

Wanderer Games Presents:

# LORDS OF THE EARTH



## CAMPAIGN TEN

Turn #31

*Industrial Stage Zero: The Medieval Era*

1255 Anno Domini

Turn 32's Orders Due

Friday, 6 August 1993

### Announcements

**Processing Turns:** As I am still getting accustomed to these new rules myself, it has taken about one day extra to process turns. Eventually I will get used to these and return to normal speed. If you did not notice the slight delay, it is a good thing.

**Corrections to be Made on the Campaign Ten Supplement 1993:** I made a few errors in making last turns rules update. Please get out your marking pens and make these corrections:

**Trade Route Efficiency:** On the Table describing the Trade Route Statuses. Cross out "Difficult" and "70%" replace with "Dangerous" and "60%". Cross out "Hazardous" and "50%" replace with "Hostile" and "70%".

**Merchant Shipping Points:** Cross out "Each Transport...2 MSP. Each War-ship" insert in its place. "Each Merchant thus allocated to a Trade Route is worth 4 MSI. Each Galley".

**Trade Range Modifiers to Effective Shipping:** Cross out "As a result 'he' reduces this amount." replace with, "Here is the Formula:" Cross out "Effective MSP=MSP x (3 Route Length by Sea)" replace with "Sea Distance Modifier = 3 Route Length by Sea"

**Calculating Inter-Nation Income:** Insert "(Sea Distance Modifier)" after "(Trade Route Status)".

**Cultivating Regions:** Insert the following sentence at the end of the paragraph: "If a city is built in a wilderness, steppe and jungle region, it will take 100 years for the region to turn cultivated."

**About Merchant Fleets:** Building a "Merchant Fleet" as per construction rules is just a cheaper way to build 10m. After that a Merchant Fleet can be composed of any number of ships.

**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.

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Please note that the fax # previously published was wrong.

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/yr	Color Maps: 3.00/yr

**Rules Used in Lords 10:** This campaign uses the 1986 4th Edition Rulebook and the 1991 Version II Rules Supplement and Addenda v2.1. Rules unique to 10 are found in the Campaign Ten Supplement 1993. 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:** Rulebook orders are on hold pending the completion of the 5th Edition Rules.

## AFRICA

Africa Bowi: Mahidia Corsairs - 24, Aethiopian Aelite - 23.

### West Africa

Mercs: 10mc, 10mi

#### THE AKA'MURRID EMIRATE OF FULANI

Mustapha the Mean, Emir of the Fulani

DIPLOMACY: Zaria(t), Galam(h), Niani(h)

Mustapha moved his army to Daza as to keep his territory safe from Basoko. The west continued to be neglected for the most part. The Segu tribe was ordered to politick with the pagan and hostile lands of the Galam and Niani. There was no love lost here.

Because the king was far to the east, Adwaghost rebelled. Kazmedina proclaimed itself a free city. Takrur and Gambia are even more isolated.

#### THE SUPREMACY OF TOGO

Ktaur

DIPLOMACY: none

Ktaur's son Krako died. The Togo were amazed that the Basoko spared them. Yoruba was recolonized back to (3/4).

#### THE KINGDOM OF IDAH

Bug V died as the Basoko roared by. Many died in the destruction of Idah and Yavin. Gwari, Ife, Igbo, Ikego, Nupe and Oyo have all become neutral.

#### THE BANTU KINGS OF KONGO

Baco, King of Ba-Congo

DIPLOMACY: Kasai(f)

Baco with his swift moving barbaric army of 33,000 spear men attacked Kasai, executed the rebel Reiptic and returned home. From his new vantage point, not any of Kongo's regions rebelled because of distance. In VIII, Port Kachunk was built.

But many regions were ravaged by an even more barbaric nation.

#### THE KASAI

Congo kicked Kasai in the butt. Omote went neutral.

#### THE BASOKO

Melvin

DIPLOMACY: Okoyo(nt), Owando(nt), Ngoko(nt), Mankim(nt), Yaounde(nt), Sangbe(nt)

Melvin had defeated 67,500 Man savages and overthrew the Darklord, sacking and burning Man last turn. The Basoko King wasn't yet content with his accomplishments. Sure he had gained 52.2 from plundering Man's treasury, 10 GP from sacking Man's unwall'd city and 10 from stripping the countryside of public works. But he wanted more. Basoko's 56,000 veterans entered Igbo, looted 4 GP from the land (there was no public works) and sacked and burned the unprotected capital, Idah, and garnered 33.8 more GP (10 GP from the city and 23.8 from the treasury room). A small mound of rubble was evicted at the center of the city's ashes. A throne made of the bones of dead Idah dwellers was placed on top. Those survivors whom were captured were sacrificed before the throne and Basoko warriors.

A scout reported that Ife was easy pickings. Ife was looted gaining 4 GP from the land and 6 GP from the now destroyed public works. Yavin, another unwall'd city was sacked and burned; net gain = 10 GP. Congo-held Benin, Douala and Teke were all subjected to plundering. None of these regions had public works though. 10 GP was wrung from them. Douala and Teke rebelled from Congo. Melvin rode inland and got free passage from the interior tribes around Ngoko and Mankim.

Total take for this turn = 67.8 GP.

### East Africa

Mercs: 10mi, 5mg

#### THE GREAT ZIMBABWE

Five Twin Jackal, Zimbabwe King

DIPLOMACY: none

The Zimbabwe made a merchant fleet in Xai Xai and sent it north in search of new trade routes. Nothing was found so the boats came back home and practiced internal trade. Both Zimbabwe cities expanded. Great Zimbabwe is truly the greatest city south of the Sahara and the second largest in Africa. Sofala turned cultivated.

Five Twin Jackal looks younger than his grandson Yard Lid. Gear Tone is itching for a job.

## THE SAKALAVANS

Zonk, *Chief Nogapunda, Little Caesar of Madagascar, The Great Slobbering Taz*  
DIPLOMACY: Gamo-Gofa(h), Burundi(n), Brava(a)

Kanda lived for five more years and died. Lemur and Bonk died too. Even the princess Boni Nogapunda dropped dead. There were still some people alive in Sakalava though. Young Zonk who had little experience in government rapidly became a king. Many were non supportive of him.

Ankolye, Bassa, Burundi, Comoros, Kilwa, Lamu, Malawi, Masai, Kimbu, Meieia, Mombassa, Serengeti, Tongaa and Surashtra revolted. The loss of Surashtra cut the trade with Chalukya. A new trade route to Parthia was established from Pundaport. Mogadishu (turning cultivated this turn) and Brava became the far outpost area. Pacified Buganda and Kikuyu are geographically isolated.

## THE ZAGWE KINGDOM OF AETHIOPIA

Wobbu, *King of Aethiopia*

DIPLOMACY: Kordofan(h), Aden(nt), Ad Diffah(f), Atbara(fa)

An inland city, Gondar, was built in Adowa. The merchant ships split their trade with Spoleto and Francia. The route to Francia is new.

### North Africa

Mercs: 5mc, 5mg

## THE BLACK TOWER EMIRATE OF MABIDIA

Suentius Po II, *Prince of the West, Captain of the Corsairs*

DIPLOMACY: none

The Mahidians were much involved in economic activities. Alexandria and Cairo expanded. new towns were built as ports. Oujda in Oujda and Palma on the Balearics, new routes were opened by sea with: Sakalava, Francia and Ghor.

## EUROPE

### Western Europe

Mercs: 10mhc, 10mhi, 10mi

## THE NORMAN KINGDOM OF SAXONIA

Robert II the Giant, *King of the Saxons and of the Normans, Count of Blois*

DIPLOMACY: Flanders(f), Aquitaine(f), Armagnac(f), Strathclyde(nt), Asturias(f), Orleans(f), Lancaster(nt)

The Saxons, too, loved their money. London, Lyon, Cherbourg, Paris, New South Wales and Köln all got growth. The newest town, Hull, was built along the coast with a port in Northumbria. Lyonnais rebelled.

## THE ALMORAVID EMIRATE OF ANDALUSIA

Abd ar Rahman, *Emir as Sevilla*

DIPLOMACY: none

The blind emir, Abd ar Rahman, was deported out of his palace by his wives. The Almoravids consider repossessing Kazmedina.

### Italy

Mercs: 10mhi, 10mi, 5mg

## THE KINGDOM OF LIGURIA

Nero, *King of Liguria*

DIPLOMACY: none

The Ligurians didn't do anything. Gibioni was excommunicated by the Pope and had to leave.

## THE ROMAN CATHOLIC CHURCH

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

DIPLOMACY: none

Pope John V was unhappy with the Saxons:

"Because of his blatant and illegal act in opening his banks, I hereby rescind from Saxonia all imperial offices, titles et cetera. Furthermore I deny the Saxon monarch the right to call himself emperor without Papal authority."

A council was forced to study the matter of heretical usury practices to determine what punishments, if any, are appropriate for the use of profane banks. Matese and Sabini were abandoned so that Spoleto can pick them up.

**Papal Monastery Locations:** All 57 Catholic regions in Italy have (2) monasteries each except Latium which has (3). Others are scattered all over Europe: Galacia(2), Asturias(2), Castille(4), Aragon(4), Catalonia(6), Gascony(2), Armagnac(4), Languedoc(4), Provence(6), Auvergne(2), Lyonnais(4), Poitou(2), Aquitaine(4), Orleans(4), Burgundy(6), Anjou(4), Brittany(2), Maine(4), Normandy(4), Ile de France(6), Ponthieu(4), Flanders(4), Champagne(4), Vermandois(4), Wessex(4), Sussex(6), Mercia(4), Anglia(4), Tyrol(2), Bavaria(6), Illyria(2), Croatia(2), Wallachia(2), Temesvar(2), Banat(2).

Alfold(2), Carpathia(2), Slovakia(2), Bochnia(2), Silesia(2), Meissen(4), Sorbia(4), Volhynia(2), Bialoweza(2), Kuyavia(6), Kassubia(2), Bohemia(6), Nordgau(6), Austria(4), Lorraine(2), Norway(4), Jutland(4), Zealand(4), Carinthia(2).

## THE LOGBARD PRINCIPALITY OF SPOLETO

Jacapo the Wolf, *Lagobard Principe of Spoleto*

DIPLOMACY: Umbria(f), Marche(f)

Fanfare and celebrations were held as the city of Spoleto was built in the newly friendly region of Umbria. A trade route with Liguria opened. Captain Niccolo Galaezzano left insufficient garrisons in Sabini and Matese so they revolted.

## THE EXARCHATE OF TARANTUM

Septim Drymitinos, *Despot of Taranto*

DIPLOMACY: none

Folks cleaned up the mess left by "Jingle Park".

### Eastern Europe

Mercs: 20mc, 20mi

## THE NORDIK KINGDOM OF THAERY

Romer II, *King of the Danes, Fighter of Robots*

DIPLOMACY: Gautland(f), Halland(fa)

To support the Papal See, a gift of golden coin was sent to Rome. Norkoping was built in Gautland with a port to the Baltic Sea. Merchant ships were unable to reach the Caliphate of Islam by sea.

## THE KINGDOM OF FRANCIA

Casimir, *Panarch of Francia*

DIPLOMACY: Slovenia(f)

The Franks expanded Wyst and Citherione and dropped some boats in their ports. King Ingstrom died in 1255. New trade routes began with Byzantine Mahidia and Aethiopia. One to Novgorod was unable to be completed without an intervening conduit or outpost area.

## MARGROFDVIJA POLJSKA

Ilthrok Ben, *Markgraf of Poland*

DIPLOMACY: no effect

Obodria turned cultivated.

## THE KINGDOM OF BAKONAI

Snoak, *King of the Bakons*

DIPLOMACY: Galacia(n), Goryn(c), Temesvar(nt), Wallachia(ea)

King Snoak led an attack into Moldavia and forced tribute from the Kievan province. He used 6500 cavalry and 7000 infantry. Meanwhile Evillo scared away a couple of heathen regions. They thought he was a sign of the world's end with his horns and all. The Croatian fared better along the lower Danube Christians.

## THE PRINCIPALITY OF NOVGOROD

Ivano the Unwashed, *Chieftain of Novgorod*

DIPLOMACY: none

The Novgorod expanded their own capital. Vladimir the region is now called Kaluga

## THE GRAND RUS OF KIEV

Konstantin, *Grand Prince of Kiev*

DIPLOMACY: nullified by the horde

Konstantin, Rodya Melvin and Testicles combined forces and hired mercenaries to lead 11,000 heavy cavalry, 35,000 light cavalry and 16,000 infantry. The Kievan army attacked Bolgar held Seversk and destroyed the Muslim presence there. Seversk reverted to European Pagan and paid nominal tribute. Murom was next. The fief levy of Murom could not stop the Flussians and eventually had to acknowledge Konstantin as their lord. That was until November 12th, 1254 when over 250,000 nomads led by Tuashtri of Araik arrived at the scene.

Tuashtri was actually gunning for the Bulgar army not the Kievans. The Kievans were unfortunate to be in the way. The Araiks annihilated all them and went on to overrun Murom, Seversk and Pereaslavl, undoing the work of Kiev this turn. Konstantin fled two times and found safety in Chernigov. Zaporozhie rebelled to join the Araik and the Bakons conquered Moldavia.

## THE VOLGA BOLGARS

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

DIPLOMACY: none

Rashid attacked Mordva and converted by force to Sunni Muslim. He and his 23,000 cavalry retired to Bolgar and were safe when a 250,000 pound Mack

truck crashed through his territory depriving him of Donets, Murom, Nogai, Rezh, Seversk and Urkel.

## ASIA

### The Middle East

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

### THE NIKEPHORIAN EMPIRE OF BYZANTION

Nicephorus VI, *Eastern Roman Emperor, Basileus of Constantinople*  
DIPLOMACY: no effect

Heraclea and Nicepolis were switched in names. The new Nicepolis (which is in Thrace) because the new capital much to the chagrin of Constantinople. Six cities expanded including the new Heraclea in Hellas. A port fortress complex was built in Peloponnese facing the Ionian Sea. It was called Pilos. New trade routes were established with Francia, Spoleto, Novgorod and Bolgar and existing ones were expanded. Squillacia was given to Tarantum but it revolted.

Three Byzantine diplomats converged on Pereaslavi to coax Testicles back home. Testicles had died so Pereaslavi was receptive to Byzantine offers. Then in 1255 it was all a bust because a very large horde took Pereaslavi away. Their leader walked up to Magister Helion and asked, "Where's my money?"

### THE ORTUQID SULTANATE OF ANTAKYA

Arj al Ortuq, *Sultan of Antioch*  
DIPLOMACY: no effect

The Ortuqid Sultan owns Aleppo (hometown), Lebanon, Palestine, Palmyra, Raqqah, Edessa, Cilicia, Psidia, Galatia, Charsionon and Pontus. A severe drought struck the new Sultanate. Acre and Jerusalem reduced 1 GPV each. Sarid and Nksar were starved down to 0 GPV.

[Read the Islam news for more.]

### THE EMIRATE OF DIMASHQ

Kerak an Namorish, *Emir of Damascus*  
DIPLOMACY: none

Kerak got Jordan and Syria. He wonders if he should clean up after the two titans smash each other to bits.

[Read the Islam news for background.]

### THE DARAL ISLAM - ARBILIQ REGENCY

Al Mustaziz, *Kalifat Rasul Allah, Commander of the Faithful*  
Mazin el Erbel, *Vizier of the Court*  
DIPLOMACY: none

Sai al Ortuq constructed a new city Adana in Cilicia. The plans to build a road from Aleppo to Raqqah was shelved when it was discovered that there was already a road from Aleppo to Raqqah. In 1255, the vizier Sai died. There were forces in the capital and beyond who did not want Arj around. Among these was Jamal al Hamad who nominated Prince Mazin of Arbilic and enforced it when they rode into Baghdad and brow-beat the pampered Caliph al Mustaziz. When al Mustaziz made Mazin the new vizier, supporters of the Ortuqids rallied behind Arj in Antioch. Arj managed to gain much of the west and north except Damascus which was the strong hold of Kerak an Namorish. The new regency kept control of most of the territory east of Raqqah. Sundry regions rebelled: Bostra, Cappadocia, Dulaym, Karbala, Kuban, Psidia and Terek. Kumis left the Caliphate all together to become an integral part of the Parathion Shahdom.

Armies are now being raised as the Ortuqids and the Arbilic ready for war...

### THE SHAHDOM OF PARTHIA

Platopus, *Shah of Parthia, Emir of Merv, Archon of Bactria*  
DIPLOMACY: Kumis(f), Khokhand(ea), Khvor(ea), Yezd(ea)

Chah Bahar expanded just to accommodate much more mercantile trade, like the new sea routes to Sakalava and Ethiopia. A loan was taken out with the Nestorian banker clans to built works projects in Khurasan. Dudisiaz introduced Platopus' daughter to the Chief of Khokhand and promised to rebuild Tashkent, long since sacked by hordes. Samarkhand, a more economically viable town, wishes Platopus would make the same promises to them.

### THE ARAIK HORDE

Tuashtri, the Ever Beneficent One

DIPLOMACY: Qiagor Warriors(a), Kha'uk Horde(f), Nogai(nt), Urkel(nt), Rezh(nt), Suvar(nt), Donets(nt), Levedia(nt), Zaporozhie(nt), Murom(nt), Seversk(nt), Kursk(nt)

Araik's Horde was so big, Tuashtri proclaimed himself a Khan. With his newly expanded confederation (with the addition of Qiagor in Ob), Tuashtri went west toward Europe, looting all the way. He forged a wide path through Kama Bulgar territory splitting Atil and Sarkel from Great Bolgar. The Bolgars were cowering somewhere. In Murom, it was Russian not Bolgar. Oops. They went

on via Seversk to Pereaslavi which was pacified because winter was approaching for 1255...

### THE GHORID SULTANATE OF AFGHANISTAN

Tughril, *Sultan of Afghans*

DIPLOMACY: Banaba Sind(t)

Tughril went to Antizani and convinced the idol kissing Hindus of Sind that life would be better under Ghorid protection. The leader named after an Alaskan Indian tribe (Tlingit) died.

### India

Mercs: 10mwe, 20mhc, 40mc, 10mhi, 20mi

### THE CACAS KINGDOM OF KAUNAJ

Cacas Nagavijaha, *King of Kotla*

DIPLOMACY: none

The Cacas lords watched in despair when the hordes continued to loot the countryside of Kuru and Sursuti. Fortunately the siege of Kaunaj was lifted and the raptors have moved south.

### THE CHALUKYA MANDALAM

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

DIPLOMACY: Vatsa(c), Jihhoti(fa), Kosala(nt)

With banners held high, trumpets blowing, Prince Dilan Abjevin upon his great bull elephant barked the marching orders. The massive assemblage of the finest soldiers of all India has to offer took a roundabout path to offer battle to the "Horseboat Culture". By 14 February 1252 near Gonda in Jaunpur. Dilan Abjevin and Pagan Prince Cawrang found the horde camps with the help of Kaunaj scouts.

Tossing caution aside, the Chalukya sounded the horns of charge. 203,000 men (10,000 Burmese cavalry, 25,000 Kollam Knights, 20,000 mercenary horse clans, 25,000 Tamil pony riders, 28,000 ex-horde nomads including 8000 new deserters from Oghuz, 15,000 armored Bassein ax men, 30,000 Pagan archers, 17,000 Rajput warriors, 25,5000 armed farmers, 5000 professional soldiers and 1200 mahouts and their beasts plus a 500 cavalry detachment from Kotla) advanced. The Oghuz, however, had prepared for a possible attack and were ironically fortunate to have the Khirgiz around to help them out. 71,000 Oghuz and 75,000 Khirgiz crouched behind the defenses and traps built by their womenfolk and children. This amounted to the equivalent of 250 field fortifications. The attackers had brought no siegeworks and were totally unprepared for the horror to follow. The advance charge was split by a steep berm 20 feet high. From the summit the Khirgiz showered arrows on the helpless Indians. In the confusion, the Oghuz counterattacked the Chalukya infantry from the sides, cutting them down by the bushel. At this point the elephants went berserk and killed more Chalukya infantry. Some elephants crashed over the berms (allowing a safe path to summit) and stomped out some of the Khirgiz horsemen. Dilan led a force that finally surmounted the barrier and went hand to hand with the Khirgiz but he had no reinforcements and him and his entire brave party were killed. Prince Cawrang, having lost communication from his cohort, called for retreat from this slaughter bowl.

The Pagan cavalry force became the nucleus of a breakout. Some Chalukya horsemen who tried to join Cawrang were dropped by the compound bows of a Oghuz and Khirgiz pursuit. Only 30,000 cavalry escaped, half Pagan, half Davidian.

In his spring palace in Gunter, Pulakesin fumed.

"Preposterous! I had more troops! Someone's is going to pay!"

The hordes finally attacked Chalukya lands in 1255 in retaliation when the Oghuz overran Gujarat and stayed there. The Khirgiz attacked and pacified Lata but were unable to take Surat. Trade was cut with Java.

### THE RASTRAKUTA EMPIRE

Rastrakuta Chanda, *Emperor of Manyakheta*

DIPLOMACY: none

King Kunara II stayed behind and lived. He later died in Bihar of the flu. Chanda will make a fine replacement.

### THE OGHUZ HORDE

Gotoshama

DIPLOMACY: Saryai horde(f), Chitor(nt)

The year long turmoil of the Khirgiz turned into a boon for the Oghuz when they had to fight the Chalukya in Jaunpur. All the deserters from the Oghuz tribe were executed along with all those who thought they can beat a horde and their tribe points in a defensive posture. Gotoshama was amazed at the utter vanquishment of the Chalukya. He attributed his success to better leadership, better and more cavalry and the involvement of the nomadic families (tribe points) in ensuring the hordes survival.

The Oghuz stayed in Jaunpur until after Khirgiz attacked Kuru, they bypassed Khirgiz and attacked Sursuti and looted it. The Khirgiz looted Kuru got free passage to attack Chitor via Sursuti. The Oghuz "leapfrogged" over to

Gujarat abandoning Sursuti, Kuru and Jaunpur. Gujarat was pacified. Lata was subsequently attacked by the Khirgiz.

### THE KHIRGIZ HORDE

Roptik

DIPLOMACY: none

In early 1251, Kosapata was killed by agents of a hostile foreign power. The Khirgiz who were abandoning the siege of Kaunaj and were planning to move to Kuru were thrown into chaos. For one entire year, would-be leaders tried to take over. By the end of the year, a leader emerged just in time to help defend Khirgiz from a native attack. About 24,500 Khirgiz died in the battle, many were tusked and trampled by the furious pachyderms. Roptik led his men to the promised land of Lata.

### THE BULI BAJAH

Ulimat, the Unwanted

DIPLOMACY: none

Ulimat was wounded by some crazed Shiva worshipping fanatic who didn't want Kaunaj to be blockaded. But the seafarers had already gotten the message. Ulimat and his ships drifted slowly down the Ganges and avoided a kidnapping attempt in the Delta. They eventually ported in Palembang. The gold the Bulibajah had was kept and was not transferred to the hordes.

### THE JADE KINGDOM OF TIBET

Go, Panchen Lama looking Buddha #3

DIPLOMACY: Chengdu(c)

The Living Buddha gave up his Shan Kabu body. Now the monks must look for him. More monasteries were built in Lhasa. Thus the Jade Kingdom has now 5 in Tibet, 2 in Tzukan and 1 in Bhutan.

### South-East Asia

Mercs: 5mwe, 5mc, 10mhi, 20mi, 5mg

### THE KINGDOM OF PAGAN

Monson III, King of Pagan, Maharaja Myanmar

DIPLOMACY: no effect

In the Battle of Gonda, Lord Aloncansu died. Cawrang was considered a hero of sorts for being able to get as many people as he could out of the death trap.

### THE AQUARIUM OF JAVA

Eelimsutra, King of the Spice Islands

DIPLOMACY: none

Eelimsutra became the bad gill of the south because of his known sponsorship of terrorism, piracy and brigandage. The Eel knew it and arranged to have a mighty fleet at hand in the Riouw Sea. If someone comes by, he'll sink them. The overtaxation he enacted was resented by the populace. Atjeh, Bali and Perak rebelled. This cut off Java's last trade route, which was to an unwilling Chekiang. A mild recession set itself in to the unhappy subjects of Eelimsutra.

### China

Mercs: 5menc, 5mec, 10meri, 10mei, 5meg

### THE DAI VIET GUO

Pang Xihou, Wang Dai Viet

DIPLOMACY: Hmong(a)

Like everyone else in the area, trade was denied with Java. Also the Amago islands was included on the cut list because of vague rumors that Bulibajah came from Japan. Three cities (Hoi-an, Vijaya and Saigon) grew to 4 Gpv.

### THE HIDDEN DRAGON OF CHEKIANG

Quan Tsanda, Celestial King of Chekiang

DIPLOMACY: Chengdu(t), Tangchou(nt), Lichou(ea), Chinghu(a)

Although Chekiang wanted to stop trade with Java, it continued anyway until Perak revolted from Java complaining of 'over investment'. This was good because now Chekiang need not have to use a fleet to blockade Malacca to enforce this economic sanction.

A navy went out on patrol to protect Kedah and the South China Sea. There were no encountered worth writing about in this fax letter. Linan grew to greater size.

### THE KWON OF TUMED

Kwon Ziou, Emperor of Sia Tumud

DIPLOMACY: none

The Kings of Tumud were at peace. Kwon Ziou wonders if he'll ever have a boy.

### THE ORLOT HORDE

Chanke, Khan of the Orlot

DIPLOMACY: Tsingfeng(fa), Kansu(a)

Lord Chanke visited Tsingfeng and Wu Hai while his son went to Pei Huang and fathered many children. Sun Hai went to Kansu and negotiated an alliance.

### The Pacific Rim

Mercs: 10mhi, 10mi, 10mg

### THE AMAGO SHOGUNATE

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

Amago Michiyama, Boss of Shimane, Shogun of Japan

DIPLOMACY: Koguryo(a), Silla(t)

The Amago upped the trade with Chekiang to make up for the lost trade with Vietnam.

### THE EMPIRE OF THE STORM

Gleam of the Sun, Storm King, Emperor of the Middle Kingdom

DIPLOMACY: Hawaii(c)

The Stormers enslaved Otago, making New Zealand safe for kiwis. A guy went to Hawaii claimed it and came back home. An Aketta wraithlord showed up a Nargun and solicited for trade. Rock That Swims is dead.

### THE AKETTA IMPERIUM

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

DIPLOMACY: Goolbura(f)

Keti II's strange heir Clone died after his latest trip to Kupang. The doctors did an autopsy and determined Clone died of genetic instability. Keti considers making Yintri the heir.

## The NEW WORLD

### The Grand Massif

Mercs: 10mj

### MERCAIN

Ian

DIPLOMACY: none

No movement.

### THE SOUTHERN ALGONQUIN CONFEDERACY

Narasketue, Chief of Chowan

DIPLOMACY: Powhattan(f), Monacan(nt)

The Confederates were mostly out politicking with nearby tribes.

### THE HOPEWELL CULTURE

Bluff Belt

DIPLOMACY: Miami(f)

Oh No! a DF roll. It'll look bad if I DF Hopewell after its player complained that I make too many of them.

"But you cannot fudge the dice."

What am I to do?

With the death of Finger Row, the @#!! percentile dice rolled an ot-4 under the DF threshold of ot-9. Hence, Cayuga, Scioto, Saginaw, Shawnee Wenro and Yuchi revolted. The overland trade routes to SAC and Mercain were disrupted.

### WYOMING

Pine Nut

DIPLOMACY: Chippewa(nt)

The Wyoming have stirred.

### ATAKAPA

Singatora

DIPLOMACY: Chatot(t), Tonkawa(a), Tunica(nt)

In Texas, Redka was founded, a port city. Foundakapas passed on. This is where Singatora steps in.

**The Rocky Sierra Cordillera**

Merces: 15mi

**MANITOWISH**

Ram Leg

DIPLOMACY: Kelowa(a), Yurok(nt)

That trade route to the Napa was finally opened. Rough Rock died too.

**THE ASSOCIATION OF ACORN GROWERS OF NAPA**

Yolo

DIPLOMACY: Chumash(t), Serrano(t), Esselin(f)

Sonoma was another casualty of this finality of mortality.

**THE POCELA KINGDOM**

Lecuti

DIPLOMACY: Jornada(f)

The Smoke Jaguars waited.

**OAXACA**

Twelve Reed

DIPLOMACY: Chiapas(t), Totonac(f)

Twelve Reeds lost her son Two Gator to a flood. She had no children and she can not bear anymore. What can she do? .

**TZENTAL KINGDOM**

Hunac Chil

DIPLOMACY: none

The Tzental for their part, did nothing.

**The Great Rain Forests**

Merces: 15mi

**PARAIBA**

Kura

DIPLOMACY: none

No orders (actually they were late).

**TUPINAMBA**

Little Prize

DIPLOMACY: Bauru(c), Shokleng(ea), Kaingan(a)

Tongue in Cheek finally died. Little Prize, who was named thus as a baby and was stuck with it, has become the big chief.

**HIDDEN SOCIETY OF PARANA**

Train

DIPLOMACY: none

No one plays Parana.

**MOCHE**

Coxcomb II

DIPLOMACY: Uru(f)

The Moch expanded all their cities. New Uru finally absorbed itself into the Great Moch culture. To celebrate Coxcomb's eldest daughter was married to the headman of Huari.

**INCA OF NEW ATAURA**

Kapour

DIPLOMACY: none

Both Inca cities also grew bigger. A new port city Yauca was built to be an outlet for Nazca.

**MAPUCHE**

Gutlod

DIPLOMACY: Huilliche(ea), Coquimbo(f), Atacama(c)

Young Gutlod took the place of a now stone cold Imarai who lies still on a stone slab atop Mount Tronador. Gutlod got a real heavy wife from Huilliche, maybe lots of children are on the way.

**MSI RANKS of Campaign 10 as of A.D. 1255**

brackets around name indicate delinquent payment

Rk	Country	MSI	ITV	Player	Phone #
<b>Empires</b>					
1	Norman Saxonia	159	27	Bill Rakowski	410-483-9635
2	Nikephorion Empire	147	27	Kurt Fangmeier	602-326-8267
3	Chekiang Dragon	138	22	Bret Bruhn	503-623-8023
4	Mahidian Corsairs	134	24	Wilson Hsieh	617-864-9319
5	Kingdom of Aethiopia	115	13	Charles Hickok	717-599-5603
6	Kingdom of Liguria	109	19	Mike Kruger	602-326-8267
<b>Kingdoms</b>					
7	Islam	99	15	David Salter	714-726-6032
8	Parthia	98	13	Sean Padden	412-243-1929
9	Almoravid Andalus	98	14	Michael Work	412-441-6159
10	Chalukya Raj	89	13	Jim Frediani	707-942-5201
11	Francia	83	13	Ed Allen	213-666-8702
12	Araik Khanate	80	0	[Rick Stevens]	310-289-8601
13	Java	79	19	[Darin Byrne]	602-431-8660
14	Nordik Thaery	78	16	Miljenko Mervic	215-783-6187
15	Vietnam	75	17	Warren Bruhn	916-961-8016
16	Fulani	70	10	John Bogan	516-598-1989
17	Ortuqid Sultanate	63	10	<b>open</b>	
18	Cacasraj of Kaunaj	63	10	Robert Kohn	909-787-7781
19	Amago Shogunate	61	10	Dave Pettit	602-966-4727
20	Kingdom of Pagan	58	12	Chuck Monson	206-522-1779
21	Kingdom of Pofand	53	11	Dean Don Arumo	713-255-6331
22	Oriot Khanate	52	4	Jeremy Shorr	214-231-8756
23	RCC- The Pope	51	2	Mike McLaughlin	602-464-8895
24	Tumed Cathay	50	6	Kyong Kwon	213-384-5050
<b>Duchies</b>					
25	Sakalava	49	5	Steve Cameron	215-352-3126
26	Bantu Congo	49	5	Ted Kaminski	608-253-7671
27	Ghurid Sultanate	47	7	John Schmid	412-441-6159
28	Great Zimbabwe	43	6	Jack Wagner	caed
29	Lombardic Spoleto	38	6	[Thom Ryng]	206-752-3923
30	Moche	38	4	Sean Byrne	602-431-8660
31	Novgorod	36	6	Dennis Doubek	602-820-4314
32	Kievan Rus	35	5	[Masami Hamasu]	japan
33	Great Bolgar	32	3	[James DeGon]	510-649-1799
34	Despot of Tarantum	31	4	James Behnke	412-441-6159
35	Empire of the Storm	30	6	Quien Liuang	california
<b>Counties</b>					
36	Bakonite Kingdom	28	2	Scott Chatham	406-756-3422
37	Oaxaca	28	2	George Shrake	602-894-384
38	Oghuz Horde	27	0	Toshi Sefton	602-834-7267
39	Manitowish Chemakum	26	2	Ted Kaminski	608-253-7671
40	Tibet, Land of Jade	25	2	Phil Baird	503-231-6025
41	Inca	24	2	Toshi Sefton	602-834-7267
42	Aketta Imperium	24	4	[Edmund Ruthven]	arizona
43	Khingiz Horde	22	0	Sean Byrne	602-431-8660
44	Paraiba	22	1	Mike Work	412-441-6159
45	Atakapa	21	2	John Schmid	412-441-6159
46	Hopewell	21	2	Jeff Martin	california
47	Togo	21	4	<b>open</b>	
48	Damascus	20	1	<b>open</b>	
49	Tupinamba	20	1	Terry Teelin	608-356-6837
<b>Districts</b>					
50	Smoke Jaguars	19	2	[Jim Noel]	619-386-925
51	SAC of Chowan	19	1	John Bogan	516-598-989
52	Tzental of Maya	18	1	<b>open</b>	
53	Rastrakuta Empire	18	3	Charles McGovern	206-329-9311
54	Mercain of Malecite	18	2	Daryl Kohlhoff	608-356-3279
55	Napa	18	2	Ed Peterman	619-579-5244
56	Mapuche	18	1	Mike Gibson	310-371-8640
57	Basoko	15	0	Chris Wayne	505-883-8727
58	Wyoming	10	1	Rusty Wallace	seven seas
59	Bulibajah	9	0	[Patricia Ross]	arizona
60	Parana	8	1	<b>open</b>	
	The Gamemaster			Thad Plate	602-952-8929