

Wanderer Games Presents:



Turn #33

Industrial Stage Zero: The Medieval Era
1265 Anno Domini

Next Turn's Orders Due

Friday, 24 September 1993

Announcements

Free Turn For Recruiters: If you have found a new player to play in this game, you will get either a free turn or a color map for free, your choice. Once the player you recruited has actually turned in a distinctly written set of orders and paid me, you shall receive your 'finders fee'.

Black Empire II: Having completed Black Empire I, Black Empire II has been started. Black Empire is a simpler Play by Mail game that is fantasy based. There is more adventure and combat in this game than strategy and tactics, good brainless fun! Turns are \$2.00 and a start up kit (rules, maps, start-up form) is \$4.00. This game will go on until a winner emerges. There is room for a few more nations, so sign up now!

Contact me, Thad Plate, at my address or my phone number.

The Game Depot: If you ever stop by Phoenix, do drop in the Official Game Store of Lords 10: The Game Depot. They have a quality supply of Fantasy Role Playing games, War Games (Historical & Otherwise), Puzzles, Family Games, Dice, Miniatures and much more. Located at 708 South Forest Avenue in Tempe, Arizona: just north of ASU: (602) 966-4727. The Game Depot is open from 10am to 6pm.

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
5333 E. Thomas Rd. #215
Phoenix, AZ 85018
phone: (602) 952-8929. Best after 8pm MST (11pm EDT)
and before 3am MST (6am EDT). Now you know why I'm tough to contact.
24 hour fax #: (602) 952-8022 **75**

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 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: 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.

Note: The 5th Edition Rulebook is still in the works. Snafu delays, y'know.

Suggestion Box: If you have any ideas or suggestions that might improve game play, I'd like to hear from you. If something really bothers you let me know.

AFRICA

Africa Bowt: not played due a labor strike

West Africa

Merces: 10mc, 10mi

THE AKA'MURRID EMIRATE OF FULANI

Mustapha the Mean, *Emir of the Fulani*

DIPLOMACY: Ghana(nt), Khalem(nt), Kazmedina city(nt)

Mustapha personally saw to the return of Ghana and Khalem into Fulani hands. He was able to control all his regions and Kazmedina too. Nupe was pacified and was military converted to Islam.

THE SUPREMACY OF TOGO

Hiboe

DIPLOMACY: Ife(ea), Oyo(ea)

The young lord Hiboe increased the size of Accra to 4 GPv and built walls around it.

THE BANTU KINGS OF KONGO

Baco, *King of Ba-Congo*

DIPLOMACY: Douala(t), Teke(c), Kinsasha(nt)

The Congo strained themselves to restore the integrity of their coastal trade route, soothing the fears of the Teke and Douala just enough for trade to open with Togo.

THE BASOKO

Dobbs

DIPLOMACY: Bandundu(nt), Mbandaka(nt), Obo(nt), Ouando(nt), Tondou(nt), Radom(nt), Wadai(nt), Haraze(nt)

The Basoko toured their regions searching for tribesmen who would join them. Everyone they met was so scared that they hid in the basements of their huts. Villagers were even fearful to venture out to prostrate before the all powerful and magnificent Dobbs. The Chief figured that only way he can get reinforcements now is to settle down and get friendly regions.

East Africa

Merces: 10mi, 5mg

THE GREAT ZIMBABWE

Five Twin Jackal, *Zimbabwe King*

DIPLOMACY: none

The Zimbabwe forces, an army exceeding 30,000 men, led by Prince Yarnlid and two henchmen enslaved the goys of Bassa and carted an entire population to Rozwi to be cupbearers or whatever. Five Twin Jackal celebrated his 110th birthday and it was huge (the party that is). Sady Yarnlid was bitter that he never got a chance to be king. Gear Tone is getting used to the idea that his great granddad may live as long as the Patriarchs.

Great Zimbabwe stopped growing at 10 GPv, only Mahidia's capital city is of comparable size in all Africa. Lesser Zimbabwe expanded to 4 GPv.

THE SAKALAVANS

Zonk Nogapunda, *Little Caesar of Madagascar, The Great Slobbering Taz*

DIPLOMACY: Surashtra(t), Mombassa(nt), Burundi(a), Ankolye(c), Luangua(ea), Malawi(t), Tongaa(c)

Sakalava also expanded cities. Pundaport and Mopizza sprawled to 2 GPv Mahapizza is 4 GPv. A solid trade trail along the mainland's Oceanic coast was not secured despite the best efforts of the late Maha Nogapunda. Kiva was attacked by Maha and 15,000 or so men and was pacified but ran into difficulty upon the enforcement of a military conversion. Maha was killed and his soldiers fled to Ruvama. In Ruvama, a new port city, Makdadd, was formed out of mud and rocks. Despite Surashtra's loyalty to Zonk, trade is still isn't possible with Chalukya and Gobluguk is hopelessly isolated. Zonk considers moving his capital to the mainland.

THE ZAGWE KINGDOM OF AETHIOPIA

Memoi, *King of Aethiopia*

DIPLOMACY: Aden(t), Najran(c)

Four cities increased to 3 GPv: Aseb, Dongola, Suki and Amada. Wobbu the King passed on to make room for Memoi who has been itching to rule for years. Grain was imported from Mahidia.

EUROPE

Western Europe

Merces: 10mhc, 10mhi, 10mi

THE BLACK TOWER EMIRATE OF IEST

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

DIPLOMACY: none

In an act of sheer kindness and generosity, two of Po's generals Sergeant Preston of the Yukon and the Darkwing Roach ran down the stupid nomads of Ghebal Gherib so that the Ghorids (of Afghanistan) could place a colony there to support their port city that faces the Red Sea. At home, the fearless leader renamed the city of Mahidia to Iest. Apparently Iest was the original name of the burg before the Arab Conquest.

In July of 1262, a Byzantine navy which had been harassing Mahidian shipping attacked the main fleet in the port of Iest. The Sight of 1000 Byzantine galleys lowered the morale of the defenders. Suentius Po's navy of 600 warships, 100 tairidas and 100 large dromonds with 45,000 marines overcame these difficulties plus an inferno caused by the deadly Greek Fire to drive the Byzantines away. Then in early 1263, word came of a Ligurian raid upon Platana. The Mahidians sailed off to Sicily to deal with this problem, still reeling from smoke and sword.

THE NORDAN KINGDOM OF SAXONIA

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

DIPLOMACY: Gwynned(nt), Strathclyde(a)

After some behind drawn-curtain negotiations, the Saxon King and the Pope finally arrived to an understanding. The Pope granted the Saxon crown 100,000 pounds of gold and the Saxons made certain that those profane banks would wither away. The Pope got to keep his infiltration of the Saxon military.

Hull and Lyon each grew by 1 GPv and more ships plied the waters with wares to deliver. Leofric remained restless in Bavaria as there was again nothing going on along the Eastern frontier zone. Lorraine was colonized to 2 GPv.

THE MOORAVIA EMIRATE OF ANDALUSIA

Abd ar Rahman, *Emir as Sevilla*

DIPLOMACY: none

The Emir allowed for the expansion of Al Kiffa, Porto and Sagunto. Algarve and Salamanca's countryside were colonized to 2 GPv each. There was an increase in mercantile activity. The Moorish economy has switched from slave to free, due to the gradual investment by the Emir.

Italy

Merces: 10mhi, 10mi, 5mg

THE KINGDOM OF LIGURIA

Nero, *King of Liguria*

DIPLOMACY: Romagna(f), Polesine(fa)

Seeing how the Araik were not going to invade all of Europe, Nero ordered his cavalry force home from the Bavarian 'horde watch' camp. The lead general, Bruno, took a circuitous route and met his king in Segesta to get the command of 20,000 infantry. With 10,000 Segestan cavalry and 1000 Palermo police tagging along, Bruno attacked into Platana to loot and plunder. Mahidian defenders led by the Purely Platonic Priest Roach arrived instantly across of Tunis Bay by ship with around 22,000 heavily armored, African foot-soldiers. The Mahidians stopped Bruno cold inflicting soldiers the Mahidians stopped Bruno cold inflicting 5008 casualties to Liguria's force. Bruno lost an eye in battle and had to withdraw back to Segesta to heal his wound and his nerves.

"Damn", Nero was said to mutter and he killed his pet canary.

THE ROMAN CATHOLIC CHURCH

Urban IV, *Pope of Rome, Vicar of Christ*

DIPLOMACY: Pontino(a)

The Pope sent mega-bucks to Saxonia and Byzantion. The bank usury question of policy was resolved with recommendations from the Papal Council of Saxonian Usury. Saxonia agreed to these provision and all was dandy.

Pope Urban II traveled far from home to convert Kiev. While there he sent an official notice to Warsaw. At home Cardinal Michael revolted and was neutralized by the Pontino ally. Lepini rebelled. Clearly the pontiff is needed at

THE LOVBARD DUCHY OF SPOLETO

Ottone, *Lagobard Doge of Spoleto*

DIPLOMACY: none

Ottone stayed at home and drank his beer. He watched all the cute brontosaurus as they tore down the entire forest foraging. As they they, a new forest was planted by botanists and rangers.

THE EXARCHATE OF TARANTUM

Septim Drymitinos, *Despot of Taranto*

DIPLOMACY: Squillacia(fa)

The Tarantum gathered all the herbs in the land to blend them into a spell that would ward off all those ungodly Barney monsters that seem to roaming the world. Septim got into making wooden scepters.

Eastern Europe

Merces: 20mc, 10mi

THE NORDIK KINGDOM OF THAERY

Alek III, *King of the Danes*

DIPLOMACY: none

Having spent his last years in semi-retirement, Romer II died peacefully in 1265. Unfortunately, the bones were not kind to Romer's son Alek. Motts and Nacker of Halland conspired to break the Götaland away. They got away by taking all of Halland, Norway, Uppland, Svealand, Gautland and Skane. Alek III managed to salvage the rest of his kingdom: Zealand, Jutland, Holstøm, Saxony, Lausatia, Friesland, Westphalia, Holland, Brabant, Cornwall and Agder. The claim on Hordaland was nulled. Jager returned from Russia with war ships.

THE VASTERGÖTLAND KINGDOM

Motts

DIPLOMACY: Holland(hm)

They drew their axes and fought a friendly duel. Motts won and got be king of Vastergötaland. King Motts has no army handy.

THE KINGDOM OF FRANCA

Casimir, *Panarch of Francia*

DIPLOMACY: Switzerland(nt)

In Tyrol, a new city, Trangau was built. The Francians were on guard from any nomadic threat.

THE GRAND PRINCIPALITY OF WARSAW

Eisen II, *Markgraf of Poland*

DIPLOMACY: Prussia(fa)

Since Kiev's assimilation to the Warsaw Principality flew in the face of the secret quadrilateral Krakow Accords of 1230, King Volazarn delivered a cache of gold to Bakony. To celebrate the utter grandiosity of this new Empire, Volazarn built up Prague in Bohemia, Gomel in Lyubbech (a port to the Dnepr) and grew Warsaw to 8 GPv, Lodz to 3 GPv, Gdansk to 2 GPv, Krakow to 4 GPv and Deanograd to 2 GPv. Volazarn died young at the age of 31. He had named a younger brother Eisen to replace him. An older brother of Eisen, Penturik, upset that he had been passed over left the court in a huff to become a wandering adventurer. The newly founded Order of Teutonic Knights went to Bohemia where fearful stories of an ancient sect therein were told.

THE KINGDOM OF BAKONAI

Satanos, *King of the Bakons*

DIPLOMACY: Moldavia(t), Wallachia(fa), Croatia(n), Transylvania(t), Illyria(a)

The Bakon responded by building a new warm-water port city in Illyria, Zara. Snoak died himself in 1265. There was no stated heir but it was understood by all that Satanos, Evillo's whelp should be the new king. The Croatian lord died also and the new leaders there did not want to have anything to do with Bakony.

THE PRINCIPALITY OF NOVGOROD

Ivano the Unwashed, *Chieftain of Novgorod*

DIPLOMACY: Turku(c)

Prince Vassily attacked Seversk with a large army of 50,000 men. The fortress, Askl, fell to an easy siege. He returned home using the same route he attacked with Estonia is cultivated at last.

THE VOLGA BOLGARS

Jiku, *Emir of Great Bolgar*

DIPLOMACY: Suvar(nt), Murom(nt), Suzdal(a)

Jiku continued to lead the Bolgars to pick up the pieces. Most of the pieces were stowed away in a sack by the river. All trace of the Araik Horde had vanished. It must have been a bad dream.

ASIA

The Middle East

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

THE NIKEPHORIAN EMPIRE OF BYZANTION

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

DIPLOMACY: Dobruja(f), Crimea(ea)

As the Emperor moved into Asia to defend these lands against possible encroachments by Islam, a great fleet set off, each ship's front hold filled with the dangerous, vaporous Naphtha. Admirals Archon and Archimedes searched the Eastern Mediterranean for the Mahidian navy and Mahidian shipping. Most routes were not interdicted nor blockaded but the lanteens that traded with Nicepolis were captured. It was at Ies's great harbor that the Mahidian fleet was discovered. They were better armed, better manned, better led and were fighting at home. But the outburst of Greek Fire into the port area evened the odds and gave the Nikephorians an edge. It was a searing, bloody and deadly game, both sides suffered great losses. The Byzantines burned half the Mahidian navy and drowned or burned half their reaction army, they suffered 80% losses including the captured lanteens. The fleet returned home in bittersweet triumph. The stage is now set for the conquest in Sicily by the Ligurians.

About 30,000 entered into Dobruja, agitated a Christian rebellion which allowed the Orthodox, urban majority to topple the old pagan chiefs and paved the way for the full incorporation of Dobruja into the Nikephorian Empire. There was no way to ship golden Bezants to the Golden Horde.

THE EMIRATE OF DIMASHQ

The full fury of Islam's armies pasted the Syrians to the hot desert floor. Damascus fell to a passive siege late in 1263. Jordan and Syria are now pacified by Baghdad.

THE DAR AL ISLAM - ARBILIQ REGENCY

Al Mustaziz, *Kalifat Rasul Allah, Commander of the Faithful*
Mazin el Erbel, *Vizier of the Court*

DIPLOMACY: Karbala(nt), Cappadocia(ea)

Jurji turned his attention to Syria and conquered the would-be Emirate with 76,000 cavalry. Jamal's infantry gained Damascus in a passive siege and relieved Mahidian infantry in Lebanon and Palestine. Neutral Edessa turned cultivated.

THE GOLDEN HORDE OF THE ARAIK KHAN

Barada, *Khan of Khans, Arbiter of Destiny*

DIPLOMACY: Himachal(nt), Jhelum(nt), Chitor(nt), Vatsa(nt), Jaunpur(hm), Tirhut(f), Maghada(nt)

Barada Khan rumbled over to Kuidja, sacked the city there then crossed jagged mountains in Yarkhand, losing 28,000 men. From Yarkhand it was not easy going to Khotan, Himachal to Peshawar where the mighty Golden Horde were reprovisioned. Now fully rested Barada rode southwest where rich cities were and bade the Ghorids adieu. A new age in Injah has begun this day...

THE SHAHDOM OF PARTHIA

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

DIPLOMACY: El Burz(f), Shirvan(nt), Zagros(n)

Khiva in Khwarzim was restored to 1 GPv. The Novgorod and Bolgars tried to trade but there was no port that faces the Caspian Sea.

THE GHORID SULTANATE OF AFGHANISTAN

Tughril, *Sultan of Afghans*

DIPLOMACY: Ghebal Gherib(f)

The Sultanate extended full hospitality to the AraiK nomads who came in full force at the end of 1262. They were unable to be supplied with siege machines because Peshawar remained outside of Ghor's home zone, so the Golden Horde did without.

India

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

THE CACAS KINGDOM OF KAUNAJ

Safe from the Oghuz and the Khirgiz, the Cacas expanded four of their cities: Kaunaj to 9 GPv, Patna to 4 GPv, Delhi to 8 GPv and Benares to 2 GPv. These had knocked down the walls in the process. Kotia in Kuru a sacked city was restored to 1 GPv but the walls were left intact. The significance of the city walls became important when 250,000 fresh nomads of a different stripe came galloping down the Himalayan slopes. The first region they entered was Punjab wherein was Lahore, which still had some ramparts. But they were useless against a superior led barrage. The Golden Horde of the AraiK Khan took no damage and pacified Punjab. King Guptagupta stood firm with 8000 infantry to

defend Sursuti from the choking dust making mob. They all were trampled to blood stains with nary a second thought. Sursuti and Delhi were pacified. In Kuru, "Good For Nothing" Purvam thought he could defend Kotia against the mighty horde. Purvam died for his insolence; he was a total dunce. Kotia fell to an easy assault. The Cacas government fell as the seven year old new king of Kaunaj was roasted alive above a bonfire by the howling, and very amused barbarians. Kuru, too was pacified.

Two brothers of Guptagupta, Karka and Rebirama escaped before the AraiK advance to Jaunpur. The horde soon followed and conquered all of Jaunpur including old Kaunaj. Rebirama was captured and killed, Karka fled on to Tirhut. When Tirhut was not safe, Karka stole a ride on a boat down the Ganges and hopped off at Vanga's marshy shores. Within days, he became the ruler of Tamralipti and allied to Rastrakuta immediately to gain some measure of security. Kamarupa, Muslim Multan and Ajmer became independent. Maghada felt the hot sticky breath of a million horses and so 'finlandized' to the Golden Horde. By the end of 1265, there was no trade left of the once potent Kaunaj Empire. Invaders from beyond the mountains had seen to that.

The Golden Horde, pleased at their incredible progress, settled Jaunpur and made it their homeland (Kaunaj is the capital). Tirhut was also settled by the AraiK tribesmen.

THE CHALUKYA MANDALAM

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

DIPLOMACY: Pawar(t), Dahala(t), Jihjhoti(a)

Pulakesin, who spent his days finding ways to whittle the Oghuz and the Khirgiz to nothing, could not even fathom the significance of the evens up north. What the future would bring would pale what had been going on up in this war torn sub-continent up to now. Still the Chalukya focused squarely on their present problem: two little hordes.

The 93,000 man Oghuz/Khirgiz tribes conquered both Andhra and Vengi and faced little to no opposition. The Oghuz decided to stay in Vengi and allowed the Khirgiz the right to loot Madurai, Dravidia and Kerala all by themselves. The Khirgiz then attacked and made tributary Malabar and Konkan. In Konkan did the Khirgiz stopped as they wondered if they should have been separated from the Oghuz. Pulakesin and his leaders deftly defended their precious south and sent Princess Ovah and a small force to reclaim the north. The cavalry patrol of 5000 regained Pawar and Dahala who would have not abandoned the Mandalam if they were not under such duress.

Kalinga was also restored to home rule by the Gunter garrison. The Jats lost their bargaining chip (the prisoner Suey Shidar had cashed his own chip in).

THE RASTRAKUTA EMPIRE

Chanda, *Emperor of Manyakheta*

DIPLOMACY: Vanga(a), Orissa(fa), Bihar(a), Kosala(n), Sri Lanka(a)

Chanda snuck back into Orissa and was cheered as a hero in Konorak's ruined city. Vanga, the last Cacas province allied to Chanda. A port area in Sri Lanka facing the Gulf of Manner helped the talks of alliance there.

THE OGHUZ HORDE

Raitobisa

DIPLOMACY: none

The Oghuz and Khirgiz attacked to tributary, looted and sacked the city in Andhra. They then went into Vengi and did it again. Raitobisa was wounded in Vengi and sat out the rest of the turn in Vengi with his horde. Orissa, Dahala, Pawar and Kalinga were taken away by native insurgents. Malwa and Kosala just plain revolted. Raitobisa's wandering nation remembers the AraiK from the northern steppe. They were puny pushovers then; have they come here to exact some sort of revenge?

THE KHIRGIZ HORDE

Heptipala

DIPLOMACY: none

Separated from the Oghuz after Vengi, the 38,000 Khirgiz made lots of money looting Madurai, Dravidia and Kerala. They also plundered and then forced tribute from Malabar and Konkan. A fleet of merchants were inadvertently captured in Banavasi. Roptik died in Konkan. Heptipala was tough enough to become the new khan in 1265. Heptipala has no kids (human children not small goats. Heptipala owns LOTS of goats).

THE JADE KINGDOM OF TIBET

Opihou, *3rd Dalai Lama*

DIPLOMACY: none

The old Panchen died, the new senior lama was Vikue. Opihou will soon rule in his own right.

South-East Asia**Merca:** 5mwe, 5mc, 10mhi, 20mi, 5mg**THE KINGDOM OF PAGAN**Monson III, *King of Pagan, Maharaja Myanmar*

DIPLOMACY: no apparent effect

The Burmese stood pat watching the events to the west in horror.

THE AQUARIUM OF JAVAEelimsutra, *King of the Spice Islands*

DIPLOMACY: none

After the diplomatic core said it was okay, the trade route to Pagan was revived.

THE BULIBAJAH

Ulmat

DIPLOMACY: none

The Bulibajah left to the north and presented themselves upon the lap of the Amago Shogun.

China**Merca:** 5mahc, 5mac, 10mehi, 10mai, 5mg**THE DAI VIET GUO**Pang Xihou, *Wang Dai Viet*

DIPLOMACY: Hainan(nt), Preikuk(ea)

The benign rulers of Vietnam expanded Shau Tachi and Taili to 4 GPv. Xihou moved back to Tonkin, more or less in the center of his realm, and ruled to prevent more command control radius checks. Trade routes were opened with Nippon and Ori-To from the newly strategic port city of Shau Tachi.

THE HIDDEN DRAGON OF CHEKIANGChuan Tsanda, *Celestial King of Chekiang*

DIPLOMACY: Lichou(fa), Chengdu(a)

To celebrate the utter wealth and power of the Dragon Throne, Chienkang, Linan and Zhuzhou each expanded 1 GPv. A new age of peace dawned in the Middle Kingdom. The wars are over at last!

THE ORIOI KHANATEChanke, *Khan of the Orioi*

DIPLOMACY: Hopei(f), Yun(nt), Shansi(nt), Houma(n), Honan(n), Shentung(n)

In a loud, lavish ceremony the Khans of Ori-To converted to Mahayana Buddhism. And so Shensi and Pei Huang returned to their original faith. Chahar, Gaxun-Nur, Langshan, Tumet and Wudan felt sold out and ceased their homage to the Orioi Khan. The base of governance was moved from Changan to Sarchou in Hopei, a more central and more well protected locale.

Prince Hanto and the great horde faced tribute from Chilhi and Yen. Some other regions that had been beaten up in years past by the Orioi did not respond well to diplomacy.

The Pacific Rim**Merca:** 10mhi, 10mi, 10mg**THE AMAGO SHOGUNATE**Tenno Ittonaga, *79th Emperor of Nihon, Child of Amaterasu*Amago Michigiku, *Boss of Shimane, Shogun of Japan*

DIPLOMACY: Silla(fa)

The new trade routes with Orioi and Vietnam helped improved the lives of the export traders and the fan makers. Yonago grew to 4 GPv.

THE EMPIRE OF THE STORMFlying Fish, *Storm King, Emperor of the Middle Kingdom*

DIPLOMACY: beh!

On Fuji island, Nargun grew to 6 GPv. Hawaii and Ponape were totally enslaved. Nan-Matol was sacked and depopulated. Now there are several more islands for prehistoric animals to take over! Gleam of the Sun died at the end of turn but no one liked Flying Fish, except Sand Tosser who brained Sting Whelk for daring to step out of line. Some (soon to be enslaved) islands revolted: those about Bora Bora and Truk.

THE AKETTA IMPERIUMRangora, *Sorcerer-King of the Aketta*

DIPLOMACY: Katoomba(n), Paramata(c), Iriadh(ea)

The new ruler of the Aketta grew Kadinah to 2 GPv.

The NEW WORLD**The Grand Massif****Merca:** 10mi**MERCAIN**

Ian

DIPLOMACY: Sokoki(f), Caranook(a)

Ian also known as the sharp gained the alliance of Sokoki then married his daughter Brenda to the chief there. Caranook then become allied in Sokoki's slot. Katharine expanded to 2 GPv.

THE SOUTHERN ALGONQUIN CONFEDERACYNarasketue, *Chief of Chowan*

DIPLOMACY: Santee(ea), Cheraw(fa)

Narasketue gave his son Massapequa a government job. Santee no longer on target for ol' Emily was showered with gifts, glib and promises.

THE HOPEWELL CULTURE

Fox Machine

DIPLOMACY: Scioto(c), Kaskinapo(nt), Chickasaw(c)

The Fox Machine connected his regions (sort of).

WYOMING

Hickory Fire

DIPLOMACY: none

This nation is open for a player.

ATAKAPA

Singatora

DIPLOMACY: Tunica(fa), Taposa(f)

In 1231, Singatora abdicated in favor for his younger brother Ximagatora. Ximagatora ruled until 1235, when he died. It seems that there was no one else suited than the reluctant Singatora.

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

Ram Leg

DIPLOMACY: Yurok(f), Nootka(t)

In Chehalis, Chemaquegon the port city, popped up.

THE ASSOCIATION OF ACORN GROWERS OF NAPA

Yolo

DIPLOMACY: Serrano(ea), Yuma(c)

There was more acorn in the baskets this year. The bears are having trouble dealing with T-Rex.

THE POPOCEI OTL KINGDOM

Lecuti

DIPLOMACY: Culiacan(nt), Macuzari(ea), Yaqui(nt), Opata(t)

The Smoke Jaguars prowled once more, finding new scraps of meat left behind decades ago.

OAXACA

Nauhyotzin

DIPLOMACY: Achi(nt), Kekchi(c), Tlapocoya(nt)

12 Little Toes stubbed 11 of his little toes and got infested with parasites. Two months later, he died. Too young to rule, Nauhyotzin had to be taken care of by a regency.

TZENTAL KINGDOM

Hunac Chil

DIPLOMACY: Quiche(f), Taino(c), Calusa(c)

Old Hunac Chil sent his graying son to the islands that were beyond the sea.

The Great Rain Forests

Marcs: 15mi

PARAIBA

Atia

DIPLOMACY: Itacare(f), Shoco(n), Shucuru(a)

Prince Atia succeeded his late father, Kura, as the new master of the Paraiba. His administration skills aren't all that great.

TUPINAMBA

Little Prize

DIPLOMACY: Bauru(a), Shokleng(f)

Little Prize found a wife suitable to the cleft lipped Bunny Face in the happy land of Bauru. She is called Buck Tooth. Bunny Face is so happy. Much flowers were shed when Shokleng was fully absorbed into Tupi.

PARANA

Train

DIPLOMACY: none

This nation is open for a player.

MOCHE

Coxcomb II

DIPLOMACY: none

Much regional improvements were built in Moche in Chavin.

INCA OF NEW ATAURA

Kepour

DIPLOMACY: none

Tocopilla grew to 4 GPv, Yauca to 3.

MAPUCHE

Gutlod II

DIPLOMACY: none

Old Gutlod died.

MSI RANKS of Campaign 10 as of A.D. 1265

brackets around name indicate delinquent payment

Rk	Country	MSI	ITV	Player	Phone #	
Empires						
1	Norman Saxonia	171	28	Bill Rakowski	410-483-9635	
2	Chekiang Dragon	152	26	Bret Bruhn	503-623-8823	
3	Nikephorion Empire	151	26	Kurt Fargmeier	602-326-8267	
4	Iest North Africa	131	25	Wilson Hsieh	617-864-9319	
5	Islam	128	24	David Salter	719-726-6032	
6	Liguria	120	20	Mike Kruger	602-326-8257	
7	Aethiopia	119	18	Charles Hickok	717-599-5603	
8	Almoravid Andalus	106	15	Michael Work	412-441-6159	
9	Parthia	104	13	Sean Padden	412-243-1929	
10	Francia	102	13	[Ed Allen]	213-666-8702	
Kingdoms						
11	Araik	91	8	Rick Stevens	310-289-8601	
12	Java	89	21	Darin Byrne	602-431-8660	
13	Chalukya Raj	81	10	Jim Frediani	707-942-5201	
14	Vietnam	79	18	Warren Bruhn	916-757-1874	
15	Fulani	77	11	John Bogan	516-598-1989	
16	Great Warsaw	74	17	Dean don Arumo	713-255-6331	
17	Oriot Khanate	70	7	Jeremy Shorr	214-231-8756	
18	Kingdom of Pagan	65	11	Chuck Monson	206-522-1779	
19	Amago Shogunate	65	11	Dave Pettit	602-966-4727	
20	Nordik Thaery	61	10	Miljenko Mervic	215-783-6187	
Duchies						
21	Sakalava	59	9	Steve Cameron	215-352-3126	
22	Bantu Congo	57	5	Ted Kaminski	608-253-7571	
23	Ghurid Sultanate	51	8	John Schmid	412-441-6159	
24	RCC- The Pope	50	2	Mike McLaughlin	602-464-8895	
25	Great Zimbabwe	44	7	Jack Wagner	602-890-0395	
26	Moche	41	4	Sean Byrne	602-431-8660	
27	Novgorod	40	6	Dennis Doubek	602-820-4314	
28	Lombardic Spoleto	40	6	Thom Rying	206-752-3923	
29	Kama Bolgar	37	3	Kyong Kwon	213-384-8050	
30	Tarantum	34	4	James Behnke	412-441-6159	
31	Manitowish	34	2	Ted Kaminski	608-253-7571	
32	Empire of the Storm	34	6	Quien Liuang	arizona	
Counties						
33	Inka	29	3	[Toshi Sefton]	602-834-7267	
34	Atakapa	28	2	John Schmid	412-441-6159	
35	Mercain	28	2	Daryl Kohlhoff	608-356-3279	
36	Hopewell	28	2	Jeff Martin	602-890-0395	
37	Rastrakuta Empire	27	3	Charles McGovern	206-329-9311	
38	Oaxaca	26	2	George Shrake	602-894-1384	
39	Togo	26	4	David Voss	california	
40	Vastergötland	26	8	none		
41	Tupinamba	26	1	Terry Teelin	608-356-8837	
42	Tzental of Maya	25	1	Joe Breda	texas	
43	Bakonite Kingdom	24	3	Scott Chatham	406-756-3422	
44	Napaa	23	2	Ed Peterman	619-579-5244	
45	Tibet, Land of Jade	23	3	Phil Baird	503-231-8025	
46	Paraiba	22	2	Mike Work	412-441-6159	
47	Aketta Imperium	21	3	Masami Hamasu	japan	
48	SAC of Chowan	20	1	John Bogan	516-598-1989	
49	Oghuz Horde	20	0	Toshi Sefton	602-834-7267	
50	Smoke Jaguars	20	2	Mark Lazarchic	minnesota	
Districts						
51	Khingiz Horde	17	1	Sean Byrne	602-431-8660	
52	Mapuche	15	1	Mike Gibson	310-371-8640	
53	Basoko	15	0	Chris Wayne	505-883-8727	
54	Wyoming	10	1	Robert Kohn	909-787-7781	
55	Bulibajah	9	0	[Patricia Ross]	arizona	
56	Parana	9	1	open		
				The Gamemaster	Thad Plate	602-952-8929