

Wanderer Games Presents:



LORDS OF THE EARTH

CAMPAIGN TEN
Turn #21
Industrial Stage Zero: The Medieval Era
1205 Anno Domini

AFRICA

West Africa

THE AKA'MURRID EMIRATE OF FULANI

Rakid, *Emir of the Fulani*

Trade Value: 8.1 **Partners:** Bug, Kongo™, Mahidia, Almoravid-
DIPLOMACY: Kanuri(nt), Daza(nt), Ghana(fa), Segu(a), Gambia(nt), Senegal(t)

Rakid took some disdain for the Sandy name of Mattetawah city in Gambia, so the burg was renamed Dekar (though it should have been called Houston). The Emir was even more distrustful of the Sandy sympathizers in Bari and Garou. With 8500 cavalry, Rakid Emir attacked Sani. Everyone there was enslaved. Garou's turn was next. The resistance was so heavy and Rakid was so encumbered with captives that Garou was not even pacified. Rakid had to withdraw to Segou with a considerably reduced cavalry force. Prince Karim with 5000 barefooted knights, 29,000 barefooted foot soldiers and 150 ramrods (carried by men who wore sandals) traversed the Kanuri and Daza savannas to Bornu to stage an anti-Boktar parade. The Boktars took exception to this trespass but failed to break up the event. Bornu and Ngazargumu fell to the Fulani easily. Bokt fled in exile and shame, his kingdom a total bust. Allied chieftains Ikekuma of Gambia and Wahad of Ghana died in 1205.

DARKLORD OF KUJARARAJA

Bug, *Darklord, Bringer of the Ancestral Light*

Trade Value: 5.2 **Partners:** Fulani, Congo
DIPLOMACY: Ite(f), Igbo(a), Gwari(fa), Togo(a), Gurma(ea)

The Darklord festered sin in his own head. Nightmares erupted with images of the true Dark Lord, the Mali Men, who drank hot mens blood and collected skulls from all over the World and had called a holy war on Europe which cannot be resisted. Such is the true power.

THE BANTU KINGS OF KONGO

Toboshaka, *King of Ba-Congo*

Trade Value: 3.4 **Partners:** Fulani--, Bug
DIPLOMACY: none

The Bantu got tied up in a time warp.

East Africa

THE GREAT ZIOBBABWE

Five Twin Jackal, *Zimbabwe King*

Trade Value: 3.4 **Partners:** Sakalava
DIPLOMACY: Sofala(f), Phalaborwa(fa)

Five Twin Jackal sat there on his butt in So'ala telling them how great their city would be when they'll be friendly. They ate it all up. The city was built by grumbling workers and was Paganed (in place of Christened) Xai Xai.

THE SAKALAVANS

Niro Noga, *Little Caesar of Madagascar*

Trade Value: 4.5 **Partners:** Zimbabwe, Lungwebungu
DIPLOMACY: Tongaa(ea), Mogadishu(a), Brava(ea), Kinsasha(aw), Mombassa(ea)

Pundaport was completed in Mogadishu. It faces the Somali Sea. Noname Noga, the fount of creativity, went over to Out Yonder, lands beyond the great dividing Muchinga Mountains. The boorish heir went into a hut in Tongaa, grabbed a fetching maiden and made her his first wife. The Tongaans just loved his lack of perfidy, calling him a funny guy. The sour Kinsasha didn't get the joke. They declared war.

THE KINGDOM OF LUNGWEBUNGU

Kumdatola, *King of the Drummers*

Trade Value: 2.5 **Partners:** Sakalava, Ethiopia
DIPLOMACY: none

The Drummer King continued to rack up their riches and made plans to conquer the sky.

THE ZAGWE KINGDOM OF AETHIOPIA

Umbawa Zagwe, *King of Aethiopia*

Trade Value: 10.1 **Partners:** Lungwebungu, Israel, Mahidia, Islam--, Kauna-Chalukya--
DIPLOMACY: none

The "Lesser Coptics" shivered at the fate of the "Greater Coptics" of Y'Israel. Perhaps the Arabians would want to blow out the plateaus of Abyssinia as well. Feeble defense were erected to salve the public fear. Teeth were grinding to dust in anxious moments of dread.

Orders Due: Friday, 23 October 1992

Announcements

Due Date Miscue: To those that hadn't noticed by now, last turn's due date was wrong. It was due the 25th of September not the 25th of October. This new due date printed here is two days before the other due date is perfectly accurate.

New World Launches: This turn, I have started the New World as a part of Lords 10. Read the fax for further details.

Isolated Cities: The 'I' in the city trade type means the city is isolated and therefore was not counted for inter-city trade or international trade.

MODEM Turns: If you want to send your orders in by modem, I can accommodate you. Before calling me by modem, you must call me 5 minutes in advance so I can prepare the computer for download. Please inform me what format you are going to be using so I can be ready at my end. Right now this service is experimental: I will not send turns out by modem.

Thin Government: The computer will knock down your tax rate if you have *Thin Government*. A Thin Government occurs when your Imperial Size and the King's Admin rating are insufficient to control all the territories you have. In addition to your tax collections being hamstrung, there is a greater chance your nation will suffer dynastic failure and civil wars. How to solve Thin Government? More Infrastructure.

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 many ramparts, towers, & walls. The guard unit = a thousand of your empire's meanest, most gnarly warriors.

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

Turn Fees:	Old World	New World
	\$3.00 per turn.	\$2.00 per turn
	Regular Map Set: \$3.00	Reg. Mapset: \$2.00
	11x17 Map Set: \$6.00	11x17 Mapset: \$4.00
	Color Maps: \$3.00@	Color Maps: \$3.00 @

Color Map: Every turn I prepare a full color map on a 8.5 x 11 sheet. These show what regions each empire controls in distinct, bright colors. The following maps are available for \$3.00 apiece:

Old World Italy Sub Map New World

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 Ten Supplement v.1.2. In case of conflicting information the Ten Rules prevail over the others and the Version II prevail over the 4th Edition Rulebook.

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.

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

North Africa

THE COPTOS KINGDOM OF Y'ISRAEL

Dino dun Boi, *Prehistoric Pooch of Palestine*

Trade Value: 6.3 **Partners:** Aethiopia, Guyenne(5.6)-, Liguria*, Byzantion*, Islam

DIPLOMACY: none

Dino sent his boy Ren ben Stimpi to counteract this horde problem. Almost everyone possible was recruited. On the whole, this army grew to 12,000 cavalry, 22,000 infantry. From Jerusalem, they confidently marched into the Sinai waste which the Benu Bahawi had just pacified. There were 69,000 of them and they didn't look too happy. Ren attacked the Arabs and got his back side buckwhipped. Hardy anyone made it out alive. By then, Dino got 4500 reinforcements from Lebanon (which revolted) to rally the 2500 survivors and the guards who manned the 25 towers of Palestine. But they had not a prayer against 55,000 camel riders. With the grain that had been saved up, Dino and Ren stayed inside Jerusalem, hoping the Arabs will lose interest and go away. After four years, they're still outside.

THE BENOAL BAHAWI

Abd Allah ibn Jabra

Trade Value: 2.1 **Partners:** Islam

DIPLOMACY: none

Abd rushed his men backwards leaving a 'leaderless' garrison behind in Misr. After a minor skirmish with some raiders, another garrison (needing no leader, of course, of course) was left in the Sinai. Palestine was easily pacified but that darn walled city Jerusalem put a crimp in Abd Allah's flowing, silk white robe.

"We'll just surround it and wait for the city to fall as God wills."

four years later...

"So when's the city going to fall?"

"Silence, cretin!"

THE EMIRATE OF MAHIDIA

Uthman al Hajj, *Emir of al Mahgrab*

Trade Value: 14.9 **Partners:** Fulani, Ethiopia, Andalus, Liguria, Byzantion*, Islam-

DIPLOMACY: As Sidrah(t)

The Mahidians spent their efforts sending Shi'a settlers to people the oases of Hassi Teieb, El Golea, Adrar, Bir el Khazaim, Terhazza and Araune. Now trans-Saharan trade can be guaranteed.

EUROPE

Western Europe

THE NORMAN KINGDOM OF SAXONIA

Neville the Marker, *King of the Saxons and of the Normans*

Trade Value: 11.2 **Partners:** Andalus, Polska-, Russia---, Byzantion-

DIPLOMACY: Brittany(t), Lorraine(f)*, Galacia(a), Poitou(a), Lyonnais(f)*, Lothian(a)*, Ile de France(a)*, Orleans(f)*, Vermandois(a)*, Ponthieu(a), Aragon(f)

*These later join the Revolt of the Four Counties

Neville the Marker, never a fan of the Goths nor of bats, had the city in Angia renamed to Ipswich. It was more pleasing to his ear and very Saxon. Neville then paid a visit to the count of Poitou to gain yet another allied leader. As of 1205, he had eleven allied leaders active in his realm, all of whom, to some degree envied his pampered position. Very soon, the young king would discover just how dangerous so many allies could be. There a conspiracy afoot to break the paper mache power of the Saxons. In secret letters of correspondence, the Dukes of Aquitaine, Asturias and Aragon and the Earl of Northumbria agreed it was just not fair that the Saxon king would own so much. It's not like he's got the military might to keep all that real estate at one time. So early in 1205, they all announced their withdrawal from the Saxonian alliance and dare King Neville to the battlefield. Neville had much more class than to give in to the demands of the Revolt of the Four Counties. His royal staff and chancellery agreed. Asturias attempted to persuade the Graf of Galacia to join him, the Graf balked and then chased the Asturians out. In Ponthieu, Renart the new Count of Blois and his sizable army laughed at the Aragon Duke's suggestion and then crushed the Aragonese. Aragon for some strange reason left the Revolt and became friendly to Saxonia. Lothian responded to the Earl of Northumbria and rebelled separately. both Lothian and Northumbria became neutral states. Mercia attempted to revolt but the loyal Count of Anjou and his army were at hand to stop the Mercians and put them down. With the support of Ile de France and later Vermandois, the Aquitaine Duke, Lothair Dubol established the Kingdom of Guyenne. Within the year, he gained control and the support of Orleans, Lorraine, Lyonnais, Languedoc, Aquitaine, Ile de France, Vermandois and Asturias. King Neville, Leo of London and the Count of Anjou retained for

Saxonia, Sussex, Wessex, Mercia, Anglia, Poitou, Brittany, Normandy, Ponthieu, Anjou, Gascony, Armagnac, Galacia, Castille, Aragon and Catalonia. Flanders which was given to Richard the Norman as a gift overthrew his successor and restored home rule. Most of the heavy cavalry left there escaped to Ponthieu. Saragoza, a Moorish place, also declared itself independent.

THE KINGDOM OF GUYENNE

Lothair I, *Count of Perigord, Dux Aquitanium, Roy de Guyenne*

Trade Value: 9.7 **Partners:** Israel(3.2)*, Milano, Liguria, Spoleto*-*, Thaery, Francia, Islam-*

DIPLOMACY: none

Lothair has appealed to the Pope for compassion. He prepared for the inevitable assault.

THE ALMORAVID EMIRATE OF ANDALUSIA

Istafa II, *Emir as Sevilla*

Trade Value: 11.2 **Partners:** Gaota*, Mahdia, Saxon, Liguria-, Pope-, Byzantion*

DIPLOMACY: Talavera(f)

Abul Dala, an envoy of Istafa Emir, traveled to the fabled salt mines of Terhazza only to find it inhabited by pro-Mahidian Shi'ites. Istafa's son Walid came of age in 1205.

Italy

THE DUCHY OF MILANO

Gottfried, *Duke of Milano*

Trade Value: 2.6 **Partners:** Guyenne, Liguria, Francia

DIPLOMACY: no effect

Early one morning, burglars broke into the Bank of Milano and stole a portion of the municipal treasury. Duke Gottfried was stunned when he heard of this crime. The Duke sent to Rome his son to explain that due to poverty he could not supply the Church with cash nor troops.

THE KINGDOM OF LIGURIA

Mario, *King of Liguria*

Trade Value: 13.5 **Partners:** Mahidia, Israel-, Guyenne, Andalus*, Milano, Pope, Spoleto, Taranto, Francia, Byzantine

DIPLOMACY: Oglio(fa), Lucano(a)

Mario marched an army into Pistoia, spitting distance from Florence. He watched the Florentine Republic unravel to anarchy. There were some grumbling of discontent in Genoa by some who are upset the king had ignored his capital city.

THE REPUBLIC OF FLORENCE (X)

With the deaths of Numo Sauboni and Prince Sequino, the Republic somehow lost its raison d'etre. It dissolved. Some blame Liguria. Some blame the Pope. Others say it is just plain neglect.

THE ROMAN CATHOLIC CHURCH

Leo IX, *Pope of Rome, Vicar of Christ, God's Chancellor Upon This Earth*

Trade Value: 4.1 **Partners:** Almoravid Infidels*, Liguria, Spoleto

DIPLOMACY: Lepini(t), Orcia(f), Amiata(fa)

The current Pope expended his monastery base. There was already one in Slovakia so one was built in Friuli instead. Others were seen in Holland and Sorbia. The Poles were condemned for their attack on Bakonai and were commanded to send 20 GP to them as atonement.

Pope Leo sided with the Toowomba despite their 'Kill the Evil Pope Dance' on their upcoming conflict with Aketta.

THE LOGBARD DUCHY OF SPOLETO

Leon Decaile, *Lagobard Doge of Spoleto*

Trade Value: 4.1 **Partners:** Guyenne**, Liguria, Florence, Pope, Tarantum

DIPLOMACY: Sabini(fa), Umbria(t)

The Spoleti backed down and abandoned their claims on Lepini and Pontino so that the Papal States can incorporate them. In Ancona, some chap has just invented the stirrup. This makes horse riding a whole lot easier.

THE EXARCHATE OF TARANTUM

Tyrus Drymitinos, *Despot of Taranto*

Trade Value: 2.5 **Partners:** Liguria, Spoleto, Byzantion

DIPLOMACY: Basilicata(f), Calabria(nt)

A small hamlet called San Fernando was grown into a port city in Puglia thanks to the able gardeners of the Tarantum landscapers.

Eastern Europe

THE NORDIK KINGDOM OF THAERY

Romer, *King of the Danes*

Trade Value: 8.9 **Partners:** Guyenne, Francia, Poland, Russia-
DIPLOMACY: Saxony(ea), Friesland(a), Norway(fa), Gautland(fa), Svealand(fa)
Facing the English Channel, a sea docking city named Laibach was built by the Danes in Holland. Two other cities expanded. The pagans in Halland are beginning to be a nuisance.

THE KINGDOM OF FRANCI

Tyran, *Panarch of Francia*

Trade Value: 8.7 **Partners:** Saxon, Milano, Liguria, Thaery, Poland, Bakonai, Byzantion*, Islam*

DIPLOMACY: Alsace(f), Tyrol(f), Friuli(f), Corsica(c), Giulia(f), Lessini(f)
The Franks built a port city along the Rhine in Burgundy. After a contest in which an oat farmer got a new ox as a prize, the city was named Lelander. Tyran suspecting some treachery in his own family killed some of his cousins and an uncle for being agents of SPECTER. Bakonite riding instructors came over to München to teach the ignorant Franken on better horse combat techniques. Some burglars trying to break into the King's treasury were caught; they killed themselves.

THE MARGRAVATE OF POLSKA

Tadeuz Claud-Faustus, *Markgraf of Poland*

Trade Value: 6.6 **Partners:** Saxony*, Thaery, Francia, Bakon, Russia
DIPLOMACY: Obodria(a)

Eisen hounded by the threat of guilt reassigned his army to the homeland and minded his own business. Tadeuz was spooked by the Church's stand against his father and 'fessed up his sins to the Archbishop of Krakow. He was locked up in a tower as penance eating naught but bread and water until word came old Eisen died of a heart attack. Tadeuz came out, emaciated, to be crowned Graf.

THE KINGDOM OF BAKONAI

Shuab the Knife, *King of the Bakons*

Trade Value: 0.4 **Partners:** Francia, Poland, Byzantion
DIPLOMACY: Alfold(fa), Banat(fa), Carpathia(t), Transylvania(h), Podravina(ea), Wallachia(nt), Temesvar(c), Bakony(nt)

The Bakonites strived their best to play catch up. Barley was shipped in from Francia. The Bakonites rejoiced the Pope noticed them.

THE PRINCIPALITY OF NOVGOROD

Rurik, *Chieftain of Novgorod*

Trade Value: 1.4 **Partners:** none
DIPLOMACY: Kalinin(fa), Latvia(f), Suzdal(t)

The Steel Ax Clan showed their superiority by gaining the support of the Latvian Balts. The Wooden Scarfers are just poison pinecones now. Hazard for forest fires = moderate.

THE GRAND RUS OF KIEV

Semon II, *Grand Prince of Kiev*

Trade Value: 7.2 **Partners:** Saxonia**, Thaery*, Poland, Bolgar
DIPLOMACY: Atelkuzo(nt), Tamar(a), Özu(n), Moldavia(n)

The Grand Prince underestimated the raw anti-Christian bigotry of the heathens in Özu, Moldav and Galich. They turned away from the kind diplomats. The Grand Prince considers military conversion on these Godless dweebs. Hancyev, boyar of Old Riga, is bored. Courtland is now cultivated.

THE VOLGA BOLGARS

Omar 3, *Emir of Great Bolgar*

Trade Value: 2.2 **Partners:** Kiev
DIPLOMACY: Mordva(n)

After all this time, trade began with Kiev.

ASIA

The Middle East

THE NIKEPHORIAN EMPIRE OF BYZANTION

Nicephorus II, *Eastern Roman Emperor, Basileus of Constantinople*

Trade Value: 20.0 **Partners:** Israel*, Mahidia-, Saxon*, Almoravid-, Liguria, Taranto, Francia-, Bakon, Islam
DIPLOMACY: Ludgorie(nt), Paphlagonia(c)

After a profitable time of being the big boss, Alexis Prime got real sick with the dread spot disease. Weeks after weeks, the Basileus was bed ridden,

unclean, the spots got bigger. Soon one of these blemishes got real uppity and killed him. Bad move, you infectious skin stains, now that the Emperor's dead you're all going with him. The new Caesar Augustus, the Nicephorus Duo has absolutely no freckles.

THE DAR AL ISLAM - The Ortuqid Regency

Talib al Waqaod, *Kalifat Rasul Allah, Commander of the Faithful*
Hamad al Ortuq, *Vizier of the Court*

Trade Value: 16.8 **Partners:** Ethiopia*, Israel, Mahidia*, Guyenne-, Francia-
Byzantion, Bahawi, Parthia, Kaunaj-, Chalukya-
DIPLOMACY: Kumis(f), Galatia(f)

Beside interfering with Byzantic diplomacies, the Ortuquids were into this construction thing. The Baghdad Road extended from Jazirah to Raqqah where a new city Hasakah stood. An assassin came home from Soghdia and announced that he failed to find the Khirgiz Khan.

THE SHAHDOM OF PARTHIA

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

Trade Value: 6.3 **Partners:** Islam, Ghur
DIPLOMACY: Kirman(nt)

The Parthians were unnerved to discover that the Khirgiz didn't go anywhere. So when their assassins showed up in Turgay looking for Ruddogur, it didn't cause much harm. All the able bodied young men were mustered to perform public works projects in a time when defense if of utmost importance.

THE KHIRGIZ HORDE

Ruddogur

Trade Value: 0.2 **Partners:** none

Ruddogur got out his colored stone set and played 'rocky Turk'.

THE GHORID SULTANATE OF AFGHANISTAN

Fonsil, *Sultan of Afghans*

Trade Value: 3.4 **Partners:** Parthia, Kaunaj
DIPLOMACY: Seistan(a)

Seistan returned to the pre-hangnail control status level.

India

THE PRATIHARA EMPIRE OF KAUNAJ

Pratihara Gopala II, *Emperor of Kaunaj*

Trade Value: 13.8 **Partners:** Ethiopia*, Islam*, Ghur, Khola, Chalukya, Tibet, Kambuja-

DIPLOMACY: Vatsa(nt), Gujarat(nt), Chitor(nt), Vanga(nt)

Gopala expanded his personal army to increase his feeling of security. Nagavijaya visited Vanga and offered to build a new city for them.

"We like the city we got, Tamralipti. Sacked it may be but hey it can be restored to greatness."

"Hmmm..."

THE CHALUKYA MANDALAM

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

Trade Value: 12.9 **Partners:** Ethiopia*, Islam*, Kaunaj, Pagan*, Kambuja, Java*, Chekiang
DIPLOMACY: Surashtra(n)

Prince Ghandiji who might one day inherit the throne led a large army into Vanga and shattered the local militia. Tamralipti fell to a siege. This however was a raiding mission and Vanga was left un-garrisoned so that a Kotla diplomat can claim that they should have never, ever, never, ever, never, never, never, ever join the Sind rebellion. Ghandiji's elephants and heavy infantry slowed the progress of his army that he hadn't the time to attack Pundra nor Kosala. Basadhunda with 9,000 cavalry demolished the Chelans and got that place pacified. Lord Pondaji gathered up the garrisons of Kalinga, Kakatiya and Jihjhoti ostensibly to assist Basadhunda. Pondaji had a different agenda. He rebelled and took Jihjhoti, Bihar, Dahala, Pawar and Lata to form his own kingdom under the sun.

THE KHOLA OF KALANJARA

Khola Pondaji, *Duke of Flatbush*

Trade Value: 3.2 **Partners:** Kaunaj
DIPLOMACY: none

Khola's Deccan Rebellion has turned some heads in Kotla and Tanjore. Pondaji has got a lot of gut s to do what he just did.

THE JADE KINGDOM OF TIBET

Shan Kabu, 2nd Dalei Lama

Trade Value: 1.6 **Partners:** Kaunaj, Pagan, Vietnam

DIPLOMACY: Tzukan(f), Sikkim(a)

The Old Panchen died just as the young Buddha became fit to rule the Kingdom on his own. The Tzukan ally found that talking to himself was not useful in diplomacy. Indeed, it was conducive to insanity. He died, therefore, of brain hemorrhage. Fortunately his successors opted to be a full part of the Jade Kingdom.

South-East Asia

THE KINGDOM OF PAGAN

Monson II, *King of Pagan, Maharaja Myanmar*

Trade Value: 6.9 **Partners:** Chalukya, Tibet, Kambuja, Java*, Vietnam

DIPLOMACY: Arakan(f), Samatata(f), Padishan(nt)

Fido and Aniruddhan grew in dimension. The western districts were brought into full control by the monarchy. Overseas trade with the Aquarium begun.

THE KAMBUJADESA

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

Trade Value: 9.1 **Partners:** Kaunaj-, Chalukya-, Burma, Java-, Vietnam, Chekiang-

DIPLOMACY: Nan Pung(f)

King Suryavarman IV was not late.

THE AQUARIUM OF JAVA

Troutirsutra, *King of the Spice Islands*

Trade Value: 13.6 **Partners:** Chalukya-, Pagan-, Kambuja*, Vietnam*, Chekiang

DIPLOMACY: Jambi(a), Sunda(ea), Flores(f)

All the spies that bugged in the jungles of Kedah were called back home to be debriefed.

China

THE DAI VIET GUO

Giap Tui, *Wang Dai Viet*

Trade Value: 7.9 **Partners:** Tibet, Pagan, Kambuja, Java-, Chekiang, Zhong, Tumed*

DIPLOMACY: Cochinf(f), Mison(f)

Laos was resettled by Viet friendlies to (1/8). Trade was attempted with Chalukya by merchant fleet but it failed to get the port access.

THE HIDDEN DRAGON OF CHEKIANG

Quan Kao Zhong, *Celestial King of Chekiang*

Trade Value: 14.5 **Partners:** Chalukya, Kambuja*- , Java, Vietnam, Zhong, Tumed

DIPLOMACY: Hengshan(ea)

The Chekiang Realm was prosperous. An army that was overseas in Kedah returned home and were given time to be with their wives.

THE DI ZHONG GUO

Ping Ra, *Emperor of the Middle Kingdom*

Trade Value: 15.2 **Partners:** Vietnam, Chekiang, Tumed

DIPLOMACY: Silla(nt), Omchu(fa), Koguryo(c), Tsingfeng(f), Wu Hai(fa)

The Ping Ra Emperor sent men to Korea to establish a foothold in this forgotten place. But some Japanese were there too sabotaging Zhong's efforts in this theater. The closure of the Silk Route had disrupted the Zhong economy much more than all those 'free loaders' in Persia. The silk makers were negotiating an alternative route to the south and was approached by Tai merchants who wanted to route a new silk route through the Burma Road. This of course, would mean the loss of government revenue due to the removal of an essential tax base. So the Di Zhong reopened the Silk Road. The silk industry opted to stay in Changan for now, but have made indications that they'll leave if there is more governmental interference.

THE SIA OF TUMED

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

Trade Value: 11.9 **Partners:** Vietnam-, Chekiang, Zhong, Amago-

DIPLOMACY: Shentung(n)

The reeds in the lakes grew taller. Shentung to a generous bribe of reed baskets. Now everyone there is decked out in the latest in reed gear.

THE TAICHUD HORDE

Qujili, *Khan of the Taichud*

The Taichud Horde had just gotten restless and powerful in the snow covered plains of Chitin, Khingan and Hoche. Qujili, became their Khan after winning a fermented goat's milk drinking contest.

THE JADARAN HORDE

Abeckor, *Khan of the Jadaran*

Another new horde had emerged in Humane, Hinggan and Tuchir, the north part of Manchuria.

The Pacific Rim

THE AMAGO SHOGUNATE

Tenno Kogen, *76th Emperor of Nihon, Child of Amaterasu*

Amago Michinobu, *Boss of Shimane, Shogun of Japan*

Trade Value: 6.9 **Partners:** Tumed*

DIPLOMACY: Aichi(a), Kagoshima(c), Shikoku(c)

Amago's capital city in Shimane was built towards the Dozen Wan. It was given the Shogunal name of Yonago and became the seat of Gamodebu's government. After a fleet was sent to Tumed, the new Shogun Michinobu wanted more. Maybe the other Chinese will trade with the Sunrise Islands.

THE EMPIRE OF THE STORM

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

Trade Value: 1.5 **Partners:** none

DIPLOMACY: Samoa(a), Tonga(a), Loyaute(a)

The Storm guys hopped betwixt their islands. It was nice.

THE TOOWOMBA DREAMTIME (X)

Krokdundee's mind was totally blown when the Aketta introduced war to this peaceful continent. What is this? How could this be? Everyone was so confused that their sense of reality was tossed upside down, for them to feel better, the Toowomba state had to end. This is it, no more dancing.

THE AKETTA IMPERIUM

The Divine Kanderra, *God-Emperor of the Aketta, Unholy Consort of the Dark Goddess, Dream Messiah of the Chosen People, Spawn of Abominations*

Trade Value: 2.3 **Partners:** none

DIPLOMACY: Tir-ar-Dha(t)

The Divine Badness with the army that breathes smoke forced tribute from Goolbura and Taree. Such violence as this king was foreign to the Toowombans that they surrendered quickly rather than be subjected to violence. Those who live in Tir-ar-Dha were only happy that they were actually talked to, not attacked. They gladly sent their tortoise shells to the Unholy Consort. A select few were chosen for human sacrifice and their blood was served as holy elixir for great power and virility.

The NEW WORLD

Introduction: As of this turn, Lords 10 New World has begun. All New World players are given 50 GP in Saved Gold. This in addition to the income generated in the starting region is the total gold available for use in the Free Start.

The Free Start: With your Free Start gold you can build Precolumbian army units, cities, etc. with free NFP. For those nations without cities you can build your first city with the one time cost of 10 GP.

It's Not Too Late: It's not too late to get in on the New World action. There are still empty areas on the map. These include: The Pacific Northwest, Wyoming, Brazil, Paraguay and North Mexico.

The Grand Massif

IROQUOIS

Upstate New York. James Behnke.

TOBACCO

South Ontario (where Toronto may someday be built). Logan Vanderlinden.

HOPEWELL OF ERIE

Ohio Valley. At this place is Adena. Jeff Martin.

CHOWAN

The Virginia coast. John Bogan.

CHICAGO, ILLINOIS

Home of Da Bears. Karl Becker.

ATAKAPA

On the Arkansas-Louisiana borderlands, west of the Mississippi. The mound city of Ayoel is a magnet for trade. John Schmid.

Mexico

NAPA OF YOKUTS

Before there were grapes, there was Napa. North Central California. Jim Frediani.

HOHOKAM

Arizona. The city of Snaketown is near the present town of Gila Bend. Dan Coons.

OTOMI

North Central Mexico. The Toltec capital of Tula resides here. Paul Wang.

OAXACA

South Central Mexico. The Mixtec capital of Mitla is here. Mindy Dawney.

TZENTAL OF MAYA

Tip of the Yucatan peninsula. A city of Uucil Abnal is a testament to the greatness of the Mayans. James McFarland.

GUAYAMI

Panama. Don "Pineapple Face" King.

ARAWAK

The eastern part of Cuba. George Shrake.

Biru, Land of the Sun

MOCHE

North coast of Peru, where the great city of Chanchan struts itself next to the Pacific ocean. Sean Byrne.

INCA OF AYACUCHO

The Peruvian highlands, home of the old Inca. Hmmmm. Toshi Sefton.

URU

The site of the modern city of La Paz, capital of Bolivia. The city of Tiwanaku over looks Lake Titicaca. Thom Rying.

MAPUCHE

South Chile. Cheryl Coons.

ISI RANKS of Campaign 10 as of A.D. 1205

brackets around name indicate delinquent payment

Rk	Country	ISI	ESI	Player	Phone #
Empires					
1	Islam	122	472	David Salter	714-726-6033
2	Chekiang Dragon	102	318	Bret Bruhn	503-623-8823
3	Di Zhong Guo	90	206	Chris Wayne	505-883-8727
4	Tumed Cathay	86	204	Gary Riviere	714-831-1760
5	Nikephorion Empire	76	524	Kurt Fangmeier	602-326-8267
6	Norman Saxonia	74	487	Bill Rakowski	410-483-9635
7	Mahidian Corsairs	70	328	Wilson Hsieh	617-864-9319
Kingdoms					
8	Chalukya Raj	67	345	Gary Pogue	818-355-1386
9	Java	65	218	Darin Byrne	602-431-8660
10	Pratihara Kaunaj	63	232	Robert Kohn	714-787-7781
11	Francia	62	151	Ed Allen	213-327-8125
12	Almoravid Andalus	61	222	Michael Work	412-441-6159
13	Parthia	59	89	Sean Padden	412-243-1929
14	Kingdom of Liguria	57	279	Mike Gibson	310-371-8640
15	Kingdom of Aethiopia	56	237	Charles Hickok	717-599-5603
16	Kambujadesa	56	136	Robert Hanson	908-722-1852
17	Vietnam	56	144	Warren Bruhn	916-852-6432
18	Kingdom of Pagan	52	98	Chuck Monson	206-522-1779
19	Nordik Thaeary	52	95	Miljenko Mervic	215-783-6187
Duchies					
20	Coptos Y'Israel	44	130	[Paul Wang]	617-623-6770
21	Taichud Horde	40	0	Mike McLaughlin	n/a
22	Kingdom of Poland	39	83	Dean Don Arumo	713-255-6331
23	Kievan Rus	38	116	Masami Hamasu	n/a
24	RCC- The Pope	36	178	Rob Robbins	310-217-9308
25	Jadaran Horde	35	0	open	
26	Sakalava	35	55	Steve Cameron	215-352-3126
27	Khirgiz Horde	34	3	Sean Byrne	n/a
28	Kingdom of Guyenne	33	100	Ed Efic	916-368-0625
29	Fulani	33	92	John Bogan	516-598-1989
30	Lombardic Spoleto	33	54	Robert White	404-426-4041
31	Bantu Congo	31	50	Ted Kaminski	608-253-7671
32	Ghurid Sultanate	28	43	John Schmid	412-441-6159
33	Amago Shogunate	27	27	Dave Pettit	602-966-4727
34	Great Zimbabwe	27	39	Jack Wagner	619-252-1077
35	Darklord of Kwararafa	26	46	Rusky Wallace	512-477-6766
36	The Duchy of Milano	25	38	Jeff Martin	619-255-2923
37	Khola Kalanjara	23	40	open	
38	Akerta Imperium	21	11	[Edmund Ruthven]	n/a
Counties					
39	Novgorod	19	19	Dennis Doubek	602-820-4314
40	Benu al Bahwi	19	17	Constantine Xanthos	305-429-1489
41	Despot of Tarantum	19	23	James Behnke	412-441-6159
42	Tibet, Land of Jade	18	18	Paul Litch	908-707-9069
43	Empire of the Storm	17	14	Quien Liuang	n/a
44	Great Bolgar	14	25	James DeGon	209-529-1556
45	Bakonite Kingdom	14	4	Scott Chatham	406-257-9164
46	Lungveburga	11	12	open	