



Turn #66

Industrial Stage Zero: The Medieval Era

1424 Anno Domini

Next Turn's Orders Due: **Friday, 19 January 1996**

ANNOUNCEMENTS

New Phone Number: Since I must be in Prescott half of my time, I have a new number you can contact me on Saturday, Sunday, Monday and Tuesday morning. I have had to make some life adjustments this past month which explains why these results were slow coming out. Also it was the Holidays. I hope you had a wonderful Christmas and a great New Year.

Outpost Areas and Non-Seafaring Conducts: 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].

Counter Assassination: You can use your Intel Ops to perform Counter assassination (CA). The Rulebook says so. [7.2.3]

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/csudir/otedir/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.

Wanderers' Web page is maintained by Chris Cornelle at bob@isis.spa.umn.edu. I post newfaxes when I am able.

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 182.

Lords Two: Sean Harding, 2607 Humboldt Avenue, South, Minneapolis, MN 55408. (612) 890-5878. Turn 34

Lords Three, Old World: Colin Dunnigan, 5402 East Julia, Tucson, AZ 85711. (602) 881-1402. Turn 7

Lords Three, New World: Richard Ketcham, 3446 North Hills Drive, #258C, Austin, TX 78731-3183. (512) 343-6017. At turn 90.

Lords Four: Dave Salter, 7338 Rolling Oak Lane, Springfield, VA 22153. (703) 912-6076. Turn #34

Lords Eight: Neil Stokes, 1674 Juliet Avenue, St.Paul, MN 55105. (612)698-9270. Turn #4. Set at around 300 BC.

PLATE GAMES:

Thad Plate, 5333 East Thomas Road #215, Phoenix, AZ 85018. (602)952-8929 weekends. (520) 776-8462 weekdays. Fax Number (602)952-8075. eMail: thadplate@aol.com

Turns cost \$3.00 + 25¢ per BL.

Lords Nine: Set at Turn 106

Lords Ten: You're looking at it.

Lords Eleven: Turn 25

Black Empire, The Sea of Fear: Turn 6. Turn cost is \$2.50

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. Turn 2. (406) 892-3752. There are openings, you can still get in.

Cresental Del 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

Merca: 20mi

THE AKA MURRID EMIRATE OF FULANI

Kazm II, *Emir of the Fulani*

DIPLOMACY: none

Jamal died of illness without warning. His son Kazm II is the new emir.

THE KINGDOM OF BORNU

Onumbap

DIPLOMACY: none

Onumbap's not ready yet.

THE KINGDOM OF GALAM

Tuhimbo

DIPLOMACY: none

The Galamese had to deal with ambitious Moroccan types who wanted to take over their country. And they thought the Fulani was their enemy.

THE SUPREMACY OF TOGO

Juguntaia, *Supreme Oba of Togo*

DIPLOMACY: Ife(nt), Maramapa(ka)

A Togo leader was quick to enter Ife after it had rebelled from the Benin Kongo. Mossi's famous army of 14,000 men rushed to protect Ife from the southern Kongo expedition. The intruders were not in an attacking mode so there was no fight.

THE BANTU KINGS OF KONGO - Benin Faction

Ebola, *King of Ba-Congo*

DIPLOMACY: none

Ebola evaded assassination while spies were caught trying to cause a mutiny in his army. He rebelled though. Without the support money, non-essential governmental workers had to be laid off. A Boma faction army wandered around in Douala, Benin, Ife and Igbo but didn't have the nerve to actually attack. Ebola and his 38,000 men kept a steady eye on them. The Boma troops probably knew that they would lose if they had to fight.

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

DIPLOMACY: none

The civil war was considered a national emergency, but not an emergency enough to actually engage the rebels. Shabaz and his force of 10,000 regulars and 10,000 hired machetes wandered north Ebola's land on a scouting expedition. They didn't think violence would work at this time. Since the rebellion wasn't going to roll over and surrender to mere presence, they returned to Kongo no wiser.

East Africa

Merca: 10mi, 10mw

THE GREAT ZIMBABWELion's Claw, *Chief of Zimbabwe, Holder of the Five Twin Jackal Chair*

DIPLOMACY: none

"All right guys, get ready for this."

A pillar of fire erupted around Five Twin Jackal blasting his molecules to ash. A long haired adventurer decked in plaid wielding a claymore stormed into the palace.

"Where is he?"

"He just went up in smoke."

"Ha! The easy way out. Only one shall live..."

And the mysterious visitor left without a clue to his purpose.

There was a power struggle for the palace which Lion's Claw won. Since Lion's Claw hadn't any male children, Gristle Glim a distant cousin took over the heir's job. Outliver was executed for treason when it was all over. In the frontier, Xhosa rebelled. All word was lost from the garrison in Cape, but the rumors of their fate didn't sound pretty.

THE HAPUNDA RAJ OF SAKALAVA

Noie Hapunda

DIPLOMACY: none

The Tulaka king, Vishuhapa II was poisoned along with his loyal servants. A native Sakalava dynasty overthrew the Tulakas. Ihozi and Merintha quietly became neutral.

THE KRAKAS KINGDOM OF AETHIOPIANateril, *Ras Peranaba, King of Aethiopia*

DIPLOMACY: none

The Lion expanded five cities (Bur Sudan, Aseb, Kerna, Soba, Luxor, and Dongola), built a regal road from Luxor to Dongola and founded a new town in Kefa called Wando. Kordofan and Atbara became cultivated. Ben Unis died in 1424. Ras Peranaba's reign has begun.

EUROPE**Western Europe**

Merca: 20mc, 20mi, 10mw

THE SULTANATE OF IESTNahdaf, *Sultan of Mahidia*

DIPLOMACY: none

The city of Madiera was rebuilt along Murcia's coast. Iest grew to 7 Gpv. The Greek Abydos bought wheat biscuits for gold. The Almoravids sent them gold but the purpose was lost. There were tremors of rebellion in Egypt for the outlying area wasn't really connected to the Sultanate by a secure land route.

THE NORMAN KINGDOM OF ENGLANDAlred, *King of England*

DIPLOMACY: Dyffed(c), Gwynned(c), Lienster(hs), Connaught(hs), Ulster(c), Munster(c)

Having been left alone by continental powers, Alred began to talk to the other counts that ruled the backwoods of the British Isles. Sadly some of the Irish weren't pleased to see Lord Gerald.

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

DIPLOMACY: Auvergne(a), Cherbourg(f), Maine(f)

The Saxon Road network was boosted with a new route going from Orleans through Bergerac of Aquitaine to Toulouse in Armagnac. Another spur headed from Ile de France to Vermandois, and its city Soissons. In the south, work began on the link from Barcelona to Lerida. William III caught a cold in 1423 which he died from in 1424. He had a long reign. His son was coronated as William IV.

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

DIPLOMACY: Takrur(fa)

With the lack of border tension in Europe, the Moors looked for the far south for conflict - or potential conflict. If there was to be a fight, the Galam Kingdom seemed to be fair game. A fortress was built in Senegal (Osprey's Perch) which a city (Barr an Nihayi) encircled. The great Sudan Road got longer, going south from Timiris to connect the new city in Senegal and Dakar in Gambia. In support of the poor Dihaj folk, some gold was sent to Iest. Another leader died in Malta. Ancient ghosts are probably haunting the place.

THE LIGURIAN KINGDOM OF ITALYArturo, *Rex Lagobardum*

DIPLOMACY: Romagna(f), Calabria(f)

Orazio thought that Savoy was pacified even though it was listed as friendly on the stat sheet. After tilting a few windmills he went to Romagna and signed a feudal deal. The Apulians weren't thrilled to see him. Finally after some fishing, he died of dysentery. Marseilles, Livorno and Genoa grew in size. Genoa's walls were finally tom down.

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

Pope Peter personally plead for peace between the Poles and the Crimeans. It must have worked because neither side did anything this turn. A cathedral was built in Kiev city. A papal navy waited around to support the Baltic invasion of Dihaj, but there was no action on that front either. They sailed back to Kiev after it was all over.

In the North Atlantic, Visconti tried three times to break through the fog, icebergs and storms off Iceland. Each time he lost ships and had to go back. Treasure was sent to both Baltic Kingdoms.

Eastern Europe

Merca: 30mc, 10mi

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

DIPLOMACY: Alsace(a), Bavaria(fa)

The Styrians worked to improve their economy after the inconclusive war with Liguria. Wyst, Munich, Berlin and Citerione expanded. They had expected reparation payments from Liguria and aid from the Pope but neither came in.

THE NORDIK KINGDOM OF THAERYStevan Firehand, *King of the Danes*

DIPLOMACY: no effect

The Nordiks kept watch on the seas and land approaches to their domain, wearily searching for enemies. The pagans of Hordaland and Iceland were ever reluctant to join the Kingdom. The Church never bother to convert them.

The Hague grew to 5 Gpv. Kiel went up to 3 Gpv. In 1424, Brant passed away. Stevan is the new king.

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

DIPLOMACY: none

In spite of papal efforts, the war with Crimea was put on hold. The peasants are getting restless for no one is paying attention to them (and yet they still must pay taxes).

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

DIPLOMACY: Muscovy(ea), Prussia(c)

The first royal road in Baltica was built connecting Novgorod with Pskov. Ivano used Papal money to help fund this great project. Reval grew to 3 Gpv. In Kama Boigar, the war was put on hold lacking a good battle plan. When Boris Tchulina died, the troops went back to Viatka.

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

DIPLOMACY: none

The other Baltic kingdom expected Papal leadership in their war against the Dihaj. The Church was too busy in religious matters to deal with this temporal stuff. The gold the Pope sent them was used to improve the internal government.

THE DIHAJ KHANATManiak, *Mighty Servant of Allah*

DIPLOMACY: none

With some administrative details out of the way, Tagaktu was completed. The port on Taman was Dihaj's third city. All armies moved to Don and didn't care about the wailing Christians in the north. The Caliph sent aid.

ASIA**The Middle East**

Merce: 20mc, 20mi, 10ms

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

DIPLOMACY: none

Not much news here. The armies in Cherven were bored, and hunted the forests clean. It's safe to say that the Psechulens have lost their initiative in their war against the Warsaw.

THE ROMAN EMPIRE OF ABYDIUSRomanos V, *Imperator Romanus Orientalis*Kleopatra, *co-Empress of the Roman Empire*

DIPLOMACY: no effect

In the face of potential Rahjetalud aggression, the Abydos put armies on alert to defend their Asia possessions. Walls were built for Troy. The Chancellor John Colom died in 1424. A new one had to be found. A royal road was built connecting Corinth to Heradea. Vama and Constantinople grew.

AL RAHJETALUD EMIRATIbn Mohammad, *Emir of Asia*

DIPLOMACY: none

What is there to do?

THE DAR AL ISLAM - ARBILIQ CALIPHATEAn Nasir, *Kalifat Rasul Allah, Commander of the Faithful*

DIPLOMACY: Georgia(f)

Basra, Antioch, Adana, Baghdad, Siffa, Homs, Siraf, Niksar experienced population growth. A city called Mari was built in Diyala where an agricultural project was built to clear the forests. Money was sent to the Dihaj.

THE KAHINDARID SHAHDOM OF NISHAPURShivar Al Kahindar, *Shah of Nishapur*

DIPLOMACY: Gurgan(t), Tukharistan(t to Ghor), Uzbek(hs, had to be pacified)

Shivar's diplomatic tour was anything but successful. Gurgan degraded. Khokhand ignored him. The Uzbek attacked Shivar and his army even though outnumbered 7 to 1. The Nishapuri force crushed the regional army. One more sweet talk was attempted in Khwarzmi to no effect. With the Shah in Khiva, the distance made it easy for Arran, Zagros and Dasht Kavir to revolt and declare themselves independent.

THE GHORID SULTANATE OF AFGHANISTANBayezid, *Sultan of Afghans*

DIPLOMACY: Ushrusana(a)

A Kahindarid interloper had degraded Tukharistan's status within the Ghorid Sultanat. Bayezid was pre-occupied with the pleasures of the palace.

India

Merce: 10mwe, 20mc

THE HARAYUK RAJPUT EMPIRERupika Nayakaditya, *Khan of Khans, Master of Kaunaj*

DIPLOMACY: Jats(nt)

After decades of misrule, Isanavara died of lemon scented influenza. His son, Nayakaditya, was better at everything. He even just 'charmed' the Mongos of Jats into behavior modification. Now the Asia-Pagans will be good little tributaries just like everyone else. A postal road was built from Punjab to Khair pur by way of Multan city.

THE CHALUKYA KINGDOM OF BANAVASI

Pulakesin IV

DIPLOMACY: Surashtra(t)

Pulakesin had nothing better to do but colonize Kalinga to a (0/5) Hindu wilderness. He went to work trying to get a son born for bad things would happen if he didn't.

THE IVASH ORISSA KINGDOMKunara V, *Lion Lord of Orissa*

DIPLOMACY: none

It was too late for anything to be done.

THE ASSAM KINGDOM

Pyinmana's overtaxation of his last territories caused rebellions. He left the country in a hurry with the navy as Samatata, Gtsang and Tibet overthrew their Assam masters to become neutral. He went to Benares to seek solace in Buddhism. There he was accepted into the holy order. After three years of entreaties, the Buddhist abbot Kamasungi agreed to set up a mission in China. He would take Pyinmana and the navy along and do good deeds and spread the faith.

THE MAHIYANA BUDDHIST MISSIONKamasungi, *Abbot of the Relics*

DIPLOMACY: none

Kamasungi had plans to move to China, but a navigator wasn't found to find a good sea route to their destination.

South-East Asia

Merce: 20mi, 10mw

THE REALM OF BURMAHkonmaing, 'The Old General', *King of Burma, Maharaja Myanmar*

DIPLOMACY: Thaton(a)

Nakrap talked to the Thatonese but was rude to them. At least they agreed to better the alliance. It took maximum charm to do that. Mkonmaing finally had a son to replace those lost in war.

THE VIET VICEROYALTY OF MAKASSARZhen Shing, *Viceroy of Makassar*

DIPLOMACY: Ajeah(t), Johor(hs)

The diplomat Jakarta was chased out of Johor for wearing the wrong sash. The Perak then ignored him having heart of his boorish habits. At least Czin Rish took the time to understand the Ajeah. Singhasari, Srivijaya and Prambanan grew each to 7 Gpv.

China

Merce: 10mec, 10mei, 10mew

THE DAI VIET GUOYan Tao, *Wang Dai Viet*

DIPLOMACY: Lampang(a)

Prince Vung Tau married a lady from Lampang helping his uncle in his diplomacy job there. Warim Chamrap and Thanglong grew. Korat was let loose. Burma wasn't able to get to it.

THE HIDDEN DRAGON OF CHEKIANGQuan Chunzhu, *Celestial Emperor of Chekiang*

DIPLOMACY: Tungchuan(ta), Kedah(ea)

a great temple was built in Chienkang designed to be a shrine for Buddha. All it needs is a few relics.

THE CIAO CHINESE KINGDOMWolai, *King of the Northern Prefectures*

DIPLOMACY: none

The Ciao army finally moved against the Ramail barbarians. The horde was too much in turmoil to be on the move. Battle was met at Pei Huang in June 1421. The 25,000 elite heavy cavalry, 25,000 regular heavy cavalry, 30,500 elite light cavalry, 30,500 regular light cavalry, 11,000 elite infantry and 11,000 regular infantry (adding up to 153,000 units) fought 50,000 confused Ramail nomads. It was an easy victory. All horde forces were destroyed with the loss of only 5000 Ciao forces. Order was then restored in Pei Huang.

THE RAMAIL HORDE

The murder of Shukhol Khan early in 1421 plus the lack of money led the horde into a state of chaos. The Rungusi gave up on them and left, going back into the steppes of the north. In the summer, the Ciao Chinese came by and put them to sleep, permanently.

THE NIHON EMPIRETenno Sutoko, *86th Emperor of Nihon, Descendent of Amaterasu*

DIPLOMACY: Toyama(nt)

The Japanese guarded their coasts and land from any strife. The north was beginning to be reclaimed.

Pacifica

Merca: 10mi

THE EMPIRE OF THE STORMWild River, *Storm King, Emperor of the Middle Kingdom*

DIPLOMACY: none

Stormbringer, the great capital, grew to 9 Gpv.

THE DARKLAND OF AANXRuveras Shadowsinger, *Holy Sahdus of the Akettu, Master of Kabbadi*

DIPLOMACY: none

There was some action but not in Aanx.

THE VAKAS IMPERIUM OF THE AKETTAVakas Lomaradu, *Sorcerer-King of the Aketta*

DIPLOMACY: none

The almost to rot people were quited with public works in Taree. Maybe there won't be such bad famines.

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

Like tendrils on a vine, the death snuck into Hopewell and Mercain territory, killing without mercy. The Kornlanders and the Mac Duich also spread pestilence where ever they went. By the end of 1424, the entire Hopewell Confederacy had been afflicted.

The Grand Massif

Merca: 10mi, 5mc

THE COLONY OF DUICH

Pyuthi Mac Duich

DIPLOMACY: Wenro(f), Miami(f), Scioto(f), Michigamea(homeland)

The Duich left the Vinland beach early in 1241 into the slow waters of the St. Lawrence Gulf. Without encountering any native navies, they found a river which took them to an inland sea (Lake Ontario). Passage beyond Ontario wasn't possible due to a spectacular waterfall. So the colony abandoned their boats on the Cayuga bank and hiked inland. The 5000 cavalry and 1000 infantry followed the Niagara River to Lake Erie. There was an attempt to impress the Cayuga but they weren't biting. The Wenro were awestruck and converted to Roman Catholic and joined the Colony after many died of the deadly illness. The clan then entered Erie itself. There was no army to oppose them here. The Adenas all got sick, but they all got better within a week. The Irish weren't going to fight anyone this time so they left the natives alone. They took the road to Wilkesboo. There the natives welcomed them. The survivors converted to Catholic and surrendered the library to Pyuthi. Scioto also converted and joined the Colony like the Miami. Finally in Michigamea, the Irish met a Hopewell army but they didn't fight. The army died of smallpox and didn't trouble the Duich any more. A neo-Volgar uprising occurred in Michigamea which offered their full support to the Mac Duich. Pyuthi had found a home at last.

BONNY KINGDOM OF MERCAINAngus II, *Elder King of the Land, Sword of the Vanished Tribes*

DIPLOMACY: none

Angus figured the Duich wouldn't move but didn't guarantee that presumption. He gathered a force of 45,500 infantry at Katharine and shuttled them in two trips to Vinland. By the end of 1422 the army conquered the neutral Native-Amerind (Beothuk) land. There was no sign of the Eirs, however the Kornlanders had a similar plan. They landed on the opposite shore of Vinland in the summer of 1422 and encountered the Mercain when they were subduing the inland villages. Within one year all the soldiers and all the sailors except for Angus and a dozen lucky lads had died of the mysterious Death. Angus, without an army to back him up against the angry Beothuk tribesmen, fled to the shore and rowed his way to the Katharine. The whole exercise was a disaster - and the Mac Duich had landed in Cayuga and invaded Hopewell land.

The Death crept into the western territory. Algonkin, Huron, Mohawk and Wyandot were afflicted. Gwent, Manhattan and Massena have ceased to exist. Algonkin and Mohawk are wilderens again. Wyandot and Huron rebelled. Cornmeal was ported to Adena.

Cavalry Count: 20 years.

THE BLESSED COUNTRY OF KORNLANDBrigham Grikuvinder, *Jarl of Kornland, Sachem of Chowan*

DIPLOMACY: none

Brigham went to Vinland to investigate the arrival of the Ducks. He found geese mostly and lots of dead bodies. Since he didn't return home

there were rebellions. Catawba and Creek are newly independent.

Cardinal Andrew Drieti died in 1424 of old age. He was honored as a saint (though it is not official) as the Kornlanders made a holiday on his birthday. His office was left vacant for no one knew how to fill his red robe.

Cavalry Count: 20 years.

THE ADENA CONFEDERACY (Upon the Ashes of Hopewell)Snow Fox, *Great Chief of Adena*

DIPLOMACY: no effect

The continuing spread of the Pox Plague took its toll on the Hopewell. The germs took out Tobacco, Miami, Muskegon, Kaskinapo, Tunica and Osage. Volgar style visitors arrived in Wenro by land in 1422 and took over the province. They visited Adena in 1423 and all seemed lost but fate was kind to Snow Fox. First, the Irish didn't attack (which was their nature). Second, none died at Adana nor Erie from smallpox nor measles though they all got sick for a while. The Duich moved on, though, to steal away Miami, Scioto, Michigamea and the university. The cities of Wilkesboo, Forty Port and Nantikoke have been destroyed. The army of Blackhawk all died at Michigamea of this mysterious sickness. The public workers sent there died too. In addition of the Duich seizures, the regions of Chickasaw, Quapaw and Tunica rebelled. In all regions except Erie, Hopewell culture had been devastated. The survivors: Cherokee, Muskegon, Osage, Saginaw, Tobacco huddled around the power of Adena from where a new confederacy was established.

Cavalry Count: 20 years.

CHICAGOLAND

Waterfall

DIPLOMACY: none

So far the destruction and death had not yet affected the Wyoming even though the bugs could easily travel by lake and river traffic to Old Bluff and Chicago. Chippewa, Iowa, Missouri, Nameluni, Ojibwa, Potawatomi and Yanktonai were let go to relieve the pressure on the government. In 1424 Big Elk died. He had intended to make Huge Elk his successor but Waterfall, a lesser chief, didn't buy the plan and overthrew the young Huge Elk and drove the Moose-Elk family into exile. Waterfall quickly took over all parts of the nation except Ogoki which he didn't want. Waterfall made Illinois his homeland.

Cavalry Count: 20 years.

LAKES WYOMING OF ILLINOIS

Huge Elk

DIPLOMACY: none

Huge Elk took his homeland Ogoki, and two of the castoff regions: Chippewa and Nameluni in an effort to restore Wyoming pride. At least Huge Elk controls the fur trade which Chicago has lost.

Cavalry Count: 20 years.

THE SMOKE DANCER CULTJames Talkingrock, *Chief of Atakapa*

DIPLOMACY: none

The Smoke Dancers weren't active. No one messed with them either.

Cavalry Count: 20 years

The Rocky Sierra Cordillera

Merca: 10mi

THE MANITOWISH EMPIREOtterman of the Raccoons, *Master of the Manitowish Empire*

DIPLOMACY: none

Spiderboat died. Otterman is now chief. The Klamath were allowed to live another four years.

Cavalry Count: 56 years.

THE MANI EMPIRE OF KLAMATHCrows Loud of the Spotted Owls, *Master of the Manitowish Empire*

DIPLOMACY: none

The fog rolled in so that no one could see very far.

Cavalry Count: 56 years.

THE LAND OF NEW TARAHUMA

Tlapu

DIPLOMACY: none

New Tarahuma goofed off at their beach and poked all the sea anemones in the tidepools.

Cavalry Count: 56 years.

THE POPOCELOTL KINGDOMZactaloc, *King of the Smoke Jaguars*

DIPLOMACY: none

Concho, Karankawa, Mescalero and Tepehuan were let go. This may have stopped the spread of the Great Death. Wandering braves were hired in case of trouble.

Cavalry Count: 44 years

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

DIPLOMACY: none

Armies were demobilized to improve Texcoco's floating gardens. Atiztan's death led to the break up of the nation. The Huastec rebelled and took the northeast with them. The southerners were allowed to break away themselves with their own kingdom. The new king Ozomatlicno, Atiztan's brother rules Cuyutec, Maya, Nahuatl, Oaxaca, Popoluca, Quiche, Tarascan, Texcoco and Yucatec. Chontal is neutral.

Cavalry Count: 56 years

HUASTEPEC

Yechanox -

DIPLOMACY: none

The Huastec took Huastec, Omomi and Totonac.

Cavalry Count: 56 years

MANAGUN KINGDOM

Corumpi

DIPLOMACY: none

The Managun control lands Oaxaca gave up. With the capital at Log Town they own Achi, Boruca, Chiapas, Kekchi, Nicarao and Tepuztec.

Cavalry Count: 56 years

South America

Merca: 10mi

KINGDOM OF PARAIBACourage, *Chief of the Paraiba*

DIPLOMACY: none

The Death has a long way coming to this part of the New World, but Courage and his son prepared anyway.

TUPINACDBABeerfrog, *Top Tupi Tribesman*

DIPLOMACY: none

Abuse grew to 3 Gpv. Xxog picked up new troops in Tupinamba then waited for trouble in Parana.

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

DIPLOMACY: Guanacane(nt), Characa(c)

A trade pathway over the Andes was almost safe. The Mapuche were told not to sent money anymore.

Cavalry Count: 68 years

THE MAPUCHECito, *King of the Mapu*

DIPLOMACY: none

More money was sent to the Inka than they expected. The postal road from Dupont to Oic was done.

Cavalry Count: 88 years

eMail Addresses

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Bret Bruhn (Chekiang)	bret.bruhn@pi.com
Charles Hickok (Ethiopia)	cn43@aol
Charles Monson(Kwa)	guibert@aol.com
Charles McGovern(Orissa)	charles@wolfenet.com
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Thad Plate (Stratosphere)	thadplate@aol.com
Thom Rying(Pope)	DarkPenguin@eworld.com
Warren Bruhn(Vietnam)	wkbruhn@ucdavis.edu
Wilson Hsieh (Jest)	whsieh@cs.washington.edu

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 #
Lord of the Earth					
1	Islam	378	49	David Salter	703-926-6076
Emperors					
2	Almoravid	336	42	[Mike Work]	pennsylvania
3	Aethiopia	329	45	Charles Hickok	717-599-5603
4	Chekiang Dragon	294	43	Bret Bruhn	503-623-1001
5	Norman Saxonia	250	38	Bill Rakowski	410-483-9635
6	Roman Catholic	229	9	Thom Ryng	206-752-3923
7	Abydus Empire	226	27	Peter Morzinski	706-689-7896
8	Nordik Thaery	217	34	Miljenko Mervic	610-783-6187
9	Ciao Cathay	217	31	Jeremy Shorr	214-231-8756
Monarchs					
10	Nihon	188	18	Sean Harding	612-721-9511
11	Vietnam	184	28	Warren Bruhn	916-757-1874
12	Iest North Africa	158	17	Wilson Haich	206-329-9598
13	Inka	142	27	Steve Cameron	610-352-3126
14	Liguria	136	19	[Ed Peterman]	619-579-5244
15	Baltica	121	13	Dennis Doubek	602-820-4314
16	Ghurid Sultanate	121	14	Jim Benhke	301-946-1582
17	Styria	115	14	Ed Allen	213-550-8859
18	Great Zimbabwe	102	12	Jack Wagner	602-890-0395
19	Great Warsaw	100	10	Brian McDonaki	612-431-3897
Dukes					
20	England	95	12	Evan Fortney	612-894-6812
21	Psechulen Crimea	95	3	open for a player	3.75/turn
22	Oaxaca	87	7	George Shrake	602-894-1384
23	Harayuk Kaunaj	85	15	[Robert Kohn]	909-787-7781
24	Fulani	82	10	[John Bogan]	new jersey
25	Popocelotl	79	8	John Millsaps	801-484-7429
26	Makassar	79	15	Roger Truitt	209-584-3989
27	Paraiiba	78	10	Sam Ullmann	412-683-3349
28	Ibant Congo	76	16	[Ted Kaminski]	608-253-9231
29	Mercain	76	11	Daryl Kohlhoff	wisconsin
30	Rahjetalud	71	8	Mike Gibson	310-793-0223
31	Chahukya Raj	68	6	Jim Frediani	707-942-5201
32	Burma	66	8	Chuck Monson	206-522-1779
33	Togo	61	8	John Neibich	602-963-5908
34	Empire Storm	60	10	Quien Liuang	arizona
35	Klamath	59	7	open for a player	3.25/turn
36	Tupinamba	57	8	Terry Teelin	608-356-6837
37	Manitowish	56	8	Craig Kurumada	707-822-8045
38	Niabapur	53	6	Pedro Samperio	california
Counts					
39	Vakas Imperium	48	10	Masami Hamasu	japan
40	Dihaj Host	44	3	Josh Mehl	412-922-0168
41	Orissa	43	5	Charles McGovern	206-329-9311
42	Adena	42	5	Bob Nardone	302-836-2978
43	Mapuche	39	5	Vince Daniel	delaware
44	Benin Kongo	34	4	open for a player	3.25/turn
45	Chicago	31	5	Mike Scholl	316-342-4335
46	Boruu	27	2	open for a player	3.25/turn
47	Kornland	26	2	Scott Chatham	503-685-9391
48	Voiga Balts	25	3	Corey Snow	washington
49	Huastec	23	2	open for a player	3.00/turn
50	Managun	23	3	open for a player	3.00/turn
51	Mac Duck	21	1	Kyong Kwon	california
52	Smoke Dancer	18	1	open for a player	3.00/turn
53	Sakalava	18	1	open for a player	3.25/turn
54	Aanx	17	1	open for a player	3.25/turn
55	Lakes Wyoming	16	2	open for a player	3.00/turn
56	Galam	12	1	open for a player	3.00/turn
57	New Tarahuma	12	1	open for a player	3.00/turn
58	MB Primate	8	0	Chris Wayne	505-883-8727
X	The Gamemaster			Thad Plate	602-952-8929