

Wanderer Games Presents:



LORDS OF THE EARTH

CAMPAIGN TEN

Turn #19 Industrial Stage Zero: The Medieval Era 1195 Anno Domini

Orders Due: Friday, 28 August, 1992

Announcements

Late Orders: This new methodology I use means that I can process your orders much, much faster, like, lightning fast. It is imperative to get your orders in on time if you want your orders fully processed.

More poop about those COMPUTER PRINTED STAT SHEETS: Here are some more startling discoveries about the computerized stat sheets:

- 1. University:** This stat still exists in the database but it is not on your sheet. I will soon find room on the stat sheet for this field.
- 2. Trade Centers:** The computer is keeping track of these but again there is no room for this on the stat sheet.
- 3. Internal Merchant Fleets:** The economic value of these internal merchant fleets are figured into the City and Inter-City economic stats on your printout. Every MF on internal will add 3 to City and 3 to Inter-City.
- 4. Silk and Fur Income:** The computer automatically adds these into your Regional economic stat in the printout. There is no need to claim extra income from these, it is already figure out for you.
- 5. International Trade Value:** The computer now calculates this number for me. Factors which I have previously ignored are now number crunched. That is why many of your numbers are lower.

Tribal Points: Tribal Points (tbl) are basically settlers and refugees who are looking for a new home. Tribal Points move like cavalry and in defense act as five field forts (5f). Tribal Points have a CARGO value of 10.

When Tribal Points Appear: TBLs 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 30 GP and 30 NFP.

How to Use Tribal Points: Tribal Points can be deposited in populated regions. The Gold Point Value of the region must match the # of Tribal Points deposited. 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. You can colonize Tribal Points in non-populated regions to that region's full potential Gold Point Value by the required amount of Tribal Points. 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 TBL. If you wish to build or upgrade a city, you can substitute the TBL for the NFP cost. You cannot demobilize Tribal Points, they must ultimately be used for settling purposes only.

The Migration of Nations: Nations may wish to migrate at times to better locations when the going gets tough or maybe just for a change of scenery.

Who May Migrate: Renaissance and Civilized nations can Migrate if their Imperial Size is 2 or less or if they are on the losing side of a war in which they are about to lose. Nomadic, Seafaring, Precolumbian and Barbarian nations can migrate at will. Industrial Nations will not migrate at all.

What Can Migrate With You: All friendly regions inside the homeland build zone (HBZ) and the homeland plus any allied regions (who pass the loyalty check) can migrate with your rulers. All applicable regional GPv will turn into tribal points and will gather at your capital (allied TBL's will gather at their region) all applicable cities will convert to tribal point 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. All applicable PWB will be converted to 2 GP per PWB and will be shipped to the gathering point. And as long as you pay the support costs, the government, intel and your army can leave with you.

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 = 50 catapults each operated by 10 people. A war elephant point = 50 elephants ridden by mahouts. 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.

The New World: I will start up the New World for Lords 10 using a free start system as soon as I have 15 or more new players signed up. This is a great way to start out Lords of the Earth. Turns here will be \$2.00.

Contacting the GM: write Lords X, c/o Thad Plate
5333 E. Thomas Rd. #215
Phoenix, AZ 85018
phone: (602) 952-8929.

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

West Africa	Africa Bow
Mercs: none	Y'Israel Coptoons 30, Mahidia Corsairs 28

THE EMIRATE OF GAOTA (4.8C)

Rakid, Emir of Gao

Trade Partners: Bug, Kongo**, Almoravid-
DIPLOMACY: Gambia(a), Ghana(fa)

The Emir greased a few palms and presented gifts to the rulers of the western districts, who border the watery end of the Earth. Gao expanded to 3 gold value.

DARKLORD OF KWARARAFI (4.5B)

Bug, Darklord, Bringer of the Ancestral Light

Trade Partners: Gaota, Congo
DIPLOMACY: Mandara(nt), Bomu(h), Igbo(ea), Nupe(fa), Togo(fa), Gurma(c), Zaria(nt), Daza(h)

The Great Bug with his patchwork empire wanted more. The Pagan chiefs liked him and offered tribute. The Muslim lords scoffed at Bug's envoys and demanded they leave, or else.

THE BANTU KINGS OF KONGO (3.4B)

Toboshaka, King of Ba-Congo

Trade Partners: Songhai---, Bug
DIPLOMACY:

Toshala's enlightened rule came to an end in 1195 with his death. Riding atop an elephant, Toboshaka, came to the Witchdoctor General, to be invested as King.

East Africa

Mercs: none

THE GREAT ZIMBABWE (3.2B)

Five Twin Jackal, *Zimbabwe King*

Trade Partners: Sakalava

DIPLOMACY: Sofala(ea)

A wandering Jew arrived to the High Hut of Five Twin Jackal and told stories of the glorious Kuzar Kingdom, "in the plains north of the Arabs", the Great Zimbabwe was fascinated by these traveller's tales and invited the Red Sea pedestrian to remain in his entourage. The royal brat, Row Kraal Hand, with 2500 wood armored men and 11,500 spear throwers picked on the tribes of Matopos and these woods dwellers henceforth had to pay homage to Zimbabwe. Karanga was also targeted and they too had to accept the dominion of a better.

THE SAKALAVANS (4.1B)

Niro Noga, *Little Caesar of Madagascar*

Trade Partners: Zimbabwe, Lungwebungu

DIPLOMACY: Tongaa(n), Malawi(n), Mogadishu(nt)

King Niro Noga's policy to absorb as many nations as possible continued to strain the governing apparatus. The important Sakalavans hacked through rugged forests and dire terrain on good will tours. Nyeh Nyeh visited the King of the Drums but an attempt to get Lungwebungu to bow before distant Sakalava was met with laughter. But they did take the pizza and pigskin trophies in exchange for trade. On Sakalava Island, where rarely the important Sakalavans are, settlers were said to be marshalling for a distant new city on the harsh coasts of Somaliland. Said the Little Caesar, "We need more trade partners".

THE KINGDOM OF LUNGWEBUNGU (2.5B)

Kumdatola, *King of the Drummers*

Trade Partners: Sakalava, Ethiopia

DIPLOMACY: none

The Drummers expressed their interest that they should rule Sakalava.

"After all, we're better than they are. And we have a cooler, more sophisticated name."

THE ZAGWE KINGDOM OF AETHIOPIA (10.0C)

Umbawa Zagwe, *King of Aethiopia*

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

DIPLOMACY: Ad Diffah(h)

The Coptic Guards on their red camels erupted into the shifting sands of the Sahara. They whipped out their sword and massacred all the Chthulu worshippers in the Bir Tarfawi, El Wahat and Siwa oases. Some months later, some Coptic families arrived and took their places as guardians of these rare desert watering holes. The Makurra allies went up captured some worthy souls to be saved from the curse of heathenism.

North Africa

Mercs: none

THE COPTOS KINGDOM OF YISRAEL (10.3C)

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

Bu Bu, *Smart Alek Assistant*

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

DIPLOMACY:

The Coptos rulers shivered in fear as the looming threat of the Benu Bahwi. But the Arab Hordes did not molest this rich kingdom, not this time.

THE EMIRATE OF MAHIDIA (11.9C)

Uthman al Hajj, *Emir of al Mahgrab*

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

DIPLOMACY:

The Mahgrebi sent gold to Al Andalus for some of that Spanish produce but they have welched the deal. Tunis and Mahidia grew to greater numbers.

EUROPE

Western Europe

Mercs: they went away

THE NORMAN KINGDOM OF SAXONIA (13.7C)

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: Asturias(ea), Poitou(t), Ponthieu(t), Galacia(nt), Northumbria(ea), Ile de France(a), Lothian(ea), Aquitaine(t), Anjou(f), Lyonnais(a)

The Saxonian shipped some gold to Thaery to relieve them of the high blood pressure the Danes had experienced in past years. Richard the Norman returned to Anglia and picked up the 400 merchant ships which came in handy to ferry his army across from Zealand to Skane. Richard was useful in the attack on Norway.

The Saxons, took advantage of this peaceful situation to gain tighter control of Visgaulia and the British Islands.

THE ALMORAVID EMIRATE OF ANDALUSIA (8.9C)

Istafa II, *Emir as Sevilla*

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

DIPLOMACY: Talavera(a)

The Moors pulled out the weeds from their gardens. The Canary Islands were taken over for the exotic soil they have.

Italy

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

THE DUCHY OF MILANO (1.7C)

Gottfried, *Duke of Milano*

Trade Partners: Saxon, Liguria, Francia

DIPLOMACY: Lepontino(fa), Retiche(fa)

The Milanese were allowed to be Alpine by the greater powers that be. The snowfall was heavy.

THE KINGDOM OF LIGURIA (12.6C)

Mario, *King of Liguria*

Trade Partners: Mahidia, Israel--, Saxon*, Andalus*, Milano, Pope, Spoleto, Taranto, Francia, Byzantine

DIPLOMACY: Gardo(nt to Milano), Lucano(nt), Oglio(nt), Eufemia(nt)

"So if we take Gardo, we shall deprive the Milanese of their coastal access to Lake Garda."

Young Antonio took command of 19,000 heavy cavalry, 2000 light cavalry, 5500 heavy infantry and 4500 light infantry entered Gardo but didn't attack. Rather they hunted deer while the young prince invited himself to the Mayor of Brescia's palace. It was partly successful, the Gardans will no longer tolerate Milanese tax collectors.

THE REPUBLIC OF FLORENCE (1.5C)

Humbar Bergiland, *Urban Manager of Firenze*

Trade Partners: Spoleto

DIPLOMACY: none

The Tuscoans were useless. Snowfall was light.

THE ROMAN CATHOLIC CHURCH (1.8C)

Lucius III, *Pope of Rome, Vicar of Christ, God's Chancellor Upon This Earth*

Trade Partners: Almoravid Infidels*, Liguria, Spoleto

DIPLOMACY: Orcia(t), the rest revolted

Pope Gregory VIII wanting to be a well informed priest sent his spies all over Europe to ensure that no one break the peace. He knew well the events of the Eastern Prairies, a place that most folks don't even know about. He made this speech on Christmas Day 1194:

"Woe unto the world because of offenses! For it must needs be that offenses come; but woe to that man by whom the offense cometh! (Matt. 18:7)

"The Church can no longer bear the wickedness it witnesses; it will not bear them!

"Alexus, ruler of Byzantion! Thou corrupt the unwary souls of the Khirgiz Horde. Do not think the West unaware of thy machinations. Thou wilt be held accountable for their actions, should they molest any Catholic Nation. I wish no quarrel with thee, Alexus. Pray do not start me.

"King Mario of Liguria! Thy hostile actions against thy neighbors are an indirect violation of the Pax Vaticana. Thou are enjoined to return the provinces thou hast subverted without delay. Respect thy neighbors.

"The Church formally recognizes the Duchy of Milano, and will protect its right to exist.

"Every man's work shall be made manifest; for the day shall declare it, because it shall be revealed by fire; and the fire shall try every man's work of what sort it is. (1 Cor. 3:13).

Gregory VIII died two months later. It took a long time to decide who was going to be the next Pope. During all this uncertainty, the Pope's temporal apparatus fell into neglect. Therefore, Amiata, Cecina, Lepini, Umbria, Sabini, Maremma, Pisa and Pontino reverted to full independence. David Forzsa, a soldier turned bishop got tired of the college's stalling. He took the Vatican army of 7500 monks and forced the proceedings. Forzsa compelled the Cardinals Council to make him Pope or else. he was crowned Lucius III in December of 1195.

THE LOMBARD DUCHY OF SPOLETO (3.4C)

Leon Decaile, *Lagobard Doge of Spoleto*

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

DIPLOMACY: Molise(f), Chiana(fa), Matese(a), Tronto(f)

The Duke decided to strike back at the Apulians for their "kidding" around. He died before he found out what happened. Leon Decaile was only too glad to be the big cheese. The treasury was protected.

THE EXARCHATE OF TARANTUM (1.3C)

Tyrus Drymitinos, *Despot of Taranto*

Trade Partners: Liguria, Spoleto, Byzantion

DIPLOMACY: Calabria(a)

"Hey! Where did my city go?"

"I don't know. It was there when we last looked."

"I found something."

The Note read: "How do you like it? love, Jd.S."

Tarantum guards later found the capital city under a woolen cloak. Alexander was allergic to wool and died of it in 1195. Tyrus swears revenge.

Eastern Europe

Mercs: Borscht Battalion L93 15hc 11c

THE NORDIK KINGDOM OF THAERY (5.3C)

Romer, *King of the Danes*

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

DIPLOMACY: Brabant(a), Holland(a)

The Danes summoned Saxonian help to squash the Norse threat. The Borscht Battalion was summoned in Copenhagen and were ferried along with Saxon troops to Skane to greatly buff up Jarl Randal's forces. Helping the 1000 Thaeric cavalry were 8000 knights, 8000 commoner cavalry, 2000 shieldmen and 10,500 archers. They all made it to Norway in 1194 and wiped out the resistance. The Danes recovered 100 galleys and 70 merchant ships. Since the Thaery didn't have enough troops present, the Saxons pacified Norway in their own name.

THE KINGDOM OF NORWAY (1.2B)

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

Trade Partners: none

DIPLOMACY:

The Norse lost their army, their homeland and their direction. King Hans lost his son. Hans still holds on to Uppland and Svealand.

THE KINGDOM OF FRANCIA (5.9C)

Tyran, *Panarch of Francia*

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

DIPLOMACY: Burgundy(f), Friuli(c), Giulia(a)

The Francon were slothful and their culture has become shockingly unChristian.

"The Franconian Panarchic recognizes and will support the sovereignty of all independent Catholic states in Europe (with the exception of Norway which we consider an insurrection). We also consider Tyrolia, Lessini and Friulia to be in our sphere of control. We will not allow any other nations to rule in these regions. Milano Franconia have worked out a fair and a lasting border agreement; we consider them a friendly state guarantee their independence and sovereignty.

"Tyran Panaspar, Panarch."

THE MARGRAVATE OF POLSKA (4.6B)

Eisen Claud-Faustus, *Markgraf of Poland*

Trade Partners: Thaery, Francia, Bakon, Russia

DIPLOMACY: Kassubia(aw), Sorbia(f), Kingdom of Bakonai(c)

King Eisen hunted out the Heathen Kassubians and broke them in battle vastly overwhelming them with the Great Polish army. But an insufficient garrison was left behind which the Kassubi exterminated much to their joy. Rank, chief of the Kassubians, taunts the Poles as bumbling idiots.

THE KINGDOM OF BAKONAI (0.4N)

Shuab the Knife, *King of the Bakons*

Trade Partners: Poland, Byzantion

DIPLOMACY:

The Prince of the Poles, Tadeuz, visited Slovakia and tried to urge the Bakon to surrender their sovereignty. The Bakon Lords allowed their neighbor to have a stake in the royal succession.

THE PRINCIPALITY OF NOVGOROD (1.0B)

Smek II, *He Who Bathes in Bog*

Trade Partners: none

DIPLOMACY: Veposkava(a), Kalinin(t)

Smek went to Kalinin to check out the Red Hair Bear. But the beast ate him. The Novgorod wanted to trade with Kiev but no go.

THE GRAND RUS OF KIEV (5.8C)

Semon, *Grand Prince of Kiev*

Trade Partners: Saxonia**, Thaery*, Poland, Byzantion-

DIPLOMACY: Daugava(ea), Cherven(c), Zaporozhie(c)

Semon's lieutenant Grigori took 10,000 cavalry and 20,000 infantry and attacked Pereaslavl. They have to pay tribute now.

THE VOLGA BOLGARS (2.3B)

Omar bin-Omar, *Emir of Great Bolgar*

Trade Partners: Ungarn

DIPLOMACY: Yayik(ea), Urkel(fa), Suvar(fa), Bolgar(fa)

The Bolgars wanted trade with Kiev, but they won't allow it. Omar invited survivors of Ungarn shelter in his nation, for they would flee the godless Khirgiz. A Muslim revolution in Khazar overthrew the Jewish ruler. The new Khazar Sultans happily became feudal vassals of the Emir of the North.

THE KINGDOM OF GEORGIA (X)

King Dreigano slipped on a brick and killed himself as he fell down a cliff. Ultimately he was skewered by a pine tree that grew on a rocky crevasse. This dramatic death induced the departure of Pontus. Paphlagonia quit. Georgia threw in the towel.

ASIA

The Middle East

Mercs: none

THE NIKEPHORIAN EMPIRE OF BYZANTION (12.4C)

Alexus, *Eastern Roman Emperor, Basileus of Constantinople*

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

DIPLOMACY:

The rumors that the Byzantion Emperor is scheming something is absolutely untrue.

THE DAR AL ISLAM - The Ortuqld Regency (15.4C)

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, Benu Bahawi, Parthia, Sind*, Kaunaj-, Chalukya-

DIPLOMACY: Galatia(ea), Cappadocia(fa), Bostra(c), Dulaym(nt)

The Caliphate shivered and shook but the sabre of the simpletons didn't fall on anyone, yet.

THE BENU AL BAHAWI (1.0N)

Abd Allah ibn Jabra

Trade Partners: Islam

DIPLOMACY: Hijaz(nt), Madina(nt), Asir(nt), Qatar(nt), Oman(nt), Al Jiwa(nt), Al Batnah(nt), Zufar(nt), Hadramunt(nt)

The Benu received a tribute of 60,000 golden dinars and 50,000 bushels of wheat from the Caliphate. Now there was only one whom the Benu could attack, but Abd held them back so he could breed a few more camels (you can own more than one camel don't you know). The tribes toured the more populated areas of Arabia. Most of them stopped by Mecca and saw the Qabba Stone, that is so holy.

THE SHAHDOM OF PARTHIA (7.0C)

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

Trade Partners: Islam, Ghur

DIPLOMACY: Dasht Lute(nt), Makran(c)

The Parthians continued to conduct their business as they always would. Yes, Bessus Shah knew about the Khirgiz. Yes, he feared them so he buffered up the walls of Samarkhand and Khiva and built a few towers. Maybe these

extra preparations would scare the horde. After all, they're probably gunning for Europe.

THE KHIRGIZ HORDE (0N)

Herkemer Khan

Trade Partners: none

DIPLOMACY: spiked iron mace

Herkemer had other things in mind. He wanted to show the world just what a horde can do. What better place to demonstrate their martial meanness but in the rich bufferlands of Parthia itself. Herk the Turk and 103,500 shouting Khirgizi crossed some mountain to file into Khokhand, a neutral territory ruled by Bek Ahmad. Bek could not stop the Khirgiz with his 5000 infantry so he died. The Khirgiz broke Tashkent in a siege and sacked that down and then looted Khokhand. This but whetted the greedy appetites of the Khirgiz for more. And bigger and better cities not too far. Soghdia was next. Samarkhand was breached and sacked. Uzbek was hammered next and was looted. The survivors revolted from Parthia.

Meanwhile while the Khirgiz had much fun along the Silk Road, Herkemer's spawn and the allies, Karluk and Tabargati, leading 50,500 cavalry from the waste of Bogazgol entered Khwarzim to wipe out the leaderless garrison and loot the region. Khiva was set to siege and in an especially bloody engagement, fell to the wild man. Transoxania was then plundered. The allies joined the main horde as they conquered, looted Bactria, sacking Bukhara. The total Khirgiz numbers were reduced to 96,000 cavalry but the losses were worth it. This has been a most profitable adventure.

Khwarzim, Transoxania and Soghdia in their razed state are still controlled by Parthia. Hundreds of homeless families have filtered to the gates of Merv, begging for food from the Great Shahanshah. The Parthian economy is suffering.

THE SULTANATE OF GHUR (3.0B)

Mohammad of Ghur

Trade Partners: Parthia, Kaunaj

DIPLOMACY: Ushrusana(nt), Kirthar(ea), Pamir(t)

The Afghans were lucky not to be involved in war and destruction.

India

Mercs: Barket the Tigerslayer: LA6 10h 10we

THE PRATIHARA EMPIRE OF KAUNAJ (11.5C)

Pratihara Gopala II, *Emperor of Kaunaj*

Trade Partners: Islam*, Ghur, Chalukya*, Tibet, Kambuja-

DIPLOMACY:

King Guptagupta waited for Prince Gopala to bring 250 war elephants and 1000 catapults to Jats to join with the main army for an invasion of Sind. As that had happened Captain Barket and his condotteri, 5000 heavy infantry and 500 elephants spotted the elusive 3500 Achetans racing across Sukkur and were unable to catch them. With his encumbered troops and lumbering war elephants, Barket was unable to catch them. Guptagupta knew where they went, to Sind. So in 1192, he took his sizable army to Sind to find the region unpopulated, the city empty and in ruins. They had evacuated by boat to parts unknown.

THE ACHETA RULE OF SIND (X)

And stories of the fate of the Sind Rebellion continue to be spun. Perhaps they sailed to the open seas only to be eaten by giant squid. Or the earth itself opened up and swallowed them. Chitor and Vatsa revolted. Gujarat went independent too.

THE CHALUKYA MANDALAM (15.6C)

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

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

DIPLOMACY: Jihjhoti(f), Kosala(nt), Chela(t), Andhra(a)

More temples for the gods were dedicated as the people were wealthy and happy. The Chalukya conquered Surashtra when they got here Somanatha had already been sacked and burned.

THE JADE KINGDOM OF TIBET (1.0B)

Shan Kabu, *2nd Dalai Lama*

Mogka Panchen, *Regent of Tibet*

Trade Partners: Kaunaj, Pagan

DIPLOMACY: Sikkim(nt)

The Lamas already got a nice temple to lounge in. And it has a nice view of the mountains.

South-East Asia

Mercs: Ty Duk's Mariners L87 Bi, 9g on assignment in Burma

THE KINGDOM OF PAGAN (5.6C)

Monson II, *King of Pagan, Maharaja Myanmar*

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

DIPLOMACY: Kayah(f), Kachin(fa), Sagaing(a)

Monson II over estimated how much commerce passed through his country much to the chagrin of the mercantile quarter. Only a fraction of the international trade projections actually were collected. A new city Aniruddhan was built in Assam along the Brahmaputra.

THE KAMBUJADESA (7.3C)

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

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

DIPLOMACY: Nan Pung(a), Atjeh(ea), Lampang(f), Sri Lanka(t)

The Hidden Empire continued to overwork their Infrastructure clerks, hoping to control land they can actually control.

THE AQUARIUM OF JAVA (11.1C)

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

Trade Partners: Chalukya-, Kambuja*, Vietnam*, Chekiang

DIPLOMACY: Kediri(a), Flores(ea), Johor(t)

The Islanders were very interested in developing the Malay Peninsula. Bajah pirates were more active than normal from bases near Sumatra.

China

Mercs: not here

THE DAI VIET GUO (8.6C)

Giap Tui, *Wang Dai Viet*

Trade Partners: Pagan, Kambuja, Java-, Chekiang, Zhong, Tumed*

DIPLOMACY: Laos(aw), Yunnan(c), Lingnan(t)

Giap Tui returned to Laos with some fresh troops. This time Laos was subjected to a military conversion. After these pagans got the Hundred Tantras rammed down their gullets, the Vietnamese left an insufficient garrison to deal with the hostile wilderness terrain and Laos gladly revolted. No longer Buddhist, the Laotians have resumed their all out war against Dai Viet.

THE HIDDEN DRAGON OF CHEKIANG (12.4C)

Quan Kao Zhong, *Celestial King of Chekiang*

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

DIPLOMACY:

The Chekiang Dragon expanded Zuzhou and Chiangling. The Emperor ordered a personal guard be formed from the strongest, most spirited young men in the Empire. The Domain war clear of subversive influence and was secure from outside threats.

THE DI ZHONG GUO (12.6C)

Yan Fong, *Emperor of the Middle Kingdom*

Trade Partners: Vietnam, Chekiang, Tumed

DIPLOMACY:

The Tyrants were lax in their duty to bully poor folk.

THE SIA OF TUMED (8.3C)

Shak Yanto, *King of the Tumed, Emperor of Sia*

Trade Partners: Vietnam-, Chekiang, Zhong

DIPLOMACY:

In 1195, the Northerners lost another King, Anwang, to the curse of mortality. The Tumed Kingdom, however, still had not recovered from the loss of Jai Fumon, the Great Conqueror and Unifier. Lipuon's leadership was challenged by a formerly loyal lieutenant of Jai Fumon, Shak Yanto. Shak and his buds surprised Lipuon and his worthies, incarcerated them. The new Tumed Emperor proclaimed the Sia Dynasty in the imperial seat of Sharchou. The Prince of Chilhi after initial apprehension reaffirmed his alliance to the new regime. Hong Kong and Shentung rebelled. The claim on Bandao was disavowed.

The Pacific Rim

Mercs: none

THE MINOMOTO SHOGUNATE (3.7C)

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

Minomoto Tokusugo, *Shogun of Japan*

Trade Partners: none

DIPLOMACY:

At the risk of financial bankruptcy, the loan to the constantly complaining rice traders was paid off so that maybe there would be some prosperity in this war

tom land. Tokasumi lifted nary a toothpick to help his Kwanto vassal as the Amago attacked his camp in Shimane. Tanka Hojo abandoned Shimane unable to resist the well co-ordinated attack. At Kyoto, many government workers were fired and the countryside soon was rife with bandits and criminals. Many soldiers deserted most of them to Amago who had the resources to feed and clothe them. Silla returned to Minomoto rule without a port city. Shikoku and Kagoshima left Tokasumi's crumbling hegemony.

THE AMAGO DOMINION (2.8C)

Gamodebu, *Boss of Shimane*

Trade Partners: none

DIPLOMACY: Kagoshima(n), Shikoku(n)

Gamodebu sacked Kokai and put the city to the torch. The Amago then left Silla behind for the high seas. After an initial food raid into Koguryo, they crossed the Dozen Wan to land in Shimane. The 6000 infantry and 350 siege engines out fought Minomoto forces and regained the Amago homeland. Gamodebu was wounded in the effort but he didn't have to do anything else as the Daimyo healed.

In Kagoshima, the starving Minomoto soldiers were given food and drink by Amago Gamotaba. Realizing that their masters had left them on a hostile island to die, they happily joined Amago's bid to be Shogun.

Starvation reduced Kuo by 1 GPv.

THE EMPIRE OF THE STORM (0.9S)

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

Trade Partners: none

DIPLOMACY:

The Hurricanes were so rough the Stormers were fearful to travel.

THE KINGDOM OF THE MAORIS (X)

When Atutaane croaked, the united Maori Kingdom croaked too. The vanous feudal lords reasserted control of the landscape relegating this distant corner of Earth to obscurity.

THE TOOWOMBA DREAMTIME (0.8P)

Krokadundee, *Guardian of the Illusion*

Trade Partners: There are no other nations that exist

DIPLOMACY: Tih-ar-dha(t)

"So what dance shall we do today?"

"Well there's Vulture Dance, The Butterfly Dance, the Wombat Dance, the Sick Kangaroo Dance, the Happy Kangaroo Dance, the Crazy Kangaroo Dance, the Rain Dance, the Lightning-No-Hit-Us Dance, the Jig of Rocks, the Blister Dance, the Ghost Dance and the Hammer Throw."

"What? We can't do the Kill the Evil Catholic Pope Dance?"

"No. My sticks are wet and the leaves are bent inward."

"Hmmm. Can't anger the forces of nature by cutting corners now can we?"

"No sir. You can't fool Mama Deathcheater."

"How about the Kingfisher Skewers the Buffalo Dance?"

"Nope."

"The Shooting Star Shuffle?"

"No way."

"The Twist?"

"Uh-uh."

"The Charleston..."

And so, the People ended up doing the Jig of Rocks wearing Duck Masks.

ISI RANKS of Campaign 10 as of A.D. 1195

brackets around name indicate delinquent payment

Rk	Country	ISI	ESI	Player	Phone #
Empires					
1	Islam	105	468	David Salter	703-644-4618
2	Chekiang Dragon	93	321	Bret Bruhn	503-623-8823
3	Tumed Cathay	82	150	Gary Riviere	714-831-1760
4	Di Zhong Guo	79	140	Chris Wayne	n/a
5	Nikephorion Empire	76	490	Kurt Fangmeier	602-326-1940
6	Norman Saxonia	75	396	Bill Rakowski	410-483-9635
Kingdoms					
7	Chalukya Raj	68	364	Gary Pogue	818-355-1386
8	Mahidian Corsairs	68	286	Wilson Hsieh	617-864-9319
9	Coptos Y'Israel	59	246	Paul Wang	617-623-6770
10	Pratihara Kaunaj	59	217	Robert Kohn	714-787-7781
11	Parthia	57	182	Sean Padden	412-243-1929
12	Almoravid Andalus	56	225	[Michael Work]	412-441-6159
13	Kambujadesa	55	162	Robert Hanson	908-722-1852
14	Java	48	216	Darin Byrne	602-431-8660
15	Kingdom of Pagan	47	135	Chuck Monson	206-522-1779
16	Vietnam	47	149	[Warren Bruhn]	916-852-9549
17	Frankenstein	47	129	Ed Allen	213-327-8125
18	Kingdom of Aethiopia	47	163	Charles Hickok	717-599-5603
19	Nordik Thaery	46	72	Miljenko Mervic	215-783-6187
20	Kingdom of Liguria	45	258	Mike Gibson	310-371-8640
Duchies					
21	Kingdom of Poland	38	65	Dean Don Arumo	713-255-6331
22	Khirgiz Horde	37	0	Walter Baety	602-747-2320
23	Kievan Rus	37	77	Masami Hamasu	n/a
24	Benu al Bahwi	34	0	Constantin Xanthos	n/a
25	RCC- The Pope	32	170	[Rob Robbins]	310-323-1378
26	Gaota	32	80	John Bogan	516-598-1989
27	Sakalava	31	54	Steve Cameron	215-352-3126
28	Ghurid Sultanate	30	50	John Schmid	412-441-6159
29	Bantu Congo	30	30	[Ted Kaminaki]	608-253-7671
30	Lombardic Spoletto	28	52	Robert White	404-426-4041
31	Minomoto Shogunate	26	24	Don King	n/a
32	Great Zimbabwe	24	38	[Jack Wagner]	619-252-1077
33	Florence	22	18	Paul Skiera	602-731-9269
34	Amago's Ambition	21	11	Dave Pettit	602-966-4727
Counties					
35	The Duchy of Milano	19	35	Jeff Martin	619-255-2923
36	Darklord of Kwararafa	18	43	Rusty Wallace	713-441-8040
37	Tibet, Land of Jade	17	10	Paul Litch	908-707-9069
39	Despot of Taranto	16	51	James Behnke	412-441-6159
40	Toowomba Dancers	15	34	Mindy Dawney	n/a
41	Great Bolgar	13	10	James DeGon	209-529-1556
42	Bakonite Kingdom	13	3	open	
43	Novgorod	11	11	Dennis Doubek	602-820-4314
44	Norge	11	6	open	
45	Empire of the Storm	10	9	Quien Liuang	n/a
46	Lungwebungu	10	10	open	