

Wanderer Games Presents:



# LORDS OF THE EARTH

## CAMPAIGN TEN

TURN #29

Industrial Stage Zero: The Medieval Era  
1245 Anno Domini

Turn 30's Orders Due:

Friday, 18 June, 1993

### Announcements

**Plans for Turn 30:** By turn 30, I will have some new rules and new features introduced in Lords 10. I will also be phasing out some of the more troublesome rules. To prepare for turn 30, here are things you should know: **Extended Merchant Fleets**, I will no longer allow any trading by merchants over 3 sea zones distant. If you can't reach them, I suggest you acquire a port closer to your destination, or set up a legal outpost area port to trade. **Royal Children Names**, If you want you can give me some male and female names for any Royal Children your King may have. **Guard Unit Name**, Name that guard unit. **Religion Strength**, This is the last turn you can increase it directly with gold or NFP. Don't worry it will no longer automatically drop every 10 turns.

**Transfer of Military Secrets:** Similar to the Transfer of Technology in concept, you can now get superior QRs from other nations but the following procedure must be followed. First a nation must convince another nation who has a higher QR of a specific kind of army unit (cavalry, infantry, etc.) access to the higher QR. Then 20 x (current QR) must be paid to train the military to a higher quality level. Once this is done the QR will go up by one (and only one) so long as the nation's QR hasn't reached the Technology maximum. All previous investment in increasing the QR will disappear and cannot be used to defray the cost of this method of increasing QRs.

**Names For Leaders:** If you do not give your new leaders a name the first turn after they appear, I will name them for you.

**ITV:** I have moved the ITV to the ISI list, replacing ESI Rank. If it seems inconvenient, I know. In two turns, the computer will calculate your International Trade income.

**Secret Empire Rules:** I have changed a few rules for running a secret empire.

**Secret Empire Intel:** Investments in secret empires' Intel stats are no longer doubled. However a secret empire can still pay one half of the listed number for Intel Support. If the secret empire is listed in the newsfax the Intel Support is full cost.

**Secret Tribute:** Secret Tribute is activated by a combined operations and assassins operation (1 OC & 1 AC) called "Start Secret Tribute"; leaders can do this, if needed. Approximately 1% to 5% of the affected nation will be collected by thieves (watch out!) into your secret coffers. A secret empire can skim tribute from a nation so long as any part of the nation (except outpost areas) are within the secret empire's Intel Action Radius. All regions, sea zones and inter ocean arrows count as 1 to trace and this number is never modified. Secret Tribute will cease if a Secret Empire is listed in the Newsfax for two turns in a row.

**Lodges:** A lodge costs 2 NFP & 10 GP to build and requires a leader action ("Build Lodge"). The act of building a lodge is 1 Action and hopefully will be a secret. Lodges are handy in extending the influence of a secret society. To be effective, they must be built within the AR. A secret empire can build a chain of linking lodges so long as the links' number is the secret empire's current BL level or less. Normal Empires can build lodges too, but only to extend their AR range. Note however that any lodge controlled by a nation listed in the newsfax will under go a revolt check (based on RRV) every turn. Lodges no longer produce NFP.

**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 toughest, most gnarly warriors.

Contacting the GM: write Lords X, c/o Thad Plate  
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Phoenix, AZ 85018  
phone: (602) 952-8929.  
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If you hear a "TDD, Hearing Impaired" message, I'm not home. If you have a TDD yourself, you can leave a message. I have dropped my GENIE account.

| 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 @   |

**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 plus the Version II rules can be had through special order. Send \$10.00 payable to:

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

## AFRICA

**Africa Bowl:** Mahidia Corsairs - 30, Force of the Fulani - 7. Mahidia defeated Sakalava; Fulani dunked the Aelite.

### West Africa

**Merces:** 10mc, 10mi

### THE AKA'MURRID EMIRATE OF FULANI

Mustapha the Mean, *Emir of the Fulani*

**Trade Partners:** Man, Kongo\*\*, Ethiopia, Mahidia, Almoravid

**DIPLOMACY:** none

The Gaota Emir, Dhoruba abdicated in his brother's favor and allowed Mustapha to kill his son and take all his wives. Dhoruba became a celibate schoolmaster at the learning mosque in Timbuktu.

Mustapha after ruling in Gao for a while took the army to Dogamba. But because his troops are so slow had only enough time to actually enter the region. This gave the Dogambans time to prepare for their grisly fate.

As Timbuktu and Gao grew, Gambia's population GPv increased by colonization to (2/5).

### EMPIRE OF WAN

Bug V, *Darklord, Bringer of the Ancestral Light*

**Trade Partners:** Fulani

**DIPLOMACY:** Mandara(n), Togo(a)

The Darklord came of age and kicked the regents out of the hive.

### THE BANTU KINGS OF KONGO

Ektuchko, *King of Ba-Congo*

**Trade Partners:** Fulani---

**DIPLOMACY:** Loangar(ea), Teke(ea), Lul(f), Chokwe(f), Kasai(a)

Some sort of treaty was signed with Sakalava; its provisions were unknown and the Sakalava were mum too. In Cuango, Hyambo was built to port along the Congo River. Zulandana was accidentally trampled by his own army and had to be buried. Ektuchko became the new power in Ba.

Because of Ektuchko's amazing governing skills, Douala, Kabwe, Kinsasha, Likasi, Lulua, Lunda, Mitumba and Salonga revolted. Trade with Kwararafa and Sakalava was cut.

### THE BASOKO

Melvin

**Trade Partners:** none

**DIPLOMACY:** some

From the jungle vine hinterlands of Basoko, almost 100,000 warriors have gathered. Under the rule of Melvin they was sworn to conquer an empire.

**East Africa**

Merces: 10mi, 5mg

**THE GREAT ZIMBABWE**Five Twin Jackal, *Zimbabwe King*

Trade Partners: Sakalava

DIPLOMACY: none

Five Twin Jackal instructed everyone to gather all their string and roll into balls. Everyone was so preoccupied with this great project that no one paid heed to the affairs of state.

**THE SAKALAVANS**Kanda, *Chief Nogapunda, Little Caesar of Madagascar, The Great Slobbering Taz*

Trade Partners: Zimbabwe, Aethiopia\*, Islam~, Chalukya

DIPLOMACY: Masai(n), Ankoye(c)

Two Sakalava armies, the Kikuyu and Lemur were reinforced by Pac, a Prince of the realm. With 28,000 grunting men, Sakalava forced tribute from Burundi. They returned to Kikuyu to rest. There was no time to attack Buganda.

**THE KINGDOM OF LUNGWEBUNGU**Pinhead, *King of the Drummers*

Trade Partners: Ethiopia

DIPLOMACY: none

The Sakalava forces continued to hammer away and chipped Burundi off. Luba rebelled to become neutral.

**THE ZAGWE KINGDOM OF AETHIOPIA**Wobbu, *King of Aethiopia*

Trade Partners: Fulani, Lungwebungu, Mahidia, Saxonia~, Almoravid(B)~, Liguria~, Spoleto~, Byzantion~, Islam~, Chalukya~

DIPLOMACY: Zeila(f), Gezira(f), Atbara(t), Faras(a), Baraka(f)

When Zeila's conversion by forced conversion was completed, a port city, Djibouti, was built. The Zeilans were so happy that they fully assimilated, even though they still had bumps on their heads. Wobbu went home to count the bubbles in the bath. Another messenger sent to Lungwebungu was lost, probably eaten by lions.

**North Africa**

Merces: 5mc, 5mg

**THE BLACK TOWER EMIRATE OF MAHIDIA**Suentius Po II, *Prince of the West, Captain of the Corsairs*

Trade Partners: Fulani, Ethiopia, Saxonia~, Andalus, Liguria, Francia~, Byzantion~, Islam, Parthia~

DIPLOMACY: Petra(f), Barqa(t)

With the demise of sorcery, the Exodus Inward continued to be a joke. Suentius Po was outdoors building up Africa. Cheliff's population was upped to (2/5). Another fake Lord Julius died and was stuffed to be put on display in the Hall of Taxiderm.

**EUROPE****Western Europe**

Merces: 10mhc, 10mhi, 10mi

**THE NORMAN KINGDOM OF SAXONIA**Robert II the Giant, *King of the Saxons and of the Normans, Count of Blois*

Trade Partners: Ethiopia~, Mahidia~, Andalus, Liguria, Thaery~, Francia, Polska~, Kiev~, Byzantine~

DIPLOMACY: Vermandois(f)

Robert II searched the kingdom for Christian Bankers. In closets and caves he looked but none were around. They had disappeared soon after the Guyenne panic. Having no mad money to spend, the King delayed the improvements slated for Northumbria.

Jean Bureau traveled to Cimini which was leased to the Saxons by the Pope. But this 'lease' was just words on paper. The Pope insisted that he retain control of the land. Bureau returned home empty handed. A logistical problem also existed here. If Saxonia actually got to control Cimini for a half century, it would not be able to facilitate trade from there without a port area or city.

For his work, Bureau was allowed to have Lyonnais as a feudal fief. This was a problem, Bureau had no troops to enforce his rule so Lyonnaisians killed and became independent. A man walked up to Thomas Dowe in Vermandois, asked some questions and then left.

**THE ALMORAVID EMIRATE OF ANDALUSIA**Abd ar Rahman, *Emir as Sevilla*

Trade Partners: Fulani, Aethiopia(7)\*, Mahdia, Saxon, Liguria~, Thaery\*, Byzantion~, Islam\*

DIPLOMACY: none

The death of Istafa II at the age of 75 was long awaited by the younger generation. 25 year old Abd ar Rahman took over hailing a new era of Almoravid dominance of Europe.

**Italy**

Merces: 10mhi, 10mi, 5mg

**THE KINGDOM OF LIGURIA**Nero, *King of Liguria*

Trade Partners: Ethiopia~, Mahidia, Saxonia, Andalus~, Pope, Taranto, Francia, Byzantine

DIPLOMACY: Sejest(a)

The Ligurians shipped more gold than was expected to Francia and financed a transfer of wheat surpluses from Byzantia. When Gibioni and Marco visited the Lombardy region and they still didn't respond well to diplomacy. Marco suspects a rat. Gibioni doesn't care. Polesine was also obdurate.

**THE ROMAN CATHOLIC CHURCH**John V, *Pope of Rome, Vicar of Christ, God's Chancellor Upon This Earth*

Trade Partners: Liguria, Spoleto

DIPLOMACY: none

From Pope traded land with Spoleto. In exchange for Sabini, Matese and Fucina, the Pope gave Jacapo title to Pisa, Cecina, Maremma, Orcia, Chiana, Umbria and Amiata. Not everyone was happy with this arrangement. Matese, Umbria, Chiana, Maremma and Pisa uprose rather than switch masters.

**THE LOGBARD PRINCIPALITY OF SPOLETO**Jacapo the Wolf, *Lagobard Prince of Spoleto*

Trade Partners: Pope, Tarantum, Aethiopia~

DIPLOMACY: Umbria(nt), Elbe(nt), Maremma(nt), Pisa(ea), Chiana(ea)

Jacapo impressed the reticent ones with his large army. Rather than be crushed they paid homage to their new king. Siena, Livorno, Pisa and Arezzo were rebuilt to 1 GPv each. The island of Elba was annexed too. Jacapo upgraded to Prince.

**THE EXARCHATE OF TARANTUM**Septim Drymitinos, *Despot of Taranto*

Trade Partners: Liguria, Spoleto, Byzantion

DIPLOMACY: none

The Taranto got in their lawn chairs and watched Bernie the Dinosaur terrorize the fishermen.

**Eastern Europe**

Merces: 20mc, 20mi

**THE NORDIK KINGDOM OF THAERY**Romer II, *King of the Danes, Fighter of Robots*

Trade Partners: Saxonia, Almoravid~, Francia, Poland, Byzantine\*

DIPLOMACY: Gautland(ea), Cornwall(f), Hordaland(c), Svealand(f)

With a gift from Saxonia accounted for, the Thaerians went to work on projects left dangling for the last few years. A small payment was sent to the Pope to finance a loan. In Norway, Oslo was built with a harbor. Agder was colonized back to 2 GPv by Roman Catholic villagers loyal to Magnus.

After performing some diplomacies, Gulmon Sor was allowed to have Halland as his very own land. The problem was that Gulmon had no troops to enforce his will as King Magnus took the garrison away. So he was killed and Halland became neutral. Magnus died in 1245.

**THE KINGDOM OF FRANCIA**Ingstrom, *Panarch of Francia*

Trade Partners: Mahidia~, Saxon, Liguria, Thaery, Poland, Bakonai, Islam\*

DIPLOMACY: Carinthia(f)

Ingstrom moved his army to Wyst and looked at the Ligurian frontier with nervousness. An outbreak of mimes has occurred in Swabia.

**THE MARGRAVATE OF POLSKA**Volazam II, *Markgral of Poland*

Trade Value: 7 Partners: Saxony~, Thaery, Francia, Bakon, Novgorod, Kiev

DIPLOMACY: Lithuania(c)

Volazam and his big fuzzy friend Wulharrik went over to the isolated Baltic outposts of Russia. They saw to it that Prussia, Masuria and Lithuania rebelled from Kiev. Diplomacy of these regions were tough because they still sacrifice humans to lake demons.

## THE KINGDOM OF BAKONAI

*Snok, King of the Bakons*

**Trade Partners:** Francia, Poland, Byzantion

**DIPLOMACY:** Galicia(t), Ilyria(nt)

The Bakon Kingdom gained control of Ilyria, a gift from the Emperor of the East. Prince Evillo came of age and was given his own court. Wizards, witches, alchemists and gypsies, wild men and three headed trolls have all come to ask of the Horned Bakonite audience. Evillo waved them off and has surrounded himself with cats.

## THE PRINCIPALITY OF NOVGOROD

*Ivano the Unwashed, Chieftain of Novgorod*

**Trade Partners:** Polska, Bolgar

**DIPLOMACY:** Tver(f), Daugava(fa), Muscovy(ea)

The Novgorod armies returned home and sent diplomatic messages to Kiev. They found nothing wrong with throwing humans into bodies of water, where Bernie the Dinosaur lay in wait.

## THE GRAND RUS OF KIEV

*Konstantin, Grand Prince of Kiev*

**Trade Partners:** Saxonia-, Polska, Byzantine

**DIPLOMACY:** no effect

The Russ supported the Orthodox Church's efforts to stabilize the frontier against the heathen and Saracen hordes.

## THE VOLGA BOLGARS

*The Yltvar Rashid v.1.0, Emir of Great Bolgar*

**Trade Partners:** Novgorod

**DIPLOMACY:** Donets(ea)

Rashid sniffed the Pereaslavi frontier to determined if these nutbars will come back. It seemed they weren't so the Great Yltvar went back to Bolgar to drink his pomegranate juice.

Makmad the Swift crossed into Kuban to raid the south but was intercepted by 60,000 swifter Alanni nomads who ate him and his puny army for a snack. Rashid shed one tear then appointed his next eligible son to be first prince.

## ASIA

### The Middle East

**Mercs:** 10mhc, 10mc, 10mhi, 10mi, 5ms

## THE NIKEPHORIAN EMPIRE OF BYZANTION

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

**Trade Partners:** Aethiopia\*, Mahidia-, Saxon\*, Almoravid-, Liguria, Taranto, Thery-, Bakon, Kiev, Islam, Parthia

**DIPLOMACY:** Georgia(f)

The Empire sent the army of Georgia to deal with the Bolgar oppressors. These were intercepted in Kuban by 60,000 fleet Alanni nomads who devoured them for lunch. Emperor Nicephorus died in 1245. The new Emperor is also called Nicephorus.

## THE PRIMATE OF CHRISTIAN ORTHODOXY

*Melvin Most Holy, Patriarch of Constantinopolis, Lord of the Apes*

**DIPLOMACY:** none

Melvin sat this one out. So did Testicles. The Church got a cash donation from the Empire.

## THE DARAL ISLAM - THE ORTUQID REGENCY

*Al Mustaziz, Kalifat Rasul Allah, Commander of the Faithful*

*Sai al Ortuq, Vizier of the Court*

**Trade Partners:** Sakatava\*, Ethiopia\*, Mahidia, Almoravid-, Francia-, Byzantine, Parthia, Ghur-, Banaba\*, Chalukya-

**DIPLOMACY:** Arbiliq(a), Jordan(f), Cappadocia(a)

The Caliphate was rather peaceful with little tension on the borders. A new city Nksar was built in Pontus facing the Black Sea.

## THE SHAHDOM OF PARTHIA

*Platopus, Shah of Parthia, Emir of Merv, Archon of Bactria*

**Trade Partners:** Mahidia\*, Byzantine, Islam, Ghur

**DIPLOMACY:** Khvor(t), Yezd(c), El Burz(a), Daylam(f)

The Parthians heard a vague rumor of a new horde coming from around Lake Balkesh from a man who claimed to represent them. But when they didn't show, Dari decided to confront this stranger. He left in a huff and vanished with nary a trace. A year later, the new horde was on the northern frontier.

Like so many Shahs before him, Dari XI died. This is why Platopus is listed as the ruler now.

## THE ARAIK HORDE

*Tuashtri, the Ever Beneficent One*

**DIPLOMACY:** Ratturk Tribe(a), Featol Tribe(a), Kha'uk Nomads(a), Whargut Settlements(nt), Aral'sk(nt)

The Araik were grazing their horses in Betpak, Ryatka and Palavoi, when their leader, one Tuashtri, said, "Hey we can destroy the World!"

"Wow, what a neat idea."

And so the Araik went forth to gather enough warriors that could sufficiently wipe out all life from this planet.

## THE GHORID SULTANATE OF AFGHANISTAN

*Tughril, Sultan of Afghans*

**Trade Partners:** Islam\*, Parthia, Banaba

**DIPLOMACY:** none

The leaders of the Afghans vacationed for the entire five year period.

## India

**Mercs:** 10mwe, 20mhc, 20mc, 10mi

## THE KHIRGIZ HORDE

*Bisapala*

**DIPLOMACY:** no good effect

Along with their Oghuz cohorts, the Khirgiz took a path of more destruction. The 200,000 cavalry crossed the Ganges destroying the boats that stood in their way and forced tribute from Bihar, Jihjhoti and Vatsa were clobbered next and Kalanjara was sacked. In Chitor, the hordes caught 96,000 or so Pratihara troops trying to sneak south in Jats didn't like Bisapala and so died horribly. Jats and Chitor must too pay tribute. Sind was plundered but Antizani was left untouched. Sind remained uncontrolled by the hordes. Sukkur, Multan and Jhelum were in turn roughed up and shaken up for money and had to keep paying up. On the Ghorid frontier, the Khirgiz and Oghuz stopped and counted all the free stuff they got.

## THE OGHUZ HORDE

*Gotoshama*

**DIPLOMACY:** none

About 18,000 cavalry deserted the main force of Gotoshama's horde. Still the largest, the Oghuz led the Khirgiz along and got to administer all the territories they conquered. Some of these (Vatsa, Jihjhoti and Bihar) rebelled when the hordes were far enough away.

## THE PRATHIHARA EMPIRE OF KAUNAJ

Wanagupta, who would be the last of the Prathiharas, took some risks to preserve the well being of his nation. He chose to send his army south to eventually link up with Chalukya and Rastrakuta. This combined force would be able to stand up to the Oghuz and the Khirgiz barbarians. Unfortunately, the slow moving army was an easy target to the roving nomads and were killed to a man. The death of Wanagupta meant a charge of dynasty. The new rulers, Cacas, preferred Kotla, more a citadel than a city, as their command base.

Meanwhile the Horde Alliance attacked Sukkur. The loss of Sukkur was critical, it cut the important capital of Antizani from the rest of the Empire. Banaba Harjaha, who had stayed in Antizani and defended it, took over the government there to form the small Banaba Kingdom.

Cacas Nagavijaha from Kuru held on to Punjab, Sursuti, Kuru, Jaunpur, Tirhut, Maghada, Kamarupa, Vanga and Ajmere.

## THE CACAS KINGDOM OF KOTLA

*Cacas Nagavijaha, King of Kotla*

**Trade Partners:** Rastrakuta, Tibet, Pagan

**DIPLOMACY:** none

The Cacas only have their walled cities and their will to survive.

## THE BANABA KINGDOM OF ANTIZANI

*Banaba Harjaha, King of Sind*

**Trade Partners:** Islam-, Ghur

**DIPLOMACY:** none

From their one region, the Banaba hopes to restore the glory of the Kaunaj.

## THE CHALUKYA MANDALAM

*Pulakesin III, The Great Muta, King of the South*

**Trade Partners:** Sakalava, Ethiopia\*, Islam\*, Rastrakuta, Pagan, Java-, Vietnam-, Chekiang

**DIPLOMACY:** no effect

Pulakesin and Dilan Abjevin gathered their forces in Kalinga and when their scout reported the hordes' activities headed up to Dahala. Pulakesin nodded his head hearing the dire fate of Pratihara's army in Chitor. The Chalukya now sweated in fear for their number would probably be next.

**THE RASTRAKUTA EMPIRE**

Rastrakuta Kunara, *Emperor of Manyakheta*

**Trade Partners:** Cacas, Chalukya, Pagan~

**DIPLOMACY:** none

Prince Kunara tried to conquer Kosala but the natives were too tough for him. He fled back through the woods over the mountains to Orissa with one fourth of the forces he came in with.

**THE JADE KINGDOM OF TIBET**

Shan Kabu, *2nd Dalai Lama*

**Trade Partners:** Cacas, Pagan, Vietnam

**DIPLOMACY:** Amdo Tsho(fa)

The Lamas started to break their mold and expanded outward.

**South-East Asia**

**Merca:** 5mwa, 5mc, 10mhi, 20mi, 5mg

**THE KINGDOM OF PAGAN**

Monson III, *King of Pagan, Maharaja Myanmar*

**Trade Partners:** Cacas, Chalukya, Rastrakuta\*, Tibet, Java~, Vietnam, Chekiang\*

**DIPLOMACY:** too far away

Cawrang the Respected moved an army of mercenaries to Nadavaria to defend this pass from the ever irritating threat of the hordes. Vietnam lent a few hands to help Pagan defend itself. Field fortifications were built in Nadavaria at the Respected One's direction.

**THE AQUARIUM OF JAVA**

Eelimsutra, *King of the Spice Islands*

**Trade Partners:** Chalukya\*, Pagan\*, Chekiang

**DIPLOMACY:** Bali(f)

The Electric Slick built a city in Bali to entice them back into the Aquarium. It was named Mataram. Barat, one of the unpopulated lands of Kalamatan (Borneo) was colonized to (0/2). Now Sarawak has bolted from the tank.

**THE BULI BAJAH**

Buli

**Trade Partners:** none

**DIPLOMACY:** Kepeluan(nt)

From New Guinea, 480 ships of 'sea gypsies' sailed. They were led by Buli so they called themselves the Buli-Bajah. They stationed themselves in Kepeluan and have sworn to be pirates.

This is an oceanic horde.

**China**

**Merca:** 5mehc, 5mec, 10mehi, 10mei, 5meg

**THE DAI VIET GUO**

Pang Xihou, *Wang Dai Viet*

**Trade Partners:** Chalukya\*, Tibet, Pagan, Java~, Chekiang, Taichud~, Amago\*

**DIPLOMACY:** Phan Rang(f)

The Vietnamese built a port area in Kwa for Chalukya, facing the Penunjuk Wan, so that they can base a new fleet of merchant to facilitate trade between Vietnam and Chalukya. 12,500 soldiers were shifted to Paganese command as the alleged Javanese-Oghuz link was a fearful prod. In 1245, Pang Chien died. His son Xihou took over with no problem.

**THE HIDDEN DRAGON OF CHEKIANG**

Quan Chiu, *Celestial King of Chekiang*

**Trade Partners:** Chalukya, Pagan~, Java, Vietnam, Oriot, Amago\*

**DIPLOMACY:** Lichou(nt), Chinghu(t), Hengshan(f), Szechwan(a)

The Great Chekiang Army toured their newly conquered land. They stole Chinghu away from Di Zhong and then forced tribute from Tangchou. In Chinghu they captured Fumanra, the Emperor of Di Zhong. He was carted around with Quan Chiu to Anhui where the troops got a break.

**THE DI ZHONG GUO**

An outstanding loan default broke the Di Zhong economy which has effected shock waves in all China. With the foreclosure, the Di Zhong government dismantled and army disbanded. This left Fumanra without help so he was eerily apprehended by Quan Chiu. Chengdu, Kweichou, Tungchuan and Honan became neutral territory.

**THE TARGET KINGDOM OF HSI**

The Hsi also called it quits and surrendered to the Oriot.

**THE KWON OF TUMED**

Kwon Ji, *Emperor of Sia Tumed*

**Trade Partners:** none

**DIPLOMACY:** Chilhi(t)

The Tumed army went into Chilhi, secured it then went off to conquer the entirety of the Taichud Kingdom. They originally planned to merely raid their land but settled on conquest instead. Hopei, Tsainan and Kiangu were pacified. Shentung, Houma and Di Zhong's Honan were tributary. The Taichud government were pressed in Tumed service in Souchou. The Great Walls were allowed to crumble.

**THE TAICHUD KHANATE**

Za Haoxin threw in the towel and let the Kwon roll over his nation.

**THE ORIOT HORDE**

Chilhe, *Khan of the Oriot*

**Trade Partners:** Chekiang

**DIPLOMACY:** Kansu(t), Tsingfeng(t), Wu Hai(t)

Given an advance by Chekiang, the Oriot made their push to absorb the Kingdom of Hsi. Shinkel died.

**The Pacific Rim**

**Merca:** 10mhi, 10mi, 10mg

**THE AMAGO SHOGUNATE**

Tenno Sama, *78th Emperor of Nihon, Child of Amaterasu*

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

**Trade Partners:** Vietnam~, Chekiang~, Taichud\*

**DIPLOMACY:** Koguryo(c), Silla(fa)

The Shogun rebuilt Edo in Kwanto, a port of course. Emperor Tajizama died in 1245 at age 63. He was replaced by his son Tenno Sama, the seventy-eighth symbol of Japan's might.

**THE EMPIRE OF THE STORM**

Rock That Swims, *Storm King, Emperor of the Middle Kingdom*

**Trade Partners:** none

**DIPLOMACY:** Bora-Bora(nt)

Te Ika a Maui was finished enslaved and the slaves were shipped to Tonga and Samoa.

**THE AKETTA IMPERIUM**

Keti II, *Sorcerer-King of the Aketta, Servitor of the Dark Goddess, Spawn of Abomination*

**Trade Partners:** none

**DIPLOMACY:** none

The Aketta were restless.

**The NEW WORLD****The Grand Massif**

**Merca:** 10mi

**MERCAIN**

Ian

**Trade Partners:** SAC, Hopewell

**DIPLOMACY:** Iroquois(a)

Both Duncan and Humphery died. So Humphery's son Ian became the new war chief of the Mercain.

**THE SOUTHERN ALGONQUIN CONFEDERACY**

Narasketue, *Chief of Chowan*

**Trade Partners:** Mercain

**DIPLOMACY:** Mohawk(f), Cheraw(c), Powhattan(fa)

The Chowan chief died too. Narasketue was caught in Cheraw.

**THE HOPEWELL CULTURE**

Finger Row

**Trade Partners:** Mercain, Atakapa

**DIPLOMACY:** none

Finger Row clipped his nails.

**WYOMING**

Four Pines

**Trade Partners:** none**DIPLOMACY:** none

Four Pines led the Wyoming to the furline and settled Ogoki (1/9) and Nameluni (1/8). Ogoki is the new homeland. Four Pines was eaten by wolves. Pine Nut is the new leader of the relocated nation.

**ATAKAPA**

Foundakapas

**Trade Partners:** Hopewell**DIPLOMACY:** Choctaw(a)

The Atakapa could have done more but they were minimalist in their activity.

**The Rocky Sierra Cordillera****Mercs:** 15mi**MANITOWISH**

Rough Rock

**Trade Partners:** none**DIPLOMACY:** Comox(fa)

Rough Rock came to power after the death of Ainwatha. Ainwatha's son was far too young and was easily outmaneuvered.

**CALIFORNIA**

Sonoma

**Trade Partners:** none**DIPLOMACY:** Serrano(nt), Esselin(fa)

There was some activity here.

**POPOCELOTL KINGDOM**

Xinago Who Did The Dirty Work So He's On A Long Break

**Trade Partners:** none**DIPLOMACY:** none

The Smoke Jaguars jump in a tree and snoozed.

**OAXACA**

Twelve Reeds

**Trade Partners:** Tzentel**DIPLOMACY:** Culhua(f), Nahuatl(a)

The Oaxaca like the others just did diplomacy. The Mother Queen was in Nahuatl. The Culhua guy died and willed his land to Twelve Reeds.

**TZENTAL KINGDOM**

Hunac Chil

**Trade Partners:** Oaxaca**DIPLOMACY:** none

No move.

**The Great Rain Forests****Mercs:** 15mi**TAN ARAWAK**

Carrot

**DIPLOMACY:** none

Harald III croaked. Get the picture?

**PARAIBA**

Kura

**Trade Partners:** none**DIPLOMACY:** Shoco(ea), Tobajara(f)

The Brazilian bend folk were effective. Parco was another casualty of all these deaths of 1245. Trade with Tupinamba was botched because both Paraiba and Tupinamba diplomats were in Itacare.

**TUPINAMBA**

Tongue in Cheek

**Trade Partners:** none**DIPLOMACY:** Kaingan(nt), Jurucu(fa)

The Tupi moved about looking for good wood

**VEILED SOCIETY OF PARANA**

Boing

**Trade Partners:** none**DIPLOMACY:** none

Nothing to report.

**MOCHE**

Coxcomb

**Trade Partners:** Inca**DIPLOMACY:** Chimu(f)

Everyone went to Chimu and absorbed the coastal province.

**INCA OF NEW ATAURA**Kepour, *Jefe of the Junta***Trade Partners:** Moche**DIPLOMACY:** Moquequa(fa)

Macco Jefe got this serious ailment called death. So now a puzzled Kepour sits on the Jasper Mummy Throne. Tocopilla, a port city, was built in Arica.

**MAPUCHE**

Imarai

**Trade Partners:** none**DIPLOMACY:** Pichunche(ea)

The Mapuche came back to life with the allies visiting Pichunche and Coquimbo.

## ISI RANKS of Campaign 10 as of A.D. 1245

brackets around name indicate delinquent payment

| Rk              | Country                 | ISI | ITV | Player           | Phone #      |
|-----------------|-------------------------|-----|-----|------------------|--------------|
| <b>Empires</b>  |                         |     |     |                  |              |
| 1               | Islam                   | 172 | 25  | David Salter     | 779-726-6032 |
| 2               | Norman Saxonia          | 134 | 26  | Bill Rakowski    | 404-483-9635 |
| 3               | Chekiang Dragon         | 133 | 22  | Bret Bruhn       | 503-623-8823 |
| 4               | Nikephorion Empire      | 133 | 28  | Kurt Fangmeier   | 602-326-8267 |
| 5               | Mahidian Corsairs       | 122 | 25  | Wilson Hsieh     | 617-864-9319 |
| 6               | Chalukya Raj            | 103 | 16  | Jim Frediani     | 707-942-5201 |
| 7               | Kingdom of Aethiopia    | 102 | 14  | Charles Hickok   | 717-599-5603 |
| 8               | Kingdom of Liguria      | 102 | 20  | Mike Kruger      | 602-326-8267 |
| <b>Kingdoms</b> |                         |     |     |                  |              |
| 9               | Parthia                 | 93  | 12  | Sean Padden      | 412-243-1929 |
| 10              | Almoravid Andalus       | 90  | 15  | Michael Work     | 412-441-6159 |
| 11              | Francia                 | 89  | 11  | Ed Allen         | 213-666-8702 |
| 12              | Java                    | 80  | 20  | Darin Byrne      | 602-431-8660 |
| 13              | Vietnam                 | 71  | 13  | Warren Bruhn     | 916-961-8016 |
| 14              | Araik Khanate           | 71  | 0   | Rick Stevens     | 310-289-8601 |
| 15              | Nordik Thaery           | 68  | 16  | Miljenko Mervic  | 215-783-6187 |
| 16              | Fulani                  | 68  | 12  | John Bogan       | 516-598-1989 |
| 17              | Cacasraj                | 62  | 10  | Robert Kohn      | 909-787-7781 |
| 18              | Kingdom of Pagan        | 61  | 13  | Chuck Monson     | 206-522-1779 |
| 19              | Amago Snogunate         | 55  | 10  | Dave Pettit      | 602-966-4727 |
| 20              | Kingdom of Poland       | 51  | 8   | Dean Don Arumo   | 713-255-6331 |
| <b>Duchies</b>  |                         |     |     |                  |              |
| 21              | Tumed Cathay            | 49  | 7   | Kyong Kwon       | n/a          |
| 22              | Bantu Congo             | 49  | 5   | Ted Kaminski     | 608-253-7671 |
| 23              | Darklord of Kwararafa   | 48  | 7   | Rusty Wallace    | unknown      |
| 24              | Sakalava                | 47  | 6   | Steve Cameron    | 215-352-3126 |
| 25              | Ghurid Sultanate        | 45  | 5   | John Schmid      | 412-441-6159 |
| 26              | Oriot Khanate           | 44  | 4   | Jeremy Shorr     | 214-231-8756 |
| 27              | Kievan Rus              | 43  | 7   | Masami Hamasu    | n/a          |
| 28              | RCC- The Pope           | 42  | 3   | Mike McLaughlin  | 602-464-8895 |
| 29              | Great Zimbabwe          | 40  | 5   | [Jack Wagner]    | 619-252-1077 |
| 30              | Oghuz Horde             | 37  | 1   | Toshi Sefton     | 602-834-7267 |
| 31              | Moche                   | 33  | 2   | Sean Byrne       | 602-431-8660 |
| 32              | Great Bolgar            | 33  | 4   | James DeGon      | 510-649-1799 |
| 33              | Novgorod                | 33  | 5   | Dennis Doubek    | 602-820-4314 |
| 34              | Lombardic Spoleto       | 31  | 7   | Beverly Ryng     | 206-752-3923 |
| 35              | Khingz Horde            | 30  | 0   | Sean Byrne       | 602-431-8660 |
| 36              | Despot of Tarantum      | 29  | 4   | James Behnke     | 412-441-6159 |
| 37              | Oaxaca                  | 25  | 2   | George Shrake    | 602-894-1384 |
| <b>Counties</b> |                         |     |     |                  |              |
| 38              | Empire of the Storm     | 24  | 5   | Quien Liuang     | n/a          |
| 39              | Aketta Imperium         | 24  | 3   | Edmund Ruthven   | n/a          |
| 40              | Bakonite Kingdom        | 24  | 2   | Scott Chatham    | 406-756-3422 |
| 41              | Paraiba                 | 23  | 1   | Mike Work        | 412-441-6159 |
| 42              | Inca                    | 23  | 1   | Toshi Sefton     | 602-834-7267 |
| 43              | Manitowish Chemakum     | 23  | 1   | Ted Kaminski     | 608-253-7671 |
| 44              | Tibet, Land of Jade     | 20  | 2   | Phil Baird       | 503-231-6025 |
| 45              | Basoko                  | 20  | 0   | Chris Wayne      | 503-883-8727 |
| 46              | Atakapa                 | 19  | 1   | John Schmid      | 412-441-6159 |
| 47              | California              | 18  | 1   | Jim Frediani     | 707-942-5201 |
| 48              | Tzental of Maya         | 18  | 1   | Tom Stemen       | 616-386-7629 |
| 49              | Tupinamba               | 18  | 1   | Terry Teelin     | 608-356-6837 |
| 50              | Primacy of Eastern Rome | 17  | 0   | [Walter Baety]   | 602-747-2320 |
| 51              | Smoke Jaguars           | 17  | 2   | Jim Noel         | 619-386-1925 |
| 52              | Hopewell                | 17  | 2   | Jeff Martin      | 619-255-2923 |
| 53              | Rastrakuta Empire       | 16  | 3   | Charles McGovern | 206-522-5298 |
| 54              | SAC of Chowan           | 16  | 1   | John Bogan       | 516-598-1989 |
| 55              | Mapuche                 | 15  | 1   | Mike Gibson      | 310-783-4335 |
| 56              | Banaba Sind             | 15  | 2   | open             |              |
| <b>Tribes</b>   |                         |     |     |                  |              |
| 57              | Mercain of Malecite     | 14  | 1   | Daryl Kohlhoff   | 608-356-3279 |
| 58              | Lungwebungu             | 10  | 2   | open             |              |
| 59              | Parana                  | 10  | 1   | open             |              |
| 60              | Bulibajah               | 9   | 0   | open             |              |
| 61              | Tanawak                 | 6   | 0   | open             |              |
| 62              | Wyoming Wanderers       | 6   | 1   | open             |              |
| ##              | The Gamemaster          |     |     | Thad Plate       | 602-952-8929 |