

Wanderer Games Presents:



Turn #18

**Industrial Stage Zero: The Medieval Era**  
1190 Anno Domini

Orders Due:

Friday, 31 July, 1992

**Announcements**

**COMPUTER PRINTED STAT SHEETS:** For the first time ever I have successfully utilized a computer program (Paradox 3.5) to handle and then print the game statistics. My work time has been reduced dramatically. But then again I was the last one to convert from the stone age...

Here are some important implications to game play:

**#1- Economic Stats:** You no longer have to figure out regional, city and inter-city income, the computer does it for you. Internal merchant fleets are now incorporated into the city and inter-city income. You still have to calculate silk route, furline, road and international trade.

**#2- Support Costs:** Since the computer can quickly determine support cost based on terrain, troop support is now higher. Get your armies out of deserts, forests, etc. if you want troop support to go down. The training support cost to upkeep guard units is not on line so your guards are free for now.

**#3- National Market Value:** The NMV is calculated to up to a hundredth of a percentage for more precise international trade figures.

**#4- Merchant Fleets:** The program does not break down the merchant fleets by ports like I did. This is something for me to do. I still have records of MF activity by port and if you wish to remind me or make some changes with them, go ahead.

**#5- No more Censuses:** The program automatically does your census for you every turn whether you like or not, therefore censuses are useless. If you had a census active, you can claim 10 x Imperial Size in GP in the "Other" box. Nations eligible for this bounty are: Sakalava, Ethiopia, Y'Israel, Mahidia, Andalusia, Francia, Byzantium, Islam, Parthia, Kaunaj, Chalukya, Java, and Tumed.

**#6- Mistakes:** If you spot any boo boos on your new stat sheets, let me know of them, they are easy to change now that I don't have to use an eraser.

**#7- Kudos:** I would like to thank Rusty Wallace, Scott House and Richard Perotto for making this all possible.

**Allied Armies:** All allied leaders must travel with all their mobile troops. And I must restess. You cannot transfer allied troops to any other leader, allied or national.

**Turning Pacified Regions into Feudal Allied Fiefs:** You can assign any pacified region of compatible religion to a national leader as a feudal fief. The national leader will become a feudal ally in the formerly pacified region. If the region had been militarily converted, I will roll to determine what percentage of the region has been converted or not. I will not be generous.

**Diplomatizing Granted Allied and Feudal Fiefs:** Since the national leader will fully assume control of his/her allied fief at the end of the turn, it is futile to diplomatize that region the same turn the fief is granted.

**Agro Surpluses in Lords 10:** Nations whose ESI of 50 or less can "cash" in their agro surplus at 1 GP per agro point or 1 NFP per 2 agro point. Nations with an ESI between 100 and 50 can cash in their surplus and get 1 GP per 2 agro points and 1 NFP per 4 agro points. Nations with an ESI 100 or higher will get nothing.

**New Battle Unit - War Elephants (we):** War Elephants cost 2 NFP and 6 GP to build and can inflict up to five times damage to the enemy. But these pachyderms are unpredictable and depending on the battle could go on rampages inflicting damage to both sides. Still they're good to have around. War Elephants can only be built in India. Their AQR is based on infantry.

**Lords 10 Unit Conversion:** Each point of cavalry and infantry (light or heavy) represents 500 fighting men. A merchant or galley point = 10 ships with 100 men aboard. A siege point = 500 specialists and requisite equipment. A field fort point = 5 forts manned by 100 men each. A wall point = 500 men manning lots of ramparts, towers, walls. An auxiliary point = approximately 50 small platform boats with 5 man crews. The guard unit = a thousand of your empire's meanest, most gnarly warriors.

**No Phone-In Orders Please:** I no longer accept phone-in orders. If you want to get your orders processed, better late than never.

**Contacting the GM:** write Lords X. c o Thad Plate  
5333 E. Thomas Rd. #215  
Phoenix, AZ 85018

phone: (602) 952-8929. If you get beeping noises, hang up. I am not home.

**Turn Fees:** \$3.00 per turn.

**Mapsets:** regular sized (8 x 11), \$2.00. +\$1.00 delivery. For large sized maps(11 x 17) the price is double.

**Color Map:** Every turn I make a colored map of the world. This map is on 8 x 11 sheet. It show exactly who controls what at that particular turn. If you want a copy, the cost is \$3.00 per map. Since the regions of Italy are too small for the world map, I also make Italian color maps, these too are \$3.00.

**Rules Used in Lords 10:** This campaign uses the 1986 4th Edition Rulebook and the 1991 Version II Rules Supplement and Addenda v2.0. Rules unique to 10 are found in the Campaign Nine Rules Supplement v3.0 and the Lords Ten Supplement v.1. In case of conflicting information the Nine & Ten Rules prevail over the others and the Version II prevail over the 4th Edition Rulebook. At turn 20 I will publish new rules expansions to replace your old ones.

**Ordering the Rulebook:** 4th Edition Rulebooks can be had through special order. Send \$10.00 payable to the Emperor of Wanderer Games:

Thomas Harlan  
4858 East 2nd Street  
Tucson, AZ 85711-1207.

Lord 9 & 10 rules supplements are entitled to any Lords 10 player upon request.

**AFRICA**

Africa Bowl - Mahdia Corsairs 32, Y'Israel Coptoons 17

**West Africa**

Mercs: none

**THE EMIRATE OF GAOTA (6.4C)**

Rakid, Emir of Gao

Trade Partners: Bug, Kongo\*\*, Almoravid-

DIPLOMACY: Kurfei(t), Ghana(ea)

Rakid went to Ghana to explain his case against his late father to the questioning muckymucks there.

"Al Qoran gives me the right of vengeance against the man who killed my mother and her brother while I was out campaigning. And it pained my heart to do this."

After jerking a few tears, Ghana allowed all trade barriers down and was fully incorporated into the Gaota economy. Meanwhile Rakid's son Kazim Aka'mur (destined to kill his father for a good reason) played with lion cubs. Kebbi was colonized at long last to (2/4).

**THE EMPIRE OF QUANTITY (X)**

The Bug's occupation of Akan ended the history of the Quantified Empire. Gurma, Zerma and Zaria became neutral. King Gholardi of Kurfei returned to his home and pledged tribute to the Gaota. King Goonor and his son Raumga lived still. Without countries, they moved to Mahidia and became merchants of table salt.

**DARKLORD OF KWARARAFI (6.6B)**

Bug, Darklord, Bringer of the Ancestral Light

Trade Partners: Gaota, Congo

DIPLOMACY: Nupe(a), Vill(t), Matad(ea)

Bug Bug, The Sith Lord, and the tribes of Gwari massed in Togo and drove themselves into a frenzy. When that fevered pitch was at the highest, Mr. Sith, led the swarm into Akan and infested roughshod that region. Accra had not the will to exterminate the Kwararafans and fell. That did it. And the longshot wins the Niger form the previously monolithic but decadent Empire of Quantity.

## THE BANTU KINGS OF KONGO (4.6B)

Toshala, *King of Ba-Congo*

Trade Partners: Songhai---, Bug

DIPLOMACY: Kasai(a)

The Ba folk built a capital city, imagine that! It's called Boma. It faces the Kongo Sea. Koshaka of Matadi was defeated by the Nyuzu tribes in the deep jungles upriver.

### East Africa

Mercs: none

## THE GREAT ZIMBABWE (3.3B)

Five Twin Jackal, *Zimbabwe King*

Trade Partners: Sakalava

DIPLOMACY: Phalaborwa(t), Transkei(t)

Five Twin Jackal went out to visit new lands heralding the first activity by Zimbabwe toward the outside worlds in a long, long time. He traveled south to where the Ciskei once ruled to visit the termite desecrators in person. Lesser Zimbabwe, a smaller town than Great Zimbabwe, was built in Kafue.

## THE SAKALAVANS (5.3B)

Niro Noga, *Little Caesar of Madagascar*

Trade Partners: Zimbabwe at last

DIPLOMACY: Nyasa(f), Luangua(t), Mombassa(t), Kinsasha(c), Ruvuma(f), Tongaa(nt)

Yet another new city was founded in Sakalava, Mahapizza, a tasty port city facing the Mozambique Channel. The claims on Luba and Sofala were quitted. Nya Nya of Nyasa raided into Lenje but caught only a handful of slaves, mostly old women and half dead infants. Now Lenje's hostile to the zany pizza grubs.

## THE KINGDOM OF LUNGWEBUNGU (3.8B)

Kumdatola, *King of the Drummers*

Trade Partners: Ethiopia

DIPLOMACY: none

Kumdatola didn't know what to do.

## THE ZAGWE KINGDOM OF AETHIOPIA (10.0C)

Umbawa Zagwe, *King of Aethiopia*

Trade Partners: Lungwebungu, Israel, Islam---, Sind--

DIPLOMACY: no effect

Umbawa completed the military conversion and then saw to it that Aseb, a port city, was formed in Danakil. He zipped back to Meroe and got to work (Hmmm...) producing an heir with his (hopefully) fertile queen. Bingo! A male heir popped out the chute on the first try and that babe has survived the most dangerous first two years. Napata can't go past feudal unless it has a city or is turned cultivated.

### North Africa

Mercs: none

## THE COPTOS KINGDOM OF Y'ISRAEL (14.0C)

Yogi Beer, *Grizzly of Judah, Smarter than the Average Rastamon*

Bu Bu, *Smart Alek Assistant*

Trade Partners: Aethiopia, Mahdia\*, Liguria\*, Byzantion\*, Islam

DIPLOMACY: Barqa(ea)

Aqaba, Cairo and Alexandria got bigger thanks to careful planning. But still in this game you can only have one city per region. Dino don Boi went to Barqa, are you surprised?

## THE EMIRATE OF MAHIDIA (12.8C)

Uthman al Hajj, *Emir of al Mahgrab*

Trade Partners: Israel---, Saxon, Andalus, Liguria, Byzantion---, Islam--

DIPLOMACY: none

The Emir imported a clan of Fleagles from Saxonia. At nights, he felt better protected from any "Pea-Shootin varmit that might get enny funny notions." The Wolveroach was possessed by Professor X Clairmont (a wraith from Dimension X, where else?) and became the Moon Roach, enemy of governmental corruption and exploitation of the struggling masses.

## EUROPE

### Western Europe

Mercs: they went away

## THE NORMAN KINGDOM OF SAXONIA (20.4C)

Robert the Great, *King of the Saxons and of the Normans*

Trade Partners: Mahidia, Andalus, Milan, Liguria\*, Spoleto(2.2c)--, Thaery\*, Francia, Russia---, Islam(8.8c)--

DIPLOMACY: Ile de France(f), Languedoc(f), Lyonnais(t), Castille(f), Orleans(a), Catalonia(a)

"Pray milord, maybe your majesty should help out the Thaery after all they've done to help us."

"Hmmmmm..."

After thinking about this for a decade or so, the Great King decided to send a couple of armies to Zealand, lest bloodthirsty Norwegian pirates began to do saturation raiding of the Saxonian coastlines. Richard the Norman was unable to move the Gaiseric Knight's Ponthieu army because National leaders cannot command allied armies.

## THE ALMORAVOID EMIRATE OF ANDALUSIA (11.8C)

Istafa II, *Emir as Sevilla*

Trade Partners: Gaota\*, Mahdia, Saxon, Liguria---, Pope---, Byzantion\*

DIPLOMACY: Salamanca(f), Merrakesh(f)

The Moors planted a few gardens and installed mass fountains in Cordoba in an effort to make their capital the newest All-Muslim city.

### Italy

Mercs: The Atomic Goat and Kids L73 20i 9s

## THE DUCHY OF MILANO (2.6C)

Gottfried, *Duke of Milano*

Trade Partners: Saxon, Francia

DIPLOMACY: Tyrol(c), Lepontine(nt), Retiche(t), Gardo(ea)

"Hey. Those Ligurians and those Frankies won't give us access to any seashore or navigable river."

"We'll just have to make do with Lake Garda."

Geographer's Note: Lake Garda is that body of water between Garda and Lessini. 143 square miles of fresh water.

Lessini proved to be a dangerous place. Franken hunchbacks tried to kill Arrigo there but Arrigo shooed them away with a torch. As that Milan worthy was fully distracted, a Francian delegation got Lessini to switch their tribute. And despite all that, trade started with those Teutonic folk.

## THE KINGDOM OF LIGURIA (17.2C)

Marlo, *King of Liguria*

Trade Partners: Mahidia, Israel---, Saxon\*, Andalus\*, Pope, Spoleto, Taranto, Francia, Russia(2.8c)--, Byzantine

DIPLOMACY: Romagna(t), Tortona(ea), Emeliano(fa), Polesine(a), Commachio(n), Segesta(t)

"Those darn Milani won't let us get near Lake Garda. They jealously guard it and call it their 'Mare Nostro'."

"We'll just have to dig a tunnel and drain it."

Engineer's Note: This will take 400 years of non-stop labor considering current technology.

The Ligurian treasurer noted that a full 15% of their expected tax revenue was missing. This hurt the last minute agro shipment and meant the death of the Finance Officer.

## THE REPUBLIC OF FLORENCE (3.0C)

Humber Bergiland, *Urban Manager of Firenze*

Trade Partners: Spoleto

DIPLOMACY: none

The Tuscans allowed the greedy Ligurians to take Commachio away from them. When David di Nervi died, Chiana revolted. They had heard about Humber Bergiland and his arcane, dangerous past.

## THE ROMAN CATHOLIC CHURCH (4.6C)

Gregory VIII, *Pope of Rome, Vicar of Christ, God's Chancellor Upon This Earth*

Trade Partners: Almoravid Infidels\*, Liguria, Spoleto

DIPLOMACY: Amiata(t), Pisa(t)

"Here you go Most Holy."

"Outstanding! Pray for righteousness."

Watch out world! The Pope's got a plan.

### THE LOMBARD DUCHY OF SPOLETO (4.4C)

Julio de Sica, *Lagobard Doge of Spoleto*

Trade Partners: Saxon(10.2c)\*, Liguria, Florence, Pope, Tarantum

DIPLOMACY: Molise(a), Fucina(a)

"Look Julio, that old goat's got kids."

"What gives? Our pig's got grazing rights on our meadows. Chase them away."

"Baaaaaa-aaaa!"

"Baaa-aaa."

"Baa!"

But they were stubborn.

### THE EXARCHATE OF TARANTUM (3.6C)

Alexander Drymitinos, *Despot of Taranto*

Trade Partners: Liguria, Spoleto, Byzantion

DIPLOMACY: Basilicata(a), Calabria(fa)

The Exarch continued his enhanced capration program.

## Eastern Europe

Mercs: Borscht Battalion L93 15hc 11c

### THE NORDIK KINGDOM OF THAERY (5.6C)

Christina, *Queen of the Danes*

Trade Partners: Saxon-, Francia, Poland, Russia-

DIPLOMACY: Brabant(t)

Two armies were promised only one showed. But with all the Thaerian armies and the visitors present - there was over 40,000 men. Queen Christina felt real secure. By the way, the Norse did not attack.

### THE KINGDOM OF NORWAY (1.4B)

Hans, *King of Norway, Admiral of the Navy*

Trade Partners: none

DIPLOMACY: Uppland(f)

The Northmen pretended as if there was no war going on. 20 longboats deserted Hans though and joined the Thaery. King Hans skillfully foiled an assassination plot and brushed off a minor Danish attack and then denied that anything was going on.

### THE KINGDOM OF FRANCIA (7.2C)

Tyran, *Panarch of Francia*

Trade Partners: Saxon, Milano, Liguria, Thaery, Poland, Byzantion\*, Islam\*

DIPLOMACY: Lessini(t), Giulia(fa), Tyrol(c), Thuringia(f), Hesse(a), Piave(a), Alsace(fa), Swabia(f), Meissen(t)

The King issued his order in such a stylized Germanic script that it was very difficult to read. After the two years it took the scribes to decipher the King's commands, things got done. A port city called Wyet was built in Giulia to support the Franken efforts to secure all of the Italian Tyrolia. Tyran wrote a marriage contract with the Elector of Hesse for his son Estanze.

### THE MARGRAVATE OF POLSKA (5.6B)

Eisen Claud-Faustus, *Markgraf of Poland*

Trade Partners: Thaery, Francia, Bakon, Russia

DIPLOMACY: Bialoweza(a), Kassubia(h)

The Poles wishing to be more Gothic than Franconia and Saxonia combined. All wore black outfits with capes and bat emblems on their chest.

"Maybe this will put fear in the heart of evil."

Algot von Mautnur was a traitor and was executed.

Meanwhile...

"Surrender to us and we won't kill you. If you do surrender, we'll just beat you up a little bit and take your buckles for souvenirs."

"That's no way to make friends."

Kassubia was not impressed with Eisen's state visit.

### THE MAGYAR KINGDOM OF UNGARN (X)

Zsoit and the Boys all rode east to round up some neighbors and have a little barbecue. He knew the Khirgiz were growing in power and he intended to get to them early before they started getting ambitious. He and his 57,000 men found that the Khirgiz had by this time gotten their dander up and now has 150,000 howling nomads.

"Well", Zsoit thought, a little hot under the collar, "I think I could talk these buckeroos into attacking the Bolgar and we'll just go along for the ride."

But horde politics was not like that at all. When Zsoit made his suggestion, he got horse-laughed.

"You want us to attack the Bolgar? Why should we attack the Bolgar when we can maul the Parthians? Well hotshot show us your dang good stuff."

And thus so the Khirgiz, hooting and hollering, attacked and terminated the Ungarn host and their allies, captured their women and scattered their livestock. A mop up patrol caught Zsoit in flight. He was dressed up like a yak salesman. The poor ex-king was skinned and scalped and these trophies were sent to the

Khirgiz Khan, Herkermer. Zsoit's brash son Atila and 4000 men rode into Kiev and demanded the Russians pay tribute. The Kievans allowed this delegation to camp outside the city as they considered his offer...

### THE KINGDOM OF BAKONAI (0.8N)

Shuab the Knife, *King of the Bakons*

Trade Partners: Poland, Byzantion

DIPLOMACY: none

To everyone's surprise, including the new King Shuab's, the Bakonai were left alone. Okay, I challenge you all, first person to conquer Bakonai wins the game.

### THE PRINCIPALITY OF NOVGOROD (1.8B)

Smek Lagodki, *He Who Bathes in Bog*

Trade Partners: none

DIPLOMACY: Estonia(fa), Veposkava(t)

The Novgorod want to trade with the Kievans for mutual benefit type reasons. Smek has discovered the element Bognium.

### THE GRAND RUS OF KIEV (7.6C)

Semon Borivich Ureeko, *Grand Prince of Kiev*

Trade Partners: Saxonia\*\*, Liguria (8.6)\*, Thaery\*, Poland, Byzantion-

DIPLOMACY: Prussia(ea), Goryn(c), Smolensk(h), Daugava(t), Tver(t)

"What are we going to do about these Ungarniks? They demand our submission, drink all our vodka and set our sheep on fire?"

"They claim to be part of a great horde which will 'strike from the East and do great damage!'"

"I've seen their armies. Impressive, yes, but no where as near as great as the Polovotsy in their heyday."

"We are perfectly willing to live with them as our neighbors. Give them what ever is necessary for a harmonious peace."

"Yes sir."

Months later,

"Our spy has come back from the Eastern wildlands."

"What have you to report?"

"The Khirgiz Turks, whose forces are mighty, killed off the Ungarn in the fields of Siber. They scattered their women and captured their livestock."

"No reason to be nice to that Atila chap at the expense of peace with the Khirgiz."

"We'll take care of that."

The following morning as the 4000 Ungarn were stone exhausted from another wild night of reckless reveling, a bunch of Russians stormed Atila's camp and butchered all the Ungarn therein. Prince Boris Ureeko was happy that these irritating men would no longer keep the Rus awake at nights.

The Kievan Rus is now civilized.

### THE VOLGA BOLGARS (4.0B)

Omar bin-Omar, *Emir of Great Bolgar*

Trade Partners: Ungarn

DIPLOMACY: Don(ea), Yayik(t)

The Bolgars just don't know how lucky they've been. They might not be so lucky next time.

Omar stayed away from home and oversaw a Muslim revolt in Yayik and fostered their subsequent takeover. The Rezh are no longer hostile to Bolgar.

### THE KINGDOM OF GEORGIA (0.7B)

Dreigano, *Iconic King of Georgia, Encino Man*

Trade Partners: none

DIPLOMACY: none

Dreigano minted his image on the back of matchbook covers.

## ASIA

### The Middle East

Mercs: none

### THE NIKEPHORIAN EMPIRE OF BYZANTION (20.4C)

Alexus, *Eastern Roman Emperor, Basileus of Constantinople*

Trade Partners: Israel\*, Mahidia-, Almoravid-, Liguria, Taranto, Francia-, Hungary, Bakon, Kiev\*, Islam

DIPLOMACY: Optimaton(fa), Kyklades(ea)

The Emperor in his generosity granted one of his most loyal supporters, fieldom of Optimaton, to develop as he would. It's a sad thing that almost all the populace is Sunni Moslem there even if it is ruled by good Christians.

## THE DAR AL ISLAM - The Ortuqid Regency (17.6C)

Kasim ash Shari, *Kalifat Rasul Allah, Commander of the Faithful*

Hamad al Ortuq, *Vizier of the Court*

**Trade Partners:** Ethiopia\*, Israel, Mahidia\*, Saxon(10.6c)\*, Francia~, Byzantion, Parthia, Sind\*, Kaunaj~, Chalukya~

**DIPLOMACY:** Galatia(nt), Khuzestan(f), Diyala(f), Cappadocia(ea), Arbilio(a)

The magnates of Islam percolated their influence into places formerly owned by the Turks, that is, Anatolia. To increase communication there, the Caliph al Road was built from Baghdad into the rolling hills of Jazirah. Najaf expanded to 2 gold value.

## THE BENU AL BAHAWI (0.6N)

Abd Allah ibn Jabra

**Trade Partners:** not a one

**DIPLOMACY:** just a bunch of camels in one place

In the Arabian deserts, a backwater of the Islamic world since the death of Muhammad, the beduin tribes were suddenly fired up with a vision of the Mahdi Abd Allah ibn Jabra al Bahawi Benu. This chieftain disdained the decadence of the Persians and Yosuites seeping into pure Arab culture in the heartland of Islam. The disparate tribes in Arabia were bullied or dazzled into serving the white and black banner of Al Bahawi. In the end Abd Allah gathered some 137,500 fighting men and holds sway over Safajah, Jabal Shammar, As Summan, Ad Dahna, Timamat, Al Aftaj, Dahy, Al Bayd and Yamama.

## THE SHADOM OF PARTHIA (14.8C)

Bessus Ali-Mui, *Shah of Parthia, Emir of Merv, Archon of Bactria*

**Trade Partners:** Islam, Ghur

**DIPLOMACY:** Dasht Lute(c), Shadad(nt), Tabaristan(f), Ushrusana(nt), Lanstan(c)

Citizens in the Persis realm were alarmed to hear of the growth of power of the Khirgiz in the northern wastes. Afesus Shah died at the age of 62.

## THE KHIRGIZ HORDE (0.6N)

Herkermer Khan

**Trade Partners:** none

**DIPLOMACY:** Karluk Horde(a), Tabargati Horde(a)

The Khirgiz, a Mongoloid tribe who had pushed west into Turkish lands, in time became the strongest nation in the area. But their pasture lands could not contain them. From Ob, Tara and Khirgiz, they became a horde under the enlightened rule of Herkermer Khan. The Turks of Irysh were easily absorbed as the Khirgiz started bouncing around. When the Khirgiz stopped by Irgiz to again prove their collective manhood to another weak neighbor, there were intruders upon the land.

"Who are these Ungarn fools who invade our lands and want us to pay homage to them? They will be shown what a real horde can do!"

The Khirgiz showered a rain of arrows upon the Ungarn warriors, extinguishing their flame and demonstrated to all in the plains just who is boss out here. Having done just that, Herkermer led his men and picked up a couple more hordes until he had some 154,000 cavalry.

## THE SULTANATE OF GHUR (4.0B)

Mohammad of Ghur

**Trade Partners:** Parthia, Kaunaj

**DIPLOMACY:** Baluchistan(ea)

Again the Ghorid allowed free passage (but not control) to Parthia and Kaunaj of its own sovereign territory. The Sultan was a liar when he tells his neighbors they can have tributary status over lands he had no intention of actually surrendering these lands to them. But it happened anyway, because Mohammad was so far to the south, Ushrusana revolted and then joined Parthia. Then Mohammad's son Sharif quit to become a singer. Pamir and Ferghana left with him nullifying his diplomacies. The Ghorids, unintentionally, have played a critical role in the Sind Wars of Kaunaj.

## India

Merces: Barket the Tiger-slayer: LA6 10hl 10we

## THE PRATHARA EMPIRE OF KAUNAJ (14.0C)

Prathara Guptagupta, *Emperor of Kaunaj*

**Trade Partners:** Islam\*, Ghur, Chalukya\*, Tibet, Kambuja~

**DIPLOMACY:** Jats(nt)

The Sind defenders abandoned their homeland and escaped into the night, Emperor Guptagupta shrugged and ordered his men to march once more into the desert, Jats. The inhabitants of this barren land could not continue their tribute to the Acheta now that the Kaunaj has shown up in force and gave the Kotians free passage and supplies. At his new command camp, his army was newly reinforced with fresh troops from the homeland. Kohngupta, a newly advanced general joined the armed camp, now consisting of 12,000 armored knight, 5000 light horsemen, and 22,500 regular foot soldiers, each issued with a spear and a small shield. Word arrived to the Emperors that a small Acheta force have

entered Ajmer, a equally bleak desert land just north of Jats. Guptagupta called on his army to march north and when the army arrived in Ajmer, the 3500 raiders, all on swift horseback had left the scene and had disappeared into the wilderness. After waiting a couple of months no further word was heard as to the whereabouts of the rebels so in the summer of 1286, Guptagupta returned to Sind and effected martial law there. Thatta, the Acheta stronghold and capital was bombarded with dead elephants and rats. But they missed. Prince Chandi had taken command of Thatta's defenses (5th level ramparts and 2500 wall guards, 2000 cavalry, 3000 infantry and 200 merchant ships) and from his fortified position dealt death in many forms against the Kotians. The defeat combined with plague and desertions reduced the Pratiharas to 21,500 men and 40 galleys. Guptagupta withdrew his army back to Jats before morale sank to cesspool levels. It was pointless, therefore, to pursue any further military actions for the time being. Nagavijaya on the Vanga frontier noted no incursions. In fact, the Acheta had abandoned Vanga and allowed it to shift to neutral status.

## THE ACHETA RULE OF SIND (5.2C)

Acheta Chandragupta II, *Ivory Master, Tim Boo Ba*

**Trade Partners:** Ethiopia\*, Islam~

**DIPLOMACY:** no effect

Prince Chandi met a merchant who bragged his close connections to Emperor Guptagupta and made a deal through him. In exchange for control of Sukkur and peace, he would leave Vanga and give control of that region to Kotia. A fleet of merchant vessels were to remain in Tamraipiti harbor. But it became clear later, the Kotians would not honor this agreement even though the Acheta did. Sukkur remained in Pratihara's hands. King Chandragupta burned some incense into the wind in Sind and then disappeared into the night with 3500 of his closest followers. Chandi made haste to Thatta and found to his relief it still stood. He was able to repulse a Pratiharan attack and deliver his homeland for but another few years. The Raja of Sind reappeared in Jhelum where Moslems had a delegation there as well. Their mutual efforts drove the local raj into further isolation.

## THE CHALUKYA MANDALAM (18.0C)

Chandragupta Chalukya, *The Great Muta, King of the South*

**Trade Partners:** Islam\*, Kaunaj, Pagan, Kambuja\*, Java\*, Chekiang

**DIPLOMACY:** Kosala(c), Pundra(nt), Bihar(ea)

As his namesake lived off lizards and spiders in the wasteland, the Great Muta enjoyed a life of luxury surrounded by servants attending to his every need and comfort.

## THE KINGDOM OF TIBET (2.3B)

Shan Kabu, *2nd Dalai Lama*

Mogka Panchen, *Regent of Tibet*

**Trade Partners:** Kaunaj, Pagan

**DIPLOMACY:** Tzukan(a), Sikkim(a)

The Panchen found the spiritual child in Tzukan. A port was built in Gtsang.

## South-East Asia

Merces: Ty Duk's Mariners L87 8i, 9g on assignment in Burma

## THE KINGDOM OF PAGAN (7.2C)

Monson II, *King of Pagan, Maharaja Myanmar*

**Trade Partners:** Sind, Chalukya, Tibet, Kambuja

**DIPLOMACY:** Korat(nt), Thaton(a)

The Burmese maintained radio silence as they hacked through dense jungles and bamboo forests. Atej and Utara were slave raided by Ty Duk. Utara was too sparsely populated to justify the adventure. Timwa's death meant the ascendance of Monson II.

## THE KAMBUJADESA (9.6C)

Suryavarman III, *Emperor of Kambujadesa, Monarch of the Emerald Throne*

**Trade Partners:** Kaunaj~, Chalukya~, Burma, Java~, Vietnam, Chekiang(7.2)\*

**DIPLOMACY:** Lampang(ea), Atej(t), Nanpung(t)

The Khmer endeavored to trade with the Chekiang Dragon.

## THE AQUARIUM OF JAVA (12.8C)

Carpimutra, *King of the Spice Islands, A Most Elusive Fish*

**Trade Partners:** Chalukya~, Kambuja\*, Vietnam\*, Chekiang

**DIPLOMACY:** Moluccas(f), Bal(f)

The Javanees woke up one morning to find their islands had been littered profusely with dead starfish.

## China

Mercs: not here

### THE DAI VIET GUO (9.2C)

Giap Tui, *Wang Dai Viet*

**Trade Partners:** Kambuja, Java~, Chekiang, Zhong, Tumed\*

**DIPLOMACY:** Cochin(fa), Preikuk(ea), Taiwan(ea), Lingnan(a)

After an advisor informed Giap Tui that if he occupied France, the French would fight like wolves and drove the Dai Viet from their country, so the Viet King abandoned his claim on that distant kingdom. Laos instead was the real problem. King Giap Tui snuck 15,000 mixed elite cavalry and infantry into Laos and attacked this mist shrouded principalities. The Laotians didn't have a prayer, they were out numbered, out maneuvered, out foxed and out fought by the Viet King. So now Laos is owned lock stock and rattan cage by the Dai. A new city of ports, Shau Tachi was built up in Lingsi along the Xunxi Ho.

### THE HIDDEN DRAGON OF CHEKIANG (14.4C)

Quan Kao Zhong, *Celestial King of Chekiang*

**Trade Partners:** Chalukya, Kambuja(4.8c)~, Java, Vietnam, Zhong, Tumed

**DIPLOMACY:** no effect

The Emperor praised the loyalty and productivity of the people under the Dragon's protection. He allowed for the expansions of Zuzhou and Chiangling and increased public works throughout the land.

### DI ZHONG GUO (12.6C)

Yan Fong, *Emperor of the Middle Kingdom*

**Trade Partners:** Vietnam, Chekiang, Tumed

**DIPLOMACY:** none

Wu Yao died in the Spring of 1188. His successor Yan Fong restored the old Imperial designation "Di Zhong" in place of "Won Tong".

### THE TUMED ZU (9.6C)

Jai An Wang *King of the Tumed Northlands*

**Trade Partners:** Vietnam~, Chekiang, Zhong

**DIPLOMACY:** Tsainan(f), Bao Ding(f), Chihhi(a)

The Tumed left 30,000 light cavalry in Chihhi to be picked up by the Minomoto Shogunate. But they didn't show. the celebrated founder of the dynasty, who is Jai Fumon, died in 1290.

## The Pacific Rim

Mercs: none

### THE MINOMOTO SHOGUNATE (3.6C)

Tenno Antoku, *75th Emperor of Nihon, Child of Amaterasu*

Minomoto Tokusumi, *Shogun of Japan*

**Trade Partners:** none

**DIPLOMACY:** none

The ally from Kwanto, Tanka, has sworn vengeance against Amago for what they had done to Edo. More on this below.

### THE AMAGO DOMINION (2.0C \ 1.2C \ 1.2C)

Gamodebu, *Boss of Shimane*

**Trade Partners:** none

**DIPLOMACY:** Aichi(nt), Kagoshima(nt to Minomoto)

"Amago Tomoteru, this is your lucky day!"

"It is? Who is this strange demon-man who sticks this metal thing at my face and garbles nonsense?"

*swish, chop, plop.*

"Another foreign devil beheaded."

But truly this was Amago's lucky day. After sacking and burning Edo, thus abandoning Kwanto, Prince Gamodebu landed on Silla and captured Kokai. The Boss Man convinced Kagoshima they don't have to send their rice to the Shogun. He then fomented a successful revolt in Aichi against Minomoto pacification. More could have been done but the opportunities didn't avail themselves. Old Tomoteru accidently slipped in his sauna tub, bumped his head and died. This is why Gamodebu's name is listed as the ruler here.

### THE EMPIRE OF THE STORM (0.9S)

Nargun, *Storm King, Emperor of the Middle Kingdom*

**Trade Partners:** none

**DIPLOMACY:** Tonga(nt), Samoa(nt)

The People of the Grey Horizon continued to live solely on wits. They could not use diplomacy to advance the control of new territories beyond non-paying tributary.

Note: Wits is not a breakfast cereal.

### THE KINGDOM OF THE MAORIS (0.9S)

Atuataane, *Ariki a-Maori*

**Trade Partners:** none

**DIPLOMACY:** none

The Maori were dulled to the senses.

### THE TOOWOMBA DREAMTIME (1.2P)

Krokadundee, *Guardian of the Illusion*

**Trade Partners:** There are no other nations that exist

**DIPLOMACY:** Tih-ar-dha(c)

The home spirits invested more loans upon the Krokadundee leader and his Toowomba followers.

"We have a firm idea of what the dream is all about. We can explore everything. There is much to discover. Let us dance some more "

"Dance! Dance!"

"Yee-Haw."

*moowuuuhhaa, moowuuuhhaaa...clap, clap, clap, thump, thump, thump...*

No you can't mutate platypuses into these gigantic helium filled airships with big poison spurs.

# ISI RANKS of Campaign 10 as of A.D. 1190

brackets around name indicate delinquent payment

Rk	Country	ISI	ESI	Player	Phone #
<b>Empires</b>					
1	Islam	100	1	David Salter	703-644-4618
2	Chekiang Dragon	88	5	Bret Bruhn	503-623-8823
3	Tumed Cathay	84	13	Gary Riviere	714-831-1760
4	Di Zhong Guo	79	14	Chris Wayne	n/a
5	Norman Saxonia	74	3	Bill Rakowski	410-483-9635
6	Nikephorion Empire	72	2	Kurt Fangmeier	602-326-1940
<b>Kingdoms</b>					
7	Mahidian Corsairs	67	6	Wilson Hsieh	617-864-9319
8	Parthia	66	12	Sean Padden	412-243-1929
9	Chalukya Raj	62	4	Gary Pogue	818-355-1386
10	Almoravid Andalus	56	11	[Michael Work]	412-441-6159
11	Pratihara Kaunaj	56	10	Robert Kohn	714-787-7781
12	Coptos Y Israel	56	7	Paul Wang	617-646-3932
13	Khirgiz Horde	54	47	Walter Baety	602-747-2320
14	Kambujadesa	50	18	Robert Hanson	908-722-1852
15	Vietnam	48	17	Warren Bruhn	916-852-9549
16	Kingdom of Liguria	46	9	Mike Gibson	213-370-2865
17	Java	45	8	Darin Byrne	602-431-8660
18	Kingdom of Pagan	45	20	Chuck Monson	206-522-1779
19	Kingdom of Aethiopia	42	15	Charles Hickok	717-599-5603
20	Nordik Thaeary	41	21	Miljenko Mervic	215-783-6187
<b>Duchies</b>					
21	Frankenstein	38	19	[Ed Allen]	213-327-8125
22	Kingdom of Poland	38	24	Dean Don Arumo	713-255-6331
23	Minomoto Shogunaze	35	33	Don King	n/a
24	Kievan Rus	34	22	Masami Hamasu	n/a
25	Benu al Bahwi	34	48	Constantin Xanthos	n/a
26	RCC- The Pope	32	16	Rob Robbins	310-323-1378
27	Sakalava	31	26	Steve Cameron	215-352-3126
28	Ghurid Sultanate	30	27	John Schmid	412-441-6159
29	Bantu Congo	30	29	Ted Kaminski	608-253-7671
30	Gaota	28	25	John Bogan	516-598-1989
31	Lombardic Spoleto	25	28	Robert White	404-426-4041
32	Great Zimbabwe	24	30	Jack Wagner	619-252-1077
33	Florence	22	37	Paul Skiera	602-731-9269
34	Acheta Sind	20	23	Thom Ryng	206-752-3923
<b>Counties</b>					
35	Tibet, Land of Jade	19	35	Paul Litch	908-707-9069
36	The Duchy of Milano	18	32	[Jeff Martin]	619-255-2923
37	Despot of Taranto	18	34	James Behnke	412-441-6159
38	Darklord of Kwararafa	17	31	Rusty Wallace	713-441-8040
39	Norge	16	45	[Jesse McFarland]	n/a
40	Toowomba Dancers	15	40	Mindy Dawney	n/a
41	Amago's Ambition	15	36	Dave Pettit	602-966-4727
42	Bakonite Kingdom	11	46	open	
43	Great Bolgar	11	38	James DeGon	602-438-8454
44	Maori	10	43	open	
45	Lungwebungu	10	39	open	
46	Empire of the Storm	10	41	Quien Liuang	n/a
47	Georgia	9	44	Joel Maness	n/a
48	Novgorod	8	42	Dennis Doubek	602-820-4314

A HIGHLY RELIABLE  
NEWS SOURCE HAS  
SPOTTED H. ROSS PEROT  
AND SOME SPACE ALIENS  
IN THE SAME ROOM  
CONDUCTING A POWER  
CONFERENCE.

TAKE ME TO  
Y.O.R LEADER

YOU'VE COME TO  
THE RIGHT PLACE.

