardinal point, the centre, was attributed to the fire god Huehuetéotl, because the hearth stood at the centre of the house.

Above the earth, which was surrounded by the "heavenly water" (*ilhuicáatl*) of the ocean, were 13 heavens, the uppermost of which, "where the air is delicate and frozen," was the abode of the Supreme Couple. Under the "divine earth," *teotlalli*, were the nine hells of Mictlan, with nine rivers that the souls of the dead had to cross. Thirteen was considered a favorable number, nine extremely unlucky.

All of the heavenly bodies and constellations were divinized, such as the Great Bear (Tezcatlipoca), Venus (Quetzalcóatl), the stars of the north (Centzon Mimixcoa, "the 400.Cloud-Serpents"), the stars of the south (Centzon Huitznáua, "the 400.Southerners"). The solar disk, Tonatiuh, was supposed to be borne on a litter from the east to the zenith, surrounded by the souls of dead warriors, and from the zenith to

the west among a retinue of divinized women, the Cihuateteo. When the night began on the earth, day dawned in Mictlan, the abode of the dead.

The ancient tribes of central Mexico had worshiped fertility gods for many centuries when the Aztec invaded the valley. The cult of these gods remained extremely important in Aztec religion. Tlaloc, the giver of rain but also the wrathful deity of lightning, was the leader of a group of rain gods, the Tlaloques, who dwelt on mountaintops. Chalchiuhtlicue ("One Who Wears a Jade Skirt") presided over fresh waters, Huixtocíhuatl over salt waters and the sea. Numerous earth goddesses were associated with the fertility of the soil and with the fecundity of women, as Teteoinnan ("Mother of the Gods"), Coatlicue ("One Who Wears a Snake Skirt"), Cihuacóatl ("Serpent-Woman"), and Itzpapálotl ("Obsidian-Butterfly"). Their significance was twofold: as fertility deities, they gave birth to the young gods of corn, Centéotl, and of flowers, Xochipilli; as symbols of the earth that devoured the bodies and drank the blood, they appeared as warlike godheads. Tlazoltéotl, a Huastec goddess, presided over carnal love and over the confession of sins.

Xipe Totec, borrowed from the faraway Yopi people, was a god of the spring, of the renewal of vegetation, and at the same time the god of the corporation of goldsmiths. Human victims were killed and flayed to honor him.

The concept of a supreme couple played an important role in the religion of the old sedentary peoples such as the Otomí. Among the Aztec it took the form of Intonan, Intota ("Our Mother, Our Father"), the earth and the sun. But the fire god Huehuetéotl was also associated with the earth. In addition, Ometecuhtli ("Lord of the Duality") and Omecihuatl ("Lady of the Duality") were held to abide in the 13th heaven: they decided on which date a human being would be born, thus determining his destiny.

Among the fertility gods are to be counted the "400.Rabbits" (Centzon Totochtin), little gods of the crops, among which are Ometochtli, the god of *octli* (a fermented drink), and Tepoztécatl, the god of drunkenness.

The Aztec brought with them the cult of their sun and war god, Huitzilopochtli, "the Hummingbird of the Left," who was considered "the reincarnated Warrior of the South," the conquering sun of midday. According to a legend probably borrowed from the Toltec, he was born near Tula. His mother, the earth goddess Coatlicue, had already given birth to the 400.Southerners and to the night goddess Coyolxauhqui, whom the newborn god exterminated with his *xiuhcoatl* ("turquoise serpent").

Tezcatlipoca, god of the night sky, was the protector of the young warriors. Quetzalcóatl, the ancient Teotihuacán deity of vegetation and fertility, had been "astralized" and transformed into a god of the morning star. He was also revered as a wind god and as the ancient priest-king of the Toltec golden age: the discoveries of writing, the calendar, and the arts were attributed to him.

The beliefs of the Aztec concerning the other world and life after death showed the same syncretism. The old paradise of the rain god Tlaloc, depicted in the Teotihuacán frescoes, opened its gardens to those who died by drowning, lightning, or as a result of leprosy, dropsy, gout, or lung diseases. He was supposed to have caused their death and to have sent their souls to paradise.

Two categories of dead persons went up to the heavens as companions of the sun: the Quauhteca ("Eagle People"), who comprised the warriors who died on the battlefield or

on the sacrificial stone, and the merchants who were killed while traveling in faraway places; and the women who died while giving birth to their first child and thus became Cihuateteo, "Divine Women."

All the other dead went down to Mictlan, under the northern deserts, the abode of Mictlantecuhtli, the skeleton-masked god of death. There they traveled for four years until they arrived at the ninth hell, where they disappeared altogether.

Offerings were made to the dead 80.days after the funeral, then one year, two, three, and four years later. Then all link between the dead and the living was severed. But the warriors who crossed the heavens in the retinue of the sun were thought to come back to earth after four years as hummingbirds. The Cihuateteo were said to appear at night at the crossroads and strike the passersby with palsy.

The world vision of the Aztec conceded only a small part to man in the scheme of things. His destiny was submitted to the all-powerful *tonalpohualli* (the calendrical round); his life in the other world did not result from any moral judgment. His duty was to fight and die for the gods and for the preservation of the world order. Moreover, witchcraft, omens, and portents dominated everyday life. That such a pessimistic outlook should have coexisted with the wonderful dynamism of Aztec civilization is in itself a remarkable achievement.

Southern Amerind

Inca religion--an admixture of complex ceremonies, practices, animistic beliefs, varied forms of belief in objects having magical powers, and nature worship--culminated in the worship of the sun, which was presided over by the priests of the last native pre-Columbian conquerors of the Andean regions of South America. Though there was an Inca state religion of the sun, the substrata religious beliefs and practices of the pre-Inca peoples exerted an influence on the Andean region prior to and after the conquest of most of South America by the Spaniards in the 16th century.

The creator god of the Inca and of pre-Inca peoples was Viracocha, who was also a culture hero. Creator of earth, man, and animals, Viracocha had a long list of titles, including Lord Instructor of the World, the Ancient One, and the Old Man of the Sky. Some have said that he also was the creator of the Tiahuanaco civilizations, of which the Inca were the cultural heirs. Viracocha went through several transmogrifications (often with grotesque or humorous effects). He made peoples, destroyed them, and re-created them of stone; and when they were re-created, he dispersed mankind in four directions.

As a culture hero he taught people various techniques and skills. He journeyed widely until he came to the shores of Manta (Ecuador), where he set off into the Pacific--some say in a boat made of his cloak, others that he walked on the water. This part of the myth has been seized upon by modern mythmakers, and, as Kon-Tiki, Viracocha was said to have brought Inca culture to Polynesia.

Viracocha was the divine protector of the Inca ruler Pachacuti Inca Yupanqui; he appeared to Pachacuti in a dream when the Chanca were besieging the Inca forces. Upon victory, Pachacuti raised a temple to Viracocha in Cuzco. He was represented by a gold figure "about the size of a 10-year-old child."

Inti, the sun god, was the ranking deity in the Inca pantheon. His warmth embraced the Andean earth and matured crops; and as such he was beloved by farmers. Inti was represented with a human face on a ray-splayed disk. He was considered to be the divine ancestor of the Inca: "my father" was a title given to Inti by one Inca ruler.

Apu Illapu, the rain giver, was an agricultural deity to whom the common man addressed his prayers for rain. Temples to Illapu were usually on high structures; in times of drought, pilgrimages were made to them and prayers were accompanied by sacrifices--often human, if the crisis was sufficient. The people believed that Illapu's shadow was in the Milky Way, from whence he drew the water that he poured down as rain.

Mama-Kilya, wife of the sun god, was the Moon Mother, and the regulator of women's menstrual cycles. The waxing and waning of the moon was used to calculate monthly cycles, from which the time periods for Inca festivals were set. Silver was considered to be tears of the moon. The stars had minor functions. The constellation of Lyra, which was believed to have the appearance of a llama, was entreated for protection. The constellation Scorpio was believed to have the shape of a cat; the Pleiades were called "little mothers," and festivals were celebrated on their reappearance in the sky. Earth was called Paca-Mama, or "Earth Mother." The sea, which was relatively remote to the Inca until after 1450, was called Mama Qoca, the Sea Mother.

Priests, their attendants, and the Chosen Women occupied Temples and shrines housing fetishes of the cult. In general, temples were not intended to shelter the celebrants, since most ceremonies were held outside the temple proper. The ruins of the Temple of Viracocha at San Pedro Cacha (Peru), however, had a ground plan that measured 330.by 87 feet, which indicates that it was designed for use other than the storage of priestly regalia.

Priests resided at all important shrines and temples. A chronicler suggests that a priest's title was *umu*, but in usage his title was geared to his functions as diviner of lungs, sorcerer, confessor, and curer. The title of the chief priest in Cuzco, who was of noble lineage, was *villac umu*. He held his post for life, was married, and competed in authority with the Inca. He had power over all shrines and temples and could appoint and remove priests. Presumably, priests were chosen young, brought up by the more experienced, and acquired with practice the richly developed ceremonialism.

Divination was the prerequisite to all action. Nothing of importance was undertaken without recourse to divination. It was used to diagnose illness, to predict the outcome of battles, and to ferret out crimes, thus giving it a judiciary function. Divination was also used to determine what sacrifice should be made to what god. Life was believed to be controlled by the all-pervading unseen powers, and to determine these portents the priests had recourse to the supernatural. Oracles were considered to be the most important and direct means of access to the wayward gods. One oracle of a huaca close to the Huaca-Chaca Bridge, across the Apurímac River near Cuzco, was described by a chronicler as a wooden beam as thick as a fat man, with a girdle of gold about it with two large golden breasts like a woman. These and other idols were bloodspattered from sacrifices – animal and human.

"Through this large idol," a chronicler wrote, "the demon of the river used to speak to them." Another well-known oracle was housed in a temple in the large adobe complex of Pachacamac near Lima.

Sacrifice, human or animal, was offered on every important occasion; guinea pigs (more properly *cui*), llamas, certain foods, coca leaves, and *chicha* (an intoxicant corn beverage) were all used in sacrifices. Many sacrifices were daily occurrences for the ritual of the sun's appearance. A fire was kindled, and corn was thrown on the coals and toasted. "Eat this, Lord Sun," was the objuration of officiating priests, "so that you will know that we are your children." On the first day of every lunar month 100.pure-white llamas were driven into the Great Square, Huayaca Pata in Cuzco; they were moved about to the various images of the gods and then assigned to 30.priestly attendants, each representing a day of the month. The llamas were then sacrificed; chunks of flesh were thrown onto the fire, and the bones were powdered for ritual use. Ponchos of excellent weave or miniature vestments were burned in the offering. The Inca ruler wore his poncho only once: it was ceremoniously sacrificed in fire each day.

Humans also were sacrificed; when the need was extreme, 200.children might be immolated, such as when a new Inca ruler assumed the royal fringe. Defeats, famine, and pestilence all called for human blood. Even a Chosen Woman from the Sun Temple might be taken out for sacrifice. Children, before being sacrificed, were feasted "so that they would not enter the presence of the gods hungry and crying." It was important in human sacrifice that the sacrificed person be without blemish. Many were chosen from the conquered provinces as part of regular taxation; "blood money" was scarcely a metaphor.

Buddhism

A religion and philosophy founded by Siddhartha Gautama in northeast India during the period from the late 6th century to the early 4th century BC. Spreading from India to Central and Southeast Asia, China, Korea, and Japan, Buddhism has played an influential role in the spiritual, cultural, and social life of much of the Eastern world.

The Buddha, a designation which means the "Enlightened One," died in northeastern India between 500.and 350.BC. According to tradition, his family name was Gautama; later sources call him Siddhartha, which means "He Who Has Reached His Goal." He was reared in a royal family of the ruling Kshatriya, or warrior, caste. Shocked as a young man by the inevitability of sickness, old age, and death, he renounced his family life in order to wander as a *shramana*, or ascetic, in search of religious understanding and a way of release from the human condition. Discarding the teachings of his contemporaries, through meditation he achieved enlightenment, or ultimate understanding. Thereafter, the Buddha instructed his followers (the *sangha*) in the *dharma* (Pali dhamma, "truth") and the "Middle Way," a path between a worldly life and extremes of self-denial.

The essence of the Buddha's early preaching was said to be the Four Noble Truths:

Life is fundamentally disappointment and suffering
Suffering is a result of one's desires for pleasure, power, and continued existence
In order to stop disappointment and suffering one must stop desiring

The way to stop desiring and thus suffering is the Noble Eightfold Path--right views, right intention, right speech, right action, right livelihood, right effort, right awareness, and right concentration.

The realization of the truth of *anatman* (no eternal self) and *pratitya-samutpada* (the law of dependent origination) was taught as essential for the indescribable state of release called nirvana ("blowing out").

Wherever Buddhist doctrine and philosophy have spread in Asia, they have given rise to a remarkable flowering of material culture. Architectural and iconographic features naturally vary from country to country, but basic functions remain the same. The temple is the main sanctuary, in which services, both public and private, are performed. The monastery is a complex of buildings, located usually in a spot chosen for its beauty and seclusion. Its function is to house the activities of the monks.

Images are important features of temples, monasteries, and shrines in both Theravada and Mahayana. Throughout Southeast Asia these generally represent the historic Buddha in postures of meditating, teaching, or reclining. For the devout these call to mind his enlightenment, years of teaching, and passing to nirvana. In countries of central Asia, the treatment of images is more complex. In Mahayana sanctuaries, the representations are of different buddhas, bodhisattvas, saints, and guardian deities derived from India. In China and Tibet these constitute a pantheon, the worship of which is practically polytheistic.

Veneration of relics and personal belongings of the Buddha has been present in Buddhism from the beginning and has given rise to a profusion of reliquary structures--stupas, dagobas, and pagodas--throughout Buddhist lands. All these structures have the same basic function. They honour the Buddha in the preservation of his relics or those of his chief disciples. They also serve as objects of pilgrimage and places for symbolic acts of devotion.

In addition to temple design and decoration, Buddhism historically has stimulated creativity in other artistic areas; the traditions of poetry and painting associated with Zen Buddhism are notable examples.

Mahayana

Between the 2nd century BC and the 2nd century AD, there appeared new Buddhist scriptures that purported to represent the Buddha's most advanced and complete teaching. The communities for which these new Sanskrit texts were important called themselves followers of the "Greater Vehicle" (Mahayana), in contradistinction to followers of what they regarded as the "Lesser Vehicle" (Hinayana). Their ideal was that of the bodhisattva ("enlightenment being"; one who has taken the vow to become a buddha), whose compassionate vow to save all sentient beings was contrasted with the aloof self-preoccupation of the Theravada arhat.

The Mahayana schools developed an expanded vision of the universe and a new understanding of the Buddha. The human manifestation of the True Law in the figure of Gautama Buddha was identified with the many celestial forms experienced in meditation and with the *dharma-kaya*, the ineffable absolute. Certain Mahayana schools (Madhyamika in India, T'ien-t'ai and Hua-yen in China, etc.) developed sophisticated

philosophical arguments concerning the two levels of truth (the relative and absolute) and the identification of *samsara* (this world of life and death) with nirvana. The Pure Land schools of Mahayana emphasized simple faith over logic and were more concerned with salvific rebirth in Buddha's "pure lands" than with the achievement of enlightenment in this world. The influential Dhyana (Chinese: Ch'an; Japanese: Zen) tradition stressed meditation and a sudden enlightenment experience. Mahayana became the predominant form of Buddhism throughout East Asia and has had an immeasurable impact on the civilizations of China, Korea, and Japan. Numerous sects have arisen as a result of doctrinal disputes, charismatic leaders, and various points of emphasis.

Therevada

After the death of the Buddha (at which time he passed into final nirvana) efforts were made to consolidate the teachings and structures of the Buddhist community. Several important Buddhist councils were held to decide questions of faith and order, leading finally to the distinction between those who believed they held to the most ancient traditions (the Theravadins) and those who claimed their understandings represented the highest and most complete account of Buddha's message (the Mahayanists). Scholars think that by the 3rd century BC, Theravada doctrine and practice were fairly formalized.

The Theravada canon of sacred scriptures, the Tipitaka (Sanskrit *Tripitaka*, "The Three Baskets"), all written in the Pali language, include the *Vinaya Pitaka* ("Basket of Discipline"), the *Sutta Pitaka* ("Basket of Discourses"), and *Abhidhamma Pitaka* ("Basket of Scholasticism").

Theravada doctrine emphasizes the composite nature of all things. Phenomenal realities are conceived as being in constant flux, as aggregates of momentary elements without any enduring selfhood. The Theravada tradition explicated necessary regulations for the community, meditative techniques and rituals, and the stages leading to arhatship (the pinnacle of spiritual attainment). Moral instruction for both monastic and lay followers was elaborated by reference to specific rules and to paradigms available in the Jataka tales of the Buddha's incarnations. The great Indian king Ashoka (reigned mid-3rd century BC) patronized Buddhism, supporting a missionary enterprise that carried the Theravada tradition into Sri Lanka and Southeast Asia, where it remains the predominant form of Buddhism.

Lamaist (or Tantric)

Known also as Vajrayana (the "Adamantine Vehicle," or "Diamond Vehicle"), or Mantrayana (the "Vehicle of the Mantra"), Tantric Buddhism became prominent in India in the 7th century AD. An esoteric path requiring strict guidance under an accomplished master, Tantric ritual involved both the identification of the initiate with a visualized deity and action intended to demonstrate the adept's transcendence of all dualistic categories such as good and evil, male and female, *samsara* and nirvana. Tantric masters developed elaborate ritual usage of *mudras* (sacred gestures), mantras (sacred sounds),

and *mandalas* (maps of the spiritual cosmos). Tantrism became the predominant influence on the development of a special form of Buddhism in Mongolia and Tibet.

Jainism

A religion and philosophy of India, founded in about the 6th century BC by Vardhamana, who is known as Mahavira ("Great Hero")--the 24th of the Tirthankaras ("Ford-makers"), Jinas ("Conquerors"; whence the name Jainism), the great religious figures on whose example the religion is centred -- in protest against the orthodox Vedic (early Hindu) ritualistic cult of the period; its earliest proponents may have belonged to a sect that rebelled against the idea and practice of taking life prevalent in the Vedic animal sacrifice.

Jainism, which does not espouse belief in a creator god, has as its ethical core the doctrine of *ahimsa*, or noninjury to all living creatures, and as its religious ideal the perfection of man's nature, to be achieved predominantly through the monastic and ascetic life.

According to Jains their faith is eternal and has been revealed through the successive ages of the world by the Tirthankaras, each of whom attained perfection and absolute freedom and then preached Jainism to the world. The first Tirthankara, Rsabha, is thus the traditional founder of Jainism, but though his name occurs in the Vedas and the Puranas very little else is known of him; nor is there historical evidence of the other Tirthankaras until Parshva, the 23rd in the line, who is thought to have died in the late 8th century BC.

The actual and historical founder of Jainism was Mahavira, who was born c. 599 BC near Patna in what is now Bihar state. His father was a ruling Kshatriya (the second of the four Hindu social classes), chief of the Nata clan. Mahavira was an elder contemporary of Siddhartha Gautama (the Buddha) and is referred to in Buddhist writings as Nataputra ("Son of the Nata"). When he was about 28 years of age he took up the life of an ascetic. After years of hardship and meditation he attained enlightenment; thereafter he preached Jainism for about 30.years and died at Pava (also in Bihar) in 527 BC. Pava has been, since then, one of the chief places of Jain pilgrimage; Dewali, the Hindu New Year festival, is a day of great pilgrimage for Mahavira.

Jainism has never been torn by philosophic dispute, but from the beginning it was subject to schismatic movements. In the 4th or 3rd century BC the Jains began to split into two sects on points of rules and regulations for monks, a rift which was complete at least by the end of the 1st century AD. The Digambaras ("Sky-clad"; i.e., naked) hold that an adherent should own nothing, not even clothes. They also believe that salvation is not possible for women. The Svetambaras ("White-robed") differ from them on these points.

According to the Svetambaras, the sacred literature preserved orally since Mahavira was systematized and written down by a council convened about the end of the 4th century BC, but it is generally agreed that it was not given its present shape until some 800.years later (AD 454 or 467). The Svetambara canon (agama) consists of 45 texts: 11 Angas ("Parts")--a 12th, the Drstivada, is not extant--12 Upangas (subsidiary texts), 4 Mula-sutras (basic texts), 6 Cheda-sutras (concerned with discipline), 2 Culika-sutras

(appendix texts), and 10.Prakirnakas (mixed, assorted texts). Digambaras give canonical status to two principal works in Prakrit: the Karmaprabhrta ("Chapters on Karman") and the Kasayaprabhrta ("Chapters on Kasayas") and accord great respect to several other works and commentaries.

Jain metaphysics is a dualistic system dividing the universe into two ultimate and independent categories: soul or living substance (*jiva*), which permeates natural forces such as wind and fire as well as plants, animals, and human beings; and non-soul, or inanimate substance (*ajiva*), which includes space, time, and matter.

The next most important concept is that of karma, which, in contrast to the more abstract Hindu-Buddhist conception of the principle, is regarded in Jainism as a substance, subtle and invisible, yet material, which flows into and clogs the jiva, causing the bondage of life and transmigration. This inflow can be stopped by many lives of penance and disciplined conduct, resulting in the final moksha, or liberation, the ultimate goal of human endeavour. Souls are divided into those that have attained perfection and those still in bondage.

The Jain ethic is a direct consequence of the philosophy of soul and karma. Since the individual's primary duty is the evolution and perfection of his soul and that of his fellow creatures, ahimsa, or the refraining from harming any living being, is the cardinal principle. Jains build asylums and rest houses for old and diseased animals, where they are kept and fed until they die a natural death. The three ideals of *samyagdarshana* ("right belief"), *samyagjñana* ("right knowledge"), and *samyakcarita* ("right conduct") are known as the three jewels, or *ratnatraya*.

Lesser gods are classified into four main groups: *bhavanavasis* (gods of the house), *vyantaras* (intermediaries), *jyotiskas* (luminaries), and *vaimanikas* (astral gods). These are each subdivided into several groups. Besides these, certain other gods and goddesses are mentioned in various Jaina texts, including several that suggest Hindu influence or borrowing from some common ancient Indian heritage. All these deities are assigned a position subordinate to the Tirthankaras and other liberated souls.

Time is conceived as eternal and formless. The world is infinite and was never created. Space (*akasha*), all-pervasive and formless, provides accommodation to all objects of the universe and is divided into the space of the universe (*lokakasha*) and that of the non-universe (*a-lokakasha*), the latter having no substance in it. Through the center of the universe runs the region of mobile souls in which all living beings, including men, animals, gods, and devils, live. Above the central region is the upper world of two parts; below it lies the lower world subdivided into seven tiers.

Hinduism

The beliefs, practices, and socioreligious institutions of the peoples known as Hindus (principally the peoples of India and parts of Pakistan, Bangladesh, Sri Lanka, Nepal, and Sikkim, but also communities in other parts of the world) that have evolved from Vedism, the religion of the ancient Indo-European peoples who settled in India during the 2nd millennium BC.

Because it integrates a variety of heterogeneous elements, Hinduism constitutes a complex but largely continuous whole; and, because it covers the whole of life, it has

religious, social, economic, literary, and artistic aspects. Hinduism thus resists a precise definition, but a common core of characteristics most Hindus share can be identified.

Although the various Hindu sects all rely on their own set of scriptures, most also accept the sacredness of the ancient texts collectively known as the Vedas. These books are the oldest Indian documents and represent the religion of the Aryan invaders of the subcontinent over the period from 1400.to 500.BC. Vedism was almost entirely concerned with the cult of fire sacrifice (*yajña*) and the continual regeneration of the universe that resulted from it. By means of the correspondences that linked the ritual to both the macrocosmos and the microcosmos, the sacrificer simultaneously contributed to the welfare of the transcendental order and furthered his own interests. These correspondences were explored in the philosophical Vedic texts, the Upanishads, in which a search for the knowledge that would liberate man from repeated death led to the earliest formulations of Hindu doctrine.

Out of the multitude of Vedic deities responsible for various cosmic functions, the two principal gods of theistic Hinduism emerged as dominant at about the dawn of the Christian era. Vishnu, a god of extension and pervasiveness in the Vedas, already appears in his incarnation of Krishna in the Bhagavadgita ("Song of the Lord"; c. 200.BC-AD 200). Shiva is described as the sole creator, preserver, and destroyer of the universe as early as the Shvetashvatara Upanishad (c. 400.BC) and has roots in the Vedic god Rudra. Devotional cults centering on one or the other of these two high gods grew in importance throughout the 1st millennium AD. The worship of these two gods was charged with emotional fervour by the medieval saints and poets, and the two cults continue to the present as the main forms of Hinduism.

Theistic Hinduism replaced the Vedic sacrificial cult with a form of worship or service to an image or representation of the deity called *puja* and an attitude of respectful, but often enthusiastic, devotion called *bhakti*. Puja consists of a more or less elaborate ritual in which the deity is invoked into an image that is established in either the home or temple, is honoured as a royal guest with a seat, offerings of water, garments, perfumes, flowers, food, and so on, and is then dismissed out of the idol he has temporarily deigned to inhabit. The main purpose of the ritual is the communion with the deity gradually leading to a more permanent and even closer relationship between the worshiper and God.

Vaishnavism, the worship of Vishnu in one or all of his 10.incarnations, includes many different sects. The more important are the Shrivaisnavas and Dvaitins of South India, the followers of Vallabha in western India, various groups in Bengal that can be traced back to the saint Caitanya (1485-1533), and the Pañcaratrins. Vaishnavism emphasizes a personal relation with a loving and gracious god.

Shaivism, the worship of Shiva, tends to be more ascetically inclined than Vaishnavism and often incorporates yogic mystical practices into its worship. Shiva is an ambivalent deity when presented anthropomorphically, terrible and yet protecting, and is often represented in the form of the phallic *lingam* conveying both erotic and ascetic meanings. The major Shaiva groups include the Kashmir Shaivas, and the Lingayats and Shaiva Siddhantins of South India.

A third major component of Hinduism is the cult of the goddess Shakti (also represented as Devi, Durga, and Kali), or Shaktism, which is usually combined with the

esoteric Tantric methods of tapping the creative energies (*shaktis*) within oneself. Shaktism is also frequently a feature of Vaishnavism and Shaivism, in which devotion is paid to Laksmi or Parvati, the divine consorts of Vishnu and Shiva, and plays a crucial role in the religious life of many of India's villages.

Fundamental to all Hindu sects is the belief in an eternal, infinite, all-embracing neuter principle of ultimate reality called Brahman. The pervasive force lying within all being, Brahman is conceived as the "self," or *atman*, of all forms of life, and many Hindu traditions portray the conscious realization of the identity between the individual self and the cosmic principle as the final religious goal.

Closely connected to the doctrine of Brahman/atman is the concept of samsara, or transmigration of the individual soul, and its complementary principle of karma, the law whereby acts produce future good or bad results. The cycle of perpetual rebirth entraps the soul until it is finally broken by spiritual self-realization and *moksha*, or liberation, is attained. Three paths, or means, to this salvation are generally accepted, though with differing emphases according to the particular tradition:

The path of ritual or disinterested action (*karma-marga*)
The way of true knowledge (*jnana-marga*)
The method of *bhakti*, or intense devotion to God.

The caste system, which hierarchically arranges the groups of Hindu society on the basis of relative purity, has been identified by some scholars as the central unifying institution of Hinduism. Growing out of an ancient ideological division of society into four classes, priests, warriors, agriculturists and traders, and servants, the complex caste structure is indeed generally adhered to and often actively supported by the various Hindu traditions. Many, though not all, Hindus acknowledge the supremacy of the Brahman (priestly) class as the highest representative of religious purity and knowledge, and many support the notion that social and religious duties are differently determined according to birth and inherent ability. This is the underlying principle of dharma, the religious and moral law governing individual conduct.

Hindu mythology is rich, multifarious, and inclusive. It portrays the terrible alongside the benevolent, the trivial alongside the cosmic, and the grotesque alongside the sublime. The earliest source of Hindu mythology is the Vedic literature, the oldest texts of which are the four Vedas, or "Books of Knowledge": Rigveda, Yajurveda, Samaveda, and Atharvaveda. Though the Vedas convey much information about the warrior life-style of the conquering Aryans, their principal focus is the fire sacrifice. Three gods most frequently invoked in the Vedas are Indra, god of war and rain who releases the life-giving monsoons by killing the dragon Vrtra; Agni, the deified sacrificial fire; and Soma, the hallucinogenic plant from which the sacrificial drink is pressed.

The major sources of classical Hindu mythology are a series of texts composed in Sanskrit during the 1st millennium AD. The *Mahabharata* ("Great Epic of the Bharata Dynasty") includes the *Bhagavadgita*, the most important religious text of Hinduism. The *Ramayana* narrates the adventures of Rama, a popular incarnation of the god Vishnu. The most extensive sources of Hindu mythology, however, are the *Puranas*,

encyclopaedic collections of Indian legend and mythology blending Aryan and indigenous Indic elements.

Taoism

A religio-philosophical tradition that has, along with Confucianism, shaped Chinese life for more than 2,000.years. The Taoist heritage, with its emphasis on individual freedom and spontaneity, laissez-faire government and social primitivism, mystical experience, and techniques of self-transformation, represents in many ways the antithesis to Confucian concern with individual moral duties, community standards, and governmental responsibilities.

Taoism encompasses both a Taoist philosophical tradition (Tao-chia) associated with the Tao-te Ching (Lao-tzu), Chuang-tzu, Lieh-tzu, and other texts, and a Taoist religious tradition (Tao-chiao) with organized doctrine, formalized cultic activity, and institutional leadership. These two forms of Taoist expression are clearly interrelated, though at many points in tension. Aspects of both philosophical and religious Taoism were appropriated in East Asian cultures influenced by China, especially Korea, Japan, and Vietnam.

The text central to all expressions of the Taoist spirit is the Tao-te Ching ("Classic of the Way and Its Power"), previously known as Lao-tzu after the name of the mysterious master traditionally said to have been its author. The cardinal concept is that of the Tao, the ineffable, eternal, creative reality which is the source and end of all things. *Tao* is the Absolute, the "Uncarved Block" experienced only in mystical ecstasy. *Te* is the manifestation of the Tao within all things. Thus, to possess the fullness of te means to be in perfect harmony with one's original nature. According to Chuang-tzu (fl. 4th century BC), an individual in harmony with the Tao comprehends the course of Nature's constant change and fears not the rhythm of life and death.

As is accomplished at death, so in life must the individual return to the original purity and simplicity of the Tao. In contrast to the Confucian program of social reform through moral principle, ritual, and government regulation, the true way of restoration for the Taoists consisted in the banishment of learned sageliness and the discarding of wisdom. "Manifest the simple," urged Lao-tzu, "embrace the primitive, reduce selfishness, have few desires."

As the Tao operates impartially in the universe, so should mankind disavow assertive, purposive action. The Taoist life is not, however, a life of total inactivity. It is rather a life of nonpurposive action (*wu-wei*). Stated positively, it is a life expressing the essence of spontaneity (*tzu-jan*, "self-so"). While the Chuang-tzu and Lieh-tzu are guides directing all persons in the realization of total freedom, the Tao-te Ching is addressed in particular to rulers. Great rulers, taught Lao-tzu, simply follow Nature and the people only know of their existence.

The themes and texts of philosophical Taoism became established during the Warring States period (481-221 BC). Religious or esoteric Taoism as a movement of organized religious communities developed only in the 2nd century AD, appropriating a variety of themes and spiritual techniques associated with the common objective of immortality. While in fundamental ways such a goal was incompatible with the aims of philosophical Taoism, there were hints in the texts of the philosophical tradition to the

extension of life and the protection from harm possible for those in harmony with the Tao. The lives of such perfected ones, or *hsien* (Immortals) as they came to be called, became the central paradigms of religious Taoism. Lao-tzu became deified as a revealer of sacred texts and a savior, and techniques of spiritual attainment became fully elaborated.

Techniques for achieving immortality included dietary regimens, breath control and meditation, sexual disciplines, alchemy, the use of magical talismans, and the search for the fabled Isle of Bliss. Dietary concerns focussed on necessary nourishment while abstaining from foods which benefited the "three worms" in the body (which caused disease, old age, and death). In meditation, the Taoist adept visualized the thousands of gods that inhabited the human body (microcosm) as they inhabited the universe (macrocosm). Through breath control and the movement of breath throughout the fields of the body, the individual both approached immortality in this life and achieved it finally through the nourishment within of a mysterious "embryonic body," which became the immortal self after death.

By avoiding ejaculation during the sexual act, it was believed that semen could be mixed with breath to further nourish the embryonic body or be forced back through the spinal passage to repair the brain. In its search for an elixir of immortality, Taoist alchemy developed both chemical experimentation (*wai-tan*) and a theoretical internal alchemy (*nei-tan*). Nei-tan sought to invert the normal aging processes by an energizing marriage of the cosmic Yin and Yang forces within the body. Talismans (fu) were used for healing, protection from demons, and communication with Taoist immortals.

Of the two early organized Taoist communities, the religio-political movement known as the "Way of the Great Peace" was destroyed as a threat to the Han dynasty in AD 184. A more important and enduring tradition was that of the "Way of the Celestial Masters," founded by Chang Tao-ling in AD 142. Two late 4th-century movements were also very important: (1) the Shang-ch'ing (Supreme Purity) Mao Shan sect, and (2) the Ling Pao (Sacred Jewel) scriptural tradition. During the T'ang dynasty (618-907), Taoism received special favour at court and was characterized by doctrinal and liturgical syntheses.

Shinto

The indigenous religious beliefs and practices of Japan, which are more readily observed in the social life of the Japanese people and in their personal motivations than in a pattern of formal belief or philosophy.

The term Shinto, in its proper historical usage, does not encompass the earliest manifestations of Japanese religion. It does not appear in the literature until the latter part of the 6th century of the Western era. In its more remote states of development Shinto as a system appears to have been nameless. The designation came into existence after the introduction of Buddhism into Japan and was evidently created in order to distinguish the Way of Kami from the Way of the Buddhist Law.

At the core of Shinto are beliefs concerning the nature and attributes of *kami* (sacred power), which is usually understood to be found in a variety of polytheistic forms (hence

the frequent translation of the term as "god" or "divinity"), and in the truthfulness of *kami*, which can be recognized every moment in each individual thing.

Little is known about the religious practices that gave expression to this immanent, monistic world view during the period before the introduction of Sino-Korean culture and the establishment of a unified nation-state (4th-7th century). Presumably, agricultural rites were celebrated seasonally, and most communal religious functions centered around objects or places considered to be especially steeped in kami-nature. Gradually the kami of some of these places were associated with local ruling clans (*uji*) and acquired the name ujigami. The leaders of one clan in the Yamato region (near the present city of Nara) came to be regarded as descendants of the universally recognized chief kami, the sun goddess Amaterasu. By virtue of this distinction the family was recognized as the Japanese Imperial Household and became the cornerstone of Japanese nationhood.

With the emergence of the unified nation-state, centered in Yamato, Shinto festivals and ceremonies (*matsuri*) became inseparable from the ordinary affairs of government. These activities were called *matsuri-goto* (literally, "affairs of religious festivals"), and the term has retained its meaning of "government" in the modern Japanese language.

While especially the sectarian groups, but also State and later Shrine Shinto, took on aspects of imported religions and philosophies, the beliefs and practices of the rural population remained remarkably true to the ancient tradition. Folk Shinto (Minzoku Shinto), as it is called, has no formal organizational structure or doctrinal formulation but is centered in the veneration of small roadside images and in the agricultural rites of rural families.

Although distinctive in flavor, the three types of Shinto are integrally related: Folk Shinto exists as the substructure of Shinto faith, and a Sect Shinto follower is usually a parishioner (ujiko) of a certain Shrine Shinto shrine at the same time.

The traditions of Shinto may be thought of as the traditions of Japan itself. Seasonal and other festivals (matsuri) elicit virtually universal participation. These usually entail ritual purification, the offering of food to the kami, recitation of prayers, sacred music and dance, solemn worship, and joyous celebration. All shrines have a torii -- the gateway usually consisting of two vertical posts topped by two crosswise beams -- which divides the sacred precincts from the secular area.

Zorastrianism

The ancient pre-Islamic religion of Iran that survives there in isolated areas and more prosperously in India, where the descendents of Zoroastrian Iranian (Persian) immigrants are known as Parsis, or Parsees. Founded by the Iranian prophet and reformer Zoroaster in the 6th century BC, this religion, containing both monotheistic and dualistic features influenced the other major Western religions - Judaism, Christianity, and Islam.

Zoroaster's reforms cannot be appreciated without knowledge of the tradition into which he was born and educated. Society tended to be divided into three classes: chiefs and priests, warriors, and husbandmen and cattle breeders. This class structure is reflected in the religion, with particular gods or *daivas* ("heavenly ones") associated with

each of the three classes. The *ahuras* ("lords"), for example, which included Mitra and Varuna, seem to have been connected only with the first class.

Zoroaster rejected the cults of all the gods except one ahura, Ahura Mazda, the "Wise Lord." It is not certain that Zoroaster was the first to proclaim Ahura Mazda. This deity appears as the great god of Darius I (522-486 BC), and it is not known whether Darius heard of him through Zoroaster's disciples or independently. The origin of evil is traced in Zoroaster's system to an exercise of free will at the beginning of creation, when the twin sons of Ahura Mazda entered into an eternal rivalry. One, Spenta Mainyu (Bounteous Spirit), chose good, thus acquiring the attributes of truth, justice, and life. The other, Angra Mainyu (Destructive Spirit), chose evil and its attendant forces of destruction, injustice, and death. According to Zoroaster the world was soon to be consumed in a mighty conflagration from which only the followers of the good would rise to share in a new creation. Until this came to pass, the souls of those who died would cross the Bridge of the Requiter from whence the good would be led to wait in heaven, the wicked in hell.

Later Zoroastrian cosmology conceives the history of the world as a vast drama divided into four periods of 3,000.years each. In Infinite Time there existed Ormazd, who dwelt in the light, and Ahriman, who dwelt below him in the darkness. At the end of the first 3,000.years Ahriman crossed the Void that separated them and attacked Ormazd, who, perceiving that their struggle would last forever unless realized in finite terms, made a pact with Ahriman limiting the duration of their struggle. Ormazd then recited the *Ahuna Vairya*, the most sacred prayer of the Zoroastrians, which is believed to contain the germ of their whole religion. Ahriman, aghast, fell back into the abyss where he lay for another 3,000.years. During this time Ormazd called creation into being, first the spiritual creation including the Beneficent Immortals, then a corresponding material creation -- sky, water, earth, plants, the Primeval Ox, and Primeval Man (Gayomart). Next, to the *fravashis* (preexistent souls) of men Ormazd offered a choice between staying forever in their embryonic state and becoming incarnate in the physical world in order to secure his triumph over Ahriman; they chose birth and combat. Meanwhile Ahriman generated six demons and an opposing material creation.

At the end of the second period of 3,000.years Ahriman, instigated by Primeval Woman, the Whore, burst through the sky and corrupted the creation of Ormazd. He killed Gayomart, from whose body mankind and the metals were generated, and the Ox, from which arose animals and plants. In the third period Ahriman triumphed in the material world but was unable to escape from it; trapped by Ormazd, he was doomed to generate his own destruction. The beginning of the last period witnesses the coming of religion on earth, namely the birth of Zoroaster. The end of each of its millennia is to be marked by the coming of a new savior, successor and posthumous son of Zoroaster. The third and last saviour, Saoshyans, will bring about the final judgment, dispense the drink of immortality, and usher in the new world.

Thus, Finite Time, which had come forth from Infinite Time, merges with it again after the interval of 12,000.years. The literature of Zoroastrianism falls into two distinct parts: the Avesta, the original scriptural work, composed in a form of the ancient Iranian language called Avestan; and the much later texts written in Pahlavi, a dialect of Middle Persian, or in Persian.

After Zoroaster's death his religion slowly spread southward, through what is now Afghanistan, and westward into the territory of the Medes and Persians. As it did so, it did not remain immune from contamination with the ancient religion, whose gods and goddesses were again worshiped. This development, which seems to have taken place in Achaemenid times (559-330.BC), is reflected in the later part of the Avesta. For about four centuries after Alexander's conquest (330.BC), it seems, Iran was more or less hellenized and the indigenous religion neglected; a revival did not come about until toward the end of the Arsacid, or Parthian, Empire (247 BC-AD 224). With the advent of a new and decidedly national Persian dynasty, the Sasanian, in AD 224, Zoroastrianism became the official religion. Its hierarchy possessed considerable political power, and other religions (Christianity, Manichaeism, and Buddhism) were persecuted. The Avesta was compiled, edited, and provided with a translation and commentary in the vernacular, Pahlavi. The dualistic, or Mazdean, doctrine, which had gradually replaced the monotheistic system of the Gathas during the Achaemenid period, became finally accepted as orthodox.

Under Muslim rule the bulk of the population was persuaded or forced to embrace Islam, but Zoroastrianism was tolerated to a certain extent and succeeded in holding its own fairly well for about three centuries. Between the 8th and 10th centuries religious persecution and forced conversion to Islam led some of the remaining Zoroastrians to leave Iran and settle in India, most of them eventually in the region of Bombay.

Judasim

In nearly 4,000.years of historical development, the Jewish people and their religion have displayed both a remarkable adaptability and continuity. In their encounter with the great civilizations, from ancient Babylonia and Egypt down to Western Christendom and modern secular culture, they have assimilated foreign elements and integrated them into their own socioreligious system, thus maintaining an unbroken line of ethnic and religious tradition. Furthermore, each period of Jewish history has left behind it a specific element of a Judaic heritage that continued to influence subsequent developments, so that the total Jewish heritage at any time is a combination of all these successive elements along with whatever adjustments and accretions are imperative in each new age.

The fundamental teachings of Judaism have often been grouped around the concept of an ethical (or ethical-historical) monotheism. Professing Jews of all ages and all shades of sectarian opinion have adhered to belief in the one and only God of Israel. By its very nature monotheism ultimately postulated religious universalism, although it could be combined with a measure of particularism. In the case of ancient Israel (see below Biblical Judaism [20th-4th century BCE]), particularism took the shape of the doctrine of election; that is, of a people chosen by God as "a kingdom of priests and a holy nation" to set an example for all mankind. Such an arrangement presupposed a covenant between God and the people, the terms of which the chosen people had to live up to or be severely punished. As the 8th-century-BCE prophet Amos expressed it: "You only have I known of all the families of the earth; therefore I will punish you for all your iniquities." Further, it was a concept that combined with the messianic idea, according to

which, at the advent of the Redeemer, all nations would see the light, give up war and strife, and follow the guidance of the Torah (divine guidance, teaching, or law) emanating from Zion (a hill in Jerusalem that has a special spiritual significance). With all its variations in detail, messianism has, in one form or another, permeated Jewish thinking throughout the ages and, under various guises, has coloured the outlook of many secular-minded Jews.

Law became the major instrumentality by which Judaism was to bring about the reign of God on earth. In this case law meant not only what the Romans called jus (human law) but also fas, the divine or moral law that embraces practically all domains of life. The ideal, therefore, as expressed in the Ten Commandments, was a religioethical conduct that involved ritualistic observance as well as individual and social ethics, a liturgical-ethical way constantly expatiated on by the prophets and priests, rabbinic sages, and philosophers.

Such conduct was to be placed in the service of God, as the transcendent and immanent Ruler of the universe, and as such the Creator and propelling force of the natural world, and also as the One giving guidance to history and thus helping man to overcome the potentially destructive and amoral forces of nature. According to Judaic belief, it is through the historical evolution of man, and particularly of the Jewish people, that the divine guidance of history constantly manifests itself and will ultimately culminate in the messianic age. Judaism, whether in its "normative" form or its sectarian deviations, never completely departed from this basic ethical-historical monotheism.

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Port City on a Road	0.8

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Besieged City	1.5

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Table 2-20. Garrison Religion Modifiers

Your Religion is...	*Modifier*
Tolerant of the Regional Religion	1.5
Hostile to the Regional Religion	2.0
The same as the Regional Religion	1.0

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h	Holy City (see Section [9.7]).

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#	City is a Capital, Port on a Royal Road.

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LTD	Land by Dangerous Terrain	70%
LTH	Land by Difficult Terrain	80%

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1	0.(1)	3	2	2
2	0.(2)	4	4	4
3	0.(3)	5	4	5

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2	5	3	2	2
3	7	4	3	3
4	9	5	4	5

2	5	3	1	2

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Culture	***c2***	***c***	***w***	***m***	***s***	***d***	***i***	***j***	***t***

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Administer	ad	Admin	entire turn

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Steal Gold Shipment	sgs	Operations	low