



Turn #65

Industrial Stage Zero: The Medieval Era
1420 Anno Domini

Next Turn's Orders Due: **Friday, 8 December 1995**

ANNOUNCEMENTS

Outpost Areas and Non-Seafaring Conduits: After the running of Turn 65 that is this turn, 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].

Thanksgiving Break: I will take a week break for Thanksgiving. I have tried getting turns done on that weekend but it just doesn't work out. It is better to take the time out. Enjoy your dinner and the rich bounty of this wonderful land of ours.

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 50 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/csdcdir/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. 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).

Wanderers' Web page is maintained by Chris Cornille 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. 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 Dumnigan, 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 105. Openings: RITK, Cape, Serpent Mound, Zuni, Hanseatic League

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

Lords Eleven: Turn 23 came out last week. Openings: Senyavin, Aoteron

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 approximately 2800 regions. Turns out every week. Turn 4 already completed. Openings: Kreyosk, 17 free personages

Lords Twelve: Eric Miller, 5655 Greenridge Road, Castro Valley, CA 94552 (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) 581-8543 7pm-10pm MST m-f. Hasn't started yet. Turns are counted from 1400 A.D. at the dawn of Renaissance.

Cruenti Dei/ Tarbyr & Pribian: Thom & Bev Ryng, 1435 North Pearl #2 Tacoma, WA 98406. 206-752-3923. Turn 22 for Tarbyr. Turn 7 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

The Emirat activities were suspended.

THE KINGDOM OF BORNU

Onumbap

DIPLOMACY: none

Maldon was bitten by a tse-tse fly. He got real sleepy. Days later Onumbap was crowned king. The kid needed a regent.

THE KINGDOM OF GALAM

Tuhimbo

DIPLOMACY Galam(home), Susu(f)

In the forests of Galam of Susu, there was an uprising. Tuhimbo took command of those forces.

THE SUPREMACY OF TOGO

Juguntala, *Supreme Oba of Togo*

DIPLOMACY: Marampa(nt), Mossi(a)

Asohma died but left no children. He was only 19. His uncle Juguntala took his chance, seized power at Accra. Togo turned cultivated by design. There was a famine. All cities lost gold value.

THE BANTU KINGS OF KONGO - Benin Faction

Ebola, *King of Ba-Congo*

DIPLOMACY: none

With all those troops, Ebola proclaimed himself 'King of Kongo' and gained the support of Benin, Douala, Ife and Igbo.

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

DIPLOMACY: Uige(nt)

Mirawa trusted Ebola too much with the troops. Ebola rebelled, igniting a civil war. A city was built in Lui, Lubango.

East Africa

Merces: 10mi, 10mw

THE GREAT ZIMBABWE

Five Twin Jackal, *Immortal Ancestor of the Zimbabwe. Chief Zimbabwe Royal*
DIPLOMACY: none

Five Twin Jackal began to write down his plans for his scheduled death next turn. There was going to be one heck of a party.

THE TULAKA RAJ OF SAKALAVA

Vshuhapa II

DIPLOMACY: none

There was an increase in bird activity. No cause for alarm - yet.

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

DIPLOMACY: none

In the warm plains of Ain Farah, Wau was built by the Aethiopian Lion. Kefa, who mocked the kingdom for generation was invaded by Prince Natenil and were force-fed Coptic Christianity. Dahangeo is getting infirm these days. He won't last much longer. Suakin has cultivated fields all over.

EUROPE**Western Europe**

Merces: 20mc, 20mi, 10mw

THE SULTANATE OF IESTNahdaf, *Sultan of Mahidia*

DIPLOMACY: none

Tunis in Kabilya and Marsala in Sicily with harbors to the Bay of Tunis were rebuilt, again. Iest grew to 6 Gpv.

THE COUNTY OF CONNAUGHT

The Duich packed up their things, loaded their ships and went away. Connaught, Lienster, Munster and Ulster have become neutral.

THE NORMAN KINGDOM OF ENGLANDAired, *King of England*

DIPLOMACY: none

Aired the new King at Helsten is the late Eric's second son. Albert died in the flu outbreak that killed King Eric. There had been a famine. London, Helsten and Ipswich all dropped to 6 Gpv (Hull, however, grew to 7 Gpv).

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

DIPLOMACY: Maine(fa), Auvergne(ea), City of Cherbourg(a)

Prince Vill, son of the King, married a Cherbourg princess as part of the alliance deal by Ferrault. Vill then had many children. A royal road was built from Angers to Paris. Barcelona grew to 8 and Sete got to 7 Gpv.

THE ALMORAVID EMIRATE OF ANDALUSIAMarwan II the Everlasting, *Emir as Sevilla*

DIPLOMACY: Takrur(fa)

Ancient Marwan padded his troops with goose down. Simurz protected the south, where a royal road was built from Dokhla into the Timiris wasteland. Leaders kept dying in Malta. Senegal is cultivated from an agricultural project.

THE LIGURIAN KINGDOM OF ITALYOrazio, *Rex Lagobardum*

DIPLOMACY: Apulia(c), Calabria(nt), Romagna(nt)

As Ligurian troops were poised to kill the Styrians, Pope Peter III intervened and told them to stop. Reluctantly the warring parties were brought to the peace table. A deal was struck. The frontier could be adjusted to pre-war border except that Styria must surrender their rights to Switzerland and Swabia in exchange for 100,000 sovereigns, to be paid at a future date.

Local mercenaries were hired anyway to restore Ligurian rule of Savoy (The Styrians abandoned their garrison already) and help Prince Orazio. The addition of siege troops enabled Orazio to actively besiege (to hell with this

passive siege stuff) Venice while King Marcus blockaded the port. The Venetians were unable to deal with the battery of advanced Ligurian siegeworks and surrendered in six months. Marcus spent the remainder of his time paying visits to the southern principalities. He died in 1490.

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

DIPLOMACY: none

A deal brokered at Milan (Treaty of 1417) by Pope Peter III put an end to at least one war. Visconti with some ships sailed to investigate what happened to the Mac Duich of Connaught. He then attempted to follow them and got as far as Iceland. The remainder of the navy used all the Russian rivers to protect the Volga Balts from the Dihaj and other hordes. This Holy Fleet was called the "European Defense Force/Russia" Monasteries were built at Reggio and Kiev. Abbeys founded in Valladolid, Pinsk, Pereaslavl and Poltava. Education funds were sent to Tyrol, Baltica and Dania. Financial aid assisted both Baltic princes and the Crimeans (Even though the Crimean pursue then war).

Eastern Europe

Merces: 30mc, 10mi

THE REPUBLIC OF STYRIAStefan Charofsi, *Grand Doge of Trangau*

DIPLOMACY: Alsace(t), Bavaria(ea)

Peace kept the Styrians alive, and the Charofsi in power (and Ed Allen in the game. He's the only player still with the same nation since turn 0). Victor was happy to be alive. The young Doge Stefan snuck out of Savoy and smartly moved of Alsace. Alsace was the linch-pin that connected Burgundy/Champagne to the rest of the country. Victor died at the age 52 in 1420.

THE NORDIK KINGDOM OF THAERYBrant, *King of the Danes*

DIPLOMACY: no effect

Vigo grew to 3 Gpv. The Jutland army remained on alert but were less anxious about the southern wars.

THE GRAND PRINCIPALITY OF WARSAWDevin Boshnik, *Great Prince of Warsaw*

DIPLOMACY: none

The Poles stood by when only 17,000 Psechulens attacked Cherven and made them a protectorate. Chernigov and Lyubbech, now geographically separation, were raided by the Crimean navy using the Russian rivers. Casil Boshnik died and willed his Kingdom to Devin. Devin should be unaffected by the shock of defeat that drove his father into oblivion.

THE KINGDOM OF THE BALTSIvano II, *King of Baltica, Prince of Novgorod*

DIPLOMACY: Kalinin(t), Muscovy(nt)

Ivano II sent Boris Tchulna with half the army to defend the offspring Volga state from the threat of Tagaktu.

THE BALTIC PRINCIPATE ON THE VOLGANikolai Yaskusk, *Prince of Kubishev*

DIPLOMACY: none

Support from the Papacy came in the form of financial assistance. Military support came from the mother country. The Dihaj were wise not to mess with Roman Catholics. Nikolai thought it was keen that other countries care more about his country than he did.

THE DIHAJ KHANATManak, *Mighty Servant of Allah*

DIPLOMACY: Vabot nomads(a)

Tagaktu longed for the wide open steppe. He remembered his grandpa's stories of the old days. So both Khan Tagaktu and Khan-boy Manak assisted by 44,500 cavalry and 500 'token' sappers (They slowed everyone down) herded off into the great yellow-green yonder -right into the hands to the infamous Blublog! The Blublog weren't so hostile this day. Their numbers had been decimated a bit by the Black Death. They let the Dihaj pass. The Vabot, a small tribe of 9500 warriors who inhabited Irysh, Ob, Siber, joined the Host and became Muslims too. The Silnorak weren't interested. No mobile tribe lived in Tarhain nor Aral'sk. It was a glorious last fling. The troops griped over the discomfort of travel and the bloody sappers. By the winter of 1420, they all arrived at Yayik. By then, Tagaktu died and the nomadic way of life had come to an end. The Dihaj whether they like it or not, have joined the roster of civilized nations.

ASIA

The Middle East

Merces: 20mc, 20mi, 10ms

THE PSECHULEN ROMAN EMPIRE

Maximilian Psechulen, *Imperator Romanus Orientalis, Despot of Crimea*
DIPLOMACY: Zaporozhie(nt)

Max kept up his relentless assault on the Poles. The Pope even seemed to support his cause despite the anti-warfare rhetoric coming out of Rome. The Despot took 20,000 cavalry and forced tribute from the heathens of Pinsk but lost 3000 men doing so. With a very bad supply line, he attacked Cherven. No army contested his presence just the local gentry who objected to having to pay tribute to a foreign king. The navy pillaged all towns and cities of Lyubbech and Chernigov along the banks of the Dnepr. Miko Silche brought home much treasure to fill the usually bare treasure rooms. The money was depleted paying off Thaddaas of Zaporozhie.

THE ROMAN EMPIRE OF ABYDUS

Romanos V, *Imperator Romanus Orientalis*
Kleopatra, *co-Empress of the Roman Empire*
DIPLOMACY: none

Theopilos built the city of Novroma and moved the imperial government to the citadel built at its center. Novroma itself was heavily walled. Theopilos died in 1420. His son Romanos V was only 7, too young to rule. An aunt, Kleopatra, became co-Empress and controlled family affairs at the impregnable new palace. Constantinople grew to 3 Gpv. Phrygia came back.

AL RAHJETALUD EMIRAT

Ibn Mohammad, *Emir of Asia*
DIPLOMACY: none

Abdul the stupidest general around went to Phrygia with 13,500 soldiers. He thought he could convert the region military, but then again his mind was a void. The local resisted Abdul and chased him out with shovels and pickforks. They have reverted to Abydos control. Any further move now would spark an international incident.

THE DAR AL ISLAM - ARBILIQ CALIPHATE

An Nasir, *Kalifat Rasul Allah, Commander of the Faithful*
DIPLOMACY: Georgia(a)

Ishak Hafiz left Asia with the troops to let the Rahjetalud figure out how to conquer regions on their own. Basra, Siraf, Siffia, Baghdad, Antioch, Adana and Acre grew. The numbers are 7, 3, 4, 6, 8, 9, and 10 as ordered. Trade with Rahjetalud was restored. Kuwait was subjected to an agricultural project. Slavery was abolished and major slave holders were compensated with cash.

THE KAHINDARID SHAHDOM OF NISHAPUR

Shivar Al Kahindar, *Shah of Nishapur*
DIPLOMACY: none

The Shah was busy doing military maneuvers.

THE GHORID SULTANATE OF AFGHANISTAN

Bayezid, *Sultan of Afghans*
DIPLOMACY: Ushrusana(ea)

Mizani grew to 3 Gpv. Ghazni got up to 2 Gpv.

India

Merces: 10mwe, 20mc

THE HARAYUK RAJPUT EMPIRE

Rupika Isanavara, *Khan of Khans, Master of Kaunaj*
DIPLOMACY: none

Rupika's force was reinforced by Nayakaditya's infantry and new siege machine to total of 47,000 cavalry, 7000 infantry, 2900 ballista. The Maghadan army of 4000 was defeated utterly. Their army fled to Patna which fell to siege. After the Sanusena treasure was impounded, Isanavara forced Maghada to convert to Hindu. There was plenty of incentive to do so. I rolled revolt checks for Punjab, Multan, Sukkur and Gujarat but none of them rebelled. I'll try again next turn.

THE CHALUKYA KINGDOM OF BANAVASI

Pulakesin IV
DIPLOMACY: Madurai(f)

Savehesa gathered all the troops and died in his own home.

THE SAVUSENA KINGDOM OF MAGHADA

The conquest of Maghada, the fall of Patna ended Savusena's empire. Ahonga died in the siege. Bihir is neutral waiting for Orissa to do something.

THE IVASH ORISSA KINGDOM

Kunara V, *Lion Lord of Orissa*
DIPLOMACY: none

Jayapala II died young. His brother Kunara rules.

THE ASSAM KINGDOM

Pyinmana the Unconquerable
DIPLOMACY: none

Pyinmana sat there and did nothing. There was a botched attempt to break in to the treasure room. It failed but the next attempt succeeded. 22,500 cavalry and his old rival Hkonmaing crossed Samatata. Initially they attempted to suggest that Pyinmana surrender. Pyinmana laughed and rallied his 500 infantry and 2 tribes to resist these evil Kwa. The army was wiped out the tribes were slaughtered Pyinmana had 95 warships handy which he used to sail to the Gtsang port by way of the Brahmaputra. Hkonmaing captured the treasury then left Samatata. Manipur rebelled but the rest of Pyinmana's Kingdom remains defiant. There was a famine. Lhasa was reduced to 4 Gpv.

South-East Asia

Merces: 20mi, 10mw

THE REALM OF BURMA

Hkonmaing, 'The Old General', *King of Burma, Maharaja Myanmar*
DIPLOMACY: no effect

Hkonmaing defeated Pyinmana again but Pyinmana escaped. After taking the treasure and declaring Samatata to be a part of Orissa, Hkonmaing's cavalcade departed for home. Lacking an heir, Hkonmaing declared Nakrap to be prime minister and 'son'.

THE VIET VICEROYALTY OF MAKASSAR

Zhen Shing, *Viceroy of Makassar*
DIPLOMACY: none

Czin Rish with his elites crushed the pacified Jambi and settled friendly in their place. His elite force returned home by 1420.

THE BAJAH PIRATES

Someone tried to kill Koturako but the assassin's bullet flew wide. The Bajah were strapped for cash and sailed the Riouw Sea looking for money. While raiding Barat, 250 Vietnamese elite warships surprised the 300 barges. 120 ships were captured the rest were sunk. The tribesfolk scattered and Koturako died. The Bajah are no more.

China

Merces: 10mec, 10mei, 10mew

THE DAI VIET GUO

Yan Tao, *Wang Dai Viet*
DIPLOMACY: Lampang(c), Korat(nt)

Triang sent his elite navy to confront the Bajah pirates since they no longer can be ignored. Lord Quoi Udon did catch the 'sea gypsies' along the coast of Barat and defeated them in a swift sea/beach battle. Having done his duty, Quoi Udon returned in Tonkin to revel in his victory. Yan Tao became King when Triang died. Two new cities were founded: Warim Chamrap along the Mekong in Surin and Bao Chau, Hainan's port Thanglong grew to 9 Gpv.

THE HIDDEN DRAGON OF CHEKIANG

Quan Chunzhu, *Celestial Emperor of Chekiang*
DIPLOMACY: none

Zinco passed away at the age of 56. He had been Emperor for 40 years.

THE CIAO CHINESE KINGDOM

Wolai, *King of the Northern Prefectures*
DIPLOMACY: Wu Hai(fa)

Fi 'Ciao' with 19,000 infantry, 10,000 cavalry, 10,000 mercenaries and 5000 sappers left Hopei and marched against the Ye. The Ye leader had already been killed. His successor put up a stand in Tsingfeng with 5000 heavy cavalry. They were overwhelmed and Tsingfeng was pacified. Kansu and Wu Hai were restored to Ciao control. Pei Huang was attacked by a horde of 81,500 cavalry.

THE YE GUO

Lung Ye died early in 1417. His son Lung Kuma died in battle. The rebellion was cruelly put down.

THE RAMAIL HORDE

Shukhol Khan

DIPLOMACY: Rangusi Tribe(a)

The Rmail wandered around the steppe until 1420 when they came out of the Gobi desert to cross Ordos to attack and loot Pei Huang.

THE NIHON EMPIRE

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

DIPLOMACY: none

The Japanese guarded their country and exported comedians to the mainland.

Pacifica

Mercs: 10mi

THE EMPIRE OF THE STORM

Wild River, *Storm King, Emperor of the Middle Kingdom*

DIPLOMACY: none

Stormbringer grew to 8 Gpv. Fire Between the Fixed Stars died. His death was marked by a Dance of Fire ceremony. Land forts were built everywhere.

THE DARK LAND OF ANX

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

DIPLOMACY: Tir-ar-Dha(f)

Something was done to keep the Tir-ar-Dha happy.

THE VAKAS IMPERIUM OF THE AKETTA

Vakas Lomaradu, *Sorcerer-King of the Aketta*

DIPLOMACY: none

There was a terrible famine. There were too many cities and not enough farmland. Init's growth to 3 Gpv fell back to 2 Gpv.

THE NEW WORLD**THE THIRD VISIT OF THE VOLGARS
THE GREAT DEATH UNLEASHED (1416-?)**

The Wall of Death spread by road and path into Sesquehanna, Cayuga, Yamasee, Chatot and Choctaw, Chitimacha, Atakapa, Taposa, Tunica, Texas and the Karankawa. The Smoke Dance Country was completely overwhelmed. Danish influence spread disease to Santee, Creek, Okawaha, Timuca and Calusa. Tuca in Timuca no longer exists. There was opportunity for the Death to spread overseas but it didn't catch.

IMMUNE: Kornland, Smoke Dance, Duich

The Grand Massif

Mercs: 10mi, 5mc

THE COLONY OF DUICH

Pytuthi Mac Duich

DIPLOMACY: none

Mac Duich's mad plan came to fruition as half the fleet he set off with made landfall at Vinland late in 1420. So far there has been little contact with the native.

HONNY KINGDOM OF MERCAIN

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

DIPLOMACY: none

Duncan grew to 8 Gpv. Everyone else returned to Abenaki and held tight. There was an outbreak of measles in Sesquehanna and Cayuga. Even with the danger, trade started with the Kornish.

Cavalry Count: 24 years.

THE BLESSED COUNTRY OF KORNLAND

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

Cardinal Andrew Drieti, *Victor of the New Land*

DIPLOMACY: Santee(f), Creek(f), Yamasee(f)

Grikuvinder and his army visited Santee and Creek, exposing the locals to the Death and got the survivors to convert to Roman Catholic. They then visited Yamasee. The Death had already visited the land but they went friendly and Catholic as well. Kolomoki no longer exists.

Cavalry Count: 24 years.

THE HOPEWELL CULTURE

Snow Fox

DIPLOMACY: none

Kansa was released by Snow Fox and then that land and Onate were raided by Blackhawk and 24,000 fighters. Chitimacha was consumed by the Death and then was lost to the Smoke Dance and their strange new religion. All agents sent there to stop this eventually died of sickness. Wapi had been completely destroyed and Chitimacha is now a wilderness. Trade continued with the Smoke Dance anyway despite the risk. Potawatomi rebelled for they didn't want to join Wyoming.

Cavalry Count: 24 years.

LAKES WYOMING OF ILLINOIS

Big Elk

DIPLOMACY: Sangamon(f), Potawatomi(nt)

Another (doomed) city was built in Sangamon. This would get these steppe dwellers friendly at last. The Sangamon city was called Alton and it had docks along the Mississippi. Little Moose died of the shivers.

Cavalry Count: 24 years.

THE SMOKE DANCER CULT

James Talkingrock, *Chief of Atakapa*

DIPLOMACY: Chitimacha(f)

Smoke Dance Leaders to prevent being subverted by the Kornish Dances or other Volgars adopted their religion, Roman Catholic. Caddo, Chatot, Muskogee, Taposa and Yamasee rebelled. Atakapa, Choctaw, Texas converted though and Chitimacha joined them. The Death snuck like a hammer. Ayoel, Biloxi, Redka, Kolomoki and Wapi were obliterated. There are no cultivated regions left. Yamasee, Texas, Chitimacha, Choctaw and Atakapa name became wilderness. The government at the ruins of Ayoel was devastated. Not much was left.

Cavalry Count: 24 years

The Rocky Sierra Cordillera

Mercs: 10mi

THE MANITOWISH EMPIRE

Spiderboat of the Raccoons, *Master of the Manitowish Empire*

DIPLOMACY: not a chance

The Empire didn't have to defend themselves. Blacksih practiced 'talking to a stone wall' in Shuswap. The garrison in Shuswap is already friendly (though the region is pacified and is out of the diplomacy loop). Kwakiutl is cultivated.

Cavalry Count: 60 years.

THE MANI EMPIRE OF KLAMATH

Crows Loud of the Spotted Owls, *Master of the Manitowish Empire*

DIPLOMACY: none

The war didn't come from the North, it came from the West. Some 23,500 Mogollon warriors who survived the journey over dry uninhabited desert and rough mountain passes raided Serrano in 1419. They ducked into Esselin and settled there.

Cavalry Count: 60 years.

THE LAND OF NEW TARAHUMA

Axolici

DIPLOMACY: Esselin(home)

The Mogollon army was led by King Acolnahuacatzin and Axolici of the Tarahumar. When Acolnahuacatzin died, Axolici refused to accept Zactalac and king, and being in such a distant new land, proclaimed himself his own boss. A Native Amerind nation was established in Esselin. All 23,500 warriors joined him they didn't want to cross the desert again.

Cavalry Count: 60 years.

THE POPOCELOTL KINGDOM

Zactalac, *King of the Smoke Jaguars*

DIPLOMACY: none

As a gesture to help Spiderboat or an opportunity to rob and steal, Acolnahuacatzin and Axolici gathered 29,000 men and prepared for an extended trip to a distant land. Crossing barren desert killed 3000 including Wauhom who was on a 'secret' mission. Crossing the Sierra Nevada claimed another 2500. Those who survived enjoyed plundering in Serrano but time was Acolnahuacatzin's enemy. He died in 1420. All contact with the army was lost. As for as Zactalac was concerned, they're gone for good. He better raise new troops or suffer internal unrest. The Death crossed into Karankawa. Tuzigoot has been completely wiped out. Trade was cut off with the Gulf Naitons. Cora and Tahue were let loose to go neutral.

Cavalry Count: 44 years

OAXACA EMPIRE

Atliztan, King of Oaxaca. Lord of the Maya. Master of the Otomi. Leader of the Quetzal World. Emperor of Mexico

DIPLOMACY: none

Gold was saved the university expanded. Trade was cut with Klamath.

Cavalry Count: 60 years

South America

Merces: 10mi

KINGDOM OF PARAIBA

Courage. Chief of the Paraiba

DIPLOMACY: none

Paraiba ignored everything.

TUPINACOBBA

Beerfrog, Top Tupi Tribesman

DIPLOMACY: Choroti(fa)

Xxog took on the neutral Chulu iwth 11,000 men and had a fight on his hands. There were 9000 who resisted him. The Chulu fell to 4000 men with 8000 Tupi facing them. After another melee this fell to 500 against 6500. So Chulu lost. But Chulu is not next to anything Peruvian.

THE INKA EMPIRE

Coxcomb VIII, protector of many crunchy grains and nuts

DIPLOMACY: Guanacane(c)

Atauara and Chimu gained many terraces and more irrigated land to grow edible plants.

Cavalry Count: 72 years

THE MAPUCHE

Cito, King of the Mapu

DIPLOMACY: none

The waves crashed the rocky shore. Cito was otherwise not busy.

Cavalry Count: 92 years

ISIRANKS 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 #
Lord of the Earth					
1	Islam	360	45	David Salter	703-426-6076
Emperors					
2	Almoravid Andalus	326	42	Mike Work	pennsylvania
3	Aethiopia	322	42	Charles Hickok	717-99-5603
4	Chekiang Dragon	276	43	Bret Bruhn	503-623-1001
5	Norman Saxonia	241	36	Bill Rakowski	410-483-9635
6	Roman Catholic Church	227	9	Thom Ryng	206-752-3923
7	Abydus Empire	216	26	Peter Morzinski	706-689-7896
8	Ciao Cathay	212	29	Jeremy Shorr	214-231-8756
9	Nordik Thaery	207	33	Miljenko Mervic	610-783-6187
Monarchs					
10	Nihon	177	17	Sean Harding	612-721-9511
11	Vietnam	174	27	Warren Bruhn	916-757-1874
12	Iest North Africa	152	15	Wilson Hsieh	206-329-9598
13	Liguria	141	17	Ed Peterman	619-579-5244
14	Inka	141	27	Steve Cameron	610-352-3126
15	Oaxaca	115	10	George Shrake	602-894-1384
16	Ghurid Sultanate	114	14	Jim Behnke	301-446-1582
17	Baltica	112	12	Dennis Doubek	602-220-4314
18	Styria	110	13	Ed Allen	213-350-8859
19	Great Zimbabwe	107	12	Jack Wagner	602-890-0395
20	Great Warsaw	100	10	Brian McDonald	612-431-3897
Dukes					
21	England	97	13	Evan Fortney	612-894-6812
22	Psechulen Crimea	95	3	[Paul Naddeo]	206-82-7946
23	Mercain	95	15	open for a player	3.50/turn
24	Harayuk Kaunaj	82	15	[Robert Kohn]	909-787-7781
25	Popocelotl	81	9	John Millsaps	801-484-7429
26	Fulani	78	10	[John Bogan]	new jersey
27	Makassar	72	13	Roger Truitt	209-84-3989
28	Paraiba	71	9	Sam Ullmann	412-883-3349
29	Rahjetalud	70	6	Mike Gibson	310-793-0223
30	Chalukya Raj	66	5	Jim Frediani	707-442-5201
31	Bantu Congo	64	16	[Ted Kaminski]	608-253-9231
32	Togo	61	9	John Neibich	arizona
33	Manitowish (Klamath)	59	7	open for a player	3.25/turn
34	Empire of the Storm	58	9	Quien Liuang	arizona
35	Burma	58	8	Chuck Monson	206-822-1779
36	Hopewell	57	8	Bob Nardone	206-836-2978
37	Tupinamba	56	8	Terry Teelin	608-356-6837
38	Manitowish (Chemakum)	55	8	Craig Kurumada	707-822-8045
39	Nishapur	50	7	Pedro Samperio	california
Counts					
40	Vakas Imperium	47	10	Masami Hamasu	japan
41	Dihaj Host	43	3	Josh Mehl	412-922-0168
42	Mapuche	39	5	Vince Daniel	delaware
43	Lakes Wyoming	39	7	Mike Scholl	316-342-4335
44	Benin Kongo	38	4	open for a player	3.25/turn
45	Orissa	38	5	Charles McGovern	206-329-9311
46	Ramail Horde	31	0	open for a player	3.00/turn
47	Kornland	28	2	[Scott Chatham]	503-685-9391
48	Boruu	27	2	open for a player	3.25/turn
49	Volga Balts	23	3	open for a player	3.00/turn
50	Smoke Dancer	18	1	John Schmid	pennsylvania
51	Tuluka Sakalava	18	1	open for a player	3.25/turn
52	Aanx	17	1	open for a player	3.25/turn
53	Mac Duck	17	0	Kyong Kwon	california
54	Assam	16	2	Chris Wayne	505-883-8727
55	New Tarahuma	14	1	open for a player	3.00/turn
56	Galam	12	1	open for a player	3.00/turn
X	The Gamemaster			Thad Plate	602-952-8929

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Ed
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