



**Turn #64**  
*Industrial Stage Zero: The Medieval Era*  
 1416 Anno Domini

Next Turn's Orders Due: Friday, 10 November 1995

### ANNOUNCEMENTS

**Outpost Areas and Non-Seafaring Conduits:** After the running of Turn 105, no non-Seafaring, non-Renaissance nation may base their international trade from any outpost that cannot be reached by one sea zone from port to port.

This ruling clarifies section [5.2.2].

**Granting Lieutenants Pacified Regions:** Under no circumstances will lieutenants be allowed to retire with a pacified region (turning the region into a foudal ally). If you want to 'get rid' of your lieutenant, you must grant the leader a friendly region and have a Prince already active to take his place.

This ruling modifies Section [5.6.1].

**Building a Port City:** If you want your newly built city to be a port city, say so and tell me what sea zone it will face, otherwise I'll assume your new city is inland.

**[2.3.2] ITV Calculation Clarification:** Because an Internal coastal trade fleet (20msp) acts as if it is a 1 GPv city for purposes of income generation, the third paragraph of [2.3.2] in the 5th Edition Rulebook should read:

"In Addition... your *ITV* is increased... by one-third for each 20 Merchant shipping points on Internal Trade..."

**Clarification of [5.3.3] Mass Conscription:** Mass Conscription cannot be called in times of peace. It is possible only if you wish to use the NFP for warfare, only.

**[5.5.3] Colonizing Pacified Regions:** Pacified Regions can also be colonized. The cost for doing this is 5 GP and 5 NFP for each GPv of the Region and/or City of the Pacified region plus 1 GP and 1 NFP times the Region Resistance Value (RRV). The natives are likely to rebel so it is a good idea to keep a large army handy. This type of Colonization 'converts' the region to your religion and makes the region friendly but also creates a stratified society. Therefore your nation's society type will become caste (If you are investing to not be a caste society that investment will be lost). 5th Edition Rulebook section [5.5.3] Tribe Points become [5.5.4].

### LORDS 10 UNIT CONVERSION

Each point of cavalry and infantry (light or heavy) represents 500 fighting men. A transport or warship point = 5 ships with 100 men aboard. A siege point = 5 siege towers or 5 catapults or 500 sappers. A war elephant point = 50 elephants ridden by mahouts. A field fort point = 5 forts manned by 100 men each. A wall point = 10 feet of wall ramparts. An artillery point = 5 guns and assorted men.

### CONTACTING ME

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### TURN COSTS

Old World	New World
\$3.00 +25¢@BL per turn.	\$3.00 +25¢@BL 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 @

**Warning:** There is a \$5.00 charge to your account for any returned checks.

### RULES USED IN THIS GAME

This campaign uses the 1994 5th Edition Rulebook. Any differences will be noted in this newsletter.

**Ordering the Rulebook:** At this time you may order 5th Edition Rulebooks. Send \$13.00 payable to: Thomas Harlan  
 4858 East 2nd Street  
 Tucson, AZ 85711-1207.

### LORDS OF THE EARTH WEB PAGE

The Wanderer Games Home Page can be found at:

<http://isis.spa.umn.edu/csodir/lotedir/homepage.lote.html>

Thereon you can find a selection of back Lords One, Two, Three, Four, Nine, Ten and Eleven newfaxes, as well as information about the background of Lords of the Earth. The Web Page also lets you send questions to the GM's that are on-line as well as download all of the files listed above via FTP.

**Notes:** I upload recent faxes as soon as I am able. Campaign files cannot be directly accessed from the Homepage, go back to the lotedir to access them. Lords 9 turns 1-100 faxes can only be downloaded from Netscape or Fetch. Lords 10 turns 13-29, 32-60 can only be downloaded using Netscape or Fetch. Lords 10 turns 30 & 31 are missing (lost date years ago). Lords 10turn 63's fax is truncated at the Middle East which I'll try to fix as soon as I'm able. Lords 11 turns 0 to 20 faxes can only be downloaded using Netscape or Fetch.

Wanderers' Web page is maintained by Chris Cornuelle at bob@isis.spa.umn.edu.

### THE WANDERER GAMES PLAY BY MAIL EMPIRE

**Lords of the Earth Campaign One:** Thomas Harlan, 4858 East 2nd Street, Tucson, AZ 85711-1207. (602)323-8570 7pm-10pm. eMail: tharlan@tophat.pima.gov. Turn 181 just came out. Openings: Nisei Slavers, Cuzco, Kongo, Tewfik, Mitsubishi  
**Lords Two:** Sean Harding, 2607 Humboldt Avenue, South, Minneapolis, MN 55408. (612) 890-5878. Turn 32. Openings: Navajo, Arawak  
**Lords Three, Old World:** Colin Dunnigan, 5402 East Julia, Tucson, AZ 85711. (602) 881-1402. Turn 4. Opening: Ghana  
**Lords Three, New World:** Richard Ketcham, 3446 North Hills Drive, #258C, Austin, TX 78731-3183. (512) 343-6017. At turn 90. Opening: Brazil  
**Lords Four:** Dave Salter, 7338 Rolling Oak Lane, Springfield, VA 22153. (703) 912-6076. Turn #32  
**Lords Eight:** Neil Stokes, 1674 Juliet Avenue, St. Paul, MN 55105. (612)698-9270.  
 Turn #3. Set at around 300 BC.

#### PLATE GAMES:

Thad Plate, 5333 East Thomas Road #215, Phoenix, AZ 85018. (602)952-8929. Fax: Number (602)952-8075. eMail: thadplate@aol.com  
 Turns cost \$3.00 + 25¢ per BL.

**Lords Nine:** Set at Turn 104. Openings: Khazar, RITK, Cape, Serpent Mound, Zuni

**Lords Ten:** Turn 64 out inside of a week. Openings: see the ISI chart.

**Lords Eleven:** Turn 23 came out last week. Openings: Magyars

**Black Empire, The Sea of Fear:** Turn cost is \$2.50 local & \$3.00 mailed. Rules & Maps cost \$13.00. This fantasy war game comes out every week. This game has 36 maps with at least 50 regions per map. Turn 1 already completed. Openings: Where ever you like.

**Lords Twelve:** Eric Miller, 5655 Greenridge Road, Castro Valley, CA 94352. (510) 889-6550. eMail: rpxn23b@prodigy.com. Just starting. (510)889-6350

**Lords Thirteen:** Rich Sorenson, PO Box 779, Columbia Falls, MT 59912. (406)892-3752. At Turn 1. (406)892-3752. There are openings, you can still get in.

**Lords Fifteen:** Jon Sharp, 1524 20th Street, Boulder, CO 80302. eMail: 102510.1723@CompuServe.COM. Phone: (303) 444-0290 8am-6pm MST m-f. (303) 581-8345 7pm-10pm MST m-f. hasn't started yet. Turns are counted from 1400 A.D. at the dawn of Renaissance.

**Cruenti Del Tarbyr & Pribian:** Thom & Bev Rysg, 1435 North Pearl #2 Tacoma, WA 98406. 206-752-3923. Turn 21 for Tarbyr. Turn 6 for Pribian. Open countries available in both games. Turns cost \$3.00. Internet: darkpenguin@eworld.com

## AFRICA

### West Africa

Mercs: 20mi

### THE AKA MURRID EMIRATE OF FULANI

Jamal, Emir of the Fulani

DIPLOMACY: none

Stone men reputedly came out of the forest and just as they approached Baumphok, they froze. How else can you explain all those boulders that suddenly appeared there?

**THE KINGDOM OF BORNU**

Maldon

DIPLOMACY: none

Maldon was not in a sporting mode. He arranged all night staff meetings but accomplished nothing.

**THE SUPREMACY OF TOGO**Asohna, *Supreme Oba of Togo*

DIPLOMACY: Yoruba(f), Mossi(f)

Young Asohna grew up fast so he could rightfully assumed his post as Oba. The Mossi Chief died and his army and region have shifted to tribute paying status. Wahucl of Asante was killed by 'wild spear'.

**THE BANTU KINGS OF KONGO**Mirawa, *King of Ba-Congo*

DIPLOMACY: Ife(f), Igbo(f)

The new king Mirawa promoted a new era of peace and international co-operation in the Bend of Africa, and offered to refrain from the adventures that marked the reigns of Mambela and Npotaiqui. Two cities sprouted on the watershore: Lagos in Ife and Biafra along the Niger in Igbo.

**East Africa**

Merca: 10mi, 10mw

**THE GREAT ZIMBABWE**Five Twin Jackal, *Immortal Ancestor of the Zimbabwe, Chief Zimbabwe Royal*

DIPLOMACY: none

On his Ivory throne, Five Twin Jackal looked forward to his death.

"I've been around so long, I think I'll go out with a bang..."

Lion's Claw, whom Five Twin hinted would eventually become the new Master of the South, began to place his own cronies in government. Outliver maneuvered for power himself.

**THE TULAKA RAJ OF SAKALAVA**

Vishuhapa II

DIPLOMACY: none

The Raj didn't change anything.

**THE KRAKAS KINGDOM OF AETHIOPIA**Dahangeo Krakas, Ben Unis, *King of Aethiopia*

DIPLOMACY: none

Ain Farah, left to their witch doctors since the Kusti rebellion of 1391, was jumped on by Prince Nalenä, fresh from the Berbera exercise. He had 15,000 total cavalry with which to attack the Ain Farah with. Ain Farah didn't put up much of a fight (They only neutralized 500 Coptic cavalry) and were easily converted after being beaten up. In Berbera, the Somali Sea port of Bargal was allowed to be built. Dahangeo's pretty metallic token collection is the greatest in the world.

**EUROPE****Western Europe**

Merca: 20mc, 20mi, 10mw

**THE SULTANATE OF IEST**Nahdaf, *Sultan of Mahidia*

DIPLOMACY: none

Recoiling from that strange plague, the Mahidians expanded three cities: Iest, Beni Suwayf and Alexandria. Malaga was built (again), Granada's port. Ahmad died of sleeping sickness. His brother, Nahdaf, became the new Emir.

**THE COUNTY OF CONNAUGHT**Pyuthi Mac Duich, *Count of Connaught*

DIPLOMACY: Ulster(f)

The Irish sent another man to explore the North Atlantic. He was lucky to survive as far as Greenland but then he was eaten by a whale. The Danes finally got their digs in there (so to speak).

**THE NORMAN KINGDOM OF ENGLAND**Eric, *King of England*

DIPLOMACY: none

The ongoing spy problem bothered the English. A massive military purge uncovered Saxon agents. These traitors were publicly humiliated and executed. The gathering crowds that saw this spectacle didn't seem enthusiastic about the whole affair. Hull grew to 6 GPv.

**THE NORMAN KINGDOM OF SAXONIA**William (III) the Cavalier, *King of the Saxons and of the Normans, Count of Blois*

DIPLOMACY: Cherbourg(c), Maine(mi), Auvergne(f)

Two coastlines that didn't have cities got them. Santaner was built for Asturias. Brest along Brittany's beaches by the Celtic Sea. Sete and Barcelona attracted new residents, growing to 7 and 6 GPv, respectively.

**THE ALMORAVID EMIRATE OF ANDALUSIA**Marwan II, *Emir as Sevilla*

DIPLOMACY: Taktur(f)

Almoravid diplomats worked the Fulani frontier and gained control of Taktur. At home Marwan who had been Emir forever celebrated his 123rd (solar) birthday. On the Muslim lunar calendar, he is well over 130.

**THE LIGURIAN KINGDOM OF ITALY**Marcus, *Flex Lagobardum*

DIPLOMACY: Switzerland(nt)

The defections of Cottinoni and Mi Terran plus this Near-Pox epidemic really rattled Ligurian resolve. They chose to deal with the rebels than finish off the Styrian Republic. The navy, once formidable, was scrapped. Its men were used to man a new cavalry force to reinforce Orazio when he came home to regain the lost territories. In 1413, Prince Orazio, after avoiding assassinations, departed Tyrol with an army of 50,000 cavalry and 26,000 infantry to attack Swabia. Swabia was pacified and Sancelade was easily captured.

Events closer to home grasped everyone's attention. A Styrian army of 20,000 mercenary and 30 catapults passed through Verona and drew King Marcus and his force of 42,500 infantry, 95 boulder launchers and 65 guns near the town of Sirmione in Lombardy. With the scouting edge and numbers, these opportunists were blitzed. None returned with their leader (Kawaii Parur) to Wyrst. Months later in May 1414, the main Styrian army accompanied by Cottinoni and the rebel Veronans crossed the Alps with 54,000 cavalry, 27,000 infantry and 20 rock tossers. Their combined arms completely demolished Marcus' troops at Riva del Garda. Marcus fled to Liguria while the invaders occupied themselves pacifying Lombardy and Savoy during the remainder of 1414. Orazio was on his way home, securing Switzerland.

In September of 1415, the Styrian force crossed the Ligurian Apennines and met Marcus with 48,500 newly trained cavalry at the Passo Del Giovi. The Styrians had the edge in numbers, in cavalry and leadership, but Marcus' troops were well trained and were fighting at home. Two stalemates were achieved in two successive months. Finally in late October, Cottinoni vacillated and withdrew to Savoy with 19,500 cavalry. The Styrians however weren't counting on Cottinoni to decide their battle. Their general Eghed had already established himself as the best tactician. With 18,000 Republican war-horse, he charged and vanquished King Marcus' 10,000 knights. Marcus lived yet to guard the 70 foot walls of Genoa. Eghed smiled madly and did what many hordes have done in other Lords Campaigns, assault! All 16,000 Styrian cavalry rammed into the ramparts of Liguria's capital and knocked themselves silly. In their daze, the archers found it easy to pick them off. It took weeks thereafter to clear out all the dead bodies but Eghed's disfigured corpse was preserved - to be placed in the Museum of Oddities.

It wasn't over though. Cottinoni remained in the Po Valley and was on hand to greet Orazio's ragged force of 45,000 cavalry, 18,500 infantry just down from the Alps at Terme, April 1416. Cottinoni couldn't stop Orazio despite their low morale and all the Veronans were slain even their rebel leader. Left as the only force on the field, Orazio's 52,000 trotted to Verona, occupied the region and celebrated their great fortune. However, Venice's 80 foot tall ramparts were left untouched. There just wasn't the time nor firepower to besiege the lagoon port by the coming of winter.

**THE ROMAN CATHOLIC CHURCH**Peter III, *Bishop of Rome, Vicar of Christ, Servant of the Servants of God, Supreme Pontiff on the Universal Church*

DIPLOMACY: none

As warfare wracked the North of Italy and in Moldavia, Pope Peter II decried its prosecution:

"Peace! Come on, Peace! Stop fighting - Love each other. Peace! Time out. Take a deep breathe, count to ten and think about what you are about to do. Peace! Peace!"

None would listen to the anguished pleas of the Pontiff. Peter II died in 1416 believing his reign to be a total failure.

Ozu, Kiev and Paris gained abbeys. For his work in Russia, Gropius was canonized as Saint Lavorn of Kiev. A cathedral will be built for him as soon as the Church can arrange the work crews. Tarantum gained a monastery. The construction of churches failed in Barcelona and Reggio. Gold trains were sent to the Baltics, Crimea and Ireland. Papal influence grew in England and Crimea. Scholarship was encouraged in Baltica, Saxonia and Thery. Cardinal Driest traveled to Jutland and was not seen again.

**Eastern Europe**

Mercs: 30mc, 10mi

**THE REPUBLIC OF STYRIA**Victor Charotsi, *Grand Doge of Trangau*

DIPLOMACY: none

To drive the Italians out, Victor requested to the Graf Council that a mass consecration be held. The populace of Trangau turned out in great numbers. Trangau's walls were strengthened. 50,000 new troops were trained. Mercenaries were even hired in Wylst. The main body worked to secure Tyrol, the homeland. It wasn't necessary, the Ligurians departed.

"Now", growled the Grand Doge, "battle will be brought to Liguria."

But things weren't going as was optimistically planned. The Ligurians had a reserve force at home which reacted against the elder general Kawell Parur and the mercenaries. Kawell was beaten. Lombardy wasn't secured. Troops were lost climbing through the Tyrolean Alps.

Eghed, known for his deformed body (and yet an excellent field commander) and Cottinoni of Verona destroyed King Marcus's army and gained a foothold. After pacifying the entire Po Valley (Savoy toppled easy and the city defenses of Pavia were torn apart), Eghed attacked Liguria. He ran into tougher than expected resistance but eventually won. He would have been okay if he didn't assault Genoa's walls. After that it was all over. Cottinoni fell fighting Orazio in Lombardy. Verona rebelled even as it was attacked by the Ligurians.

The Styrians had shot all their slugs into the Ligurian beast. There was no soldier left to spare. Sadness overcame the Republic. All were in shock. Amazingly enough, the country held together in these evil times behind Victor Charotsi.

**THE DUCHY OF SWABIA**

Losing both Swabia and Switzerland, Sancelade and the government to the Italians, Duke Mi Terran was left with only the wooded territory of Alsace with an army of 20,000. Mi Terran just doesn't have the clout to compete with the big boys anymore. So Alsace is neutral now, willing to listen to any offers.

**THE NORDIK KINGDOM OF THAERY**Brant, *King of the Danes*

DIPLOMACY: none

Brant paid some keen attention to the Styrian-Ligurian war. He seemed a little put off by the results, but his army was consolidated just in case. Prince Stevan was told to marry pagan. He went to Hordaland and made a deal. The trick didn't work (it might better work in low resistance lands). He went home and married a Christian girl. Pottava grew to 7 GPV.

**THE GRAND PRINCIPALITY OF WARSAW**Casil Boshnik, *Great Prince of Warsaw*

DIPLOMACY: Pinsk(hs), Turon(hs)

The Poles didn't take the Psechulen threat seriously and paid dearly for it. The Crimeans plus the Zaporozhie army (combining for a total of 84,500 cavalry, 20,000 infantry and 5000 sappers) attacked Moldavia early in 1414 and completely wiped out the Warsaw army of 47,000 cavalry, 23,000 infantry, 1500 longbow archers at the meadows of Tovzen. Without an army, the Poles were defenseless (They've got nothing to worry about on the western border). So with impunity but moving slowly, the Crimeans conquered Moldavia and Goryn. The Psechulen navy snuck up through the Russian Rivers into the Baltic Sea to pillage Kassubia and sack Danzig. Survivors made their way to Kuyavia to appeal for pity. Casil who had some trouble making friends with heathen tribes came home to panic and grieve. Fortunately Kiev did not revolt, and the country was expecting the worse now.

Radom was built in Sandomir (on the way to Cracow's ruins in Bochnia) and a road was constructed connecting Radom to Warsaw.

**THE KINGDOM OF THE BALTS**Ivano II, *King of Baltica, Prince of Novgorod*

DIPLOMACY: Kalfin(a), Kaluga(f)

On the coast of Latvia (and not 50 miles inland) was built Parnu. Baltica's newest port. Papal cash was used to keep the new town rat free, gnat free and fat free. Vladimir was stricken with the 'choke' and died grasping his neck. It must have been a vengeful spirit (Don't tell the priest that). Prince Ivan got the army all together under his command. He became Ivano II honoring his ancestor. Kalfinin listened to Boris Tchulna for lack of better entertainment (or conversation).

**THE BALTIC PRINCIPATE ON THE VOLGA**Nikolai Yaekusk, *Prince of Kubishev*

DIPLOMACY: none

Nikolai defended and he did that very well. (applause) Thank you. Thank you... (more applause). Oh hold down the applause. (cheering) Thank you. Thank you. (hoots, applause) You didn't have to throw flowers did you? (the roar gets louder) Thank you. Thank you. Folks, please (applause drowns out the voice) Thank you. Thank you. (The announcer pulls out a gun and fires a couple of times) Now sit down, I want to write the Dihaj entry (The chamber hall empties real fast). Ah, thank you. Kubishev expanded to 3 golden things and Suvar rebelled at the suggestion of Tagaktu and his 27,000 man cavalcade.

**THE DIHAJ HOST**Tagaktu, *Mighty Servant of Allah*

DIPLOMACY: Suvar(t)

Work began to build the city of Tagaktu. The Khan was most pleased. Our psychic seer having seen the future has divined that the next city shall be called, 'Maniak'. Khanlet Maniak thought it all hocus pocus but he can't wait until he the boss in any rate.

**ASIA****The Middle East**

Mercs: 20mc, 20mi, 10ms

**THE PSECHULEN ROMAN EMPIRE**Maximilian Psechulen, *Imperator Romanus Orientalis, Despot of Crimea*

DIPLOMACY: none

Maximilian having beaten Abydos armies took his army and that of Thaddaos the Zaporozhian and invaded Moldavia (to the sounds of Front 242), preventing the Poles from rebuilding Odesa. The Psechulen force won big and zeroed out Poland's mobile army in the process. Under the lead of Gargotis and Thaddaos, Goryn was overrun. Since Thaddaos wasn't able to get back to Zaporozhie by the end of 1416, he rebelled with Zaporozhie going neutral.

Aliophimo came back from his naval expedition with plunder from the Baltic shore. Much of it was worthless junk, but it was free as far as his sailors were concerned. Cherson was fortified (with iron).

**THE ROMAN EMPIRE OF ABYDUS**Theopilos Comnenus, *Imperator Romanus Orientalis*

DIPLOMACY: Rhodoe(f)

The Romanians worked domestically to rebuild their hurt pride after the Crimean debacle. Theopilos wasn't pleased about developments in the north for he had wanted to establish overland trade with the Warsaw Principality. Stone masons began making measurements and cleared the way a little for the construction of a highway from Corinth to Heraclea. Islam's attack against Isauria led to a cessation of trade. Psidia has become isolated.

**AL RAHJETALUDEMIRAT**Ibn Mohammad, *Emir of Asia*

DIPLOMACY: none

Things were looking up for the Asia Arabs. That 'buffer state' mentality was sure hard to erase though. The Caliph gave them Isauria.

**THE DAR AL ISLAM - ARBILIQ CALIPHATE**An Nasir, *Kalfat Rasul Allah, Commander of the Faithful*

DIPLOMACY: Georgia(ea)

Ishak Hafiz with 29,500 infantry (reduced to 27,000 crossing the type-2 mountains) attacked Byzantine Isauria and sword pointed the residents there in the direction of Mecca. Administration of this territory was granted to the Rahjetaluds and the garrison was lent to him for this purpose. Ishak Hafiz remained in the area and because An Nasir didn't want him home. Trade with the Abydos Empire ceased over the incident.

In a second effort, Alkaq was built in Luristan and farmers were settled all around the wondrous new city. This time nothing would stop this cultivation process. Other stuff got built. A shiny new avenue from Niksar to Timova. More buildings in Sarid (3 GPV), Siffia (3 GPV), Baghdad (5 GPV) and Antioch (7 GPV). Some of the devastation brought on by the Near-Pox was fixed up. There were a rash of murders in Palestine, Crete, Candia, Lebanon, Raqqah, Bandar and Siraf. Police investigators have deduced that the Black Tower had been wiped out by a rival gang.

**THE KAHINDARID SHAHDOM OF NISHAPUR**Shivar Al Kahindar, *Shah of Nishapur*

DIPLOMACY: Dasht Kavir(ea)

Kahindar didn't like living in Ray so he moved down road to the wealthier estates of Nishapur (expanded to 4 GPV) and took the government with him. 'The Shahdom of Nishapur' the new letterheads read. Kahindar died and willed his entire fortune and real estate to Shivar, his son.

**THE GHORID SULTANATE OF AFGHANISTAN**Bayezid, *Sultan of Afghans*

DIPLOMACY: no effect

Tukharistan wasn't interested in closer unification with a civilization. All they wanted was to herd their goats in peace. A city wouldn't hurt.

**India**

Mercs: 10mwe, 20mc

**THE HARAYUK RAJPUT EMPIRE**Rupika Isanavara, *Khan of Khans, Master of Kauna*

DIPLOMACY: none

Isanavara with the huge army that on one seemed to be afraid of marched to Tirhut and wrested control of the territory and then military converted the lot of

them (including Benares) to Hindu. Isanavara considered a campaign against the Maghachans but he knew his governmental limitations and reeled his troops where he was at. Invest in BL!

#### THE SANTANU KINGDOM OF GOBLIGUK

Yippeee! I get to slag another nation that no one plays. Sholalita II died. Sholalita III died. The Santanu dynasty is extinct. The cities of Surashtra and Kutch are independent municipalities. Mongo is nowhereville too.

#### THE CHALUKYA KINGDOM OF BANAVASI

Chalukya Saivehesa

DIPLOMACY: Madurai(a), Vengi(fa)

The Banavasi Maharaja wanted a tiny but wealthy nation. That didn't stop the Madurai from alliance. They brought their snakes with them (GM note: Snakes are reptiles that don't have legs).

#### THE SAVUSENA KINGDOM OF MAGHADA

Savusena Ahonga

DIPLOMACY: none

The Savusena lost Tirhut but kept all their marbles. Pretty metal tokens piled up in the capital. Ahonga's son Ribonasamatangadowadidonana died because he ate a poison rutabaga.

#### THE IVASH ORISSA KINGDOM

Jayapala II, *Lion Lord of Orissa*

DIPLOMACY: none

Jayapala wrinkled his nose in disgust. "Why must I ram my head against that Pynmana jerk juggernaut alone? Where are those armies Burma promised me?"

Jayapala advanced to occupied Assam and waited and waited and waited some more. Then he died. Jayapala's son Jayapala II just came of age in 1413. Jayapala II is eager to do even more waiting if that's what it takes for the Assam Kingdom to implode.

#### THE ASSAM KINGDOM

Pynmana the Unbeatable

DIPLOMACY: none

Someone wants to kill Pynmana. Why would anyone want to do that? The populace is getting listless and unruly.

#### South-East Asia

Merces: 20ml, 10mw

#### THE REALM OF BURMA

Hkonmaing, *King of Burma, Maharaja Myanmar*

DIPLOMACY: none

Lots of famine relief came in too late to help out the victims. Prince Jamanawli took pity on his people's plight and starved himself to death.

#### THE VIET VICEROYALTY OF MAKASSAR

Zhen Shing, *Viceroy of Makassar*

DIPLOMACY: none

Zhen Hia, Czín Rish, a bunch of elite soldiers and some Mahayana Buddhist colonists colonized the city of Srivijaya and rejoined the city with the region of Lampung. Zhen Hia was killed in a rickshaw accident. Shing, his brother, became Viceroy.

#### THE BAJAH PIRATES

Koturako

DIPLOMACY: none

The Bajah met their expenses raiding Sarawak. They sailed into the Penanjung Wan and attempted a raid against Viet Phan Rang. The Viet didn't let them get away with anything. Koturako's nation withdrew to the Riouw Sea and set up a pirate's cove at Bangka.

#### China

Merces: 10mec, 10mei, 10mew

#### THE DAI VIET GUO

Triang, *Wang Dai Viet*

DIPLOMACY: none

North Court Duke, Quoi Udon, made a return trip to Kwa to attack the Golden Portals of the Serpent Queen as part of the Mahayana Buddhist colony of Kwa. The natives were crushed by elite forces and everyone went home. Triang's cobweb covered alarm gongs sounded when the Bajah appeared off the Mui-Ca-Mau citadel. He rushed Phan Rang and foiled the sea barbarians with his 70,000 professional cavalry. Rice was shipped to the malnourished Burmese.

#### THE HIDDEN DRAGON OF CHEKIANG

Quan Zinco, *Celestial Emperor of Chekiang*

DIPLOMACY: none

The Dragon looked for more bandits but all they found were the typical loner crooks and highwaymen. Jao, Yixing, Chienkang and Kwangchou were cleaned up with tiled streets and underground sewers.

#### THE CIAO CHINESE KINGDOM

Wolai, *King of the Northern Prefectures*

DIPLOMACY: Wuhal(fa, joined rebels), Tsingfeng(ea, became rebel homeland), Anshan(t), Bandoa(ea)

The Ciao kept the quality of life high for the city dwellers. The two diplomats, Lung Ciao and Quoi Ciao gained new allies for the Kingdom in the east and west frontiers. In 1416, Hiagian no longer lived in the surface world. After the burial, his son Wolai took over. The new King was seen as a weakling which encouraged some ambitious generals out there to take a stab at rebellion. One such loony was Lung Ciao who proclaimed the Ye Kingdom, changing his name to Lung Ye. He seized Tsingfeng, Wu Hai and Kansu. Wolai was much more clever than his subjects thought would be, gaining control of most of Cathay using the road system. Quoi Ciao telegraphed his support from the Korean prefectures. Of all the client states, only Ningxia and Parhae repudiated their tribute payments.

#### THE YE GUO

Lung Ye

DIPLOMACY: Tsingfeng(hm)

All the cards are stacked against him, but Lung Ye is willing to beat the odds.

#### THE RAMAIL HORDE

Shukhol Khan

DIPLOMACY: none

Just to make things interesting, a new horde has appeared in the Mongolian steppe. The horde of Remail only have 50,000 cavalry.

#### THE NIHON EMPIRE

Tenno Sutoko, *86th Emperor of Nihon, Descendent of Amaterasu*

DIPLOMACY: none

The Empire dusted off their shovels and began city and wall improvements everywhere. Ketenharo, Miyazaki became 3 GPv. Kozukara is 2 GPv. Kumamoto sprawled to 4 GPv. To the northlands (in anarchy again), Hokkaido's pastures are cultivated.

#### THE ESTATE OF AKATA

It's not me. It's the dice. They want to kill all the NPC's and now there's even more of them. Dachimosa died and there was civil unrest. Mutsu and Nigata are neutral.

#### Pacifica

Merces: 10mi

#### THE EMPIRE OF THE STORM

Fire Between the Fixed Stars, *Storm King, Emperor of the Middle Kingdom*

DIPLOMACY: none

More ships carried sea shells to the capital and sent feather jackets to the south. Otago became 2 GPv and was colonized to a (2/4)OP region. The sky cord is getting cold.

#### THE DARK LAND OF AAFX

Ruveras Shadowsinger, *Holy Sahnus of the Akettu, Master of Kabbadi*

DIPLOMACY: none

The Shadowsinger discovered the joys of the didgeridoo. Unfortunately all these minotaurs kept showing up. What's a warlock to do?

#### THE VAKAS IMPERIUM OF THE AKETTA

Vakas Lomaradu, *Sorcerer-King of the Aketta*

DIPLOMACY: Pechua(fa), Mungo(c)

With nothing to do, the 'saved' NFP got more and more reckless. Chebo's passing was noted by some with a little bit of loss. Lomaradu became king at a young age.

## THE NEW WORLD

### THE THIRD VISIT OF THE VOLGARS THE GREAT DEATH UNLEASHED (1416-?)

Chowan spirit walkers predicted that Volgar visitors would come in greater numbers bearing even more wondrous things than was brought before. Barack, the old sea chief, set the great navy of 410 cedarwood galleys to patrol along the Labrador coast. If any more Sunhair Volgars arrived, Barack would greet them. What you believe it? Come they did in the Spring of 1416. About 60 cogs and longboats arrived from an overseas nation. The Chowan fleet surrounded the newcomers. With hand gestures there was some communication. Barack wanted to see the leaders. They were two men. An old

man dressed in bright red robes who deferred to the bearded warrior decked in loose yellow/black garb wearing a steel sword. The old sea chief, Barack, wore a regal feather bonnet, tanned doeskin and a bearhide cape. The strangers offered gifts of various unknown devices but the ivory elephant trinket caught Barack's eye. Barack indicated that the Sunhair Volgars were not free to go. They must accompany their fleet and pay homage to their great sachem, Massapagua. So all the ships sailed south and docked at Pasquotank, the capital of the Chowan Empire.

The Volgars were welcomed as esteemed visitors. The leaders dined with the Chowan Sachem Massapagua in his great hall. The strange sailor crew were occupied outdoors in various festivals and sporting events. The Volgars brought "fire water" and sang loud songs. The Red Man was the most intriguing of the Volgars. He grasped the language fast and soon conversed to the people about a dead god who became a powerful spirit. And then the sickness began as summer came to a close.

It grew worse as the autumn progressed and spread. By winter, it was a disaster. Almost everyone died, but not the Sunhair Volgars, with their gadgets and gods. The Chowan Chief came to be fond of the new visitors and finally on his deathbed worshipped them. He did not even considered them to be the cause of the sickness.

"Brigham", the dying sachem gasped, "Grant us peace in the underworld. Lead my people to safety..."

And the Massapagua was dead as was his sub-chiefs Barack and Wart, his government, everyone who mattered, except his son who was adopted by the old Red Man and was given the name Peter. About 90% of Chowan's population died. Pasquotank became ruin, almost all the regional public works were lost. The army and navy became pitiful remnants. The Death spread by pathway and road to Catawba, Cheraw, Monacan, Powhatan and Delaware, killing thousands. Tawba in Delaware was no more.

Affected regions found solace in the new religion the Volgars brought, Roman Catholicism. Catawba, Cheraw, Monacan, Powhatan, Delaware and Chowan region all became RC on the map. Brigham Grikuvinder the Dane became the chief of the Chowan and Cardinal Andrew Drieti became the elder medicine man. The New World, as ravaged, will never be the same again.

### The Grand Massif

Mercs: 10mi, 5mc

### BONNY KINGDOM OF MERCAIN

Angus II, *Elder King of the Land, Sword of the Vanished Tribes*

DIPLOMACY: Huron(ea), Sesquehanna(fa)

When Angus heard of the destruction of Chowan because those Volgar strangers were taken to Pasquotank, the king was heard to mutter, "The vengeance of the Ancestors have wrought its pain on this vanished land. The Eire Sidhe have come for us!"

Fortunately, all trade connection with what has replaced Chowan was cut. Micmac left ungarrisoned, rebelled.

Cavalry Count: 28 years.

### THE CHOWAN SUPREMACY

Its head cut off, the Chowan survivors have thrown themselves at the mercy of the newcomers who teach a kind and compassionate God. Much of the nation yet unaffected fell under the influence of the Smoke Dancers. Santee, Creek, Okawaha and Timuca became neutral.

### THE BLESSED COUNTRY OF KORNLAND

Brigham Grikuvinder, *Jarl of Kornland, Sachem of Chowan*

Cardinal Andrew Drieti, *Vicar of the New Land*

DIPLOMACY: Powhatan(f), Monacan(f), Delaware(f), Cheraw(f),  
Chowan=Kornland(hm), Catawba(f)

Even with the death and mayhem, the fields of Chowan remained in tillage growing endless rows of maize. It was a blessed sight and inspired the name of their new land. Brigham Grikuvinder became the chief and allowed his men to intermingle with the Skaering women. Chowan is now called 'Kornland' on the map.

Cavalry Count: 28 years.

### THE HOPEWELL CONFEDERACY

Snow Fox

DIPLOMACY: Quapaw(nt), Kaskinapo(f)

Work began on a road that would span from Wilkesboe to Forty Port. The first leg to Saginaw was only partially completed. Snow Fox returned home from Micmac and counted 2.8 million souls in his confederacy.

Cavalry Count: 28 years.

### LAKES WYOMING OF ILLINOIS

Little Moose

DIPLOMACY: Sangamon(fa)

"Now how are we going to get the Kickapoo to accept our name for their city."

"We will use the Gargulalator!"

A seven foot hulk walked into Kickapoo and began to cast his spell... "Joy Juice...You like it.... Joy Juice.....Its goooooood.....Joy Juice....Joy Juice...Joy Juice...."

Soon in monotone voice, the easily distracted Kickapoo began to chant, "Joy Juice, yum-yum, Joy Juice, we like, Joy Juice, Joy Juice..."

So the city of Joy Juice was completed in Kickapoo and the Gargulalator was put back into the box. Little Moose was most pleased.

Cavalry Count: 28 years.

### THE SMOKE DANCER CULT

Talking Rock, *Chief of Atakapa*

DIPLOMACY: Taposa(fa), Texas(f), Choctaw(f), Muskogee(nt), Caddo(f),  
Atakapa(hm), Yamasee(fa)

In the western lands of old Chowan, words of the newcomers and the Great Death that accompanied them spread, forcing the hands of the Elder Chiefs whom had hid in secret awaiting their chance for redemption. Soon what was concealed was in plain view. There was no Chowan anymore. Their army was gone. Their chief was gone. Their tax collectors were gone. The World was coming to an end. The Elder Chiefs spoke of it always. The people knew their liberty was at hand, but a great price.

The Smoke Dance once banned was practiced every day. First in Ayoel then in Simplex, soon spreading to all the old Atakapa lands - the chanting, the fires, the smoke. Pilgrims gathered around the Elder Chief of the land, Talking Rock, who kept the old ways pure.

"Be brave my people. We have endured long years of bondage," he boomed, "Now that we are free, our greatest test is yet to come. Be ready, for Atakapa will survive and be all the greater for it."

The Smoke Dance has reclaimed Taposa, Texas, Choctaw, Muskogee, Caddo, Atakapa and Yamasee for the Ayoel chief. Influence is felt in Chitimacha and Tunica.

Cavalry Count: 28 years

### The Rocky Sierra Cordillera

Mercs: 10mi

### MANITOWISH EMPIRE (Raccoon Lodge)

Spiderboat, *Master of the Manitowish Empire*

DIPLOMACY: Tautin(aw, made pt, rebelled later), Shuswap(aw, made pt, later pacified), Nez Perce(c, lost)

Five Elks, after a failed diplomacy in Tautin got in an arrow fight with the locals. After defeating the hostile Tautin, the region was made a protectorate. A battle also occurred in Shuswap with the same end result. In Chelan, Manitowish carpenters built the city of Moosehead.

In 1416, Five Elks and White Tree died leaving two baby sons. This was not to the liking of the war chiefs. Both Spiderboat and Crows Loud declared themselves emperors and their rivalry between each other broke the Empire in half. Crows Loud from Klamath gained everything south of the Oregon River: Kalapuya, Tolowa, Klamath, Yurok, Pomo, Patwin, Yokuts, Serrano and Chumash. Spiderboat, the always ignored lieutenant, overthrew the guardians of Beaver Dam and Clear Bush and took for himself Chehalis, Chelan, Chemakum, Kelowa, Shuswap, Comox and Kwakwaka. Esselin and Tautin rebelled. Shuswap tried to revolt but was crushed by the garrison army. The claims on Nez Perce and Yakima went forfeit. The Empire that Pelican built was now in Civil War.

Cavalry Count: 64 years.

### MANITOWISH EMPIRE (Spotted Owl Lodge, Klamath)

Crows Loud, *Master of the Manitowish Empire*

DIPLOMACY: none

Crows Loud has most the land but lack the great treasury which Spiderboat has captured.

Cavalry Count: 64 years.

### THE POPOCELOTL KINGDOM

Acolahuacatzin, *King of the Smoke Jaguars*

DIPLOMACY: none

The postal road from Papasukaro to the Tarahumaran highlands was completed. The extension to Altata began to be worked on. Chaco and Snaketown grew to 5 GPv. Tonto is up to 2 GPv. The frontier posts were defended against the Smoke Dance and the doom that spawned it.

Cavalry Count: 48 years

### OAXACA

Altiztan, *King of Oaxaca, Lord of the Maya, Master of the Otomi, Leader of the Quetzal World, Emperor of Mexico*

DIPLOMACY: Nicarao(f)

As usual the heir Altiztan was to be in the far south when his father Chiconatl died. Two cities were built: Nicarao's port of Log Town and Icazix inside of Kekchi.

Cavalry Count: 64 years

### South America

Mercs: 10mi

### PARAIBA

Courage, *Chief of the Paraiba*

DIPLOMACY: none

Mass shipping was constructed at the many ports of Paraiba. Araceta and New City grew.

**TUPINACOBIA**Beerfrog, *Top Tupi Tribesman*

DIPLOMACY: Choroti(t)

Green Gill Fold built merchant ships designed to emulate the colorful lowland butterflies. To simulate the insects, cloth 'wings' of many colors were rigged on poles. Sea hands have noticed that these wings would catch the wind causing the sea boats to move too fast, and out of control. Beerfrog scrapped the idea until Tupinamba's warship QR become 5.

**THE INKA EMPIRE**Coxcomb VIII, *protector of many crunchy grains and nuts*

DIPLOMACY: none

Much public works were built all over the place. Choco was getting too set in their ways.

Cavalry Count: 76 years

**THE MAPUCHE**Cito, *King of the Mapu*

DIPLOMACY: already friendly!

The postal road was nearing completion. A second payment was delivered north for those 'big shorthair llama'. Of Finced's many children, one had already died. His name was Frosty, the youngest son. Frosty melted.

Cavalry Count: 96 years

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**ISI RANKS of Campaign 10**

Brackets around name means you owe me money.

Any delinquency of \$5.00 or more drops you from the game.

Rk	Country	MSI	ITV	Player	Phone #
<b>Lord of the Earth</b>					
1	Islam	337	42	David Salter	703-926-6076
<b>Emperors</b>					
2	Aethiopia	313	39	Charles Hickok	717-599-5603
3	Almoravid Andalus	312	39	[Mike Work]	pennsylvania
4	Chekiang Dragon	276	43	[Bret Bruhn]	503-623-1001
5	Roman Catholic Church	212	9	Thom Ryng	206-752-3923
6	Abydus Empire	202	25	Peter Morzinski	706-689-7896
7	Norman Saxonia	201	33	Bill Rakowski	410-483-9635
<b>Monarchs</b>					
8	Nordik Thaery	195	29	Miljenko Mervic	610-783-6187
9	Ciao Cathay	186	28	Jeremy Shorr	214-231-8756
10	Vietnam	174	24	Warren Bruhn	916-757-1874
11	Nihon	168	17	Sean Harding	612-721-9511
12	Iest North Africa	150	14	Wilson Haieh	206-329-9598
13	Inka	139	27	Steve Cameron	610-352-3126
14	Oaxaca	115	10	[George Shrake]	602-829-1384
15	Gharid Sultanate	112	12	Jim Benhke	301-946-1582
16	Styria	111	13	[Ed Allen]	213-550-8859
17	Liguria	109	13	Ed Peterman	619-579-5244
18	Great Zimbabwe	107	12	Jack Wagner	602-890-0395
19	Great Warsaw	104	9	Brian McDonald	612-431-3897
20	Baltica	101	12	Dennis Doubek	602-820-4314
<b>Dukes</b>					
21	Bantu Congo	94	20	Ted Kaminski	608-253-9231
22	Popocelot	93	8	John Millsaps	801-484-7429
23	Mercain	92	14	[Daryl Kohlhoff]	608-356-3279
24	England	90	13	Evan Fortney	minnesota
25	Harayuk Kaumaj	79	13	Robert Kohn	909-787-7781
26	Fulani	79	10	John Bogan	new jersey
27	Paechulen Crimea	77	3	Paul Naddeo	206-582-7946
28	Paraiba	71	9	Sam Ullmann	412-683-3349
29	Rahjetahud	68	6	open for a player	3.25/turn
30	Hopewell	66	11	Bob Nardone	302-836-2978
31	Makassar	62	13	Roger Truitt	209-584-3989
32	Chalukya Raj	61	5	Jim Frodiani	707-942-5201
33	Manitowish (Klamath)	59	7	open for a player	3.25/turn
34	Empire of the Storm	57	9	Quien Lauang	arizona
35	Tupinamba	56	8	Terry Teelin	608-356-6837
36	Togo	55	9	[John Neibich]	arizona
37	Manitowish (Chemakum)	54	8	Craig Kurumada	707-822-8045
38	Burma	50	8	Chuck Monson	206-522-1779
39	Nishapur	50	7	Pedro Samperio	california
<b>Counts</b>					
40	Vakas Imperium	44	10	Masami Hamasu	japan
41	Smoke Dancer	41	4	John Schmid	pennsylvania
42	Dihaj Host	41	2	Josh Mehl	412-922-0168
43	Mapuche	39	5	Vince Daniel	delaware
44	Orissa	38	4	[Charles McGovern]	206-329-9311
45	Lakes Wyoming	37	7	Mike Scholl	316-342-4335
46	Ye Guo	31	3	open for a player	3.25/turn
47	Bornu	27	2	Mike Vavala	302-658-5161
48	County of Connaught	24	1	Kyong Kwon	california
49	Kornland	23	2	open for a player	3.25/turn
50	Volga Balts	20	3	[Corey Snow]	washington
51	Ramail Horde	19	0	open for a player	3.00/turn
52	Assam	19	1	Chris Wayne	505-883-8727
53	Bajah Pirates	18	0	open for a player	3.00/turn
54	Tuluka Sakalava	18	1	open for a player	3.25/turn
55	Aaxx	17	1	Mark Meisner	520-795-5739
56	Maghada	17	3	open for a player	3.00/turn
X	The Gamemaster			Thad Plate	602-952-8929