LORDS OF THE EARTH

Basic Rulebook

A ***Throne Enterprises LLC*** Production

Lords of the Earth 6th Edition, Version 6.2.4
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Playtesting: A cast of thousands!

Thank you all!

DESIGNERS NOTES FOR THE 6TH EDITION

Welcome to the latest version of the primary rulebook for ***Lords of the Earth***. We hope that you will find this rulebook clearer, more accurate, more concise and more informative than the previous 5th edition. Many people, some of whom I have just thanked in the credits, have done a lot of work on it. This effort would not be possible without the enthusiastic support of the players and GM's who make ***Lords of the Earth*** the success that it is. We hope that the publication of this new rulebook will make things easier for everyone and contribute to the enjoyment that you derive from the game.

Enjoy!

Thomas Harlan

LORDS OF THE EARTH ON THE INTERNET

The main Lords of the Earth site can be found at:

http://lords.throneworld.com

The Lords of the Earth mailing list can be joined by going to:

http://games.groups.yahoo.com/group/LOTE-L

…and filling out the appropriate information.

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1.0 INTRODUCTION

Welcome to *Lords of the Earth*. You now hold in your hands an up-to-date rulebook covering the many facets of this historical game. The scope of the game itself is vast, covering a thousand-year period of human history, from AD 1000 to AD 2000. A single game of *Lords of the Earth*, played to completion, has been determined to take some twenty-five years. But, despite this daunting length, *Lords of the Earth* offers great play value, as the players' actions directly affect the future. Indeed, it could be said that even as players fight for the present they are also fighting to rewrite the annals of history, which will affect the future of an alternate time line.

1.1 How The Game Is Played

The basic sequence of a *Lords of the Earth* campaign is fairly simple. Each player submits to the Game Master (GM) a set of orders for their nation. The GM then resolves the actions, which are then summarized in a newsletter (the *Newsfax*), highlighting the major activities of all the world's nations. Finally, each player receives a copy of the Newsfax, and a status report, which details the status of their particular nation at the end of that turn. Using the information supplied in the Newsfax and the status report, the player prepares a new set of orders for the next turn to be submitted to the GM, thus completing the cycle of play.

Each Newsfax will note the deadline by which the next set of orders is due. If the GM receives orders after this deadline, the GM can process or not process the late orders at his discretion (usually not). This simple interaction is the core of the game system, but most of the enjoyment that players derive from play is from the interaction between one another. As a matter of fact, contact between the players is actually heartily encouraged, if not always necessary. Notes passed on by the GM, through direct mail, telephone, or email can make such contact.

1.2 A Note About Rule Implementation

This rulebook, and its companions, present the basic rules for a Lords of the Earth campaign. However, each player must be aware that their Game Master (in any campaign) may add, subtract or even interpret these rules differently from any other Game Master. This is their prerogative and right. Your Game Master will, however, inform you of any changes or interpretations that they make to the basic rules.

You should always consider your campaign's Game Master's word to be natural law.

1.3 Payment And Credit

Payment by mail should be sent by personal **check** or **money order** rather than as cash. At any rate, don't send it in coins or stamps! Those who wish to pay in advance for their turns may do so, thereby receiving credit for future turns. These credits are noted on the status report. This system is recommended as it saves the player the worry of having to scrape up every turn's payment, and it saves the GM the worry of possibly not getting paid! Players should be aware that if they are playing a nation and they do not turn in orders for that nation on a particular turn, they WILL be charged for that turn.

1.4 The Progression of a Turn

At the beginning of each turn the players consult their status reports and see how much money and manpower (Gold Points and National Force Points respectively) their tax collectors have squeezed out of the populace during the previous turn. The player must then decide how to allocate these assets to various projects and plans during the turn. These can be committed to building new cities, expanding old ones, building or extending roads, raising armies, improving the lot of the people, funding universities and many other activities.

The player then decides what orders to issue to their spies, their priests and their military commanders. Spies may ferret out the secrets of their neighbors, protect the realm from enemy spies, or attempt to suborn their enemies and cause their downfall through devious plots. The priests may spread the word of their god to foreign lands or crush the heresies of their own realm. The armies and their commanders may defend the realm or carry the brand of war against their neighbors, gaining the realm more land, people and gold in taxes or loot. So, too, can Leaders be sent out to negotiate with the neighboring princes and petty lords to try and get them to ally themselves with the player's nation, thus expanding their influence and power.

Once all of this is clearly laid out on the order form, the player sends these orders to the GM. The GM then collates, consolidates and resolves the actions. During this process, the Newsfax is written. Next, the GM updates the national statistics to reflect new construction, regions won and lost, and all investments. Finally, the status reports get any address and phone number changes and each player is sent a packet containing their status report, a copy of the Newsfax and any communications sent by other players.

1.5 Glossary of Terms

A large number of acronyms and terms are used in *Lords of the Earth* and in this rulebook. To make it easier for the new player to assimilate them, all of these terms are listed here, with short descriptions of their use and meaning.

- **Action Points (AP)**: the measure of both the capability of a Leader to perform actions and the cost of attempting those actions.
- **Actions**: the codification of possible activities that your national Leaders (Kings, Princes, Lieutenants, etc.) can attempt in a turn.
- **Agro**: a measure of edible foodstuffs produced or consumed by your nation in the course of a turn.
- **Base Port**: the home harbor of the MSP assigned to a trade route. This need not be the Port of Origin used for tracing the trade route.
- **Bureaucratic Level** (**BL**): a measure of the effectiveness and sophistication of your government. This rating also

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controls the number of Leaders that your nation can generate.

- **Cargo Points**: a measure of the capacity of a ship to carry cargo and the cost against that capacity of things to be carried.
- **Civil War**: the state of hostilities resulting from the split of a nation's Leadership into one or more factions. Often the result of a Dynastic Failure.
- **Control Radius**: a measure of the maximum geographic distance that your government can administer from the capital. This is in terms of Action Points. It is based upon your Bureaucratic Level and the Administrative capability of your King.
- **Control Web**: For Religious Primacies, Orders and Secret Empires (and Merchant Houses in the Modern Era) a Control Web consists of a chain of administrative control emanating from the organisation's capital. If any site is isolated from the others, it will degrade, eventually to be rendered useless. Action Range is the critical stat in maintaining the Control Web.
- **Dynastic Failure (DF)**: the unfortunate series of events that can transpire when the ruler of a nation dies and without a clear successor to their position. Often the precursor to a Civil War.
- **Game Master (GM)**: the moderator of the campaign. This hapless fellow gets the thankless job of consolidating player orders, processing the turn, answering a lot of questions and getting results out. In a sense, the 'god' of the campaign world.
- **Gold Point Value (GPv)**: the worth of a region or city in terms of Gold Points.
- **Gold Points** (**GP**): the basic monetary unit of the game, produced by taxation of controlled regions and cities and from trade with other nations.
- **Hands Off Trade (HOT):** Some campaigns use a new "Hands-Off Trade" approach to make life for the GM and the players easier. Fundamentally, the HOT system attempts to automate the process of adding and removing MSP routes by following market demand.
- **Infrastructure (Infra)**: a measure of the capacity of your national government to rule provinces and cities. The higher it is, the more provinces and cities that can be governed effectively.
- **Industrial Capacities:** a limit on the number of certain units and projects that can be built by a nation in any given turn. In the Middle Ages there is only one type of Industrial Capacity: *Intrinsic*, which is based on cities and trade centers and represents the number of *Heavy*-type combat units that can be built at that location and apply to *all* culture types.
- **Intel Ratings**: the capability of your nation to undertake various covert activities like gathering information about your enemies and attempting to murder their commanders (also called Espionage Ratings).
- **Leaders**: the various personages that serve as your representatives in the game world. You have at least a King that directly represents your will. There may also be various Princes, Lieutenants, Allies and Mercenary Commanders that work your will and carry out your orders.
- **Line of Communication**: A series of contiguous controlled land regions reaching from the national Capital to an outlying province. If the LOC is traced by sea, then it must go through a controlled, un-blockaded Port City before it may enter/exit a Sea Zone.
- **Merchant Shipping Points (MSPs)**: Representation of the actual trade ships used to move goods. Created by each Nation and Merchant House to carry their trade.
- **Nation**: the country that you rule. Described by a large number of descriptive elements like Religion and Social type, the Nation may comprise one or more provinces.
- **National Force Points** (**NFP**): a representation of the manpower available to the nation for building armies, colonizing regions and raising cities.
- **Newsfax**: a newsletter produced each turn by the GM that describes the public events that have occurred to each nation in the progress of the most recent turn.
- **Port of Origin**: The port through which you are tracing a sea-based Trade Route. It must then be able to trace a series of contiguous, controlled, land regions to the Capital.
- **Quality Rating** (**QR**): a measure, on a scale of 0 (worst) to the maximum per tech level, of the level of advancement of your military. QR's exist for each kind of unit that you can build in your military.
- **Region**: a geographic area used to control movement of armies and Leaders across the planet.
- **Status report (the Stat Sheet)**: description of the current state of your nation; its tax revenues, armies, regions and other attributes.
- **Years per Turn**: the number of historical years that transpire in the course of a single game turn driven by the highest open position Tech Level in play. In a Medieval Era game there are five historical years per turn.

1.6 THE RENAISSANCE AND BEYOND

This rulebook covers the period of the Middle Ages (from AD 1000 to approximately AD 1500) in our history. If you and your GM manage to hold on, your nations will eventually improve in technology until such time as they reach the Renaissance Era. At this time the basic mechanics of the game change slightly, a new **Modern Era** rulebook is available to you and the number of years per turn drops from five years per turn to four years per turn. As the game progresses the number of years per turn continues to drop as technology improves until such time as each turn is one month of time - a point probably reached in the late 20th Century.

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2.0 THE STAT SHEET

Each realm has a set of national characteristics that describe the state of that nation. What follows is a description of each of the national statistics. Due to a nation's numerous characteristics, a player can determine the makeup of a nation, focusing on the development of some statistics while all but ignoring others.

Please note that even GMs are not completely perfect. If there are differences between what you think the stats should be and what you see on your status report, do contact the GM either on your next turn's orders, or by phone to determine who is more correct. Chances are there will be some kind of mistake on your status report every turn so get used to it.

2.1 NATIONAL STATS

This section of the status report shows all the relevant statistics for your nation. Each of the entries are discussed below.

2.1.1 Nation Name

This is the official name of your Nation. This can be changed with some effort. Sometimes the official name is not in English but in the native tongue of the land.

2.1.2 Player Data

At the top of each status report there should be indicated the name of the player, the name of their nation, the player's contact information (address, phone and email numbers), and the current credit account (in dollars) available to that player. The player owes the GM money if the number of credits is a negative number shown in parenthesis like so: ($5.00), and should pay up with their next set of orders or they will be in danger of losing their country to someone who can pay the bills.

2.1.3 Nation Type

Nations can be of several general types in the Middle Ages period. The most common kind of nation is the *Open Nation*, which is an empire like those you read about in the history books. There are also *Primacies* (ruled by a Primate Religious Authority like the Roman Catholic Pope) and *Secret Nations* (like many religious cults or the Assassins of Alamut).

After a campaign has advanced to the Renaissance Period, a new nation type, the Merchant House, is introduced.

2.2 SOCIETY INFORMATION

The following stats describe the nation's societal makeup.

2.2.1 Culture Type

This label indicates the general make-up of your society. This qualifier has a profound effect on your nation; governing the kinds of units you can build, the revenues you gain from taxation and trade, and the extent of your realm. In the Middle-Ages there are five kinds of societies: *Civilized*, *Barbarian*, *Nomadic*, *Seafaring* and *pre-Columbian*. As the campaign progresses, more Culture types will be added.

2.2.1.1 Pre-Columbian

Pre-Columbian societies are those that, by the vagaries of fate and history, are denied certain tools of civilization: the horse, the wheel, metalworking. They can roughly be described as Stone-Age societies. These include all of the pre-Columbian American societies and those civilizations south of the jungle belt in Africa. Also, Australia and parts of Indonesia qualify.

Pre-Columbian tech levels range from 1 to 3.

2.2.1.2 Barbarian

Barbarian societies are those proto-states that are usually no more than a confederation of tribal groups under a war-Leader of some kind. They usually have much less developed agricultural systems, trade only in barter if at all, and use a hodgepodge of currencies (usually borrowed from Civilized cultures). Examples of this kind of society are the Vikings, the early Franks and other Germanic tribes, and many sub-Saharan African societies.

Barbarian tech levels range from 2 to 4.

2.2.1.3 Nomadic

Nomadic societies are also tribal groups, but where the Barbarian culture is relatively static from a geographic standpoint the nomad culture is in constant movement — herding the beasts that provide its economic base. The nomad does not have towns or cities and does not farm or tie himself to the land. Nomadic societies are led by councils or war-Leaders and guided by oral traditions. Examples are the Turks, the Mongols, the pre-Islam Arabs, and the Great Plains Indians of North America after the introduction of the horse.

Nomadic tech levels range from 2 to 4.

2.2.1.4 Seafaring

Seafaring societies are those formed around the pursuit of sea-borne commerce and travel. They have a well-developed economy and are very similar to Civilized societies, save that they generally encompass a smaller land area and are more affluent. Examples of Seafarer cultures are Venice, Srivijaya on Java, and the Polynesians.

Seafaring tech Levels range from 1 to 7.

2.2.1.5 Civilized

Civilized societies are agriculturally based, with an emphasis on city and town life and a well-developed trading economy, which has a monetary currency and a central ruling authority. Examples of Civilized societies are: the Byzantine Empire, Classical China, or Medieval France.

Civilized tech levels range from 3 to 7.

2.2.2 Societal Base

The Societal Base describes the fundamental formation of the society and the lines upon which the members of the society relate to each other and to the government that rules

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them. There are five types of Societal Base: *Fanatical, Caste, Clan*, *Feudal*, and *Open.*

2.2.2.1 Fanatical

In a *Fanatical* structure, there is some all-pervading sense of control. It may be religious or some other form of fanaticism. Here everyone is watching out for transgressions of others within the society. All outsiders are shunned and even turned away out of suspicion. This structure is the strongest and the weakest. It will pull together under times of great outside pressure, but will usually blow itself to pieces if left alone long enough. Examples of Fanatical societies are the Assassins of Alamut and other secret societies.

2.2.2.2 Caste

A *Caste* societal base is one in which a person is born into a specific social stratum and that social stratum describes their place in the society. It will regulate which jobs they can take and it will define all of their relations with other members of society. A Caste structure is usually very stable over a long term and regulates the society well. Caste structures tend to limit the degree of societal deviation that occurs over time. Examples of this are: Classical (Han) China, the Hindic Indian civilizations, and Tokugawa Japan.

2.2.2.3 Clan

A *Clan* societal base indicates that the relationship of an individual member of the society is based on the relationship of their extended family (or clan) to the other clans that make up the society. The individual will owe allegiance to the Clan and the Clan in turn may owe allegiance to a larger structure, but the individual does not. A sense of family honor or loyalty is far greater than a sense of national honor. Examples of this are: early Medieval Japan, some pre-Columbian societies, all nomadic and many Barbarian societies.

2.2.2.4 Feudal

A *Feudal* Societal base is typified by a set of relationships between each layer of the society. In general the lower levels of the society provide the higher levels with duty at arms, tribute of grain and worked goods, and manpower for various public projects. The higher levels, in turn, provide military protection, skilled services and religious guidance. Examples of this are many Meso-American states, the manorial nobility of early Medieval Europe and numerous African societies.

2.2.2.5 Open

An *Open* Societal base indicates that the relationships within the society are the result of personal effort. A man born the son of a baker may become the war chief of an entire kingdom, or he may become a banker, or a cooper (a maker of barrels). Such societies are marked by internal social volatility. They are innovative and progressive, usually with a heavy mercantile bent. Yet they are also given to heresies, revolts, insurrections and other social traumas. Examples of Open societies are: pre-Tokugawa (Warring States) Japan and Renaissance Italy.

2.2.3 Economic Base

The Economic Base describes the fundamental means of economic production (in terms of application of manpower) that your nation utilizes. This is mainly of interest to the GM, though you may find that maintaining certain types of Economic Bases can be harmful in the long run.

The four Economic Bases are: *Slave*, *Guild*, *Agrarian* and *Free.*

2.2.3.1 Slave

A *Slave* economic base is one in which the fundamental processes of the economy are provided by slave labor. These functions include agriculture, basic industrial production, construction, and menial labor in cities and family units. Nations of this economic type can purchase slave National Force Points (sNFP) from other nations. Examples of Slave economic bases are: the Roman Empire, the Pharoanic and Ptolemaic Egyptians, many medieval African societies, classical Greece, and so on.

A slave nation can use sNFP to build cities, fortresses, national projects, public works, and for investments. They cannot be used to build troops of any kind.

Nations that do not have a Slave economic base cannot utilize sNFP within their own economies without risk. They may purchase or acquire slaves and re-sell them to a third party (who presumably can use them) without a change to their own economic type, but if they *do* use the slaves within their own economy, then conversion to a Slave economic base will likely follow (see section 6.2.3, Conditional Notes to Table 6-7. Economic Transformation Costs).

2.2.3.2 Agrarian

An *Agrarian* economic base is basically an agriculturally dominated economy. The means of basic production (agriculture) are handled by people who exchange the fruits of their labors for military or social protection from a higher or different social stratum. The higher social stratum retains ownership of the resources and lands used for production and allow the workers to utilize them for the common support. Examples of this are: early Medieval France and Germany, Japan in the 1300-1500's, and various mercantile industries in the West in the late 1800's.

2.2.3.3 Guild

A *Guild* economic base is governed by a set of monopolies. In this case a certain social set of families or clans is granted (or acquires) the right to perform a specific service within the economy (like producing shoes) and they are the only members of the society allowed to produce that product, service or commodity. Movement between the various Guilds by individuals is usually proscribed or regulated. The Guilds provide a degree of social protection for their members, however, and usually have a political voice. Examples of this are: 16th century Holland and Italy, and England throughout the latter Middle Ages.

2.2.3.4 Free

A *Free* economic base is, essentially, not governed by any strictures except that someone is providing all required

services, goods and commodities. Movement by an individual between jobs or professions is not regulated and a shoemaker may become a cooper if the will takes him. The workers do not, usually, have a political voice in such a system as they are disorganized or splintered into differing factions.

2.2.4 Government Type

This is the basic type of government that administers your country. The basic types of governments are as follows: Tribal, Feudal Monarchy, Centralized Monarchy, Imperial, Constitutional Monarchy, Oligarchy, Democracy, Federalized Democracy, Anarchy and Dictatorship

Due to the various capabilities of each kind of government, there are limits on its capacities - expressed by the maximum land area it can effectively administer, by its capability to project military power, its inherent stability, and its capacity to administer to the needs of its people. These capabilities are summarized below and are referred to in relation to the maximum Bureaucratic Level and Infrastructure that the government can maintain.

Since the Tech level of your nation limits the Bureaucratic Level, the effects of government on that limit are expressed as a modifier to your Tech Level. The limits to Infrastructure are more stringent and are limited by either the type of Government itself, or by the Tech Level of the nation. Where limits involve multiples, round ***up***.

You are not stuck with the same kind of government forever. It can be changed. See the National Projects section ([6.0] on page 49) for more details.

2.2.4.1 Tribal

Max Bureaucratic Level	Max Infrastructure
0	0

A *Tribal* government is one where there is usually a single strong Leader that guides the tribe, but there is always some form of elder council that remembers the traditions that the Leader must uphold. Tribal governments are the most personal of all governments and will fall apart when the Leader requires a support staff to rule more land. In game terms, the Administration rating and personal Charisma of the King is the only thing holding the nation together.

Tribal states may have King, Heir, Feudal Allied and Allied Leaders.

2.2.4.2 Feudal Monarchy

Max Bureaucratic Level	Max Infrastructure
1	1

A *Feudal* government is usually run by a king or prince and is governed through the mechanics of feudalism, in which each level of society owes allegiance or an obligation to the next higher level and that level, in turn, owes fealty or obedience to a still higher level, and so on, up to the king or prince. A peasant, however, does not owe the King direct loyalty unless he is a peasant on the King's land.

This decentralization means that the cost of maintaining a Feudal government is very low, since the King does not have to pay its administrators - in money. Instead, they receive the grant of land and the inhabitants thereof. In return, the feudal lords provide the King with troops for a specified time and agree to uphold their law. With this kind of government the King becomes really only the "first among equals" vis a vis the nobility.

The cost to maintain any native armies is the same as it is for other nations. Of course the amount of revenue that a Feudal government makes is also small, so Royal armies will be small. The fighting strength of a feudal state comes from the armies maintained by Allied and Feudal Allied provinces. Pacified and Friendly regions are considered part of the personal demesne of the King.

The Feudal nation may have King, Heir, Prince, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.3 Centralized Monarchy

Max Bureaucratic Level	Max Infrastructure
3	3

A *Centralized Monarchy* is a government centered around a monarch, their advisors and bureaucrats. There is still a working nobility, but they govern in the name of the King, and the central authority has considerably more power residing in its office than a Feudal monarch. The people owe loyalty to the King directly in most cases. This is a relatively efficient means of government, though it tends to be dependent upon the strength of the individual monarch. A government such as this has a higher BL ceiling than does a Feudal monarchy.

If the government ratings of a Centralized Monarchy exceed the limit set above, and no other steps are taken, the Nation's government type automatically converts to Imperial.

The Monarchy may have King, Heir, Prince, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.4 Imperial

Max Bureaucratic Level	Max Infrastructure
Tech Level - 1	Tech Level × 2

The *Imperial* style of government is based around a large and (hopefully) efficient corps of professional administrators. Holding the highest position of authority in an Imperial system is, of course, the Emperor. This kind of government is well suited for the holding of large areas of land and has a high Bureaucratic Level and Infrastructure ceiling. It is prone to coups, however, if a tradition of peaceful dynastic succession has not grown up around the office of the Emperor.

The Empire may have King, Heir, Prince, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.5 Constitutional Monarchy

Max Bureaucratic Level	Max Infrastructure
Tech Level - 1	Tech Level × 1.5

A *Constitutional Monarchy* is a strongly centralized monarchy that has enhanced its governing power by establishing an elected body to determine the will of the people, and to act in concert with the King to formulate

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foreign and internal policy. Such a government is well suited to effective government and has a high BL ceiling. This kind of government is likely to transform into or beget a Federalized Democracy -- if there is no disaster to cause a regression into some other, more oppressive, form of government.

It is unlikely for such a government to form until the Renaissance period or later.

The Constitutional Monarchy may have King, Heir, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.6 Oligarchy

Max Bureaucratic Level	Max Infrastructure
Tech Level	Tech Level

A small body of men who make decisions governs an Oligarchy by consensus. They are chosen by the degree of wealth or connections that they maintain, though power can be gained through the support of the common people. A small degree of heredity sometimes accrues to an oligarchic government. In classical times this form of government is often called a 'republic'.

Since the men who comprise the governing body already hold most (if not all) of the political power of the state, it is a fairly efficient form of government. It depends on the ruling clique to remain in harmony, however, and dissension may lead to civil war or insurrection. Also, this form of government is often not swift to respond to the needs of the people. An Oligarchy has a moderate BL and Infrastructure ceiling.

The Oligarchy may have King, Prince, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.7 Democracy

Max Bureaucratic Level	Max Infrastructure
Tech Level × ½	Tech Level × ½

An electorate of the common people rules a *Democracy*. Decisions are made by general consensus. This is a very open form of government, with great latitude for freedom of expression, or abuse.

Democracies cannot control vast territories or a far-flung empire, as the communication problems are insurmountable. Democracies are vulnerable to both external and internal manipulation and eventually will transform to a more authoritarian form of government.

A Democracy may employ King, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.8 Federalized Democracy

Max Bureaucratic Level	Max Infrastructure
Tech Level	Tech Level × 2

A *Federalized Democracy*, on the other hand, retains most of the good aspects of the Democracy and adds a governmental framework to them to provide for a more efficient government. An elected ruler and legislature form the backbone, and a class of professional administrators serves the system. If a tradition of peaceful transition of power has been established this is the most stable and responsive form of government, and has the highest BL and Infrastructure ceiling.

A Democracy may employ King, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

2.2.4.9 Anarchy

Max Bureaucratic Level	Max Infrastructure
0	0

This state exists when there is no recognizable form of government in control, or when that government is so segmented that no single group can gain control. Anarchies do not last all that long and a form of government will somehow emerge from the chaos.

An Anarchy may employ a King, who will hopefully bring order out of chaos.

2.2.4.10 Dictatorship

Max Bureaucratic Level	Max Infrastructure
Tech Level	Tech Level × 2

A *Dictatorship* is, fundamentally, the rule of one man. He may derive his power from the people, the military or personal charisma. He stands outside of the normal structure of the society and its rules. As a result he can govern very effectively if he is a competent Leader. In effect the true BL or Infrastructure of a nation ruled by a Dictator is a reflection of his own capabilities. Under a great Leader a Dictatorship can control vast territories and armies. Under a weak Leader it will disintegrate with alarming speed.

A Dictatorship may employ King, Lieutenant, Bishop, Feudal Allied and Allied Leaders.

Save in the case of Religious Primacies, the development of a Dictatorship is unlikely until the Industrial Period.

2.2.4.11 Theocracy

Max Bureaucratic Level	Max Infrastructure
Tech Level - 1	Tech Level × 1.5

A *Theocracy* is the rule of a Primate Religious Authority (see Section [9.6] on page 86). A Theocracy may employ a King and Lieutenants. Rarely they may have Feudal Allied and Allied Leaders as well. Princes are only available if sent by another nation, see [7.1.3].

2.2.5 Geographic Zone

This label describes the Geographic Zone your Empire is situated in. The Geographic Zone has some effect on the nation's Imperial Size (see Section [2.4.3]) and population figures. Harvest results are also calculated on a Geographic Zone basis. There are 24 Geographic Zones in ***Lords of the Earth***:

Table 2-1. Geographic Zones

Geographic Zone	Code
Amazonia	AMZ
Australia	AU

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Geographic Zone	Code
Central Asia	CA
China	CH
Central America	CNA
East Africa	EA
Eastern Europe	EE
Eastern North America	ENA
Eastern South America	ESA
Indonesia	IA
India	IN
Japan	JP
Middle East	ME
Manchuria	MN
North Africa	NA
Pacifica	PA
Persia	PR
South Africa	SA
South East Asia	SEA
Siberia	SI
Southern South America	SSA
West Africa	WA
Western Europe	WE
Western North America	WNA
Western South America	WSA

2.2.6 Level Of Technology

This statistic is a measure of the advancement your nation has made over time. At the start of the Medieval Game, generally speaking, pre-Columbian civilizations are at the lowest level of technology, Nomads and Barbarians are above that, and Seafaring and Civilized Nations start at the highest technology. As the game progresses, the level of technology will increase, and a nation will be able to exploit new opportunities. The advance of technology is one vehicle to change Culture Types and improve military capabilities.

Please note that the description of a Tech Level may contain mention of a specific technology. This indicates only that during that particular tech level that technology will be developed by some nation at that level, somewhere in the world. It does not mean that *your* nation will gain that technology upon reaching that tech level.

The Tech Level affects the following national statistics or ratings:

- Basis for the maximum Bureaucratic Level, modified by the type of Government you have.
- Maximum Intel Operations, Intel Bonus, Assassin Operations and Assassin Bonus levels.
- One-half of the Tech Level is the national Action Range (used for Intel and Religious operations).
- Determines your maximum military Quality Ratings.
- Helps define the maximum number of Leaders that your nation can have.

Table 2-2. Technology Levels

Tech Level	*Tech Level Title*	*Culture Types*
001	Stone Working	Pre-Columbian / Seafaring
002	Iron Working	Pre-Columbian / Barbarian / Nomadic / Seafaring
003	Iron Working - Steel	Civilized / Pre-Columbian / Barbarian / Nomadic / Seafaring
004	Early Medieval	Civilized / Barbarian / Nomadic /
		Seafaring
005	Medieval - Medicine	
006	Medieval - Crossbow	Civilized / Seafaring
007	Late Medieval	
008	Renaissance - Gunpowder	The Renaissance

As time passes in the game, your Nation will gain or lose Tech Points with each turn. As your nation accrues more and more Tech Points, your Tech Level will improve. A wide range of factors affects the accrual of Tech Points. Some of them are: University Level, Percentage of national revenue derived from Inter-nation trade, Social, Economic and Government types, the Tech Levels of nations that your nation trades with, Religious type and Religious strength, and number and size of Cities.

2.2.7 Language

This label represents the official language spoken by your nation. It is possible that the subject population speaks a different language or many different languages. Administering or garrisoning a region that has a different language than that of your nation is more difficult. A table of all of the languages spoken throughout the world (and their attendant codes) is found in the Charts & Tables section at the end of the rulebook (see section [13.0] on page 115).

2.2.8 Military Strength Index

The Military Strength Index (MSI) is a measure of the relative military and institutional strength of your nation based upon numerous factors and national stats. In essence, this will tell you whether you are a nation to be reckoned with or not. This value is based on a complicated formula that only a computer should calculate.

A table called the ISI (Imperial Strength Index) List usually appears at the end of each NewsFax showing the current rankings of all of the Nations in the game.

2.2.9 Homeland Build Zone Origin

This is the 'capital' region of your nation. It is from this region that the Homeland Build Zone (see Sections [5.4.2] and [2.4.4]) radiates. If you have a Capital city which is not in your Homeland, then you trace the Homeland Build Zone and Command Control Radius from the Capital city itself, which means you pay 1 AP to enter the surrounding non-Homeland region. If the Capital is moved from the Homeland, the Homeland does not move!

2.2.10 Population

The Population figure is usually in the low millions. The population figure will fluctuate as you gain or lose regions, as your agricultural production and urbanization increase, and as you suffer from plagues and war.

In some campaigns, you may also be provided with a *Friendly Population* figure, which represents the pool of people that you draw your National Force Points from.

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2.3 ECONOMIC INFORMATION

These are the values that describe the levels of income in your nation.

2.3.1 Economic Strength Index

The Economic Strength Index (ESI) is a measure of the economic power of your nation - that is, whether it is rich or poor. The formula for the ESI is as follows:

ESI = Regional Income + City Income + Inter-City Income + Public Works Bonus + International Trade Income

The six factors that go into the ESI are all listed on the status report and are each discussed below. Each turn, the ESI ranking is reported at the back of the Newsfax. Unlike the MSI, which shows the actual value, the ESI shows the ***rank*** of the nation.

2.3.2 International Trade Value

This is the number which displays how valuable the economic output of your nation is to other nations. This number, when multiplied by the ITV of your trade partners and then multiplied by your National Market Value, is the amount of income your Nation derives from international trade.

The ITV is calculated by totaling the City Trade Values of all of the cities in your nation. Each CTV is calculated according to the following formula:

City Trade Value (CTV) =
(City GPv / 3) ×
City Type Modifier ×
City Status Modifier ×
Regional Terrain Modifier ×
Cultural Modifier

Example: The Caliphate of Delhi has a port city, Bombay, which is worth 8 GPv. It is in an allied province, which is cultivated. The Caliphate is Civilized. The CTV of Bombay, then, would be (8/3) × 1.5 × 1.0 × 1.0 × 0.8 = 3.2.

In addition to the CTV, your ITV is increased by:

- One (1) for *each* Trade Center your nation controls and has a tax status great than zero: see Table 2-7. Control Status Tax Multiples.
- One (1) (once) for possessing one or more Silk Route regions.
- One (1) (once) for possessing one or more Fur Line regions
- The modified value of a 1 GPv City for *each* 20 Merchant Shipping points on Internal Trade This is roughly 0.4 ITV.
- Your Nation's Imperial Size divided by your Imperial Size Multiple.

Table 2-3. City Type Modifiers

City Type	*Code*	*Modifier*
Port	p	1.5
Capital	c	1.25
Road	r	1.0
Silk Road	s	1.0
Holy	h	0.75
Treasury	$	0.75
University	u	0.75
Normal	/	0.5
Besieged	b	0.0
Isolated	i	0.0
Port City on a Road	+	1.5
Port, Capital on Road	#	1.5
Port on Silk Road	*	1.5
Silk Road w/ Road	&	1.25

The city letter code is the City Spacer Code and is discussed in Section [2.14.17] on page 24.

Table 2-4. City Status Modifiers

City Status	*Modifier*
hm / f / ea / p	1.0
t / a	0.75
pt / nt / fa	0.5
c	0.0

City Control Status is defined and discussed in Section [2.14.6] on page 19.

Table 2-5. Region Terrain Type Modifiers

Region Terrain	*Modifier*
c2 / c / i	1.0
w / s / j	0.75
m / d	0.5
t	0.25

Terrain Types are defined and discussed in Section [4.5] on page 34.

Table 2-6. National Culture Modifiers

Cultural Type	*Modifier*
Seafarer	0.9
Civilized	0.8
Barbarian	0.7
Nomadic	0.6
pre-Columbian	0.5

2.3.3 National Market Value

The National Market Value (NMV) is a factor based on the Bureaucracy, the Infrastructure, the Culture, Government and Economic Types, as well as the Imperial Size of the nation. For the most part, its main function is to regulate the revenues received from Inter-National trade (see Section [2.3.9] on page 10). This statistic has great significance for those nations that rely on a good deal of Inter-National trade for revenue. The NMV may also fluctuate from turn to turn, based on GM-determined factors.

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2.3.4 Regional Income

This is the base revenue you derive from taxing the regions of your nation — with all the modifications due to terrain and status taken into account. The formula for figuring out the regional income is as follows:

Regional Value =
Region's GPv × Status Multiple ×
Terrain Multiple

Regional Income (in GP) =
The Sum of Regional Values +
1 (for each Silk Road region controlled) +
2 (for each Fur Line region controlled)

Table 2-7. Control Status Tax Multiples

Region Status	*Tax Multiple*
Neutral (n)	0.0
Claimed (c)	0.0
Occupied (oc)	0.0
Non-Paying Tributary (nt)	0.0
Feudal Allied (fa)	0.0
Pacified Tributary (pt)	0.5
Tributary (t)	0.5
Pacified (p)	1.0
Economic Ally (ea)	1.0
Full Allied (a)	1.0
Friendly (f)	1.0
Homeland (hm)	2.0

Table 2-8. Terrain Type Tax Multiples

Terrain	*Culture*				
Type	***C***	***B***	***N***	***S***	***P***
c2	1.0	1.5	2.0	1.0	1.0
C	1.0	1.0	1.5	1.0	1.0
w	0.5	1.0	0.3	0.5	1.0
m	0.3	0.5	0.2	0.2	0.5
s	0.3	0.2	1.0	0.0	0.2
d	0.2	0.2	0.5	0.0	0.2
t	0.2	0.3	0.0	0.0	0.2
i	1.0	1.0	1.0	1.5	1.0
j	0.3	0.5	0.2	1.0	1.0
o	0.0	0.0	0.0	0.0	0.0

2.3.5 City Income

This is the base revenue you derive from taxing the cities of your nation — with all modifications due to control status taken into account. The formula for calculating city income is as follows:

City Value = City GPv × Status Multiple × Terrain Multiple

Total City Income =
Sum of City values +1 per 20 MSP on Internal Trade

2.3.6 Inter-City Trade Income

This is the revenue derived from taxing the trade between the cities of your nation. Only open nation control statuses of Tributary or better should make a city or trade center count for Inter-City Trade.

Primacy, Secret Empire, Merchant House and Religious Order non-Open control statuses do not make a city qualify. If they have a regular control status in a city, of course, it will count for Inter-City Trade.

The formula for calculating the Inter-City Trade (ICT) income is as follows:

ICT Income Subtotal =
(Sum of all taxable city GPv's
+ 3 per controlled Trade Center
+ 3 for the control of at least one Silk Route region
+ 3 for the control of at least one region adjacent to the Fur Line
+ (MSP assigned to Internal Trade / 20)
- the value of the smallest City.)

To expand a little on this formula:

- Each Trade Region controlled at Tributary or better (Trade Centers, control of at least one Silk Route region, and/or one Furline region) is counted as if it were a 3 GPv city.
- Cities and Trade Regions of Tributary control status and higher (see Section [2.14.6] on page 19) are included in calculating the ICT figure.
- Merchant Shipping Points assigned to Internal Trade adds (MSP / 20.= GP) to Inter-City trade. This figure includes fractional amounts of GP.

2.3.7 Royal Road Income

In addition, if you have cities within your Nation that are connected by Royal Roads you receive extra Gold Points for those cities, as determined by the number of cities that are connected to each other.

In the following formula: Royal Road Income (**RRI)** is the number of Gold Points that you receive from this extra, Road-based, trade. **RC** is the number of cities that you control which are connected to other cities you control by Royal Roads and **ISD** is the Size Multiple of your Nation, which is usually three (3) see section 10.2.1.1.

$$RRI = \frac{(RC-1)^2}{ISD}$$

As a result, the total Inter-City Trade Income is equal to:

Total ICT = ICT Income Subtotal + Royal Road Income

Example: Kanem-Bornu possesses twelve cities, five of which are on roads. Of the twelve cities, the smallest is a 1 GPv city, and the rest total 38 GPv in total. The ICT Subtotal would be (39 total GPv - 1 GPv for the smallest city = 38 GPv). If Kanem-Bornu has the standard Size Multiple (3), then their Royal Road Income would be equal to ($(5-1)^2$ / 3 = 5.3 GP. The total ICT Income would be (38.0 + 5.3 = 43.3).

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2.3.8 Public Works Bonus

This is the total revenue that accrues to the nation from the increased productivity of your people due to Public Works improvements built by the government. The Public Works Bonus is the sum of the Public Works invested in each region and city that the nation controls, each modified by the control status of the region or city. The formula for calculating the Public Works Bonus is as follows:

Region Subtotal =
Sum of
(Regional Public Works × Region Status Modifier)

City Subtotal =
Sum of
(City Public Works × City Status Modifier)

Total Public Works Bonus =
Region Subtotal + City Subtotal

A sufficiently high PWB has the benefit of producing extra National Force Points for the nation by increasing the base population of the Nation. Note that for NFP to be derived from Population, your nation must have an active **Census** (see Section [10.1.7] on page 100).

Regional Public Works also adds to the Agro production of a region at the rate of 1 Agro Point per 5 PWB in the **region**. Public Works do require regular maintenance support, the cost of which is included in Project Support (see Section [2.10.4] on page 15). For more details on building Public Works in both regions and cities, see Section [5.3.3] on page 41.

2.3.9 International Trade

This is the revenue derived from taxing the trade between your nation and other nations. The calculations required to determine the International Trade revenue are rather intricate and are merely generalized below. Like the other income figures, this is calculated for you and reported on your Status report so you don't have to do the math. If you wish to examine the full set of cruel and horrible formulae (for those of you who desire to stick sharp pins into your tongue), they can be found in Section [12.1] on page 113.

Inter-Nation trade revolves around three primary figures:

- Your International Trade Value (ITV)
- Your trade Partner's ITV
- Your National Market Value (NMV)

The **general** formula for calculating International Trade Income is as follows:

Trade Income = Your ITV × Their ITV × Your NMV

2.3.10 Raw Revenue

This is the sum of Regional, City, Inter-City, Public Works Bonus and International Trade. This amount is then multiplied by your Tax Rate to compute your total available income for this turn.

When multiplied by the Tax Rate (see Section [2.4.6]) this figure becomes the Net Revenue for the turn.

2.3.11 Saved Gold

This is the number of Gold Points left over from last turn. This is added into the Gold available for this turn by noting it in the Saved box on your order form.

2.3.12 The National Force Pool

The National Force Pool represents the available manpower of the nation. Each National Force Point represents *approximately* 200 men. NFP's are required for the construction of military units, cities, and megalithic projects. They may be used, at the player's discretion, for other projects or investments as well.

NFP are drawn from Friendly populations in regions and cities, and from high Public Works Bonuses in the same (if you have an active Census). Therefore, if you want more NFP you need to acquire more Friendly regions and cities, or invest in higher Public Works in Friendly regions and cities.

2.4 GOVERNMENT

In this section are the stats pertaining to the government of the nation. You will note that each Rating (BL, Infra, et al.) has a number following the notation "**Inv:**" to the right of the rating. This is the amount of Gold and/or NFP that is currently *invested* in increasing that rating.

Once GP and/or NFP are invested in a rating, they **cannot** be removed from that investment.

Each NFP invested in a government rating counts as two (2) GP invested.

2.4.1 Bureaucracy

The Bureaucracy Level (**BL**) represents how effective your government is. The higher the Bureaucratic Level, the more efficiently your government can maintain communication with your Leaders and regions.

- Each point of Bureaucracy Level increases the number of Action Points away regions can be controlled from your capital or Homeland. Regions and Leaders beyond the King's **Command Control Radius** (which is equal to the national BL) in action points are subject to revolt checks (see Section [10.1.1.1]). If necessary, you can assign your King (or Queen) to perform a *Rule* action (see Section [7.2.4.46]) to improve the BL by their Administratve rating and prevent such revolts.
- Each point of BL provides you with another Leader, a Lieutenant (see Section [7.1]), with which you can lead armies, conduct diplomacy, etc.
- Each point of BL allows the possibility of having an Allied Leader. (Feudal Allies are subject to a different delimiter – see Section [2.12].)
- Every two points of BL increases your Homeland Build Zone (see Section [2.4.4]) by one point, providing you

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the ability to build mobile units further away from your Homeland.

- Every two points of BL increases the number of Princes (see Section [7.1.3]) you can appoint to be successors to the throne.
- Each point of BL also improves the NMV (see Section [2.3.3]) by a minute amount, thus improving your earnings from International Trade.

The BL can be improved by the investment of GP and/or NFP, but nations with a large Imperial Size will have a more difficult time doing so. BL improvements are also limited in that they cannot exceed the Tech Level of the nation (as modified by the Government Type of the nation). Support costs for maintaining your BL are included in the Government Support figure (see Section [2.10.3]).

2.4.2 Infrastructure

Infrastructure (**Infra**) is a numeric value representing the actual governmental bodies and personnel performing the day-to-day functions of the government. Although a strong Infrastructure will maintain the tax base and permit more regions to belong to the empire, it also tends to soak up a larger and larger portion of the national revenues to support itself.

Each point of Infrastructure provides the administration of one Imperial Size point. If the Imperial Size exceeds your effective Infrastructure rating (Infra), there is the risk that some regions will downgrade their status, or even revolt outright. Insufficient Infra will also reduce the nation's tax rate in proportion to the Infra shortfall. A King, Heir or Queen can *Rule* (see Section [7.2.4.46]) to bolster this Infra rating.

In addition, Lieutenants and Princes can be assigned to perform an *Administer* action (see Section [7.2.4.3]) to artificially assist the government in such difficult times. Each Leader so assigned can potentially improve the effective Infra rating, thus forestalling potential revolts and/or improving the tax rate.

Each point of Infrastructure also improves the National Market Value (**NMV**) (see Section [2.3.3]) by a minute amount, thus improving your earnings from International Trade.

Infrastructure can be improved by the investment of GP and/or NFP, but cannot exceed the limit imposed by your Tech Level and Government Type. Support costs for maintaining your Infrastructure are included in the Government Support figure (see Section [2.10.3]).

2.4.3 Imperial Size

Imperial Size (**IS**) is a numeric value representing the difficulty of ruling a nation. In general, for every three regions or ten city levels under the control of a nation, the IS increases by one. This, however, is modified by the status of the regions, the Terrain of their controlled regions, the Geographic Zone, and Government Type of the Nation. A large Imperial Size can hamper BL improvements, but adds rather nicely to the national ITV, improving your Inter-Nation Trade income.

Each Nation has a **minimum** Imperial Size of one (1) at all times. See Section [12.2] on page 114 for the process used to calculate Imperial Size.

2.4.4 Homeland Build Zone

The Homeland Build Zone (**HBZ**) rating defines the heartland of your Nation. It limits the locations where you can build mobile military units to **friendly** cities within (HBZ) Action Points of your homeland. The HBZ can only be traced through land regions, or across a ferry point. It cannot be traced through Sea Zones.

Your Homeland is considered to be your actual Homeland region (which has a status of HM), unless your nation possesses a Capital city (if you have one, which is indicated by a C code). If you have a Capital city which is not in your Homeland, then you trace the Homeland Build Zone from the Capital city itself, which means you pay 1 AP to enter the surrounding non-Homeland region.

Thus if your HBZ is one (1) AP, then all Friendly regions or cities within 1 AP of your Homeland Build Zone Origin would be considered part of the HBZ. See the section on Construction: Building Armies (see Section [5.4.5] on page 43) for more details. If you have no Capital or your Capital is in your Homeland when tracing the HBZ, do not count the region containing the Homeland.

You must be able to pay the *full* cost to enter the region (the base cost + the control modifier + the border terrain modifier and + regional terrain modifier for it to count, modified by the presence of roads).

You do not have to pay an extra 1 AP to enter a *City* in the region.

The HBZ itself is equal to your BL / 2, rounded up.

Example

The Egyptian Caliphate has its Capital at Alexandria in Egypt. Their HBZ is three (3). The furthest east that they could build a unit, at a friendly city, would be Sinai (Mansura counts 1, desert Sinai itself counts 2 actions to move into). To the west, they could only build at a friendly city in Ad'Diffah, as it would cost 4 Action Points to move into Libya. To the south, they could build at a friendly city as far as Thebes (Faiyum costs 1, Thebes 1, Nubia would be 2 more). If they held Cyprus, they could not build mobile units there as they would have to trace HBZ across a Sea Zone, which is not allowed.

2.4.5 Tax Status

This code expresses the status of the tax rate. There are six Tax Status Codes: **N** (*Normal*), **C** (*Census*), **T** (*Thin Government*), **F** (*Famine*), **H** (*Heavy Taxation*), **R** (*Ruinous Taxation*) and **L** (*Countryside Looted*). Each of these are explained below:

- *Normal*: The tax rate is the tax rate of a normal economy. In a campaign running on five year turns, this will be 100%.
- *Thin Government*: The tax rate is lowered because of insufficient Infrastructure and Royal Administration (Infra, King Ruling, Lieutenant on Admin.) to cover the nation's Imperial Size.
- *Famine*: The tax rate is lowered by a shortfall of agricultural output with insufficient reserves preserved for just such a rainy day.

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- *Heavy Taxation*: This tax rate represents a depression induced by heavy taxation or a loan default.
- *Ruinous Taxation*: This tax rate represents a deep depression caused by decades of over-taxation which have ruined the economy of the nation.
- *Countryside Looted:* Raiders have looted or raided your countryside, disrupting economic activity and hindering tax collection.
- *Census (optional rule)*: The tax rate is augmented by an existing Census. This will be 10% more than the base (normal) Tax Rate.

Any tax status other than *Normal* would cause any Census in operation to be lost. All Tax Statuses can apply to Nations, Religious Primacies or Orders, and Secret Empires.

2.4.6 The Tax Rate

The amount of Gold Points that you have to spend in a turn is equal to your Total Base Income multiplied by your Tax Rate. The result is your Net Income for the turn.

In most cases the basic Tax Rate of your Nation will be 100% so that you get the full amount of tax revenue that your tax collectors gather during the turn. This figure (100%) is based on each turn being **five** years long. If the game that you are in has an open position with a Tech Level of 8-9 in play then the years per turn drops to four years per turn and the Base Tax Rate drops to 80% (support costs also reduce by 20%).

The Tax Rate is also reduced by famines (Agro Point shortfall), insufficient government (your Infrastructure is less than your Imperial Size), tithes (Primate Religious Authorities squeezing *you* rather than the other way around) and other gruesome events like Bank failures, plagues and the general ravagement of the countryside by your enemies.

On the positive side your Tax Rate can be increased by 10% by having an active Census (see Section [7.2.4.52]) in effect within your nation.

Primacies (see [9.6]) and Secret Empires (see [11.1]) always tax as if they had an active Census.

In addition, the players so deem, they may adjust their Tax Rate voluntarily up or down, to the following maximums and minimums: The maximum Tax Rate is 150% (for a five year turn), while the minimum is that sufficient to provide funds to pay the government. Of course, once you start jacking the Tax Rate above 100% the peasants and other taxpayers start grumbling and sharpening their spears…

Table 2-9. Years per Turn

Tech Level	Years per Turn	Base Tax Rate
1-7	5	100%
8-9	4	80%
10-11	3	60%
12-13	2	40%
14-15	1	20%

2.5 MILITARY RATINGS

What follows are the Military Quality Ratings (QRs) of your armies. The maximum rating for each QR is determined by your Nation's current Tech Level and Culture type (see Table 5-2 on page 41). Each of these stats can be invested in to improve them. A given statistic can only increase by one point per turn. The number in brackets ([×]) is the maximum attainable for your particular Tech Level. When a statistic improves, all resources (GP and NFP) invested towards its improvement are expended and investment must begin again.

2.5.1 Cavalry Quality Rating

This number shows numerically how good in battle your Cavalry (mounted knights and men-at-arms) units are. In Medieval times this value will range from 0 (lowest) to the maximum allowed by your Tech Level.

2.5.2 Infantry Quality Rating

This number shows how good your infantry (footmen armed with spear, sword, bow or ax) units are, on a scale of 1 to (maximum allowed by Tech Level).

2.5.3 Warship Quality Rating

This number shows how good your warship (galleys, triremes, longships or warjunks) units are, on a scale of 0 to (maximum allowed by Tech Level).

2.5.4 Siege Quality Rating

The siege QR, which ranges from 1 to (maximum allowed by Tech Level), rates how effective your Siege (miners, engineers and sappers) units and other kinds of units (Infantry, Cavalry and Warships) are against fortified positions. This also shows how good your fortified positions (Field Forts and City Wall Points) are at resisting besiegers.

2.6 ESPIONAGE RATINGS

The following four stats describe the power of your spies and assassins and their reach. Each of these stats can be invested in to improve them. A given statistic can only increase by one point per turn. When a statistic improves, all resources (GP and NFP) invested towards its improvement are expended and investment must begin again.

2.6.1 Operations Capacity

The Operations Capacity (**OC**) is the number of Intel Operations (OPs) that the nation can attempt each turn. In more concrete terms this is the number of espionage teams (groups of one to twenty people) that your nation currently maintains. The value ranges from 0 to (Tech Level). See Section [8.1] on page 76 for a detailed explanation.

Example:
Your National Tech Level is 6 (Medieval - Crossbow) so the maximum Operations Capacity you can have is 6 as well.

2.6.2 Operations Bonus

The Operations Bonus (**OB**) is a value representing the quality of the support structure for your espionage teams. This covers the logistical support that your espionage can expect and make use of. This bonus is assigned to specific Operations and guidelines for its use are explained in Section [8.1]. It ranges from 0 to (Tech Level).

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2.6.3 Assassin Capacity

Assassin Capacity (**AC**) is the number of Assassination Operations that the nation can attempt in a turn. Like the Intel rating, this represents the number of assassins or assassin teams that your nation maintains. The value ranges from 0 to (Tech Level). See Section [8.1] for a detailed explanation of Assassin Operations.

2.6.4 Assassin Bonus

Like the Operations Bonus, the Assassin Bonus (**AB**) represents the logistical and support structure of the nation on a scale of 0 to (Tech Level). See Section [8.1].

2.7 RELIGION RATINGS

These are the stats relevant to the religion of a nation. Some of these stats can be invested in to improve them. A given statistic can only increase by one point per turn. When a statistic improves, all resources (GP and NFP) invested towards its improvement are expended and investment must begin again.

2.7.1 Religion

This label represents both the official national religion and the religion of the nation's ruling class. Religion in the Middle Ages was a major factor in politics and international relations, and is therefore an important consideration in the game.

Your nation's religion will affect many of your activities ranging from the number of troops required to garrison a subjugated region, to determining the effectiveness of your diplomacy, to possibly even determining who your allies and enemies might be.

There are four attributes associated with your Religion. They are *Religion Type*, *Religious Strength*, *Religious Operations Capacity*, and *Religious Operations Bonus*. See Section [9.0.0] for more information.

2.7.2 Religion Type

This is the actual kind of religion practiced by the ruling classes of your nation, and your King and his family. Each religion is represented by a two or three character code in your stat sheet and by a symbol on the maps.

2.7.3 Religion Strength

This statistic is on a scale of 1 to 10. This is a direct quantitative description of the strength of faith in your nation among all of the other adherents of your faith. This can be increased or decreased by a number of means which are covered in Section [9.3].

2.7.4 Religious Operations Capacity

Your Religious Operations Capacity (**ROC**) is the number of Religious Operations that your nation may attempt in a given turn. The ROC ranges from 0 to (Religious Strength).

See Table 9-4 for details of the Religious Operations available to you.

2.7.5 Religious Operations Bonus

Your Religious Operations Bonus (**ROB**) is the number of bonus points that can be allocated amongst the Religious Operations that your nation is attempting in a given turn. The ROB ranges from 0 to (Religious Strength). The more ROB points that can be allocated to a given effort, the greater a chance of success it will have.

2.8 ACTION RANGE

The Action Range (**AR**) is a value equal to one-half of your Tech Level, rounded up, which shows the maximum number of Action Points from a controlled region an Espionage or Religious Operation may be attempted with a normal chance of success. This rating, since it is directly tied to the Tech Level, cannot be invested in.

Note the expression of the Range in Action Points – this means barriers to movement (mountains, hostile lands, etc.) bar your activities, and benefits to movement (roads, sea zones) benefit.

Despite this limit, your action range always extends at least into regions adjacent to one you control, regardless of the Action Point cost to enter such a region.

Example:
Your nations Tech Level is 6 (Medieval - Crossbow) so your Action Range is(6 / 2 = 3) Action Points.

2.9 EDUCATION

This section shows the nation's investment in the advancement of scientific knowledge and techniques.

2.9.1 University Investment

This is the total amount spent to promote universities and public education in the nation since the inception of the nation's university system. Investment in University helps increase the University Level. This, in turn, affects the accrual of Tech Points by your nation. This is a good thing.

2.9.2 Years In Operation

This figure is how many years your current university system has been active.

2.9.3 University Rating

The University Rating is the value of the quality of the Educational and University system of the Nation. The University Rating is based on the amount of time the nation's University system has been in operation and the amount of money or manpower actually invested in it. Once a University is created it becomes a self-perpetuating entity until it is somehow dismantled or destroyed. The formula for the University Rating is:

$$R = \frac{\sqrt{I}}{\sqrt{T \times S \times 3}} + \frac{\sqrt{Y}}{S \times 3}$$

Notes

- **R** is the resulting University Rating

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- **I** is the Investment
- **Y** is the number of years in operation
- **T** is the current national Tech Level
- **S** is the current Imperial Size

2.10 SUPPORT COSTS

These are the requisite costs to keep your national stats (armies, government, spies, religious orders, etc.) up to snuff. If these costs are not paid then bad things happen. Please note that all of the Support Costs are modified by the Year-per-Turn ration. In a campaign with a five year turns then they are at 100%. If a campaign shifts to four year turns, then the Support Costs are reduced to 80%. This is handled automatically by the GM.

2.10.1 Monetary Troop Support

This expenditure covers the minimum expenses required for the maintenance of the armed forces of the nation. If less is paid, then those units that are not supported disappear. The Troop Support cost is an easy calculation. Each unit type has a troop support cost defined for it. This much gold must be paid per unit that you have in your armies and garrisons at the *beginning* of the turn, *before* builds. This cost is further modified by the terrain of the region that the units ended the previous turn in, and whether they fought in a battle in the previous turn.

Units that were 'On Campaign' in the previous turn cost double to support. The effects of terrain upon troop support depends on the Society Type of the owning nation and the terrain type that the units ended the turn in.

Troop support is one-tenth the GPv purchase cost per turn.

$$\text{Troop Support} = \text{TSC} \times \text{TSM} \times \text{ASM}$$

Notes

- **TSC** is the Troop Support Cost (from the Unit Builds Chart, see Table 13-4 on page 128).
- **TSM** is the Terrain Support modifier.
- **ASM** is the Army Status modifier.

Table 2-10. Terrain Troop Support Modifiers

Terrain	*Civ.*	*Barb.*	*Nom.*	*Seaf.*	*pre-Col.*
M	2.0	1.0	2.0	2.0	1.5
S	2.0	1.5	0.0	2.0	1.5
T	2.0	1.5	2.0	2.0	1.0
D	1.5	1.5	1.0	1.5	1.5
J	1.5	1.0	1.5	1.0	1.0
W	1.5	1.0	1.5	1.5	1.0
C	1.0	1.0	0.1	1.0	1.0
C2	1.0	0.5	0.1	1.0	1.0
I	1.0	1.0	1.0	0.5	1.0
O	2.0	2.0	1.0	2.0	1.5

Table 2-11. Army Status Modifiers

Code	*Description*	*Support Multiple*
M	Mutinous!	×0.0
P	Prisoner	×0.0
E	Sneaking Around...	×0.0
A	Administering	×1.0
N	Normal	×1.0
G	In Garrison	×1.5
C	On Campaign	×2.0
S	Besieging A City	×2.0
B	Being Besieged	×2.0
U	Unused	×1.0

Notes

- A Leader (and his army) have a Status of *On Campaign* if they have fought in ***any*** battle during the previous turn.
- A Leader (and his army) have a status of *In Garrison* if they are the sole units in a Pacified region, and are thus serving as its garrison.
- Leaders in Prison cannot command troops. A Mutinous Leader is not counted for Troop Support.
- When in a non-Settled state, a Horde need not pay troop support on the Steppe and a reduced rate incultivated regions. This allows the horde time to grow vast via Horde Diplomacy or Conquest, see Section 10.7.1.
- Unused refers to the status of blockaded fishing fleets and MSP. Note: only Merchant Houses in the Modern Era pay support costs for MSP.

2.10.2 Force Point Troop Support (Optional Rule)

This expenditure, unlike the others in this section, is levied in NFP (National Force Points) to maintain the current armies of the nation with replacements for men killed due to accident, or retired due to age.

This is calculated as a percentage of the total number of NFP deployed by this nation as Troops. The GM for each Campaign will set the percentage (though it will usually be 10%).

If you do not pay this Support each turn, your total army (including garrisons and wall-points) will lose units to satisfy the Support percentage. In this case, the GM will decide what units disappear.

2.10.3 Government Support

This expenditure covers the cost of supporting the government and its employees, as represented by the BL. If the sums called for by Government Support are not met each turn, then your hard earned Bureaucracy and Infrastructure points will degrade - leading to the eventual dissolution of the nation. If, on a turn, the player invests funds in increasing BL and/or Infrastructure *and* does not pay their Support, then GP will be deducted from the improvement fund(s) in an attempt to make the payments.

Gold Points invested in *previous* turns, however, cannot be used for this purpose.

The following formula shows the calculation for determining Government Support. **Support** is the resulting Government Support. **BL** is the Bureaucratic Level and **Infra** is the Infrastructure rating.

$$Support = \frac{((BL \times 2) + Infra)^2}{2}$$

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Example
The Swedish-Russian Empire, a bloated monolith of autocracy, has a BL of 10.and an Infrastructure of 22. Their per turn cost to support this excess of civil administration would be $((10.\times 2) + 22)^2 / 2 = 882$ GP. Don't you wish your nation were so large?

2.10.4 Project Support

If the nation has produced Megalithic Constructs (e.g., Roads, Canals, Great Walls and so forth), then these constructs must be maintained and cared for, a process that costs money, which is covered with this expenditure. Each level of Megalithic Constructs that your nation maintains costs 5 GP per five-year turn.

If you are short of GP, you may spend NFP instead, with each NFP so spent counting as 5 GP.

Note: A Religious Primate or Secret Empire does not pay Project Support for megalithic constructs or Public Works in provinces in which they have either a Religious Control status or a Secret Empire control status. They do, however, pay project support for megalithic constructs or Public Works in provinces they *directly* control.

You can pay project support with NFP (1 NFP = 5 GP). This simulates corveè labor for highway, dike and irrigation maintenance and repair. The Public Works upkeep is included in this expenditure.

Following is the formula for PWB upkeep, where **Support** is the Project Support Cost, **PWB** is the total Public Works Bonus and **IS** is the Imperial Size of the Nation:

$$Support = \left(\frac{Pwb}{(IS + 2) \times 10} \right)^2$$

That is: the square of the Public Works Bonus divided by (Imperial Size plus 2) times 10.

Example:
The Mali Ax empire is blessed with many grandiose temples and broad public roads. Over the centuries they have built 15 levels of megalithic constructions. In addition they also have 800 PWB points and an Imperial Size of 8. 800 divided by (8+2 x 10 = 100) is 8, which is then squared, resulting in (8 x 8 = 64) GP in support; assuming, of course, 5 year turns. The 15 Megalithic construct levels, in turn, cost (5 × 15) = 75gp more to support. Their full project support is:64 + 75 = 139 GP per turn.

2.10.5 Intel Support

The Intel structure of the nation must be paid for and this cost is noted here, based on how large it has grown. This cost covers the base requirements for the Intel Ratings and is usually the cost needed to perform standard Intel Operations.

Intel support is calculated as follows:

$$S = \frac{(Oc + Ob + Ac + Ab)^2}{4}$$

Where: **S** is the calculated support cost, **Oc** is the Operations Capacity, **Ob** is the Operations Bonus, **Ac** is the Assassin Capacity, and **Ab** is the Assassin Bonus.

2.10.6 Religious Support

If the nation is maintaining an aggressive and active Religious Structure, then the cost to maintain that is noted here. This figure covers the basic cost to maintain the ratings that the nation already has in this area.

Religious support is calculated as follows:

$$S = (Oc + Ob)^2$$

Where **S** is the calculated Religious Support, **Oc** is the Operations Capacity and **Ob** is the Operations Bonus.

2.10.7 Training Support

This support cost keeps the troops Quality Ratings up to snuff. In some games, this field is combined with Troop Support. Training Support is calculated as follows:

$$S = \frac{\left(\frac{tQR}{2} \right)^2 \times TS}{200}$$

Where **S** is the calculated Training Support, **tQR** is the sum of the amount of Quality Ratings greater than seven (7), and **TS** is the national Troop Support.

Example
The Seiwa Japanese have two QR's greater than seven; Cavalry QR is 9 and Infantry QR is 8. Their troops support total is currently 23.4. **tQR** would be (9-7 + 8-7 = 3), so (3/2) squared is 2.25 times 23.4 equals 52.65. This divided by 200 is 0.26 GP. Whew, that's a lot!

2.10.8 Total Support

And just because we are a bunch of nice guys at ***Throne Enterprises***, all the support costs are added together here for your convenience.

2.11 AGRICULTURE

These are the stats which regulate food production and consumption in your country.

2.11.1 Agro Production

Agro production is the sum of the Agro produced by the Nation's regions, Fishing Fleets and Port Cities. Production figures can be calculated by the following formula:

$$A = \left((GPv \times Pm) + \left(\frac{Pwb}{5} \right) + 1(port) \right) \times Sm$$

Where **A** is the agro production, **GPv** is the regional gold point value, **Pm** is the Production Multiple, **Pwb** is the

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regional public works value, **1(port)** adds 1 if there is a Port City in the region and **Sm** is the Status Production multiple.

Table 2-12. Agro Point Production Multiples

Region Terrain	*Production multiple*
c2 (Intensively Cultivated)	2.0
c (Cultivated)	1.0
I (Island)	1.0
w (Wilderness)	0.5
J (Jungle)	0.3
m / s / d / t / o	0.0

Table 2-13. Regional Status Production Multiples

Status	Description	Production multiple
A	Full Ally	1.0
EA	Economic Ally	1.0
F	Friendly	1.0
HM	Homeland	1.0
P	Pacified	1.0
PT	Pacified Tributary	1.0
T	Tributary	1.0
(Others)	All Other Statuses	0.0

Example
Kwanto, in Japan, is a 4 GPv, Intensive Cultivation terrain province. The Murashima Shogunate player has built it up to maximum PWB, 80, and has their capital city there, Edo, which is a 12 GPv port city. The province has a Homeland status. The agro production of Kwanto, then, would be ((4×2 + 80/5 + 1) × 1 = 25) agro points.

National Agro =
((Sum of Regional Agro) +
(Total MSP Assigned to Fishing / 20)) ×
Harvest Multiple

2.11.2 Variable Harvests

The Harvest Code represents the unpredictability in agricultural production due to variations in the weather from year to year. The unpredictability of the harvest requires nations to plan for both the fat and the lean years that are sure to come.

Each nation has a random harvest modifier calculated each turn, which varies from 75% to 125% of baseline production. As a result, your harvest is unlikely to remain stable from turn to turn.

The Harvest Code is calculated from this harvest modifier. A *Bad* Harvest is 85% or less, and a *Good* Harvest is 111% or better, and *Normal* is the remainder between.

In addition to providing for turn by turn Agro Consumption, increases in Agro production will aid in increasing the population of the nation.

2.11.3 Agro Consumption

Agro Consumption is the amount of Agro consumed by the Nation's cities, armies and general populace. There are three kinds of consumption: by Cities, by Armies and by Saved NFP.

Cities consume Agro points equal to:

$$\left(\frac{CityGP}{3}+\frac{CityPWB}{10}\right)\times T\times C\times S$$

Where **T** is the Terrain Consumption Multiple, **C** is the City Type Consumption Multiple and **S** is the City Control Status Consumption Multiple.

Table 2-14. Terrain Consumption Multiple

Terrain Type	Multiple
Cultivated	1.0
Intensive Cultivation	1.0
Desert	2.0
Island	1.0
Jungle	1.0
Mountain	2.0
Oasis	2.0
Steppe	2.0
Tundra	2.0
Wilderness	1.5

Table 2-15. City Type Consumption Multiple

City Type	Multiple
Treasury City	1.0
Capital+Port City on a Road	0.8
Normal City	1.0
Besieged or Isolated City	1.5
Capital City	1.0
Sacred City	1.0
Port City	0.8
Royal Road City	1.0
Silk Road City	1.0
University City	1.0
Silk Road City w/Road	1.25
Port City on the Silk Road	1.0
Port City on a Road	0.8

Table 2-16. City Status Consumption Multiple

City Status	Multiple
At War	0.0
Claim	0.0
Economic Ally	1.0
Feudal Ally	0.0
Friendly	1.0
Full Ally	1.0
Homeland	1.0
Hostile	0.0
Non-Paying Tributary	0.0
Occupied	0.0
Pacified	1.0
Pacified Tributary	1.0
Tributary	1.0
Uncontrolled	0.0

Armies consume Agro equal to:

Agro = (Number of units / 25) × TerrainSupportMultiple

The TerrainSupportMultiple can be found in Table 2-10 on page 14. Since troop support is also modified by Army Status, you will find that sending armies to fight (doubling their troop support for campaigning) in the mountains

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(doubling their agro consumption for terrain) can get expensive…

Note that ships assigned to Merchant Shipping duties are *not* included in the count of military units in this equation.

NFP in the Saved Pool consumes Agro at the rate of 1 Agro per 20 NFP.

2.11.4 Agro Deficits

An Agro Deficit is a shortfall of Agro after subtracting Consumption needs from Production. Unfortunately, such shortfalls generally threaten famine, revolts, riots, and other dire consequences upon a nation that suffers severe shortfalls for too long a period of time. The most glaring effect of an Agro shortage is a drop in the Tax Rate and thereby a drop in your nation's net income. Of course, there are plenty of other ways to tarnish a Nation's tax rate. For more details on the Tax Rate, see Section [2.4.6].

2.11.5 Agro Surplus

An Agro Surplus is an excess of Agro after subtracting Consumption needs from Production. Agro Surplus can be dealt with in a variety of ways, including:

- Saving them into Agro Reserves.
- Selling them to other Nations (after putting them into Reserve).
- Agro Conversion into GP or NFP.

2.11.5.1 Agro Reserves

Surplus Agro production can be saved to offset potential famines and/or other disasters by adding the surplus to the Nation's Agro Reserves. It costs only 1 GP per each point of Agro you wish to *add* to Reserves.

Unfortunately, the entire Reserve will suffer a 30% attrition loss **each turn** and that attrition loss will occur *after* the addition of any new Agro Points to the Reserve.

Still, the Agro Reserves are well worth saving since they can prevent future crippling Agro deficits. If, on a given turn, there is a shortfall in Production and the Consumption demands cannot be met from the new Production, then Reserve Agro is used to make up the difference, perhaps saving the realm from famine and disaster.

Unless otherwise specified by the player, all Agro reserves are located at the Capital (or homeland, if there is no Capital).

2.11.5.2 Selling Agro Surpluses

Surplus Agro can be sold by a Nation to any of its trade partners, at any price that can be mutually agreed upon. The transaction normally can be handled directly through the trade connections between the two nations. If for some reason the Agro needs to be delivered to a location not controlled by either of the trade partners, then the Agro must be physically transported to the delivery site, either by a Leader (if by land), or by a Leader and ships (if by sea).

Surplus Agro, not already in the Agro Reserve, must be preserved at a cost of 1 GP per Agro before it can be sold (and transported). Agro already in the Reserve, however, can be sold directly, without additional cost.

Each Agro Point requires two (2) cargo spaces for transport.

The transferred Agro arrives *during* the turn, which means it cannot be used to offset a Famine status existing at the beginning of the turn. It can only be used to offset a shortfall in production on the *turn after delivery*.

2.11.5.3 Converting Agro Surpluses

Surplus Agro Points can be sold to the common population and nobles in return for gold, labor or investments in projects of various supports. The options available to your Nation depend on the size of your nation's Base (pre-Tax) Revenue, and are detailed on the following table:

Table 2-17. Agro Surplus Conversion Options

Base Rev.	*Surplus Agro...*	*Trade in for...*
0-50 GP	1 Agro	1 GP
	1 Agro	1 NFP
50-100 GP	2 Agro	1 GP
	3 Agro	1 NFP
100+ GP	2 Agro	1 GP investment in a rating.
	4 Agro	1 NFP toward a Project(*)

Note: (*) In this case, a Project is considered to be any National Project, or any construction that does not involve units that can move and/or fight. So you can use this "project" NFP to build cities, or roads, or colonize provinces, but not for troops.

2.12 THE LEADERS

Each nation can have a maximum of [Tech Level + 6] Leaders in **total**. This includes Kings, Heirs, Princes, Allies, Feudal Allies, Bishops and Lieutenants. Some types of Leaders are also limited in number, as per the following:

- One King (K)
- One Heir (H)
- (BL) Lieutenants
- ((BL / 2) Princes (rounded up)
- (BL) Allied Leaders

Example
A Tech Level five nation would be limited to: 1 King, 1 Heir, 5 Lieutenants, 5 Allied Leaders, and 3 Princes. This, however, is 15 Leaders total, while the Tech limit is (5+6=11). So, the GM would limit the number of Princes and Allied Leaders to no more than 4 in combination – say, 2 Allied Leaders and 2 Princes.

The number of Feudal Allies or Mercenary Leaders that can serve your nation is limited only by the total number of allowed Leaders (TL+6). Each Leader and its attendant Army (if any) is listed on the status report in the following format:

Example:
#1 KBBB Arthur 24 100i Avalon Normal 12gp, 3ag
King of the Britons

- The *Number* is the Leader's ID.

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- The Leader Type Stats are four figures: The Leader's *Type*, the Leader's *Combat* Rating, the Leader's *Diplomacy* Rating and the Leader's *Charisma*. A fuller explanation of these is provided in Section [2.12.2] on page 18.
- The Leader *Name* can be up to twenty characters long, and is either provided by the player or by the GM. Leaders from Allied provinces have their province of origin filled in here.
- A Leader may also have a *Demesne* (or Domain) note, which will appear on the line **beneath** the Leader name. This is used to particular titles, or more commonly, to indicate the home province or city of an Allied Leader.
- The Leader *Age* is the age of the Leader as of the end of the previous turn.
- The Army *Contents* are the various units that make up the composition of the army itself. See [5.4.7] on page 44 for a full description of all of the army unit codes.
- *Location* is the region or city name that the army ended the last turn in. If the army is in a City, then the region will be shown as well.
- *Status* is determined by a number of things; whether the Leader is commanding an army on campaign, whether he is sneaking around in some hostile province, or incarcerated in some crude jail. As indicated by the following table, it can have a substantial effect on the cost of troop support for an army.
- *Treasury and Supplies:* A Leader carrying Gold or Agro points has them listed here, at the end of the Army line.

2.12.1 Army Number

The Army Number ranges from 01 (your King) up to your maximum. This number remains constant and is *always* used to refer to the Leader and his troops in orders. On some occasions a Leader may change his number (like when the Heir becomes the King). In this case always refer to the Leader in your orders by the most recent number.

2.12.2 Leader Type Stats

There are ten general types of Leaders in **Lords of the Earth:** *King* (**K**), *Queen* (**Q**), *Heir* (**H**), *Prince* (**P**), *Lieutenant* (**L**), *Ally* (**A**), *Bishop or Papal Legate* (**B**), *Feudal Ally* (**F**), *Spy* (**S**), *Regent* (**E**) and *Mercenary Commander* (**M**).

Each of these have their own effects pertaining to game play and are more fully explained in Section [7.1]. Each Leader statistic ranges from 1 to 11, where 1 is the lowest. Stats of 10 and above are noted by letter codes (A' for 10, 'B' for 11 and so on). Most Leaders tend to be of average ability, around 6.

Rolling 2 six-sided dice and subtracting 1 from the result generates the ratings. This gives a shifted bell-curve with the average at six. There are minor modifiers based on the type of Nation you command.

The **Combat** Rating reflects the ability of the Leader to plan military campaigns, lead his men in the chaos of battle and to recover from unexpected defeats.

The **Diplomacy** Rating is the negotiating ability of a Leader and is the key statistic for diplomatic endeavors.

The **Charisma** Rating is denoted just like the Combat and Diplomacy stats. This statistic may change due to events of the Leader's life and other circumstances. The Charisma rating indicates how popular the Leader is with the common people and any troops that he might command. This rating is used for various determinations in Revolts, Civil Wars, Dynastic Failures and such like events.

Each Leader also has a fourth, hidden, statistic. For Kings that statistic is his **Leadership** ability. That number added to the national Bureaucracy Level is a King's Command Control Radius. For all other Leaders, the hidden statistic is **Loyalty** to the King. Leaders that are not that loyal may rebel if they are outside the King's Command Control Radius or if there is a Dynastic Failure (see Section [10.5.1] on page 102).

When a King is Ruling, his Leadership is also added to the National Infrastructure rating to see how large an Imperial Size he can control.

2.13 THE ROYAL FAMILY

These are the Spouses and Children of the King and any Heirs or Princes that do not appear as Leaders in the Leaders section. Listed here are their Names, Genders, Ages and applicable Notes. It is assumed that all these other family members are in the Capital or Homeland during the course of the turn unless specifically moved somewhere else.

New Spouses are acquired by marriage through the *Diplomacy* action or by arrangement between Nations.

New Children are generated by the *Have Children* (HC) action of Kings, Heirs and Princes.

Theocracies, Democracies and Federal Democracies do not get Heirs or Princes and do not have to worry about having children and maintaining family lineages.

2.14 REGIONS AND CITIES LIST

Next on the status report is a list of all of the regions under the control of the nation, and, in some circumstances, some that aren't. The general format is as follows, reading from left to right:

- Region Name
- the Gold Point Value (GPv).
- Regional Public Works
- the Region Spacer Code.
- Region Resistance Value
- in parentheses, the number of years since the Region was ~~conquered *if* either the region or the city in the region is~~ Pacified or Pacified Tributary.
- the Control Status
- the Region Religion
- the Terrain Type of the region
- Levels of Megalithic Construction in the region
- garrisoned troops
- the percentage of the region that is cultivated
- the number of Wall Points in the region in brackets if there is a Fortress or port area, a colon then
- a marker for Trade Center, if there is one in the region

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- notes about the region not covered elsewhere
- the language of the region
- A notation indicating any other Nations or Religious Primacies who also have a control status in this region.

Example:
Arcadia 1+2s5 (25) [10] p rc w 1 : 6i 30% : (G) Grail Fra

2.14.1 Region Name

The Region Name is a semi-historical geographical name that the people in the area are likely to use for themselves. This Region Name is a constant within a given campaign, but may vary from campaign to campaign.

2.14.2 Region Gold Value

This is the Base Gold Production of a region. This factor may be augmented by Regional Public Works, *Regional Genocide*, *Loot* and *Scorched Earth* actions, raids, war, slaving and various other events may also affect this rating. See Section [2.3.4] for more on Regional Income.

2.14.3 Regional Public Works Bonus

This is the amount of economic augmentation done to the region by rural Public Works Projects. These include farm roadways, irrigation canals, erosion dikes, grain silos, highway signs, fences, mills and levees. The existence of these will improve the GP and Agro productivity of the region, as well as increase the population of the province. See Section [2.3.8] for more on Public Works.

2.14.4 Region Spacer Code

The Regional Spacer Code denotes special regions, like regions forming the Silk Route, hostile land regions, and so on.

Table 2-18. Region Spacer Codes

Spacer Code	*Description*
/	Normal Region
f	Fur Line Region
h	Hostile Region
s	Silk Road Region

2.14.5 Region Resistance Value

The Resistance Value is how much a region will resist an attack or a diplomatic attempt. A higher value represents a greater resistance to change. Thus more resistant regions will be more reluctant to join your nation. But once controlled, highly resistant regions will be all the more reluctant to abandon your nation. Conversely, low resistance regions are easy to woo or conquer, but are also likely to abandon you at the first sign of trouble.

To control an empty province (one with no GPv or RV) still requires 1 troop unit.

2.14.6 Control Level

There are 14 Control Levels that a Region may have in relation to your Nation. In ascending order of Control they are: *At War* (**aw**), *Hostile* (**hs**), *Uncontrolled* (**un**) *or Neutral* (**n**) *or Occupied* (**oc**), *Claimed* (**c**), *Non-Paying Tributary* (**nt**), *Feudal Allied* (**fa**), *Tributary* (**t**) or *Pacified Tributary* (**pt**), *Economic Ally* (**ea**), *Allied* (**a**), *Pacified* (**p**) or *Friendly* (**f**), and *Homeland* (**hm**).

Regions with *At War*, *Hostile* or *Uncontrolled* statuses will not usually appear in the Regions and Cities section of the status report. Hostile and At War regions are kept track of by the GM. Control status definitions are explained below, and are listed in ascending order of control status. The *Homeland* is the maximum status that a region can ever have.

In the rules that follow, there are references to "having a status greater than…". This refers to the order in which the Control Statuses were listed above. Feudal Allied, then, has a status greater than Non-Paying Tributary.

If a position has two sets of status within a Region or City (for instance a Primacy having *Economic Ally* and *Church*) the Open Nation status supercedes the lesser status. The lesser status will be recorded in case the Control Level is subsequently lost.

Many locations will be defended by a native army consisting of its militia and a mobile force composed of the local nobility's household troops and any professionals employed by them. Under some circumstances the mobile force will join the National Army if the location becomes Friendly through Diplomacy (but not through Colonization, Settlement, or the transition of Pacified to Friendly).

2.14.6.1 At War (aw)

These regions don't like you one bit. Once a region is At War with you, it will wage war on your country until you kill it or their current king dies. You have the least control over these regions.

2.14.6.2 Hostile (hs)

These regions are generally displeased about having you as a neighbor. Thus Hostile regions are tougher to woo than neutral regions. If the region had been attacked by your nation recently or raided or insulted, chances are that region will be hostile.

2.14.6.3 Uncontrolled (un)

Uncontrolled neutrals are indifferent to you, and hopefully indifferent to everyone else, too. This is the base Control Status of regions that a diplomacy action attempts to improve upon.

However, when a Nation conquers a region but fails to capture or isolate an enemy city or fortress in the region, the region remains *Uncontrolled* and must be garrisoned to prevent revolt. See Section 10.12.

If an Uncontrolled location becomes Friendly via Diplomacy then its mobile force will join the National Army.

2.14.6.4 Pacified (p)

Pacified regions are those conquered outright by your Nation's armies in war. You are providing the full administration of the region and are extracting every last ducat out of the natives. These regions must be garrisoned and thus will not revolt unless the garrison revolts, or is wiped out by a native uprising. You cannot build mobile troops in the region, but can build fortifications. In time,

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Pacified regions may turn Friendly if they are of the same Religion and Language as your Nation.

If there is a hostile city or fortress in the region it must be under an effective siege, see Section 10.12, for the region to be Pacified.

2.14.6.5 Pacified Tributary (pt)

Pacified Tributary regions are those that have been defeated in battle by your armies and an indigenous government has been installed at your whim. They provide the administration of the region and handle all internal affairs. Your Nation, in turn, gets tribute from them. These regions are very likely to revolt in times of trouble.

Should a Pacified Tributary region be attacked then it will only be defended by a native army if the invaders are attempting to Pacify or Pacify to Tributary the region.

Should the region become Friendly (through Diplomacy) then the mobile force and militia do not become national troops.

2.14.6.6 Claimed (c)

Claimed regions are those in which, through trade agreements, marriage or blood-ties, your Nation has some interest and some legal stake in the ruling house or group therein. Such regions do not count for Imperial Size, since you do not control them at all, but the status allows you to build upon the link to enhance the relationship at a later time. Any number of Nations can Claim a given region. Claims can be lost through hostile diplomatic actions, or if your Nation suffers a Dynastic Failure.

Should a Claimed region be attacked then it will be defended by a native army. Should the region become Friendly (through Diplomacy) then its mobile force joins the National Army but the militia do not.

2.14.6.7 Non-Paying Tributary (nt)

Non-Paying Tributary regions have agreed to give your Nation's armies right of passage and have paid some homage to your ruler. However, your Nation does not have any hand in the administration of the region and does not gain any direct revenues from such a region. Such regions will revolt at the first opportunity. You cannot build any troops (mobile or not) in such a region.

Non-Paying Tributary cities do not count for the purposes of calculating Inter-City Trade (see [2.3.6] on page 9) or basing Merchant Shipping. A non-paying tributary province can be shared by two or more nations. See section [10.14] on page 106 for more details.

Should a Non-Paying Tributary region be attacked then it will be defended by a native army. Should the region become Friendly (through Diplomacy) then the mobile force and militia do not become national troops.

2.14.6.8 Tributary (t)

Tributary regions have accepted your Nation as their overlord and pay a small tax in tribute, as well as allowing your armies passage. Your Nation cannot build mobile troops in the region, but field fortifications are tolerated. The native forces will fight with your armies if the region itself is attacked. Tributary regions are very likely to revolt if an opportunity arises.

A tributary province can be shared by two nations. See section [10.14] on page 106 for more details.

Should a Tributary region be attacked then it will be defended by a native army. Should the region become Friendly (through Diplomacy) then its mobile force joins the National Army but the militia do not.

2.14.6.9 Feudal Allied (fa)

Feudal Allied regions have agreed to provide your Nation with fighting forces in time of war in return for their own autonomy within your Nation. You do not collect gold or grain from these regions and cannot build National troops (mobile or non-mobile) in them. However, you can build Allied troops for the natives, or give them National troops - which then become Allied troops. No support need be paid for these units. Feudal Allies are fickle and are prone to revolt at any opportunity. Each turn, the Feudal army can be called up and used as a normal army as long as they end the **turn** back in their home region.

The Leader of a Feudal Ally appears on the status report with his armies and is denoted by an **F** Leader type code. He can only perform those Actions which use the Combat stat for resolution (see section [0] on page 60 for the complete listing).

If the Feudal troops are involved in a campaign when the time arrives for them to go home at the end of the turn, they will return home, regardless of the situation. If a Feudal Ally is prevented from returning home, he may revolt.

Should a Feudal Allied region become Friendly (through Diplomacy) then the Allied troops become national troops. See Table 13-3. Regional Status Effects Summary.

2.14.6.10 Economic Ally (ea)

Economic Allies are integrated into your Nation economically; they provide full taxes and agricultural produce, but have reserved their military forces for their own use. You cannot build **any** troops for your Nation in the area. These regions are moderately likely to revolt if an opportunity presents itself. They are more likely to switch to another Nation's control due to diplomatic maneuvering than outright revolt.

Should an Economic Allied region be attacked then it will be defended by a native army. Should the region become Friendly (through Diplomacy) then its mobile force joins the National Army but the militia do not.

2.14.6.11 Allied (a)

Allied regions are fully committed to your Nation. They provide a good portion of their economic output to the Nation, and they allow passage of National armies. National troops still cannot be built in the region, but the Nation may build troops for the region. The Allied regional Leader appears on the status report, along with his Active army, and can be moved about as pleases the player. He cannot, however, take hostile action against his own region or do Diplomacy upon it. Whether an Allied region revolts during some national crisis is dependent upon their ruler's Loyalty, which varies wildly.

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Should an Allied region become Friendly (through Diplomacy or Leader death) then the Allied troops become national troops. See Table 13-3. Regional Status Effects Summary.

Diplomacy actions against an Allied region must be conducted with the Allied Leader present.

2.14.6.12 Friendly (f)

Friendly regions are fully assimilated into your Nation. You can build all kinds of National troops therein (assuming of course, that there is a city or port there, and the region is within the HBZ) and receive full revenue from the region. Of course, the burden of administration is full borne by the Nation for such regions. They are also the major source of National Force Points. They rarely revolt.

2.14.6.13 Occupied (oc)

Occupied regions are Friendly or Homeland regions that have been seized by another Nation. They remain on your status report with an '**oc**' status — producing neither revenue nor national force points until such time as you retake them, whereupon they revert to their previous status, or they become friendly to the conquering nation.

2.14.6.14 Homeland (hm)

The Homeland region is the focal point of your nation. You can build most National troops at the Homeland, even if there is not a city there. Your government will be centered at the Homeland and is therefore the site of the capital city if a Capital has not been built elsewhere.

2.14.7 Region Religion

The specific practicing religion of the region is listed here. Region Religion is usually the same as the National Region, but sometimes it will be different.

2.14.8 Terrain Type

This is the prevailing type of land in the region. The various Terrain Types are explained in Section [4.5].

2.14.9 Megalithic Constructions

The number of Megalithic Constructions (**MC**) built in the province are noted here as a numeral. The Notes area may have more details on what, exactly, was built in the province.

2.14.10 Years from Conquest

The **YfC** figure is the number of years since this province, or city, was pacified by this Nation. This figure will continue to increment while the province is occupied and while it has not become a Friendly province.

2.14.11 Garrisons

These are the troops left in the region without a Leader. Garrisons are required in any region or city with a status of *Uncontrolled* (see 10.12) or *Pacified*. A successful garrison must meet both numerical and unit type requirements. Failure to meet either requirement will cause the region or city to revolt, and whatever units had been on garrison duty will be destroyed.

To control an empty Region or City (one without GPv or RV) still requires 1 troop unit.

2.14.11.1 Regional Garrisons

The unit type requirements for regions differ according to the Terrain Type of the region. Cultivated, Wilderness, and Mountain region garrisons must be composed of Infantry, Cavalry, and/or Field Forts. Steppe and Desert region garrisons must be composed of either Cavalry, or twice the Cavalry requirement in Infantry and/or Field Forts.

The size of a regional garrison must equal or exceed the Modified Resistance Value of the region. The Modified Resistance Value can be calculated using the following equation:

Modified Resistance Value =
Regional Resistance ×
Terrain Multiple ×
Religion Modifier

The **Terrain Multiple** can be determined from the following table where Culture is the Culture Type of the occupying Nation, and Terrain Type is the regional terrain of the occupied region. A wilderness Island is treated as an Island for the purposes of a garrison. The **Religion Modifier** is shown in the second table following.

Keep in mind that troops on garrison duty are not prepared to defend against a (well led) army. Unless a Leader is present, garrison troops including a city with *defenses* (at least one troop unit or wall point) will fight with a combat Temporary Leadership in command -- see section 7.1.10. By contrast, an army accompanied by a Leader will fight with a combat Leadership equal to the Leader's combat rating.

Table 2-19. Garrison Terrain Modifiers

Culture	*c*	*c2*	*w*	*s*	*j*	*i*	*d*	*m*	*t*	*o*
Pre-Colum.	1	1	1	2[C]	1	1	2[C]	1	2	1
Seafaring	1	1	2	2[C]	2	1	2[C]	2	2	1
Civilized	1	1	2	2[C]	2	1	2[C]	2	2	1
Barbarian	2	2	1	2[C]	1	1	2[C]	1	2	2
Nomadic	1	2	2	1[C]	2	1	1[C]	2	2	1

Notes

- All regions can be garrisoned with infantry save for steppe.
- All regions requiring a cavalry garrison (those marked with a [C]) can be garrisoned with infantry or field forts in twice the cavalry amount. An exception to this applies in the case of regions where there is no Cavalry in use (pre-Cav Count America, or South Africa).
- Islands can be garrisoned by warship units of the nfp cost equivalent to the infantry or cavalry unit garrison requirement.
- All listed numbers are factors that are multiplied by the Region Resistance Value.

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Table 2-20. Garrison Religion Modifiers

Regional Religion is...	*Modifier*
Tolerant of Your Religion	1.5
Hostile to Your Religion	2.0
The same as Your Religion	1.0

2.14.11.2 City Garrisons

To garrison a Pacified city there must be at least as many troops as the City Resistance Value, see Section 2.14.18. Only Cavalry or Infantry units can garrison a city. Siege Engineers cannot garrison a city. City Wall points ***do not*** count for its garrison.

Example

The Austrians have captured the port city of Venice, which is 7 GPv in size and has 12 Wall Points. They must garrison the city with at least (12/2 + 7^½ + 1 = 9) points of infantry or cavalry.

If the city is of a religion **Tolerant** of your own religion, then the garrison requirement is one and a half times larger. If the city is of a **Hostile** religion, then the garrison requirement is doubled.

2.14.12 Maximum Status For A Region

The maximum control status your Nation can achieve in a region through diplomacy or conquest will be the lower of the two statuses as determined from the following tables.

Note that a higher status is possible if a region or city is colonized, see section 5.4.14.

Table 2-21. Maximum Region Status by Religion

Your National	*The regional religion is the...*		
Religious Strength			
1	HM	F	A
2-3	HM	F	EA
4-5	HM	A	EA
6-7	HM	EA	T
8-9	HM	EA	NT
10	HM	T	P

Table 2-22. Maximum Region Status by Terrain

Region Terrain	*Controlling Culture is...*				
	C	*B*	*N*	*S*	*P*
c2 (Intns Cult.)	Hm	Hm	Hm	F	Hm
c (Cultivated)	Hm	Hm	Hm	F	Hm
w (Wilderness)	F	Hm	EA	FA	Hm
m (Mountain)	FA	F	T	EA	FA
s (Steppe)	FA	T	F	NT	FA
d (Desert)	FA	T	F	NT	EA
t (Tundra)	F	F	NT	T	F
i (Island)	F	F	T	Hm	F
j (Jungle)	F	EA	NT	EA	F
o (Oasis)	T	NT	A	NT	NT
City	F	F	F	F	F

2.14.13 Fortresses

A number might appear on the status report just after the garrison in brackets. This construct is a fortress or citadel which is basically a walled city without the city. The number in brackets is the number of Wall Points that make up the Fortress. There can only be one Fortress per region and that Fortress cannot exceed (Builder's Siege QR) Wall Points in size.

A port Fortress is indicated by a trailing **p** code, while a Fortress built within a City is indicated by a trailing **c** code. A port fortress within a city is indicated by a **pc** code.

Constructing Fortresses is discussed in Section [5.4.11].

2.14.14 Cities

Below each Region line in the Regions List, there may be a second, indented, line that describes the city that resides in that region. Cities, like regions, are described by a general format:

- The City Name, followed an opening bracket...
- the Gold Point Value (GPv), followed by a plus (+) sign
- the City Public Works, followed by an (i), which indicates…
- the City Industrial Capacity
- the City Type Code (**p** marks a Port, for example)
- Wall Points, followed by a closing bracket
- The City Resistance Value in angle brackets (like so: <4>)
- Control Status of the city
- Religion of the city population
- A colon and then the City Garrison
- Any applicable Notes.
- Prevalent Language of the city population
- A notation to indicate any other nation or religious order that also has a control status in this City.

Example:
Orleanais [3+10i15p15] <9> f rc : 15i Notes Era

2.14.15 City and Trade Center Industry

Each city (and Trade Centers for Nomads and Barbarians) has an Industrial Capacity. This is used for building Heavy-class units (see section [5.4.9] on page 44), if they are in the construction of.

Each City has an Industrial capacity equal to:

Table 2-23: Intrinsic Industrial Capacity

Source	Capacity	Notes
Trade Center	5	Usable only by Nomads or Barbarians for the construction of Heavy units (including ships, if in a coastal region).
City	GPv × 5	Usable for the construction of Heavy land units and Engineers.
Port City	GPv × 5	Usable for the construction of Heavy ships, units and projects.

Note: Port City capacity is **not** separated for ground unit and ship unit construction. There is only one Capacity, reflecting the specialization of port cities for ship construction.

2.14.16 City Type Codes

The spacer code between the Public Works and the Wall Point values of a city is used to define, for the convenience of the players and GMs, which of a number of different types of

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city it is. In general, each code describes the following attributes of a City:

<Capital?><Transport?><Special?>

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Table 2-24. Base City Types

Type Base	Code	Notes
Capital	C	
Road	R	Must be connected to the capital by Royal Road.
Port City	P	
Silk Route	S	Silk Route must be "working". Overidden by Road.
University	U	Only if the University is not in the Capital.
Holy City	H	

- Heavy-class units (see section [5.4.9] on page 44), if they are in play in your campaign.
- Siege Engineers and Wallpoints.
- Ship units.
- Some types of Monolithic Construction. In the Middle Ages this includes bridges. In the Modern Era many types of Monolithic Construction require the expenditure of Industrial Capacity.

Table 2-25. Meta-City Types

Meta-Type	Code
Road and Port	%
Silk-Route and Holy City	!
Holy City and University	*

To be utilized for building units, the city or Trade Center has to be within the HBZ (see section [2.4.4]).

The Industrial Capacity of a city can be used outside the HBZ for building Wallpoints, and Monolithic Construction bridges (see section [6.1.10] on page 51).

Each City has an Industrial Capacity calculated using the following equation, rounded up:

Industrial Capacity =
(GPv + (pwb/15))
x CultureModifier
x TL
x EconomicModifier
x Tax Multiple

A Trade Center is treated as though it has a GPv of 5.

Table 2-26. Industry Culture Modifiers

Cultural Type	*Modifier*
Pre-Columbian	0.75
Barbarian/ Nomad	0.5
Seafarer	0.9
Civilized	1.0

Table 2-27. Industry Economic Modifiers

Economic Type	*Modifier*
Agrarian	0.5
Guild	0.75
Free	1.0
Slave	0.6

Note: Port City capacity is **not** separated for ground unit and ship unit construction. There is only one Capacity, reflecting the specialization of port cities for ship construction.

2.14.16.1 Finding Industrial Capacities on the Stat Sheet

The city-based Intrinsic Industrial Capacity is listed on your stat sheet as part of the City description, between the City PWB and City Type like so:

```
Avalon [3+30i15p4]
```

This city has a GPv of 3, 30 Public Works, an **Intrinsic Industrial Capacity of 15**, is a Port City, and has 4 Wall Points.

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2.14.16.2 Control of Intrinsic Industrial Capacity

The 'native' Industrial Capacity of a city is, by default, under the control of the Nation controlling the City with an 'open' status (Tributary, Pacified, Friendly, etc.). A Cultic, Order, or Primacy status does *not* give access to the Industrial Capacity of a city. They do *not* own the generic industry in the city - they own what they build, but they do not get the rest for free.

If a Holy City, or Order Fortress resides in a Neutral city (one where no position has an 'open' status) then they can use the Intrinsic Industrial Capacity for a flat fee of 1 GP per point of industrial capacity to hire the local workshops. If two or more resident organizations attempt to use the same capacity then they gain equal fractions.

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The Nation that owns the Intrinsic Industrial Capacity of the city a Holy City or Order Fortress resides in can rent the Intrinsic Industrial Capacity to them, or allow them to use it in exchange for some other favor.

A Secret Empire can attempt to access *unused* capacity for a flat fee of 1 GP per point of industrial capacity to hire the local workshops - but they would have to hide, via intel, such an effort. Building a secret underground or hidden city somewhere (see Section 11.1.10) would be much more effective.

2.14.17 City Type Codes

The spacer code between the Public Works and the Wall Point values of a city is used to define, for the convenience of the players and GMs, which of a number of different types of city it is. In general, each code describes the following attributes of a City:

```
<Capital?><Transport?><Special?>
```

Table 2-28. Base City Types

Type Base	Code	Notes
Capital	C	
Road	R	Must be connected to the capital by Royal Road.
Port City	P	
Silk Route	S	Silk Route must be "working". Overidden by Road.
University	U	Only if the University is not in the Capital.
Sacred City	H	
Treasury	$	

Table 2-29. Meta-City Types

Meta-Type	Code
Road and Port	%
Silk-Route and Sacred City	!
Sacred City and University	*

Table 2-30. Master City Type List

Description	Code	Agro	ITV	Road ?	Port ?	+RV
Normal	/	1.0	0.5	No	No	+0
Capital	C	1.0	1.25	No	No	+1
Road	R	1.0	1.0	Yes	No	+0
Railroad	T	1.0	1.5	Yes	No	+0
Port City	P	0.8	1.5	No	Yes	+1
Silk Route	S	1.0	1.0	No	No	+0
University	U	1.0	0.75	No	No	+1
Sacred City	H	1.2	0.75	No	No	+1
Road, Port	%	0.8	1.5	Yes	Yes	+1
Silk-Route, Sacred City	!	1.2	1.0	No	No	+1
Sacred City, University	*	1.2	0.75	No	No	+2
Capital, Road	CR	1.0	1.25	Yes	No	+1
Capital, Port	CP	0.8	1.5	No	Yes	+2
Capital, Road, Port	C%	0.8	1.5	Yes	Yes	+2
Capital, Silk-Route, Sacred City	C!	1.0	1.25	No	No	+2
Capital, Sacred City	CH	1.2	1.25	No	No	+2
Sacred City, Road	RH	1.2	1.0	Yes	No	+1
Sacred City, Port	PH	1.0	1.5	No	Yes	+1
Sacred City, Road, Port	%H	1.2	1.5	Yes	Yes	+2
Sacred City, University, Road, Port	+H	1.0	1.5	Yes	Yes	+3
Capital, Sacred City, Road, Port	C%H	1.0	1.5	Yes	Yes	+2
Road, University	RU	1.0	1.0	Yes	No	+1
Port City, University	PU	0.8	1.5	No	Yes	+1
Silk Route, University	SU	1.0	1.0	No	No	+1
Capital, Silk Route	CS	1.0	1.25	No	No	+1
Port City, Silk Route	PS	0.8	1.5	No	Yes	+1

2.14.18 City Resistance Value

Like a Region, a city has a Resistance value that is used for checking for Revolt and as a modifier to Diplomacy. This stat is not usually listed on the stat sheet, but it is calculated by this formula:

$$RV = \frac{WP}{2} + \sqrt{GPv} + T$$

Where **RV** is the resulting Resistance Value, **WP** are the number of Wall Points possessed by the City, and **GPv** is the GP value of the city (its size). Fractions are dropped from the resulting number. And **T** is the City Type modifier from the City Types table.

See Section 2.14.11.2 for information on City Garrisons.

2.15 BANKING SYSTEM

If your campaign has progressed to the point where there are national banks, yours will be listed here. The bank has the following attributes:

A *Name* (like The Bank of Geneva), a *Status* (Open or Closed, depending on whether you are allowing other nations to borrow from your bank), a Base *Value* (which is based on the economic strength of your nation), an amount *Invested* (by people paying off loans, and the interest adding to the banks' capital), an amount *Loaned Out* (in outstanding loans), and the resulting *Free Capacity* (which is the amount which could be borrowed on the current turn). Finally, there is an *Internal* borrowing rate (which is the amount the owning Nation pays to borrow money from the bank), and an *External* borrowing rate (which is the amount other nations pay to borrow from your bank).

Only Open Nations have banks. Religious Primacies, Orders, and Secret Empires do not have banks but are free to lend their own monies – see Section [10.3.2].

2.16 MERCHANT SHIPPING ALLOCATIONS

This section of the status report shows the home port cities for all of the nation's merchant fleets, the number of Merchant Shipping Points (**MSP**) (see Section [2.17.6] on page 27) assigned to the fleet, the number of national ships in the fleet, and the shipping activity that they are currently engaged in.

This section is grouped by Port City, with each merchant fleet based at the port shown following lines, like so:

1. The Activity that the fleet is undertaking.
2. The number of MSP in the fleet.
3. The Trade route the fleet is assigned to. Internal Trade and Fishing fleets are assigned to Route 00000.
4. The Nation the fleet is sailing to, or (No One) if the fleet is an Internal Trade or Fishing Fleet.
5. The number and type of Units that compose the fleet are not listed except for warship escorts.
6. Any notes appertaining to the fleet, such as the Sea Zone being fished by a Fishing Fleet.

There is a sub-total line for each Port City, showing the total number of MSP based at the port, as well as (in square brackets) the *Capacity* of the port.

If more MSP are based at the port than allowed, an *OVER CAPACITY* note will be displayed. MSP from routes which are Over Capacity will be forcibly converted to ship units in the port.

Finally, at the bottom of the section there is a listing of the Total National MSP, and the total Nation MSP Capacity.

In some cases, you may be sharing status in the port with another nation, in which case the *other Nation's* MSP total will

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To garrison a Pacified city there must be at least as many troops as the city Resistance Value. Only Cavalry, Infantry or Siege Engineer units can garrison a city.

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¶
Example
The Austrians have captured the port city of Venice, which is 7 GPv in size and has 12 Wall Points. They must garrison the city with at least (12/2 + 7^½ + 1 = 9) points of infantry, cavalry or siege engineers

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be shown, along with an indicator of which Nation is also basing MSP at the port. You will not see, however, any details of their trade routes or shipping tasks.

Merchant fleets can be assigned to the following activities:

2.16.1 Sea Trade

For each nation that the player intends to trade with that can only be reached by sea, an External Sea Trade Fleet must be allocated to that duty. Only one fleet set on Sea Trade is required to sustain trade between two nations, and both nations may contribute MSP to the fleet. A sea trade fleet can traverse a number of sea zones determined by their nation's Culture (see following table) from a port city in the originating nation to a port city in the target nation. Both ports cities *must* be able to trace a land route through controlled regions from that port city to their respective capitals.

Table 5-1. Sea Trade Range by Culture

Nation Culture Type	*Trade Range*
Nomadic	1
Barbarian / Pre-Columbian	2
Civilized	3
Seafaring	4

2.16.2 Internal Trade

Every 20 MSP set on Internal Trade functions as a 1 GPv port city for purposes of Revenue (producing City, Inter-City and International Trade Income).

If the base Port for an Internal Trade fleet is solely a River-port, then only Light-Transport-derived MSP can be allocated to it. See Table 13-5. Ship Unit Classes and Effects.

2.16.3 Fishing

This is a fleet that adds to the nation's agricultural output by fishing in the sea zone adjacent to its base port. A Fishing Fleet of 20 MSP generates 1 Agro Point per turn, which, when combined with the land production, is then modified by the harvest for the Geographic Zone the Nation resides in (see Section [2.11.2]).

A Fishing Fleet based at a blockaded port city will not produce any agro.

2.16.4 Port Capacity Limit

A port city cannot service, supply and warehouse an unlimited number of ships, crews and cargoes. There are physical limitations to the warehousing, the slips, the docking facilities, the number of longshoremen and other workers to support shipping. As a result, each port can only support a certain number of MSP assigned to it.

Note that the maximum number of MSP that a nation may base at a Port City is based on the degree of control (the Tax Multiple, see Table 2-7 on page 9) that nation exerts over the city.

Nation's MSP Limit = Port GPv × 20 × Tax Multiple

This capacity is calculated for **each** nation that exerts a level of control over a Port City. In addition each Port City has a total capacity (GPv × 20) that cannot be exceeded by all MSP based at the port.

Example: The nations of Egypt and Axum share control of a port city, Adulis, on the Red Sea. Each Nation has a status of T (tributary) in the city. Adulis has a GPv of 5. Neither Egypt nor Axum may base more than (5 × 20 × 0.5 = 50) MSP at Adulis.

2.17 TRADE ROUTES

A Trade Route represents the merchant trade that can exist between two nations. This section keeps tally of all Trade Routes between your nation and its trading partners. Refer to Section [5.2] for more details on the establishing and maintaining Trade Routes. Your Trade Route listing should only contain Trade Routes between your Nation and its trading partners. It is arranged like so:

- Trade Route Number
- Type of Trade Route
- Name of the Nation you're trading with
- Status of the Trade Route
- Route Distance (in Sea Zones)
- Route Duration (in Years)
- Your Nation's eMSP (Effective Merchant Shipping Points) on the Route
- The GP that the Route generates for your nation
- The eMSP for the Nation that you're trading with
- The GP that the Nation that you're trading with makes off of this Route
- The port city in the *other* nation handling this trade route.
- Route Total Trade Value (**TTV**)
- Route "Free" Capacity (**Free**)

2.17.1 Trade Route Number

Each Trade Route between nations is assigned a number. This number is used by the players and the GM when Merchant Shipping Points are shifted between routes or other activity occurs.

2.17.2 Trading Nations

Your nation's name, your trading partner's nation name and the effective Merchant Shipping Points (see Section [2.17.8]) that each nation has on that particular trade route are listed after the Trade Route Number for each particular trade route.

2.17.3 Trade Route Type

The Trade Route Type merely lists whether the route traverses land only (including possible ferries) ("**L**"), or whether the route must traverse at least one sea zone ("**S**"). A pair of nations cannot trade with one another both by sea and by land. Land trade can be less profitable than a well established sea trade route (due to the greater possible efficiency of a sea trade route). Where two nations can trade by land, the route between them **must** be a land route, even if a sea route is also possible.

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2.17.4 Trade Route Status

Each Trade Route has a status attached to it, as per the following table. Each status modifies the amount of trade that can flow through the route each turn.

Table 2-31. Trade Route Status

RouteStatus	Description	Throughput
NST	Normal Sea Trade	1-100%
WAR	Blocked by Warfare	10%
BST	Blockaded Sea Trade	50%
LTH	Land by Hostile Terrain	70%
LTD	Land by Difficult Terrain	80%
LTO	Land by Open Terrain	85%
LTR	Land by Road	90%
LTS	Land across the Sahara	50%
LTC	Land along the Silk Route	30%
INI	Trade Under Interdict	50%

The various Route Statuses' are set by the GM as per their assessment of the kind of route and the terrain over which it must travel, in the case of land trade.

- A *Land by Open Terrain* route is composed of a string of continuous cultivated or steppe land regions between the two capitals, with no ferry points used.
- A *Land Trade by Difficult Terrain* route contains one or more wilderness or jungle regions, a type-one mountain range, or a ferry arrow.
- A *Land Trade by Dangerous Terrain* route contains one or more desert or tundra regions, a type-two mountain range or a Hostile or Unsettled region.
- A *Blockaded Sea Trade Route* is one that the Trade Route traced is Blockaded by a hostile fleet (see Section [7.2.4.10]).
- A Trade Route is *Blocked by Warfare* if the two nations that had been trading (and had established a route) are now at war with one another.
- A Trade Route is *Under Interdict* if a nation is trading with a partner of the same religion which is under Interdict from a Primate Authority of the same religion.
- A Trade Route can be operated via *Land by Road* if the majority (75% or more) of the cities in each nation are connected by Royal Roads (see Section [6.1.4]) and the two nations share a Royal Road network that connects both Capitals.
- A Trade Route can be operated via *Land Across The Sahara* if you can trace a caravan route via Oases (controlled either by your Nation or that are Uncontrolled by any Nation) to a land region in the other Nation.

Example
The Empire of the Red Turbans controls the province of Songhai, which is also their capital of Timbuctu. They open a LTS route to the Caliphate of Tangiers, which controls the province of Zirid, by tracing a trade route through the oases of Arauane, Terhazza, Bir-el-Khazaim and Adrar. If any of those four oases should fall into the hands of the Senegalese (the Empire of the Blue Turbans) the route would be Closed.

- A Trade Route can be operated via *Land Along The Silk Route* if a contiguous series of controlled land regions can be traced from the Capital of your nation to a Silk Route region (which you control), then via Silk Route regions (uncontrolled by any player, save yourself and the Nation that you are trading with) to a region that is controlled by the other Nation, and thence, by controlled land regions to their Capital.

Example
The Persian Empire has conquered provinces as far north as Kara-Khitai, which is a Silk Route region. From there, all of the Silk Route regions are independent to Yanzhi, which is controlled by the Pathet Lao. Persia and Lao could open a LTC route between themselves.

Routes may be closed by players. When this happens, the route ceases to generate Income for the nations, and the MSP and Trade Route Duration begins to decline. This trend will reverse once the route is opened.

Routes may also be closed when nations lose cities or regions, and the route can no longer be traced. Once trade is re-established (Either through another city, or regaining control of the old) the route will be reopened.

2.17.5 Trade Route Duration

Trade Route Duration is roughly the number of years that the route has been in operation. As time passes, the Duration increases. If a route is closed for some reason (by warfare, lost provinces, et cetera), the duration degrades.

The longer a trade route has been open, the more familiar the respective sets of merchants and governments are with each other's policies and markets. Mercantile concerns also have a chance to establish themselves and make contacts. All of this adds up to an increased flow of trade and more money on the route.

At the discretion of the GM, nations may be allowed to grant special trading privileges to certain other nations, increasing the Duration of a given trade route (useful for newly opened routes). At the same time, restrictions may be placed on other nations traders and merchants, reducing the Duration of trade on that route.

2.17.6 Merchant Shipping Points

A Merchant Shipping Point (**MSP**) is defined as 1 Cargo point of ships. A regular (or Medium) Transport unit (see Section [5.4.7]) is worth 3 Merchant Shipping Points. If your campaign is using Heavy or Light units, transports will be worth more or less MSP depending on their size.

In the case of external Sea Trade, these ship units can be provided by either or both of the two trading nations in question. Sea Trade starts if either or both trading nations send at least 1 full MSP on a possible Trade Route.

Undefined MSP cannot be built; they are only created by trade routes which are operating below their eMSP capacity, as described in section [2.17.10] on page 28. You can, however, *transfer* MSP from an existing route to a new one to open it.

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2.17.7 Sea Zone Distance

The Sea Zone Distance is the minimum number of Sea Zones that a sea Trade Route crosses between the ports of the Trade Route. If a pair of nations are trading through a single Sea Zone, then this counts as a distance of one (1). Entry into the port on that Sea Zone is not added to the Sea Zone Distance.

2.17.8 Effective Merchant Shipping Points

The effective Merchant Shipping Points (**eMSP**) shows the relative transport capabilities of the MSP assigned to the trade route by each nation. The eMSP differs from the actual MSP assigned to the route according to the following equation.

Effective MSP = MSP × (Trade Range / Sea Zone Distance)

In other words, the shorter the distance traversed by water, the greater the effectiveness of your assigned MSP. See Table 5-1. Sea Trade Range by Culture on page 39 for the Trade Range of your nation.

2.17.9 Total Trade Volume

The Total Trade Volume (TTV) is the sum of yours and your trade partner's International Trade Values (ITV, see Section [2.3.9] on page 10). This figure represents the potential amount of trade (in eMSP) that could be carried between the two nations. This is also sometimes referred to as the *capacity* of the trade route.

Example

England and France are trading by sea through the English Channel. England has a trade value of 4.5, France a 9.2. The Trade Route is 1 Sea Zone in length. The capacity of this route is the sum of these Trade Values which is 13.7 (which rounds up to 14). Thus, 14 eMSP are needed to sustain full trade between these two nations on a given turn. Three transports assigned to the route will easily support all of the trade on the route, because 18 eMSP (6 MSP × (3 / 1)) exceeds the routes TTV of 14.

2.17.10 Free Capacity

A route's Free Capacity is the amount of eMSP still needed to reach Capacity on a given Trade Route. If this number is shown as a **negative** number, then this is the number of eMSP's that are allocated *over* the capacity of the route.

Free Capacity = TTV - Your eMSP - Their eMSP

If a Sea Trade Route is not at capacity (the Free Capacity is a **positive** number), the Route will "fill up" with automatically generated Merchant Shipping as each nation's merchants realize that an opportunity exists and attempt to take advantage of it. The number of "automatic" Merchant Points that appear on a route is equal to:

New Shipping =
Route Free Capacity ×
National Market Value ×
Proportion of Current Shipping on the Route

rounded to the nearest integer. This means that nations with a higher NMV and a greater proportion of allocated Merchant Shipping will more quickly fill underutilized trade routes with their shipping.

If the Free Capacity is positive, add more transports to the route. If the value is negative, the extra merchant shipping is not earning you any money. The proportion of shipping on the route is equal to (Current Shipping / Total Shipping on Route).

Example

A Sea Trade Route exists between England and Spain. The total Trade Capacity (sum of England and Spain's Trade Values) is 35. England has allocated 20 Merchant Shipping Points (MSPs) and Spain 8 MSPs. The **free capacity** of the route is (35 - 28 = +10). England has an NMV of 0.105 and Spain has an NMV of 0.08. During the turn in question the English merchant shipping allocation would grow by (10 × 0.105 × (20 / 28) = 0.75 rounded to 1) MSP. The Spanish, in turn, would gain (10 × 0.08 × (8 / 28) = 0.22 rounded to 0) MSP.

2.18 MONOPOLIES, TITHES AND TRADE CARTELS

This section is broken into three sub-sections (one each for Merchant House monopolies, Religious Primacy tithes, and Merchant House Cartel trade routes). For details about Monopolies and Cartel Trade, see the **Modern Era Supplement**.

The Religious Tithes section is used to show both the level of the Tithe your nation is paying (or receiving) to a Primacy (see section [9.6.8.3] on page 88 for more details) and the current level of Influence the Primacy has in your nation (see section [9.3.5] on page 84 for more details).

The gold received from tithes is included in the Primacy's Saved Gold amount.

2.19 PROJECTS

Projects cover a wide range – from the construction of religious monuments (or pyramids!) to the transformation of your entire national society. They are listed in this section, in order started. Each project is described by:

1. The *Id No.*, which is assigned when a new project is created, and used to identify the project in the system.
2. The *Level* of the project (or its size), which ranges from 0.0 to 10 or more. The Project level defines its cost to build and to maintain. (See section [6.0] on page 49 for more details.)
3. The *Location* of the project, if there is one. Some projects are "national" projects, covering an entire realm. These are indicated by a "?" for their location.
4. The *Status* of a project can be "Started", "Finished" or "Damaged".
5. The *GP* of an incomplete project will have two lines (Paid and Cost) to show how much a project will cost when done, and how much has been paid so far.
6. Likewise, the *NFP* of an incomplete project will have two lines (Paid and Cost).

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7. And the *Years* of an incomplete project will have two lines (Paid and Cost). A Completed project will show only the *Cost* line.

2.20 UNIT BUILD CHART

This chart gives you an idea just how much your troop units will cost you. This chart may or may not be attached to your status report. The GM has the option to generate it or not and may only do so when new units become available to you for builds or when the cost of units changes. This chart looks just like the Unit Construction chart (Table 13-4) found in the Charts & Tables section at the end of the rulebook.

Table 13-4 includes an Optional Unit Construction Chart. Some campaigns use these and other Custom Units to increase historicity and fun. Your GM will indicate any special units that are available in their campaign.

2.21 NATION HISTORY

This chart shows one entry for each turn your nation has surivived, showing you the Turn No., the Name of your nation that turn (which may change, as circumstances drive), your MSI (Military Strength Index), ESI (Economic Strength – how much money you made that turn), your TV (Trade Value), your Total Population and your Friendly Population.

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3.0 READING THE NEWSFAX

The Newsfax chronicles the results of all the turn's orders submitted by the players to the Game Master.

The Newsfax grants a player insight into the activity of other players, the size of their armies, their economic activity and their strategies. Likewise, it allows those same other players an opportunity to view what you may be doing, as well. The Newsfax is also the means by which the GM makes announcements, rules clarifications, and otherwise blasts off at his captive audience.

3.1 NEWSFAX LETTER HEADINGS

At the head of a Newsfax is the name of this game, the blurb ***Lords of the Earth***, and the campaign number. Then the turn number of the newsletter is printed. It will list the turn number, what year it is at the end of the turn (or the span of years covered by the turn), and the current era. After that is the Due Date, which is the next date that you must submit orders by.

3.2 ANNOUNCEMENTS

The Announcements section will include new rule changes and clarifications, campaign policies and other news pertinent to the running of that particular game.

3.3 GAME MASTER NAME AND ADDRESS

This is the person and address that all orders should be delivered to on or before the due date. Please note that any orders received by the GM after the Due Date shall be run or not run at the GM's discretion. Also somewhere in the Newsfax Letter should be the GM's phone number (if one is available).

3.4 TURN PRICING

Also listed in the newsletter are the prices required by the GM for each turns play.

3.5 NATION BY NATION REPORTS

Each nation is represented by an entry with the following general sections:

1. The name of the nation (in bold capitals). The type font of the nation may either represent the nation's current technology level or the culture code of the nation may be appended as a single letter.
2. The next line is the name of the current monarch of the nation and their various titles in italics - which may be both longwinded and pretentious.
3. The third line is the Diplomacy line. Here, the results of any diplomacy conducted by that nation's Leaders is reported, assuming that there were any results at all. The results are noted by the name of the region in which diplomacy took place, followed by the new Control Status that resulted (in parentheses).

Example:
The Ming Empire
Ming-ta Juwen Shui-jen, Emperor of China, Son of Heaven
Diplomacy: Hupei(f), Tsingdao(t)

This result would indicate that the region of Hupei had become friendly to the diplomacizing nation, and Tsingdao had become tributary. See Sections [7.2.4.19] and [7.2.4.49] for more information on doing diplomacy, and section [2.14.6] for the control statuses that a region can have.

The fourth and subsequent lines are the results of your other actions, written up by the game-master in a grand and glorious (i.e. pulpy) style designed also to be self-explanatory.

In each nation by nation report, the highlights of the turn's events are reported. Here are some of the events that are always reported in the Newsfax (unless, of course, they are concealed by Intel activities):

The Foundation of New Cities, where they are, their name and what sea zone it may face, Construction of Fortresses, New Megalithic Constructions, Changes in Regional Terrain, The Death of Kings, Rebellions and Civil War, Hostile Military Actions against Other Nations, The Development of New Technologies, Intel Actions against your Nation and the results, Failed Intel actions that you attempted against other nations and were 'blown' or revealed to the public, and Religious actions within your country.

3.6 MERCENARY POOLS

In many areas of the world, mercenaries (or *condotierri*) are available. Mercenaries are bands of men, of various levels of skill, who pledge allegiance to none other than precious gold. They can be hired, but players are restricted to hiring mercenaries only from those general regions where they control territory. Each Regional Heading in the Newsfax will list the mercenary troops, and possibly Leaders, that are available for hire in that general region. The Quality Ratings of the troops may or may not be disclosed, at the discretion of the GM. If Leaders are listed, they will be shown along with their military, diplomatic and charisma ratings.

Mercenaries are hired on a one-turn basis at any time during the turn. The pools of available *condottieri* are listed for each world region they are in. These are the mercenaries available in cities controlled by the nations that are listed under each regional heading (such as North Africa, China or South America). The type and number of mercenaries are listed. Their QRs may or may not be revealed.

The minimum bid per unit for a mercenary unit is 0.5 GP. If a Mercenary Captain is available, then his minimum bid is his combined Combat and Diplomacy stats in GP.

See Section [5.4.13.1]. For more details on hiring and using Mercenary troops.

3.7 MSI RANKINGS LIST

At the end of the Newsfax is an MSI Rankings List. Each nation is listed, in descending order, from the most powerful to the weakest. Following each nation's name are that nation's: actual MSI rating, ESI ranking, International Trade Value, the player's name or alias, the player's phone number (if the player wishes it to be listed), and the player's email address (if the player has one and wishes it to be listed).

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4.0 THE MAPS

Maps are central to the game play of *Lords of the Earth*. They show the locations of the regions and cities, the terrain, borders, builds and in some games what nation controls the region. It is recommended that you periodically reorder map sections that change significantly during the course of the game.

The maps of *Lords of the Earth* feature relatively evenly sized regions that divide up virtually all of the landmass of the whole world save the Polar Regions. Each region contains a name, a terrain symbol, a religion symbol, a Gold Point Value (**GPv**) and a Regional Resistance Value (**RRv**). The two values will be enclosed by parentheses and separated by a slash, with the GPv to the left and RRv to the right. The tables in the following sections display the various symbols that you will find on the maps.

See also Section [13.5] (the Example Map) on page 132.

4.1 REGIONAL SYMBOLS

Besides Terrain, Religion, GPv, and Resistance, each region can contain a wide variety of other symbols representing just as wide a variety of resources, improvements (environmentalists notwithstanding), and hindrances amidst the landscape. Cities, Fortresses and Ports represent concentrations of population within a region. Trade Centers, the Silk Route and the Arctic Fur Line represent locations of unusual economic value. Roads and Monuments are valuable constructions. Colonizable Land Regions are great opportunities for expansion that won't inconvenience your neighbors.

Note that not all campaigns use the same set of Map symbols; check the Map legend or key.

Table 4-1 . Regional Symbols

Symbol	*Meaning*
□	City
⌑	Fortress
⚓	Port
⚓□	Port City
⚓⌑	Port Fortress
⌂	Sacred City
═	Royal Road
↘	Postal Road
T	Trade Center
⋰	The Silk Route
↑↑↑	The Fur Line
◈	Monument (megalithic construct)
(/)	Colonizable Land Region
H	Hostile Land Region

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4.1.1 Cities

Each region potentially can contain a city. But, the sizes of those cities will invariably differ. On the maps the relative size of a city is denoted by one of the five city type symbols, each of which represents differing ranges of City GPv's. See section [5.4.15] for more on Cities.

4.1.2 Fortresses

Each region can also potentially contain a fortress. Sometimes the fortress is surrounded by the region's City and in other cases the fortress is in a different location, separate from the City. A fortress surrounded by a city is denoted by the combined fortress-city symbol (as shown in Table 4-1), while a stand-alone fortress is denoted by a triangle. See section [5.4.11] for more on Fortresses.

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4.1.3 Ports

Cities built along coastlines of sea zones or navigable rivers may also have port facilities. Ports permit the construction of navies and act as bases for the nation's merchant fleets. Cities sporting port facilities will have an anchor noted next to their city symbol. The position of this anchor symbol will also show which Sea Zone the port is placed on. A port may be placed at the junction of two Sea Zones, thus adjoining both of them, or at the confluence of a River and a Sea Zone, allowing access to either. A region can only contain one port city.

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Only light transports can be based at port cities on rivers for the purposes of supporting msp. See Table 13-5. Ship Unit Classes and Effects.

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In rare circumstances an anchor may be noted next to a body of water in a region that does not contain a city, or in a region that contains a city that is clearly situated inland. This is known as a *Port Area*.

A Port Area allows the nation that controls the port area to build up to 20 light warship and/or light transport units per turn.

A Port Area **does not** count as a Port for purposes of tracing a trade route from capital to capital. For that, you need a port **city**.

All port facilities aid troops in embarking to and debarking from ships. See section [7.2.4.34] for more on Loading and Unloading ships.

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4.1.4 Sacred Cities

A few cities have the distinction of being revered by one or more faiths for their religious significance. These Sacred Cities are denoted on the map as cities with a small cross above the box symbol of the city itself (⌂). See section [9.8] for more information on the formation and effects of Sacred Cities.

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4.1.5 Roads

Roads can be built to hold the far-flung expanses of an empire together. Royal Roads will extend the King's Command Control Radius and the Homeland Build Zone, improve troop mobility into the hinterlands, and can improve the mobility of your merchants (thereby improving your International Trade income). Postal Roads will extend the

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King's Command Radius, but do not provide mobility improvements or extend the Homeland Build Zone.

Royal Roads are denoted on the maps with parallel lines extending from city to city, city to region center, or region center to region center (═). Postal Roads are single lines that extend in the same manner. See sections [6.1.4] and [6.1.5] for more information on the construction and uses of, respectively, Royal and Postal Roads.

4.1.6 Monoliths

On occasion, nations will build monuments to commemorate an important event or the passing of a great Leader. Sometimes these monuments are religious in nature, other times they are memorials to past great Leaders, and still others are built to impress locals and foreigners alike as to the power and wealth of the nation. Given sufficient time and notoriety, these monuments can potentially generate a small income due to tourist traffic as well.

Since these constructions can vary widely in purpose and form, the symbols that represent them may also vary. Some show up as a pyramid (◈). See section [6.1.9] for more on Monoliths and Religious Monuments.

4.2 REGION RELIGION

The Religion symbol in a province denotes the *dominant* religion of the region, even if the majority of the people there are of a different religion. Sometimes two religion symbols may be seen for the region. This means that a *Military Conversion* (MC) is in effect. See Sections [9.4.2] and [7.2.4.36] for more details.

4.3 SPECIAL TRADE REGIONS

Trade Regions are specific locations around the world where trade activity is high, due to central locations, precious metals, furs or any of a number of other reasons. Trade Regions, as a group, include Trade Centers, The Silk Route, and any region along the Tree Line (The Arctic Fur Trade).

4.3.1 Trade Centers

Trade Centers represent areas of high trade activity for less specific reasons than the Silk Route or the Fur Trade. Such regions are noted on the maps by a Ⓣ, and exist in numerous locations. They have no direct GP value, but they do increase the nation's International Trade Value.

Each region that a Nation controls at a status of Tributary (T) or higher that contains a Trade Center will increase the Inter-City income by three (3) and the Inter-Nation Trade rating by one (1) (see Section [2.3.6]).

Trade Centers may be used by Nomadic and Barbarian nations for troop construction away from the Homeland or Capital (see Section [10.1.2]) as if they were a City.

On your stat sheet, the Trade Centers are further defined as being of one of the following types:

Table 4-2. Trade Center Types

Code	Type
A	Silver mines
G	Gold mines
M	Merchant faire
P	Spices
S	Salt

4.3.2 The Silk Route

The Silk Route is an ancient trading link between the East (as in China) and the Levant. It is marked on the maps as a dotted line (……) running from central China west to Baghdad in Mesopotamia.

Each region that a Nation controls that lies on the Silk Route, regardless of the GPv of the region, produces one (1) additional GP which is added to the nation's Regional income. If a Nation has control of *any* region along the Silk Route, its Inter-City income is increased by three (3) and its Inter-Nation Trade Rating is increased by one (1) (see Sections [2.3.6] and [2.3.2]). This addition is only applied once, regardless of the total number of Silk Route regions controlled by the Nation.

The Silk Route remains in effect until such time as direct sea trade is established between a Nation in the Middle-Eastern Geographic Zone and a Nation in the China Geographic Zone.

4.3.3 The Arctic Fur Trade

The far north houses a vast reservoir of resources that can be tapped by northern countries that are willing to seek it out. The Fur Trade is conducted through regions on the Tree Line, which is marked on the maps as a string of tree symbols along the arctic frontier in both Siberia and Canada.

For each region that a Nation controls that is adjacent to the Tree Line, regardless of the GPv of the controlled region, two (2) GP are added to the nation's Regional gold income.

If a Nation has control of any region along the Tree Line its Inter-City income is increased by three (3), and its Inter-Nation Trade Rating is increased by one (1). This is applied only once, regardless of the number of Fur Line Regions the Nation controls.

4.4 BORDER TERRAIN

Impeding your movement or protecting your nation are natural features on your region's borders.

Table 4-3. Border Terrain Symbols

Symbol	*Terrain Feature*
	Small Mountains (type-1)
	Large Mountains (type-2)
	Navigable Rivers
	Tsetse Fly Line
	Great Wall section

4.4.1 Mountain Ranges

Mountain ranges, as so often has been the point in history, are dividers of the land. Within this game there are two kinds of Mountain ranges, referred to as Type-1 and Type-2. The big ranges and the bigger ranges. Small ranges are not important in ***Lords of the Earth***.

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Type-1 mountain ranges are somewhat difficult to cross. These mountains make movement difficult, but not overly so. Examples include the Urals in Russia and the Apennines in Italy. Crossing a Type-1 mountain range costs one additional Action Point.

Type-2 mountain ranges are difficult to cross and have few passes. The more notable Type-2 ranges include the Appalachians, the Himalayas, the Alps and the Andes. Crossing a Type-2 mountain range costs two additional Action Points.

4.4.2 Rivers

Just as the mountains divide up, the rivers divide across. The vast majority of rivers are not represented, however, on the maps. Only those which are true water-ways are shown. Each river section is considered to be a Sea Zone by Light Warships and Light Transports. For land units, crossing a navigable river costs an extra Action Point.

Medium and Heavy Warships and Transports cannot move along Rivers. See Table 13-5. Ship Unit Classes and Effects.

Example
The Great Snake in the Americas consists of two sections – The *Upper Snake* and the *Lower Snake*. Each is considered a sea zone. An army moving between Michigamea and Quapaw would pay one extra Action Point to cross the river.

4.4.3 Great Wall Section

Great Walls are massive border-length defensive fortifications that, historically, were used by the Chinese to demarcate their northern border. At this time historians are debating the efficacy of their use as means of defense. Great Walls are represented on the maps by ⊓⊓. See section [6.1.6] for more details on Great Walls.

4.4.4 The Tsetse Fly Line

Due to the tsetse fly, and other mitigating circumstances, there is a large section of Africa that is prohibited to Cavalry. Any Cavalry force that enters this area is converted immediately to Inexperienced Infantry. Further, due to the barrier nature of this zone, southern Africa has no indigenous horses, and, as a result, suffers from the same limitations as the New World in this regard (see Section [10.8] on page 104). The tsetse zone is noted on the map by a secondary dashed line of triangles running along the region boundaries (⩙). The triangles point away from the zone. The tsetse zone cannot be destroyed and any Leader that moves into the Zone, or into Southern Africa in its pre-horse state will revert to only being able to use 5 Actions per year.

4.5 TERRAIN

There are 10 different kinds of terrain types as shown on the Map Legend illustration. These are *Intensely Cultivated* (**c2**), *Cultivated* (**c**), *Wilderness* (**w**), *Steppe* (**s**), *Jungle* (**j**), *Mountain* (**m**), *Desert* (**d**), *Island* (**i**), *Tundra* (**t**), and *Oasis* (**o**). Each terrain type is described in more detail in the following sections.

Table 4-4. Terrain Symbols Table

Symbol	Code	Description
ш	c2	Intensive Cultivated
ш	c	Cultivated
⇞	w	Wilderness
⩙	s	Steppe
⇞	j	Jungle
⩓	m	Mountain
⊓	d	Desert
⩙	i	Island
=	t	Tundra
🌴	o	Oasis

Differing cultures thrive in different terrain types. The following table details the Taxation Multiple (**TM**) for determining Regional income, and the Action Cost (**AC**) for units to enter a region of the terrain. The table lists separate figures for each culture type.

Table 4-5. Regional Terrain Action Costs

Terrain	Civ / Sea	Barb / PreCol	Nomadic
c2	1	1	1
c	1	1	1
w	2	1	2
m	2	2	3
s	2	2	1
d	2	3	1
t	2	2	2
i	1	1	1
j	2	2	3
o	2	2	1

Note

- This is the Action Point cost to *enter* a region of the given terrain.

Table 2-8. Terrain Type Tax Multiples

Terrain Type	Culture C	B	N	S	P
c2	1.0	1.5	2.0	1.0	1.0
C	1.0	1.0	1.5	1.0	1.0
w	0.5	1.0	0.3	0.5	1.0
m	0.3	0.5	0.2	0.2	0.5
s	0.3	0.2	1.0	0.0	0.2
d	0.2	0.2	0.5	0.0	0.2
t	0.2	0.3	0.0	0.0	0.2
i	1.0	1.0	1.0	1.5	1.0
j	0.3	0.5	0.2	1.0	1.0
o	0.0	0.0	0.0	0.0	0.0

4.5.1 Intensely Cultivated

Intensely Cultivated regions have been wholly transformed by humanity for habitation and food production. Like Cultivated regions, these are easy to travel through.

Intensely Cultivated regions can support the highest level of regional development and urbanization. Cities can grow as large as 15 GPv in size, and the region can support as much as (20 × Regional GPv) in Public Works.

If an Intensely Cultivated region is **SE** or **RG**'d it will revert to Cultivated. A region that is **RG**'d and then resettled

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in the *same* turn shall remain Intensely Cultivated and not revert to Cultivated. So, plan ahead…

4.5.2 Cultivated

Cultivated regions have been partially transformed by humans into food producing farms and ranches. They are easy to travel though despite the fact that there are numerous pockets of undeveloped land.

Cultivated regions can support heavy development and urbanization. Cities can grow as large as 10 GPv in size, and the region can support as much as (15 × Regional GPv) in Public Works. Some Cultivated Regions can even be transformed into Intensely Cultivated regions (see Section [6.1.8]).

Cultivated regions that are *Regional Genocided* or *Enslaved* and left empty for more than one **turn** revert to either Wilderness, Steppe, Desert or Jungle, depending on the nearest region of the reversion terrain type. Steppe regions converted to Cultivated and then *Regional Genocided* or *Enslaved* revert to **Desert** regions instead of Steppe. Jungle regions that are converted to Cultivated and then *Regional Genocided* or *Enslaved* revert to **Jungle**.

4.5.3 Wilderness

A Wilderness region is basically a temperate or arboreal woodland. Wilderness regions are rough travel for Civilized and Nomadic nations but Barbarian and pre-Columbian societies are at home here.

Wilderness regions can support moderate levels of regional development and urbanization. Cities can grow as large as 6 GPv in size, and the region can support up to (5 × Regional GPv) in Public Works. In addition, a Wilderness can be transformed into a Cultivated region (see Section [6.1.7] on page 50).

Wilderness regions that are converted to Cultivated and then *Regional Genocided* or *Enslaved* revert to Wilderness.

4.5.4 Steppe

Steppe regions are temperate or arid grasslands. Nomads are at home here, hunting the game of the plains. Civilized, Seafaring and Barbarian societies have difficulty traveling in these regions.

Steppe regions can support low levels of regional development and urbanization. Cities in the Steppe can grow to 4 GPv in size, and the region can support up to (2 × Regional GPv) in Public Works. In addition a Steppe region can be transformed into a Cultivated region (see Section [6.1.7] on page 50).

Steppe regions that are converted to Cultivated and then *Regional Genocided* or *Enslaved* revert to **Desert** regions instead of Steppe.

4.5.5 Jungle

Jungles are tropical woodlands. Travel is difficult going in jungles, though Barbarians and, particularly, pre-Columbian societies can manage quite well here.

Jungle regions can support moderate levels of regional development and urbanization. Cities in the Jungle can grow as large as 5 GPv in size, and the regions can support as much as (5 × Regional GPv) in Public Works. In addition, a Jungle region can be transformed into a Cultivated region (see Section [6.1.7] on page 50).

Jungle regions that have been transformed into Cultivated regions can only maintain that level of agricultural production for a number of years before reverting to Jungle. The GM will keep track of this conversion. Jungle regions that are converted to Cultivated and then *Looted*, *Scorched Earth*, *Enslaved* or *Regional Genocided* revert to Jungle.

4.5.6 Mountain

Mountain regions are rugged, rocky and high altitude territories that are very difficult and dangerous to move through. Mountain regions can support low levels of regional development and moderate levels of urbanization.

Cities can grow to as large as 5 GPv in size, and the region can support up to (2 × Regional GPv) in Public Works. Mountain regions cannot be transformed into Cultivated regions.

4.5.7 Desert

Desert regions are arid, desolate territories, with sparse vegetation. Travel is difficult and dangerous here. Desert regions can support low levels of regional development and urbanization. Cities can grow to 4 GPv in size, and the region can support (2 × Regional GPv) in Public Works. Desert regions cannot be transformed into Cultivated regions. Under certain conditions Cultivated and Steppe regions may become Desert as well.

4.5.8 Island

Islands are similar to Cultivated territories except they are small and are surrounded totally by sea. Islands can support moderate levels of regional development and high levels of urbanization. On the map they are represented by a **circle** which may encompass more than one physical island.

Cities can grow to 10 GPv in size, and the region can support (10 × Regional GPv) in Public Works. Islands cannot be transformed into Cultivated regions.

Islands (including wilderness islands) do not count against the movement of ocean going vessels moving past them on a Sea Zone, Inter-Island or Open Ocean Arrow. If the Island circle touches multiple sea hexes (or Arrows) then you can reach the Island from any of those hexes or Arrows.

4.5.9 Tundra

Tundra regions are cold, arid plains, often covered with snow. Yet plant life flourishes here, though it is of a hardy type. As one would expect, travel is tough in Tundra. Tundra regions can support low levels of regional development and urbanization.

Cities can grow to 3 GPv in size, and the region can support as much as (2 × Regional GPv) in Public Works. Give up on any delusions you might have of transforming Tundra regions into Cultivated regions.

4.5.10 Oasis

Oases are pockets of life in the midst of a totally barren, desolate desert. They are basically watering holes with palm

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trees and other vegetation around them. Travel to and from an Oasis is difficult and hazardous for an army (especially for foot troops). An Oasis cannot be developed. It is possible to build a fortress in an Oasis but not a city. It cannot be converted to another terrain type.

4.5.11 Hostile Land Regions

There are a rare few land regions on the maps that are especially nasty. These regions are noted on the maps with an '**H**'. Support costs for troops stationed in a Hostile Land Region are increased, action costs to perform activities in these regions are increased and armies defending in such areas gain a favorable bonus in battle.

All actions undertaken in a Hostile Land Region, including movement into the region, cost one (1) extra Action Point to undertake.

4.5.12 Colonizable Regions

There are quite a number of regions on the map that begin with empty regional values (e.g. **(-/-)**). These are known as Colonizable Regions (or CR's). A CR is a region that is just waiting for some prosperous people to come along and settle there, hewing farms, ranches and towns out of the wilderness. The vast majority of these regions are Wilderness areas. The rules governing the settlement of these areas are found in Section [5.4.14.1].

Until a CR is colonized, and has no GPv, and it counts as a Hostile Land Region for movement and action purposes.

4.6 SEA SYMBOLS

Sea Zones (also called Coastal Sea Zones) define the seas of Earth, hugging the continental shelves. Each Sea Zone has a name and is demarcated by dashed lines.

The Sea Zones describe the 'known' by locals during the Medieval Period.

By default, a Nation knows the river sections and sea zones that are adjacent to a region it controls at NT or better. (One way to learn the coast of Africa, for instance, would be to march down the coast, conquering or DPing all the regions). All Sea Zones and River Sections that are initially unknown to a Nation must be Explored (see section 7.2.4.26) and mapped by their Leaders and ships before they can be used for trade, or traversed by fleets without suffering attrition and getting lost. The *ruttiers* (navigational books) produced by mapping can, of course, be stolen, sold, swapped or lost.

In addition to the regular dashed line border there are special Sea Zone borders, which are described below.

Table 4-6. Sea Zone Symbols

Symbol	Meaning
↔	Ferry Point
⇐	One-way Inter-Island Arrow
⇐⇒	Two-way Inter-Island Arrow
←	One-way Open Ocean Arrow
←→	Two-way Open Ocean Arrow
-↑↓-	Monsoon Sea Zone Border
-↑-	Strong Current Border
H	Hostile Sea Zones

4.6.1 Open Ocean and Inter-Island Arrows

Open Ocean and Inter-Island Arrows must be explored before they can be traversed. Inter-island Arrows are double line arrows and are relatively easy to explore. Open Ocean Arrows are single line arrows and are tough to explore unless you have Navigation skills. Until the Renaissance only Seafaring Nations can explore Open Ocean Arrows effectively, but they can only trade across Inter-Island Arrows, not Open Ocean Arrows.

No combat can occur on an Inter-Island or Open Ocean Arrow.

4.6.2 Hostile Sea Zones

Hostile Sea Zones are defined, in general, as those places where ships go but do not come back from. For the vast majority of the seafaring nations, anything out of the sight of land is hostile (thus the restriction of Sea Zones to the coast and the use of current movement lines in the open sea). The Sea Zones that are intrinsically hostile are marked with an **H**. Most marked Hostile Sea Zones are riddled with icebergs or large hungry sea monsters.

4.6.3 Monsoon Borders

Monsoon Borders are beneficial Sea Zone borders where the prevailing winds are defined by the seasons in a big way. Double arrows astride a sea zone border represent them. A Monsoon border costs Leaders and units only ½ an Action Point to cross. For trade routes, however, crossing a Monsoon Border counts one Sea Zone against its range.

4.6.4 Strong Current Borders

Strong Current Borders can be hindrances to navigation if you sail against the prevailing current. A single arrow astride a sea zone border represents the prevailing current direction of a Strong Current Border. A Strong Current Border costs Leaders and units 2 Action Points to cross moving **against** the direction of the arrow, and 1 Action Point to cross moving in the direction of the arrow. For Trade Routes, crossing a Strong Current Border counts 2 against its range.

4.7 FERRY ARROWS

There are a number of points on the map that are indicated by a thin double-headed arrow (↔) crossing particularly narrow bodies of water. These are locations where Ferry Arrows operate providing a locally generated means of communications and transport from one shore to the other. Ferry Arrows also act as "land" bridges by permitting Homeland Build Zones, and land-based Inter-Nation Trade Routes to function across the Ferry Arrow as if the regions on either end of the Ferry physically bordered one another.

All possible Ferry Arrows are already marked on the map. New ones may not be constructed.

4.7.1 Ferry Arrow Capacity

Generally, all Ferry Arrows are considered to start with 10 Ferry Points (FP) that can move up to 10 Cargo per Action impulse to the other side. However, depending on

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how your GM has set up the campaign, the number of FP may vary.

The Ferry Arrow capacity can also be temporarily augmented with additional warships and transports whose Cargo value is lent to the Ferry Arrow to make the crossing faster.

Ferry Points are self maintained and repaired, so troop support is not assessed for them. Ferry points may be interdicted by Naval action or by capturing one end of the ferry point and not allowing the ferrying troops to land. Armies may attack across a Ferry Point, provided that they can pay the extra cost in Action Points to cross.

A neutral province will not allow an Army to cross a Ferry Point leading to the province without attacking.

4.7.2 Crossing a Ferry Arrow

When an army crosses a Ferry Arrow, there may be an extra Action Point cost if the size (in Cargo points) of the army exceeds the capacity of the Ferry Arrow. A Ferry Arrow can move Cargo Points equal to the number of Ferry Points at the Arrow in 1 AP.

If, therefore, an army with a cargo capacity greater than the carrying capability of the Arrow crosses, the AP cost can be calculated by:

Army Cargo Size / Ferry Arrow Capacity = AP To Cross

Any fractional AP cost is rounded up.

Example:
20 Light Cavalry units (Cargo value 40) are crossing a Ferry Arrow which has 10 Ferry points plus 10 light transports (total Cargo capacity of 10 + 10 = 20), they would have to expend two (2) Action Points to get across (40/20=2).

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5.0 THE ORDER FORM

The Order Form is how the player communicates to the GM what they wish their nation to do each turn. It will indicate where the nation has earned its money, how it is spending it, what it is building, and where its troops and Leaders are to be. Sometimes, the order form does not have sufficient room to clearly indicate to the GM just what the player wishes to do. If this is the case, simply use another sheet of paper and **staple** it to your order form. Also remember to write your Nation's name and the turn number on any attached sheets.

If you are sending messages to other players, please **paper-clip** them to your orders and put them on 8½ × 11 sheets of paper to make dealing with them easier for your GM. Remember, an unhappy GM is a cruel and merciless GM.

The form itself is divided into six sections: Player data, Trade and Mercantile Activities, Espionage Activities and Notes, Construction of Units, Expenditures and the Movement section.

An example of a filled-out order form can be found at the end of the Charts & Tables section on page133. Blank order forms (in a variety of formats) can be downloaded from http://lords.throneworld.com/players/forms/index.html.

5.1 PLAYER DATA

At the top of the order form are spaces provided for player information. The name of the nation, and the name of the player, the campaign number and turn, the player's phone number and address all **must** be filled in or the orders will **not** be processed. There are a series of boxes that you can check in if you wish your name, phone number or email address to be printed in the ISI listing section of the Newsfax.

Please note that the section titled RESULTS SENT TO: is where you (the player) put **your** address! If we do not know your address, we cannot get your results to you. This is bad. If your address changes, remember to put the new address in this space! If you move after turning in your orders and before getting your results it is your responsibility to inform the GM of the change.

5.2 TRADE AND MERCANTILE ACTIVITIES

Just under the Player data are two groups of lines labeled "*Trade Route Initiation*", and "*Changing Shipping Allocations*". These indicate to the GM which nations you wish to initiate and cease International trade with.

To initiate trade, **both** your nation and the nation you wish to establish trade with must "Initiate" trade with each other. If you are willing to trade with any other Nation, you can say "Trade With Anyone", and any other nation that then tries to trade with you will be able to.

If a valid Trade Route can be opened between the two nations then trade will begin in the following turn. Trade is initiated at the *beginning* of the turn, therefore all conditions must be set at that time, for the route to be opened. This trade continues until such time as:

- The Trade Route can no longer be sustained.
- Either of the players declares a cessation of trade.
- Either player undertakes an act of war against the other.
- One of the nations no longer exists.

You do not need any special notice to maintain trade. Trade Routes can be traced by land regions, by Sea Zones, or a combination of the two.

5.2.1 Trading With Nations Overland

A valid Land Trade Route is a line of contiguous controlled **land** regions and/or **ferry arrows** that can be traced from the capital of one of the two trading nations to the capital of the other trading nation. All the land regions forming the Trade Route must be controlled (at Non-Paying Tributary or better status) by one or the other of the two trade partners (with the exception of the *Land along the Silk Route* and *Land across the Sahara* routes if the conditions stipulated in section 2.17.4 are satisfied).

This Trade Route can be comprised of any number of land regions or ferry arrows. A given land region can have any number of Trade Routes traced through it.

Note that this means that a nation that straddles a sea zone does not gain the ability to trade by land with nations adjacent to the disjunction. The trade route cannot include **any** Sea Zones if it is to be handled as an Overland Route.

Example:
England has conquered the western portion of France and is trading with the Spanish, Burgundians and Germans. Their French possessions have common land borders with all three of those realms. However, to trace a trade route from the English capital (London) to any of the other three capitals requires tracing a Trade Route across the English Channel. Since this is a sea zone, the entire route is considered a Sea Trade route and merchant shipping must be supplied to handle the crossing of the Channel.

5.2.1.1 New Land Trade Routes

When you are opening a new Land Trade route, you **must** provide the GM with **all** of the following information about the new route. All the conditions below must be satisfied at the beginning of the turn or the new route will not be opened.

1. The name of the nation you want to trade with. (The **To Nation** field).
2. The Type of Route: *Land by Open Terrain*, *Land Trade by Difficult Terrain*, *Land Trade by Dangerous Terrain*, *Land by Road*, *Land Across The Sahara* or *Land Along The Silk Route*. See section 2.17.4 for the criteria that must be satisfied.
3. If requested, you must be able to define the path the trade route follows through regions and ferry points.

5.2.2 Sea Trade

A Trade Route can include Sea Zones if the following conditions are met:

1. Each end of the sea-borne portion of the Trade Route must have a port city, controlled by one of the trading

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nations at Tributary status or better, adjacent to a sea zone comprising the Trade Route.

2. One or both of the Trading Nations must supply at least **one** Merchant Shipping Point (MSP) to carry the trade through the intervening sea zones. This merchant fleet is considered based at the port city controlled by the supplying nation.
3. The number of contiguous sea zones that a Trade Route is traced through from port to port **cannot exceed** the Trade Range of nation providing the merchant shipping. Trade Range depends on the Culture of the nation, as shown by the following table:

Table 5-1. Sea Trade Range by Culture

Nation Culture Type	*Trade Range*
Nomadic	1
Barbarian / Pre-Columbian	2
Civilized	3
Seafaring	4

Two concepts are important in understanding sea trade:

- The Port of Origin. This is the port through which you are tracing the Trade Route. It must then be able to trace a series of contiguous, controlled, land regions to the Capital. The minimum control level for the regions through which the Line of Communication is traced is Tributary.
- The Base Port. This is the port city providing harborage for the MSP allocated to the Trade Route. It need **not** be the Port of Origin through which the Trade Route is traced. This allows you to spread your MSP throughout your Empire, even if only one Port City is handling all of the Trade Routes for route tracing purposes.

It is perfectly possible for a Sea Trade Route to be traced overland to a Port of Origin controlled by your nation, through some number of sea zones to another Port controlled by your nation, and thence overland to the Capital of your trade partner. In this case, **only** the Nation controlling both Ports can assign MSP to the Route.

Example: England is trading with Switzerland. The English trace their Trade Route from London by sea (the *English Channel*) to Calais in Flanders (which the English control) and then by land through Vermandois and Hainaut to Champagne, which the Swiss control. Then it goes by land through Burgundy to Switzerland. Since the English control both Ports used by this trade route, only they can assign MSP to the Route as a whole.

When tracing sea trade, you do **not** count the ending/starting **region** for sea trade. (The trade does not have to pay to "enter" port).

Example: Maldives is trading with Chola. That is 1 SZ for the inter-island arrow, then 1 SZ for *Gulf of Mannar*. 2 SZ total trade distance.

Example: Holland to Iceland. 1 SZ for *North Sea*, 1 SZ for *Viking Bank*, 1 SZ for the *Shetlands/Faeroes* inter-island arrow, 1 SZ for the *Faeroes/Iceland* inter-island arrow. 4 SZ total distance.

5.2.3 Creating Merchant Shipping

Merchant Shipping Points are the equivalent of cargo space on transports (or decommissioned warships) being assigned to Trade Routes or Merchant Fleets. MSP is created by building transport vessels and assigning them to given Trade Routes. Each ship unit is then converted into MSP equal to its cargo rating. During this assignment, you do not have to keep the MSP in "whole ship" units. That is, you may build one transport vessel, then assign one MSP derived from it to as many routes as it has cargo points.

Also, at the beginning of the turn any of your Transport or Warship units in armies or garrisons may be converted to MSP at the usual rate. A converted MSP can be assigned to any Trade Route maintained by that Nation.

Note: Warships with cargo capacity can be converted to MSP, but if this is done the units cease to be warships. If they are reconverted, they become Transports instead.

Example
The English have won another war against the French and decide to beef up their merchant fleets again, by converting a number of extra transports to MSP. They convert four cogs and six light transports to MSP. This gives them (4 × 3 = 12 MSP, for the cogs) and (6 × 1 = 6 MSP, for the light transports) for a total of 18 MSP.

5.2.4 Merchant Fleet Assignments

Following the Trade Policy lines on the order form are spaces allocated to the assignment of merchant fleet. Spaces are provided for the base port of each fleet and what the fleet is supposed to do. If this section is left Blank, the GM shall assume that the Merchant Shipping Points will remain at the same ports and do the same things.

No special action is required to change a port of a fleet (so long as the fleet doesn't have to go overland, it is OK to change the home port).

5.2.4.1 Basing Limits

MSP can only be based at a Controlled Port City, of Tributary status or better. Port Areas cannot support MSP. If the Port city is on a River, then only Light Transport-derived MSP can be placed there.

Each GPv of the port city can support 20 MSP, multiplied by the Tax Multiple of the status you exert over the city. Therefore, a Friendly 15 GPv port city can theoretically support up to (15 × 20 = 300) Merchant Shipping Points. A Tributary 15 GPv port city could support half of that number.

$$\text{Max MSP} = \text{GPv} \times 20 \times \text{Tax Multiple}$$

5.2.4.2 Changing Shipping Allocations

When you find that the Merchant Shipping allocations on a given Trade Route are not to your liking, you write a Shipping Allocation order that looks like this:

Route#	<Route #>
Δ MSP	(+/- MSP)

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If you're closing down a route, just zero its allocated Merchant Shipping Points and ship units. If the base Port needs to change, just put in the new Location.

Example

Route#	00174
Δ MSP	-30

This would remove 30 MSP from route #174.

5.2.4.3 New Sea Trade Routes

When you are opening a new Sea Trade route, you **must** provide the GM with **all** of the following information about the new route. If you do not, he will ignore you and your feeble pleas for mercy. All the conditions below must be satisfied at the beginning of the turn or the new route will not be opened.

1. The name of the nation you want to trade with. (The **To Nation** field).
2. The destination **port** city in the other nation. This must be a controlled city that is connected to their capital city via a contiguous series of controlled regions. You may cross Rivers and Ferry Arrows while tracing control, but not Sea Zones by themselves.
3. Your **port** of origin. This must be a controlled city that is connected to your capital city via a contiguous series of controlled regions. You may cross Rivers and Ferry Arrows while tracing control, but not Sea Zones by themselves. Note that the Base Port of your ships can differ from your port of origin.
4. The **distance** (in Sea Zones) from your port to the target port in the other nation.
   Situations may arise where nation A will be able to establish a Trade Route of distance X, while nation B will be able to establish a trade route of distance Y (caused by, for example, one-way Open Ocean Arrows). When this situation develops the Distance of the Route is the average of the two route lengths, rounded up.
   If for some reason one Nation (either A or B) loses their ability to maintain the trade route, then the Distance of the Route reverts to the partner able to maintain trade, and the losing partner's MSP are removed from the route.
5. The number of **Merchant Shipping Points** that are allocated to the new route. (Not required for Hands-Off Trade.)

Example

England opens a trade route to the Danish Empire. Hull in Anglia is the furthest east a port they own. They allocate 4 MSP to open the route and it will go to Kobenhaven (the nearest Danish port and, incidentally, the Danish capital). This route is three sea zones long, North Sea to Viking Bank to Skaggerak. On their orders they should indicate the following:

New Route: Denmark(Kobenhaven) from Hull, 3sz, 4msp.

On the order form, it would look like this:

From (Your Port City)	Hull
Via	3 sz
To (Nation)	Denmark
To (Their Port City)	Kobenhaven
MSP	4 msp

5.2.5 Conversion to Wartime Duty

At the beginning of any turn, each 1 MSP on a trade route may be turned into a national *Light Transport* (*xt*) unit at the cost of 3 GP. Only Light Transports may be created in this way. These units appear at the Base Port of the Route they were converted from. (It would require 10 MSP to be converted into 10 *xt* to obtain the equivalent of 1 NFP.)

Example

The Danes are locked in an endless war with Sweden (no surprise, right?) and need more ships to carry their troops. They decided to withdraw ships from an Internal Trade route at Pisa. There are 60 MSP based at Pisa, so they could convert them to 60 light transport units by paying 180gp.

5.2.6 Hands-Off Trade (Optional Rule)

Some campaigns use a new "Hands-Off Trade" approach to make life for the GM and the players easier. Fundamentally, the HOT system attempts to automate the process of adding and removing MSP routes by following market demand.

Merchant Houses (introduced in the Modern Age supplement), however, still use the standard trade system (including having to build transport units to convert into MSP, and adding MSP to new routes).

Open Nations, Religious Primacies, Religious Orders and Secret Empires do **not** have to build transports to convert into MSP. Instead, when they open a new trade route, the system calculates a starting set of MSP for the route, based on the nation's NMV, the size (Total Trade Value) of the route, and the free capacity at the port basing the route.

The trade partners on a given route are also now noted as to whether they can provide MSP for the route (a "Yes" or a "No" in the proper column of the trade route display). You may only provide MSP for a route if you are able to **Open** the route with your current trade range and conduit setup. A route is opened as shown in section 5.2.4.3 with the exception that the initial MSP is not defined.

Open trade routes for which you can assign MSP, which are based at a port with free MSP basing capacity, which are under-capacity for the whole route (a non-negative "FreeCap" number) will automatically accrue new MSP to "fill up" the route at the rate of: NMV × FreeCap per turn.

MSP are automatically added and removed by the program, depending on whether the route is under- or over-capacity and whether the base port is under- or over-capacity.

However an Open Nation, Primacy or Order can elect to shift trade route MSP from route to route or add MSP to the route **if** the King/Pope/Grand-Master performs the "Intervene in Mercantile Affaires" action (see section 7.2.4.32). You are also free to attack the shipping of your trade partner (secretly, of course) to reduce their MSP allocation, thus allowing yours to grow and make you more money.

5.3 EXPENSES

Your status report shows the various sources of Income available to you in the Economic Information section. The

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sum of Regional Income, City Income, Inter-City Income (including extra income from Royal Roads), Public Works Income and Inter-Nation Trade Income is your Base Revenue. Multiply this figure by your current Tax Rate and you get your Net Revenue for the current turn. This number when combined with Saved Gold (see Section [2.3.11]) will produce Total GP available for this turn.

Total NFP is taken from the stat sheet as well (see Section [2.3.12]). These numbers are your revenue for this turn.

Once it has been determined how much you have to spend, you must indicate how you are going to spend it. Below the revenue section are the support costs that a nation must pay for upkeep. These are Troop Support (see Section [2.10.1]), Government Support (see Section [2.10.3]), Intel Support, Project Support and Religion Support.

Following the Support Costs are opportunities to invest in government, education, espionage ratings and each of the Army QRs. Some blank lines are provided in case you decide to spend your money on things like diplomacy, Leader pensions, sending gold to other nations, donations to the poor, and throwing wild parties and the like. The line labeled "So Far" is used to subtotal the previous expenses. The space labeled "Builds" is for the total GP and NFP spent in the Construction section. "Total Spent" is the sum of "So Far" and "Builds".

The final line labeled "Saved" indicates the amount of GP and NFP left after this turn to be available for the next turn. The Saved amounts are simply the Total GP and NFP available ("Total") minus any GP and NFP expenses for the turn ("Total Spent").

5.3.1 Gold Carried by a Leader

On some occasions, national GP may be in the hands of a specific Leader (and so noted on the stat sheet). In this case, only that Leader may spend the GP (usually for bribes) at his current location; unless the Leader returns to the Capital and returns the GP to the treasury, in which case it goes into your Saved GP.

A Leader moving by themselves openly can carry 50 GP by himself (figuratively speaking) or moving secretly can deliver 30 GP. Each additional 50 GP above this requires one unit of troops to guard the baggage train. A Leader may also move gold around in ships. Each Cargo capacity point of a ship can hold up to 100 GP.

5.3.2 Investments

All QRs, Espionage ratings, Religious ratings, the Bureaucratic Level and Infrastructure can be increased by the investment of Gold and/or NFP. Whether or not a QR, BL or Infrastructure goes up is based on the luck of the bones. Of course, the more invested, the more likely it is that the rating will go up. And the higher your QR, BL or Infrastructure, the harder it is to make it go even higher. In the special case of BL, your Imperial Size can also hinder promotion.

Each NFP invested in a statistic counts as 2 GP. Slave economy nations may use slave NFP for investment purposes.

Investment into a particular rating will accumulate until the investment is good enough to bump the rating to the next level. All investment into the rating is thus expended and the investment will drop back down to **zero**.

Monies, once invested in a rating, cannot be recovered or withdrawn from the Investment.

BL and Infrastructure are limited by both the nation's current Tech Level and its Government Type (see sections [2.2.4.1] to [2.2.4.11] for details). Also a nation's Tech Level also regulates the maximum Quality Rating for each of the military types.

Table 5-2. Max. QRs per Culture and Tech Level

Civilized

Tech Level	Cavalry	Infantry	Warship	Siege
3	5	5	4	5
4	7	6	5	7
5	8	7	6	8
6	9	8	7	10
7	10	10	10	12

Barbarian

Tech Level	Cavalry	Infantry	Warship	Siege
2	3	4	4	4
3	5	5	4	5
4	7	6	5	7

Pre-Columbian

Tech Level	Cavalry	Infantry	Warship	Siege
1	0	3	2	2
2	0	4	4	4
3	0(1)	5	4	5

Note: Cavalry is available to Pre-Columbian cultures only after the introduction of horse and the expiration of the Cavalry Count (see [10.8.1] on page 104) in that geographic area.

Nomadic

Tech Level	Cavalry	Infantry	Warship	Siege
2	5	3	1	2
3	7	4	2	3
4	9	5	3	5

Seafaring

Tech Level	Cavalry	Infantry	Warship	Siege
1	0	3	4	2
2	1	4	6	4
3	3	5	6	5
4	5	6	7	7
5	6	7	8	8
6	7	8	9	10
7	8	10	12	12

5.3.3 Failure to Pay Support Costs

Failure to pay your Support Costs (see Section 2.10) is likely to have a severe detrimental effect on your nation: troops are likely to mutiny, disperse or turn mercenary, clerks, clerics, spies and officers will seek alternative employment, and Leaders may end their allegiance. Your nation will start to fall apart at the beginning of the turn.

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If you cannot pay your Support Costs then there are a number of options available to you:

- Borrow from your bank, or from one of the other lenders, to pay the troops and clerks.
- Order your armies to immediately loot and your fleets to conduct piracy wherever they are, hoping they do not disperse or mutiny before then.
- You *might* have salted away enough in Saved to pay the Support Costs...

5.4 CONSTRUCTION

Before a nation can build an item (public works, cities, projects, units, etc.) they must meet four criteria:

1. They have the GP to pay for the item.
2. They have the NFP (if needed) to pay for the item.
3. They have a valid Build Location for the item.
4. The item is on their build chart.

Valid Build Locations fall into two main categories:

1. Non-mobile-unit items – cities, public works, projects, fortifications – can be built at any Controlled region or city to which a valid Line of Communication can be traced.
2. Mobile units – infantry, cavalry, warships and so on – must be built within the confines of the Homeland Build Zone.

Different types of construction appear at the start or end of the turn. For example, it is not possible to build PWB above the maximum GPv of a city on the same turn that the city itself is being expanded. Cities are built/expanded at the end of the turn; PWB is built at the beginning.

Table 5-3. Build Completion

Build Type	*When Complete*
City	End of the Turn
Colony	End of the Turn
Ferry Point	Start of the Turn
Fortress	End of the Turn
Monolithic Construction	End of the Turn
Port Area	End of the Turn
PWB	Start of the Turn
Region	End of the Turn
Trade Route	Start of the Turn
Units (excepting Wallpoints)	Start of the Turn
Wallpoints	End of the Turn

5.4.1 Lines of Communication for Construction

To support construction a Line of Communication must be traceable by land or sea (see section [10.1.1.2]).

If the LOC for construction of an open nation has to jump across a sea zone or ocean it must run through a controlled un-besieged, un-blockaded Port City (at Tributary or better) into the first Sea Zone, and must exit through a controlled un-besieged, un-blockaded Port City (at Tributary or better) as well, when returning to land.

Example: Japan wishes to build some field forts in Parhae (just north of Korea proper). The Japanese capital is at Heian in Yamato province. The shortest possible LOC would run from Yamato, by land through Shimane province to the port town of Himeji on the *Dozen Wan*, through that sea zone, through *Choson Mon* and into the port city of Adak in Anshan province. Then the LOC could continue overland to Parhae. However, if the Japanese did not actually control a port city on the mainland, they could not build cities, fortifications or projects there – even if they controlled the *provinces* of Korea and Manchuria.

If the Control Web of a Primacy, Religious Order, Secret Empire (or Merchant House in the Modern Era) has to jump across a sea zone or ocean, then NFP for construction has to be shipped (by a Leader) from a controlled site connected by a land-based control web to their capital, unless they control a port at both ends at Tributary or better.

Note that if the Holy City / Order Fortress/ Stronghold / Home Office is based in a port city then it acts in this instance as a control status 'at Tributary or better.'

5.4.2 Homeland Build Zone Restrictions

Mobile national units can only be built in the Homeland or in Friendly Cities within the *Homeland Build Zone* (HBZ). The HBZ is defined those friendly regions within (HBZ) Action Points of Movement from the Capital, or the Homeland province if there is no Capital.

The HBZ *does not* cross a Sea Zone or Sea Arrow, but may cross a controlled Ferry Point.

If there is no Port City within the HBZ then the nearest Port City (in Action points) to the Homeland can be used to build ships.

Nomads and Barbarians can also build at *any* Trade Center as if it were a City so long as they control it.

Allied regions and Cities may **only** be used for the construction of units of the appropriate 'owning' Ally. An Allied region or City counts as a Homeland for the specific Ally only.

Field Fort units may be built in any controlled region. Field Forts built in Allied, Economic Allied, Feudal Allied, Tributary or Non-Paying Tributary region belong to the *region*, not to the 'national' government (but can be used as 'national' garrisons and still require support costs to be paid, where applicable).

Religious Primacies, Religious Orders or Secret Empires trace their Homeland Build Zone from their Holy City, Order Fortress and Cultic Stronghold (respectively).

5.4.3 Building Public Works

A player's investment in Public Works represents monies spent on better housing, roads, public sanitation and the general welfare of the people. The immediate result of such investment is a return of GP as noted by the Public Works Bonus on the player's Status report.

Open Nations, Religious Primacies, Religious Orders and Secret Empires may build Public Works in regions and cities where they maintain a control status which yields some amount of tax revenue up to the maximum allowable for each kind of location (see Table 5-5. Maximum Public Works Bonuses). In addition, Public Works can be built in an uncontrolled region if the GP / NFP required to build the PWB are moved to the region by a Leader. Presumably this will be done as part of a diplomatic overture.

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The cost of building a Public Works point varies by the terrain of the region it is being built in. City Public Works, in contrast, have a fixed cost. In the following table of costs, 1 NFP can be substituted for 2 GP. This substitution only applies for Public Works.

Table 5-4. Public Works Point Costs

Region Terrain	*Cost of 1 PWB point*
c2 / c / i / city	10 GP
w / j / s	15 GP
d / t / m	20 GP

Each region and city also has a maximum number of Public Works points that can be built in it. This limit is based on the terrain and GPv of the region, and the GPv of the city, as shown in the following table:

Table 5-5. Maximum Public Works Bonuses

Region Terrain	*PWB Maximum*
c2	GPv × 20
c	GPv × 15
w / j	GPv × 5
s / d / t / m	GPv × 2
City, Island	GPv × 10

Example
The Venetian Republic wants to build some Public Works in the province of Verona. Verona is a 4 GPv Cultivated province, so it can have a maximum of (4 × 15 = 60) Public Works points in it. Currently it has 19 Public Works points. They could build up to 41 more points. Since Verona is a Cultivated region, each Public Works point would cost them 10 GP (or, alternatively, 5 NFP).

Public Works revenue is affected by the Region Status Taxation multiple. Thus, tributary regions will produce only one-half of their Public Works value in revenue, while Public Works in Non-Paying Tributary regions produce no revenue.

When a player decides to invest in Public Works they purchase the Public Works Bonus points at the cost listed above and then designates the region or city in which they will be expended. Thereafter, the PWB points are fixed and cannot be moved. Additional points may, of course, be expended, but only up to some multiple of the Region's GPv as described in the previous table. If the region or city containing the PWB points is lost, the Public Works points are lost as well.

Public Works points in a location (region or city) **may** be destroyed by the following circumstances, depending on the severity of the event:

- Battle between armies in the region.
- Siege of the city.
- Raids against the region.
- Civil unrest.

Public Works points in a region or city **will** be destroyed by the following circumstances:

- Sacking or Burning the city.
- Genocide of the region or city.
- Scorched Earth action in the region.
- Looting the region.

Public Works points that are destroyed by any of these means must be rebuilt from scratch.

5.4.4 Mass Conscription

In times of dire need a nation may call up extra manpower from the young and the old; those who would not normally bear arms. By declaring 'mass conscription' a nation may expend up to twice (×2) the usual amount of NFP they receive each turn. This overspending is deducted from the replacement NFP that a nation would normally receive on the *following* turn.

These extra NFP, however, can only be used to build troop units - not for investments, megalithic constructions or any other purpose than troops.

At a *maximum* a nation can only mass conscript every other turn. In addition, you cannot mass conscript if you have negative NFP in the Pool. (This may happen during a war where the mass-conscripting nation loses some friendly regions or cities during the turn, and they find themselves at a negative on the following turn).

Mass conscription is only an option for open nations. Religious Primacies and Orders and Secret Empires cannot mobilize their population in this manner.

Example
The French are in a tight spot, being attacked by the Germans and the Spanish simultaneously. They are getting 23 NFP per turn usually and they declare mass conscription. As a result they can spend up to 46 NFP in the current turn. The next turn, assuming that they spent all 46 NFP, they will get no NFP at all.

5.4.5 Building Armies

To construct units, such as infantry, you must note how many you wish to build, and where you wish to build them, and which army (if any) they are being assigned to first. With any form of construction you must note the GP, NFP and Industry expense in the appropriate columns. Once you've noted all the construction you will do in the turn, total the GP and NFP columns and place the totals on the Expense Section line labeled "Builds".

Unit build costs are listed in the Unit Build Chart found in the **Charts & Tables** section at the end of the rulebook starting on page 115, and are indexed by Society Type of the building nations. Unless otherwise specified, all units are mustered at the **beginning** of the new turn.

Mobile units can move the same turn that they are mustered. Troop Support is calculated at the *end* of the turn, so units do not have to be supported the turn that they are *built*, but rather the turn following. Coastal Homelands are considered to be Port Areas (see Section [5.4.16]) for the purposes of ship construction.

5.4.6 Industry Limits per City

Some kinds of units (Heavy-class infantry and cavalry, alls kinds of Ships, Engineers) require the use of City Industry to build, in addition to GP and NFP. As a result, the City

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Industry rating of the build location will limit the total number of units which can be constructed in a single turn.

The Industry capacity of a City is noted as an **iXX** value in each City description line on your stat sheet.

The Industry cost of a unit is given in the Build Charts, under the **IndCost** column.

5.4.7 Basic Unit Types

There are seven basic kinds of units available for play in *Lords of the Earth*.

CAVALRY (C): The Cavalry unit represents the most effective open field combat unit, usually a purely horse-mounted force. During the Middle Ages, the horse-mounted man was the most effective arm on the battlefield, as well as being representative of the ruling class of the society. The actual composition of the unit varies wildly, from the horse-archer formations of the Asian steppe, to the mixed formations of heavy and light horse of the feudal lords of Europe.

All types of light cavalry confer a small scouting bonus.

INFANTRY (I): In contrast, the Infantry unit represents the "filler" for a number of the armies of the Middle Ages, being composed of foot troops, sometimes with mounted officers. These units vary from the mob-like formations of feudal Europe to the highly disciplined and effective Norse and Chinese, the Swiss and German pikemen, Welsh and English archers, and Italian crossbowmen. Infantry will probably form the main numbers of an army, or will be used for garrison duty and city defense.

SIEGE ENGINEERS (S): A very specialized unit, the Siege unit is formed of a cadre of professional engineers, sappers, miners and demolition experts. Carrying little save their skills and certain useful tools (pulleys, saws, drills, winches and, of course, shovels), the Siege unit also has a large number of laborers attached. On site, these units will build ballista, catapults and siege platforms for use in siege situations. Engineer units are not counted as elite.

Engineers may also assist an army undertaking a Defend action by building fieldworks and fortified camps.

FIELD FORTS (F): The Field Fort unit represents that staple of the Middle Ages, the Castle. The actual form of the unit varies by culture, representing such disparate constructions as Saxon hill forts, Norman castles, Afghan bandit fortresses and Chinese way forts. Though the Field Fort is not as formidable an objective as a city, it can prove to be a tough nut to crack. Field Forts in large numbers have been known to turn away great armies. Intrinsic infantry units man Field Forts but these troops are attached to the fort they are in and therefore cannot move. Thus a Field Fort makes an ideal garrison.

Armies defending in regions containing friendly field forts get a bonus in combat, in addition to the strength of the forts themselves. The presence of Field Forts will also cause an attack action to take more AP to complete, slowing down your enemies.

If Field Forts are built for an Ally at the one-half NFP rate, then the Forts belong to the Ally.

Field Forts fight using the Siege QR of the nation.

The maximum number of Field Forts that can be built by a position in a region is limited to:

(GPv of the region +1) x (Siege QR/2)
x Control Status Tax Multiple

Fractional forts round up to 1. Zero forts remain zero. The presence of a Field Fort in a region adds an additional +1 Movement Modifier to any enemy moving through the region.

WALL POINTS (WP): Also known as "City Forts", these units are added directly to the defenses of Cities (see Section [5.4.15]) or Fortresses (see Section [5.4.11]). Each covers a wide range of possible defenses, including such items as: the city garrison itself, thicker walls, added bastions, escape tunnels, blind walls, and hot boiling tar. Though quite capable of defending a city by themselves, they can be aided by Siege units and Infantry.

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WARSHIPS (W): These formations are composed of ships outfitted for war and raiding at sea. Although they possess a nominal ability to carry cargo, they are more suited to the swift shock of combat and the sudden dawn raid. Like all units, they vary in composition and form; from the sleek longships of the Northmen, to the archaic galleys of the Mediterranean, to the formidable junks of the Asians.

TRANSPORTS (T): While the Warships may deign to carry men and material, the Transport is a ship built for the task. Characterized by a lack of maneuvering speed and combat capability, the Transport excels at moving large amounts of cargo long distances. In general, these ships, when put to war, are confiscated or rented from the merchant classes.

5.4.8 Training Levels (Optional Rule)

There are three training levels of units: *Inexperienced* (**i**), *Regular* (**r**) and *Elite* (**e**).

Inexperienced troop units cost less than regular troops and sometimes are generated in revolutions. Elite units cost more GP and NFP than a regular unit to build. Only Cavalry and Infantry can be built as Inexperienced and Elite units. See your own national Unit Build Chart (see section 2.20) for costs.

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5.4.9 Equipment Classes (Optional Rule)

In addition, there are three unit equipment classes or 'weights'. These define just how heavily armed and equipped the troops are. The equipment classes are Heavy (**h**), Medium (**m**) and Light (**x**). Light units cost slightly less than Medium units to build but can move faster. Heavy units cost more to build and they move slower than regular units. Heavy cavalry and infantry units are also Elite.

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Generally speaking, the 'heavier' the equipment of a unit, the more damage it can take in battle, and the more damage it

can deal out. See your own national Unit Build Chart (see section 2.20) for costs.

5.4.10 Demobilizing Units

While units will disappear if maintenance costs are not paid for them, there may arise situations where the player desires to demobilize units to use the NFP they represent for other things. Units may only be voluntarily demobilized to:

- build, expand, or rebuild cities in the region where they are demobilized,
- participate in Megalithic construction projects in the region where they are demobilized,
- be converted to another unit type at a valid build location within the region in which the units were demobilized,
- settle a colonizable region in or adjacent to the region in which they are demobilized,
- build Public Works in the region in which they are demobilized.

When units are demobilized, they produce the NFP used to build them. The NFP from demobilized units can provide all or part of the NFP of a project.

The following kinds of units may **not** be demobilized directly into NFP: Ferry Points and Merchant Shipping Points. MSP may, however, be converted into ship units (with the appropriate cost) and those ship units may be demobilized.

Allied troops can only be demobilized to build Public Works, build or expand a city, create a colony (see Sections 7.2.4.13 and 7.2.4.12), or convert to another unit type; in each case the resulting Public Works, city, region, or unit belong to the Allied Leader. If demobilized as a colony, the resulting colony is Friendly to the Allied Leader, and would appear on the Nation stat sheet as an Economic Ally - with a note indicating they are actually part of the Ally's fief.

Units that are demobilized by a lack of Troop Support do **not** reenter the NFP pool; they are lost. Units can be voluntarily dismissed to reduce the Troop Support, but such NFP are also lost and do not reenter the NFP pool.

5.4.11 Building Fortresses

The Fortress is like a city but without any economic value. A Fortress is built by spending 10 NFP and 10 GP. This will create a foundation and 1 Wall Point. Additional Wall Points can be built to increase the ramparts of a fortress. If a fortress is built next to a sea zone, a port can be declared, creating a Port Fortress. A City may be built around a Fortress, but not vice-versa. If a Fortress is built in an area that already has a city, then the Fortress will be built outside that city.

A player may elect, however, to build a Fortress adjacent to an existing city. If the city then expands, it may encompass the Fortress.

5.4.12 Building Troops for Allied Regions

In addition to building national troops, the nation may also raise and equip levies for its various Full Allied Leaders and their regions. Such troops become the property of the Full Allied Leader and only that Full Allied Leader may command them henceforth. Existing national troops may also be given to a Full Allied Leader, whereupon they too become Allied troops and can only be commanded by that Full Allied Leader, see section 10.4.4.2.

Such troops, however, cost one-half of the NFP that an equivalent national unit would cost. There is a limit, however, to the number of allied units that an Allied region can build in a turn. This limit is equal to:

Build Limit = 5 × Region GPv

If the Full Ally is from a city instead of a region, then the limit is:

Build Limit = City GPv

This limit is applied against the ***full*** NFP cost of the units. Cities, Megalithic Constructs and Public Works are not covered by this rule and cost the full amount in National NFP.

Example

The Kingdom of France has acquired the region of Switzerland as a Full Ally. The French desire to expand the Swiss army so that they can invade Italy. Switzerland as a GPv of 2, which gives them a build limit of (2 × 5 = 10). they can build up to 10 NFP worth of units each turn, at a cost (in National NFP) of 5 NFP.

5.4.13 Hiring Mercenaries

Throughout the world, as defined by your Game Master, there will be bands or "pools" of landless, masterless men who serve as mercenaries in the armies of the princes of the age. In general, these mercenary pools are arranged by geographic region.

Each pool has number of mercenary units, which may be of any or all unit types. New units appear in the pools when independent regions are conquered, nations die or other cataclysms occur. Mercenary units are killed in battle or siege, just like regular units.

5.4.13.1 Hiring Mercenary *Condotierri*

To employ Mercs from an available pool they must be hired. Once hired, Mercs can perform a wide range of actions, just like normal units. Hired units "appear" at the beginning of the turn in which they are hired.

Hiring Mercs is resolved in the following manner: A hiring player makes a set bid for a certain number of Mercs. If no one has outbid him, and if there are enough Mercs to go around, then they are able to use the Mercs for the rest of the turn of hire.

When a bid is made, the player allots a sum of GP and informs the GM of the price per unit they will pay for Mercs. The minimum bid is ½ GP per unit.

Example

The German player wishes to hire some Mercenary Infantry at Aachen. To this end he makes a bid of 0.5 GP per Merc Infantry unit and allots a sum of 10 GP to the endeavor. As a result, he will receive the services of 20 Mercenary Infantry for the rest of the turn of hire if he is not outbid.

When hiring, the number and type of mercenary units must be specified, as must the Merc Pool out of which they are being hired, and the location where they are to appear.

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If the mercenaries do not take a bid, the gold will be put back into the Treasury as Saved Gold.

If two or more players bid the same amount, then they ***split*** the number of mercenaries between them, each paying the bid rate for them.

5.4.13.2 Mercenary Starting Position

Mercenaries can only be hired at a controlled City or a player's Homeland (if there is no controlled City) that is within their "region". The one exception to this is in the case of a band of mercenaries that are hired in a merc region and then moved, in the course of a turn, to another merc region. The next turn, the *same* Nation may rehire them at the location where they ended the previous turn. If that same Nation does not re-hire them, or if another Nation hires them, then the mercs revert to their original merc region.

5.4.13.3 Bribing And Counter-Bribing Mercenaries

If a player wishes to deprive another player of his Mercenaries, they need only Bribe them. To be able to bribe a Mercenary *condotta* the bribing player must have a Leader in the same region and expend GP equal to the hire cost of the Mercs in question. The mercenaries are then nullified, vanishing from the region where they were at the time of the bribery and returning to the proper Mercenary Pool. If a player pays **double** the Mercs' hire cost, then they switch to his side for the remainder of the turn.

When bidding for mercenaries, you should submit separate bids for units and Leaders. The nation that originally hired the mercenaries can counter this bribery with its own gold, needing to equal or exceed the bribe to retain its mercenaries.

5.4.14 Establishing Colonies

Creating colonies is usually a peaceful method of expansion that rarely inconveniences anyone. The majority of such expansions are made into Colonizable Regions, most of which exist in the north Asian tundra, Australia and North and South America. Colonies can also be established with loyal populations in regions that are Pacified so as to cause them to become Friendly to the nation.

All types of colonization are often a National Project, conducted over one or more turns.

The four methods of colonizing a region or city are:

- Colonizing an unsettled location. This can also be performed if the location has been forcibly depopulated by enslaving the population or other unsavory means.
- Colonizing an inhabited Pacified location to replace the local elite.
- Settling an inhabited location, driving off the indigenous populace.
- Merchant colonization, introduced in the Modern Era.

5.4.14.1 Colonizing Unsettled Regions

The Colonization of a Colonizable Region (CR) can be accomplished by the expenditure of 30 GP and 25 NFP for each one GPv increase, starting at a base value of minus one (-1). In other words, the first installment of 30 GP and 25 NFP installment will make the area a (0/?) region, and the second installment will make it a (1/?) region.

The GP and NFP may be expended over a period of time with each GPv increase coming when the requisite GP and NFP have been expended. Each kind of region has a maximum GP value that it can be colonized to. If the region becomes cultivated, it is possible to colonize the region to a higher GPv.

Colonizable Regions are noted on the map by a set of parentheses around a slash, like so: **(-/-)**.

If the CR to be colonized is adjacent to a controlled land region, then the player may expend the requisite GP and NFP directly. If, however, the CR is not adjacent to a controlled land region, then the GP and NFP must be moved to the CR by a Leader and deposited. This requires the use of the *Colonize* Action.

The Resistance value of a newly colonized CR will range from 1 to 10 and is randomly generated by the GM.

Until the colony is completed the location is Uncontrolled and the colony is very vulnerable to hostile attack, so a garrison should oversee the colonization effort. Once complete, the region or city becomes Friendly.

Note that if a CR is settled and then converted to a Cultivated Region (see Section [6.1.7]) then it can be settled *again* to a maximum GPv of 2 for the expenditure of 50 GP and 25 NFP. This **only** applies to regions that were **initially** Colonizable Land Regions, not to regions that had starting values (because in those regions the natural resources have already been depleted by human activities).

Table 5-6. Maximum GPv for Colonizable Regions

Region Terrain	*Maximum GP value*
c	2
w, j, s, d, m, i	1
t	0

5.4.14.2 Regions With an Initial 0-GPv

Some regions on the map begin with a 0 GPv and a Resistance value. These are very marginal provinces, not suited to having more than a minimal population. These provinces may **not** be Colonized to a higher GPv.

5.4.14.3 Colonizing Depopulated Regions

Regions that have been depopulated by enslavement, genocide or migration can be colonized too. The cost of each level is 50 GP and 25 NFP. The first level of colonization creates a (0 / n) region. The 'n' is the same resistance value the region was assigned before. A depopulated region can be resettled back to its original (map) GPv.

5.4.14.4 Colonizing Populated Locations

Colonization represents the immigration of friendly populations replacing the native nobility amongst an existing hostile milieu. The intent is to convert a Pacified region or city to a Friendly one.

If a nation colonizes more than one or two populated locations in this manner, their Society type may change to Caste, due to the development of social stratification.

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Colonization has no set time cost, simply requiring the GP and NFP (or Tribal Points) representing the colonists to be delivered to the location.

If the target of the colonization is not adjacent to a controlled land region, then the GP and NFP must be moved to the CR by a Leader and deposited. This requires the use of the *Colonize Inhabited Region* Action. This action is also required if Tribal Points are being settled in a populated area, see Section 10.7.3.1.

When complete, the region or city becomes a Friendly Colony (FC) code. This code is equivalent to Friendly (F) for all control and revenue purposes except that the location retains the religion and language of the native underclass. The ruling religion/language is recorded in the Regional or City notes field.

5.4.14.5 Colonizing Populated Regions

Regions that are already populated may also be colonized or settled.

The cost of such colonization is (25 × GPv of the Region) in GP and (13 x GPv of the Region) in NFP. Until **all** of the cost has been paid, the region remains Pacified. Once the cost is paid, the province **may** revolt against the interlopers, or it may not. If a province successfully revolts the colony investment is lost.

Example
The Greek city state of Athens decides to colonize the inhabited province of Sicily. Sicily is a 2 GPv province, so it will cost the Athenians (2 × 25 = 50 GP and 26 NFP) to convert the province to Friendly.

5.4.14.6 Colonizing Populated Cities

Cities that are already populated may also be colonized or settled.

The cost of such colonization is (15 × GPv of the City) in GP and (10 x GPv of the City) in NFP. Until **all** of the cost has been paid, the city remains Pacified. Once the cost is paid, the city **may** revolt against the interlopers, or it may not. If a province successfully revolts the colony investment is lost.

Example
The Greek city state of Athens decides to colonize the inhabited city of Corcyra. Corcyra is a 4 GPv city, so it will cost the Athenians (4 × 15 = 60 GP and 4 x 10 = 40 NFP) to convert the city to Friendly.

5.4.14.7 Settlement

Settlement is a variant of colonizing a populated location. It involves the brutal driving off of the original Pacified population, replacing them with immigrants bringing their own religion and language. At the start of the Settlement the natives may attempt to rebel - when the Settlement is complete there are no natives left. It avoids generating slave National Force Points which may be inconvenient if the nation wishes to avoid adopting a Slave economic base.

This method of colonization is often employed in Horde Settlement (see Section 10.7.2) when the nomads settle Tribal Points in a Pacified location and decide to convert it to Friendly instead of a Friendly Colony.

Settlement is a level 3 MC, costing 150gp and 75nfp per GPv of the region or city. Until **all** of the cost has been paid, the region remains Pacified. When completed the location becomes Friendly to the nation.

5.4.15 Building Cities

A new city may be built in any controlled region that can be reached by a Line of Communication from the nation's Capital or Homeland (if there is no capital).

To build a colonial city (one that is not in Line of Communication from the nation's capital or homeland) or outside controlled territory requires a Leader Action, see Section 7.2.4.13.

Sooner or later a player will desire to build cities so that they may increase his economic base and the general strength of the nation. A newly built city is **Friendly** to the nation that built it, thus providing its full value in GP and NFP.

When a city is built in a coastal region, it must be noted whether the city will be a **Port City** or whether it will be built inland. If no notation is made, then the city will be built inland. When building a port city in a region that borders more than one sea zone, indicate which sea zone or sea zones the city borders.

Since a city's construction takes an entire turn, it will appear at the end of a turn. If the region a city is being built in is attacked in the first half of a turn, the city GP and NFP will return to the Saved GP and NFP pools, and the city will not be built. City construction costs are noted in the following table along with the cost to increase the size of an existing city.

Slave NFP can be used to build or expand a city if your national economic type is Slave. However, if more than 50% of the NFP cost of expansion or creation of the city comes from Slave NFP, then the city will be **Pacified** in status.

Table 5-7: City Construction & Expansion Costs

	c2/c/i region	*w/m/j region*	*s/d/t region*	*result*
Initial	20gp/15nfp	30gp/20nfp	40gp/25nfp	[1/0]
Increase	30gp/20nfp	35gp/25nfp	40gp/30nfp	[+1/0]

5.4.15.1 Rebuilding Sacked Cities

If a city gets sacked without being *Burnt*, then part of the city can be rebuilt later at a cost cheaper than raising a new one from scratch. The first GPv of a sacked city can be rebuilt for the cost of 7 NFP and 10 GP. After that, all levels must be rebuilt at normal costs. You may build a fortress inside a sacked city *before* restoring its first GPv.

5.4.15.2 Expanding Cities

When a city is expanded, the Wall Points around the old city are torn down. If the city Control Status is Ally or above it is a good idea to demobilize the NFP of the old wall points to either rebuild new wall points around the expanded city or build something else (see Section [5.4.10]). A city can only expand **one** GPv per turn. The entire cost to increase a city must be paid the turn of the increase.

Example
The Azuchi Shogunate decides to expand the city of Taska

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from 4 GPv to 5 GPv. The city already has 10 wall points. To retain the NFP represented by the wall points, they first demobilize the wall points, yielding 10 NFP, then expand the city, costing 30 GP and 20 NFP, then rebuild the walls, using the demobilized NFP for a cost of 50 GP and 0 NFP. Total cost of expanding the city equals 30+50 = 80 GP and 20 NFP.

If the city has a Control Status of Economic Ally or below the imposition of the new immigrant population may spark riots and revolts. If the populace does not revolt then the city gains one GPv but loses its Wall Points which must be rebuilt from scratch using both the NFP and GP of the builder.

5.4.15.3 Maximum City Size By Terrain

A limit on city GPv is imposed by the Regional terrain itself. This is reflected here in the maximum allowed size of a city due to Regional terrain.

Table 5-8. Maximum City Size by Terrain

Region Terrain	*Maximum GPv*
C2	15
C / I	10
W	6
M / J	5
S / D	4
T	3

5.4.15.4 Maximum City Wall Points

The maximum number of total wall points (WP) that can be built on a city or fortress is limited to the siege QR of the nation constructing the wall points. If a nation captures a city with more wall points than they could build themselves, they can keep the excess. If siege or assault subsequently destroys those excess points, they can not be rebuilt.

Example

The Romans fortify the city of Constantinople to their maximum (Siege Qr = 10, so 10 wall points). After many horrible events, the city is lost to the Pechnegs, who have Siege Qr of 4. Constantinople having been taken by treachery, it retains the 10 wall points. Later, the Arabs besiege the city and destroy three wall points, bringing it down to 7 wall points total. Since 7 is greater than 4 (the Pechneg Siege Qr), they cannot rebuild the lost wall points.

5.4.16 Building Port Areas

Port Areas are coastlines that support a high level of decentralized port capacity and shipbuilding capability. A Port Area can be identified on a map by an anchor symbol near the coastline of the region that either does not contain a city, or contains a city clearly located inland. These areas are more limited than a Port City in that they can only build 20 *light*-class ship units per turn, as opposed to a Port City, which can build an unlimited number of units of any class in a turn.

On the other hand, Port Areas aid in the unloading and loading of ships by cutting the Action Cost from 2 to 1. In addition, an inland city and a Port Area could prove to be a more secure arrangement for the city when facing persistent coastal raids.

Port Areas can be constructed for the cost of 10 GP and 10 NFP. A Port Area applies to the whole province that it is built in, regardless of how many sea zones the province borders.

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6.0 NATIONAL PROJECTS

National Projects cover a wide range of efforts a nation may undertake beyond the simple construction of cities, armies and ships. They are divided into two main types – megalithic constructs, which tend to be large architectural efforts like roads, pyramids or canals – and national transformation projects, like abolishing slavery, or breaking down (or setting up) a caste system.

All Projects are defined in terms of an objective (building a pyramid), costs (GP, NFP and Time – which is counted in years), and supplementary requirements.

A Project is not complete until all costs are paid and the supplementary requirements satisfied. As a result, a project may take more time than initially required. To ease the burden on your poor, over-worked GM, payments of GP and NFP are not mandated in equal portions per turn of construction.

You may pay some, none or all of a project cost on a given turn – but the project as a whole is **not** complete until you have satisfied all of the requirements.

To **start** a Project you must pay at least 1 GP and 1 NFP.

6.1 MEGALITHIC CONSTRUCTS

The concept of Megalithic Construction covers a wide range of engineering feats. Basically, anything that is really big and impressive is a Megalithic Construction (**MC**). The Pyramids, the Great Wall of China, the Colossus of Rhodes, and so on, are all MC's. For game purposes, all MC's are graded in **Levels**.

Generally, an MC is a very large construction separate from other locations (cities or fortresses) in the same province. As such, it must be defended separately unless, when you are building it, you state that it will be within a city or a fortress will be built to protect the edifice.

Each **Level** costs fifty (50) GP, twenty-five (25) NFP and five (5) years to construct. Half-levels (costing 25 GP, 13 NFP and 3 years) are also allowed in certain cases.

If the region that a MC is being built in is taken by an enemy before it is completed, the Gold and NFP will be lost. Megalithic Constructions may be built in any controlled region of *Non-Paying Tributary* status or better.

Open Nations, Religious Primacies, Religious Orders and Secret Empires may build Projects in regions and cities where they maintain a control status which yields some amount of tax revenue.

Table 6-1. Summary of Megalithic Constructs

Construct	Base Level
Canal	1-6
Intense Cultivation	2-3
Regional Cultivation	1
Royal Road	1
Great Walls	1
Postal Road	0.5
Monoliths	Varies (min 1)
Bridge	1

Additional optional Megalithic Constructs are defined – but first ask your GM if they are in use in their campaign:

http://www.throneworld.com/wiki/index.php?title=Optional_Rules

6.1.1 Requirements for Megalithic Constructs

A Nation cannot build a Megalithic Construct whose **base level** is more than their Tech Level. So a Tech Level 1 nation can only build roads, great walls, postal roads, bridges and some canals.

6.1.2 Megalithic Construction Cost Modifiers

The Base Level cost of a given Megalithic Construction Project is modified by the terrain and the building nation's Culture. If a Project straddles two regions, they take the cost of the more expensive terrain. Fractions are rounded off to the nearest half-level (0.5).

Table 6-2. Megalithic Construct Cost Multiples for Terrain

	Terrain Type								
Culture	***c2***	***c***	***w***	***m***	***s***	***d***	***i***	***j***	***t***
Civ.	1.0	1.0	1.5	2.0	2.0	2.0	1.0	2.0	3.0
Barb.	1.0	1.0	1.0	1.5	2.5	2.5	1.0	1.5	2.5
Nomad	1.0	1.0	1.5	3.0	1.0	1.5	1.5	3.0	3.0
Seaf.	1.0	1.0	2.0	3.0	3.0	3.0	1.0	2.0	3.0
Pre-Col	1.0	1.0	1.0	1.5	1.5	1.5	1.0	1.0	2.0

Example

The Aztec Empire decides to build a massive pyramid complex as part of their long-base deep space tracking array. The optimal location for this edifice is in the mountains of Huichol, as high in the atmosphere as they can manage. The base Construction Level of this is a 3 (set by the GM). Since they are building in a mountain region and they are Civilized, they have a 1.5 multiple. The resulting Level of the megalithic construction is (3 × 1.5 = 4.5 (rounding up)). It will cost the Aztecs 225gp and 113 NFP to complete the Monté Alban pyramids.

Table 6-3. Megalithic Construct Level Modifiers for Border Type

Border Type	Modifier
Type-1 Mountain	+1
Type-2 Mountain	+2
River or Canal	+1

6.1.3 Canals

Base Level This varies as per the following chart.

There are many opportunities to build canals in the World. These vary in length for convenience and clarity. Once complete, certain Canals count as a Sea Zone for movement purposes and for tracing Trade Routes. Canals counting as a Sea Zone are marked with **boldface** in the table below. Some do not. They also count as Navigable Rivers for movement purposes, see Table 13-5. Ship Unit Classes and Effects.

With the level costs posted before them, only the following canal zones may be built:

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Table 6-4. Canal Construction Levels

Level	Description
1	Kiel Canal (Skaggerak to the North Sea).
1	Lagoda Passage (Lake Lagoda to Gulf of Finland).
2	**Volkhov Canal** (Lake Lagoda to Lake Ilmen)
2	Necho's Canal (Red Sea to Lower Nile to Med.).
3	**Erie Canal** (Lake Erie to Chesapeake Sea Zone via the Hudson River, which passes through the regions of Cayuga, Iroquois and Mohawk).
3	**The Grand Canal of China** (Huang Ho to Yangtze).
3	**Duluth Canal** (Great Snake to Lake Superior).
4	**Queta Canal** (across present day Nicaragua).
6	Panama Canal (across Cuna, Pacific to Caribbean).
6	**Chicago Canal** (Middle Snake to Lake Michigan).
2	Niagara Canal (Lake Erie to Lake Ontario)

6.1.4 Royal Roads

Base Level One

A Royal Road is built between the centers of two adjacent regions, or from adjacent city to adjacent city, if they are available. The primary effect of the Road is to halve the usual movement cost for moving from the first region to the second. This helps in extending the King's Command Control Radius and Homeland Build Zone as well. Also, a nation's ITV rating will increase when inland cities are connected by a royal road to the Capital.

If a Royal Road is built over a Mountain Range, then its level of cost is increased by one for each rating of the mountain. If a Royal Road is built across a navigable river (but not a Canal) then the cost is increased by one level.

6.1.5 Postal Roads

Base Level One-Half the equivalent Royal Road

The Postal Road is the poor cousin of the Royal Road, costing one-half that of a Royal Road in the same location. A Postal Road does not grant any benefit to army movement or revenue gathering, but does aid in extending the national Command Control Radius (CCR) by halving the AP costs of regions the Postal Road runs through for the **sole** purpose of CCR checks. (See [10.1.1.1] on page 98)

A Postal Road may be upgraded to a Royal Road by spending the other one-half of the Royal Road construction cost.

6.1.6 Great Walls

Base Level One (may be modified by border terrain)

A Great Wall is built along a designated border between two regions. If an Island province is to be encircled by a Great Wall, one segment must be built for each adjoining Sea Zone.

If the border terrain is mountainous, the Rating Type of the Mountain Range increases the Level cost of the Great Wall. A Great Wall doubles the combat value of the defending army that is behind it. By itself a Great Wall has no defensive strength, so it must have an army or garrison behind the Great Wall to be effective.

Field Forts may garrison a Great Wall segment.

Example

The Duchy of the Isles decides to build a Great Wall all the way around the island of Malta. Malta is at the intersection of three sea zones; the Ionian Sea, the Sea of Libya, and the Bay of Tunis. This would be a three level MC, costing (3 × 50 = 150 GP and 3 × 25 = 75 NFP) to build.

6.1.7 Regional Cultivation

Base Level One

In order to convert a steppe, wilderness or jungle region to cultivated, a Level 1 Megalithic Construct must be built. There is no need to support this project. **Note!** The Terrain Modifier of the province affects the cost.

If the region in question is already partially cultivated (due to the presence of a city), then the nation need only pay the difference between what is cultivated and what is not.

Note: Converted Jungle regions revert to Jungle after one hundred years of use. They then must be re-cultivated.

Example

The Russians have built a city in Murom, which has had its inevitable effect and 30% of the province is cultivated as a result. The Tsar, however, has grown bored and decides to cultivate Murom *now*. Russia is Civilized, so a level 1 project in a wilderness region would be adjust to a level (1 × 1.5 = 1.5). The base cost would be 75gp, 37.5nfp and 7.5 years. 30% of this cost is deducted (due to 30% of the province already under cultivation), leaving the Russians to pay (75 × 0.7 = 52.5gp), (37.5 × 0.7 = 26.25nfp) and (7.5 × 0.7 = 5.25 years).

6.1.8 Intense Cultivation

Base Level Two or Three

To convert a region from a cultivated to intensely cultivated requires 2 or 3 levels of Megalithic Construction. The differentiation between 2 and 3 level MC's are noted by the cost in parentheses. Conversion to this new terrain type is instantaneous upon completion of the project. There is no need to support this project. During the Medieval Era only certain regions are eligible to become Intensely Cultivated. Listed below is a list of these regions grouped together by Geographic Zone.

Table 6-5. Regions Eligible for Intensive Agriculture

Geographic Zone	Eligible Regions
Central Asia	Khwarzim (3)
China	Honan, Anhui, Szechwan, Hupei (2)
Central America	Valley of Mexico (2)
India	Uttar Pradesh, Rajput, Jaunpur, Maghada, Gaur, Palas (2)
Japan	Kwanto, Yamato (3)
Middle East	Mesopotamia, Mosul, Hahmar, Abadan (2)
North Africa	Mansura, Egypt, Faiyum (2)
South East Asia	Khemer, Annam, Pegu (3)
Western North America	Patwin, Yokuts, Serrano (3)

6.1.9 Monoliths and Religious Monuments

Base Level Varies

These are all the other structures you can build as Megalithic Construction. These are the huge religious shrines, triumphal arches and gravestones to be built at the whim of the ruler. A Religious Monument adds one to the Religious Strength of the nation that builds it for each two Levels in size that it is. The maximum boost to Religious Strength is +1 per turn.

If you can keep these Monoliths preserved over the centuries, your nation can begin to make money off the

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tourists who will come by to see your amazing megalith. If the Monolith is of a religious nature then any city that may be in the same province may become a Sacred City as a result.

Each Monolith that is built will be placed on the map with its own unique symbol.

6.1.10 Bridges

Base Level One

A bridge can be constructed over any Navigable River, connecting two adjacent regions. If the border of one or more of the two adjacent regions that the bridge is being built between is also a Mountain border, then the cost is multiplied by 1.5.

Each Base Level of a bridge requires the expenditure of one point of Industrial Capacity (see section [2.14.15] on page 22).

Once a Bridge is completed, it obviates the extra cost of moving across a Navigable River.

6.2 NATIONAL TRANSFORMATION

Human society and political institutions are mutable. Within the framework of Lords of the Earth, you (as the player of your Nation) can undertake to change the following fundamental aspects of your Nation:

- The Government Type
- The Society Type
- The Economic Type
- The Culture Type
- Region / City Language

Each kind of Transformation is graded by **Level**, which are generally limited to one-half (0.5), one (1), two (2) and three (3). The actual cost of a Transformation is derived by multiplying the Level of the change by the Imperial Size of the Nation.

Please note most Transformations also have supplementary requirements (including minimum Tech Levels in many cases) or side-effects! The road of change is often blocked by many dangers. The prudent course may be not to set foot on the road at all.

An incomplete Social, Economic or Culture Type transformation project also very slightly increases the chances of a Dynastic Failure due to the related political and social upheaval.

Some only become feasible in the Renaissance and beyond (see Section 1.6 on page 2).

GP Cost = Level × Imperial Size × 50
NFP Cost = Level × Imperial Size × 25
Time Cost = Level × Imperial Size × 5

Note: A half-level costs 3 years of time, 13 NFP and 25 GP.

6.2.1 Changing Government Types

To change a government from one type to another can be as easy as declaring the change, even though it may incur internal rebellions and strife. For each of the possible changes listed below, there are certain conditions that must be met in every case before the change can occur. In all cases, every condition must be met to accomplish the transformation.

Note: Not all Government types can change directly to all other government types. Also note that many Government type changes are forced upon the nation by circumstance, rather than desire. Tech Level also limits the possible transformations.

From Centralized Monarchy…

To… Feudal Monarchy
Level None.
TL Required Any.
Conditions One of four conditions must exist and usually any one of the four will turn the Centralized Monarchy into a Feudal one. These conditions are: Dynastic Strife, Governmental Collapse, Civil War, or Anarchy.

To… Imperial
Level None
TL Required Tech Level 3 or better.
Conditions When the government has grown beyond the bounds of the Centralized Monarchy (BL and Infrastructure greater than the maximums for Centralized Monarchy), or an entire another country has been either conquered or acquired through diplomacy.

To… Constitutional Monarchy
Level None.
TL Required Tech Level 6 or better.
Conditions After the country has suffered a DF and has the king as a figurehead.

To… Dictatorship
Only possible in the Modern Era.

From Constitutional Monarchy…

To… Imperial
Level None.
TL Required Tech Level 3 or better.
Conditions Governmental collapse due to civil war or dynastic failure and a previously-figurehead ruler gains control.

To… Federalized Democracy
Only possible in the Modern Era.

To… Oligarchy
Level None.
TL Required Any.
Conditions A rebellious outpost or colony of a Constitutional Monarchy.

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Deleted: **Level** . None (Tech Level 8 or better)¶ **Conditions** . After suffering a DF and/or civil war caused by religious, cultural, ethnic, social, or economic causes.¶

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Deleted: **Level** . 2 (or see below, and at least Tech Level 10)¶ **Conditions** . A Constitutional Monarchy may evolve into a Federalized Democracy if

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From Democracy…

To… Oligarchy or Feudal Monarchy
Level None.
TL Required Any.
Conditions If a Democracy's Imperial Size exceeds its Infrastructure (including the 'hidden' Infra provided by a ruling King), then a Civil War check is made. Any of the surviving factions may become an Oligarchy or Feudal Monarchy (as deemed by the GM).
If the Democracy's Infrastructure or BL exceed the levels allowed, then the government type will become an Oligarchy.

From Dictatorship…

To… Constitutional Monarchy
Level 1.5
Only possible in the Modern Era.

To… Imperial
Level 1.
TL Required Tech Level 3 or better.
Conditions None.

To… Centralized Monarchy
Level 1.
TL Required Tech Level 3 or better.
Conditions None.

To… Oligarchy
Level None.
TL Required Any.
Conditions When a Government Collapse occurs due to civil war, dynastic failure or the destruction of the national capital.

From Feudal Monarchy…

To… Centralized Monarchy
Level None.
TL Required Any.
Conditions When the nation's Government Stats (BL and Infrastructure) exceed the maximum for Feudal Monarchy, then a Centralized Monarchy is created by default.

From Imperial…

To… Centralized Monarchy
Level None.
TL Required Any.
Conditions The destruction of the Imperial Capital will result in the nation reverting to a Centralized Monarchy, unless the surviving BL and Infrastructure are still sufficient to warrant an Imperial government.

To… Constitutional Monarchy
Only possible in the Modern Era.

To… Dictatorship
Only possible in the Modern Era.

To… Oligarchy
Level None
TL Required Any.
Conditions In the course of a civil war or dynastic failure, one or more factions may adopt an Oligarchic government.

From an Oligarchy…

To… Centralized Monarchy
Level 0.5 or None
TL Required Any.
Conditions An Oligarchy may attempt to form a Centralized Monarchy (by one faction gaining control over the others), which requires the noted Project and then a Civil War check upon completion.
An Oligarchy which suffers a dynastic failure which **ends** the same turn it begins (by the victory of one faction over all others) produces a Centralized Monarchy.

To… Federalized Democracy
Only possible in the Modern Era.

To… Imperial
Level None
TL Required Any.
Conditions When the Imperial Size is greater than the Oligarchy's maximum Infrastructure and a civil war occurs, the victorious faction may become an Imperial government.

From Tribal…

To… Feudal Monarchy
Level None
TL Required Any.
Conditions When the tribe has settled down (all tribal points expended) and at least one point of government has been gained.

There are also some other conditions involved in governmental changes that will require some more discussion below.

- **Civil War:** When a failure of central government occurs, and there is no clear successor to control of the state, then the various contenders for the succession may well fall out amongst themselves and fight it out on the fields of valor, precipitating a civil war.
- **Dynastic Failure:** This is when the King dies with no heir, or if there is some contest of who is the next in the

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Conditions . If the nation had once been either a Constitutional Monarchy or a Democracy and a dynastic failure or civil war occurs; then one of the factions may be forced to adopt a Constitutional Monarchy to form a new regime or a successor state. . Likewise, a nation with a tradition of democratic representation may attempt to move from Imperial to Const. Monarchy, but **only** if the current level of Government (BL and Infra) would be supported by a Const. Monarchy. Completion of the project then instigates a Civil War check.¶

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Conditions . A dynastic failure or civil war may spawn a Dictatorship if

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Conditions . Attempting to establish a Federalized Democracy from an Ol… [11]

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Level . 1.5 (Tech Level 8 or better)¶ … [12]

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line of succession. This usually occurs when there has been a lot of inter-marrying within the local nobility.

- **Governmental Collapse:** This occurs when there is no clear ruler or the government is split on who to follow. This can also occur if either an internal or an external force partially or wholly destroys the government.

6.2.2 Changing Society Type

To convert from one type of society to another is usually a more time consuming task than anything else. However, not all society types can convert to any other, so there are some limitations. The basis for the cost of changing societies is partially based on the following table, and the rest are conditions that must be met before the society type can be altered.

As noted for Government transformations, the Level listed for the change is multiplied by the Imperial Size to produce the actual Project Cost.

Note that not all change path options are available.

Table 6-6. Society Transformation Costs

From	To Society of type...				
Society	***Fanat***	***Caste***	***Clan***	***Feudal***	***Open***
Fanatical	n/a	1.0 (Note 7), Note 6	Note 6	2.0 (Note 7), Note 6	n/a
Caste	Note 3, Note 5	n/a	2.0	Note 1	3.0 (Note 3), TL 7
Clan	Note 5	n/a	n/a	0.5	Note 4
Feudal	Note 5	0.5	1.0	n/a	1.0, TL 7
Open	Note 5	1.0	1.0	Note 2	n/a

Conditional Notes

1. A Caste society which suffers a Civil War or Dynastic Failure may degrade a Feudal if the wars of succession last for more than 20 years.
2. An Open society afflicted with constant foreign invasion and/or raids and/or slave raids, will develop a feudal society after 20 years.
3. Caste societies attempting to become Open will be afflicted with a Civil War check at the completion of the transform project. Those regions that revolt and form rebel factions may become Fanatical.
4. Only possible in the Modern Era.
5. Other societies can become Fanatical as a result of:
   a. A Civil War resulting from the conversion of the Royal Family to a Hostile religion or the King attempting to change the national religion to a Hostile religion. Those regions that revolt and form rebel factions may become Fanatical.
   b. Being the target of a Holy War for more than 20 years.
6. A Fanatical society that was previously of another society type may revert back to that earlier type if it suffers a Civil War or Dynastic Failure. If it was previously Open it will adopt one of the other society types. Some rebel factions may remain fanatical.
7. Fanatical societies attempting to become Caste or Feudal will be afflicted with a Civil War check at the completion of the transform project.

6.2.3 Changing Economic Type

Changing the national Economic Type also involves a transformation project, with pre-requisites and conditional events attached:

Table 6-7. Economic Transformation Costs

From... Economy	***To... Slave***	***Guild***	***Free***	***Agrarian***
Agrarian (ag)	Note 1	2.0, TL4	1.0, TL5	n/a
Free (fr)	Note 1	1.0	n/a	Note 3 Note 4
Guild (gu)	Note 1	n/a	2.0, TL6	2.0
Slave (sl)	n/a	1.5, TL4	2.0, TL6 Note 2	1.0

Conditional Notes

1. Conversion of an Agrarian, Free or Guild economy to Slave economy will occur if Slave NFP are used to build more PWB in the nation than the nation makes in regional GP, or if slaves are used to build more than one City in the nation (in a 20 year period), or if they are used in more than one Megalithic construction project (in a 20 year period).
2. Converting a Slave economy to Free inflicts a Civil War check on the nation.
3. A Free economy may revert to an Agrarian economy due to national collapse, or the destruction of the cities in the nation by war, disaster or famine.
4. A Free economy whose nation loses 25% or more of their Tech Level becomes Agrarian.

Example

Venice wants to change its Economic Base from Guild to Free. This is a Level 2 project. Venice's Imperial Size is 3, therefore:

2 × 3 × 50= 300 GP
2 × 3 × 25 = 125 NFP
2 × 3 × 5 = 30 years

After the project is complete, the Venetian Republic will enjoy an economy free of societal constraints and the onerous master / journeyman / apprentice system.

6.2.4 Changing the Culture Type

The mechanisms used to change your culture type are more amorphous and are broken out by your starting culture and what paths might lead you to a different type. In all of these processes, your GM is the final arbiter.

Starting Culture	May Become…
Pre-Columbian	Civilized, Barbarian, Nomadic, Seafaring
Barbarian	Civilized, Nomadic, Seafaring
Nomadic	Civilized, Barbarian
Seafaring	Civilized, Renaissance
Civilized	Seafaring, Renaissance, Barbarian

When the culture type changes from Nomad or Barbarian to Civilised this will affect the maximum status the nation can hold in certain terrain types:

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Table 2-22. Maximum Region Status by Terrain

Region Terrain	Controlling Culture is... C	B	N	S	P
c2 (Intns Cult.)	Hm	Hm	Hm	F	Hm
c (Cultivated)	Hm	Hm	Hm	F	Hm
w (Wilderness)	F	Hm	EA	FA	Hm
m (Mountain)	FA	F	T	EA	FA
s (Steppe)	FA	T	F	NT	FA
d (Desert)	FA	T	F	NT	EA
t (Tundra)	F	F	NT	T	F
i (Island)	F	F	T	Hm	F
j (Jungle)	F	EA	NT	EA	F
o (Oasis)	T	NT	A	NT	NT
City	F	F	F	F	F

Pre-Columbian

When a Pre-Columbian culture makes contact with more advanced civilizations, a Cavalry Count usually begins. When this process completes, in addition to being able to build Cavalry units (and invest in Cavalry QR), the culture type will change. The new type may be Civilized (if the nation is predominately Cultivated regions), Barbarian (if the nation is mostly Wilderness and/or Mountain regions) or even Nomadic (if the nation is mostly Steppe or Desert regions).

A Pre-Columbian culture controlling all Island or Coastal regions (Navigable Rivers and Canals *do not count* for making a region *coastal*), who achieves Tech Level 4 may become Seafaring.

Barbarian

Barbarian nations may find that advancing Tech Levels will convert them to Civilized (at or about Tech Level 5), or the acquisition of a preponderance of Cultivated regions will do the same. Having cities in half or more of your regions will have the same effect.

A Barbarian nation forced into desert or steppe regions will become Nomadic in 5-10 turns, assuming that they survive so long on the plains…

Nomadic

The steppe-lords have the easiest path with two possible means of changing their culture type: …

- When the Horde settles down (see Section 10.7.2), it becomes either Civilized or Barbarian, depending on what kind of culture it has displaced. From that time, the horde troops require the appropriate troop support of their new culture.
- If a Nomadic empire acquires a preponderance of Cultivated or Wilderness regions (more than half of their controlled provinces), at EA status or better, then they will convert into a Civilized nation. Similarly, if a third or more of their provinces have controlled Cities in them (at Non-Paying Tributary or better), they will become Civilized. The undertaking of cultivation projects in Steppe or Wilderness regions also betokens Civilization. Nomads forced into a preponderance of Wilderness or Mountain regions (more than half) will become Barbarians. And hate every minute of it…

Civilized

Increasing technology will eventually convert most Civilized nations to Renaissance nations (at Tech Level 8 and above). However, the loss of more than two-thirds of a Civilized nation's Cultivated regions, and their forced relocation into Wilderness or Mountain regions will make them Barbarians once more.

Seafaring

Seafaring powers may easily become Civilized or Barbarian by satisfying one or more of the following conditions for two or more consecutive turns:

1. A control status in more than one or two land-locked regions or cities.
2. More than half of its controlled coastal regions do not have Port Cities or Port Areas.
3. The total GPv of its regions is greater than the total GPv of its cities.
4. A Warship Quality Rating that is equal to or lower than any of its Infantry, Cavalry, or Siege Quality Ratings.

Whether they become Civilized or Barbarian nations depends on the terrain that they have seized. Improving technology can make a Seafaring power a Renaissance nation, which will lift these limitations.

A Civilized, Barbarian, or Nomadic Nation wishing to become Seafaring must:

1. Reduce its holdings to all Coastal and Island provinces. Navigable Rivers and Canals *do not count* for making a region *coastal*. Only real, genuine sea zones.
2. The highest QR maintained by the nation must be Warship (and it must be higher than any other QR).
3. Make 50% or more of its total Revenue from Normal Sea Trade, Inter-City Trade derived from Internal Trade fleets or Raiding carried out by sea.
4. Sustain this state of affairs for at least two generations (60 years).

6.2.5 Changing Regional & City Language

The language of a given region or city may be changed to that of the controlling nation. Unlike other National Transformation Projects, Imperial size is not a factor, costs instead being based on the GPv of the region or city in question. Further, unlike normal Megalithic Construction Projects, terrain is not a factor in determining cost.

The cost to change the language of a given region or city is:

Region: 150gps, 75nfp and 20 years per GPv.

City: 50gps, 25nfp and 10 years per GPv.

Example:
The evil Danes have conquered the righteous, peace-loving Georgians and control the region of Mesopotamia and its accompanying city of Baghdad. Desiring a automaton-like conformity in all things, the heartless Danes decided to force the innocent populace to learn their gibbering and meeping cacophony of a language so they go to it.

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Mesopotamia is a (4/5) region: it will therefore cost 600 gps (150 x 4), 300 nfp (75 x 4) and 80 years (20 x 4) to change the language of the region.

Baghdad is a level 5 city: it will cost 250 gps (50 x 5), 125 nfp (25 x 5) and 50 years (10 x 5) to change the language of Baghdad.

So it will take a grand total of 850 gps, 425 nfp and 80 years for the Danes to complete their nefarious scheme. Hey who said being evil was easy (or cheap)?

Changing the National Language: nothing simpler, the player desiring to change his National Language just uses the procedure described above for every Homeland and Friendly region in his or her Empire. For example, if the Mongols want to impose their language on all of China after conquering it, they have a lot of work cut out for them.

Native Reaction: game masters may decide to check for regional revolts against the imposition of an outside language – or not. Much will depend on how much the local language is part of any sense of identity the natives have, the size of any occupying armies, etc.

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7.0 LEADERS AND ARMY ACTIONS

The basic unit in the ***Lords of the Earth*** game is the Leader. The basic tenet of the game is that a Leader must do anything that is worth doing. Therefore, no units of any sort may move without a Leader to command them, and no Action (see Section [7.2] below) may be performed without a Leader.

A nation always has at least one Leader, the King.

In addition the nation may also have up to a total of (TechLevel + 6) Leaders, with the following apportionments:

- An Heir (if there is a son or daughter of the King of appropriate age and station).
- Princes in number up to *one-half* of the nation's BL, rounded-up (if the prerequisites for Princes are met).
- Lieutenants in number *equal* to the nations BL.
- Full Allies in number up to *equal* the nation's BL (if the conditions for acquiring Allies are met).
- Any number of Feudal Allies (if the conditions for acquiring Feudal Allies are met), though not more than allowed by the TechLevel limitation.
- Bishops in number up to 2 × "native" BL, if the lending Primate could allocate so many.

7.1 NATIONAL LEADERS AND THEIR STATS

Each Leader has a Leader Type designator, which indicates the general role of the Leader.

Table 7-1. Leader Types

Type	*Description*
K, Q	King, Queen or President. The ruler of the nation
H	The Imperial Heir, usually the eldest son or daughter of the King or Queen.
P	A Prince, the Sons of the King (or Queen's Daughters). The Eldest of these is the Heir to the throne.
L	A Lieutenant. Usually a Close Friend of the King or a Relative.
A	A Full Ally. This Leader rules his own land but obeys the King.
B	A Bishop or Papal Legate. A Leader lent by a Religious Primate to the Kingdom.
F	A Feudal Ally. He rules his own fief and will join the King in battle.
S	A Spy. This Leader will emerge from a successful subversion of certain infiltration.
E	A Regent. A Leader chosen by the ruling powers of the Nation to rule in the stead of a King or Queen that is under-age.
M	Mercenary commander. Either a hired Leader or one loaned by another Nation to help yours.

7.1.1 Families And Heirs

In addition to the King of the nation, there may be an Heir to the throne who may or may not be of Leader age (15+ years old). Having Heirs requires, in most cultures, having a wife, or wives. This opens up a large and complex sideshow to the usual Lords action: Dynastic politics. In most cases, you will merely be informed of whether or not there is an Heir, how old she or he is, and their stats-- if they are of leading age. If you do not have an Heir, you may be in big trouble, depending on the type of government you have.

If you have no current Heir, and your King dies, it is likely that your nation will succumb to a divisive and weakening civil war while the succession is sorted out at sword point. This process is called a *Dynastic Failure*. On the other hand, if you have a lot of heirs, and the succession is not clear (or even if it is), they may squabble and things will go into the dustbin anyway. To reduce the chance of such a crisis when the King dies, it may be wise to designate a Prince as Heir to the throne if no automatic Heir exists – see also Section 7.1.13.

7.1.2 The King

The King (or President, or Proconsul or whatever) is the ruler of the land. He is your direct representative in the game world. He is the only Leader that you can completely trust.

7.1.3 Imperial Heirs and Princes

Any of the King's children that have Come of Age (the turn they become 15 years of age), are eligible for a government job. That is, to become a Prince. Unless otherwise announced, the eldest son of the King's children will always be the Imperial Heir and will be automatically promoted to this status on the turn that they come of age. Any other Royal Child can be promoted to Prince who will then be in play the following turn.

Lieutenants and Allied Leaders can become Princes by marrying a King's Daughter (see Section [7.1.12]).

In order to denote any Prince you can either give him a Friendly Region or City which will then become a *Non-Paying Tributary* region (or city), or you may send him to join the Church (but only if your Religious Primate accepts his service). You can only have as many Princes in national service as one-half your BL, rounding fractions up (see Section [2.4.1]).

A Religious Primacy (as noted by the Theocracy entry below) can have Princes – but these Leaders are created when an Open Nation with extra royal sons or daughters sends these offspring to join the Church. It is then likely when a Primate dies, his successor will be found among the Princes of the Church, rather than the lay clergy.

Not all government types can have Heirs or Princes.

Table 7-2. Heirs and Princes

Government Type	*Heirs?*	*Princes?*
Tribal	Yes	No
Feudal Monarchy	Yes	Yes
Centralized Monarchy	Yes	Yes
Imperial	Yes	Yes
Constitutional Monarchy	Yes	No
Oligarchy	No	Yes
Democracy	No	No
Federalized Democracy	No	No
Anarchy	No	No
Dictatorship	No	No
Theocracy	No	Yes*

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7.1.4 Full Allies

Once a region reaches 'Allied' status, an Allied Leader is generated with native troops. This Leader and army can be used at the discretion of the King. If an Ally dies, a new Allied Leader (his son) may take his place or the Allied region may degrade to Tributary status or the region may leave the nation entirely.

If an Allied Leader is *dismissed*, the Allied region will drop to Tributary if the Ally had troops and will revolt outright if the Ally had no troops.

The Ally cannot lead any troops but those of his own province. However, national troops may be given to the Ally to lead, whereupon the national troops become Allied troops. If an Ally is deprived of his troops by garrisoning regions or has no troops due to battle losses, there is a chance the Ally will rebel, taking his home region and any regions that his troops garrison with him. Be careful when you require an Ally to garrison regions with his troops. A Full Ally pays half of his own troop support.

Allied Leaders are limited in some respect in the Actions that they may perform. Although he can (theoretically) perform any Action, no Allied Leader may lead units other than those from his own region in any Action. Allied Leaders appear on the player's Status report when a particular region becomes Allied with his nation.

Keep in mind that Allied Leaders and regions tend to be fickle and greedy. If another nation decides to make overtures to your Allied Leaders, you could possibly lose them, and — even more distressing — lose them directly to your enemies. The extra Leadership and troops are beneficial, but be wary of them just the same.

Each Independent and Tributary region is considered to have their own Leaders and armies. And these are the pool of Leaders from which most Regional Allies are drawn.

A player may elect to have an Allied Leader perform Diplomacy, but any control status results that the Leader achieves indicate a relationship (Tributary, Allied, etc.) between the *Allied* state and the formerly independent region. In effect, a sub-nation may be created by this kind of activity.

7.1.5 Lieutenants

Lieutenants are basically close friends of the King or men from families who are ardent supporters of the King. There will always be as many Lieutenants around as there are Bureaucracy Levels. Lieutenants can be retired at will with certain conditions (see Section 7.2.4.45).

7.1.6 Bishops

These are Leaders provided by a Primate Religious Authority to a nation of the same Religion to help them out. These Leaders are on loan and thus, they may be recalled by the Primate at any time.

7.1.7 Feudal Allies

Unlike a Full Allied Leader, a Feudal Ally is tied to his fief and is limited in the tasks he can perform for his king. A Feudal Ally will only perform those actions for his liege which use the Combat stat for resolution. Since the Feudal Ally pays his own troop support, the Feudal Ally and his troops must return to their home fief by the end of each and every **turn** or they may revolt. If their path home is blocked by an enemy, chances are good that they will not revolt, but if you attempt to maneuver them into a position where they cannot return, chances are very good that they will revolt.

7.1.8 Spies

These are Leaders activated by a subversion of another Nation's royal family or by a successful *Subvert Leader* Intel operation of an enemy Leader. Once a spy Leader dies, half of the subversion will be lost and any troops he may have will go away.

7.1.9 Mercenary Commander

A mercenary commander is a noted war-Leader or diplomat that has been either hired by your nation to aid you in some endeavor or has been loaned to you by a friendly nation for the duration of some war or crisis. If the Leader happens to have been loaned to you, then he or she will also appear on the loaning nation's status report with their normal type.

7.1.10 Temporary Leaders

In some circumstances, the game master will generate a Temporary Leader. Temporary Leaders are always generated due to combat actions. For example, if a hostile army attacks/assaults/besieges a garrisoned region or city a Temporary Leader will be generated (but see 7.2.4.8 for an exception). Similarly, if an army suddenly finds itself Leaderless in the midst of a combat, a Temporary Leader will also be generated. If the army is within hostile territory, the Temporary Leader will attempt to march it home.

Such Leaders only exist for the duration of the combat or siege or the end of the turn whichever comes first. Temporary Leaders have a combat rating of 0-5 (1d10-5).

7.1.11 Commander Precedence (Optional Rule)

Under this rule overall command of an army may fall to the highest ranked Leader, according to lineage, not skill. A King or Prince could usurp the command of a Lieutenant, Bishop or Mercenary Commander. This means that the best general may not be in overall command of an army.

7.1.12 The Effect Of Marriages

A King's son or daughter is eligible for marriage the turn he or she becomes 15 years old.

Princesses can be married to male Allied Leaders which promotes the Allied Leader to a Prince and makes the Allied region friendly. This kind of promotion is limited to the number of Princes allowed to that nation.

Princesses can also be Married to foreign Kings or Leaders to increase a nation's stake in another nation. If a King dies and any of his daughters remain unmarried, they will disappear from the Status report. Offering princesses to Feudal Allies and Economic Allies is useful in Diplomacy only (see Section [7.2.4.19]).

Princes can be married to female Allied Leaders which can promote the Allied Leader to a Princess and make the

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Please note that by dismissing a Lieutenant you may create an enemy of the state, particularly if the Lieutenant was able or particularly loyal to your cause. It is not unheard of for dismissed Lieutenants to plot and scheme against the ruler that ruined their lives

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Allied region friendly. This promotion is also limited to the number of Princes allowed to that nation.

Princes can also be married off to foreign Queens or Leaders, whereupon they disappear from the nation's status report and wind up the plaything of the foreign potentate.

Extra male children who are neither Heirs nor able to advance into a Prince slot may be send to join the Church (if there is a Primacy of the Nation's religion), whereupon they become a Prince for the Primacy nation.

7.1.13 Leader Death: Causes & Effects

All of your Leaders can die in a wide variety of nasty ways; they may die from wounds sustained in battle, from sheer accident, from old age, from the poison or blade of assassins, they may be executed and they may languish in prison until at last they succumb to some cruel ague.

All of your Leaders will eventually die of old age unless some other fate befalls them first. This is why we keep track of the age of each Leader. When Leaders die, a number of different things may happen:

- Kings are replaced by their Heir, should one exist. If there is no heir, then the 'Crown' Prince may replace the King, if he has married the King's eldest daughter. If there is no clear line of descent, then it is quite possible that a *Dynastic Failure* will ensue (see Section [10.5.1]). The result of this will be the foundation of a new Royal Line and a new Dynasty.
- If the Heir dies, the next ranking Prince, if any replaces him. If there are none, then the King may declare any of his Lieutenants or Allied Leaders the new Heir, or not, as he pleases.
- If a Prince dies, he is not replaced, save by the coming of age of a royal child or the aggrandizement of an Allied Leader or Lieutenant through marriage to a Princess.
- If a Lieutenant dies, a new, randomly generated, Lieutenant replaces him. The new Lieutenant appears at the Capital, or in the Homeland, if there is no Capital.
- If an Allied Leader dies, he may be replaced by a new, randomly generated, Allied Leader, or his province may rebel or it may degrade to Tributary status. A replacement Allied Leader appears in his home province.
- If a Feudal Allied Leader dies then he may be replaced by a new, randomly generated, Leader, or his province may rebel. A replacement Feudal Allied Leader appears in his home province.
- If a Bishop dies, he is replaced by a new Bishop, who is randomly generated. A new Bishop appears at the Capital, or in the homeland if there is no Capital.
- If a Spy dies, he is not replaced and the Infiltration that he represents is lost (see Section [8.3.11]).
- Replacements for dead Leaders are generated at the end of the turn.

7.2 LEADER ACTIONS

This section will describe the activities that your Leaders and units can perform during the turn. For each Leader, note with which Army he is associated, the Leader's stats, the Army's contents (the units), and the Leader's location at the end of the last turn. All of this can be taken from the ***Armies*** section of the status report (see Section [2.12]). You then, as a player, must indicate where these Leaders are to take their respective Armies and what Actions each will perform. Step by Step Instructions on how to fill out army movement orders are detailed in Section [7.3].

The capability of a Leader to perform is expressed in **Action Points**, which maps roughly to a month. If a Leader has five months of possible activity in a year, then they get five Action Points for that year. If the current turn length is five years, then that army would get (5 × 5 = 25) Action Points for that *turn*.

7.2.1 Leader Action Capacity

Each Leader can perform a specific number of actions per turn. This capacity is based on his national Culture (shown in Table 7-3. Action Points By Culture Type), his Combat rating and then modified by the kinds of units he may be commanding during the year. Unit modifiers are summarized in the Leader Rating, Type, Equipment and Training tables, which follow.

If a Leader is moving by himself (alone), his action capacity is Cultural Base + 2 (as noted in the following table).

If a Leader is commanding troops during a *year*, he moves at the rate allowed by the **slowest** unit type under his command during that year.

The Leader's Combat rating does not affect *his own* Action capability when alone. It takes effect when he is commanding units of some kind. If a Leader is commanding ships, then his Combat Rating modifier may boost the Action Capacity of the ships to be greater than his capacity when he is alone.

This means that a Leader may have a different number of Action Points (AP) to expend during each year of the *turn*. Pay careful attention to this when you are writing your orders.

Example: Alexander the Great, a Civilized Leader with a B combat rating, is commanding an army of entirely Elite Light Cavalry through the first three years of the turn. However, in the last two years of the turn, he takes a force of Inexperienced Infantry under his wing. During the first three years, Alexander would have (6 [Civilized base] + 1 [Cavalry] + 1 [Elite troops] + 1 [Light troops] + 1 [B-Combat rating]= 10) AP's to spend each year. However, in years four and five, with those damnable II to account for, he would have only (6 [Civilized] + 1 [B-Combat rating] + 0 [Infantry] – 1 [Inexperienced] = 6) AP's to spend. Just a little difference…

Note that when aboard ship a Leader can only perform a limited range of actions: Movement, Secret Movement, Blockade Port, Education of Royalty (if performing a suitable action), Explore, Piracy, Raid, Slave Raid, Amphibious Assault or naval combat. To Load or Unload Ships or any other land-based action expends army action points or the Leader's action capacity if they have no troops.

7.2.2 Army Impulse and Capacity Tables

All modifiers apply to the **Yearly** Action Capacity of a Leader.

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Table 7-3. Action Points By Culture Type

Culture	*AP per YEAR*
Pre-Columbian	5
Civilized	6
Seafaring	7
Barbarian	8
Nomadic	8

Table 7-4. Equipment Type Modifiers

Equipment	*Modifier*
Heavy/Super Heavy	-1
Medium	+0
Light/Super Light	+1

See Table 13-5. Ship Unit Classes and Effects for the Equipment Type Modifiers for ship units.

Table 7-5. Unit Type Modifiers

Unit Type	*Modifier*
Leader	+2
Cavalry	+1
Infantry	+0
Siege	+0
Artillery	+0
Ships	+0
Civilized Tribe Points	-1
Nomadic Tribe Points	+1
Barbarian Tribe Points	+0
Pre-Columbian Tribe Points	+0

Table 7-6. Unit Training Modifiers

Training	*Modifier*
Elite	+1
Regular	+0
Inexperienced	-1

Table 7-7. Leader Combat Rating Modifiers

Combat Leadership	*Modifier*
1 - 4	-1
5 - 8	+0
9 - 11	+1

7.2.3 Using the Action Impulse Pattern

To determine on what month an Action may take place, the Action Impulse Pattern chart is consulted. The boxes marked with an × indicate the months within each year that the unit(s) are acting upon. Thus as units are boosted to higher and higher Action Capacities, they begin acting earlier in the year and finish later.

Table 7-8. Action Impulse Pattern

Impulses Action Points Expended On are marked ×

AP	J	F	M	A	M	J	J	A	S	O	N	D
1							X					
2						X	X					
3					X	X	X					
4					X	X	X	X				
5				X	X	X	X	X				
6				X	X	X	X	X	X			
7			X	X	X	X	X	X	X			
8			X	X	X	X	X	X	X	X		
9			X	X	X	X	X	X	X	X	X	
10		X	X	X	X	X	X	X	X	X	X	
11		X	X	X	X	X	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X	X	X
13	X	X	X	X	X	X	X	X	X	X	X	X
14	X	X	X	X	X	X	X	X	X	X	X	X
15	X	X	X	X	X	X	X	X	X	X	X	X
16	X	X	X	X	X	X	X	X	X	X	X	X
17	X	X	X	X	X	X	X	X	X	X	X	X
18	X	X	X	X	X	X	X	X	X	X	X	X
19	X	X	X	X	X	X	X	X	X	X	X	X
20	X	X	X	X	X	X	X	X	X	X	X	X
21	X	X	X	X	X	X	X	X	X	X	X	X
22	X	X	X	X	X	X	X	X	X	X	X	X
23	X	X	X	X	X	X	X	X	X	X	X	X
24	X	X	X	X	X	X	X	X	X	X	X	X

Example

The Nomadic Mongol hordes are preparing to invade Poland. They have an army composed of Elite Light Cavalry under the command of a Leader with an 11 Combat Rating (Sübütai). This means that their army has 12 Action Points (8 for Nomadic, +1 for Elite, +1 for Light, +1 for Cavalry and +1 for Sübütai and his manliness) per year and they move and fight regardless of the weather. Pretty tough, huh? The hapless Civilized Poles and Hungarians (wintering in Krakow) have an army composed of Regular Medium and Heavy Cavalry under only a middling set of commanders (5's and 6's). They get a massive 6 Action Points (6 for Civilized, -1 for Heavy units, +1 for Cavalry and nothing for Boleslav IV at all). As a result the Mongols will spend January, February and March sweeping up out of Galich and into southern Poland before Boleslav has even shaken the snow from his eaves. The results are pretty nasty.

7.2.4 Actions

The Base Action Point Cost (**BAC**) listed after each Action Code are in terms of Action points which are charged on the Impulse Pattern Chart. BAC's marked with a **+** after them can have additional actions expended to enhance their effects. In your orders this is noted as, for example, *DP+5*,

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which would indicate that the Army/Leader was expending *nine* Action Points - four for the initial Diplomacy action and five more in addition to that to get a bonus. Each Action is dealt with individually in alphabetical order.

Bonuses from extra Action Points are gained in blocks of five (5) AP. So spending 5 extra AP gets you a +1, while spending 10 extra AP gets you a +2 and so on.

When a Leader undertakes an action in a region, including moving into the region, the terrain of that region may increase the cost of performing the action, as noted here:

Table 7-9. Regional Terrain Action Modifiers

	Regional Terrain Type					
Culture Type	**c/c2/i**	**w**	**m**	**d/s**	**t**	**j**
Civilized	+0	+1	+2	+1	+2	+2
Seafaring	+0	+1	+2	+2	+2	+2
Barbarian	+0	+0	+1	+1	+1	+1
Nomadic	+0	+1	+2	+0	+2	+2
pre-Columbian	+0	+0	+1	+1	+1	+0

In the case of movement into a province, if the region border being crossed is of a specific terrain type (mountain, river, etc.) an additional Action Point cost is incurred, as noted in the Terrain Movement Costs chart (see Table 13-2 in the Charts & Tables on page 127).

Movement into, or actions undertaken in, a Hostile Land Region cost one (1) extra Action Point.

Table 7-10. Summary of AP Cost Payments

Action Type	Pay Base	Pay Terrain	Pay Border
Enter a Region	Yes	Yes	Yes
Perform Action in a Region	Yes	Yes	No

Table 7-11. Leader Actions Summary

Action	*Code*	*Stat*	*Cost*
Administer	ad	Admin	75%
Colonize Region	cr	Admin	8
Conduct Census	cc	Admin	8
Intervene in Mercantile Affaires	ima	Admin	6
Rule	Rule	Admin	75%
Seize Merchant Shipping	sms	Admin	1+
Abdication	abd	Charisma/ Admin	1+
Ban Organisation	bor	Charisma	6+
Colonize Inhabited Region	cir	Charisma	8
Destroy Location	dl	Charisma/ Combat	2
Education of Royalty	er	Charisma	6+
Espionage	es	Charisma	6+
Evacuate City	evc	Charisma	4+
Evacuate Region	evr	Charisma	6+
Explore	ex	Charisma	2+
Incite Rebellion	ir	Charisma	6+
Incite Religious Minority	irm	Charisma	6+
Increase Loyalty	ily	Charisma	3+
Investigate Location	il	Charisma	2+
Modify Troops	mt	Charisma	8
Religious Conversion	rc	Charisma	4+
Retirement	ret	Charisma	1+
Active Siege	s	Combat	3+
Amphibious Assault	aph	Combat	1
Assault City	as	Combat	1
Attack To Liberate	al	Combat	1/combat
Attack to make Tributary	at	Combat	2/combat
Attack to Pacify	a	Combat	3/combat
Blockade Port	b	Combat	All
Burn City	bc	Combat	1
Defend, Prepared	d	Combat	2+
Defend, Hasty	dh	Combat	1
Defend, Directed	dd	Combat	2+
Destroy Location	dl	Combat/ Charisma	2
Enslave Population	ep	Combat	3 × GPv of region
Evade	e	Combat	+1 to move
Load/Unload Ships	ls/us	Combat	1 (port), 2 (coast)
Loot Region	lr	Combat	2
Military Conversion	mc	Combat	4+GPv of region
Movement	none	Combat	1 + mods
Passive Siege	ps	Combat	6+
Piracy	pi	Combat	3+
Raid	rd	Combat	1
Reaction	r	Combat	2+
Regional Genocide	rg	Combat	12+GPv of region
Sack City	sc	Combat	>1
Scorched Earth	se	Combat	>4
Secret Movement	None	Combat	2 + mods
Slave Raid	sr	Combat	>3
Diplomacy	dp	Diplomacy	4+
Have Children	hc	Diplomacy	Special
Secret Diplomacy	sd	Diplomacy	6+

7.2.4.1 Abdication

Code **ABD**
BAC At least 1
Stat Charisma/Admin
Results The King abdicates to withdraw from political life, leaving the Kingdom in the hands of the Heir, if the Heir is of age (15 years or more old).

The Skill check uses a combination of the King's Charisma and Admin ratings, averaged with the Heir's Charisma. The King and Heir must be co-located and preferably in the Capital, or the Homeland if the nation lacks a Capital.

By use of this action the King steps down voluntarily, and avoids the chances of dynastic upheaval. However, should some other event trigger a Civil War check, the odds are worsened, as the old King may contemplate regaining the throne to sort things out.

7.2.4.2 Active Siege

Code **S**
BAC 3+
Stat Combat
Results An Active Siege action may be taken by any army against a city that is held by hostile forces. Any hostile army may have to be cleared from the region before the city can be besieged, however. Be aware that an Active Siege can be very bloody and possibly a failure if sufficient forces are not committed. A

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successful Active Siege destroys all of the city's Wall Points, assuming the city does not surrender, in which case the city's remaining Wall Points are delivered intact.
Active Siege can be used multiple times against a city. A separate siege resolution procedure is figured for each 3 Action Points expended. Usually this order is given with a rider indicating that it will be attempted until either the city falls or the besieging army suffers some unacceptable level of casualties.
You may designate the city, if captured, will have a Pacified or Pacified Tributary status. If you make no additional note to the GM, it will be Pacified and you will have to garrison the city.
Note! A Leaderless city placed under Siege will generate a temporary Leader with a Combat rating of 1d6 for the rest of the turn.

7.2.4.3 Administer

Code **AD**
BAC 75% of total AP (rounded up) for the turn.
Stat Admin
Results Can only be executed by a Prince or Lieutenant. The Leader acts as if he were a National Infrastructure point for the turn in question. The efficacy of this act depends on that Leader's Administration rating.
If the Leader is incompetent and self-serving then the overall administration of your realm will suffer.
If he is competent then your realm will be the better for it.

7.2.4.4 Amphibious Assault

Code **APH**
BAC 1 per Combat Roll
Stat Combat
Results An Amphibious Assault is used by an army debarking from a fleet into an uncontrolled *region*. This cost and combat roll are required *before* the AP cost to actually enter the region itself. A failed combat roll (even if unopposed!) forces the army to return to the fleet and the fleet to return to the nearest controlled port.
If the region is defended by Field Forts there is an additional +1 AP cost to the initial attack order.

7.2.4.5 Assault City

Code **AS**
BAC 1 per Assault Roll
Stat Combat
Results As opposed to the lengthy *Active* or *Passive Siege* options, the Assault is very quick and decisive, one way or another. A successful Assault will only destroy one-half of the city's City Points, but there will be no surrender check. Be prepared to accept a very high percentage of casualties when launching Assaults.
You may designate the city, if captured, will have a Pacified or Pacified Tributary status. If you make no additional note to the GM, it will be Pacified and you will have to garrison the city.
Note! A Leaderless city placed under Siege will generate a Temporary Leader with a Combat rating of 1d6 for the rest of the turn.

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7.2.4.6 Attack to Make Tributary

Code **AT**
BAC 2 per Combat Roll
Stat Combat
Results Same as the *Attack to Pacify* action except that if this action proves successful, the target region becomes Pacified Tributary rather than Pacified. Only one winning Combat roll is required to force the region into Pacified Tributary (pt) status. Note, however, that the Pacified Tributary region will not like you very much.
If the enemy forces are tremendously outnumbered or out-fought then you may crush them very quickly and not spend more than 2 Actions in fighting.
If the region is defended by Field Forts there is an additional +1 AP cost to the initial attack order.
For a region to be made Tributary, if there is a hostile city or fortress in the region it must be under an effective siege. See Section 10.12.
Note: This action is *not* allowed against regions which are controlled by another Nation at Allied, Friendly or Homeland status.

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7.2.4.7 Attack to Pacify

Code **A**
BAC 3 per Combat Roll
Stat Combat
Results The Attack action is used for the process of invading a hostile region. Under this action, an army will move to the designated region and invade it, subjugating (pacifying) the populace, if needed. The defending army must be driven from the region (for an enemy National Army) or destroyed (for a native army) for the Army to take control of the target region. A sufficient number of troop points must remain after the campaign to satisfy the garrison requirements of the region or the Action will be converted into an AT action (though you still pay 3 Actions per Combat Roll) and the region will be given a Pacified Tributary (pt) status instead.
If the enemy forces are tremendously outnumbered or out-fought then you may crush them very quickly and not spend more than 3 Actions in fighting.
If the region is defended by Field Forts there is an additional +1 AP cost to the initial attack order.
For a region to be Pacified, if there is a hostile city or fortress in the region it must be under an effective siege. See Section 10.12.

7.2.4.8 Attack to Liberate

Code **AL**
BAC 1 per Combat Roll
Stat Combat

Results The Attack to Liberate action is used for the process of invading a region that was formerly controlled by the attacking nation as **friendly** or **homeland** and is now occupied by a hostile power. Under this action, an army will move to the designated region and invade it, liberating the populace.

If there is a defending army then normal combat occurs, costing 2ap per combat round. The defending army must be driven from the region (for an enemy National Army) or destroyed (for a garrison) for the Army to take liberate of the target region.

If the attacking army has at least twice the combat strength of the garrison then a Temporary Leader will *not* be generated to lead the garrison.

If the region is defended by Field Forts there is an additional +1 AP cost to the initial attack order.

If the invaders hold a city or fortress in the region it must be placed under an effective siege. See Section 10.12.

7.2.4.9 Ban Organization

Code **BOR**
BAC 6+, King in the Capital or Homeland.
Stat Charisma
Results This action is used to ban Religious Primacy and orders (and Merchant Houses in the Modern Era) from the lands of the nation. Success restricts the movement of the organization's leaders and also reduces the Influence of the Primacy or Order. When performed against a religious organization failure can have dire consequences – and increase the Influence.

7.2.4.10 Blockade Port

Code **B**
BAC All
Stat Combat
Results The Blockade action is used by a fleet against a Port City, a Port Fortress, a regional section of coastline or a river mouth. The fleet must be performing this action for the entire turn or until any supported siege is resolved.

A Blockade must be enforced by warships based at a port city or fortress on the same seazone as the target port or coastline.

The number of warship units required to enforce the blockade is equal to the GPv of the Port City, twice the GPv for a region, and half of the combined GPv of the two coastal regions either side for a river mouth. A Port Area or a standalone Port Fortress counts as a 1 GPv city for the purposes of blockade. At the end of the turn the blockading warships automatically return to their base port.

The blockade may be broken by a war fleet on Defend or React based at the Port City or Fortress (or a war fleet based at a Port Fortress in the region being blockaded) attempting to break out, or a war fleet attempting to break in. The blockading fleet will fight with only 75% of its strength, emulating the rotation of ships on and off the blockade during the course of a year.

When successfully used against a City, it prevents any Inter- National or Inter-City trade from being traced by sea from that City. In conjunction with a Siege it closes the City or Fortress off, allowing the possibility of a Starvation "attack" to be used. A coastline or river mouth that is Blockaded is similarly closed off. No International Trade or Inter-City Trade can be traced through such a coastline or river.

Note that the Blockade Port action is modified in the Renaissance and beyond (see Section 1.6 on page 2).

7.2.4.11 Burn City

Code **BC**
BAC 1 or more
Stat Combat
Results This action may be appended to a Siege action (of any type) so that its action follows upon completion of the previous action. It may also be used upon any controlled city occupied by a player's Army. The result of the Action is to reduce the city to cinders. This, in combination with a Sack City action, will result in the total destruction of the city in question. Without a Sack action, the city will be reduced by 1 GPv and will lose all but either 10 of its public works or half of that which it had, whichever is less. Five points of troops are required to burn each city GPv per Action.

Example
The Goths are burning Rome, which is a 12 GPv city. (5 x 12 = 60) Sixty points of troops would be required to burn the city in one Action. Unfortunately they only have 30 points of troops, so it will take them 2 Actions to finish the city off.

7.2.4.12 Colonize Inhabited Region

Code **CIR**
BAC 8 AP
Stat Charisma
Results This is a specialized action used in two circumstances:

- When a player desires to create a Colony in a given Inhabited region or city that is **not** adjacent to a region controlled by that nation. To this end, the NFP (Colonists) and Gold (Equipment) are moved to the designated area and emplaced though use of the Action. Can only be executed by a National Leader (King, Heir, Prince or Lieutenant). A Leader is required to supervise the emplacement of the colony.
- When Tribal Points are being settled in a populated region. See Section 10.7.3.1.

Be aware that inhabited regions or cities that are not already Friendly or actually Unsettled will be intrinsically hostile to colonies. An army should

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accompany any such effort to deal with the natives, should they become restless.

7.2.4.13 Colonize Region

Code CR
BAC 8
Stat Administration
Results This is specialized action used in three circumstances:

- When a player desires to emplace a regional Colony in a given uninhabited region that is not adjacent to a region controlled by that nation. To this end, the NFP (Colonists) and Gold (Equipment) are moved to the designated area and emplaced through use of the Action. The costs can be found in Section 5.4.14.1. A National Leader (King, Heir, Prince or Lieutenant) can only execute this action. A Leader is required to supervise the emplacement of the colony in an uninhabited area. In the event the action fails, all NFP and GP are lost.
- When a player desires to emplace a city Colony that is in an uninhabited region uncontrolled by the nation or not in Line of Communication from the nation's capital or homeland (see Section 5.4).
  To this end, the NFP (Colonists) and Gold (Equipment) are moved, usually by ship, to the designated area and emplaced through use of the Action. The costs can be found in Section 5.4.15. A National Leader (King, Heir, Prince or Lieutenant) can only execute this action. A Leader is required to supervise the emplacement of the colony. In the event the action fails, all NFP and GP are lost.
  The most common reason for emplacing a Colonial city is to act as a Conduit City port in the Renaissance and beyond.
  A colonial city is built either where no city has stood before, or on the ruins of an uninhabited city, see Section 5.4.15.1.
- When Tribal Points are being settled in an unpopulated region. See section 10.7.3.2.

To emplace a colony in an inhabited region or city see Section 7.2.4.12.

7.2.4.14 Conduct Census (Optional)

Code **CC**
BAC 8
Stat Administration *or* Loyalty
Results Can only be executed by a National Leader (King, Heir, Prince or Lieutenant). In addition to spending the monetary cost of a Census, a Leader must execute the Conduct Census action in either the national Capital or Homeland. The monetary costs and effects of a Census are covered in Section [10.1.7] on page 100.

In the event the effort to conduct a census fails, the NFP and GP are lost.

7.2.4.15 Defend, Prepared

Code **D**
BAC 2+
Stat Combat
Results There are occasions where you may wish your Army to guard a particular province. The Defend action will keep an Army alert and prepared for an attack (even if it doesn't occur). An army that is using the Defend action will receive a favorable modifier in combat if it is attacked.
If there are Siege Engineer units with the army, then the defending force gets an additional positive modifier in any combat (but the Engineers are *not* required for a Defend).

7.2.4.16 Defend, Hasty

Code **DH**
BAC 1
Stat Combat
Results Army army containing Siege Engineer units which has only 1 AP to prepare a defensive position may attempt a Hasty Defense. If the combat stat check successful they get a small bonus.

7.2.4.17 Defend, Directed

Code **DD**
BAC 2+
Stat Combat
Results If the army elects to defend against an attack from a *specific* regional border, they receive a further bonus against attacks coming from that specific direction. This is a **directed** defense. Attacks entering the province from any other direction obviate any Defense bonus.

7.2.4.18 Destroy Location

Code **DL**
BAC 2
Stat Combat/Charisma
Results Allows a national or mercenary Leader, accompanied by at least one point of troops (infantry or cavalry) to destroy a designated Location – a site belonging to a Religious Primacy or Order, a Secret Empire or in the Modern Era a Merchant House.
This is, of course, assuming that the location is not defended by troops or fortifications. Attacking a religious site belonging to the same religion may have dire consequences.

Table 7-12. Destroy Location Stat

Action	*Stat*
Any vs. Religious Primacy/Religious Order	CHA
Any vs. Secret Empire	COM
Any vs. Merchant House	COM

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Deleted: intrinsically hostile to colonies. An army should accompany any such

Action	Stat
Secret Empire vs. Secret Empire	CHA

When performed by one Secret Empire upon a site belonging to another Secret Cells, Lodges, Temples and Strongholds in the *same* region or city add a bonus to the attack.

7.2.4.19 Diplomacy

Code **DP**
BAC 4+
Stat Diplomacy
Results Leaders can be used to negotiate better relations with regions and cities. The success of a diplomatic action will be dependent on the diplomatic rating of the Leader and the receptiveness of the other party, which is based on (among other things) the religion, terrain, resistance and/or loyalty of that party. Diplomacy can be attempted on regions of *Neutral*, *Non- Paying Tributary*, *Economic Ally*, *Feudal Ally*, *Pacified Tributary*, *Tributary* and *Allied* status, regardless of the controlling nation, if any. Diplomacy will have no effect upon regions of *Friendly*, or *Homeland* status. If performed on a region of *Pacified* or *Pacified Tributary* status it may have some effect on the Years from Conquest (see Section 10.11.1) count.

To gain favorable modifiers on Diplomacy, the Nation may spend Gold to grease the palms of the local rulers, build cities and/or spend time in the region (spend more Action Points).

Only one Diplomacy attempt may be made on a specific region or city per turn.

More than one Leader can cooperate on a given Diplomacy attempt. The first Leader to arrive at the location is considered to be the primary Diplomat unless the player specifies otherwise. Each additional Leader only acts at one-half of their Diplomacy rating, rounded down, but only if they spend as many AP on the DP action as does the primary Leader. So if more than one Leader converges on the location, then the least number of extra AP spent is applied to derive the bonus. So if A spends 30 and B spends 31 and C spends 10 - only 10 AP would count for the time bonus.

If the diplomacy result was 'Allied' and there are no Leader slots available, the result will drop back down to Economic Ally. Similarly, if the result is 'Feudal Allied' and there are no Leader slots available, then the result will drop down to Non-Paying Tributary.

Diplomacy on Hostile and At War territories: The diplomat risks being run out of the area or knifed in the back.

Diplomacy of Allied Regions: diplomacy against an Allied region or city is conducted against the allied **Leader's** Loyalty rating. Consequently, the diplomat and the allied Leader must be in the *same region or city* when the diplomacy attempt occurs.

Diplomacy attempts against another player's Allied Leaders is certainly possible, but may involve some Intelligence Operations to locate the target Allied Leader before any attempts at diplomacy can be made.

Diplomacy on regions and territories of Another Nation: If performed successfully, this will reduce the Years from Conquest of the region or city, but will not instigate a rebellion or reduction of control status. The diplomat must work in secret. Doing this openly will have no effect, and the diplomat may get into a lot of trouble.

Diplomacy on A Nation: in some cases Diplomacy can be conducted against an *entire* nation. Be warned that this is quite difficult. First, the nation must be without a player, and second, you must achieve at least a control status of Tributary or the attempt fails utterly. The resistance of the nation to your effort is equal to the sum of the Resistance values of all Homeland and Friendly regions and cities in the nation. I suggest lots of gold, many Leaders, and lots of Support Diplomacy Intelligence Operations. Some game-masters also require that a Royal marriage be part of any diplomatic attempt (Ferdinand and Isabella, anyone?). A result of *Tributary* or *Economic Ally* will result in the target nation's Friendly and Homeland regions being added to the player's stat sheet at that result. A result of *Allied* will result in the target nation's King, Heir, and possibly Princes being added to the player's stat sheet as Allied Leaders and all friendly and homeland regions being added as Allied regions. A result of *Friendly* will result in the utter absorption of the target nation into the player's empire. All Friendly and Homeland regions of the target nation will become Friendly to the player; some of the target nation's government, military, religious, and intel QRs will be added to player's own; and the target nation's Royal family will be added to the player's Leader screen or heir pool as appropriate. Regardless of the level of the diplomacy result, all non-Friendly/Homeland regions of the target nation become independent. Further, the referee, if he is of a particularly nasty turn of mind may conduct revolt checks on the regions that do join the player's empire.

Diplomacy attempted against an Allied or Feudal Allied region must be undertaken in the province, with the Allied or Feudal Allied Leader present during the DP attempt.

7.2.4.20 Education of Royalty (Optional)

Code **ER**
BAC 6 Leader Actions
Stat Charisma
Results This action can only be attempted the turn before a child of the Royal Family comes of age and is eligible to be a leader (when the child comes of age

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the nation may choose not to promote them to a Leader slot immediately).
One or more eligible children accompany the Leader and have the opportunity to learn how to rule, which may enhance only one of their stats. There is some risk in this, as the child may face any dangers that threaten their teacher, and if the tutor badly fails to teach the lesson, then the child's stat may be reduced. There is no opportunity to restore the reduced stat.
Note that it is progressively more difficult to teach more than one royal brat at a time.
The teacher may perform only the following actions in parallel with educating the child (or children), these being considered worthy of royalty and not liable to be compromised by the presence of a child:-

- King or Heir is Ruling/ Administering — Child may increase their Admin stat.
- Leader is Modifying Troops — Child may increase their Charisma stat.
- Leader is performing Raiding, Piracy or any Attack order — Child may increase their Combat stat.
- Leader is performing Diplomacy — Child may increase their Diplomacy stat.

Alternatively, the royal children can be entrusted to the appropriate Primacy or Order (if one exists of the nation's religion, and for that Primacy or Order to accept the children). This would take place during the last turn before majority of the children in question. It requires a Primacy or Order Leader instead to be assigned to take charge of their education in the same manner as a National Leader above.
In all cases, the Leader providing the education must be at the location of the royal child (the location of the Royal Family, usually the Homeland or Capital). At the end of the turn, unless the teacher is killed or imprisoned (the child suffering the same fate), the child automatically reappears back home.

7.2.4.21 Enslave Population

Code **EP**
BAC 3 × GPv of Region, 1 × GPv of City
Stat Combat
Results An Enslave Population action may be used on any region that the player controls. For a region to be enslaved, Garrison capable units must be present to round up the people, not to mention put down the ensuing revolt.
Mobilized Slave NFP (SFP) generated by this action will be of a quantity equal to (10 × GPv) for a region. Cities which are enslaved will yield 5 × GPv in SFP.
Once the population has been enslaved, they can be moved (They have an Action Point modifier of -2).

For uses of sNFP see Construction (in Section [5.4.15]). Can be executed by any kind of Leader. A one to five ratio of Enslaving troops to slave NFP must be maintained throughout the Action.

Table 7-13: Slave NFP Action Point Capacity

Culture	*Action Points*
pre-Columbian	3
Civilized	4
Seafaring	5
Barbarian	6
Nomadic	6

7.2.4.22 Espionage

Code **ES**
BAC 6+
Stat Charisma
Results A King, Heir, Prince, Lieutenant, Bishop or Full Allied Leader may attempt to act as an Intel Operations point (allowing the conduct of an Operation) or as an Intel Bonus point (to an operation launched either by another Leader, or by a regular Intel Op Point) by successfully executing an Espionage action.
If the Leader fails to perform the Espionage action, then the subsequent Intel Op or Bonus is lost.
Extra AP spent in performing the action add to the chance of success in being able to perform the Intel Op or gain the Intel Bonus. The Leader must be at the location where the Intel Op or Intel Bonus is being executed. A Leader can usually perform only one Espionage action per turn: either an Intel Op or an Intel Bonus – the Leader *can* attempt to perform additional Espionage actions in the same turn but with negatives to success being accrued for each such attempt.

Example: Jacob Kruzfeldt, a Swedish Royal Navy Lieutenant, is assigned to run an Espionage action to provide Battle Assistance for a Swedish attack on the Danish Imperial Capital of Venice. This action would be written as: **ES**+16 (**BA**-Attack on Venice). Hopefully the daring naval lieutenant will succeed in his mission, avoiding the grim Danish Securitat and the wiles of the beautiful Lady Denise, who might otherwise lead him astray…

7.2.4.23 Evacuate City

Code **EVC**
BAC 4 Actions *per* City GPv *per* 5 units
Stat Charisma
Results The Evacuate City action is used to remove the population of a city threatened by destruction (natural disaster, horde invasion, onset of the Ice, whatever…). If there is no pressing threat to the existence of the city, then an Evacuation attempt will provoke a revolt check with a particularly bad modifier.
Each 3 GPv of the city yields 1 Tribe Point. The evacuation of a city GPv destroys the Public Works associated with that GPv.

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Success indicates the **ruler** of the region has adopted your religion, not the populace. This
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. Cannot be executed by a *Mercenary* or *Feudal Allied* Leader. Multiple Leaders (of the same, proper religion) can cooperate on a Religious Conversion action, in which case each Leader's attempt is resolved separately
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Code **E**¶
BAC . +1 to Movement Cost¶
Stat . Combat¶
Results . The Evade action is used to attempt to slip through an uncontrolled or enemy region without attracting undue attention. Needless to say, the more units that you try to slip through with, the lower your chances of successfully slipping past without somebody blowing the whistle.¶
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The removal of each GPv of population takes 4 Actions for 5 units of cavalry or infantry to remove, under the command of a Leader. The action requires at least one (1) Action Point to implement.

Example: The city of Rome is threatened by the Huns, who have sworn to kill every last living Roman. Rome is of size 10 GPv. The Roman army has 12 points of cavalry to handle the evacuation, so it would take ((10 × 4) / (12/5) =16) actions to evacuate the city.

7.2.4.24 Evacuate Region

Code **EVR**
BAC 6 Actions *per* Region GPv *per* 5 units
Stat Charisma
Results The Evacuate Region action is used to remove the population of a region threatened by utter destruction (natural disaster, horde invasion, onset of the Ice, whatever…). If there is no pressing threat to the population of the region, then an Evacuation attempt will provoke a revolt check with a particularly bad modifier. (**Note!** Nomadic populations may be evacuated from a region without cause or forcing a revolt check.)
Each GPv of the region yields 1 Tribe Point (a very slow moving kind of unit). The evacuation of a regional population destroys all regional Public Works.
The removal of each GPv of population takes 6 Actions for 5 units of cavalry or infantry to remove, under the command of a Leader. The action requires at least one (1) Action Point to implement.

7.2.4.25 Evade

Code **E**
BAC +1 to Movement Cost
Stat Combat
Results The Evade action is used to attempt to slip through an uncontrolled or enemy region without attracting undue attention. Needless to say, the more units that you try to slip through with, the lower your chances of successfully slipping past without somebody blowing the whistle.

7.2.4.26 Explore

Code **EX**
BAC 3+
Stat Charisma
Results The Explore action is used by a Leader and (optionally) some ship units to attempt to chart the currents, reefs, shoals and waterways of a given:

- Unknown or Hostile Sea Zone
- Inter-Island Arrow
- Open Ocean Arrow
- River Section

Once charted, ships in the possession of these charts (historically called 'ruttiers') can navigate across the Arrow(s) or Hostile Sea Zone(s) as freely as they can across any coastal Sea Zone. Inter-Island Arrows and rivers are relatively easy to explore, while Open Ocean Arrows will be extremely difficult to explore for any culture other than Seafaring. Regardless of whether the action succeeds or fails, some of the ships may be lost due to storms, wrecks and / or pirates. When exploring upriver hostile native tribes, giant anacondas, fevers and other perils may result in similar fatalities (and rivers can only be explored with light ship units). When assessing losses, a Leader counts as one ship unit. If there is more than one ship unit present then the Leader will be taken **last** in assessing losses.

7.2.4.27 Found Religious Primacy

Code **FRP**
BAC 6+ King AP, 50 GP, 10 NFP
Stat Charisma
Results This action must be successfully completed by a King intending to create a Religious Primacy. A specific city or region for the Holy City must be designated as part of this action, which is created if this is successful. See section 9.1.1.1 on page 82 for further details of the process.

7.2.4.28 Have Children

Code **HC**
BAC 1*
Stat Diplomacy
Results This action must be executed wherever the Leader's spouse is, which is usually the national capital, or, if there is no capital, in the Homeland. It is of utmost importance for the King and Imperial Heir's dynastic line to continue. It is through this action (sex) that this is done. Yeah, you laugh now, but wait until you're being besieged by the Kûshan hordes and then you'll wish you were playing in a game where you could clone your King …
If your King or Heir is Ruling/Administering, the AP spent on HC also counts for Ruling/Administering.
Non-King or Heir Leaders may also have children, though this may be disallowed by your GM in the interest of maintaining his or her sanity…

7.2.4.29 Incite Rebellion

Code **IR**
BAC 6+
Stat Charisma
Results The "poor man's" invasion. This action obviously is employed with the regions or units of another nation in mind. If successful, the target of the action will rebel against their "subjugators," and attempt to either join the instigating nation, or simply go independent. Can be executed by King, Heir, Prince, Lieutenant, Bishop or full Allied Leader(s). A Feudal Allied Leader may not attempt this action.

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This action only effects locations of *Pacified* or *Pacified Tributary* status. Attempting this action on a location of any other status is a quick way to get your leader arrested. It may be countered by a Crush Revolt intel operation.
This action may also be run as an Intel Operation.

7.2.4.30 Incite Religious Minority

Code **IRM**
BAC 6+
Stat Charisma
Results This action attempts to instigate a rebellion amongst the religious minority of a location. Locations of a different Religion than their owning nation may be targeted, even if only a small percentage of conversion has occurred. If successful, a rebel army of fanatics will be generated. The fanatics may then do any or all of the following: Attack the owning nation's forces in an attempt to go independent; attempt to Militarily Convert the location; go into a riot and loot the location.
This action can be executed by King, Heir, Prince, Lieutenant, Bishop or Full Allied Leaders of the same Religion as the minority targeted. It may be countered by a Crush Revolt intel operation.
This action may also be run as a Religious Operation.

7.2.4.31 Increase Loyalty

Code **ILY**
BAC 3+ & 1GP+ per Leader
Stat Charisma
Results Can be attempted on any controlled leader.
The ruler rewards his faithful (or seemingly faithful) subordinates with riches, lands, ministries, etc. in an attempt to increase their Loyalty.
Note however that this can easily backfire, as the *other* lieutenants, princes, and so on, take offense at the largesse dispensed on their rivals.

7.2.4.32 Intervene in Mercantile Affaires (Optional)

Code **IMA**
BAC 6
Stat Admin (No roll required)
Results The King or Heir takes a direct hand in the internal affairs of the dozens of merchant brokerages, financiers and investment companies represented by Hands Off Trade (see section 5.2.6). During this intervention any number of MSP can be added to (ship units built and converted to msp specifically for the route), removed, or shifted around from/to any number of routes.
Using this Action you **may** change the Base Port of the route, or close the route, or open new routes.
Note that changing the base port of a route may mean the route can accumulate more MSP and gain you more money.
This Action is also required to modify Internal Trade and Fishing Fleets.
MSP **may** be removed from a HOT route, at the usual rate of 3GP per 1 MSP, which produces a national *Light Transport (xt)* unit.

7.2.4.33 Investigate Location (Optional)

Code **IL**
BAC 2+
Stat Charisma
Results If the Secret Empires (see Section [11.1]) rules are being used in the campaign, then it may behoove you to send some of your Leaders off to snoop around and see what they can turn up. An IL operation is directed against a specific location; a city, a fortress, a region, a monolith, etc. The location and the number of actions expended in investigating it must be clearly noted, or your efforts will have little (well, no) chance of success.

7.2.4.34 Load/Unload Ships

Code **LS / US**
BAC 1 (port), 2 (coast)
Stat Combat
Results To land troop units from a fleet, whether in a port city, port area or a coastal region, requires the **army**, not the fleet, to expend an Action Point (the fleet spend matching AP whilst the army embarks or disembarks).
Troop units beginning a turn in a port city or port area with a fleet can be loaded at no cost. If the troop units must move to the port city or port area during the turn, an Action point must be expended by the army to Load them (whilst the fleet sits in port).
This order can only be used at ports where the position has status or where the owner has permitted the port facilities to be used. If the port is uncontrolled, then the Army would have to Assault the city or perform an Amphibious Assault, but it would be very messy.

7.2.4.35 Loot Region

Code **LR**
BAC 2
Stat Combat
Results Looting strips the countryside of an Army-occupied and controlled region of valuables and/or Agro. The action generates GP up to two and a half times the GPv of the region and the regional Public Works therein.
The Looted region will then not produce either Regional income or Agro on the turn following the Looting and the regional Public Works will be destroyed. Ten points of troops must be present to loot one GPv of regional value. This action may provoke a regional rebellion.
The Leader may also elect to have his troops loot or refrain from looting religious sites in the region.

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The Leader can attempt to double the income from the Loot Region action by declaring that his troops do not share in the spoils and maintaining discipline (a COM check), though this risks provoking a mutiny.

7.2.4.36 Military Conversion

Code **MC**
BAC 4 per GPv of Region, 1 per GPv of City.
Stat Combat
Results The Military Conversion action is performed by a non-Mercenary army in a region that has a different religion. (See Military Conversion in Section [9.4.2].) The army that is converting the region MUST be of the Religion to which the region is to be converted. Can be executed by any National Leader (King, Heir, Prince or Lieutenant). A Bishop can also attempt the action.
The region or city being converted will revolt, even if it has just been Pacified, and the resulting rebel army must be crushed for the Conversion to be effective. During this battle (or sequence of battles) 2 AP will be expended for each round of combat. Ten troop points must be maintained for each GP of regional value throughout the Action for it to be effective.
The Military Conversion of large cities is particularly difficult, requiring the large numbers of troops to deal with the raging mobs of rebels who are likely to be organized and know their city better than the troops brought in to quell them.

Example: The Papacy has declared a Crusade against the Albisengian heresies in southern France. A Roman Catholic army supplied by the Genoese and Pisans marches into Languedoc and defeats the army of the Prince of Narbonne. By this action they Pacify the region. Now they initiate a military conversion. Languedoc is a 2 GPv province so it costs the Italians (4 + 2 = 6) Action Points to attempt this and they must keep at least (2 × 10 = 20) points of troops throughout the effort. The locals will revolt once the Conversion begins and will have to be re-pacified **in addition** to the cost of the Conversion effort.

7.2.4.37 Modify Troops (Optional)

Code **MT**
BAC 8 Leader Actions
Stat Charisma
Results This action allows a nation to change the composition of a given mobile land unit (Cavalry, Infantry, Siege Engineers) to another mobile land unit type, class (Light, Medium, Heavy) and training level (Inexperienced, Regular, Elite), but only where the new unit is available in the Culture Build Chart (see Table 13-4). Any excess cost difference in GP, NFP and/or Industrial Capacity must be paid for by the nation in full. Units may also be modified to a cheaper version, but no refund is given. Units must be modified on a one-to-one basis.
Ships, Wall Points and Field Forts cannot be modified by this Action and must be disbanded and rebuilt.
This action must take place in a Friendly city within the Homeland Build Zone and must be executed by a national leader (King, Heir, Prince, or Lieutenant). In addition, Nomadic, Barbarian and Pre-Columbian nations may modify troops commanded by a national leader at a Friendly trade center (which does not have to be within the HBZ).
Full Allies and Feudal Allies may upgrade their own troops as well, but only if they have a Friendly city (or trade center if the nation is Nomadic, Barbarian and Pre-Columbian) in their allied region. The Ally must be the one undertaking the action, but may be supported by other national leaders.
Units undergoing MT that are attacked during the process fight as units of their previous type; the action is aborted and must be attempted again. Resources attributed to the aborted action are returned (GP and NFP only; Industrial Capacity cannot be carried over from one turn to the next).

Example: The Civilized Duchy of Saxony, after withstanding the siege of Berlin, seeks to take the fight to her enemy. Twenty Siege Engineers (20s) are modified to Twenty Heavy Elite Cavalry (20hec). The Engineers originally cost Saxony 80 GP, 20 NFP and 20 Industrial Capacity. The new Cavalry cost a total of 180 GP, 40 NFP, 40 Industrial Capacity. Saxony must pay the difference of 100 GP, 20 NFP and 20 Industrial Capacity during the action.

7.2.4.38 Movement / Secret Movement

Code →/⇨
BAC 1 + possible modifiers / 1 + possible modifiers
Stat Combat / Charisma (for secret movement)
Results Crossing any kind of a border, be it a land region border, a Sea Zone boundary, or moving along an Open Ocean arrow, usually requires the moving army or fleet to expend at least **one** Action Point. The following two tables list the modifiers to enter a region based on its **terrain** and based on the kind of **border** crossed to enter the region.
When a series of continuous movements are made then fractional action point costs can be combined into whole Action Points. If an army still has fractional unused Action points remaining from Movement and it executes some other action, like Attack or Defend, any fractional Action points are lost and cannot be carried over into the next Movement Action.
In the following section, a "controlled border" is one in which a Leader is moving from a province which is controlled by his Nation (at NT status or better), into a second province that is also controlled by his Nation (at NT status or better). You may also move through another nations' provinces in this way, but you must be "guided" (see section [10.13] on page 106).

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Moving into or out of a City in a province costs 0.5 Action Points via Royal Road, else 1 AP. The cost is also modified by control status on entry, control status and terrain on exit. Cities entered via Siege or Assault do *not* pay the extra AP (as the cost of the Siege or Assault includes this cost).

When moving along a road that passes through a city on the map, the Action Point cost of entry is *only* paid if the city is entered; if you roll right on by, only the road rate is paid.

(Optional) For all movement, a Leader (and any attached troops or ships) that has insufficient Action Points to enter a given region at turn's end are permitted to enter the region provided there were *some* Action Points remaining. However, no additional actions may be undertaken and any negative border terrain combat modifiers would still apply at the beginning of next turn.

Example: a Leader has only one Action Point remaining and wishes to enter a region costing two action points to enter, the Leader may move into the region, but any negative border terrain combat modifiers will apply next turn.

Leaders from non-Open Empires have certain movement advantages. Leaders from Religious Primacies and Religious Orders may treat regions in which they have a control status (CH / OH or better) **and** any regions that are the same **religion** as the Primacy / Order as controlled for movement purposes. Similarly Leaders from Secret Empires and Merchant houses treat all regions where they have a control status (CC / MA or better) **and** any region with the same **language** as the Secret Empire / Merchant House as controlled for movement purposes.

When moving at sea, fleets must **end** the turn in a controlled Port. They may also end the turn in a port provided by some nation that has given permission for them to 'base' out of. Fleets are not allowed to **end** a turn on either an Inter-Island Arrow or an Open-Ocean arrow or in a Coastal Sea Zone. Fleets that do so will be destroyed. Further, Fleets will not move out of port if there are insufficient Action Points to reach their destination.

When moving along either an Open-Ocean or an Inter-Island Arrow to an Island the movement to the island is effected by the payment of action points to cross the Arrow. Islands can be considered to be borders between Arrows at which fleets can stop, if they so desire.

A fleet leaving or entering a Port to or from the adjacent sea zone costs 1 AP. Note that once the fleet is in port any Leader actions taken in the port are restricted by the movement rate of the slowest land based unit attached to the Leader. See section 7.2.1 on page 59. Land based units must be unloaded if the Leader intends to use them in the city or region, see section 7.2.4.34. If the Leader has no Land units or does not unload them then they use the standard Leader Action Points by culture.

Armies being carried on fleets expend Action Points based on those expended by the fleet. To move land units across any major body of water requires the presence of sufficient ships to carry the units. Each mobile land unit and commodity is rated for its Cargo size. See the Unit Construction Chart on page 128 for the Cargo capacities and costs of units.

Forced March (Optional): a Leader moving ground units (only) may attempt to get more Action Points out of a turn than normal. A Player must specify in his orders (conditional or otherwise) whether a Leader is attempting to Force March his troops. The GM will compare a die roll against the Leaders combat to determine the number of extra Action Points (if any) gained. At the conclusion of movement, a percentage of the moving force will be lost due to desertion, falling out, shirking, etc. Action Points gained by Forced March are expended before "normal" AP. Forced March may only be used to augment movement actions by Leaders moving ground units only.

Secret Movement: is for Leaders moving alone. If accompanied by units and wishing to move stealthily they should employ Evade, see Section 7.2.4.25.

Table 7-9. Regional Terrain Action Modifiers

	Regional Terrain Type					
Culture Type	***c/c2/i***	***w***	***m***	***d/s***	***t***	***j***
Civilized	+0	+1	+2	+1	+2	+2
Seafaring	+0	+1	+2	+2	+2	+2
Barbarian	+0	+0	+1	+1	+1	+1
Nomadic	+0	+1	+2	+0	+2	+2
pre-Columbian	+0	+0	+1	+1	+1	+0

Table 7-14. Border Terrain Action Modifiers

Border Terrain Type	Movement Modifier
Desert Caravan Route	+2
Crossing Mountains (type two)	+2
Normal Uncontrolled Border	+1
Crossing Mountains (type one)	+1
Crossing Navigable River (no bridge)	+1
Sailing Navigable River	+0
Sailing Against Strong Currents	+1
Sailing w/ Monsoon Sea Zone Border	× 0.5
Royal Road	× 0.5
Normal Controlled Border	+0
Sailing Normal Sea Zone Border	+0
Inter Island Arrow	+0
1-Way Open Ocean Arrow	+0
2-Way Open Ocean Arrow	+0
Entering a Port from a Sea Zone	+0
Entering a City from a Region	+1

Note: An 'empty' region (one with no GPv or RV) counts as un-controlled unless you have garrisoned the region with at least 1 troop unit, and the region appears on your stat sheet as "Pacified."

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Moving through a region containing enemy Field Forts adds a +1 Movement Modifier, in addition to the +1 for entering a Normal Uncontrolled Border.

Example of land movement with modifiers:

The Action Cost listed in the Terrain Effects Table (see Table 7-9 above) applies to the expenditure of Movement to **enter a region**. Thus, entering an Uncontrolled Wilderness area with a Civilized army would cost: 1 (for the Movement Action) + 1 (for the Wilderness Region) + 1 (for Uncontrolled Border) = 3 Action Points.

Then, to conduct, for example, an **A**ttack order, would cost: 3 AP to Attack, +1 for a Civilized army in a Wilderness area = 4 AP.

Example of oceanic movement:

A Barbarian nation sailing a fleet across a Normal Sea Zone Border would cost: 1 (for the Movement Action) + 0 (for Sailing Normal Sea Zone Border) = 1 Action Point.

Example of a sea-landing operation:

The dreaded Techies, a Civilized nation, are invading the coast of Academia somewhere in a 2 GPv wilderness area with intent to enslave the native professors and loot the budget and lab equipment. The resulting movement and action costs would be: 1 AP for Move to the region to be raided, +1 to enter a Wilderness region (for a Civilized nation), +1 to cross an Uncontrolled border, +1 to Unload the Army from the fleet, +1 to Unload without a port = 5 AP. Then… 3 AP to Attack to Pacify, +1 Action occurs in a wilderness region, +6 Enslave the population, +1 Action occurs in a wilderness region, +2 Loot the region, +1 Action occurs in a wilderness region = 16 Total AP. The complete cost of the operation is (5 + 16 = 21 AP).

Moving in and around islands, and along the Ocean Arrows can be confusing, so here are some guidelines:

An arrow, either a single-line open ocean arrow, or a double-line inter-island arrow, costs 1 AP to move along. If you move from an arrow *into* an island region, that counts 1 AP as you are entering a location. You may move *past* without any extra cost, however.

Example: To the Maldives (an island) from Chola in Pandya (a coastal port city). 1 AP to leave Chola and enter *Gulf of Mannar*. 1 AP to move across the inter-island arrow from *Gulf of Mannar* to Maldives. 1 AP to **land** at the Maldives, either ashore or to enter a port. Note that Load/Unload Ships is required for troops to disembark.

Example: Holland to Iceland (a popular route, if the number of emails are any indication...) From Holland, 1ap to enter *the North Sea*, 1ap to enter *Viking Bank*, 1ap to move along the *Shetlands/Faeroes* inter-island arrow, 1ap to cross the *Faeroes/Iceland* inter-island arrow, 1ap to land at Iceland. 5ap total.

Example: From the Faeroes Islands to the *Minch*. 1ap to leave the Faeroes onto the *Shetlands/Faeroes* inter-island arrow, then 1ap to enter the *Minch*. 2ap in total.

7.2.4.39 Passive Siege

Code **PS**
BAC 6+
Stat Combat
Results If a player is not willing to accept the casualties that will result from an *Active Siege* or an *Assault*, then their other alternative is the Passive Siege. In this case, the besieging army sits around the City and enforces its isolation. A Passive Siege requires that a ratio of two to one in Passive Siege points (as per the chart below) be maintained. There is a possibility that the city will surrender for each Passive Siege Action executed against it, after its Agro stockpile (if any) has been depleted. This percentage increases as additional, consecutive, actions are executed. Port Cities must also be Blockaded by fleets to force a chance of surrendering.

A passive siege is the minimum effective siege required when the region has been invaded but still holds a hostile fortress or city. See Section 10.12. You may designate the city, if captured, will have a Pacified or Pacified Tributary status. If you make no additional note to the GM, it will be Pacified and you will have to garrison the city.

Note! A Leaderless city placed under Siege will generate a temporary Leader with a Combat rating of 1d6 for the rest of the turn.

Table 7-15. Passive Siege 'Combat' Values

Passive Siege Values	
Wall Point	3
Siege Engineer	2
Infantry, Cavalry, Warships	1

Example
Ashanti armies have fought their way north to Timbuktu, where they are besieging the great city on the banks of the Niger. Despite defeating the armies of the Empire of Songhay the Ashanti are awed by the towering walls of the city. They decide to passively siege the city rather than assault it. They have an army of 45l (giving them a passive siege value of (45 × 1 = 45). Songhay has eight wall points and five siege engineers within the city. This gives Songhay ((8 × 3) + (5 ×2) = 34). Sadly for the Ashanti, the resulting ratio of siege points (45 to 34) is less than two to one. They will not be able to effectively passive siege the city. From the safety of their whitewashed towers, the Songhay laugh at the discomfiture of their enemies...

7.2.4.40 Piracy

Code **PI**
BAC 3+
Stat Combat
Results A Piracy action can only be performed in a single Sea Zone by a single fleet. The more Actions expended by the fleet, the more effective the Piracy will be. The effects thereof are to:

1. Get the Pirate fleet a random amount of GP, dependent on the amount of Inter-Nation trade passing through the Sea Zone.
   Traditionally, one half of the spoils are distributed to the crews conducting the action. Failure to do so may provoke a mutiny.
2. Close down the Sea Zone to International Trade if there are sufficient Warships committed to the action.

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7.2.4.41 Raid

Code **RD**
BAC 1 per raid
Stat Combat
Results A Raid may be carried out by either Warships (alone), any mobile ground unit (except Siege Engineers), or Transports with mobile ground units in them. The target of a Raid can be any region that the Raiding army can reach. If the Raiders meet an equal number of defending units, they will abort the attempt. Otherwise, the Raiders will gain a variable number of GP and/or Agro based on the value of the region, and the target region is considered "Looted." The action generates GP up to a maximum of two and a half times the GPv of the region and the regional Public Works therein.
There is a chance a Raid may be botched, resulting in the death of some troops.
A Raid against a province does not require the expenditure of AP to enter the region, as does regular movement. If the region is defended by Field Forts there is an additional +1 AP cost to the initial raid order.
The Leader can attempt to double the income from the Raid action by declaring that his troops do not share in the spoils and maintaining discipline (a COM check), though this risks provoking a mutiny.

7.2.4.42 Reaction

Code **R**
BAC 2+
Stat Combat
Results When on React, an Army will respond to any hostile invasion of any region within the Army's react range. If an Army reacts to an invasion and deals with it, then the Army may continue to React to invasions until it runs out of Action Points or is wiped out. The React ranges of various units are listed below. This range is dependent on both the types of units reacting and the number of Action Points the army spends on Reaction. The lowest React range is used for a mixed composition army. Cross index the number of Action Points expended with the unit type to find the number of Action points away an army can use in intercepting an invader.
Note: An army under the React Action will also respond to revolts within the nation, if they are within range. Note that there is a maximum Reaction Action Points range depending on the kind of units doing the reacting.

Table 7-16. Maximum Reaction Action Points

	Number of Actions spent on Reaction								
Unit	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10+*
Cav	1	1	2	2	3	3	4	4	4
Inf	1	2	2	3	3	3	3	3	3
War	1	2	2	3	3	4	4	5	5

Example
The Mongol Chinese empire (a Civilized nation) has an all-Cavalry army stationed at Huang in north China. The army is spending the entire turn on Reaction, so they are alloted to spend 35 Action Points. This gives them 4 Action Points for response. On the first action point of the turn, a Kipchak horde army sweeps down out of the north into the province of Bao Ding. From Huang to Bao Ding is three action points (1 each for Houma, Hopei and Bao Ding), so the Mongol army can react to the incursion. They do so, spending 3 AP to move to Bao Ding, then 2 AP fighting and destroying the Kipchak. This leaves the Mongol army in Bao Ding with 29 AP left. From action impulses 6 to 35, they still have a reaction range of 4 AP. They can continue to move and fight within their reaction radius for the rest of the turn.

7.2.4.43 Regional Genocide

Code **RG**
BAC GPv * 6
Stat Combat
Results An Army performing a Regional Genocide action attempts to exterminate the populace of a given region or city. Can be executed by any kind of Leader. Executing this action will provoke an immediate regional or city Revolt. The resulting rebel army must be destroyed before the action can continue. ~~A four to one ratio of RG'ing troops to~~ (10 x GPv) natives must be maintained throughout the Action.
If a region (including an island) is not heavily populated (0 GPv) it is still necessary to hunt down and kill any inhabitants taking 2 AP / number of units of troops, rounded up, taking a minimum of 1 AP.

7.2.4.44 Religious Conversion

Code **RC**
BAC 4+
Stat Charisma
Results Religious conversion will attempt to change the religion of a region by diplomatically trying to convince that region's ruling class that your religion is more in vogue than their current religion. Note that the results are also dependent on how the religions interact.
Success indicates the **ruler** of the region has adopted your religion, not the populace. This is useful in getting a bonus on converting the populace, and is easier than convincing everyone – but is also a cause for revolt and unrest in the region or city.
Cannot be executed by a *Mercenary* or *Feudal Allied* Leader. Multiple Leaders (of the same, proper religion) can cooperate on a Religious Conversion action, in which case each Leader's attempt is resolved separately with full Charisma rating.

7.2.4.45 Retirement

Code **RET**
BAC At least 1
Stat Charisma
Results The King or Heir can dismiss a Lieutenant from service, but they **must** be replaced, in the same turn, by a Prince (not the Heir) or an Ally who has been

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married to a King's daughter in order to promote the Ally to Prince and thence to Lieutenant.
There is the possibility that dismissing a Lieutenant may create an enemy of the state, especially if the Lieutenant was able or particularly loyal. It is not unheard of for dismissed Lieutenants to plot and scheme against the ruler that ruined their lives. If the Lieutenant was particularly able they may become a Mercenary Captain and will probably refuse to serve the nation that dismissed them.
If the Lieutenant is granted a fief (see Section 10.11.2) to become a Feudal Ally they are far less likely to harbor dark thoughts of revenge.

7.2.4.46 Rule

Code **Rule**
BAC 75% of total Action Points (rounded up) per Turn.
Stat Administration
Results The Rule Action allows a Player to bolster their nation's Bureaucratic Level and Infrastructure by devoting the energies of their monarch to the dull business of maintaining the Nation. Only a King (Queen), Heir or Regent can execute this action. When calculating the total AP that must be spent to Rule, the King (or Queen) or Regent is assumed to have an action capacity of (Base AP + 2) actions with which to rule regardless of troops under that Leader's command. The total AP spent on Rule must be at least 75% (rounded up) of (# years per turn × (Base AP +2)).

Example: Agamemnon of Mycenae (a Civilized realm in a campaign where each turn is 5 years long) wishes to Rule. His Base AP capacity, regardless of what kind of troops he might be leading, is ((6 + 2 × 5) = 40). Agamemnon must spend at least 75% of those AP's ruling during the turn, which would be ((6 + 2) × 5 × 0.75) = 32) AP.

7.2.4.47 Sack City

Code **SC**
BAC At least 1
Stat Combat
Results This action may be appended to a *Siege* action (of any type) so that its action follows upon completion of the previous action. It may also be used on any controlled city that an Army of the player occupies. When the Sack is completed, it generates up to five times the GPv of the city and the regional Public Works therein.
The Sacked city is reduced to a GPv of 0. All its Public Works are destroyed and it is ineligible for Inter-City and Inter-National trade until it is restored to at least 1 GPv. Five points of troops are required per Action to loot a city GPv point.
In addition, the Leader may elect to also have his troops loot or refrain from looting religious sites in the city.
The Leader can attempt to double the income from the Sack City action by declaring that his troops do not share in the booty and maintaining discipline (a COM check), though this risks provoking a mutiny.

7.2.4.48 Scorched Earth

Code **SE**
BAC At least 4
Stat Combat
Results A Scorched Earth action may be attempted on any *Cultivated* or *Intensively Cultivated* region occupied by an army. The result of the action is to convert the region to whatever terrain type it was before it turned cultivated (Steppe, Jungle or Wilderness). The Action also *Loots* the region. Ten points of troops can Scorch Earth one GPv of regional value per Scorched Earth action. The region may revolt as a result.

7.2.4.49 Secret Diplomacy

Code **SD**
BAC 6+
Stat Diplomacy
Results This is a Diplomacy action (see Section [7.2.4.19]) conducted in total secrecy and the results of the action are not reported in the Newsfax.

7.2.4.50 Seize Merchant Shipping

Code **SMS**
BAC 1+ Leader Actions
Stat Admin
Results This action must be performed at a port city receiving foreign merchant shipping, and the port where the seizure takes place has Wall Points or the Leader is accompanied by troops.
Seized msp becomes national msp, and the longer this action is performed the more msp is collected. However, this is an act of war but might be concealed through a Conceal Fact intel operation.

7.2.4.51 Slave Raid

Code **SR**
BAC At least 3
Stat Combat
Results A Slave Raid may be made on either a controlled region or an uncontrolled region. Slave Raids on controlled regions may provoke a revolt. Any Army composed of Cavalry, Infantry, Warships, or Forts may perform the Slave Raid. Can be executed by any kind of Leader. Five points of troops can Slave Raid 1 GPv of regional value per Slave Raid action. A variable number of SFP (Slave Force Points) based on the value of the region will be captured. This action may provoke a regional revolt. A given region can only be effectively Slave Raided once per turn. Captured slaves must be guarded by 1 troop point per 5 slave Force Points.
The resulting Slave Force Points (SFP) have the following Action Capacities:

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Traditionally, one half of the spoils are distributed to
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Table 7-13. Slave NFP Action Point Capacity

Culture	*Action Points*
pre-Columbian	3
Civilized	4
Seafaring	5
Barbarian	6
Nomadic	6

7.2.4.52 Conduct Census (Optional Rule)

Code **CC**
BAC 8
Stat Administration *or* Loyalty
Results Can only be executed by a National Leader (King, Heir, Prince or Lieutenant). In addition to spending the monetary cost of a Census, a Leader must execute the Conduct Census action in either the national Capital or Homeland. The monetary costs and effects of a Census are covered in Section [10.1.7] on page 100.
In the event the effort to conduct a census fails, the NFP and GP are lost.

7.2.4.53 Re-Equip Troops (Optional Rule)

Code **RT**
BAC 8 Leader Actions
Stat Charisma
Results This action allows the nation to spend 1 GP per **unit** to improve Light class troops to Medium, or Medium class troops to Heavy. This action must take place in a controlled city inside the Homeland Build Zone and must be executed by a national leader (King, Heir, Prince or Lieutenant). Allies can upgrade their troops too, but *only* if they have a city in their allied region. The number of troop units remains the same.
This action is only available if the Equipment Classes rule (see Section [5.4.9]) is being used.
Units that are undergoing RT that are attacked during the process fight as units of their previous equipment type. The action is also aborted as a result and must be attempted again.

7.2.4.54 Upgrade Troops (Optional Rule)

Code **UT**
BAC 8 Leader Actions
Stat Charisma
Results This action upgrades a given set of units at the rate of two Regular units into one Elite unit of the same type. Inexperienced units may be upgraded to Regular units as well, also converting two for one.
This action is only available if the Training Levels rule (see Section [5.4.8]) is being used.
For Civilized and Seafaring Nations, this action must take place in a controlled city within the Homeland Build Zone and must be executed by a national leader (King, Heir, Prince or Lieutenant).
Nomadic, Barbarian and Pre-Columbian nations may upgrade troops commanded by a national leader at a Friendly trade center (which does not have to be within their HBZ).
Full Allies can upgrade their troops too, but *only* if they have a city or trade center in their allied region.
Units undergoing UT that are attacked during the process fight as units of their previous training level, and the action is aborted and must be attempted again.

7.3 How To Fill Out Leader Action Orders

This list of steps shows how to fill out the Army Movement Orders:

1. Please write clearly.
2. List your movements in order. Leader Army #1 first, then #2, and so on down the list.
3. List the Army #, the Leader stats and the Leader Name with each block of movement orders.
4. List the starting contents of each army as well as the ending contents (as far as you can tell). Separate them using a slash (/) character.
5. Write down all the regions the army is expected to go through and note after the region whether you are going to pick up or drop troops, and what actions you are going to perform. If you don't know the garrison cost of the regions you pacify, just write down 'leave a garrison'.
6. If there are any contingencies or notes pertinent to your Leader's activities, write them down in a short paragraph following the other orders.
7. It may help you, and the GM, to note down the starting AP (Action Points) for the army, then the expenditure for each action. We recommend enclosing AP costs in square brackets [x].

Example

Gaius Julius, a Roman general, is campaigning in Gaul. Each turn is 5 years long, he commands an infantry army (mixed heavy, medium and light) plus he will be picking up some German mercenary cavalry. Heavy Elite Infantry will be his slowest unit all turn, so the army as a whole has 6 AP per year, +1 for his Combat rating, equals (7+1 × 5 = 40 AP) for the turn.

He starts in the city of Massila in the cultivated province of Gallia Transalpina. He leaves the city, entering the province (1ap), then marches north to enter Helvetia (in the Alps, an uncontrolled wilderness province behind a type-1 mountain range) to do diplomacy for 2ap (2+1+1+4+2 = 10ap). Then he marches north-west over the mountains into Aedui (a tributary wilderness province) (1+1+1 = 3ap), goes north-east into Sequani (a tributary wilderness province), picks up 20 light cavalry (the Germans) (1+1 = 2ap). Now outfitted with his full force, he attacks north-west into Belgae (an uncontrolled wilderness region) (2+1+3+1 = 7ap), crushes the Belgian Gauls, then strike west along the Channel coast, invading Aulerci (another uncontrolled wilderness region) (2+1+3+1 = 7ap) and Veneti (7ap). Damn there are a lot of trees in Gaul! With the northern tribes subdued, Gaius then turns for home, passing through tributary wilderness Aedui [2ap]. Galla Transalpina [1ap] and then the camps at Massila.

All of this takes a total of 40ap. A busy guy, that Gaius. Note that the player is indicating which troops should be left as garrisons. This is fine, but battle might chew up some, none or all of the indicated units. The GM will then leave what units he or she feels appropriate as garrisons.

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#5 LBBB	*Gaius Julius Caesar* 40hei,40i,20xi / 40hei,40i,20xi,20xc [40ap]
From	Massilla
Via	Gallia Transalpina [1ap], Helvetia (**DP**+2ap) [10ap], Aedui [3ap], Sequani (+20lc) [2ap], Belgae (**A**, -14li to garrison) [7ap], Aulerci (**A**, -6li,2i to garrison) [7ap], Veneti (**A**, -8i to garrison) [7ap], Aedui [2ap], Gallia Transalpina [1ap]
To	Massila
Notes	Try to capture King Veringdovix alive. We want him for a triumph in Rome!

7.4 SPECIAL ORDERS AND 'CONDITIONALS'

Even more troublesome, but sometimes justified, is when the orders become very elaborate. If necessary, write out what you wish to do in letter form, as if you were writing to your generals. But be as *brief* as possible, and as *clear* as possible. If your orders confuse the GM, then your Leaders will be confused too, and the results you get back may not be quite what you had in mind.

An example filled out Order Form, which includes conditional Leader Actions, can be found on page 133.

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8.0 ESPIONAGE

Most nations possess a capability to engage in covert activities; that is, they have various spies and assassins working for them. These capabilities, which may of course be expanded and upgraded, are represented by the national Intel Stats:

Operations Capacity (**OC**), *Operations Bonus* (**OB**), *Assassin Capacity* (**AC**), *Assassin Bonus* (**AB**), *Action Range* (**AR**)

Simply put, the two kinds of Capacities are the number of spying or murder attempts that the nation can attempt in a turn, while the Bonuses are the skill, resources and talent that the country has at its disposal to further its nefarious plans.

The various ratings are handled like Army Quality Ratings. They are increased by investment (whose progression mirrors that of Army Quality Ratings, with no more than one point of improvement per turn) with investments made for each rating. Additionally, a blanket support cost is levied to maintain those levels.

The wide variety of espionage operations that are available to the player are described by a set of operations codes - which are listed below. If you desire to attempt an action that is not covered by one or more of the operations listed below, the *Special Operations* code functions as a grab-all for other skullduggery. Such efforts should be carefully explained to the GM, however.

8.1 USE OF INTEL CAPACITIES AND BONUSES

Each turn the nation's Operations and Assassin capacities are assigned (or not) to the various activities that the player desires. Each effort requires the assignment of at least one Capacity point. Each operation can be assigned all, some, or none of the available Bonus Points. The Bonus Points available each turn are discrete and each point can only be assigned to a maximum of one operation in each turn. The more Bonus points assigned, the greater a chance of success the operation will have.

Gold may also be spent to improve your chances of success, though on occasion throwing a lot of money around will actually *reduce* your chances of carrying off a covert act. Gold assigned to an Intel or Assassin operation is *always* spent, even if the Operation is on a contingency basis.

Operations are noted to the GM in the following manner:

OpCode + OpBonus + Gold / Target : Subdescriptor

Example
The Swedish player decides to attempt an infiltration of the Danish player's government sector. This requires 1 OC to run the operation. Deciding that he would really like to succeed, the Swedish player assigns two Bonus points and 25gp in addition. This would be shown by the Operation Code set of:
IE+2+25gp : Denmark-Government

Assassin operations are handled in the same manner, though they require the assignment of Assassin Capacity and Assassin Bonus points instead. The sub-descriptor used in assassin operations may sometimes need to be rather specific. If the heir to the throne of a given country is the target, then note so. If a specific Leader such as that commanding a given army, is the target this should be made clear in your orders.

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Note that if the location of a target (for an assassin operation) is not indicated, then the operation will suffer a negative modifier. As a result it is often best to chain a *Reveal Secret* (**RS**) operation with the *Kill Leader* (**KL**) operation using the *Special Operation* (**SO**) action so as to first locate the target, and then terminate them. This is usually needed when the target is either moving (like commanding the army rampaging around your country) or is screened by *Secret Movement* or *Counter-Assassination*.

Example
The Danes decide to murder the King of Sweden. This operation requires that 1 AC point be assigned, and they decide to commit three bonus points as well, just so they'll get 'im. They are sure that he will be in Stockholm, so they include that as the location to make the hit. This would be shown as:
KK+3+5gp / Sweden - King Olaf in Stockholm.

Table 8-1. Summary of Intel Operations

Operation	*Code*	*Type*	*Odds*
Assault Organization	ao	Assassin	medium
Battle Assistance	ba	Operations	high
Cause Mutiny	cm	Operations	low
Conceal Fact	cf	Operations	medium
Counter Assassination	ca	either	high
Counter Intelligence	ci	Operations	high
Crush Revolt	cr	Assassin	medium
Destroy Assassin Base	dab	Assassin	medium
Destroy Intel Base	dib	Operations	medium
Incite Rebellion	ir	Operations	low
Infiltrate Enemy	ie	Operations	medium
Jailbreak	jb	either	medium
Kidnap Leader	kp	Assassin	low
Kill Leader	kl	Assassin	low
Kill Ruler	kk	Assassin	low
Maintain Infiltration	mi	Operations	always
Purge Infiltration	pi	Assassin	high
Rearrange Expenditures	re	Operations	low
Reveal Fact	rf	Operations	high
Revise Orders	ro	Operations	low
Special Operations	so	either	always
Steal Gold Shipment	sgs	either	low
Steal Object	sj	Either	Medium
Steal Technology	sk	Operations	low
Steal Treasury	st	Assassin	low
Subvert Infiltration	si	Operations	medium
Subvert Leader	sl	Operations	low
Support Diplomacy	sd	Operations	high
Terrorist Attack	ta	Assassin	Medium

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Note: Some intel actions can be performed with either Intel or Assassin Op points, though their chances of success may vary, depending on the kind of operations point employed.

8.1.1 Leaders Performing Intel Actions

An Heir, Prince, Lieutenant, Bishop or Full Allied Leader may also act as an Intel Operations point (allowing the conduct of an Operation) or as an Intel Bonus point (to an operation launched either by another Leader, or by a regular Intel Op Point).

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This counts as an action that may be attempted (Espionage, see section [7.2.4.22] on page 66) and they may fail to accomplish the Espionage action, in which case they are unable to attempt the Intel Op that would come from that.

The Leader conducting the Espionage action must be present in the location (region or city) where the Intel operation is being attempted. In the case of a 'national' operation like Counter-Intel, they must be present in the Capital (or Homeland, if there is no capital).

8.2 Action Range

You can conduct operations within (Action Range) Action Points of a region or city that you control at Non-Paying Tributary status or better. One of your Leader led armies may also serve as a base of operations (the Leader must have at least 1 point of troops).

You can determine if a target area, person or object is within your Action Range by counting AP's from your base of operations to the target as if a Leader of yours were moving through the intervening regions. Mountains and hostile terrain, therefore, inhibit action, while seas, rivers, roads help.

In the case of Intel actions you do **not** have to pay an extra 1 AP for entering an Uncontrolled region.

Example
The Byzantine Empire is attempting to subvert the Khan of the Khazars, who is in the region of Saksiny. Their nearest base is the city of Chersonessos in the region of Crimea. From Chersonessos they trace their Action Range through *Black Sea* [1ap], Patzinak (a steppe region) [1+1 = 2ap], Khazar (a steppe region) [1+1 = 2ap], and into Saksiny (a steppe region) [1+1 = 2ap]. Total range is 7ap. Unfortunately, the Byzantines only have an Action Range of 3. Drat! They will have to wait for Ziebil to come closer to Byzantine territory, *or* send a Leader to perform an Espionage action in Saksiny itself.

8.3 Operations Codes And Explanations

Table 8-1. Summary of Intel Operations, lists possible Intel Operations. All Operations actions require the assignment of Operations Capacity (**OC**) points and Operations Bonus (**OB**) points. All those operations listed as Assassin actions require the assignment of Assassin Capacity (**AC**) and Assassin Bonus (**AB**) points.

In the sections below, under **Type**, *Assassin* refers to **AC** points, while *Intel* refers to **OC** points.

8.3.1 Assault Organization

Code AO
Target Other nation's government or religious base
Type Assassin
Results This operation attempts to purge another nation's government or clerical base. If successful a government's Infrastructure or BL or the religious ROC, ROB or Action Range will be temporarily reduced by some number of points; rarely the attack may cause permanent damage by wiping out investments or an actual point. If the assault goes badly awry, the attacker may suffer damage to their Assassin apparatus.
The effects usually do not last more than one turn, though obviously an AO attempt could be made each turn *ad infinitum*.
AO can be countered with a *Counter-Intelligence* operation run by the target nation.

8.3.2 Battle Assistance

Code BA
Target Your army being assisted.
Type Intel
Results If the operation is successful, then your Army will get a bonus in battle. This lasts throughout the entire turn. The bonus may be offset by hostile Battle Assist operations. One BA operation affects one Leader for the duration of the turn.

8.3.3 Counter Assassination

Code CA
Target Your Leader being protected.
Type Assassin *or* Intel
Results This operation attempts to block any attempts made against the protected Leader for the duration of the turn. If the Leader is killed anyway, the operation may not be switched to another Leader.

8.3.4 Counter Intelligence

Code CI
Target Hostile Intel Operations type
Type Intel
Results This operation will attempt to block hostile Intel activity against your nation. The operation can be directed in one of three ways:
(1) As a general CI, which will apply to every hostile operation directed against your nation, but the initial operation will be at a -2 modifier. [Ex. CI+0 : Whole nation]
(2) As a CI directed against a designated type of hostile Intel operation, which is the default. [Ex. CI+1: vs. Infiltrate Enemy]
(3) As a CI directed against a specific hostile op, which gets you a +2 bonus to your CI. [Ex. CI+1: vs. IE-Intel Service]

Example
The Danes know that the Kingdom of Sweden is gunning for their Intel apparat. They decide to allocate one Counter Intelligence (CI) operation to protect against hostile Assault Organization (AO) operations. This CI will act against any and all AO attempts made during the current turn, but it will not protect against any Cause Mutiny efforts, or Terrorist attacks.

8.3.5 Conceal Fact

Code CF
Target Thing (datum) being protected.
Type Intel
Results If successful the datum being protected (army movement, Leader movement, city construction,

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etc.) will not be revealed in the Newsfax or by an opposing *Reveal Fact* operation. A sufficiently well supported Conceal Fact can also produce misinformation - including, but not limited to - MSI manipulation, phantom armies and cities, and events which never occurred.

8.3.6 Crush Revolt

Code CR
Target Region or Leader revolting.
Type Assassin
Results When used against a revolting Leader, a successful Crush Revolt results in the Leader's arrest or murder and the prevention of any army mutiny. When used against a region, it maintains the old status of the region. Note that for Pacified regions, troops must still be present to garrison the region. Can be used to counter an enemy *Cause Unrest* operation. This operation may be 'held-in-hand' for some designated event that may or may not happen during the turn, like a region or Leader revolting.
One "running" CR will attempt to suppress one Leader, Region or City revolt during the turn. If you have two different revolts and only one CR, then one revolt will go untouched.

8.3.7 Cause Mutiny

Code CM
Target Army controlled by another nation.
Type Intel
Results If successful, the operation will cause mass desertion upon the part of the enemy army targeted. If there is a *Secret Diplomacy* (SD) operation executed against the army at the same time, there is a **chance** that the deserters will join you. May be countered by *Counter-Intelligence* (CI) before the CM occurs or *Crush Revolt* (CR) after the CM occurs.

8.3.8 Destroy Assassin Base

Code DAB
Target Other Nations AC or AB.
Type Assassin
Results This operation must be directed against a given Assassin base. If successful, the target AC or AB will be temporarily reduced by some number of points; rarely the attack may cause permanent damage. If the assault goes badly awry, the attacker may suffer damage to their Assassin apparatus.
It is usually best to run a *Conceal Fact* in concert with this operation, so that the target nation does not figure who, exactly, is behind the fun and games.

8.3.9 Destroy Intel Base

Code DIB
Target Other Nations OC or OB.
Type Assassin *or* Intel
Results This operation must be directed against a given Intel base. If successful, the target OC or OB will be temporarily reduced by some number of points; rarely the attack may cause permanent damage. If the assault goes badly awry, the attacker may suffer damage to their Assassin or Intel apparatus.
Like its Assassin counterpart, *Conceal Fact* may be useful in hiding the execution of this action.

8.3.10 Incite Rebellion

Code IR
Target A location controlled at *Pacified* or *Pacified Tributary* status.
Type Intel
Results If successful, the operation will cause the target region or city to revolt from control. The newly independent location may join the instigating nation, may join another nation, or may remain independent. If diplomacy is attempted by the nation running the Incite Rebellion on the same turn as the revolt, they get a bonus on their DP attempt. May be countered by *Counter-Intelligence* (CI) before the action is resolved or *Crush Revolt* (CR) after the action is successful.

8.3.11 Infiltrate Enemy

Code IE
Target Other Nation's Sector (as listed below)
Type Intel
Results This operation is directed against one of the target nations sectors, which are: *Government*, *Intel Service*, *Military*, *Royal Family*, *Populace, University* or *Clerical Hierarchy, National Bank* or *Household*. Each infiltration is rated on a 1 to 10 scale. At level 10 and greater the sector is 'subverted'.
At lesser levels the infiltration gives a bonus to Operations directed against that sector, like more *Infiltrate Enemy* attempts, or *Destroy Intel Base*, or *Cause Unrest*, etc. An established infiltration requires the assignment of a *Maintain Infiltration* operation each turn, or it will degrade and the possibility of the infiltration being discovered by the target nation increases dramatically.
When a Subversion result has been achieved, it has extra effects, as noted below:

- **Intel Service**: Subverting player gets the first 50 lines of the subverted nation's Player Notes and may attempt *Revise Orders* operations to change Operations assignments by that nation. A bonus on infiltration attempts directed against other sectors is also gained.
- **Government**: Subvertor gets a copy of the subverted nation's government stats and may attempt to alter governmental expenditures (investments, troop support, etc.) by running *Rearrange Expenditures* operations.
- **Royal Family**: Subvertor gets a list of the royal family members and their notes. If the 'turned' member of the Royal Family becomes King, then the invidious possibility of seizing the entire country comes to the fore.
- **Military**: The subvertor gets a copy of the Military stats of the country (including armies and garrisons) and

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<#>Cause Unrest¶
Code . CU¶
Target . A Pacified or Pacified Tributary region controlled by another nation.¶
Type . Intel¶
Results . If successful, the operation will cause the target region or city to revolt and become independent. If diplomacy is attempted by the nation running the Cause Unrest on the same turn as the revolt, they get a bonus on their DP attempt. May be countered by *Counter-Intelligence* (CI) before the action is resolved or *Crush Revolt* (CR) after the action is successful.¶

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receives a big bonus to provoke mutinies, army revolts and subvert Leaders to their cause.

- **Populace**: No status report is received, but the subvertor receives a big bonus on all *Cause Unrest* operations. Diplomatic efforts against Non-Paying Tributary, Tributary, Feudal Allied, Economic Allied and Full Ally regions controlled by the infiltrated nation are carried out as though the regions in question were not controlled by the infiltrated nation. Also, if regions are taken from the subverted country by the subvertor, then there is a good **chance** that the regions will go to Friendly status on the same turn as they are 'liberated'.
- **University**: The subverting nation receives an extra Tech Point per turn if the subverted University is of a higher rating.
- **Clerical Hierarchy**: Subvertor gets to view all the religious stats of the nation. Big bonuses are given to all religious operations directed against the nation.
- **National Bank**: Subvertor receives a copy of the bank information for the nation and gains a bonus in any dirty financial dealings directed against the financial institution.
- **Household**: This is directed at a specific national Leader and his attendant family, servants, secretaries, etc. Gaining this infiltration provides a large bonus to Subversion attempts made against the Leader.

Countries being infiltrated may be tipped off even without a counter intelligence action based on how discreet the infiltration action is and the country's natural resistance to being subverted (such as nations with a high religious strength).
Note: Don't get too excited when you get someone infiltrated. It's not as big an advantage as you think.

8.3.12 Jailbreak

Code JB
Target A captured Leader held by another nation
Type Intel or Assassin
Results Jailbreak will attempt to spring an incarcerated Leader from prison. If successful, the Leader will escape his jail and will make his way home to the nearest controlled region.

8.3.13 Kidnap Leader

Code KP
Target Other Nation's Leaders
Type Assassin
Results If successful, the operation will take as a hostage a targeted Leader of the enemy nation. Once captured, the Leader may be held for ransom, subverted or interrogated. This operation is countered by *Counter Assassination* (CA) or, later, *Jailbreak* (JB).

8.3.14 Kill Leader

Code KL
Target Other Nation's non-Royal Leader (Lieutenant, etc.)
Type Assassin
Results If successful, either wounds or kills the target Leader. If wounded, the Leader aborts all remaining actions in the turn and may still die from complications. If the location of the target is not known, the operation suffers from a negative modifier. Counter Assassin (CA) resists the operation. This operation has a low basic chance of success.

8.3.15 Kill Ruler

Code KK
Target Other Nation's King or Heir.
Type Assassin
Results If successful, the operation may wound or kill outright the target Leader. If the target is wounded, they abort all actions for the rest of the turn and may still die. If the location of the target is not known, then the operation suffers from a negative modifier. Counter Assassin (CA) resists the operation. This operation has a very low basic chance of success.

8.3.16 Maintain Infiltration

Code MI
Target Current infiltration of other nation.
Type Intel
Results A Maintain Infiltration is required to maintain each current infiltration. If a MI does not support an infiltration each turn, then it degrades one or more levels and does not confer any bonuses to operations taking place within its sector. Bonus points only need to be assigned to a MI operation if you expect it to be attacked by either a *Subvert Infiltration* or *Purge Infiltration* operation.

8.3.17 Purge Infiltration

Code PI
Target Detected infiltration.
Type Assassin
Results Some degree of the infiltration will be destroyed and removed from the infiltrated sector. Depending on the degree of the infiltration, the sector may also suffer some reduction of capacity as skilled, but compromised, workers are eliminated from the structure. A Purge may also be launched blindly and may even connect if there is really an infiltration in the sector. Losses will still accrue, however, whether anyone is really a spy or not.

8.3.18 Rearrange Expenditures (Optional Rule)

Code RE
Target Gold Allotments in target Nation.
Type Intel
Results As noted above, under *Infiltration*, a RE operation may shuffle the destinations for gold. Gold marked for troop support may go into the pockets of the infiltrating nation or for parties for the nobles of the infiltrated kingdom. Public Works Income may not be collected. A failed RE operation, however, is well

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nigh sure to blow your infiltration, so they are best used sparingly. The player issuing the order must specify where, exactly, the rearranged moneys are to go.

8.3.19 Revise Orders (Optional Rule)

Code RO
Target Intel or Leader orders in Target Nation.
Type Intel
Results Similar to *Rearrange Expenditures*, the RO operation may rewrite the assignments for Intel points. Operations slated for counter-Intel may investigate rumors of strange cults and gods in obscure portions of the kingdom. Orders to Leaders can also get garbled or changed. A failed RO operation compromises and destroys your infiltration, so they are best used sparingly.

8.3.20 Reveal Fact

Code RF
Target Item of Information.
Type Intel
Results The RF operation attempts to find something out; like where an enemies' armies are, or whether a certain country is behind the murder of your agents or the unrest in the capital. If successful, some degree of truth is revealed, though rarely the whole truth. A failed RF operation may return false information. Something will come back out of your operation - but can you trust what your agents are telling you? The operation is often used as part of a *Special Operation* to determine the targets for Purges or Assassinations.

8.3.21 Special Operation

Code SO
Target Chained operations
Type Intel *or* Assassin
Results A SO operation allows the chaining of several other operations into one Super-Operation. Note that the coordination of such an effort requires that a point of Operations Capacity be allocated to run the combined operation - thus this code. Bonus points are allocated on the sub-operation level. If at least one Assassin is included in the combined operation, then an Assassin Capacity point can be used for the SO.

Example
The English decide that they want to try to murder the King of France, whom they know is going to be attending a secret conference somewhere in Germany this turn. To 'acquire' their target they run a SO to chain a Reveal Fact and a Kill Ruler operation.

RF+3 + SO + KK+3 / King Gilbert the Fat

Note that this extensive operation costs them nine Operations points in total; but four could be Intel Operations Capacity and Bonus, and five could be Assassin Capacity and Bonus.

8.3.22 Steal Gold Shipment

Code SGS
Target Specific transfer of funds between other nations.
Type Intel *or* Assassin
Results Occasionally, it may come to the attention of a player that some other players are transferring funds between themselves to some end. An attempt may be made, by execution of this operation, to intercept and steal some or all of the gold in question. The two nations must be specified in the sub-descriptor, and if the route that the gold will be moved along is known then a bonus will be applied. This operation can also be used on bank transfers and loan attempts.

8.3.23 Steal Object

Code SJ
Target A specific item.
Type Assassin
Results Steal Object allows an attempt to steal a given, named, object – like the True Cross or something. Chances of success are incredibly variable, depending in part on how portable the object is. Don't try and steal the Sphinx of Giza, ok?

8.3.24 Steal Technology

Code SK
Target Other nation's Technology Level.
Type Intel
Results Steal Technology allows a nation to conduct industrial espionage against a nation possessing superior technology. If successful, some of the secrets of the other nation's technology will be available to the operating nation.

8.3.25 Steal Treasury

Code ST
Target Other nation's treasury.
Type Intel *or* Assassin
Results If successful, some portion of the target Treasury will be stolen and removed to the treasury of the nation running the operation. The location of the target treasury must be known for the operation to work. Also, it has a *very low* chance of success to begin with - so it is best preceded by an infiltration.

8.3.26 Subvert Infiltration

Code SI
Target Detected infiltrations
Type Intel
Results A Subvert Infiltration operation runs on the same scale as a normal infiltration, except that once the SI exceeds 10 then the infiltration carries over into the infiltrating country's Intel Service sector. Once the targeted infiltration has been compromised, it can be used to feed 'bad' information back to the other nation. The subverted Infiltration can also serve as a tripwire for hostile Intel actions being mounted by the other nation. The subversion must be maintained by a MI operation, just like a normal infiltration.

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8.3.27 Subvert Leader

Code SL
Target Designated enemy Leader
Type Intel
Results If successful the operation forces the targeted Leader to make a Loyalty check. If the target fails the check then he becomes a Spy Leader of the Subverting nation. At this time the newly controlling nation can either maintain him in his previous post (so he remains a Spy) or have him revolt or (if the Action is in play) target him with Revise Orders (a failure may end the subversion). Some, none or all of his troops will follow him if he revolts, depending on his Charisma rating.

8.3.28 Support Diplomacy

Code SD
Target Support Diplomacy must be targeted to a specific Region or City.
Type Intel
Results The SD operation attempts to aid one of your Leaders performing a single diplomacy action in the specified Region or City. If successful, the operation will give a bonus to your roll - hopefully resulting in success and promotions all around. An SD operation can also be used to assist in site formations for various non-Open Empires. See the appropriate rules.

8.3.29 Terrorist Attack

Code TA
Target Location (city, region, etc.) where the attack will take place.
Type Assassin
Results A Terrorist attack is directed against a specific location, usually a city or religious shrine. If it is successful, the target gets bad press in the Newsfax and innocent people die.

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9.0 RELIGION

The effects of Religion on the players in ***Lords of the Earth*** are threefold: it affects diplomacy, it affects conquest, and it may cause players to take actions they might not otherwise consider.

There are roughly 23 initial religions (not counting heretical versions) in ***Lords of the Earth*** and the possibility for more exists. The Religions break down into a number of major divisions, namely:

Christianity	*Roman Catholic*, *Eastern Orthodox*, *Coptic (or Monophysite)*, *Nestorian*, *Keltic* and *Heretic* versions of each.
Islam	*Sunni*, *Shiite* and *Heretic* versions of each.
Pagan	*European*, *Asian*, *Oceanic*, and *African*
Amerind	*North*, *Meso-American*, and *Southern*
Oriental	*Mahayana*, *Therevada* and *Lamaist Buddhism*, *Jainism*, *Hinduism*, *Daoism* and *Shinto* Sects, and *Zoroastrianism*
Judaism	*Orthodox* and *Heretic*

9.1 NATIONAL RELIGIOUS STRENGTH

Each religion is classified by the strength of its conviction within each Nation, which represents the health and fervor of that religion, as well as its resistance to outside conversion. Each religion is defined in each nation with a Strength rating, which ranges from 1 (weakest) to 10 (strongest). This rating may be affected by player actions with them either attempting to increase or reduce the rating.

Religious type and Religious strength also have a slight influence on the accumulation of Tech Points, see section [2.2.6].

9.1.1 Religion And The Nation

Every Nation in ***Lords of the Earth*** has the potential ability to perform Clerical actions as a part of their national policy. Some nations either are or directly control the Primate Authority of a given religion and therefore have greater abilities than more secular nations.

Primate Religious Authorities that have an Imperial Size greater than 1 or Secular Nations that have a Primate Authority as a subservient minister have a much greater chance of dynastic failure than a normal nation.

In the case of Dynastic Failure, there is a 50% chance that the Primate Authority and the Secular Empire will split apart. A schism or heresy may even occur. Most nations, which are usually secular in nature, can use their National Religion as part of their national policy.

9.1.1.1 Formation of a Primate Religious Authority

In normal times, there can be only one single Religious Authority for any religion. If one does not exist, one can be formed after a nation of that religion has achieved a Religious Strength of 8 or higher. That country can then form a *Primate Religious Authority* which can be either (a) be run as a separate nation or (b) become an integral part of the sponsoring country either as rulers or as a subservient ministry. See 7.2.4.27 on page 67.

If run as a separate nation then the Primacy is created using the rules below. If it remains an integral part of the nation then the ruler becomes a 'god-emperor' or a 'priest-king' utilizing their Religious Operations as the primate of the new religion; their capital becomes a Holy City.

When a nation founds a Religious Primacy it adopts the nature and characteristics of its founder as follows:

1. The Economic and Society type of the founder. Where more than one founder exists, the most common type.
2. Government types are restricted to Constitutional Monarchy, Theocracy or Dictatorship.
3. Language type of the founding nation (or most populous member of the founding group).
4. Religion of the founding group (obviously) with a Religious Strength of the founder(s) plus one (1).
5. QRs are set at the level of the founder (or average thereof) plus one (1). This represents the order attracting the best and brightest warriors.
6. The Primacy gets the Tech Level of the founder(s) and an appropriate number of Tech Points. If the founders are of different Tech Levels then the Primacy receives that of the majority (if there is an equal split then the size of the nations in question and the amount of investment determines which is inherited).
7. Tax status is set to "Census" (if in use in the campaign).

To found a Religious Primacy, the King (or equivalent) Leader of the founding nation must pay the foundation costs in GP and NFP.

The founding nation(s) specify where the initial Holy City (the equivalent of the Primacy's Capital) is to be established. At foundation the Primacy is limited only to the Holy City. Control Status elsewhere must be built up subsequently.

During the turn of foundation (only!), capabilities can be purchased by the founding nation(s) from the following table:

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Table 9-1. Religious Primacy Establishment Costs

Site or Capability	Cost in GP and NFP
Holy City	Included in Foundation Cost
BL level	100
Infra level	100
Espionage OC / OB	50
Religious OC / OB	50
Troops	As per Culture costs

During creation, there are limits set on the number of capabilities that can be provided to the Primacy. These are:

Site or Capability	Maximum Value or No.
Max BL	2
Max Infra	2
Holy City (gratis)	1

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Should a Nation wish to keep founding costs to a minimum, it can grant the Primacy the following on a one for

one basis (that is, these ratings are not halved in transfer, as would normally be the case):

- Bureaucratic Level
- Infrastructure
- Espionage Operations Capacity and Bonus
- Religious Operations Bonus and Capacity

These are transferred from the donor to the Primacy, reducing the donor's relevant stats by the amount donated.

All Primacy start with an Influence of five (5) in any nation contributing to its foundation.

Table 9-2. Religious Powers Summary

Action or Benefit	Primate	Religious Order	God Emperor	National Religion
Bishopric Support	yes	no	no	no
Excommunicate	yes	no	yes	no
Influence	yes	no	no	no
Religious Sites	yes	order sites only	no	no
Religious Interdict	yes	no	yes	no
Religious Operations	yes	yes	yes	yes
Can Exact Tithe	yes	no	no	no

9.2 RELIGIOUS INTERACTIONS

The interaction of the various religions is shown on the Religious Interaction Table (Table 13-7) in the Charts & Tables section at the end of the rulebook. To use the table find your religion in the left-hand column, and then read across to the intersection of your religion's row and the column of the religion with which yours is interacting. The result will either be an "H" or a "t".

An "H" represents a Hostile reaction against your religion by the other faith. If your forces occupy a region of a Hostile faith, you will require a double-sized garrison to maintain control. If you attempt diplomacy with a region of a Hostile faith, the status will never get any better than *Economic Ally* and, at its worst, could conceivably result in their declaration of war against you!

A "t" represents a Tolerant reaction to your faith by members of the other faith.

9.2.1 The Effects Of Religious Interaction

Religious Interaction has some effect on some actions in *Lords of the Earth*.

In Diplomacy, regions of a different religion are a little harder to convince.

Missionary activities such as Religious Missionary Work and Leader Religious Conversion are affected by religious interaction. It is twice as hard to convert a region of a hostile religion than it is to convert one that is tolerant.

The Garrison required to pacify certain regions are twice as much as it would be normally if the region religion is hostile. You will need to convert the region to your religion in order to have a regular garrison in the region. If the region terrain and religion are hostile then yes, a quadruple multiplied garrison will have to stay.

Table 9-3. Religious Symbols and Codes

Symbol	Code	Religion
✠	RC	Roman Catholic
☦	EO	Eastern Orthodox
☥	CP	Monophysite (Coptic) Christian
✠	NC	Nestorian Christian
☨	KC	Keltic Christian
✞	HC	Heretic Christian
✡	JD	Judaic
☪	SH	Shiite Islam
☪	SN	Sunni Islam
☪	HI	Heretical Islam
△	BH	Mahayana Buddhism
▲	TB	Theravada Buddhism
ॐ	LB	Lamaist Buddhism
☸	HN	Hinduism
☬	JN	Jainism
≋	OP	Oceanic Pagan
ᛗ	EP	European Pagan
◒	AP	Asiatic Pagan
◪	AF	African Pagan
▽	NA	North Amerind
♌	MA	Mesoamerind
✸	SA	Southamerind
⛩	ST	Shinto
☯	DA	Daoist
♨	ZO	Zoroastrian

9.3 RELIGIOUS OPERATIONS

There are three ratings that govern the execution of Religious Operations. These are the *Religious Operations Capacity* (**ROC**), the *Religious Operation Bonus* (**ROB**) and the national *Action Range* (**AR**). The uses of these are similar to that of the Intel Operations.

A nation can expend a point of ROC and certain amounts of ROB to try and achieve success in some religious endeavor. Religious Strength is an important factor in the execution of these actions, a nation should have a RS of at least 5 to consider success in many of these actions.

Religious Primates and Religious Orders can also use Religious Operations (and Religious Bonus Points) to assist in the establishment of their respective sites. (See 9.6.8, and 9.7.7).

The national Action Range also limits the locales in which Religious Operations may be attempted. A religious action can only be attempted in a region that is within (Action Range) regions or Sea Zones of a province or Holy Site controlled (at Tributary or better status) by the nation attempting the action.

What follows are the list of actions and a brief definition of each:

Table 9-4. Summary of Religious Operations

Action	Code	Attempted by…
Crush Heresy	**ch**	Primacy, Religious Order, Nation

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Destroy Influence	**di**	Religious Order, Nation
Incite Holy War	**iw**	Primacy, Nation[2]
Incite Religious Minority	**irm**	Primacy, Religious Order, Nation
Increase Influence	**ii**	Primacy
Influence Religion	**ir**	Primacy, Nation[1]
Maintain Influence	**mi**	Primacy
Lower Religious Strength	**ls**	Primacy, Religious Order, Nation
Missionary Work	**mw**	Primacy, Religious Order, Nation
Raise Religious Strength	**rs**	Primacy, Religious Order, Nation
Reform Religion	**rr**	Primacy, Nation[1]

Notes

1. Can only be attempted by a Nation whose religion does not have a Primacy.
2. Can only be attempted by a coalition of at least three Nations of the same religion, with the same Holy War target.

9.3.1 Crush Heresy

Code **CH**
Target a heresy
Results If this operation is run the same or subsequent turn as a heresy is created, then there is a good chance that the heresy can be suppressed. Note that if this fails, the heresy that was attacked will become a hostile religion.

9.3.2 Destroy Influence

Code **DI**
Target a nation's populace
Results If this action succeeds, the influence of a Religious Authority in a given nation will be decreased.

9.3.3 Incite Holy War

Code **IW**
Target hostile religion
Results Of course, a reason must exist for a Holy War, or no one will come. Heretics, pagan invasions, infidels on the rampage and Attila the Hun are all good excuses. Crusades against tree rot or against the wearing of hats indoors are not likely to stir up any support.
In addition to random events (which may provoke a Crusade) and the Sacred Cities rule (see Section [9.8]), each religion's Primate may call a Crusade of his own volition.
On a solely Primate initiated Crusade, however, each nation of that religion must choose whether it will go on Crusade. If they do, then they receive a certain number of "religious troops" that must be used for Crusading purposes.
Further any three (or more) monarchs of the religion that rule nations with a Religious Strength of 8 or more call may for a Crusade, even if the Primate does not. And, like all other Primate powers, if it is misused then its effects will dwindle away.

9.3.4 Incite Religious Minority

Code **IRM**
Target A location of a differing religion than the owning nation, and the same religion as your nation.
Results If successful, the operation will cause the target religious minority to revolt. These fanatics may then do any or all of the following: Attack the owning nation's forces in an attempt to go independent; attempt to Militarily Convert the location; go into a riot and loot the location. May be countered by Counter-Intelligence (CI) before the action is resolved or Crush Revolt (CR) after the action is successful.

9.3.5 Increase Influence

Code **II**
Target a nation's populace
Results This is one of the actions that can be used to increase a Primate's religious influence in another country. Like infiltration in Intel, increased influence will have to be maintained. A nation must be of the same religion as the Primate Authority or at least have a majority of its populace the same religion.

9.3.6 Influence Religion

Code **IR**
Target Another Nation's Religion *or* Your Own
Results The purpose of influencing another religion is to draw the two religions closer together, perhaps becoming the same religion again. A "related" religion is one that has sprung from the same theological roots. For example: all Christian religions are "related". A special case: Hinduism and Buddhism are related.
If the other, related religion is Hostile, a certain level of influence will make it Tolerant.
If the other, related religion is Tolerant, a certain level of influence will make it the same religion, or a blend of the two.
And no, it's not easy and has rarely, if ever, been done. You must maintain the influence to keep it current. For every turn the influence is not maintained, the influence is halved. This is not an easy thing to do.
If you are Influencing your *own* Nation's religion, then you are attempting to strengthen its influence and sophistication within itself. An example of this is the Counter-Reformation of the Catholic Church, where the Papacy attempted to clean up the excesses and moral and theological laxity which had led to the Protestant Reformation.

9.3.7 Maintain Influence

Code **MI**
Target Influenced Religion
Results This action is the one that supports the Influence Religion operation. After another religion has been influenced, that influence must be maintained and this command is it. The operation automatically succeeds when used.

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9.3.8 Lower Religious Strength

Code **LS**
Target a nation
Results This is the method to decrease either your or another nation's Religious Strength. When attempting to reduce your own nation's religious strength, the higher your religious strength is, the harder it will be to reduce it. However, when acting against another nation, it will be easier if your religious strength is higher.

9.3.9 Missionary Work

Code **MW**
Target region or Leader
Results This operation is used to:

- Attempt to incrementally convert a city or region of an organized religion (South and Meso Amerind Pagan religions are considered organized for this purpose).
- To entirely convert a city or region of an unorganized Pagan religion.
- Attempt to convert the King of a Nation of an unorganized Pagan Religion. The innate difficulty is reduced if a significant proportion of the Nation's population already belongs to the target religion, or if the King is married to or the son of a Princess of the target religion. Note that if performed by a Preach action, failure may result in the martyrdom of the Leader.

9.3.10 Raise Religious Strength

Code **RS**
Target a nation
Results This is the method to increase the Religious Strength of a nation. If you are attempting it upon your own nation, then the higher the religious strength is the easier it is to increase it.

9.3.11 Reform Religion

Code **RR**
Target own religion
Results If successful, this operation will reform a religion as to make it more applicable to the appropriate era. This will increase influence of all subject nations and will prevent heresies for some time. Reform Religion is a very difficult operation to execute.

9.4 Other Methods To Convert Regions

9.4.1 Colonial Conversion

When a colony is placed in a region of a different religion (and it is not destroyed by revolt), then the religion of the region splits, becoming two. The colonizers will become the dominant religion in the region as the natives become a religious 'minority'. In time, the native (non-colony) religion will be slowly converted to that of the colony.

9.4.2 Military Conversion

At times, conversion by the sword seems prudent. You must beat a local partisan army and have enough troops to garrison the region. Once done, the region will be under a Military Conversion pacification and the region will accept your religion once it is assimilated (that is, turn friendly status). If at any time the MC pacified region revolts or is conquered by someone else, then the MC is ruined as the converts repudiate their enforced religion.

See also section [7.2.4.36].

9.4.3 Religious Conversion

In order to convert a region to your religion by peaceful means you must convert a full 100% of the population or your efforts will eventually fail. This is handled by the *Religious Conversion* Leader action. If you have managed to convert more than 50% of a region to your religion, you can perform *Cause Unrest* action or an *Incite Rebellion* action to whip up the majority religion to overthrow the minority elite's and turn that region to your religion.

If you are unable to convert regions to your religion, you could:

- Ask someone of your religion who could to do it
- Perform the MC action
- Depopulate the region and resettle it with people of your religion
- Use Colonial Conversion (see Section [9.4.1] above).

9.5 Conversion Of Nations

9.5.1 Pagan Nations

Pagans can convert to a world religion (Christianity, Islam, Judaism, Hinduism & Buddhism) at will so long as the Pagan nation has had exposure to the chosen religion. Upon conversion, all controlled regions except the homeland and all Leaders must pass a revolt check. Those who pass will convert along with the royal family and the government. Regions that fail the revolt check will go neutral. Leaders that revolt may form their nations (as per Civil War Rules). Pagans who convert to a world religion will increase their RS by one.

A nation can convert to a religion of tolerant status if agents of the tolerant religion have converted the royal family and the homeland (if applicable). Again, the Revolt Check procedure described above must be followed. Nations who convert to a tolerant religion will have their RS subtracted by one.

A nation whose RS is 3 or lower can convert to a hostile religion. Two rounds of revolts must be endured though. If they somehow survive through all this their RS will drop by one.

New nations that convert into the jurisdiction of a Primate Religious Authority will have a base influence of 2.

9.5.2 Non-Pagan Nations

A Nation already possessing an "organized" religion cannot convert to another, new religion by fiat. Instead, each region must be converted via Missionary Work or Military Conversion.

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Attempts by a King to declare a new religion will be met with revolt, murder and mutiny. It is very like the local clergy (of the current religion) will declare the King excommunicate, provoking revolt checks all 'round. This should be very ugly.

9.6 THE PRIMATE RELIGIOUS AUTHORITY

A Primate Religious Authority, such as the Roman Catholic Church, can build an ecclesiastical empire that can span the world, if need be. As the spiritual Leader of a religion, the Holy Primate presides over the righteousness of truth. As a result, the Primate has certain powers attendant with their unique position. They can build Holy Sites to increase the faith of their flock (and thus fill their own collection plates).

In the following sections "the *Holy Primate*" refers to the person, or office, heading the Primate Religious Authority and the *Church* refers to the hierarchy and body of the Authority itself.

9.6.1 Economic Aspects of the Primacy

A Primacy composed solely of Religious Control Statuses (that is, no friendly, pacified or other *regular* control statuses) always gains the benefit of a Census, without having to pay for it. If, however, *regular* control statuses are acquired by the Primacy, then they must pay for those regions and cities to be counted in a Census.

The tax rate of a Primacy, even with a census in effect, may be affected by a shortfall of Infrastructure if it grows too large. If regular control statuses are maintained, then the tax rate may also be driven down by famine.

For purposes of trade, a Primate must use either regular control statuses or the Holy City. Cathedrals and lesser holy sites cannot be used for tracing trade.

Example: The Roman Pope controls the city of Rome. The Kingdom of Sicily controls the province of Latium. As Rome is **not** a port, the Kingdom of Sicily's control of Latium blocks all other trade routes besides a Pope to Sicily route.

Primacies may open land trade if they can trace a contiguous series of controlled regions (At (ch) status or better) back to the Holy City. Viable To Cities and From Cities must likewise be controlled (At (ch) status or better) and be connected to the Holy City via contiguous controlled regions ((ch) or better status).

Note that Primacies compete for port space with Open Nations.

9.6.2 Primacy Construction

The Primacies Holy City acts as his Homeland/Capital for the construction of units, megalithic constructs, city levels and fortresses. Often, this is the only place he is allowed to build a unit, or construct.

However, if the Primacy controls a region or city at Friendly status and that region or city is within the Homeland Build Zone, he may build mobile units there. A Friendly region or city outside the HBZ may have a city constructed, or projects started, or fortifications established.

With the expressed cooperation of a co-religionist Nation, the Primacy can also construct (or aid in the construction) of cities, colonies, megalithic constructions and fortresses in build locations appropriate to the **Nation** *and* within (Primacy HBZ Range) AP's of the Holy City.

A Primacy may construct Public Works points in any region or city where the Primacy has a status of Monastery or better. This may be done without the permission of an owning Nation.

9.6.3 Religious Authority Control Statuses

The Holy Primate can increase its power by building Holy Sites in lands that have been fully converted to their faith. There are five levels of control that the Church can have in any particular region or city:

A Primate can build the following kinds of Holy Sites:

- A *Church* (**ch**)
- An *Abbey* (**ab**)
- A *Monastery* (**mn**)
- A *Cathedral* (**ca**)
- A *Holy City* (**hc**).

A **Church** (ch) is a single temple or rectory, serving a small portion of the population and gathering only the most minimal collection of funds that might go to the primate. Yet, from this humble beginning, all the lavish structure of organized religion does grow.

An **Abbey** (ab) is a modest collection of chapels and hospitals where priests and monks administer good deeds upon the local populace. It provides a small portion of region or city revenues (GP and PWB) to the Holy Primate. An Abbey can be built (*Found Abbey*) upon a Church by either the Primate's Religious Actions or actions of a Leader of the Primacy.

A **Monastery** (mn) is a more formalized establishment, brought about by the canonization of its patron saint or the legends of a founding spirit or holy man. The monks who live in a Monastery are well received by the surrounding populace and thus gain a greater share of the Regional or City revenues for the Holy Primate. Small portions of the Church's own clerical staff is required to administer the goings-on of Monasteries. A Primacy Leader performing a successful *Canonize Monastery* action can build a Monastery upon an Abbey.

A **Cathedral** (ca) is a bulwark of the Church, established when a particular part of the living Church has become so important as to warrant its own Archbishop. As a regional draw, a Cathedral brings forth much city output in the Holy Primate's treasury. From Cathedrals, young men and women are trained in the seminary to become priests and priestesses. To keep things in order, more clerks from the Holy City are needed in the offices of the Cathedral. A Church Leader performing a successful *Consecrate Cathedral* action can raise a Cathedral from a Monastery.

The **Holy City** (hc) is the center of the whole Church. To here, pilgrims arrive to hear the sacred whispers of the Holy Primate. In this place, Church doctrine and law is formulated. Effectively, this is the Homeland and Capital of a Primate Religious Authority. The Church can only have one Holy City installation at any time. If a Holy City is destroyed, a new Holy City can be elevated from a Cathedral with the work of the Holy

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Primate himself. This is the *Bless Holy City* action. But it is easier for the Church that a new Holy City should be built upon the ruins of the old.

Table 9-5. Religious Authority Control Statuses

Control Status	Control Code	Taxation Multiple	Count Control?	NFP?	Build in	Cost
Church	ch	0.10	Yes	No	Both	2gp
Abbey	ab	0.20	Yes	No	Both	5gp/1nfp
Monastery	mn	0.30	Yes	No	Both	10gp/2nfp
Cathedral	ca	0.40	Yes	Yes	City	30gp/5nfp
Holy City	hc	0.50	Yes	Yes	City	100gp/10nfp

9.6.4 Religious Authority Control Web

The Church traces a chain of administrative control through its Holy Sites. If any Holy Site is isolated from the others, it will degrade one level, eventually to be rendered useless. Action Range is the critical stat in maintaining control over a Religious Empire.

- Each *Cathedral* must be within (AR) Action Points of the Holy City - or another Cathedral or regions or cities controlled at Tributary or better by the Primacy able to trace an unbroken line of control to the Holy City.
- Each *Monastery* must be within (AR) Action Points of the Holy City - or a Cathedral or regions or cities controlled at Tributary or better by the Primacy able to trace a n unbroken line of control to the Holy City.
- Each *Abbey* must be within (AR) Action Points of the Holy City - or a Cathedral, Monastery, or a region or city controlled by the Primacy at Tributary or better able to trace an unbroken line of control to the Holy City.
- Each *Church* must be within (AR) Action Points of the Holy City - or a Cathedral, Monastery, Abbey or a region or city controlled by the Primacy at Tributary or better that can trace an unbroken line of control to the Holy City.

When tracing the Action Range, you count regions as if you were moving a primate Leader through them in regular movement. Mountains and hostile terrain hinder, therefore, and roads and seas benefit.

When counting this movement, all regions of **your** Religion count as Controlled. All regions that are **not** of your Religion count as Uncontrolled.

If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region Action Range cannot be traced into that region. You do not have to pay an extra 1 AP to enter a *City* in a region.

Example: A Hindu Primate with an Action Range of Two has a Cathedral in Maghada and a Church in Sikkim (both regions are Hindu). The Action Point cost is four (2 for the type two mountains + 2 for the wilderness region). The CA is unable to trace the control web into Sikkim. The CH will degrade.

A Primate Leader, however, may move out of the Control Web of the Primate (on any number of missions) and will not revolt, unless provoked by a hostile power. Once that Leader creates a Control Status, however, it must be within the Control Range (as noted above) of the Primate, or they will be checked for revolt.

A Religious Leader that revolts will then establish his or her own heretical or schismatic version of the parent religion.

9.6.5 Religious Control Status Increase Limits

A given Holy Site can only increase one level of control in a turn. A Church can, therefore, only become an Abbey. An Abbey can only become a Monastery. A Monastery can only become a Cathedral. And a Cathedral can become a Holy City.

A Primate may, however, degrade any control status to any lower level at their whim. It would not be a good idea, however, to degrade your Holy City…

9.6.6 Loss of Faith

If a region or city containing a Control Status is converted (presumably by hostile armies or missionaries) to another religion, the Control Status is reduced by three (3) levels. If the Status drops below Church (ch), then the Control Status is lost.

9.6.7 Movement of Religious Leaders

Leaders from Religious Primacies treat regions in which they have a control status (CH or better) **and** any regions that are the same **religion** as the Primacy as controlled for movement purposes.

9.6.8 The Powers of a Holy Primate

Due to their special nature, Holy Primates can perform special actions affecting member nations and increasing holy coffers. When determining the success of these various actions, the most important Leader rating is **Charisma**.

Multiple Leaders can combine their efforts, with one Leader acting as the principal and contributing his full Charisma and any additional Leaders contributing one-half of their Charisma.

Table 9-6. Religious Actions Summary

Action	Code	Cost	Primacy	RQ
Excommunication	EXC	1 Holy Primate AP	yes	no
Interdict Nation	IN	5 Holy Primate AP	yes	no
Exact Tithe	EXT	5 Primacy Leader AP	yes	no
Establish Church	EC	2 Primacy Leader AP or 1 Religious Operation, and 2 GP.	yes	no
Found Abbey	FAB	3 Primacy Leader AP or 1 Religious Operation, and 5 GP and 1 NFP.	yes	no
Canonize	CMN	6 Primacy	yes	no

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Action	Code	Cost	Primacy	RO
Monastery		Leader AP and 2 NFP and 10 GP		
Consecrate Cathedral	CCA	10 Primacy Leader actions and 5 NFP and 30 GP	yes	no
Bless Holy City	BHC	20 Holy Primate actions and 10 NFP and 100 GP	yes	no
Take Indulgences	TI	5 Holy Primate actions	yes	no
Preach	PR	6 Primacy Leader actions	yes	yes
Seize Site	SS	5 Primacy Leader actions	yes	yes, but only from another Order

9.6.8.1 Excommunication

Code **EXC**

Cost 1 Holy Primate Action

Results This power causes the Excommunicated player to be considered of a Hostile religion by their populace (assuming that the populace is not already Heretical). This results in, among other things, revolts, insurrection, and the defection of Armies and Leaders. It is a power best used sparingly, and only in extreme circumstances. The misuse, or overuse, of this power will dull its effects. Any individual Leader may also be excommunicated at the will of the Primate. Those who practice heresies are considered automatically Excommunicated. The Excommunication may also be lifted or annulled by the will of the Primate.

9.6.8.2 Interdict Nation

Code **IN**

Cost 5 Holy Primate Actions

Results A more widespread form of Excommunication, Interdict may be laid upon any region or group of regions of the same religion as the Primate. Its effects are to cause all other nations of the same religion to cease trade with the Interdicted region(s) and for any Armies of those regions to be treated as of a Hostile religion. The use of Interdict should be even less frequent than Excommunication, for it tends to cause entire nations to be lost to the control and influence of the Primate. If a nation of the same religion continues to trade with an Interdicted area, then there is cause for the Primate to take action against that nation. All Leaders and inhabitants of an Interdicted region(s) are considered to be Excommunicated. The Interdict may be lifted or annulled at the will of the Primate.

9.6.8.3 Exact Tithe

Code **EXT**

Cost 5 Leader Actions per Nation

Results One of the powers of the Primate is the ability to levy a tithe upon the nations of its Religion to further finance the operations of the Church. The tithe can be as high as (Influence)% of the nation's revenue. Exacting a Tithe is not always successful and depends on the Leader's Charisma, the Church's Influence, the Target Nation's Religion Strength and of course, the percentage of tithe desired.

At whatever level of tithe the Holy Primate has successfully exacted on any or all nations at any particular turn, that amount is then deducted from the target nation or nation's National Revenue the following turn. Tithe to a Primate at less than 4% has no effect on your national treasury. The national tax rate is reduced 1% for every percentage point over 4% tithe to the Primate.

Note, however, that the abuse of this power is a good way of turning the nobility, and, through them, the local clergy of the nation, against the Primate.

The Tithe is set and then automatically collected on a per turn basis. Once a Tithe has been set and successfully exacted, it will continue for following turns until the Primate either revokes the Tithe, or the Nation refuses to pay. The GP from Tithing appears in the Primacie's Saved Gold each turn.

The Tithe can be enacted by the Primate awhilst at the Holy City.

9.6.8.4 Establish Church

Code **EC**

Cost: 2 Leader **or** 1 Religious Action(s) **and** 2 GP per attempt.

Results A Church can be formed in a region or city within the Church's Action Range from any of the Church's Abbeys, Monasteries, Cathedrals or the Holy City. The target region or city must adhere to the religion of the Holy Primate or the Church will not be built. This effort may also fail for any number of other reasons. If the effort fails, the GP expended to attempt the action is lost.

An Establish Church action can be aided by the Support Diplomacy intel action.

9.6.8.5 Found Abbey

Code **FAB**

Cost: 3 Leader **or** 1 Religious Action(s) **and** 5 GP and 1 NFP per attempt.

Results An Abbey can be formed in a region or city within the Church's Action Range from any of the Church's Monasteries, Cathedrals or the Holy City. The target region or city must adhere to the religion of the Holy Primate or the Holy Site will not be built. This effort may also fail for any number of other reasons. If the effort fails, the GP expended to attempt the action is

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A Found Abbey action can be aided by the Support Diplomacy intel action.

9.6.8.6 Canonize Monastery

Code **CMN**
Cost: 6 Leader Actions **and** 2 NFP **and** 10 GP per attempt.
Results A Monastery can be upgraded from an Abbey so long as the Holy Site is within (Action Range) regions of an existing Cathedral or the Holy City of the Church. If this effort fails, and indeed it may, then the NFP and GP spent on the attempt are lost.
A Canonize Monastery action can be aided by the Support Diplomacy intel action.

9.6.8.7 Consecrate Cathedral

Code **CCA**
Cost: 10 Leader Actions **and** 5 NFP **and** 30 GP per attempt.
Results A Cathedral can be established from a Monastery in a city so long as the Holy Site is within the Church's Action Range from the Holy City or another Cathedral. If this attempt fails the Primate is liable to have a fit and send some folks off to see if there is *really* an afterlife.
A Consecrate Cathedral action can be aided by the Support Diplomacy intel action.

9.6.8.8 Bless Holy City

Code **BHC**
Cost: 20 Holy Primate Actions **and** 10 NFP **and** 100 GP per attempt.
Results A Holy City can be established from a Cathedral so long as the Holy Site is within the Church's Action Range from another Cathedral. Getting a new Holy City blessed can only be attempted by the Holy Primate himself. This Action can be attempted even if the Church already owns a Holy City but may then inevitably result in the rise of a schism. The action may fail, and if it does, well, you know what will happen...
If successful, and no schism results, the old Holy City will be downgraded to a Cathedral.
A Bless Holy City action can be aided by the Support Diplomacy intel action.

9.6.8.9 Preach

Code **PH**
Cost 6 or more Leader actions.
Results A Primate or Lieutenant Leader may attempt to act as a Religious Operations point (allowing the conduct of an Operation) or as a Religious Bonus point (to an operation launched either by another Leader, or by a regular Religious Op Point) by successfully executing a Preach action.
If the Leader fails to perform the Preach action, then the subsequent Intel Op or Bonus is lost.

Example: John the Barber, a Popular Front for the Liberation of Palestine Leader, is assigned to run a Raise Religious Strength action in an attempt to rouse the lackadaisical citizens of Levant to some marginal level of interest in the faith. This order would be written as **PH**+15(**RRS**).

9.6.8.10 Take Indulgences

Code **TI**
Cost 6 or more Holy Primate actions.
Results The sale of Dispensations (Indulgences) was an accepted and common means by which certain rich sinners could assuage their worries and the Church could acquire funds to do "good" works. The Primate of a given religion may favor or disfavor Dispensations as it pleases, but when they are favored, the Church may gain — at its discretion — up to an extra one-third of its base income per turn from such activities. Be aware that such greed will inevitably provoke a counter-reaction from within the Church in the form of heretical sects devoted to the 'purification' of the Church values and hierarchy.
If Dispensations are used for more than one turn in a row, then the Religious Strength of the Primate may be reduced and the chances of the development of a Heresy are improved.

Example
The Abbot of Kyoto, the Religious Primate of the Korean and Japanese Buddhists, is currently making 120gp from his network of monasteries and from various lords who are paying him off. He decides that the Avatar of Mercy needs a new temple-palace on the seashore near Ise, so he orders that various dispensations and favors be granted in return for good heavy gold. The Abbot can get up to (120 / 3 = 40)GP each turn in this manner.

9.6.8.11 Seize Site

Code **SS**
Cost 5 or more Primacy Leader actions.
Results This action can be directed against a Religious Site (either one controlled by a Primacy or a Religious Order) of the *same* religion as the Primacy attempting the seizure. It is generally used as a weapon during a schismatic conflict, or in reining in an out-of-control religious order. If successful, the site is transferred to control of the seizing Primacy, while possibly being reduced one or more levels of control.
The chances of success are improved by spending more time, or gold, in support of the seizure, and are resisted by the level of the site (a Cathedral would be very hard to seize, for example) and the presence of any 'defending' Leader.

9.6.9 Bishopric Support

Since the Primate Religious Authority was often one of the few institutions in the Medieval World that was literate, many early nations relied upon the support of the Church hierarchy to provide them with literate and learned bureaucrats. The Primate, thus, may provide such nations as it deems worthy with a boost to their BL and Infrastructure, based upon the current BL and Infrastructure of the Church.

BL and Infra points may be granted to nations of the same religion as the Church on a one-to-one basis from the current

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BL or Infra of the Church. This does **not** reduce the BL or Infra of the Church, it just makes the couriers and scribes work harder. In addition, the Church **must** be able to trace a Line of Communication to the nation's Capital (or Homeland, if they lack a Capital) representing the route constantly traced by the loaned scribes and clerks. If this Line of Communication is subsequently broken, the granted points are lost.

What the Church receives in return for this is a matter left to the players involved. The Church still pays the support cost of the BL and Infrastructure. The nations receiving the BL and Infrastructure **also** pay for the support of the points granted them. Thus, since the points are doing double duty, they are paid twice.

Once BL or Infra are lent to a Nation, they remain until the Primate specifically revokes the grant. Note that while BL and Infra are lent to a Nation, they increase the appropriate ratings, which will have the (intended) side effect of making "native" BL and Infra increases more difficult! This is a trade-off that each player must judge for themselves.

9.6.9.1 BL Grant Limits

This increase, however, cannot be more than one third of the Influence of the Primacy in the nation (rounded up) or do more than double the 'native' BL of the nation in question. If the receiving Nation has no BL, then only one (1) point may be granted them. The granted BL may not increase the receiving Nations' BL past the limit imposed by the receiving nation's government type and Tech Level (see [2.2.4] on page 5).

Example
The Catholic Church has a BL of 3. It could then grant an additional BL point each to three Catholic nations or three points to one Catholic nation. If, however, one of the nations had a BL of only 1, then only one BL point could be allocated to it.

9.6.9.2 Infrastructure Grant Limits

The Church may grant Infrastructure points in the same manner as BL, except that the amount that can be granted cannot be more than one third of the Influence of the Primacy in the nation (rounded up) or be more than one-half (rounded up, with a minimum of 1) of the total Infrastructure possessed by the receiving Nation. The grant of Infra cannot increase the receiving Nation's Infra past the limits imposed by its Tech Level and Government type.

9.6.9.3 Bishops

When a BL point is granted to a nation, it creates a special Leader type for the receiving Nation. It does **not** create a regular Lieutenant; instead a **Bishop** (B) is created. This is a new Leader (and not one of the Primacies existing Lieutenants). This Bishop remains as a National Leader while the associated BL are lent. If the Primate revokes the grant of BL, the Bishops go away.

If a Bishop is killed or dies of old age, a new one is automatically generated to replace him.

9.6.10 Catholic Restrictions on Usury

At 1000 AD there existed a strong Catholic Christian conviction against the lending of money at interest (usury) and, as a result, what banks existed were run by Jews or other non-Christians. The Roman Catholic Church, however, eventually relented and rescinded the religious laws prohibiting such endeavors. In ***Lords of the Earth*** terms, this means that the only banking system available to the Catholic nations is the Jewish one until such time as the Roman Catholic Pope decides to revoke proscription against Usury.

The Roman Catholic Church, of course, could lend its own moneys to whomever it pleased and at whatever rate of interest it desired — but this comes under the purview of Players as Bankers (see Section [10.3.2] on page 101).

9.6.11 Islamic Restrictions on Usury

There exists a strong Islamic conviction against the lending of money at interest (usury) and, as a result, what banks exist are run by Jews or other non-Moslems. Islamic nations cannot lend money to earn interest but can lend it for an equal return. The only means of borrowing money within Islamic nations is if the money is borrowed from Jewish bankers (see section [10.3]).

9.6.12 Expropriation & Looting of Primate Sites

Only a Primate Religious Authority can build abbeys, monasteries and so on and gain benefit from them. However, the normal ruler of the Nation in which the Holy Sites are built can loot or confiscate the Sites if he feels strong enough (or the Church is weak enough) to do so.

In this event religious location are converted as per the following table. Location Value (**LV**) is equal to GP + PWB.

Table 9-7. Looting Religious Locations

Location	GP Yield =
Churches	LV × 1
Abbeys	LV × 2
Monasteries	LV × 3
Cathedrals	LV × 5
Holy Cities	LV × 10

The expropriation of the Holy City has the same effects (to the Religious Primacy) as *Destruction of the Capital* and *Capturing the Treasury*. This, however, is very dangerous to the Nation undertaking the foul act.

A nation may also **Raid** a holy site, which gains them some proportion of the Looting yield, but does not destroy the site.

9.7 RELIGIOUS ORDERS

The Medieval and Renaissance periods are replete with examples of groups spawned from religious primates or sponsored by individual nations. Best known amongst these are the military religious orders arising from the Christian crusades of the 12th century - the Knights of the Temple of Solomon (the Templars) and the Knights of the Hospital of Saint John (Hospitallers).

It is these varieties of bodies that are encompassed by the **Religious Order** nation type.

Whilst players may be more familiar with the likes of the Templars, this nation type can also include similar groups across

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the globe e.g. Shaolin monks of Buddhist (and Kung Fu) fame or the warrior monks of pre-Tokugawa Japan. Though different in many ways, such groups shared similarities that allows **Lords of the Earth** to include them.

9.7.1 Founding Religious Orders

In contrast to the other nation types represented in the Base Rulebook, Religious Orders (or ROs) are treated as a special case. Drawing on historical precedent, these positions are not generally available as start-up positions. Rather, they have to be founded, during the course of play, by existing nations or players.

Every Open Nation, Primate or group of such nations has the ability to found one or several Religious Orders. In effect, the ROs are spawned from existing positions. How strong, widespread or influential the Order is depends on the resources committed to its creation.

However, the nation(s) founding the RO in turn receive some benefits from this:

1. They receive a measure of Influence in the Order.
2. They are more resistant to efforts by the Order to increase its Status with the "parent" nation(s).
3. They can impose a "tithe" upon the Order. This tithe cannot exceed 50% of income paid to any combination of founding tithers.

When a nation founds a Religious Order it adopts the nature and characteristics of its founder as follows:

1. The Economic and Society type of the founder. Where more than one founder exists, the most common type.
8. Government types are restricted to Constitutional Monarchy, Theocracy or Dictatorship.
9. Language type of the founding nation (or most populous member of the founding group).
10. Religion of the founding group (obviously) with a Religious Strength of the founder(s) plus one (1).
11. QRs are set at the level of the founder (or average thereof) plus one (1). This represents the order attracting the best and brightest warriors.
12. The Order gets the Tech Level of the founder(s) and an appropriate number of Tech Points. If the founders are of different Tech Levels then the Order receives that of the majority (if there is an equal split then the size of the nations in question and the amount of investment determines which is inherited).
13. Tax status is set to "Census" (if in use in the campaign).

To found a Religious Order, the King (or equivalent) Leader of the founding nation must successfully complete a *Found Religious Order* action (see section [9.7.7.1] on page 93), including paying the foundation costs in GP and NFP.

The founding nation(s) specify where the initial Order Fortress (the equivalent of the Order's Capital) is to be established. At foundation the Order is limited only to the Order Fortress. Control Status elsewhere must be built up subsequently.

During the turn of foundation (only!), capabilities can be purchased by the founding nation(s) from the following table:

Table 9-8. Religious Order Establishment Costs

Site or Capability	*Cost in GP and NFP*
Order Fortress	Included in Foundation Cost
BL level	100
Infra level	100
Espionage OC / OB	50
Religious OC / OB	50
Troops	As per Culture costs

During creation, there are limits set on the number of capabilities that can be provided to the Order. These are:

Site or Capability	*Maximum Value or No.*
Max BL	2
Max Infra	2
Order Fortress (gratis)	1

Should a Nation wish to keep founding costs to a minimum, it can grant the Religious Order the following on a one for one basis (that is, these ratings are not halved in transfer, as would normally be the case):

- Bureaucratic Level
- Infrastructure
- Espionage Operations Capacity and Bonus
- Religious Operations Bonus and Capacity

These are transferred from the donor to the RO, reducing the donor's relevant stats by the amount donated.

All Religious Orders start with a Status of five (5) in any nation contributing to its foundation.

9.7.2 Religious Order Sites

Religious Orders operate much like Primacies inasmuch as their presence is felt through a network of sites. Each of these sites provides the order with GP and NFP depending upon its size:

Table 9-9. Religious Order Statuses

Status	*Code*	*Tax*	*Control?*	*NFP?*	*Build*	*Cost*
Order House	oh	0.1	Yes	No	both	5gp
Order Preceptory	op	0.2	Yes	No	both	10gp/1nfp
Order Oratory	oo	0.3	Yes	Yes	both	15gp/2nfp
Order Estate	oe	0.4	Yes	Yes	both	30gp/5nfp
Order Fortress	of	0.5	Yes	Yes	both	100gp/10nfp

- Certain sites have a pre-requisite Status level before they can be founded (*see individual founding order descriptions*). Should the required Status no longer be in effect, the site will degrade a level each turn until it is of a size compatible with the existing Status.
- The Order automatically has a High Status in the nation hosting the Fortress.
- A status can only be increased one level per turn.

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- Each Order can have only one Order Fortress at any time.
- Religious Orders are not affected by Agro Point production / consumption unless they control statuses that require Agro to support them.

Order House: a small presence in the locale, being a city building or small land fief in a region.

Order Preceptory: a modest collection of order locations in either city or region. Exemption from some local taxes.

Order Oratory: a major order location from which the local order hierarchy administers nearby possessions.

Order Estate: a significant grant of land, property rights or exemption from taxation makes these locations focal points for the order. Serve as centres for the recruitment, induction and training of order members.

Order Fortress: the location of the order's nerve-centre from where the Order is administered. It is here that the order's University and government functions are situated.

Note! Use of the term "fortress" is for convenience of identity. It does not confer upon the location of the OF that of a Fortress in game terms.

9.7.3 Religious Order Control Status

Again, like Primacies, the Order traces control of its sites through a web:

- Each *Estate* must be within (AR) Action Points of the Order Fortress - or another Estate or regions or cities controlled at Tributary or better by the Order able to trace an unbroken line of control to the Order Fortress.
- Each *Oratory* must be within (AR) Action Points of the Order Fortress - or an Estate or regions or cities controlled at Tributary or better by the Order able to trace an unbroken line of control to the Order Fortress.
- Each *Preceptory* must be within (AR) Action Points of the Order Fortress - or an Estate, Oratory, or a region or city controlled by the Order at Tributary or better able to trace an unbroken line of control to the Order Fortress.
- Each *House* must be within (AR) Action Points of the Order Fortress - or an Estate, Oratory, Preceptory or a region or city controlled by the Order at Tributary or better that can trace an unbroken line of control to the Order Fortress.

If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region Action Range cannot be traced into that region, but no further. You do not have to pay an extra 1 AP to enter a *City* in the region.

Example: A Christian Order with an Action Range of Two has an Estate in Thessaly and a House in Epirus. The Action Point cost is five (1 base +2 for the type two mountains + 2 for Epirus itself. The OE is unable to trace the control web into Epirus from its location in Thessaly, so the OH will degrade.

Note that Religious Orders are as susceptible to a reduced tax rate due to insufficient Infrastructure to cover their Size as any other nation. In addition, any Infra shortfall can impact upon the orders' sites, degrading them to lower levels until sufficient Infra exists to cover Size.

Religious Order Leaders are not susceptible to revolt Checks if beyond the Command Control Range of the Order Fortress. Furthermore, like Primate Leaders, Order Leaders treat regions of their own religion as "controlled" for movement purposes.

9.7.4 Religious Order Status

So far, Orders have appeared almost identical to Primacies. However, here the similarities end…

For Primacies, an important element of their activities is the establishment and maintenance of Influence in adherent nations. As their deity's divinely appointed representatives on earth, they can (and do) operate with near-impunity across all nations of their religion.

But for Religious Orders, being a creation of man, the ambition is not for Influence but rather for **Status**.

Status is the mechanism by which many of a Religious Orders' activities are moderated. Status is rated on a numerical scale of 1 to 10 and it plays a significant role in a wide range of actions (e.g. the establishment of order sites, effectiveness of certain Leader action, etc). For Religious Orders, a priority will be the establishment and maintenance of high levels of status across the lands of their faith.

Through having a high Status in a nation, the influence of the order is stronger. This can allow it greater freedom of action. It can attract more members. It can counteract the efforts of kings and religious Leaders to influence or control them.

For those kings and religious Leaders, an Order's high status in your lands can have benefits. With a high status, the Order generates additional troops at no build or support costs. Order Leaders can fight alongside your own commanders. You can borrow money from the Order (hence circumventing the usual strictures against usury).

A low Order status in your lands limits these benefits – but it also prevents the Order exploiting its Status for nefarious ends.

Religious Orders will start with varying levels of Status in all nations sharing their religion. Status will be higher in those nations founding the Order, lower in others. Over time, as a consequence of player activity, these Status levels will rise and fall.

The Religious Order will know its Status Level in each nation via a running record maintained in the *Player Notes* section of the stat sheet. Other nations will have a less precise idea. In their case, the status enjoyed by the Order in their lands will be graded as one of *Low*, *Medium* or *High*. Players desiring more precise information regarding the actual Status level can make use of several game mechanisms to discover this.

9.7.5 Increasing / Decreasing Status

The level of Status enjoyed by a Religious Order in any nation can be the result of conscious action or happenstance. It can be increased or decreased through direct player action, or consequent to certain activities or events taking place outside the nation. This is, in effect, to account for the effect on the Order's reputation as a dependable and upstanding defender of its faith. Of course, as in history, it may not remain so forever….

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Each *Oratory* must be within (Action Range) Action Points of an Estate,
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Rather than list all the factors considered in adjudging the Status level (where would be the mystery/fun/unease of that?), the brief list below will serve as a guide to the kind of events that can affect the Status. A + or - sign next to the event or action indicates whether it can increase Status, decrease it or work either way:

- King grants formal Status in his nation (+)
- King withdraws recognition of Order (-)
- Number and type of Religious Order sites in a nation (+)
- Order pays Tithe to the nation (+)
- "Blown" espionage actions by Nation against Order (+)
- "Blown" espionage actions by Order against Nation (-)
- Order rescues royal hostage/prisoner (+)
- Order converts unbeliever city/region on its own (+)
- Army led by Order Leader wins victory (+)
- Army led by Order Leader defeated (-)
- As the result of a Quest (*see below*) (+)
- Execution of specific Leader orders (+ / -)
- Takes up arms against co-religionists (-)
- Imperial Size matches or exceeds any Primate of that religion (-)

9.7.6 The Importance Of Status

As Nations exploit individual Leader abilities to further their ends, Primates use Influence and Charisma, a Religious Order is largely driven by the quality of its Leaders and the standing or reputation it has in the many lands sharing its faith. Status effects the ability to establish sites, which in turn affects the prosperity of the Religious Order and its ability to raise valuable troops. It modifies the effectiveness of other activities undertaken by the Order. It can even affect the speed at which Order Leaders make their way through co-religionist lands.

From the Order's perspective, the higher the Status the better. Consider high Status as the Order having the ear of the King, his sympathies and a ready ear open to them. A low Status meaning the opposite i.e. the King is not enamoured of the Order or is suspicious of them and their motives (surely not!).

An important consideration here is the relationship between a Religious Order and its faith's Primate. As Religious Orders are nominally subservient to the Primate, the Primate starts with a healthy level of Influence in the Order. However, over time, as the Order increases its Status with the Primacy, the latter's Influence will drop by the same amount.

Example

The Roman Catholic primacy has established the Knights Templar in conjunction with the Latin Kingdom of Jerusalem. Both the primacy and the nation begin with a high level of status. Time passes… the Kingdom is destroyed and the Papacy is split, then reformed. In all this time, the Knights grow richer and richer, increasing their Status in many lands. Eventually, the Influence of the Roman Pope over the Order is reduced to zero…

In effect, what this does is represent the fact that, over time, a successful Religious Order may increasingly become a law unto itself. This is, of course, a double-edged sword.

Because Status levels can seesaw up and down due to a variety of direct and indirect effects, there is no need for the Religious Order to execute any kind of Maintain Status action.

9.7.7 Religious Order Actions

Religious Orders can conduct all the normal Leader, Espionage and many Religious actions (see Table 9-6). In addition, to reflect the special nature of such entities, several supplementary actions are made available to them.

The ruler of a Religious Order is called a Prelate.

Note that some of these actions (e.g. *Reduce Status*) are also available to non-RO Leaders attempting to act against an Order. Where available, these are indicated in the respective entry:

9.7.7.1 Found Religious Order

Code **FRO**
BAC 6+ King (or Primacy) AP, 50 GP, 10 NFP
Stat Charisma
Results This action must be successfully completed by a King (or Primate) intending to create a Religious Order. A specific city or region for the Order Fortress must be designated as part of this action, which is created if this is successful.

9.7.7.2 Found Order House

Code **FOH**
BAC 2 Leader AP or 1 ROC, 5 GP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of a higher status Religious Order site. Must be founded in city or region of same religion as the Order. Can be founded regardless of the Order's Status in the host nation. Can co-exist with all other RO statuses except an Order Fortress. Can co-exist with all Primate sites.

9.7.7.3 Found Order Preceptory

Code **FOP**
BAC 3 Leader AP or 1 ROC, 10 GP and 1 NFP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of a higher status Religious Order site. Must be founded in city or region containing an Order House. Can be founded regardless of the Order's Status in the host nation. Can co-exist with all other RO statuses except an Order Fortress. Can co-exist with all Primate sites.

9.7.7.4 Found Order Oratory

Code **FOO**
BAC 6 Leader AP, 2 NFP and 15 GP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of a higher status Religious Order site. Must be founded in city or region containing an Order Preceptory. Requires a *Medium* or *High* Status in the host nation. Can co-exist with all other Order statuses except an Order Fortress or Estate. Can co-exist with all Primate sites.

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9.7.7.5 Found Order Estate

Code **FOE**
BAC 10 Leader AP, 30gp and 5 NFP per attempt
Stat Charisma
Results Must be founded within (AR) Action Points of the Order Fortress or another Order Estate. Must be founded in a region or city containing an Order Oratory. Requires a *Medium* or *High* Status in the host nation. Can co-exist with all other RO statuses except an Order Fortress or Estate. Can co-exist with all Primate sites.

9.7.7.6 Move Order Fortress

Code **MOF**
BAC 10 Leader AP + cost of movement to new site, 20NFP + 50GP
Stat Charisma (modified by Administration)
Results In the event it is deemed opportune to move the Order's headquarters (or it is forced to flee…), the Order Fortress may be transferred to another location. It must be re-established at an Order Estate. The erstwhile Order Fortress is then reduced to an Order Estate.

Note that if moving the Order Fortress entails crossing a Sea Zone, then shipping with sufficient Cargo Capacity must be available to move the uprooted fortress. The Cargo Capacity required is:

$$\text{Cargo} = (\text{BL} + \text{Infra}) \times 10$$

Furthermore, if the Treasury (i.e. Saved GP) is to be similarly moved, each 50GP requires 1 Cargo Capacity. When moving the Fortress, it does so at Infantry speed (all those wagons and carts prevent a lightning flit).

If the Order Fortress is destroyed then this counts as the destruction of the capital (see section 10.1.4) and does not require a Move Order Fortress action. On the same turn that the Order Fortress is destroyed, a new Order Fortress is declared in the most appropriate Order Estate. All remaining BL and Infra points are moved to this new location. You may include a conditional order with your turn(s) indicating the location of the 'backup' Order Fortress or the GM will choose the new location for you.

9.7.7.7 Increase Order Status

Code **IOS**
BAC 4 Leader AP+, or 1 Intel action
Stat Charisma
Results Acts very much in the manner of *Diplomacy* (DP) actions. In this case, the Orders' current Status in the nation is the main determinant, modified by the conducting Leaders' Diplomacy and Charisma skills are taken into account. These can act to either increase or decrease the chance of success. This order is also available to non-Order Leaders attempting to encourage the Orders' activities in their lands.

9.7.7.8 Decrease Order Status

Code **DOS**
BAC 4 Leader AP+, or 1 Intel action
Stat Charisma
Results The converse of the *Increase Order Status* order. This order is also available to non-Order Leaders attempting to discourage or restrict the Orders' activities in their lands.

9.7.7.9 Embark on Quest

Code **EQ**
BAC Variable
Stat Varies
Results Whilst not strictly historical, this action allows Order Leaders to embark upon various adventures from which, if they survive, the Order will reap tangible benefit. This benefit will vary according to the nature of the quest, the result and who undertakes it.

Concocted in the spirit of King Arthur's' search for the Holy Grail, or Knights Templar attempting to locate the resting place of the Ark of the Covenant, the scope of this order is left deliberately vague to encourage (it is hoped) Religious Order players to come up with some novel suggestions.

By way of a guide though, here's a few ideas and their potential benefits:

Table 9-10. Example Religious Order Quests

Nature of Quest	*Benefits*
Search for ancient knowledge	Extra TP
Search for True Cross	Increases RS
Retrieve mystical object	Creates a TC (Pilgrimage Site) where brought back to
Rescue royal prisoner	+Status in nation
Discover new lands	+Nav rating

A successful quest will also result in a variable increase in the Order's status in all nations of its religion. Similarly, the higher-ranked the Leader undertaking the quest, the greater the Status increase. Should the Leader be wounded on the quest, but still reach home alive, the Status increase will also be greater (the Leader becomes the hero of the age).

An Order Leader who successfully completes a quest derives further benefits from his actions:

- Any time after completing the quest the Leader finds himself in an army's command structure, the opposing army suffers a negative combat modifier (or negative morale modifier if alternate combat rules are in use). His very presence strikes fear and awe into the hearts of his foes…
- His heightened reputation increases his effectiveness at carrying out Religious Order Activities.

Note! To derive any increase in Status from successfully completing a quest, the RO player must first publicly declare to his co-religionists - at least - that he's going on the quest. However the precise nature of the quest and/or any specific location(s) involved may only be known to the player and GM.

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9.7.7.10 Summon Order Aid

Code **SOA**
BAC 3 AP
Stat Diplomacy
Results This action is available to non-RO Kings (and primates) attempting to gain the active support of the Order in pursuit of national aims. Most commonly, this will take the form of trying to rally military support from the Order.

The success of this Order primarily depends on the Status the Order has in that nation. The higher the Status, the better the chance of support. If successful, it provides extra troops to the king equal to:

Units = (Order troops in nation) + (2 × Status level)

This represents the Orders' existing troops based in the nation plus additional forces called up from the ranks of the Orders' administrators etc. on the initiative of a local Order Leader. These troops are summoned to serve the *Order* which is then bound to use them in support of the Open Nation. They remain in service until the the *event* which precipitated the call for Order Aid is moot.

The units raised are a mix of the prevailing types appropriate to that Culture (as per the usual local Native Army breakdown). These units **do** require support costs to be paid by the Order.

Note If the war is being conducted against co-religionists, there's an excellent chance the Religious Order will refuse to become involved. If it does, its Status in the nation against which war is being waged is reduced.

This order is also used should the King want to take a loan from the RO (see *Religious Orders As Bankers* below).

9.7.7.11 Renegotiate Tithe

Code **RNT**
BAC 6 Prelate AP
Stat Diplomacy
Results When a Religious Order is first founded, the "sponsoring" nations and/or Primacy can impose a per-turn tithe upon the Order. This is set at a maximum of 50% of income *in total* i.e. several nations banding together to found an RO can, between them, not exert more than half the Order's income.

Over time though, if set at higher levels (anything above, say 10%), this would fast become a real millstone around an ambitious Order's neck. This order allows the Order to attempt to renegotiate the terms of the tithe paid. The key to success here is high Status. The higher the Status the order has with the tithing nation, the more likely it is to reduce this tithe out of respect/admiration/sympathy/political pressure.

The level of any tithe will reduce by a variable amount based upon the level of success the order enjoys. If the Order player wishes to keep his hosts sweet, they can stipulate a minimum level of tithe they are willing to maintain.

9.7.8 Religious Order Leaders

Due to the fact that such Orders usually attract the best and brightest (well, the most confident and determined) Leaders to its ranks, Religious Order Leaders will have higher than average Combat, Diplomacy and Charisma Skill ratings.

In all other respects, they are treated and classed as other Leaders e.g. as Kings, Princes, Lieutenants etc. The players are, of course, allowed to provide any titles or names to these Leaders, the more grandiose or high-blown the better.

9.7.9 Religious Orders and War

The raison d'être of many historical religious orders was a religiously driven military requirement. Whether (ostensibly) to protect pilgrims or defend temples and shrines from bandits, many historical Orders had their foundation in such a need.

Therefore, in reflection of this, Religious Orders in **Lords of the Earth** are subject to some restrictions limiting the carefree use of military force in pursuit of their ambitions.

RO military action can be broadly divided into two types:

- Action against co-religionists
- Action against other religions (including heretical branches of its own religion)

Should the RO initiate military action against any co-religionist, it suffers a loss of Status throughout all nations of that religion. Status in the nation with which it goes to war is completely lost. Similarly, should any of the Order's forces be recruited under a *Summon Order Aid* action, any action against co-religionists will similarly see a drop in Status all round, though Status in the target nation will not be completely lost (unless low to begin with).

On the other hand, any military action against members, forces or peoples of another religion (including heretical branches of its religion) is bread and butter for a Religious Order. Crushing the unbeliever and bringing your faith to them at the point of a sword is all in a day's work - and reaps Status rewards.

9.7.9.1 Crusades

These are a special military case. Because of their religious genesis, Religious Orders *must* rally to the support of a Primate issuing a call for a Holy War. Their support is not dependent upon a successful primate Influence check. The Religious Order must then move heaven and earth to rally as many forces for the Holy War as it can. If it doesn't, or shows signs of being less than enthusiastic, there will be a loss of Status all round.

Should the Holy War call be made by national kings sharing the Order's religion (as opposed to the Primate), a single *Summon Order Aid* action must be executed. The result of the call applies to all Orders of that Religion.

The troops raised by a Religious Order when answering the call for a Holy War are calculated on a nation-by-nation basis as per the formula in section [9.7.7.10], on page 95 above.

9.7.10 Religious Orders and Trade

As per their historical counterparts, Religious Orderss are able to conduct trade.

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For Land Trade to operate, a valid land route must be traceable from the Order's Fortress to the Capital/Homeland of the trade partner. In respect of this, contiguous controlled regions encompass any wherein the RO has a site of at least Preceptory or above in status.

For Sea Trade to operate, the RO must fulfil the usual route requirements. At a minimum, they must have an Oratory in the base Port City. Note too that Religious Order merchant shipping needs to share the available Basing Capacity of the port city.

9.7.11 Religious Orders as Bankers

While the Catholic ban on usury during Medieval times is well known, so to is the fact that certain Religious Orders found ways round these restrictions, turning a fine profit on their way to becoming financial juggernauts.

And so Religious Orders are given a modicum of freedom to loan money to co-religionists. In order to do this the borrower must execute a *Summon Order Aid* order. If successful, the maximum loan the local Order Leaders can grant is:

Loan GP = (Status level) × 5

The level of success of the Action will dictate the actual amount loaned.

Religious Orders are free to set the "rent" (interest) rate on the loan up to a maximum of 20% (anything higher and the obvious increase in wealth would make the Primate uncomfortable). The term of the loan is also negotiable between the RO and the borrower.

Failure to repay the loan in full by the time due will result in the Religious Order becoming very annoyed. It could cause disquiet amongst your nobles and/or people. Furthermore, it will prevent the nation from calling on such financial resources until the Order has indicated a willingness to let them do so. Generally speaking, no further loans will be extended until the original capital has been repaid and / or a period of 15 years has elapsed.

The successful granting of a loan will increase the Religious Order's Status in the borrower by one level per 25GP borrowed to a maximum of +5 levels.

At any one time, an RO can only have a total value of loans outstanding equal to its Base Revenue.

9.7.12 Order Support

A Religious Order can lend support to the nations of the same religion with which it enjoys positive Status in much the same way as a Primacy. The Head of the order may provide such nations as it deems worthy with a boost to their BL and Infrastructure, based upon the current BL and Infrastructure of the Religious Order.

BL and Infra points may be granted to nations of the same religion as the Religious Order on a one-to-one basis from the current BL or Infra of the Religious Order. This does **not** reduce the BL or Infra of the Religious Order, it just makes the couriers and scribes work harder.

What the Religious Order receives in return for this is a matter left to the players involved. The Order still pays the support cost of the BL and Infrastructure. The nations receiving the BL and Infrastructure **also** pay for the support of the points granted them. Thus, since the points are doing double duty, they are paid twice.

Once BL or Infra are lent to a Nation, they remain until the Head of the Order specifically revokes the grant. Note that while BL and Infra are lent to a Nation, they increase the appropriate ratings, which will have the (intended) side effect of making "native" BL and Infra increases more difficult! This is a trade-off that each player must judge for themselves.

9.7.12.1 BL Grant Limits

This increase, however, cannot be more than one third of the Status of the Order in the nation (rounded up) or more than double the 'native' BL of the nation in question. If the receiving Nation has no BL, then only one (1) point may be granted them. The granted BL may not increase the receiving Nations' BL past the limit imposed by the receiving nation's government type and Tech Level (see [2.2.4] on page 5).

9.7.12.2 Infrastructure Grant Limits

The Religious Order may grant Infrastructure points in the same manner as BL, except that the amount that can be granted cannot be more than one third of the Status of the Order in the nation (rounded up) or more than one-half (rounded up, with a minimum of 1) of the total Infrastructure possessed by the receiving Nation. The grant of Infra cannot increase the receiving Nation's Infra past the limits imposed by its Tech Level and Government type.

9.8 SACRED CITIES AND THEIR EFFECTS

Sacred Cities are cities that are considered sacred to one or more organized religions. There are four primary Sacred Cities as of 1000 AD but others can be made sacrosanct during the course of play. A Sacred City can also lose its status due to abuse and neglect.

These sacred locations are not necessarily the (hc) location for a religious Primacy. See section 9.6.3.

The initial Sacred Cities are Rome (Latium), Jerusalem (Levant), Alexandria (Egypt) and Mecca (Madina). Potential Sacred Cities that may 'generate' themselves during the course of play are Lhasa (Tibet), Benares (Uttar Pradesh), Kyoto (Yamato), An'Najaf, Baghdad (Mesopotamia), Qum (Media), Antioch (Aleppo), Constantinople (Constantinople), Santiago de Compostela (Galacia), Polonarva, Angkor (Khemer), Ribat and Canterbury (Sussex).

A Sacred City maintains its special status even if it is not controlled by a Religious Primacy.

Capture of a Sacred City by a Hostile Religion is fuel for a Holy War. The *Incite Holy War* Action need not be used for nations to call for a Holy War in this instance. If the nations do not act upon the capture of a Sacred City, a Holy War may be sparked anyway and a new player will control the Crusading troops. Destruction of a Sacred City may also spark a Holy War.

Jerusalem is a special Sacred City. It is sacred to Jews, Christians and Muslims (as well as the heretical offshoots of these religions). Rome is sacred only to Roman Catholics. Alexandria is sacred only to Coptic Christians. Mecca is sacred only to Moslems (both Shi'a and Sunni).

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9.9 HERESY AND SCHISMS

Just like regular nations, religions can undergo civil war and revolution. Heresies are a rebellion of a group of regions or nations caused by the indifference or abuses of the primate. If they are not crushed in a turn or two, the Heresy will become a separate religion. A Heresy also happens if a part of the religion is isolated from the rest by long distances of land or sea for about 50 years.

A Schism is different. This is when a group of kings or cardinals challenge the primate's power by electing an anti-primate (an anti-Pope for the Catholics). A Schism is resolved if one side wins over the other. If the Schism lasts over 50 years, the weaker party becomes a Heresy.

9.10 HOLY WARS AND RELIGIOUS TROOPS

Crusaders are known more often than not simply as "religious troops". Crusaders can actually be composed of, or for that matter, be converted to, any of the unit types. They are more commonly found as Infantry or Cavalry.

Your basic crusader army will consist of both army regulars and others who have taken up arms solely for the purpose of the crusade. Thus, when they are finished crusading, they will likely drift home to their families and the commitments they left behind.

Crusaders are "created" at the time a Holy War erupts. The number and composition of Crusader troops that are raised is dependent upon how long your nation has been at peace, and the "popular" perception of the validity of the need for a general call to arms (i.e., GM's discretion and the Religious Strength of the nation at the time of the Crusade).

When Crusader troops are used to garrison a province, they become regular troops in number equal to the Garrison Value of the province.

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10.0 EMPIRE BUILDING

Now that the Stats, Newsfax, Mapset, Order Form and all the actions are explained, it is time to plan and scheme the development of your nation. Here are some rules that may be useful in your Empire Building.

10.1 THE CENTER OF GOVERNMENTS

For purposes of play, the King is the focus of most governmental activity, no matter where he is. The Capital is where all new National Leaders appear, including Princes. The Capital is also the location of the Imperial Treasury for most of the turn. The Capital is also the focus of the *Homeland Build Zone*, which defines the regions in which new national units may be built.

10.1.1 Ruling Wide Domains

As stated before, the location of the King and/or Capital governs what territory can be effectively controlled. High BL and whether or not a King is *Ruling* help determine the efficacy of the Command Control Radius (**CCR**) on outlying regions. The CCR is roughly equal to your Bureaucratic Level, plus the King's Administration stat (which is usually unknown to you) if the King is **Ruling** (see [7.2.4.46] on page 73) during the course of the turn. If the Nation has regions and/or cities that are outside the Command Control Radius at the **end** of the turn, then they may revolt.

10.1.1.1 Tracing the Command Control Radius

This happy activity is undertaken by the GM at the end of each turn for each country, just to see if your realm has grown too fat to be supported by the efforts of your King and his dutiful bureaucrats. To determine this, the GM traces Lines of Communication from your Capital (if you have one) or from your King (if you do not have a Capital) to your outlying regions, as if a Leader were moving with an Action Point capacity equal to your CCR. It is not necessary to pay an extra 1 AP to enter any city in the region – tracing control to the region is sufficient.

This rewards postal roads, rivers used for communication, railroads, etc. It makes wilderness, desert, mountains and etc. a terrible pain. Also uncontrolled regions are deadly. Note that **Postal Roads** are a special case, in that they halve movement AP costs for CCR tracing **only**.

If it is impossible to move from the Capital to the outlying region with (CCR) Action Points, then the region is 'out of control' and may revolt.

You must be able to pay the *full* cost to enter the region when tracing the (CCR) Action Points (the base cost + the control modifier + the border terrain modifier and + regional terrain modifier for it to count, modified by the presence of roads). You do not have to pay an extra 1 AP to enter a *City* in the region.

The region that contains the Capital is **not** counted against the CCR if the Capital is located in your Homeland - you trace the Homeland Build Zone and Command Control Radius from the *Homeland* (this is a bonus).

However, if you have a Capital which is not in your Homeland, then you trace the Homeland Build Zone and Command Control Radius from the Capital itself, which means you pay 1 AP to enter the surrounding non-Homeland region. If the Capital is moved from the Homeland, the Homeland does not move!

Example

The Russian Tsar has his capital at Novgorod. In the most recent turn his armies have conquered the province of Georgia in the far south. The current Russian Bureaucratic Level is 3 and the Tsar's Administration is 2. This gives a CCR of (2+3 = 5ap).

Russia is currently a Civilized nation. Counting movement from Novgorod, we find that the shortest route south is through Livonia (2 Actions) to the *Dvina River*, south along the *Dvina* and *Dnepr* to the *Mare Negri* (3 Actions), then through the *Black Sea* to Abasigia (2 Actions). Finally into Georgia (1 Action) for a total of 8 Actions. Hmn... Not too good. The Russian combined CCR is (3 + 2 = 5ap) so the Russian armies in Georgia are out of range and liable to revolt.

Example

The Hideyoshi Shogunate capital is at Igashi in Dakota. They also control the province of Mohawk on the eastern seaboard of North America. From Dakota, the messenger boards a courier boat on the *Missouri* (1ap), which takes him to the *Middle Great Snake* (1ap), then up the Ohio (1ap) to Wenro (1ap). A highway runs from Wenro, through Cayuga (0.5ap) and Iroquois (0.5ap) to Mohawk (0.5 AP) for a total of 5.5 (rounded up to 6) ap.

Using the highway network from Igashi to Mohawk would be eleven regions, one bridged river (the Missouri), one unbridged river (the Middle Snake), and 14 raw ap, halved for the Road, = 7ap.

The control web has to be traced back to the Capital (or Holy City, Order Fortress or whatever). Locations that are isolated from the Capital will degrade. For instance, even though a Religious Order Estate is within range of another Estate, if one or the other cannot trace control back to the Order Fortress, both will degrade. The control web of a Primacy, Religious Order, or Secret Empire has a hierarchy from low control to high.

10.1.1.2 Tracing a Line of Communication

Lines of Communication are traced from the Capital of the nation (or the Homeland, if there is no capital) via a contiguous series of controlled regions and/or unblockaded Sea Zones or Ferry Points to the designated region or city. Religious Primacies, Religious Orders, Secret Empires (and Merchant Houses in the Modern Era) trace their Line of Communication from their Holy City, Order Fortress, Cultic Stronghold (or Home Office).

For open nations the region or city must be controlled at Tributary or better to trace the Line of Communication over land. Note that a LOC is not blocked by the presence of an enemy army in a region, if that enemy has not *conquered* and garrisoned the province, thus obviating its control for the tracing power.

For Primacies, Religious Orders and Secret Empires (and Merchant Houses in the Modern Era) the Control Web is used to trace the Line of Communication over land and overseas.

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. **(Optional):** If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region (but still more than zero), Action Range may be traced into that region, but no further.¶
¶

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10.1.2 The Capital And Its Effects

Your Nation can have a Capital to serve as the center of its governmental structure if your Infrastructure or Bureaucratic Level is two (**2**) or greater. Otherwise, the 'capital' is considered to be a coterie of advisors, scribes and flunkies that follow your King around and bother him constantly.

The primary function of a Capital is to be the economic focus of the cities in the nation. The designated capital city of the nation counts fully toward the Inter-National Trade Rating (see Section [2.3.9]). Additionally, any other city that is connected by Royal Roads (see Section [6.1.4]) to the Capital also counts fully toward the ITV of the nation, regardless of previous modifiers.

The Capital of a nation is usually in the national homeland. If a city is built in the homeland and the Nation qualifies for one, the new city will inherit the distinction of being the Capital. When a national Leader dies and is replaced, the new Leader will show up at the capital of a nation. The Capital is also the point from which the Homeland Build Zone is traced.

10.1.3 Moving The Capital

While your Infrastructure and BL are 0 or 1, your King acts as your "capital" and may move freely. Once, however, either your BL or Infra is 2 or more, your Capital becomes fixed and you must pay to move it.

Note that this does not give you a new homeland. Only the capital moves. Once your capital has moved, however, it does change the center of your Homeland Build Zone (see section [2.2.9] on page 7). You will probably wind up with a Capital in a Friendly province (or maybe not, depending...)

Moving the capital costs GP equal to the **base** Government Support (not modified by Turn Length) times the number of regions (or sea zones) the Capital is moved.

Moving the Capital also moves all of the attendant government ratings (Intel Ops, Religious Ops, and so on). You must move the entire Capital at once. If you cannot afford to move all of the government ratings, then the un-moved remainder is lost.

It takes an entire turn to move a Capital, during which time the BL will not be effective for controlling regions (thus those outside the King's Administration range may revolt). A Leader is required to move the Capital (which will cost them all the actions for the turn).

If the Capital must be moved across a sea zone, ships must carry it. The Cargo value of a Capital is equal to:

$$(BL \times 5) + (Infrastructure \times 10).$$

Example
The Pandyan kings of Chola decide to move their capital from Pandya in Chola to Karadam in Malabar. Their BL is a 5 and their Infrastructure is 7. If they had to move their capital by sea it would take ((5 × 5) + (7 × 10) = 95) Cargo points of ships to move it.

When a Secret Empire moves its Stronghold, it must be moved just as an Open Nation moves its Capital. However, the Cargo cost will be one-quarter of that required for an Open Nation in the equation above.

10.1.4 The Destruction of the Capital

In the extremely unfortunate circumstance that enemies destroy your Capital (either in a city or in the Homeland), you **will** suffer some grievous consequences. If the Capital is in a city, then the *Sacking* and *Burning* of the city suffice for its destruction. If the Capital is in a Homeland, then the *Looting* of the region will effect the necessary devastation. Once a Capital has been destroyed, these effects follow:

1. One-half (rounding up) of your Government will be destroyed with the capital. This means that you will loose one-half of your Bureaucratic Level and Infrastructure.
2. One-half (rounding up) of your Intel and Religious capabilities will be destroyed.
3. All of your *Feudal Ally*, *Full Ally*, *Tributary*, *Non-Paying Tributary* and *Economic Ally* regions will check for revolt.
4. You will lose the Leaders (Princes or Lieutenants) that were being provided or supported by the now destroyed Bureaucratic Levels.

On the same turn that the Capital is destroyed, a new Capital is declared in the most appropriate Friendly region (if one is available) or the next highest control status province your nation owns. This presumes, of course, that you still qualify to have a Capital at all. All remaining BL and Infra points are moved to this new location. You may include a conditional order with your turn(s) indicating the location of the 'backup' Capital or the GM will choose the new location for you.

10.1.5 Revolt of the Capital

If a nation's capital revolts during a Civil War and is not held by any of the other factions then the nation *temporarily* loses half their BL and Infra. While the city is in revolt, the nation is at reduced capacity. If the player recaptures the city, he gets the missing BL/Infra back. If he fails to recapture the capital in more than a turn or two then the loss of BL and Infra becomes permanent. If he moves his capital during the revolt, he also loses the 'missing' government.

10.1.6 The Imperial Treasury

Any saved GP that a player has is considered to be in their Imperial Treasury, which, unless the player indicates otherwise, is considered to be in their Capital City or Homeland. If this location falls to an enemy, and the Treasury has not been moved elsewhere, the GP are captured as well.

At the *beginning* of each turn the player may shift the location of their Treasury, placing it in any city or region in their empire. The Treasury is then considered to be at that location for the remainder of the turn, unless a Leader has been assigned to move it in case of danger.

A city designated to be the permanent site of the Imperial Treasury that is other than the capital is noted with the City Type Code '$'.

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10.1.7 The Census (Optional Rule)

A Census costs 5 GP per friendly *region*, ½ GP per friendly *city* GPv and 1 NFP per 20 GP (rounded up) spent to conduct. A National Leader (King, Heir, Prince or Lieutenant) must also perform the CC (*Conduct Census*) action.

The effects of the Census are to give your nation a detailed demographic survey of your nation and increase of your normal tax rate by 10% (or for every 10, you get an extra 1). In most (but not all) cases, your National Force Point production will also increase. The Census is active until you suffer a dynastic failure, a civil war, or if your nation's capital is captured by someone else or is destroyed.

A Census may remain in effect even if a Famine, Raids or Infrastructure shortfall causes the total tax rate to be depressed. Your clerks just get to know how much money they're not taking in, in taxes…

Example

The Ming Chinese have decided to conduct a census, having just finished crushing the last of their Soong enemies like bugs. All, well, most of China is now under their sway. Within this domain they control nineteen friendly provinces. Their census (conducted by General Botuai, a Lieutenant) will cost them ((19 regions × 5) + (30 GPv of friendly cities × ½) = 110)) GP and (110 / 20 = 6) NFP to conduct.

Once the Census is complete, their normal Tax Status will become 'C' for Census in Effect and their base Tax Rate will become (100% × 1.1 = 110%). Their NFP production will, probably, also go up.

10.1.8 Creating Satrapies

A Pacified city or province may be granted Pacified Tributary status at the beginning of any turn, at the whim of the player. The regional or city garrison may then be withdrawn without fear of a regional or city revolt.

If, however, the garrison is not withdrawn within the course of the same turn, the region or city will revert **back** to Pacified status at the end of the turn.

Further, the player **must** inform the GM that he is granting a region or city PT status, or the withdrawal of the garrison will cause the region or city to revolt.

10.1.9 Reducing Control Status

At the beginning of any turn, you may declare to reduce the control level of any non-Conquered (Pacified or Pacified Tributary) region or city that you control. Any number of control levels may be reduced. Remember, of course, that if you reduce an Allied region or City, the Allied Leader and any troops he may command will disappear. It is also not wise to relinquish control of your Homeland…

Pacified regions or cities can only be degraded to Pacified Tributary or Uncontrolled status. You cannot degrade control of a Pacified region or city without actually removing the garrison. A Pacified region or city may be declared a Pacified Tributary (or Uncontrolled) at the beginning of the turn, and will assume that status when a Leader comes by and picks up the garrison and moves it away.

Pacified Tributary regions can only be degraded to Uncontrolled status. Yes, they hate you…

10.2 THE IMPERIAL SIZE RATING AND ITS EFFECTS

Amongst the various ratings that describe a Nation is Imperial Size. This rating describes how much trouble a Nation is to administer. The **very basic** formula is:

$$S = \frac{R + (C / 3)}{ISD}$$

Where **S** is the resulting Imperial Size, **R** is the number of controlled Regions (including controlled islands and oases), **C** is the number of Cities, and **ISD** is a GM supplied Imperial Size Divisor number.

There are also a large number of modifiers based on National Society, Government, Culture, and the Control status of the regions and cities. All of these modifiers are modified on a regular basis by the GM, so we're not going to present them here.

The Size Divisor number is the key value for maximizing your possible National size. It is generally a three with a minimum of one. However it can be raised up to four or five if the proper circumstances are achieved.

The full formula for calculating Imperial Size can be found in section [12.2] on page 114.

10.2.1.1 Changing the Imperial Size Divisor

Nations in Central Asia, China, Japan and India can achieve a Size Divisor of five (5) if the conditions in the next section are achieved. Nations in the rest of the world can achieve a Size Divisor of four (4) if they meet the same conditions.

By default nations in Central Asia, China, Japan and India have a Size Devisor of four (4), while everyone else has a Size Devisor of three (3).

1. The **average** Public Works Bonus of **all** controlled regions in the Nation is at least 10.
2. Each controlled region meets one or more of the following conditions:
   - ♦ Has a Port City in it
   - ♦ Has a Royal Road in it
   - ♦ Has a Navigable River border or contains a Navigable River (in the few cases where a River is within the province, rather than being a border)
   - ♦ Is an Island (terrain type)
   - ♦ Has a non-mountain border to an adjacent controlled Cultivated or Intensively Cultivated region with a Royal Road
   - ♦ Has a non-mountain border to an adjacent controlled Cultivated or Intensively Cultivated region bordering or containing a Navigable River.
3. The nation does not have any *Feudal Allied* or *Pacified Tributary* regions under its control.

If any of these conditions change (for example, an Allied Leader dies and his region becomes Feudal Allied), then the

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player has one turn to rectify the situation before the national divisor reverts.

10.3 BANKING AND LOANS

There exist, in most Civilized States, moneylenders or banks that can loan the players a certain amount of money. Players who borrow money will have to pay it back or they will face retaliation from the bankers and/or their mercenary armies.

Players in Civilized States in the Western Europe, Eastern Europe, North Africa, Middle East, and Persia Geozones may borrow up to (3 x Tech Level) percent of their Net (after tax) revenue from the Jewish bankers. Players in Civilized States not subject to Usury restrictions may borrow up to (5 x Tech Level) percent of their Net (after tax) revenue from internal banks. Both kinds of bankers charge 30% interest on the original amount of the loan, with two full turns to pay.

Example: The Burgundians decide to invade Switzerland on the current turn, which is Turn 60, so they check their credit limit. They make 150.0 GP after taxes on the current turn and their Tech Level is 7. The maximum that they can borrow is (5 x 7 = 35)% of 150.0 GP, which is 52.5 GP. They will owe their internal bank 68.2 GP in two full turns, or at the beginning of Turn 63.

No more than one loan from a given source may be outstanding at any given time, although a State may have one loan outstanding from each of the internal and Jewish banking systems. If a State defaults on a loan, it suffers a reduction in its Tax Rate (see [2.4.6] The Tax Rate) and the bankers may send an army or two to collect. In addition, the State will be unable to draw any further loans from any bank, internal or external (exception: [9.4.2] Players as Bankers).

10.3.1 Usury Restrictions

Usury restrictions apply to Roman Catholic States at the discretion of the Pope, and to all Muslim States at all times.

A State under usury restrictions may borrow from Jews or any external source, but has no internal banks. In addition, it may not loan money to other States for interest. To do so may precipitate a religious crisis.

A State under usury restrictions may attempt to exempt itself by legalizing usury. This is a dangerous process politically and religiously, and may also precipitate a religious crisis. A successful Reform Religion action is required (see Section [9.3.11]).A low Religious Strength and high Tech Level make the process easier. A State which successfully legalizes usury is no longer under usury restrictions.

10.3.2 Players as Bankers

Any State exempt from usury restrictions may lend money to another State, charging whatever interest it chooses. States under usury restrictions may lend money as well, but may not charge interest. This is simply treated as Inter-Nation Transference of Gold (See [9.5]).

10.4 INTER-NATION TRANSFERS

10.4.1 Transferring Gold

At the beginning of a turn, a nation can transfer Gold Points (GP) from Saved, from a Bank Loan or from the current turn's revenue to another nation via either:

- An open trade route.
- Via a moving Leader.

The GP are transferred into the recipient nations' Saved GP, and are available to be spent by that nation *the following turn*. A transfer, therefore, takes at least one turn.

To deliver GP to a nation you are *not* trading with requires a Leader to travel from your Capital (or treasury city) to their Capital (or treasury city), see Section [5.3.1].

10.4.2 Transferring Agro

At the beginning of the turn, Agro which is held in the Reserve of a Nation can be transferred, either via an open trade route, or via a Leader, to another Nation. The agro to transfer may have just been put into Reserve that same turn.

Transferred Agro goes into the Reserve of the receiving Nation and will be used in the harvest/famine calculation at the end of the turn. Transferred agro does *not* offset an existing famine.

An unlimited amount of agro may be moved via an open trade route, or up to 10 agro may be moved by a Leader. If the agro must move by ship, then 1 agro = 2 cargo points.

10.4.3 Transferring NFP

At the beginning of the turn, NFP can be transferred between two nations in two forms:

- As 'national' NFP (and is reduced in the transfer)
- As slave NFP

Slave NFP can only be transferred to a Nation with a Slave Economic type (though the slaves could have been acquired by a non-Slave nation through Raiding or capturing troops in war, etc.). Slave NFP are transferred without reduction.

National NFP can only be transferred to another nation of the same Religion and Language. Even so, these transferred NFP are *halved* in the process. On the other hand, once transferred, they are treated exactly as if they were native NFP of the receiving Nation.

All NFP must be moved by a Leader from sending Capital to receiving Capital. Slaves must be escorted, as per the Slave Raid rules, and 1 NFP is 1 Cargo point for moving by sea. A Leader escorting National NFP by land can escort up to 50 NFP.

10.4.4 Transferring Units

10.4.4.1 Inter-Nation Unit Transference

There are two kinds of Inter-Nation unit transference; first, where the units become national units of the nation that

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they are transferred to, and second, where the units remain the property of the transferring (or loaning) nation.

Units must be transferred from a Leader to a Leader, and this can occur at any time during the turn.

Units transferred are immediately halved in number.

If the two Nations are of different Religions, the number of units is halved again.

If the two Nations are of different Languages, the number is halved again.

Example

The German Empire sends the Pope 100 infantry units. German is Catholic, as is the Pope, but the Papacy speaks Latin, while Germany speaks German. The initial 100 units would be halved once, for the base transfer, to 50. Then halved again, for the difference in Languages, to 25. The Pope then receives 25 infantry.

Transferred units, however, are treated in all ways henceforth as national units of the nation to which they are given.

'Loaned' units are **not** converted and can be 'loaned' between nations of different religions. Loaned units **must** be commanded by a Leader from their 'home' Nation at all times. The nation that the units are transferred to pays the Troop Support for these units. The 'loaning' nation may, however, recall them at any time. Such units are much more liable to revolt, or *Cause Mutiny* espionage efforts.

10.4.4.2 Transferring Units to Allies

Units can be transferred to the command of a Feudal or Full Ally. Units must be transferred from a Leader to a Leader, and this can occur at any time during the turn.

If the Ally is of a different Religion to the Nation, the number of units is halved.

If the Ally speaks a different Language to the Nation, the number is halved again.

Transferred units are treated henceforth as units of the Ally to which they are given, save that if units given to a Feudal Ally are lost in battle they are not regenerated as part of the Feudal Ally's army. Units can be specifically built for Full Allies, without suffering any reduction; see section 5.4.12.

When a Feudal Ally rises in status, all feudal troops are lost as they are the property of the feudal lord.

10.5 REBELLIONS

If any of your regions or Leaders fall outside your King's Command Control Radius, they may revolt and form their own nation. Also if any controlled region or group of controlled regions cannot trace a line of communication from the region(s) in question via controlled contiguous land regions and/or no more than three non-Hostile, non-Blockaded Sea Zones to the Capital then they will have to make an extra revolt check at the end of the turn.

10.5.1 Dynastic Failures

Whenever your King dies there is a chance (usually small) of your nation suffering a Dynastic Failure (DF). This dire event is marked by the momentary collapse of central authority as various contenders for the throne strive to overthrow each other. If your type of government allows Heirs (see Table 7-2), if your King dies without proclaiming (or having) an heir, then the chances of your suffering a Dynastic Failure are higher. So, too, if your King has a number of sons and none of them are markedly stronger than the others (particularly in Charisma) then civil war may ensue.

If a Leader or an Allied Leader commands a very large portion of the national armed forces and has a low Loyalty, under dire circumstances they may also attempt a coup to seize land and all or part of the government from the rightful King. This situation gives rise to a Dynastic Failure where the King and the General are the two active combatants.

When a Dynastic Failure occurs:

1. The GM checks all of your Leaders for Revolt and if a Leader does revolt and his situation warrants it, he may attempt to form an independent state wherever he is. Regions controlled by the Nation suffering the Dynastic Failure will accrete to this new nation if his Charisma is strong, or if there is not another loyal Leader to counteract the effects of this rebellion in that area.
2. After successor states have been checked for and formed, the GM checks for the revolt of all other provinces within the Nation. During this step it is very likely that *Pacified Tributary*, *Pacified*, *Non-Paying Tributary*, *Feudal Ally* and *Economic Allies* will revolt. It is still possible, though much less likely, that *Full Allies* and *Friendly* regions will revolt. See Section 10.1.5 for the effects of the capital revolting.
3. After all of this is done, the GM will determine which of the successor states (or the source Nation) is the strongest and will give that Nation to the original player. As a result you may find yourself changing dynasties or even nations as events progress.

Note: If the trouble that you are experiencing is due to an over-mighty general attempting to throw off of the authority of a weak king - you do **not** get the general's position. You remain with *your* position.

10.5.1.1 Successor State Regional Allegiance

On one or more turns immediately following the initiation of a Dynastic Failure or Civil War, the successor states to the original nation may seize ungarrisoned *Friendly* regions and/or cities held by another successor state and have them immediately become friendly to them by the successful execution of an Attack to Liberate action (see section 7.2.4.8). This must be performed by a national army (not mercenaries or foreign adventurers) comprising **at least as many** troop points as the Garrison value (that is, the modified Resistance Value) of the region or city. The army may then leave the region or city, and control will remain until an opposing force sweeps in and performs its own Attack to Liberate.

If, in turn, a national army of another successor state counter-moves through the location later in the turn then control goes to them instead if they successfully execute an Attack to Liberate.

However, the presence of a hostile, un-besieged City or Fortress is in the region will block the taking control of the province, and will prevent the region from changing factions

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. To 'seize' a province or city,

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unless it is captured or placed under an effective Passive Siege as per section [10.12].

If another successor state has left a garrison in a region or city then the two forces contest control of the location in battle.

This special case of successor state regional and city allegiance is only in effect while the Game Master declares the two nations involved in the Dynastic Failure or Civil War to be in *Civil War Status*. This only applies to regions which were friendly to the original nation and are now friendly to a successor state to that nation.

Note that moving into a region and then entering a city therein costs another 1 AP (modified by roads as necessary).

Example

The Holy Roman Empire, originally controlling Germany, Austria and Italy, collapses into a civil war between the sons of the old Emperor. Austria, Germany and Italy each become separate successor states (with players). During the turn immediately after this disaster, the Austrians send an army down into Italy, sweeping unopposed to Attack to Liberate the Provinces of Verona, Romagna and Latium where they end the turn besieging Rome. Near the end of the turn, an Italian army marches into and successfully Attacks to Liberate Verona before running out of Actions.

At the end of the turn, Romagna and Latium (both being friendly to the original Holy Roman Empire and to the Italian successor state) become friendly to the Austrians (who are currently occupying them). Verona, also initially friendly to the HRE and then to Italy, occupied by Austria and then reoccupied by Italy, is friendly to Italy despite its momentary occupation by Austria (since the Italians are there last).

10.6 NATIVE ARMIES

The indigenous armies of the neutral regions (or tributary, etc.) have two forms: Regional and Active. The Regional forces are those that can be called up when the region itself is attacked. These points are calculated like so:

$$AV = (2 \times RV) + GPv + (PWB/10)$$

Where **AV** is the resulting Army Value, **GPv** is the GP value of the region or city, **RV** is the Regional Resistance Value, and **PWB** is the Public Works value.

The AV is roughly the size of the **defending** regional army.

The **active** regional army is equal in points to one-half the AV. This is the army provided by a Feudal or Full Ally, or turned over by a province becoming Friendly.

The breakdown of those raw troop points into Infantry, Cavalry and so on is determined by the GM, based on the Culture, Geographic Zone and Tech Level of the province.

Example

Verona is a (4+20/6) region. The defending army generated by this province would be composed of (2 × 6 + 4 + (20/10) = 18) points of troops. The active army of this province and city would be composed of (18 / 2 = 9) points of troops.

The native armies of steppe regions, however, are based on the native Population Level of the region, which may vary. The composition of steppe forces is, usually, of light troops with a sprinkling of medium and heavy units.

10.7 NOMADIC SOCIETIES AND MIGRATION

The vast stretch of Asia that forms the Steppe is occupied by a great number of Nomadic tribes, the undying enemies of cultivation and the agrarian society. No player may begin as a Steppe empire and the Steppe is notoriously hard to conquer. Indeed, from time to time, population pressure in the nomadic heartland of Central Asia will cause a Horde to erupt out of the Steppe and descend upon the hapless cultivated regions. Once active, a Horde can be given to a player. If your empire borders the Steppe it would be prudent to have a large army handy and to fortify your steppe land border.

10.7.1 Horde Diplomacy and Warfare

When a Horde enters a Steppe province that contains another Horde, the moving Horde may either attempt Diplomacy (via the standard **DP** action), or may attack the other Horde (via the standard **AT** action).

The results of Horde Diplomacy will only be one of four results:

1. **At War** (whereupon the Hordes fight)
2. **Neutral** (whereupon the moving horde may either leave the region to return to the region that they entered it from, or they may attack the region)
3. **Feudal Ally** (the non-moving Horde becomes a *Feudal Ally* of the moving horde)
4. **Allied** (the non-moving Horde becomes a *Full Ally* of the moving horde and now moves with it)

If a moving Horde attacks a non-Moving Horde with an **AT** action, they fight until one side has lost more troops than the other. If the moving Horde lost more troops, they abandon the battle and return to the region that they entered the region of battle from.

If the non-moving Horde lost more points, however, they become a *Feudal Ally* of the moving Horde.

10.7.2 Horde Settlement

When in a non-Settled state, a Horde need not pay troop support on the Steppe. This allows the horde time to grow vast via Horde Diplomacy or Conquest.

The first turn *after* a Horde has used one or more Tribal Points to convert a pacified province or city to Friendly, or satisfied the conditions for a change in Culture Type (see Section 6.2.4), it is considered to have settled down. Once this occurs, the Nomadic nation is required to pay troop support.

Nomadic Tribal Points are used to attempt to convert a pacified province using the Colonize Inhabited Region order, see Section 7.2.4.12.

10.7.3 Tribal Points

Tribal Points (*tbl*) are basically settlers and refugees who are looking for a new home.

Tribal Points have a base Action capacity as per Table 7-5 and in defense act as five field forts (5f). Tribal Points have a Cargo value of 10.

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Tribal Points can be found accompanying active hordes. They also appear when a nation decides to migrate (see below), and as refugees from the destruction of warfare. They can also be built at the cost of 20 GP and 20 NFP by a Nomadic or Barbarian nation.

If you wish to build a new city, you can substitute one Tribal Point for the NFP cost of the initial GPv. If you wish to expand an existing city, you can use one Tribal Point for the NFP cost of adding 1 GPv to an existing city. In both cases, however, you must pay the regular GP cost. If you wish to convert Tribal Points into public works in a region or city, one Tribal Point equals four PWB.

You cannot demobilize Tribal Points, however, they must ultimately be used for settling purposes only.

10.7.3.1 Settling in Populated Areas

A Tribe Point can settle in a province or city at the direction of the player using the Colonize Inhabited Region order, see Section 7.2.4.12.

When this is done, a Tribe Point must be settled for each GPv of the province, or each 3 GPv of an **existing** City. The effect of this is that the region and anything in it will turn *Friendly* (or *Homeland* if you so declare) and of your religion, but then you will become a *Caste* society. An army must accompany tribal settlers when they attempt this or the locals will rise up and exterminate the foreigners.

10.7.3.2 Settling in Non-Populated Areas

You can settle Tribal Points in non-populated regions to that region's full potential Gold Point Value at the rate of 1 Tribal Point per GPv using the Colonize Region order, see Section 7.2.4.13.

There is no need to colonize a region to 0 Gold Points when colonizing with Tribal Points; in fact, you can colonize desert and tundra regions to 1 GPv with just 1 Tribal Point.

However, if a Tundra or Desert region has a base map 0 GPv value, you cannot settle it to more than 0 GPv. One Tribal Point would settle such an area (if depopulated) to 0 GP rather than one (1).

Example
The Merkit horde has 5 Tribal Points. A 3 GPv region and a 2 GPv region could be settled (ignoring the cities). Or a single, existing, 15 GPv city could be settled. Either region then can be declared the homeland and both regions (and whatever else is there) will become friendly territory and will henceforth produce NFP for the Nomadic nation.

10.7.4 Migration

Nations may wish to *migrate* at times to better locations when the going gets tough. Civilized nations can Migrate if their Imperial Size is 2 or less *and* if the GM so allows. *Nomadic*, *Seafaring*, *pre-Columbian* and *Barbarian* nations can migrate at will.

All friendly regions inside the homeland build zone (HBZ) and the homeland plus any allied regions (who pass a loyalty check) can migrate with your rulers. All applicable regional GPv will turn into tribal points (at 1 GPv = 1 Tribe Point) and will gather at your capital (allied Tribal Points will gather at their region). All applicable cities will convert to Tribe Points at a rate of 2 City GPv = 1 Tribal Point rounding up for each city and to the same amount of gold as if the city was sacked.

The vacated regions will drop to 0 GPv, with one exception: If there is a lower caste of inhabitants who owned the region before you settled or colonized it, they will take over again when you leave.

All applicable PWB will be converted to 2 GP per PWB and will be shipped to the gathering point. And as long as you can pay their support costs, the government, Intel and your army can leave with you.

Under extreme circumstances a Nation can attempt to migrate via unknown Sea Zones, Inter-Island Arrows, Open Ocean Arrows or River Sections they have not previously Explored (see section 7.2.4.26). Such an undertaking risks severe attrition or total destruction.

10.8 PRE-COLUMBIAN SOCIETIES

The most distinguishing feature of the Americas, Australia and, surprisingly, South Africa, is their total lack of suitable riding animals. The Americas had them in the past, but they died out eons ago. Horses never reached Australia, even over the Indonesian land-bridge. South Africa was isolated due to the tsetse fly (see Section [4.4.4]) and, although not *physically* isolated from the rest of the horse toting world, the effects of this deficiency are the same.

10.8.1 The Cav Count

Cavalry must be imported into these areas before the Cav Count in each *area* can begin. Each of the following is considered to be an area for the purposes of a Cav Count:

- North America
- Central America (all Meso-American religion regions)
- South America
- Australia
- New Zealand
- South Africa *and* Madagascar.

Once cavalry have been introduced into an area, one hundred years must pass for the horse population to reach sufficient levels to permit cavalry units to be built in that area. The GM will notify players either on their status reports or in the Newsfax when the Cav Count is complete, and cavalry units can be constructed.

Until an area successfully completes a Cav Count, the following restrictions apply to it:

- No cavalry units may be constructed.
- Leaders moving on land, unaccompanied by Cavalry units, are restricted to **five** Actions per year modified by the standard movement modifiers (see Section [7.2.2]).
- Leaders moving on land that are accompanied by Cavalry units move at the AP of their slowest unit per year modified by the standard movement modifiers (see Section [7.2.2]).
- Steppe regions may not be converted to cultivated regions by any means (though Wilderness regions can still be converted), as per section [6.1.7] on page 50.

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Note that in the horse-free zone of Central Africa inside the Tse-tse Fly line, these restrictions are a permanent way of life.

10.8.2 Government Type Limitations

In addition to the limits imposed by a lack of suitable riding animals, these areas also suffered from a low level of population and various deficiencies in metallurgy and technology. As a result, they suffer from various limits as to the kinds of governments and societies that nations within these zones can attain.

Nations in the West North American, East South American, Australian and Pacifica geographic zones are limited to a Tribal government type.

Nations in the East North American, West South American, Madagascar, and South African geographic zones are limited to a Centralized Monarchy government type.

Once contact has been made with the rest of the world and the Cav Counts for these areas have been completed, they are bound by the restrictions on all nations, rather than these limiting factors.

10.9 TECHNOLOGICAL PROGRESS

The most fundamental aspect of ***Lords of the Earth*** is the advancement of Technology. Technology Levels chart this advancement. Technology Levels are, in turn, bracketed into Industrial Stages.

10.9.1 Technology Levels

Technology Levels define how advanced your nation is in terms of technological advancement. Many nations will accumulate Technology Points that will eventually advance the nation to a higher Technology Level. Tech Level 1 portrays a Neolithic Tech Level. Levels 2 and 3 are your standard Ironworking Barbarian and Nomad cultures. Level 4 is the first Civilized Level and was first attained by Pharoanic Egypt (as the standard Lords game starts at 1000AD this is titled Medieval). At Level 8, gunpowder and artillery are invented and the Renaissance is achieved.

Technological advancement is the mechanism by which Barbarian and Nomad cultures turn Civilized. Tech Levels also regulate the Maximum QR for each of your combat units. You cannot invest in a QR that has attained its Tech Level Maximum. The list of Technology Maximums for each QR can be found in Table 5-2 on page 41.

10.9.2 Industrial Stages

So long as all Nations are at Technology Levels 1 through 7, the Campaign shall be at *Industrial Stage Zero, The Middle Ages*. The moment one nation or more achieves Technology Level 8, then the game switches into the *Renaissance* and at Level 12 into *Industrial One*. Other Industrial Stages shall be defined as a game progresses into higher levels of Technology.

10.9.3 The Transfer Of Technology

The transfer of a higher technology to low tech areas cannot be done instantly. But trading with as many higher tech nations as possible can augment the speed of technological progress. The diffusion of knowledge in this manner could be called 'advancement through osmosis'.

10.10 "NATURAL" CULTIVATION

While a Nation can undertake the forced Cultivation of Wilderness, Steppe and Jungle provinces through the application of Megalithic Construction projects (see section 6.1.7 on page 50), there are also 'natural' processes that work to transform these kinds of regions to the Cultivated terrain type.

Each Wilderness, Jungle or Steppe province that contains a City will begin converting to Cultivated at a slow rate. This rate is based on the size of the City and the initial terrain type.

$$P = \frac{S}{3} \times TL \times Tm$$

Where **P** is the Percentage Cultivated in the current turn. **S** is the GPv of the City, **Tm** is the Terrain Conversion Multiple from the following table, and **TL** is the current Turn Length (in years).

Table 10-1. Terrain Conversion Multiples

Terrain	*Cultivation Multiple*
W (wilderness)	0.5
S (steppe)	1.0
J (jungle)	0.75

Example

The Byzantines built a new 1 GPv city, Polikratos, in the province of Pechneg, which is Steppe. Each turn in the game is five years long. The turn of construction, 2% (1/3 × 5 × 1 = 1.6) is converted to Cultivated. The second turn, the Byzantines expand the city to 2 GPv. That turn, the Cultivation percentage increases by (2/3 × 5 × 1 = 3.3)%, for a total of 5%. And so on…

The turn that the Cultivation Percentage equals or exceeds 100%, the region Terrain Type become Cultivated. Until that occurs, however, the region is considered to be of the original Terrain Type.

10.11 ASSIMILATING CONQUERED REGIONS

Once a Nation has acquired one or more Pacified or Pacified Tributary regions, the wise ruler will come to realize that such conquests are a drain on men and gold due to the constant garrisons that they require. He may trouble the sleep of his advisors by desiring to know when and how these troublesome subjects may come to love him and pay their proper due in men and coin.

The following measures may be undertaken:

10.11.1 The Natural Assimilation of Conquered Peoples

The ruler may wait, hoping that time will heal the rude memory of strife and that, in the passage of years, a Pacified region may become a Friendly region. Likewise, a Pacified

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Tributary region may become a Tributary region. Three caveats, o noble ruler:

1. There is no guarantee that this will occur!
2. This will only occur in the case of regions that are of the same **religion** as that of your ruling house.
3. If the region is of a different **language** than that of your ruling house, your chances of the region becoming assimilated are greatly lowered.

As time passes, the Years From Conquest (YfC) attribute of the conquered region will improve, slowly increasing your chances of this natural conversion. A wise ruler may sent out well-spoken men and women (i.e. a Lieutenant) to do Diplomacy in the province, seeking to increase this value (see Section 7.2.4.19). Note that Years from Conquest sticks around until both the city *and* region are no longer Pacified or Pacified Tributary.

10.11.2 The Granting of Fiefs

A Lieutenant may be granted a Pacified (only) province of the National religion as his personal demesne. This will make the province a Feudal Allied province. Further time and diplomacy may convert the resulting FA region into a Friendly province.

The local garrison, and any troops commanded by the Lieutenant at the time of granting the fief become the Feudal Ally army.

10.11.3 Other, Less Savory Means

The harsh ruler may also Regional Genocide the province, exterminating its populace to replace, by Colonization, with his own loyal subjects. The population may also be Enslaved, to the same end.

10.12 Controlling Provinces Containing Hostile Fortifications

Should a Nation conquer a province that contains an enemy city or fortress, and fails to capture or isolate that city or fortress by placing it under Passive Siege (see section [7.2.4.39] on page 71), some special conditions come into play:

Whilst the city or fortress remains uncaptured and not under siege the region remains *Uncontrolled* by both parties but it can be garrisoned by the conqueror. If the city or fortress is under an effective siege the region is *Pacified* and can be garrisoned. If the region is *Uncontrolled* the invaders cannot Loot the Region or Enslave the Population, but can perform Raids and Slave Raids.

Each turn that a region contains a hostile fortress or city belonging to the nation to whom the status of the region is Occupied a revolt check is made. The possibility of revolt is enhanced by the presence of a strong garrison and/or Leader in the city.

If the region successfully revolts it is liberated, returning to its previous status to the former owner.

If the fortress or city falls to the conqueror, goes independent, or is acquired by a third owner the revolt checks are not longer required.

While the city is isolated and under passive siege the normal rules for maintaining the siege are used.

If the city is isolated but not under siege (that is, no Leader is issuing a successful **Siege** order) the city will undergo out of Command Control Range revolt checks, and if it revolts will become an independent free city.

10.13 Guiding Foreign Armies

You may move through another nation's regions as if you controlled them (thus avoiding paying the +1 AP cost for entering an uncontrolled region) **if** they submit orders giving you permission to cross their lands. Permission must be provided *each* turn you desire to move through their territory.

The granting player may, at his whim, indicate the specific regions that you will be guided through. If your army moves outside of those regions, even if still escorted, you must pay the extra 1 AP for crossing an uncontrolled border.

Religious Primates always have permission to move through a nation as if they controlled the provinces, if their influence in the nation is 4 or greater.

Example: The Hidden Empire of Khemer (SE Asia) wishes to reinforce the Kingdom of Burma. The Khemer Emperor, Lao Sung the Mad, leads his troops to Thaton, being the furthest of his controlled regions. After such movement, he only has 3 AP remaining. Normally this would not be enough even to Move to Ava (2 normal boundaries away) at all. However, on this instance the Khemer player has coordinated with the Burma player, who controls both Pegu and Ava. Spending only one AP each to Move into Pegu and then Ava, Lao Sung would even have his last AP available to perform a Defend action once he and his army arrive at Ava.

10.14 Sharing A Province

Tributary and Non-Paying Tributary regions and cities can be controlled by more than one nation. Any number of nations may have a Non-Paying Tributary relationship with the same province. Two nations may have a Tributary relationship with a single province.

This sharing includes using a Port City and coastal region for trade, for moving armies and for tracing the Command Control Range through the province or city.

The nations must agree amongst themselves to share control of the province, informing the GM and perhaps (if the GM so requires) signing a formal treaty. If this is not done, then any Diplomacy attempts in the province will be "hostile" to one another. If an agreement is reached, each Nation may perform Diplomacy in the region until an NT or T status is achieved.

If one of the sharing nations attempts to raise their control above NT (if 3 or more nations are sharing the province) or above T (if 2 nations are sharing the province), then this is considered "hostile" diplomacy and the **other** nation's control status will be reduced by the amount which the Diplomacy would have raised the initiating nations' status.

10.15 Ceding Regions

Controlled Regions or Cities may be ceded to another country. Indicate what land is to be ceded, and the country to which it is to be ceded, on the order form.

When a Region is ceded, it may change status, as follows:

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- Friendly becomes Pacified
- Allied becomes Economic Allied
- Economic Allied becomes Tributary
- Tributary remains Tributary
- Feudal Allied becomes Non-Paying Tributary
- Non-Paying Tributary remains Non-Paying Tributary
- Claimed remains Claimed
- Pacified remains Pacified
- Pacified Tributary remains Pacified Tributary

Revolt checks may be required for the new owner to maintain control, particularly if he is of a different religion. Pacified regions, obviously, will need a new garrison. Note also that if the new status violates the maximum control status of the new owner (due to religion or terrain), further downgrading or revolt may occur.

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11.0 OPTIONAL RULES

11.1 SECRET EMPIRES

In the gloom of twilight, in the shadowed byways and hidden bowers of man's domain, are played out the secret policies and agendas of the *Princes of the Night*. Design and intent obscure these empires from the view of the 'normal' Nations and their goals of world Empire and eternal glory. No, the work of the Secret Empires is to control the hearts and minds of the world populace to ends known only to their innermost cabals and councils. If you're lucky you will never make the acquaintance of any of the Hidden Masters. Unless, of course, you *are* one of the Illuminated Ones...

If your GM deems it meet, then certain sly and vicious players may run Secret Empires and strive for the ultimate control of the world, all shrouded in secret and mystery. Secret Empires, or Cults (as they are sometimes termed), have most of the normal stats of an 'Open' Nation. They have Leaders, they control (in their own diabolical way) regions and cities, they perform actions and they strive to improve their lot. There are, however, some small differences.

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Secret Empires are not affected by Agro Point shortages and thus always tax at the maximum rate, assuming that they are not suffering from a shortfall of Infrastructure. Secret Empires are always considered to have a Census active and do not have to pay for it. Secret Empires do, however, have to maintain sufficient Infrastructure to control their domains, but those domains can be much more dispersed than the domains of normal Nations.

11.1.1 Secret Empire Control Statuses

Secret Empires propagate themselves and acquire influence, wealth and followers by spreading a spider web of control through the cities and regions of the 'Open' Nations. A Secret Empire can have one of four control Statuses in regards to a region or city:

A Secret Empire can establish…

- A *Cultic Cell* (**cc**)
- A *Cultic Lodge* (**cl**)
- A *Cultic Temple* (**ct**)
- A *Cultic Stronghold* (**cs**)

11.1.1.1 The Cell

A *Cultic Cell* is a collection of adherents of the Secret Empire and can exist in either a region or city. It provides a springboard for further influence and expansion. It provides a small portion of the region/city revenues (both GP and PWB) to the Secret Empire/Cult. A Cultic Cell can be established by either an Cult Intel Operation or a Cult Leader Action (*Form Cultic Cell*).

11.1.1.2 The Lodge

A *Cultic Lodge* is a formalized group of Cultists who have established themselves in some moderate positions of power, have found others of their kind, have some facilities and capabilities available to them through their contacts and own position. A Cultic Lodge provides a larger portion of the regional/city revenues to the Cult. It also serves as a base from which to perform Cultic Intel Activities. Some internal cultic resources are required to support each Lodge, so it counts against the Size of the Secret Empire. A Cult Leader performing a successful *Create Cultic Lodge* action can create a Cultic Lodge from a Cultic Cell.

11.1.1.3 The Temple

A *Cultic Temple* is a stronghold of the Cult, indicating that it has achieved pervasive influence in the region or city and its sinuous tendrils have wormed their way deep into the fabric of local society. The Prelates and Hierarchs of the Temple will hold positions of great power and responsibility in the region or city. A Temple provides a great portion of the regional or city revenue to the cult, serves as a base for Cult Intel Activities, and provides men and women to swell the ranks of the Cult. As a result a Temple counts heavily in figuring the Size of the Secret Empire. A Cult Leader performing a successful *Consecrate Cultic Temple* action can form a Cultic Temple from a Cultic Lodge.

11.1.1.4 The Stronghold

The *Cultic Stronghold* is the center of the twining web of the Secret Empire. It is the wellspring from which all power, influence and effect of the Cult rises. Here are found the sacred ceremonial chambers, the hidden training facilities, the residence and sanctum of the Grand Master and his circle of Illuminated Ones. Here lie the libraries filled with the wisdom of the ancients, the treasures of lost lands and the wonders of the world of Shadows. Each Secret Empire can have but one Stronghold at a time.

If necessary, a new Stronghold can be created from an extant Cultic Temple by the Shadow Emperor (King) performing a successful *Raise Cultic Stronghold* action. This action may be performed even when there is already a Cultic Stronghold in existence. However, once the new Stronghold is complete, the old one becomes a Cultic Temple.

11.1.2 Destruction of the Stronghold

Should the enemy discover it and destroy or capture the Stronghold the Secret Empire will loose one-half of its Bureaucracy, Infrastructure and Intel Ratings. The University of the Secret Empire, should one have been established, will also be found in this sanctuary of sanctuaries.

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Table 11-1. Secret Empire Control Statuses

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Control Status	*Intel Base ?*	*Control Code*	*Taxation Multiple*	*Count Control?*	*NFP*	*Cost*
Cell	No	cc	0.2	Yes	No	5gp
Lodge	Yes	cl	0.3	Yes	No	10gp/2nfp
Temple	Yes	ct	0.4	Yes	Yes	30gp/5nfp
Stronghold	Yes	cs	0.5	Yes	Yes	100gp/10nfp

11.1.3 The Secret Empire Control Web

Unlike a normal Nation, which must trace lines of control through adjacent controlled regions and sea zones,

the Secret Empire is much more flexible, but the consequences of failure are much more severe. The Action Range (AR) is the crucial stat in this case. Cells, Lodges or Temples that are not within proper control range at the end of a turn may degrade or revolt outright.

- Each Temple must be within (AR) Action Points of the Stronghold, or another Temple or regions or cities controlled by the Cult at Tributary or better able to trace an unbroken line of control to the Stronghold.
- Each Lodge must be within (AR) Action Points of the Stronghold, or to a Cultic Leader acting as a "Temple", or a Temple or regions or cities controlled by the Cult at Tributary or better able to trace an unbroken line of control to the Stronghold.
- Each Cell must be within (AR) Action Points of the Stronghold, or to a Cultic Leader acting as a "Temple", or a Lodge, Temple or regions or cities controlled by the Cult at Tributary or better able to trace an unbroken line of control to the to the Stronghold.

Cells, Lodges or Temples that cannot trace a line of control to the Stronghold (or to a Cultic Leader acting as a Temple) are isolated and may degrade a level per turn and eventually disappear.Each Temple must be within (AR) Action Points of the Stronghold, a Temple or a region or city controlled by the Cult at Tributary or better.

The Stronghold also counts as a Lodge for the formation and support of Cells and a Temple for the formation and support of Lodges. A Temple also counts as a Lodge for the formation and support of Cells.

If, in tracing Action Range, there are insufficient Action Points to pay the terrain cost of a given region Action Range cannot be traced into that region. You do not have to pay an extra 1 AP to enter a *City* in the region.

Example: a cult with an Action Range of two has a Temple in Edessa and a Cell in Vaspurikan. The Action Point cost is four (2 for the type two mountains + 2 for the wilderness region). The CT is not able to trace the control web into Vaspurikan. The CC will degrade.

Cultic Leaders can go wherever they please and will not revolt if out of range of the Stronghold. However, remember that your enemies could subvert them.

A Cultic King, Prince or Lieutenant may also act as a Temple for control purposes when they are performing an *Administrate* action. In essence this enables them to form Cultic Cells outside of the control range of the normal structure if necessary. Only Secret Empires can do this.

When *Administering* in this fashion the Cultic Leader can anchor a collection of *Lodges* and *Cells* in a remote area. The *Administering* Leader cannot do anything else and does not act as a Temple for tax purposes. You could 'chain' multiple Cultic Leaders in this fashion acting as "Temples" to connect a remotely located set of Lodges and Cells back to the Stronghold.

Example: Lets say there is a secret empire in the Valley of Mexico and it has its cultic stronghold there. Also, lets say that it has 0 tech points and is Stone Working tech level 1. Can this secret empire build cells, lodges, etc, outside of the Valley? I believe the range is TL/2 which is 1/2=0.5 rounded up to 1. Terrain modifiers of type-1 mountains is 1 and type-2 mountains is 2. So, I would assume that it could never build anything out the valley until it reached tech level 3 (3/2=1.5 rounded up to 2) because of the terrain modification.

Answer: They could send a Leader over the mountains and have that Leader camp out in a province and Administrate, which means he acts as a Temple for CCR purposes. Then they could build a network of Lodges and Cells out from him. Of course the Leader will just have to camp there until he dies, but them's the breaks.

11.1.4 Control Status Increase Limits

A given Cultic location can only increase one level of control in a turn. A Cell, therefore, can only become a Lodge. A Lodge, a Temple and so on.

11.1.5 Movement of Cult Leaders

Cult Leaders treat all regions where the cult has a control status (CC or better) **and** any region with the same **language** as the Secret Empire as controlled for movement purposes.

11.1.6 Secret Empire Actions

Secret Empires can conduct all of the normal Intel and Leader Actions with their Leaders and Espionage structure. In addition, however, they can also perform the following special Cultic actions. In performing these actions the most important Leader rating is **Charisma**. Multiple Cultic Leaders may also combine their efforts, with one Leader acting as the principal and contributing his full Charisma and any additional Leaders contributing one-half of their Charisma.

Please note that an Action may fail for any number of reasons. If the Action fails, then the Gold and NFP spent in the attempt are lost. The GM may or may not inform you of the reasons why an action fails. Sometimes even the best efforts are simply not enough.

All Cultic Actions can have their chances of success improved by spending extra Action points on the Action(s).

Table 11-2. Summary of Cultic Actions

Action	*Code*	*Action Cost*	*Odds*
Attempt Ceremony	ac	4 AP	Varies
Consecrate Cultic Temple	cct	10 AP	Medium
Create Cultic Lodge	ccl	6 AP	Medium
Form Cultic Cell	fcc	3 AP or 1 Intel Op	High
Investigate Location	il	2 AP or 1 Intel Op	Medium
Move Cultic Cell/Lodge	ml	5 AP	High
Raise Cultic Stronghold	rcs	20 King AP	Medium
Subvert Cultic Cell	scc	5 AP or 1 Intel Op	Low

11.1.6.1 Form Cultic Cell

Code **FCC**

Cost (3 Leader actions **or** 1 Intel Operation) **and** 5 GP per attempt.

Results Attempting to form a Cultic Cell costs 5 GP in addition to the Leader or Intel Actions. This action may be attempted in any region or city that is within Action Range (AR) AP of a supporting Cultic Lodge or Cult Leader performing an *Administrate* action. If successful, a new Cultic Cell will be created in the location.

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Cultic Cells may coexist with the Cells, Lodges and Temples of other Secret Empires. A Cell cannot coexist with the Stronghold of another Secret Empire either in a region or city. Such a competitor must be destroyed before a Cell can be created. Creating a Cell is more difficult in regions that are of a different religion or language than that of your Secret Empire.

11.1.6.2 Create Cultic Lodge

Code **CCL**
Cost 6 Leader Actions **and** 2 NFP **and** 10 GP per attempt
Results Attempting to create a Lodge from a Cell costs 2 NFP and 10 GP to build in addition to the expenditure of the Leader actions. It can only be attempted in a region or city that already contains a Cell. It can only be created in a region or city that is within (Action Range) AP of a supporting Temple or the Stronghold.
A Lodge can coexist with the Cells and Lodges of other Secret Empires. A Lodge cannot coexist with the Temple or Stronghold of another Secret Empire. Any competitors like Temples or Strongholds must be destroyed before a Lodge can be created in a city. Creating a Lodge is more difficult in regions that are of a different religion or language than your Secret Empire.

11.1.6.3 Consecrate Cultic Temple

Code **CCT**
Cost 10 Leader Actions **and** 5 NFP **and** 30 GP per attempt.
Results Attempting to consecrate a Temple from a Lodge costs 5 NFP and 30 GP to achieve in addition to the expenditure of the Leader Actions. It can only be attempted in a region or city that already contains a Lodge that is within (Action Range) AP of the Stronghold or another Temple.
A Temple cannot coexist with the Lodge, Temple or Stronghold of another Secret Empire. Such competitors must be destroyed before attempting to consecrate a Temple. A Temple may coexist with the Cell of another Secret Empire. Creating a Temple is more difficult in regions that are of a different religion or language than your Secret Empire.

11.1.6.4 Raise Cultic Stronghold

Code **RCS**
Cost 20 King Actions **and** 10 NFP **and** 100 GP per attempt.
Results Raising a new Stronghold from a Temple costs 10 NFP and 100 GP to achieve in addition to the expenditure of the Actions by the King (Shadow Emperor). It may be attempted in any region or city that the King is in. In this case the religion and/or language of the region do not matter. Obviously a Stronghold cannot be created in a region or city containing any Cells, Lodges, Temples or Strongholds of another Secret Empire.
The Shadow Emperor can attempt to raise a Stronghold in *any* region containing a control status on the same turn that the Cult's original Stronghold has been destroyed. Otherwise it must be raised from an existing Temple and the old Stronghold degraded to a Temple in the same turn.
Note that moving the Stronghold is subject to the same restrictions as an Open Nation moving its capital (see Section 10.1.3).

11.1.6.5 Investigate Location

Code **IL**
Cost: 2 Leader Actions **or** 1 Intel Action
Results This Action is used to try and find out if a region or city contains the Cell, Lodge, Temple or Stronghold of another Secret Empire. It may also be used to search for certain items, people or things.

11.1.6.6 Subvert Cultic Cell

Code **SCC**
Cost 5 Leader Actions **or** 1 Intel Action
Results If the Cell of another Secret Empire is discovered, this action can be used in an attempt to suborn the Cell to your Empire. If successful, the Cell becomes one of yours and repudiates its former allegiance. Remember that a Lodge, Temple must still support the Cell at the end of the turn or Stronghold within (Action Range) regions or sea zones or it will be destroyed.

11.1.6.7 Attack Cultic Location

See the SE Variant of Destroy Location, section 7.2.4.18

11.1.6.8 Move Cultic Cell *or* Lodge

Code **ML**
Cost: 5 Leader Actions + Movement Cost
Results An established Cell or Lodge can be moved by a Cult Leader by expending 5 Actions to get everything packed up and then the usual Leader movement cost to reach the new location. Of course, a Cell or Lodge that has been moved must still be supported at the end of the turn or will be destroyed.
Failure to successfully move the Cell or Lodge results in a Cell being destroyed, or a Lodge becoming a Cell. The status remains in the original location.

11.1.6.9 Attempt Ceremony

Code **AC**
Cost 4 Leader Actions
Results On occasion a Secret Empire may come into possession of certain books or artifacts that require some special ceremony or ritual to use. In this case, the AC action is used to attempt to invoke or inspire the presumed powers of such an object. The

Deleted: *Code* . **ACL**¶
Cost: . 1 Leader Action¶
Results . If you find that other Secret Empires are encroaching upon your realm of influence you can attempt to destroy their Cells, Lodges, Temples or even their Stronghold by using the resources of your own cult to attack them. Cells, Lodges, Temples, Strongholds, Cult Leaders and normal combat units (infantry, cavalry, etc.) can be used in an attack. A Leader is required to attack a Location.¶
. Cells, Lodges, Temples and Strongholds can attack a location in an *adjacent* region or city. They cannot attack over a sea zone or even a ferry arrow ("*fear death by water*"). A Cell, Lodge, Temple, or Stronghold in a city can attack either an adjacent region or city. Each Cell, Lodge, Temple or Stronghold can only make one attack per turn. Leaders and combat units can make as many attacks as they have Actions available.¶

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consequences for failure are, without doubt, extreme.

11.1.7 The War of Shadows

You will have noted from the actions above that the Secret Empires do not coexist well with one another. Indeed, the various and sundry Secret Empires detest one another most vehemently. They grapple constantly for the souls and minds of humanity and know that there will, in the end, only be *one* victor.

As a result, Secret Empires are not allowed to cooperate with one another in any way. They cannot trade locations, gold or NFP. They cannot cooperate with one another on Actions or campaigns. In short, the only social intercourse that they engage in is by knife, garrote, poison and the swift attack of fell creatures.

11.1.8 Claiming The Assumption

Once a Secret Empire has grown truly mighty, such that all the hierophants of the age tremble at the hearing of its name, and all signs and portents swing unerringly to the rising Sun. That is, when a Secret Empire player decides to go for the gusto, a properly prepared and situated Secret Empire can attempt to seize control of an 'Open' nation or nations.

This is the Assumption of the Kingdom. To **attempt** it, the following conditions must be met:

1. The Secret Empire must have *at least* a Lodge in **every** city within the nation that will be Assumed.
2. The Secret Empire must have a Temple in *at least* **half** of the cities within the nation.
3. The Secret Empire must have *at least* a Cell in **every** region in the nation.
4. To trigger the Assumption the Secret Empire must successfully murder the reigning Ruler (King, Emperor, etc.) of the nation being Assumed and proclaim the Shadow Emperor king in his place.

After these conditions are met the Assumption is attempted, and depending on how well the Secret Empire has prepared (with infiltrations and other diabolical plots), the GM will consult the stars and planets, peering into the vastness of infinity and determine whether the attempt is successful or not.

If *completely* successful the Assuming Secret Empire will entirely replace the Assumed Nation, *replacing* the Assumed nation's Government stats with its own, and gaining the AQRs and so forth of the Assumed nation. The Assumed nation's religious and Intel structures, however, are lost.

If *completely* successful this event will be presented as a Dynastic Failure or Civil War in the Newsfax, one that has run its course within the auspices of a single turn. The combined Assumed/Secret Empire still retains the capabilities and powers of the Secret Empire as well as now gaining the capabilities and powers of the Assumed Nation.

If *not* completely successful then civil war ensues and the Secret Empire loses its special status, becoming just another of the mundane empires scrabbling in the dirt for a few shekels and hoping for a paragraph in some future history text. The Cells, Lodges, Temples and Strongholds of the Secret Empire are converted into regional control and troops and bloody-handed mayhem ensues.

Table 11-3. Cultic Resource Conversion

Each...	*Becomes...*
Cell	1 Infantry unit
Lodge	1 Cavalry unit and the region or city becomes a Feudal Ally of the now 'Open' Nation.
Temple	1 Cavalry, 2 Infantry and the region or city becomes Friendly to the now 'Open' Nation.
Stronghold	5 Cavalry units and the region or city become the Homeland of the now 'Open' Nation.

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11.1.9 Secret Empires and Trade

Secret Empires may not Trade with other Nations. However, they may use Merchant Fleets. These fleets do not compete with Open Nations.

11.1.10 Secret Underground or Hidden Cities

Secret Empires can build secret or "hidden" cities in regions that are 'uncontrolled' by any open position. The city is Friendly to the Cult and will provide it with Intrinsic Industrial Capacity.

To build such a city the Secret Empire must march the GP and NFP to the location veiled by a Conceal Fact whilst the construction occurs. Such a city must be within (AR) Action Points of the Stronghold, or a Temple or regions or cities controlled by the Cult at Tributary or better able to trace an unbroken line of control to the Stronghold.

If the city is "hidden" merely by being out of the way it may be discovered when the region is no longer 'uncontrolled' or by the passage of armies.

It is less easy to detect if built underground. This costs twice the normal GP and NFP of the equivalent city build or expansion.

11.1.11 Secret Empire: *The Assassins of Alamut*

Arabic *hashshash*, plural *hashshashin*, in Middle Eastern and Asian history, any member of the Nizari Isma'ilites, a religiopolitical Islamic sect dating from the 11th to the 13th century and known, in its early years, for murdering its enemies as a religious duty. The Arabic name means "hashish smoker," referring to the Assassins' alleged practice of taking hashish to induce ecstatic visions of paradise before setting out to face martyrdom. The historical existence of this practice, however, is doubtful. The stories that were told by Marco Polo and other travelers about the gardens of paradise into which the drugged devotees were introduced to receive a foretaste of eternal bliss are not confirmed by any known Isma'ilite source.

After the death of the Fatimid caliph al-Mustansir in AD 1094, Hasan-e Sabbah and some Iranian allies captured the hill fortress of Alamut near Kazvin, Iran. From this centre, by the end of the 11th century, Hasan, as grand master or Leader of the sect, commanded a network of strongholds all over Iran and Iraq, a corps of devoted terrorists, and an unknown number of agents in enemy camps and cities, who claimed many victims among the generals and statesmen of the 'Abbasid caliphate, as well as some caliphs.

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Their jihad or crusade was to remove Sunni power and replace it with a Shi'ite Leader. The victory of Shi'ism would bring a golden age under a messianic figure called the Hidden Imam. Their sect was contemplative and esoteric (not unlike the Ninjas of Japan). Their political agenda was ruthlessly logical and their creed was discipline and loyalty to their sheikh, the 'Old Man of the Mountain'. The Crusaders, who courted them for political reasons, regarded their courage as exemplary.

At the beginning of the 12th century Assassin activities were extended to Syria. From Masyaf, the major castle in the an-Nusayriyah Mountains, the Syrian grand master Rashid ad-Din as-Sinan, the legendary shaykh al-jabal, ruled virtually independently of Assassin headquarters at Alamut. Assassin power came to an end as the Mongols under Hülegü captured Assassin castles in Iran one by one until in 1256 Alamut itself fell. The Syrian castles were gradually subjugated by the Mamluk sultan Baybars I and placed under Mamluk governors. Henceforth the sect stagnated as a minor heresy. Its followers are still to be found in Syria, Iran, and Central Asia, with the largest group in India and Pakistan, where they are known as Khojas and owe allegiance to the Aga Khan. The term "assassin" was brought by the crusaders from Syria to Europe, where it acquired its present meaning of one who murders a politically important person either for hire or from fanatical motives.

11.1.12 Suggested Reading

Though there is a wealth of information concerning the historical secret societies (or the purported ones, anyway) here are a few helpful books to give you some insight into the designer's conception:

- The *Illuminatus* Trilogy by Robert Shea and Robert Anton Wilson
- *Last Call* and *Declare* by Tim Powers
- *At The Mountains of Madness* by H.P. Lovecraft
- *The Nine Unknown* or *Om: The Secret of Ahbor Valley* by Talbot Mundy (out of print and very hard to find)
- *A History of Secret Societies* by Arkon Daraul.
- *The Templars* by Edward Burman.
- The *Encylopedia Cthuliana* by Daniel Harms.
- The *Assassins: A Radical Sect in Islam* by Bernard Lewis.

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12.0 APPENDICES

12.1 CALCULATING INTER-NATION TRADE

Remember, this set of formulae is for backup and **informational purposes only**; the program will calculate this for you! Much of the support information for this calculation is found in the section on Trade Routes (see Section [2.17]).

The formula to calculate the GP produced by a given partner on a single trade route is:

$$GP = Yv \times Tv \times N \times D \times P \times M$$

The variables used in this formula (and those that follow are):

Variable	Description	Reference
Yv	Your Trade Value	[2.3.2]
Ys	Your Effective Merchant Shipping Points on this route	
Tv	The other nation's Trade Value. (see the MSI Listing at the back of the Newsfax).	
Ts	The other nations' Effective Merchant Shipping points.	
N	Your National Market Value (NMV)	[2.3.3]
D	The Duration modifier of the route. This is calculated below.	
P	Throughput percentage from Route Status	[2.17.4]
M	Shipping Modifier (if sea trade, else 1.0). Also calculated in the following section.	
GP	Gold Received from Inter-nation Trade	

Step 1: Calculating the Duration Modifier (D)

Here **D** is the calculated Duration Modifier and **d** is the Duration of the Route in Years. The limit marker indicates that the resulting Modifier cannot be less than 0.5 (50%) or greater than 1.2 (120%).

$$D = \int_{0.5}^{1.2} \sqrt{\frac{d}{100}}$$

Step 2: Calculating the Shipping Modifier (M)

This is a little complex, so we'll break it down into three steps. First we'll figure out the modified MSP due to Trade Range and Route Length. Then we'll adjust the Sum Trade of the route to keep over-allocations of MSP in proportion. Then we'll actually calculate the Shipping Modifier.

Step 2a: Calculating MSP Effectiveness Due To Length

Note: You do not have to make this calculation if your stat sheet shows "eMSP", which are the results of this calculation. If this is the case, skip to step 2b.

Here **Ys** are the Effective Merchant Shipping Points, **s** are the raw Merchant Shipping Points, **L** is the length of the Route in Sea Zones, and **R** is the Trade Range of the nation supplying the MSP. Note that this is not a "bounded" or limited modifier.

$$Ys = s\left(\frac{R}{L}\right)$$

Step 2b: Calculating the Trade Capacity of the Route (C)

If there are **more** MSP allocated by the two trading nations than the basic Capacity (**Yv** + **Tv**) of the Route, then the Capacity of the Route is increased by the "overage". Here **C** is the final, modified, capacity of the route, **Ys** is the number of merchant shipping points that your nation is providing, and **Ts** is the number of merchant shipping points that the other nation is providing.

First calculate $\mathbf{c_1}$, which is the over-commitment of MSP to the route (or not).

$$c_1 = (Ys + Ts) - (Yv + Tv)$$

If $\mathbf{c_1}$ is negative, the route is **not** over-committed and the final Capacity (**C**) is not affected. If $\mathbf{c_1}$ is positive, however, then final Capacity (**C**) is equal to:

$$C = C + c_1$$

Basically, if a route has 10 eMSP to many allocated to it, then you add 10 to the basic capacity of the route.

Step 2c: Calculating the Actual Shipping Modifier

Here **M** is the Actual Shipping Modifier, **Ys** is your effective MSP, **Ts** is the *other* Nation's effective MSP, and **C** is the modified Capacity of the Route. As noted by the Limit marker, the modifier cannot exceed 1.0 or be less than 0.0.

$$M = \int_{0.0}^{1.0} \left(\frac{Ys + \frac{Ts}{2}}{C}\right)$$

Example

England and Russia are trading.

England has a Trade Value (Yv) of 30, an NMV (N) of 0.112, a Trade Range of 3, and 35 MSP allocated to the Route.

Russia has a Trade Value of 25 (Tv), an NMV (N) of 0.081, 10 MSP allocated to the route and a Trade Range of 3.

They have been trading for 115 years and the length of the Route is 3 Sea Zones. The Route Status is currently NST (Normal Sea Trade).

The Duration modifier (P) is the Square root of (115 / 100) or 1.07.

The Route Status is normal, so the Throughput Modifier (P) is 1.0.

The English effective MSP (Ys) (due to Range and Length) are (35 × (3 / 3) = 35).

The Russian effective MSP (Ts) (due to Range and Length) is (10 × (3 / 3) = 10).

The total allocated Shipping (35 + 10) is less than the Route Capacity (C) (which equals the combined Trade Values of the two nations, or 30+25=55), so the Route Capacity is not modified. C is 55.

The English shipping modifier is equal to ((35 + (10 /2)) / 55 = 0.72) or 72%.

The Russian shipping modifier is equal to ((10 + (35 / 2)) / 55 = 0.50) or 50%.

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To calculate the GP the English get, we multiply all of the factors together and get:
GP = 30 × 25 × 0.112 ×1.07 × 1 × 0.72 = 64.7gp.
The Russians get:
Gold = 30 × 25 × 0.081 × 1.07 × 1 × 0.50 = 32.5gp.
Since the Route is not over Capacity MSP-wise, new MSP are generated for each Nation.

12.2 CALCULATING IMPERIAL SIZE

Like the Inter-Nation Trade section, this shows the process that the GM (hopefully with the aid of a computer) follows to figure out how large your Empire is. This is provided for informational purposes only. You do not have to calculate this as a matter of course!

Each region is worth, at base, one Raw Imperial Size (**RIS**) point. Each city is worth Raw Imperial Size points equal to 1/10th of its GPv. The modifier tables follow step 3. To calculate the final Imperial Size, follow these steps.

Step 1: Calculate the total of the Raw Imperial Size values of all the Nations controlled regions. The RIS for a given region is equal to:

Region RIS =
1 ×
Region Terrain Modifier ×
Control Status Modifier ×
Government Type Modifier

Step 2: Calculate the total of the Raw Imperial Size values of all the Nations controlled cities. The RIS for a given city is equal to:

City RIS =
(City GPv / 10) ×
Control Status Modifier ×
Government Type Modifier

Step 3: Add the Region and City RIS totals together and then divide the result by the Nation's Size Divisor. For details on the National Size Divisor, see section [10.2]. The result, rounded up, is the Imperial Size of the Nation.

Imperial Size =
(Region RIS + City RIS) / Size Divisor

Table 12-1. Region Terrain Modifiers

Terrain	Description	Modifier
O	Oasis	0.5
C	Cultivated	1.0
C2	Intensive Cultivation	1.0
I	Island	0.5
D	Desert	1.5
J	Jungle	1.5
M	Mountain	1.5
S	Steppe	1.5
T	Tundra	1.5
W	Wilderness	1.5

Table 12-2. Control Status Modifiers

Code	Control Status Description	Modifier
A	Full Ally	1.0
AB	Primacy Abbey	0.25
AW	At War	0.0
BO	Merchant Branch Office	0.5
C	Claim	0.0
CA	Primacy Cathedral	0.75
CC	Cultic Cell	0.1
CH	Primacy Church	0.1
CI	Merchant Cartel City	0.75
CL	Cultic Lodge	0.25
CS	Cultic Stronghold	1.0
CT	Cultic Temple	0.75
EA	Economic Ally	0.5
F	Friendly	1.0
FA	Feudal Ally	0.2
H	Hostile	0.0
HC	Primacy Holy City	1.0
HM	Homeland	1.0
HO	Merchant Home Office	1.0
MA	Merchant Agent	0.1
MCL	Merchant Colony	1.0
MF	Merchant Factory	0.25
MN	Primacy Monastary	0.5
NT	Non-Paying Tributary	0.0
OC	Occupied	0.0
OE	Order Estate	0.75
OF	Order Fortress	1.0
OH	Order House	0.1
OO	Order Oratory	0.5
OP	Order Preceptory	0.25
P	Pacified	1 5
PT	Pacified Tributary	0.5
T	Tributary	0.5
UN	Uncontrolled	0.0

Table 12-3. Government Type Modifiers

Code	Government Type Description	Modifier
DC	Dictatorship	0.75
FD	Federalized Democracy	0.75
CM	Centralized Monarchy	1
CO	Constitutional Monarchy	1
IM	Imperial	1
TH	Theocracy	1
OL	Oligarchy	1.25
FM	Feudal Monarchy	1.5
TRI	Tribal Councils	2

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13.0 CHARTS AND TABLES

13.1 NATIONAL INFORMATION

Table 2-1. Geographic Zones

Geographic Zone	Code
Amazonia	AMZ
Australia	AU
Central Asia	CA
China	CH
Central America	CNA
East Africa	EA
Eastern Europe	EE
Eastern North America	ENA
Eastern South America	ESA
Indonesia	IA
India	IN
Japan	JP
Middle East	ME
Manchuria	MN
North Africa	NA
Pacifica	PA
Persia	PR
South Africa	SA
South East Asia	SEA
Siberia	SI
Southern South America	SSA
West Africa	WA
Western Europe	WE
Western North America	WNA
Western South America	WSA

Table 13-1. Languages

Language	Code
Afro-Asiatic	A/A
Aboriginal (Australian)	ABO
Akkadian	AKK
Albanian	ALB
Anasazi	ANA
Anglo-Saxon	ANG
Appalachian	APP
Arabic	ARA
Aramaic	ARH
Armenian	ARM
Ashante	ASH
Assamese (Gurkha)	ASM
Athapascan	ATH
Azeri	AZE
Baltic	BAL
Bantu	BAN
Basque	BAS
Bengali	BEN
Berber	BER
Bihari	BIH
Bulgar	BUL
Burmese	BUR
Caddoan	CAD
Carib	CAR
Celtic	CEL
Chumash	CHU
Czech	CZE
Danish	DAN
Ethiopian	ETH
Finnish	FIN
Flemish (Dutch)	FLE
Frankish (French)	FRA
Georgian	GEO
Hebraic	HEB
Hellenic	HEL
Hindi	HIN
Iberian	IBE
Iroquois	IRO
Italic	ITA
Japanese	JAP
Javanese	JAV
Kannadi / Malayalam	KAN
Kashmiri	KAS
Khemer	KHE
Khosian	KHO
Kurdish	KUR
Lybo-Phonecian	L/P
Langue d'Oc	LDO
Magyar	MAG
Malaysian	MAL
Maratha	MAR
Maasai	MAS
Maori	MAO
Mississippian	MIS
Mongol	MON
Nilo-Saharan	N/S
Nahuatl	NAH
North Chinese	NCH
Norse	NOR
Old High German	OHG
Oriya (East Indian)	ORI
Pathan (Neo-Kushan)	PAT
Persian (Farsi)	PER
Polynesian	PLY
Polish	POL
Pushtu-Urdic	PSH
Punjabi	PUN
Pygmy Dialects	PYG
Quecha	QUE
Rajahsthani	RAJ
Russian	RUS
Serbo-Croation	S/C
South Chinese	SCH
Scythian	SCY
Sindhi	SIN
Slavonic	SLA
Slovak	SLO
Tamil	TAM
Tangut	TAN
Taureg	TAU
Telugu (East Indian)	TEL
Thai	THA
Tolteca	TOL
Turkic	TUR
Viet	VIE
Vlach	VLA
West African/Trans-Chad	WAF
Xhosa-Bushman	XHO
Yaqui (Yoeme)	YAQ
Zulu	ZUL

Table 2-2. Technology Levels

Tech Level	Tech Level Title	Culture Types
001	Stone Working	Pre-Columbian / Seafaring
002	Iron Working	Pre-Columbian / Barbarian / Nomadic / Seafaring
003	Iron Working - Steel	Civilized / Pre-Columbian / Barbarian / Nomadic / Seafaring
004	Early Medieval	Civilized / Barbarian / Nomadic / Seafaring
005	Medieval - Medicine	
006	Medieval - Crossbow	Civilized / Seafaring
007	Late Medieval	
008	Renaissance - Gunpowder	The Renaissance

Table 2-3. City Type Modifiers

City Type	Code	Modifier
Port	p	1.5
Capital	c	1.25
Road	r	1.0
Silk Road	s	1.0
Holy	h	0.75
Treasury	$	0.75
University	u	0.75
Normal	/	0.5
Besieged	b	0.0
Isolated	i	0.0
Port City on a Road	+	1.5
Port, Capital on Road	#	1.5
Port on Silk Road	*	1.5
Silk Road w/ Road	&	1.25

Table 2-4. City Status Modifiers

City Status	Modifier
hm / f / ea / p	1.0
t / a	0.75
pt / nt / fa	0.5
c	0.0

Table 2-5. Region Terrain Type Modifiers

Region Terrain	Modifier
c2 / c / i	1.0
w / s / j	0.75
m / d	0.5
t	0.25

Table 2-6. National Culture Modifiers

Cultural Type	Modifier
Seafarer	0.9
Civilized	0.8
Barbarian	0.7
Nomadic	0.6
pre-Columbian	0.5

Table 2-7. Control Status Tax Multiples

Region Status	Tax Multiple
Neutral (n)	0.0
Claimed (c)	0.0
Occupied (oc)	0.0
Non-Paying Tributary (nt)	0.0
Feudal Allied (fa)	0.0
Pacified Tributary (pt)	0.5
Tributary (t)	0.5
Pacified (p)	1.0
Economic Ally (ea)	1.0
Full Allied (a)	1.0
Friendly (f)	1.0
Homeland (hm)	2.0

Table 2-8. Terrain Type Tax Multiples

Terrain Type	Culture C	B	N	S	P
c2	1.0	1.5	2.0	1.0	1.0
C	1.0	1.0	1.5	1.0	1.0
w	0.5	1.0	0.3	0.5	1.0
m	0.3	0.5	0.2	0.2	0.5
s	0.3	0.2	1.0	0.0	0.2
d	0.2	0.2	0.5	0.0	0.2
t	0.2	0.3	0.0	0.0	0.2
i	1.0	1.0	1.0	1.5	1.0
j	0.3	0.5	0.2	1.0	1.0
o	0.0	0.0	0.0	0.0	0.0

Table 2-9. Years per Turn

Tech Level	Years per Turn	Base Tax Rate
1-7	5	100%
8-9	4	80%
10-11	3	60%
12-13	2	40%
14-15	1	20%

Table 2-9. Years per Turn

Tech Level	Years per Turn	Base Tax Rate
1-7	5	100%
8-9	4	80%
10-11	3	60%
12-13	2	40%
14-15	1	20%

Table 2-10. Terrain Troop Support Modifiers

Terrain	Civ.	Barb.	Nom.	Seaf.	pre-Col.
M	2.0	1.0	2.0	2.0	1.5
S	2.0	1.5	0.0	2.0	1.5
T	2.0	1.5	2.0	2.0	1.0
D	1.5	1.5	1.0	1.5	1.5
J	1.5	1.0	1.5	1.0	1.0
W	1.5	1.0	1.5	1.5	1.0
C	1.0	1.0	0.1	1.0	1.0
C2	1.0	0.5	0.1	1.0	1.0
I	1.0	1.0	1.0	0.5	1.0
O	2.0	2.0	1.0	2.0	1.5

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Table 2-11. Army Status Modifiers

Code	*Description*	*Support Multiple*
M	Mutinous!	×0.0
P	Prisoner	×0.0
E	Sneaking Around...	×0.0
A	Administering	×1.0
N	Normal	×1.0
G	In Garrison	×1.5
C	On Campaign	×2.0
S	Besieging A City	×2.0
B	Being Besieged	×2.0
U	Unused	×1.0

Table 2-12. Agro Point Production Multiples

Region Terrain	*Production multiple*
c2 (Intensively Cultivated)	2.0
c (Cultivated)	1.0
I (Island)	1.0
w (Wilderness)	0.5
J (Jungle)	0.3
m / s / d / t / o	0.0

Table 2-13. Regional Status Production Multiples

Status	Description	Production multiple
A	Full Ally	1.0
EA	Economic Ally	1.0
F	Friendly	1.0
HM	Homeland	1.0
P	Pacified	1.0
PT	Pacified Tributary	1.0
T	Tributary	1.0
(Others)	All Other Statuses	0.0

Table 2-14. Terrain Consumption Multiple

Terrain Type	Multiple
Cultivated	1.0
Intensive Cultivation	1.0
Desert	2.0
Island	1.0
Jungle	1.0
Mountain	2.0
Oasis	2.0
Steppe	2.0
Tundra	2.0
Wilderness	1.5

Table 2-15. City Type Consumption Multiple

City Type	Multiple
Treasury City	1.0
Capital+Port City on a Road	0.8
Normal City	1.0
Besieged or Isolated City	1.5
Capital City	1.0
Sacred City	1.0
Port City	0.8
Royal Road City	1.0
Silk Road City	1.0
University City	1.0
Silk Road City w/Road	1.25
Port City on the Silk Road	1.0
Port City on a Road	0.8

Table 2-16. City Status Consumption Multiple

City Status	Multiple
At War	0.0
Claim	0.0
Economic Ally	1.0
Feudal Ally	0.0
Friendly	1.0
Full Ally	1.0
Homeland	1.0
Hostile	0.0
Non-Paying Tributary	0.0
Occupied	0.0
Pacified	1.0
Pacified Tributary	1.0
Tributary	1.0
Uncontrolled	0.0

Table 2-17. Agro Surplus Conversion Options

Base Rev.	*Surplus Agro...*	*Trade in for...*
0-50 GP	1 Agro	1 GP
	1 Agro	1 NFP
50-100 GP	2 Agro	1 GP
	3 Agro	1 NFP
100+ GP	2 Agro	1 GP investment in a rating.
	4 Agro	1 NFP toward a Project(*)

Table 2-18. Region Spacer Codes

Spacer Code	*Description*
/	Normal Region
f	Fur Line Region
h	Hostile Region
s	Silk Road Region

Table 2-19. Garrison Terrain Modifiers

Culture	*c*	*c2*	*w*	*s*	*j*	*i*	*d*	*m*	*t*	*o*
Pre-Colum.	1	1	1	2[C]	1	1	2[C]	1	2	1
Seafaring	1	1	2	2[C]	2	1	2[C]	2	2	1
Civilized	1	1	2	2[C]	2	1	2[C]	2	2	1
Barbarian	2	2	1	2[C]	1	1	2[C]	1	2	2
Nomadic	1	2	2	1[C]	2	1	1[C]	2	2	1

Notes

- All regions can be garrisoned with infantry save for steppe.
- All regions requiring a cavalry garrison (those marked with a [C]) can be garrisoned with infantry or field forts in twice the cavalry amount. An exception to this applies in the case of regions where there is no Cavalry in use (pre-Cav Count America, or South Africa).
- Islands can be garrisoned by warship units of the nfp cost equivalent to the infantry or cavalry unit garrison requirement.
- All listed numbers are factors that are multiplied by the Region Resistance Value.

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Table 2-20. Garrison Religion Modifiers

Regional Religion is...	*Modifier*
Tolerant of Your Religion	1.5
Hostile to Your Religion	2.0
The same as Your Religion	1.0

Table 2-21. Maximum Region Status by Religion

Your National	*The regional religion is the...*		
Religious Strength			
1	HM	F	A
2-3	HM	F	EA
4-5	HM	A	EA
6-7	HM	EA	T
8-9	HM	EA	NT
10	HM	T	P

Table 2-21. Maximum Region Status by Religion

Your National	*The regional religion is the...*		
Religious Strength			
1	HM	F	A
2-3	HM	F	EA
4-5	HM	A	EA
6-7	HM	EA	T
8-9	HM	EA	NT
10	HM	T	P

Table 2-22. Maximum Region Status by Terrain

Region Terrain	*Controlling Culture is...*				
	C	*B*	*N*	*S*	*P*
c2 (Intns Cult.)	Hm	Hm	Hm	F	Hm
c (Cultivated)	Hm	Hm	Hm	F	Hm
w (Wilderness)	F	Hm	EA	FA	Hm
m (Mountain)	FA	F	T	EA	FA
s (Steppe)	FA	T	F	NT	FA
d (Desert)	FA	T	F	NT	EA
t (Tundra)	F	F	NT	T	F
i (Island)	F	F	T	Hm	F
j (Jungle)	F	EA	NT	EA	F
o (Oasis)	T	NT	A	NT	NT
City	F	F	F	F	F

Table 2-26. Industry Culture Modifiers

Cultural Type	*Modifier*
Pre-Columbian	0.75
Barbarian/ Nomad	0.5
Seafarer	0.9
Civilized	1.0

Table 2-27. Industry Economic Modifiers

Economic Type	*Modifier*
Agrarian	0.5
Guild	0.75
Free	1.0
Slave	0.6

Table 2-28. Base City Types

Type Base	Code	Notes
Capital	C	
Road	R	Must be connected to the capital by Royal Road.
Port City	P	
Silk Route	S	Silk Route must be "working". Overidden by Road.
University	U	Only if the University is not in the Capital.
Sacred City	H	
Treasury	$	

Table 2-29. Meta-City Types

Meta-Type	Code
Road and Port	%
Silk-Route and Sacred City	!
Sacred City and University	*

Table 2-30. Master City Type List

Description	Code	Agro	ITV	Road ?	Port ?	+R V
Normal	/	1.0	0.5	No	No	+0
Capital	C	1.0	1.25	No	No	+1
Road	R	1.0	1.0	Yes	No	+0
Railroad	T	1.0	1.5	Yes	No	+0
Port City	P	0.8	1.5	No	Yes	+1
Silk Route	S	1.0	1.0	No	No	+0
University	U	1.0	0.75	No	No	+1
Sacred City	H	1.2	0.75	No	No	+1
Road, Port	%	0.8	1.5	Yes	Yes	+1
Silk-Route, Sacred City	!	1.2	1.0	No	No	+1
Sacred City, University	*	1.2	0.75	No	No	+2
Capital, Road	CR	1.0	1.25	Yes	No	+1
Capital, Port	CP	0.8	1.5	No	Yes	+2
Capital, Road, Port	C%	0.8	1.5	Yes	Yes	+2
Capital, Silk-Route, Sacred City	C!	1.0	1.25	No	No	+2
Capital, Sacred City	CH	1.2	1.25	No	No	+2
Sacred City, Road	RH	1.2	1.0	Yes	No	+1
Sacred City, Port	PH	1.0	1.5	No	Yes	+1
Sacred City, Road, Port	%H	1.2	1.5	Yes	Yes	+2
Sacred City, University, Road, Port	+H	1.0	1.5	Yes	Yes	+3
Capital, Sacred City, Road, Port	C%H	1.0	1.5	Yes	Yes	+2
Road, University	RU	1.0	1.0	Yes	No	+1
Port City, University	PU	0.8	1.5	No	Yes	+1
Silk Route, University	SU	1.0	1.0	No	No	+1
Capital, Silk Route	CS	1.0	1.25	No	No	+1

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Description	Code	Agro	ITV	Road ?	Port ?	+R V
Port City, Silk Route	PS	0.8	1.5	No	Yes	+1

Table 2-31. Trade Route Status

RouteStatus	Description	Throughput
NST	Normal Sea Trade	1-100%
WAR	Blocked by Warfare	10%
BST	Blockaded Sea Trade	50%
LTH	Land by Hostile Terrain	70%
LTD	Land by Difficult Terrain	80%
LTO	Land by Open Terrain	85%
LTR	Land by Road	90%
LTS	Land across the Sahara	50%
LTC	Land along the Silk Route	30%
INI	Trade Under Interdict	50%

13.2 MAP INFORMATION

Table 4-1 . Regional Symbols

Symbol	Meaning
	City
	Fortress
	Port
	Port City
	Port Fortress
	Sacred City
	Royal Road
	Postal Road
	Trade Center
	The Silk Route
	The Fur Line
	Monument (megalithic construct)
(/)	Colonizable Land Region
H	Hostile Land Region

Table 4-2. Trade Center Types

Code	Type
A	Silver mines
G	Gold mines
M	Merchant faire
P	Spices
S	Salt

Table 4-3. Border Terrain Symbols

Symbol	Terrain Feature
	Small Mountains (type-1)
	Large Mountains (type-2)
	Navigable Rivers
	Tsetse Fly Line
	Great Wall section

Table 4-4. Terrain Symbols Table

Symbol	Code	Description
	c2	Intensive Cultivated
	c	Cultivated
	w	Wilderness
	s	Steppe
	j	Jungle
	m	Mountain
	d	Desert
	i	Island
	t	Tundra
	o	Oasis

Table 9-3. Religious Symbols and Codes

Symbol	Code	Religion
	RC	Roman Catholic
	EO	Eastern Orthodox
	CP	Monophysite (Coptic) Christian
	NC	Nestorian Christian
	KC	Keltic Christian
	HC	Heretic Christian
	JD	Judaic
	SH	Shiite Islam
	SN	Sunni Islam
	HI	Heretical Islam
	BH	Mahayana Buddhism
	TB	Theravada Buddhism
	LB	Lamaist Buddhism
	HN	Hinduism
	JN	Jainism
	OP	Oceanic Pagan
	EP	European Pagan
	AP	Asiatic Pagan
	AF	African Pagan
	NA	North Amerind
	MA	Mesoamerind
	SA	Southamerind
	ST	Shinto
	DA	Daoist
	ZO	Zoroastrian

Table 4-5. Regional Terrain Action Costs

Terrain	Civ / Sea	Barb / PreCol	Nomadic
c2	1	1	1
c	1	1	1
w	2	1	2
m	2	2	3
s	2	2	1
d	2	3	1

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t	2	2	2
i	1	1	1
j	2	2	3
o	2	2	1

Table 4-6. Sea Zone Symbols

Symbol	*Meaning*
↔	Ferry Point
⇐	One-way Inter-Island Arrow
⇐⇒	Two-way Inter-Island Arrow
←	One-way Open Ocean Arrow
←→	Two-way Open Ocean Arrow
-↑↓-	Monsoon Sea Zone Border
-↑-	Strong Current Border
H	Hostile Sea Zones

13.3 CONSTRUCTION INFORMATION

Table 5-1. Sea Trade Range by Culture

Nation Culture Type	*Trade Range*
Nomadic	1
Barbarian / Pre-Columbian	2
Civilized	3
Seafaring	4

Table 5-2. Max. QRs per Culture and Tech Level

Civilized

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
3	5	5	4	5
4	7	6	5	7
5	8	7	6	8
6	9	8	7	10
7	10	10	10	12

Barbarian

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
2	3	4	4	4
3	5	5	4	5
4	7	6	5	7

Pre-Columbian

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
1	0	3	2	2
2	0	4	4	4
3	0(1)	5	4	5

Note: Cavalry is available to Pre-Columbian cultures only after the introduction of horse and the expiration of the Cavalry Count (see [10.8.1] on page 12) in that geographic area.

Nomadic

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
2	5	3	1	2
3	7	4	2	3
4	9	5	3	5

Seafaring

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
1	0	3	4	2
2	1	4	6	4
3	3	5	6	5
4	5	6	7	7
5	6	7	8	8
6	7	8	9	10
7	8	10	12	12

Table 5-2. Max. QRs per Culture and Tech Level

Civilized

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
3	5	5	4	5
4	7	6	5	7
5	8	7	6	8
6	9	8	7	10
7	10	10	10	12

Barbarian

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
2	3	4	4	4
3	5	5	4	5
4	7	6	5	7

Pre-Columbian

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
1	0	3	2	2
2	0	4	4	4
3	0(1)	5	4	5

Note: Cavalry is available to Pre-Columbian cultures only after the introduction of horse and the expiration of the Cavalry Count (see [10.8.1] on page 12) in that geographic area.

Nomadic

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
2	5	3	1	2
3	7	4	2	3
4	9	5	3	5

Seafaring

Tech Level	*Cavalry*	*Infantry*	*Warship*	*Siege*
1	0	3	4	2
2	1	4	6	4
3	3	5	6	5
4	5	6	7	7
5	6	7	8	8
6	7	8	9	10
7	8	10	12	12

Table 5-4. Public Works Point Costs

Region Terrain	*Cost of 1 PWB point*
c2 / c / i / city	10 GP
w / j / s	15 GP
d / t / m	20 GP

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Table 5-5. Maximum Public Works Bonuses

Region Terrain	*PWB Maximum*
c2	GPv × 20
c	GPv × 15
w / j	GPv × 5
s / d / t / m	GPv × 2
City, Island	GPv × 10

Table 5-6. Maximum GPv for Colonizable Regions

Region Terrain	*Maximum GP value*
c	2
w, j, s, d, m, i	1
t	0

Table 5-7. City Construction & Expansion Costs

	c2/c/i region	*w/m/j region*	*s/d/t region*	*result*
Initial	20gp/15nfp	30gp/20nfp	40gp/25nfp	[1/0]
Increase	30gp/20nfp	35gp/25nfp	40gp/30nfp	[+1/0]

Table 5-8. Maximum City Size by Terrain

Region Terrain	*Maximum GPv*
C2	15
C / I	10
W	6
M / J	5
S / D	4
T	3

Table 5-3. Build Completion

Build Type	*When Complete*
City	End of the Turn
Colony	End of the Turn
Ferry Point	Start of the Turn
Fortress	End of the Turn
Monolithic Construction	End of the Turn
Port Area	End of the Turn
PWB	Start of the Turn
Region	End of the Turn
Trade Route	Start of the Turn
Units (excepting Wallpoints)	Start of the Turn
Wallpoints	End of the Turn

Table 6-1. Summary of Megalithic Constructs

Construct	Base Level
Canal	1-6
Intense Cultivation	2-3
Regional Cultivation	1
Royal Road	1
Great Walls	1
Postal Road	0.5
Monoliths	Varies (min 1)
Bridge	1

Table 6-2. Megalithic Construct Cost Multiples for Terrain

	Terrain Type								
Culture	***c2***	***c***	***w***	***m***	***s***	***d***	***i***	***j***	***t***
Civ.	1.0	1.0	1.5	2.0	2.0	2.0	1.0	2.0	3.0
Barb.	1.0	1.0	1.0	1.5	2.5	2.5	1.0	1.5	2.5
Nomad	1.0	1.0	1.5	3.0	1.0	1.5	1.5	3.0	3.0
Seaf.	1.0	1.0	2.0	3.0	3.0	3.0	1.0	2.0	3.0
Pre-Col	1.0	1.0	1.0	1.5	1.5	1.5	1.0	1.0	2.0

Table 6-3. Megalithic Construct Level Modifiers for Border Type

Border Type	**Modifier**
Type-1 Mountain	+1
Type-2 Mountain	+2
River or Canal	+1

Table 6-4. Canal Construction Levels

Level	*Description*
1	Kiel Canal (Skaggerak to the North Sea).
1	Lagoda Passage (Lake Lagoda to Gulf of Finland).
2	**Volkhov Canal** (Lake Lagoda to Lake Ilmen)
2	Necho's Canal (Red Sea to Lower Nile to Med.).
3	**Erie Canal** (Lake Erie to Chesapeake Sea Zone via the Hudson River, which passes through the regions of Cayuga, Iroquois and Mohawk).
3	**The Grand Canal of China** (Huang Ho to Yangtze).
3	**Duluth Canal** (Great Snake to Lake Superior).
4	**Queta Canal** (across present day Nicaragua).
6	Panama Canal (across Cuna, Pacific to Caribbean).

Table 5-4. Public Works Point Costs

Region Terrain	*Cost of 1 PWB point*
c2 / c / i / city	10 GP
w / j / s	15 GP
d / t / m	20 GP

Table 5-8. Maximum City Size by Terrain

Region Terrain	*Maximum GPv*
C2	15
C / I	10
W	6
M / J	5
S / D	4
T	3

Table 5-5. Maximum Public Works Bonuses

Region Terrain	*PWB Maximum*
c2	GPv × 20
c	GPv × 15
w / j	GPv × 5
s / d / t / m	GPv × 2
City, Island	GPv × 10

Table 5-6. Maximum GPv for Colonizable Regions

Region Terrain	*Maximum GP value*
c	2
w, j, s, d, m, i	1
t	0

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Level	Description
6	**Chicago Canal** (Middle Snake to Lake Michigan).
2	Niagara Canal (Lake Erie to Lake Ontario)

Table 6-5. Regions Eligible for Intensive Agriculture

Geographic Zone	Eligible Regions
Central Asia	Khwarzim (3)
China	Honan, Anhui, Szechwan, Hupei (2)
Central America	Valley of Mexico (2)
India	Uttar Pradesh, Rajput, Jaunpur, Maghada, Gaur, Palas (2)
Japan	Kwanto, Yamato (3)
Middle East	Mesopotamia, Mosul, Hahmar, Abadan (2)
North Africa	Mansura, Egypt, Faiyum (2)
South East Asia	Khemer, Annam, Pegu (3)
Western North America	Patwin, Yokuts, Serrano (3)

13.4 LEADERS AND ACTIONS

Table 7-1. Leader Types

Type	Description
K, Q	King, Queen or President. The ruler of the nation
H	The Imperial Heir, usually the eldest son or daughter of the King or Queen.
P	A Prince, the Sons of the King (or Queen's Daughters). The Eldest of these is the Heir to the throne.
L	A Lieutenant. Usually a Close Friend of the King or a Relative.
A	A Full Ally. This Leader rules his own land but obeys the King.
B	A Bishop or Papal Legate. A Leader lent by a Religious Primate to the Kingdom.
F	A Feudal Ally. He rules his own fief and will join the King in battle.
S	A Spy. This Leader will emerge from a successful subversion of certain infiltration.
E	A Regent. A Leader chosen by the ruling powers of the Nation to rule in the stead of a King or Queen that is under-age.
M	Mercenary commander. Either a hired Leader or one loaned by another Nation to help yours.

Table 7-3. Action Points By Culture Type

Culture	AP per YEAR
Pre-Columbian	5
Civilized	6
Seafaring	7
Barbarian	8
Nomadic	8

Table 7-4. Equipment Type Modifiers

Equipment	Modifier
Heavy/Super Heavy	-1
Medium	+0
Light/Super Light	+1

Table 7-5. Unit Type Modifiers

Unit Type	Modifier
Leader	+2
Cavalry	+1
Infantry	+0
Siege	+0
Artillery	+0
Ships	+0
Civilized Tribe Points	-1
Nomadic Tribe Points	+1
Barbarian Tribe Points	+0
Pre-Columbian Tribe Points	+0

Table 7-6. Unit Training Modifiers

Training	Modifier
Elite	+1
Regular	+0
Inexperienced	-1

Table 7-7. Leader Combat Rating Modifiers

Combat Leadership	Modifier
1 - 4	-1
5 - 8	+0
9 - 11	+1

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Table 7-8. Action Impulse Pattern

Impulses Action Points Expended On are marked ×

AP	J	F	M	A	M	J	J	A	S	O	N	D
1							X					
2						X	X					
3					X	X	X					
4					X	X	X	X				
5				X	X	X	X					
6				X	X	X	X	X	X			
7			X	X	X	X	X	X	X			
8			X	X	X	X	X	X	X	X		
9			X	X	X	X	X	X	X	X	X	
10		X	X	X	X	X	X	X	X	X	X	
11		X	X	X	X	X	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X	X	X
13	X	X	X	X	X	X	X	X	X	X	X	X
14	X	X	X	X	X	X	X	X	X	X	X	X
15	X	X	X	X	X	X	X	X	X	X	X	X
16	X	X	X	X	X	X	X	X	X	X	X	X
17	X	X	X	X	X	X	X	X	X	X	X	X
18	X	X	X	X	X	X	X	X	X	X	X	X
19	X	X	X	X	X	X	X	X	X	X	X	X
20	X	X	X	X	X	X	X	X	X	X	X	X
21	X	X	X	X	X	X	X	X	X	X	X	X
22	X	X	X	X	X	X	X	X	X	X	X	X
23	X	X	X	X	X	X	X	X	X	X	X	X
24	X	X	X	X	X	X	X	X	X	X	X	X

Table 7-8. Action Impulse Pattern

Impulses Action Points Expended On are marked ×

AP	J	F	M	A	M	J	J	A	S	O	N	D
1							X					
2						X	X					
3					X	X	X					
4					X	X	X	X				
5				X	X	X	X					
6				X	X	X	X	X	X			
7			X	X	X	X	X	X	X			
8			X	X	X	X	X	X	X	X		
9			X	X	X	X	X	X	X	X	X	
10		X	X	X	X	X	X	X	X	X	X	
11		X	X	X	X	X	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X	X	X
13	X	X	X	X	X	X	X	X	X	X	X	X
14	X	X	X	X	X	X	X	X	X	X	X	X
15	X	X	X	X	X	X	X	X	X	X	X	X
16	X	X	X	X	X	X	X	X	X	X	X	X
17	X	X	X	X	X	X	X	X	X	X	X	X
18	X	X	X	X	X	X	X	X	X	X	X	X
19	X	X	X	X	X	X	X	X	X	X	X	X
20	X	X	X	X	X	X	X	X	X	X	X	X
21	X	X	X	X	X	X	X	X	X	X	X	X
22	X	X	X	X	X	X	X	X	X	X	X	X
23	X	X	X	X	X	X	X	X	X	X	X	X
24	X	X	X	X	X	X	X	X	X	X	X	X

Border Terrain Type	Movement Modifier
Sailing w/ Monsoon Sea Zone Border	× 0.5
Sailing Normal Sea Zone Border	× 0.5
Normal Controlled Border	+0
Sailing Normal Sea Zone Border	+0
Inter Island Arrow	+0
1-Way Open Ocean Arrow	+0
2-Way Open Ocean Arrow	+0
Entering a Port from a Sea Zone	+0
Entering a City from a Region	+1

Table 7-10. Summary of AP Cost Payments

Action Type	Pay Base	Pay Terrain	Pay Border
Enter a Region	Yes	Yes	Yes
Perform Action in a Region	Yes	Yes	No

Table 7-11. Leader Actions Summary

Action	*Code*	*Stat*	*Cost*
Administer	ad	Admin	75%
Colonize Region	cr	Admin	8
Conduct Census	cc	Admin	8
Intervene in Mercantile Affaires	ima	Admin	6
Rule	Rule	Admin	75%
Seize Merchant Shipping	sms	Admin	1+
Abdication	abd	Charisma/ Admin	1+
Ban Organisation	bor	Charisma	6+
Colonize Inhabited Region	cir	Charisma	8
Destroy Location	dl	Charisma/ Combat	2
Education of Royalty	er	Charisma	6+
Espionage	es	Charisma	6+
Evacuate City	evc	Charisma	4+
Evacuate Region	evr	Charisma	6+
Explore	ex	Charisma	2+
Incite Rebellion	ir	Charisma	6+
Incite Religious Minority	irm	Charisma	6+
Increase Loyalty	ily	Charisma	3+

Table 7-9. Regional Terrain Action Modifiers

	Regional Terrain Type					
Culture Type	***c/c2/i***	***w***	***m***	***d/s***	***t***	***j***
Civilized	+0	+1	+2	+1	+2	+2
Seafaring	+0	+1	+2	+2	+2	+2
Barbarian	+0	+0	+1	+1	+1	+1
Nomadic	+0	+1	+2	+0	+2	+2
pre-Columbian	+0	+0	+1	+1	+1	+0

Table 7-14. Border Terrain Action Modifiers

Border Terrain Type	Movement Modifier
Desert Caravan Route	+2
Crossing Mountains (type two)	+2
Normal Uncontrolled Border	+1
Crossing Mountains (type one)	+1
Crossing Navigable River (no bridge)	+1
Sailing Navigable River	+0
Sailing Against Strong Currents	+1

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Action	Code	Stat	Cost
Investigate Location	il	Charisma	2+
Modify Troops	mt	Charisma	8
Religious Conversion	rc	Charisma	4+
Retirement	ret	Charisma	1+
Active Siege	s	Combat	3+
Amphibious Assault	aph	Combat	1
Assault City	as	Combat	1
Attack To Liberate	al	Combat	1/combat
Attack to make Tributary	at	Combat	2/combat
Attack to Pacify	a	Combat	3/combat
Blockade Port	b	Combat	All
Burn City	bc	Combat	1
Defend, Prepared	d	Combat	2+
Defend, Hasty	dh	Combat	1
Defend, Directed	dd	Combat	2+
Destroy Location	dl	Combat/ Charisma	2
Enslave Population	ep	Combat	3 × GPv of region
Evade	e	Combat	+1 to move
Load/Unload Ships	ls/us	Combat	1 (port), 2 (coast)
Loot Region	lr	Combat	2
Military Conversion	mc	Combat	4+GPv of region
Movement	none	Combat	1 + mods
Passive Siege	ps	Combat	6+
Piracy	pi	Combat	3+
Raid	rd	Combat	1
Reaction	r	Combat	2+
Regional Genocide	rg	Combat	12+GPv of region
Sack City	sc	Combat	>1
Scorched Earth	se	Combat	>4
Secret Movement	None	Combat	2 + mods
Slave Raid	sr	Combat	>3
Diplomacy	dp	Diplomacy	4+
Have Children	hc	Diplomacy	Special
Secret Diplomacy	sd	Diplomacy	6+

Table 7-12. Destroy Location Stat

Action	Stat
Any vs. Religious Primacy/Religious Order	CHA
Any vs. Secret Empire	COM
Any vs. Merchant House	COM
Secret Empire vs. Secret Empire	CHA

Table 7-15. Passive Siege 'Combat' Values

Passive Siege Values	
Wall Point	3
Siege Engineer	2
Infantry, Cavalry, Warships	1

Table 7-15. Passive Siege 'Combat' Values

Passive Siege Values	
Wall Point	3
Siege Engineer	2
Infantry, Cavalry, Warships	1

Table 7-16. Maximum Reaction Action Points

	Number of Actions spent on Reaction								
Unit	2	3	4	5	6	7	8	9	10+
Cav	1	1	2	2	3	3	4	4	4
Inf	1	2	2	3	3	3	3	3	3
War	1	2	2	3	3	4	4	5	5

Table 7-16. Maximum Reaction Action Points

	Number of Actions spent on Reaction								
Unit	2	3	4	5	6	7	8	9	10+
Cav	1	1	2	2	3	3	4	4	4
Inf	1	2	2	3	3	3	3	3	3
War	1	2	2	3	3	4	4	5	5

Table 8-1. Summary of Intel Operations

Operation	Code	Type	Odds
Assault Organization	ao	Assassin	medium
Battle Assistance	ba	Operations	high
Cause Mutiny	cm	Operations	low
Conceal Fact	cf	Operations	medium
Counter Assassination	ca	either	high
Counter Intelligence	ci	Operations	high
Crush Revolt	cr	Assassin	medium
Destroy Assassin Base	dab	Assassin	medium
Destroy Intel Base	dib	Operations	medium
Incite Rebellion	ir	Operations	low
Infiltrate Enemy	ie	Operations	medium
Jailbreak	jb	either	medium
Kidnap Leader	kp	Assassin	low
Kill Leader	kl	Assassin	low
Kill Ruler	kk	Assassin	low
Maintain Infiltration	mi	Operations	always
Purge Infiltration	pi	Assassin	high
Rearrange Expenditures	re	Operations	low
Reveal Fact	rf	Operations	high
Revise Orders	ro	Operations	low
Special Operations	so	either	always
Steal Gold Shipment	sgs	either	low
Steal Object	sj	Either	Medium
Steal Technology	sk	Operations	low
Steal Treasury	st	Assassin	low
Subvert Infiltration	si	Operations	medium
Subvert Leader	sl	Operations	low
Support Diplomacy	sd	Operations	high
Terrorist Attack	ta	Assassin	Medium

Table 9-1. Religious Primacy Establishment Costs

Site or Capability	Cost in GP and NFP
Holy City	Included in Foundation Cost
BL level	100
Infra level	100
Espionage OC / OB	50
Religious OC / OB	50
Troops	As per Culture costs

During creation, there are limits set on the number of capabilities that can be provided to the Primacy. These are:

Site or Capability	Maximum Value or No.
Max BL	2
Max Infra	2
Holy City (gratis)	1

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Should a Nation wish to keep founding costs to a minimum, it can grant the Primacy the following on a one for one basis (that is, these ratings are not halved in transfer, as would normally be the case):

- Bureaucratic Level
- Infrastructure
- Espionage Operations Capacity and Bonus
- Religious Operations Bonus and Capacity

These are transferred from the donor to the Primacy, reducing the donor's relevant stats by the amount donated.

All Primacy start with an Influence of five (5) in any nation contributing to its foundation.

Table 9-2. Religious Powers Summary

Action or Benefit	*Primate*	*Religious Order*	*God Emperor*	*National Religion*
Bishopric Support	yes	no	no	no
Excommunicate	yes	no	yes	no
Influence	yes	no	no	no
Religious Sites	yes	order sites only	no	no
Religious Interdict	yes	no	yes	no
Religious Operations	yes	yes	yes	yes
Can Exact Tithe	yes	no	no	no

Table 9-4. Summary of Religious Operations

Action	Code	Attempted by…
Crush Heresy	**ch**	Primacy, Religious Order, Nation[1]
Destroy Influence	**di**	Religious Order, Nation
Incite Holy War	**iw**	Primacy, Nation[2]
Incite Religious Minority	**irm**	Primacy, Religious Order, Nation
Increase Influence	**ii**	Primacy
Influence Religion	**ir**	Primacy, Nation[1]
Maintain Influence	**mi**	Primacy
Lower Religious Strength	**ls**	Primacy, Religious Order, Nation
Missionary Work	**mw**	Primacy, Religious Order, Nation
Raise Religious Strength	**rs**	Primacy, Religious Order, Nation
Reform Religion	**rr**	Primacy, Nation[1]

Table 9-4. Summary of Religious Operations

Action	Code	Attempted by…
Crush Heresy	**ch**	Primacy, Religious Order, Nation[1]
Destroy Influence	**di**	Religious Order, Nation
Incite Holy War	**iw**	Primacy, Nation[2]
Incite Religious Minority	**irm**	Primacy, Religious Order,

		Nation
Increase Influence	**ii**	Primacy
Influence Religion	**ir**	Primacy, Nation[1]
Maintain Influence	**mi**	Primacy
Lower Religious Strength	**ls**	Primacy, Religious Order, Nation
Missionary Work	**mw**	Primacy, Religious Order, Nation
Raise Religious Strength	**rs**	Primacy, Religious Order, Nation
Reform Religion	**rr**	Primacy, Nation[1]

Table 9-6. Religious Actions Summary

Action	Code	Cost	Primacy	RO
Excommunication	EXC	1 Holy Primate AP	yes	no
Interdict Nation	IN	5 Holy Primate AP	yes	no
Exact Tithe	EXT	5 Primacy Leader AP	yes	no
Establish Church	EC	2 Primacy Leader AP or 1 Religious Operation, and 2 GP.	yes	no
Found Abbey	FAB	3 Primacy Leader AP or 1 Religious Operation, and 5 GP and 1 NFP.	yes	no
Canonize Monastery	CMN	6 Primacy Leader AP and 2 NFP and 10 GP	yes	no
Consecrate Cathedral	CCA	10 Primacy Leader actions and 5 NFP and 30 GP	yes	no
Bless Holy City	BHC	20 Holy Primate actions and 10 NFP and 100 GP	yes	no
Take Indulgences	TI	5 Holy Primate actions	yes	no
Preach	PR	6 Primacy Leader actions	yes	yes
Seize Site	SS	5 Primacy Leader actions	yes	yes, but only from another Order

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Table 9-6. Religious Actions Summary

Action	Code	Cost	Primacy	RO
Excommunication	EXC	1 Holy Primate AP	yes	no
Interdict Nation	IN	5 Holy Primate AP	yes	no
Exact Tithe	EXT	5 Primacy Leader AP	yes	no
Establish Church	EC	2 Primacy Leader AP or 1 Religious Operation, and 2 GP.	yes	no
Found Abbey	FAB	3 Primacy Leader AP or 1 Religious Operation, and 5 GP and 1 NFP.	yes	no
Canonize Monastery	CMN	6 Primacy Leader AP and 2 NFP and 10 GP	yes	no
Consecrate Cathedral	CCA	10 Primacy Leader actions and 5 NFP and 30 GP	yes	no
Bless Holy City	BHC	20 Holy Primate actions and 10 NFP and 100 GP	yes	no
Take Indulgences	TI	5 Holy Primate actions	yes	no
Preach	PR	6 Primacy Leader actions	yes	yes
Seize Site	SS	5 Primacy Leader actions	yes	yes, but only from another Order

Table 9-7. Looting Religious Locations

Location	GP Yield =
Churches	LV × 1
Abbeys	LV × 2
Monasteries	LV × 3
Cathedrals	LV × 5
Holy Cities	LV × 10

Table 6-6. Society Transformation Costs

From	To Society of type...				
Society	***Fanat***	***Caste***	***Clan***	***Feudal***	***Open***
Fanatical	n/a	1.0 (Note 7), Note 6	Note 6	2.0 (Note 7), Note 6	n/a
Caste	Note 3, Note 5	n/a	2.0	Note 1	3.0 (Note 3), TL 7
Clan	Note 5	n/a	n/a	0.5	Note 4
Feudal	Note 5	0.5	1.0	n/a	1.0, TL 7
Open	Note 5	1.0	1.0	Note 2	n/a

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Table 6-6. Society Transformation Costs

From	To Society of type...				
Society	***Fanat***	***Caste***	***Clan***	***Feudal***	***Open***
Fanatical	n/a	1.0 (Note 7), Note 6	Note 6	2.0 (Note 7), Note 6	n/a
Caste	Note 3, Note 5	n/a	2.0	Note 1	3.0 (Note 3), TL 7
Clan	Note 5	n/a	n/a	0.5	Note 4
Feudal	Note 5	0.5	1.0	n/a	1.0, TL 7
Open	Note 5	1.0	1.0	Note 2	n/a

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Table 6-7. Economic Transformation Costs

From... Economy	***To... Slave***	***Guild***	***Free***	***Agrarian***
Agrarian (ag)	Note 1	2.0, TL4	1.0, TL5	n/a
Free (fr)	Note 1	1.0	n/a	Note 3 Note 4
Guild (gu)	Note 1	n/a	2.0, TL6	2.0
Slave (sl)	n/a	1.5, TL4	2.0, TL6 Note 2	1.0

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Table 10-1. Terrain Conversion Multiples

Terrain	*Cultivation Multiple*
W (wilderness)	0.5
S (steppe)	1.0
J (jungle)	0.75

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Table 11-1. Secret Empire Control Statuses

Control Status	*Intel Base ?*	*Control Code*	*Taxation Multiple*	*Count Control?*	*NFP*	*Cost*
Cell	No	cc	0.2	Yes	No	5gp
Lodge	Yes	cl	0.3	Yes	No	10gp/2nfp
Temple	Yes	ct	0.4	Yes	Yes	30gp/5nfp
Stronghold	Yes	cs	0.5	Yes	Yes	100gp/10nfp

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Table 11-2. Summary of Cultic Actions

Action	*Code*	*Action Cost*	*Odds*
Attempt Ceremony	ac	4 AP	Varies
Consecrate Cultic Temple	cct	10 AP	Medium
Create Cultic Lodge	ccl	6 AP	Medium
Form Cultic Cell	fcc	3 AP or 1 Intel Op	High
Investigate Location	il	2 AP or 1 Intel Op	Medium
Move Cultic Cell/Lodge	ml	5 AP	High
Raise Cultic Stronghold	rcs	20 King AP	Medium
Subvert Cultic Cell	scc	5 AP or 1 Intel Op	Low

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Lodge	1 Cavalry unit and the region or city becomes a Feudal Ally of the now 'Open' Nation.
Temple	1 Cavalry, 2 Infantry and the region or city becomes Friendly to the now 'Open' Nation.
Stronghold	5 Cavalry units and the region or city become the Homeland of the now 'Open' Nation.

Table 11-3. Cultic Resource Conversion

Each...	*Becomes...*
Cell	1 Infantry unit

Table 13-2. Terrain Class Summary

Terrain Type	*Culture Type* Civilized / Seafaring ACM	TM	GR	Barbarian/ Pre-Columbian ACM	TM	GR	Nomadic ACM	TM	GR
c2	+0	1.0	×1	+0	1.5 / 1.0	×2 / x1	+0	2.0	×2
c	+0	1.0	×1	+0	1.0	×2 / x1	+0	1.5	×1
w	+1	0.5	×2	+0	1.0	×1	+1	0.3	×2
m	+1	0.3 / 0.2	×2	+1	0.5	×1	+2	0.2	×2
s	+1	0.3 / 0.0	×2[c]	+1	0.2	×2[c]	+0	1.0	×1[c]
d	+1	0.2 / 0.0	×2[c]	+2	0.2	×2[c]	+0	0.5	×1[c]
t	+1	0.2 / 0.0	×2	+1	0.3 / 0.2	×2	+1	0.0	×2
i	+0	1.0 / 1.5	×1	+0	1.0	×1	+0	1.0	×1
j	+1	0.3 / 1.0	×2	+1	0.5 / 1.0	×1	+2	0.2	×2
o	+1	0.0	×1	+1	0.0	×2 / x1	+0	0.0	×1

Notes

ACM is the Action Cost Modifier of a Movement action going into a region.
TM is the Taxation Multiple due to Culture/Terrain interaction.
GR is the Garrison Requirement of each region. Regions requiring a cavalry garrison can be garrisoned with infantry or field forts twice the cavalry amount. All listed numbers are factors that are multiplied by the Region Resistance Value.

Table 13-3. Regional Status Effects Summary

Region Status	*Agro Mult*	*Tax Mult*	*Build?*	*NFP*	*Troops?*	*ACM*	*Control Cost*
N	0.0	0.0	no	no	no	+1	None
C	0.0	0.0	no	no	defense	+1	None
EA	1.0	1.0	no	no	defense	+0	Minimum
FA	0.0	0.0	(yes)	no	allied	+0	Minimum
NT	0.0	0.0	no	no	defense	+0	None
T	1.0	0.5	no	no	defense	+0	Minimum
A	1.0	1.0	(yes)	(yes)	allied	+0	Medium
F	1.0	1.0	yes	yes	nation	+0	High
HM	1.0	1.0	yes	yes	nation	+0	High
P	1.0	1.0	no	no	garrison	+0	High
OC	0.0	0.0	no	no	no	+1	None
PT	1.0	0.5	no	no	limited	+0	None

Notes

Tax Mult is the Tax Multiple used to derive the gold received from taxation of the region by the Nation.
Agro Mult is the Agricultural Multiple used for deriving the agricultural production of the region that becomes available to the Nation.
Build? Indicates whether the Nation can build mobile troops there. A (yes) indicator indicates that only Allied units can be built in the region.
NFP? Indicates whether the Nation receives National Force Points from the region. **Note**: Allied regions produce some NFP for the construction of **allied** units, cities and PWB **only**. See section [5.4.12] on page 45.
Troops? Indicates whether the Nation receives use of the native forces in the region. The **defense** note indicates that the regional troops will defend their region, in concert with any National troops if they are present. The **allied** note

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indicates that the troops provided become National troops upon achievement of the Friendly status. The **nation** note indicates that any native troops in the area are now under the control of the nation and may no longer be present in the region. The **garrison** note indicates that the only troops present are the garrison put in place by the nation. The **limited** note indicates that regional troops may not fight invaders unless they are attempting to Pacify or Pacify to Tributary the region.

ACM indicates the additional cost to your Leaders to enter the region due to its status vis-à-vis your Nation.

Control Cost Factor indicates the relative amount of Infrastructure required to control the region.

Table 13-4. Unit Construction Chart

Common Units

Unit Name	Code	GPc	NFPc	Actions	Cargo	Build
Ferry Point	FP	1.0	0.2	--	(1)	Ferry Arrow

Pre-Columbian Nations

Unit Name	Code	GPc	NFPc	Indust C	AP	Cargo	Support	Combat	Siege	Build At…
Infantry										
Infantry	I	2.0	1		5	2	0.2	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.0	1		4	2	0.1	0.5	0.8	Hm,Fc
Light Infantry	XI	1.0	1		6	1	0.1	0.5	0.8	Hm,Fc,Crh
Forts and Engineers										
Field Fort	F	4.0	1		--	--	0.4	5.0	5.0	Cr
Siege Engineers	S	5.0	1	1	5	2	0.5	0.5	4.0	Fc
Wall Point	WP	4.0	1	1	--	--	0.4	--	10.0	Cc
Warships										
Light Transport	XT	3.0	0.1	0.5	12	(1)	0.3	(0.0)	(0.0)	Pa
Light Warship	XW	4.0	0.2	0.5	10	--	0.4	0.5	0.5	Pc

Nomadic Nations

Unit Name	Code	GPc	NFPc	Indust C	AP	Cargo	Support	Combat	Siege	Build At…
Cavalry										
Cavalry	C	2.0	1		9	3	0.2	1.5	0.5	Hm,Fc
Heavy Elite Cavalry	HEC	5.0	2	2	9	4	0.5	3.4	1.1	Fc
Inexperienced Cavalry	IC	1.0	1		8	3	0.1	0.8	0.3	Hm,Fc
Light Cavalry	XC	1.0	1		10	2	0.1	0.8	0.3	Hm,Fc,Csr
Light Elite Cavalry	XEC	3.0	2		11	2	0.3	1.1	0.4	Fc
Infantry										
Infantry	I	2.0	1		8	2	0.2	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.0	1		7	2	0.1	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	3.0	2		10	1	0.3	0.8	1.1	Fc
Light Infantry	XI	1.0	1		9	1	0.1	0.5	0.8	Hm,Fc,Crh
Forts and Engineers										
Field Fort	F	5.0	1		--	--	0.5	5..	5.0	Cr
Siege Engineers	S	5.0	1	1	8	2	0.5	0.5	4.0	Fc
Wall Point	WP	7.0	1	1	--	--	0.7	0.0	10.0	Cc
Warships										
Light Transport	XT	4.0	0.1	0.5	18	(1)	0.4	(0.0)	(0.0)	Pa
Light Warship	XW	5.0	0.2	0.5	14	--	0.5	0.5	0.5	Pc

Barbarian Nations

Unit Name	Code	GPc	NFPc	Indust C	AP	Cargo	Support	Combat	Siege	Build At…
Cavalry										
	C	3	1		9	3	3	1.5	5	Hm
Inexperienced Cavalry	IC	1.5	1		8	3	0.15	0.8	0.3	Hm,Fc
Light Cavalry	XC	2.0	1		10	2	0.2	0.8	0.3	Hm,Fc,Csr
Light Elite Cavalry	XEC	5.0	2		11	2	0.5	1.1	0.4	Fc
Infantry										
Heavy Infantry	HEI			2	8	3		2.3	3	
Infantry	I	2.0	1		8	2	0.2	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.0	1		7	2	0.1	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	3.0	2		10	1	0.3	0.8	1.1	Fc
Light Infantry	XI	1.0	1		9	1	0.1	0.5	0.8	Hm,Fc,Crh

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Forts and Engineers										
Field Fort	F	4			--	--	4	0	5	Cr
Siege Engineers	S	5.0	1	1	8	2	0.5	0.5	4.0	Fc
Wall Point	WP	6.0	1	1	--	--	0.6	0.0	10.0	Cc
Warships										
Cog	CT	4	0.1	1	12	(3)	0.4	(0.0)	(0.0)	HBZ Pa
Light Transport	XT	3.0	0.1	0.5	18	(1)	0.3	(0.0)	(0.0)	Pa
Light Warship	XW	5.0	0.2	0.5	14	--	0.5	0.5	0.5	Pc

Seafaring Nations

Unit Name	Code	GPc	NFP c	Indust C	AP	Cargo	Support	Combat	Siege	Build At
Cavalry										
	C	5	1		8	3	0.5	1.5	5	Hm
Inexperienced Cavalry	IC	2.5	1		7	3	0.25	0.8	0.3	Hm,Fc
Light Cavalry	XC	4.0	1		9	2	0.4	0.8	0.3	Hm,Fc,Csr
Infantry										
Heavy Elite Infantry	HEI	7	2	2	7	3	7	2.3	4	
Infantry	I	3.0	1		7	2	0.3	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.5	1		6	2	0.15	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	5.0	2		9	1	0.5	0.8	1.1	Fc
Light Infantry	XI	2.0	1		8	1	0.2	0.5	0.8	Hm,Fc,Crh
Forts and Engineers										
Field Fort	F				--	--		5	0	Cr
Siege Engineers	S	4.0	1	1	7	2	0.4	0.5	4.0	Fc
Wall Point	WP	5.0	1	1	--	--	0.5	0.0	10.0	Cc
Warships										
Pre TL6 Ships										
Cog	CT	4	0.1	1	12	(3)	0.4	(0.0)	(0.0)	HBZ Pa
Light Transport	XT	2.0	0.1	0.5	18	(1)	0.2	(0.0)	(0.0)	Pa
Light Warship	XW	3.0	0.2	0.5	14	--	0.3	0.5	0.5	Pc
TL6 Ships										
Caravel	W	6	0.5	3	14	(1)	0.6	2.0	1.0	HBZ Pc
TL7 Ships										
Carrack	CW	7	1	4	16	(2)	0.7	4.0	3.0	HBZ Pc

Civilised Nations

Unit Name	Code	GPc	NFP c	Indust C	AP	Cargo	Support	Combat	Siege	Build At...
Cavalry										
Cavalry	C	4.0	1		7	3	0.4	1.5	0.5	Hm,Fc
Heavy Elite Cavalry	HEC	9.0	2	2	7	4	0.9	3.4	1.1	Fc
Inexperienced Cavalry	IC	2.0	1		6	3	0.2	0.8	0.3	Hm,Fc
Light Cavalry	XC	3.0	1		8	2	0.3	0.8	0.3	Hm,Fc,Csr
Infantry										
Heavy Elite Infantry	HEI	7.0	2	2	6	3	0.7	2.3	3.4	Fc
Infantry	I	3.0	1		6	2	0.3	1.0	1.5	Hm,Fc
Inexperienced Infantry	II	1.5	1		5	2	0.15	0.5	0.8	Hm,Fc
Light Elite Infantry	XEI	5.0	2		8	1	0.5	0.8	1.1	Fc
Light Infantry	XI	2.0	1		7	1	0.2	0.5	0.8	Hm,Fc,Crh
Forts and Engineers										
Field Fort	F	3.0	1		--	--	0.3	5.0	5.0	Cr
Siege Engineers	S	4.0	1	1	6	2	0.4	0.5	4.0	Fc
Wall Point	WP	5.0	1	1	--	--	0.5	0.0	10.0	Cc
Warships										
Pre TL6 Ships										
Cog	CT	4	0.1	1	11	(3)	0.4	(0.0)	(0.0)	HBZ Pa
Light Transport	XT	3.0	0.1	0.5	17	(1)	0.3	(0.0)	(0.0)	Pa
Light Warship	XW	4.0	0.2	0.5	13	--	0.4	0.5	0.5	Pc
TL6 Ships										
Caravel	W	6	0.5	3	13	(1)	0.6	2.0	1.0	HBZ Pc
TL7 Ships										
Carrack	CW	7	1	4	15	(2)	0.7	4.0	3.0	HBZ Pc

Notes

- **HM** : Unit can be built in the Homeland of the Nation, regardless of wether there is a city there or not.
- **FC** : Unit can be built at a Friendly city within the Homeland Build Zone of the nation.

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- **CSR :** Unit type can be built at a controlled Steppe region within the nation. This region does not have to be within the Homeland Build Zone of the nation.
- **« None »** : Unit cannot be built by normal means, but appear as a result of Holy Wars and Crusades.
- **CRH** : Unit can be built in a controlled region within the Homeland Build Zone of the nation.
- **PA** : Unit type can be built in a Port Area within the Homeland Build Zone of the nation.
- **PC** : Unit type can be built at a Port City within the Homeland Build Zone of the nation.
- **FA** : Unit type can be built at a controlled Ferry Arrow.
- **(Cargo)**: Carrying capacity of a ship unit.
- **Cargo**: Cost of the unit to be carried by a ship unit.
- **Marines**: Infantry carried on a warship (but not on transports) fight in any boarding actions and close combat as marines. Note however, that boarding actions and other naval combat are tough on marines. No other unit type can fight aboard a ship.

Optional Unit Construction Chart

Unit Name	Code	GPc	NFPc	Industr C	AP	Cargo	Support	Combat	Siege	Build At...
Elephants	EL	5.0	1	-	8	4	0.5	1.5	0.5	Hm,Fc
Elephant Archers	ELM	6.0	1	-	8	4	0.5	1.5	0.5	Hm,Fc
Prerequisite - TL 5										
Heavy Chariot	HCH	10.0	1	1	8	4	1.1	2.0	-	Fc
Nordic Longship	NRW	15	0.1	1	18	(1)	1.5	1.0	0	HBZ Pa
Roman Roundship	RRT	20	0.1	3	15	(4)	2.0	(0.0)	(0.0)	HBZPc
Trireme	RW	12	1.0	2	12	(0)	1.2	1.0	0	HBZ Pc
Bireme	XRW	10	0.2	1	12	(0)	1.0	0.5	0	HBZ Pa
Catapults	CAT	5	1	1	5	6	0.8	-	1.0	Fc
Siege Tower	STO	6	2	1	5	8	1.0	-	5.0	Fc
Prerequisite - TL 6										
Galleass	HRW	14	0.3	2	11	0	1.4	1.5	1.0	HBZ Pc
Dhow	DW	13	0.2	3	13	(1)	1.3	0.5	0.5	HBZ Pc

- Elephant units are particularly effective against cavalry.
- The bireme, trireme and galleass are not open-ocean vessels and will be lost with all hands if they attempt to cross an open ocean arrow or a hostile sea zone.

Table 13-5. Ship Unit Classes and Effects

Unit Name	Code	Weight
Cog	CT	M
Light Transports	XT	XX
Light Warship	XW	XX
Nordic Longship	NRW	X
Roman Roundship	RRT	M
Trireme	RW	M
Bireme	XRW	X
Caravel	W	M
Galleass	HRW	M
Dhow	DW	M
Carrack	CW	M

Weight Classification	Code
Super-Light	XX
Light	X
Medium	M
Heavy	H
Super-Heavy	HH

Notes:

- **Riverine Traffic**: Only "XX" and "X" class ships can move up Rivers. This includes Transports assigned to inter-nation or inter-city trade.
- **Canals**: Only "XX", "X" and "M" class ships may pass through the Lower Nile/Nile Canal sea zone between Gulf of Cyprus and Red Sea and the Panama Canal in Guayami between Gulf of Venezuela and Sea of Panama.

Table 13-6. Unit Scouting Capabilities

Unit Name	Code	Scouting Factor
Cavalry		
Light Cavalry	XC	1
Light Elite Cavalry	XEC	1.5
Ships		

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Unit Name	Code	Scouting Factor
Cog	CT	-1
Light Transports	XT	-1
Light Warship	XW	-1
Nordic Longship	NRW	-1
Roman Roundship	RRT	-3
Trireme	RW	-2
Bireme	XRW	-1
Caravel	W	-2
Galleass	HRW	-2
Dhow	DW	-3
Carrack	CW	-2

Table 13-7. Religious Interactions

	Them...																						
You..	RC	EO	CP	NC	HC	JD	SH	SN	HI	BH	TB	LB	HN	OP	EP	AP	AFP	NA	MA	SA	ST	DA	ZO
RC	-	T	T	T	H	H	H	H	H	T	T	T	T	T	H	H	T	T	H	T	H	H	H
EO	T	-	T	T	H	H	H	H	H	T	T	T	T	T	H	H	T	T	H	T	T	H	T
CP	T	T	-	T	H	T	H	H	H	T	T	T	T	T	H	H	T	T	H	T	T	T	T
NC	H	H	T	-	T	H	H	H	H	T	T	T	T	T	T	T	T	T	H	T	T	H	T
HC	H	H	H	H	-	H	H	H	H	T	T	T	T	H	H	H	T	H	H	H	H	T	H
JD	H	H	T	T	H	-	T	T	H	T	T	T	T	T	T	T	T	H	H	H	T	T	T
SH	H	H	H	H	H	T	-	H	H	H	H	H	H	T	H	H	T	T	H	T	H	H	T
SN	H	H	H	H	H	T	H	-	H	H	H	H	H	T	H	H	T	T	H	T	H	H	T
HI	H	H	H	H	H	H	H	H	-	H	H	H	H	H	H	H	H	H	H	H	H	H	H
BH	H	T	T	T	H	T	H	H	H	-	T	H	H	T	T	H	T	T	H	T	T	H	T
TB	H	T	T	T	H	T	H	H	H	T	-	T	T	T	T	H	T	T	H	T	T	T	T
LB	H	T	T	T	H	T	H	H	H	T	T	-	T	T	T	T	T	T	H	T	T	T	T
HN	H	H	H	T	H	H	H	H	H	H	T	H	-	T	T	T	T	T	H	T	T	H	T
OP	H	H	H	T	H	H	H	H	H	T	T	T	T	-	H	H	T	T	H	T	T	T	T
EP	H	H	H	H	H	T	H	H	H	T	T	T	T	T	-	H	T	T	H	T	T	H	H
AP	H	H	H	T	H	H	H	H	H	T	T	T	T	T	H	-	T	T	H	T	T	H	H
AF	H	H	H	T	H	H	H	H	H	H	H	H	T	T	T	H	-	T	H	T	H	H	H
NA	H	H	T	T	H	T	H	H	H	T	T	T	T	T	T	T	T	-	H	H	T	T	T
MA	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	-	T	H	H	H
SA	H	H	T	T	H	H	H	H	H	T	T	T	T	T	T	T	T	H	H	-	T	T	T
ST	H	T	T	H	H	H	H	H	H	T	T	T	T	T	T	T	T	T	H	T	-	H	T
DA	H	H	H	H	H	T	H	H	H	H	T	T	H	T	T	H	T	T	H	T	H	-	T
ZO	H	T	T	T	T	T	H	T	H	T	T	T	T	T	T	T	T	T	H	T	T	T	-

Notes

T A "T" indicates that the religions are tolerant of one another.

H An "H" indicates that the two religions are hostile towards one another.

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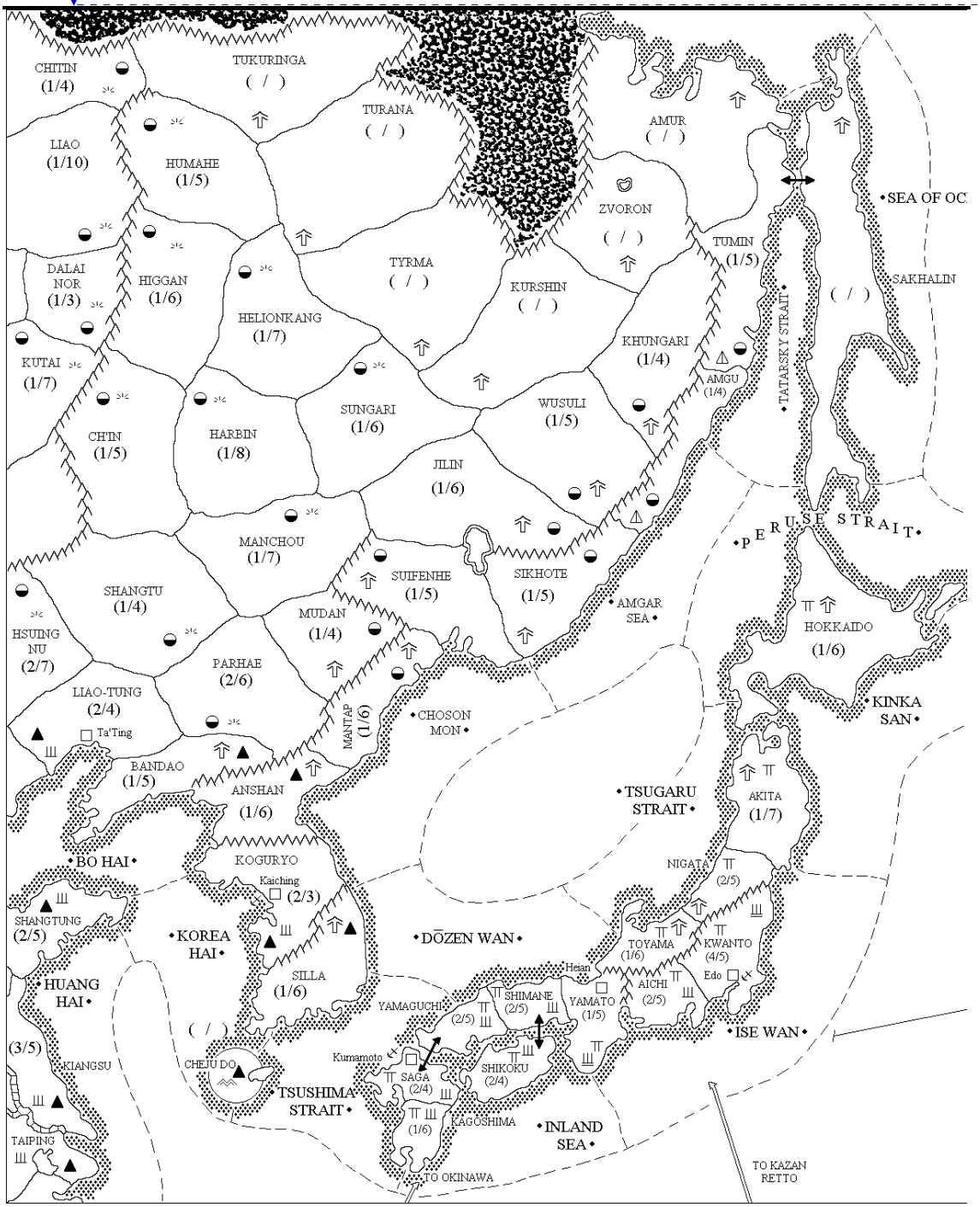
13.5 EXAMPLE MAP SECTION



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13.6 EXAMPLE ORDERS FORM

Nation Name	The Kingdom of Navarre	**Campaign No.**	23
Player Name	Thomas Harlan	**Turn Number**	7
Player Alias	Thomas Harlan	**Email**	thomash@throneworld.com
Print Name in Fax?		**Print Email in Fax?**	
Postal Address	1270 Fir Street South, Salem, OR. 97302 USA	**Phone Number**	
Timestamp	6/10/02	**Print Phone in Fax?**	

(double-click the spreadsheet to edit)

Revenue	**GP**	**NFP**
Regional	26.0	
City	3.0	
Inter-City	2.0	
Public Works	38.0	
Trade	0.7	
Total Base Income	69.7	
Tax Rate	100.0%	
Net Income	69.7	
Saved	0.0	20
Agro Conversion		6
Inter-Player		
Loans		
Available To Spend	**69.7**	**26**

Maintenance	**GP**	**NFP**
Troop Support	14.9	
Government Support	8.0	
Espionage Support		
Religious Support		
Training Support		
Project Support	0.4	
Total Support Costs	**23.3**	**0**

Investments	**GP**	**NFP**
Bureaucratic Level		
Infrastructure		
Infantry QR	6.6	
Warship QR		
Siege QR		
Cavalry QR	9.8	
Artillery QR		
Aircraft QR		
Intel Operations		
Intel Bonus		
Assassin Operations		
Assassin Bonus		
Religious Operations		
Religious Bonus		
University		
Agro Reserve		
Conduct Census		
Navigation Rating		
Trade Range		
Conduit Limit Capacity		
Total Inves	16.4	0
Total Support Costs	23.3	0
Total Builds	30.0	25
Saved	**0.0**	**1**

Builds

Item	**Army No.**	**Location**	**IndustC**	**GP**	**NFP**
Port City: *Bordeaux*		Gascony		30.0	25

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Government
Espionage
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Training
Project
Total Suppo

Builds
Item
Port City: *Bordeau*

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Questions and Notes

- The construction of Bordeaux in Gascony will let us open trade with England and Holland next turn. Yay.
- New chlidren's names: (baby girl, age 7) is **Magdalena Elena**, (baby boy, age 6) is **Juan Carlos**.
- When Provence became a friendly region, its local army should have joined us as well (and be with Baldomero Espartero.

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Trade

New Trade Routes

From Port	MSP / Units	Distance (in SZ)	To Nation	To Port
None				

Existing Route Changes

Route No.	MSP Change	Units Change	Base Port changed to…	Other Changes
00009	**-4**			Remove MSP from land route to Andalusia.
00000	**+4**		Barcelona	Create an Internal Trade fleet.

Note: Only Merchant Houses may assign or change MSP on a trade route.

Espionage Activities

Op Code	Bonus Points	GP Added	Target / Location	Notes
CI	+1		Protect government	

Religious Activities

Op Code	Bonus Points	GP Added	Target / Location	Notes
None				

Banking

New Loans

Loaning Nation	Amount	Owed Amount and Turn	Notes
None			

Old Loans

Loaning Nation	Amount Paid	Notes
None		

Project Initiation

Project Type	GP Invested	NFP Invested	Location	Notes
None				

Note: Please include the project startup costs in your Builds Section above.

Leader Orders

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
1	K555	Sancho Garces III	5i,2s,13hc,2xc	5i,2s,13hc,2xc	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Navarre			
Via				
To	Navarre	**Rule**	40	

Orders Ok, ehough babies! Time to get these kids out of the house. First, we build a new house (Bordeaux) in Gascony to provide an entrepot for trade into the northern seas. Then we consolidate...

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
2	H652	Poncho Alonso	None	None	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Navarre			
Via				
To	Navarre	**Administer**	40	

Orders Prince Poncho assists his father in administering.

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
3	P927	Alfrado Garces	5hec,1xei	5hec,1xei	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Navarre			
Via				
To	Catalonia	**React**+36ap	40	

Orders Watches for trouble from all directions… if the realm is attacked, he takes the King's cavalry (eventually 13hc,2xc) and his own troops and responds.

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
4	L4A3	Baldomero Espartero	None	None	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Gascony			
Via	Limousin	**DP**+7ap+marriage	1+4+7	Arrange marriage for Marta Susana
	Auvergne	**DP**+7ap+marriage	3+4+7	Arrange marriage for Adal Alfrado
To	Lyonnais	**DP**+7ap+Marriage	3+4+7	Arrange marriage for Zadornin Garces

Orders Our diplomatic offensive in northern Occitania continues, with the able Baldomero hard at work among the Frankish counts and barons. Efforts will be made to get all of the kids of age married and out of the house!

Army No.	Type, Ratings	Leader Name	Starting Troops	Ending Troops	Action Points
5	A826	Baron D'Artagnan of Gascony	2c,2i	2c,2i	8 x 5 = 40

	Location	Actions(s)	AP Spent	Notes
From	Gascony			
Via				
To	Gascony	**React**+36ap		

Orders The Baron watches the northern marches.

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TechLevel	***Culture Types***
001	Pre-Columbian / Seafaring
002	Pre-Columbian / Barbarian / Nomadic / Seafaring
003	Civilized / Pre-Columbian / Barbarian / Nomadic / Seafaring
004	Civilized / Barbarian / Nomadic / Seafaring
005	Civilized / Seafaring
006	Civilized / Seafaring
007	Civilized / Seafaring
008	The Renaissance

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	Controlling Culture is...				
Terrain	***C***	***B***	***N***	***S***	***P***

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Description	Code	Agro	ITV	Road?	Port?	+RV

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2 **Don Canal** (Eastern Black Sea to the Lower Volga).

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5 The Suez Canal (Eastern Med. to the Red Sea).

6 **Volga Extension** (Volga River to Lake Lagoda).

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Level 2 (tradition of democratic rule), 3 (no tradition of democratic rule), Tech Level 10 or better.

Conditions Attempting to establish a Federalized Democracy from an Oligarchy will inspire Civil War checks upon starting the project and upon completion.

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To… Constitutional Monarchy
Level 1.5 (Tech Level 8 or better)
Conditions A Dynastic Failure check when all the expenditures have been completed. Note that if a DF occurs it is an automatic civil war with the parliamentarians against the old regime's corrupt supporters.

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From Federalized Democracy

To… Imperial or Dictatorship
Level None
Conditions If the nation suffers a Civil War and the King (President) assumes direct authority over the nation. (Alternatively, the GM could decide the new government is a Dictatorship)

To… Oligarchy
Level None
Conditions If a Federalized Democracy suffers an economic collapse (due to bank failures or excessive over-taxation) an Oligarchy may result. A Civil War won by the non-governmental faction(s) may produce an Oligarchy.

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From... Economy	*To... Slave*	*Guild*	*Free*	*Agrarian*	*Feudal*
Agrarian (ag)	Note 1	2.0	1.0	n/a	0.5 (TL 2)
Open (op)	Note 1	1.0	n/a	Note 3	Note 4
Guild (gu)	Note 1	n/a	2.0	2.0	1.0
Slave (sl)	n/a	1.5	2.0 (Note 2)	1.0	1.0
Feudal (fe)	Note 1	1.0 (TL 5)	2.0 (TL 10)	1.0	n/a

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Society	***Caste***	***Clan***	***Feudal***	***Open***
Caste	n/a	2.0	Note 1	3.0 (Note 3), TL 7
Clan	n/a	n/a	0.5	2.0 (Note 3), TL 8
Feudal	0.5	1.0	n/a	1.0, TL 7
Open	1.0	1.0	Note 2	n/a

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	J	*F*	*M*	*A*	*M*	*J*	*J*	*A*	*S*	*O*	*N*	*D*
2						×	×					

3				×	×	×						
4				×	×	×	×					
5			×	×	×	×	×					
6			×	×	×	×	×	×				
7		×	×	×	×	×	×	×				
8		×	×	×	×	×	×	×	×			
9		×	×	×	×	×	×	×	×	×		
10	×	×	×	×	×	×	×	×	×	×		
11	×	×	×	×	×	×	×	×	×	×	×	
12	×	×	×	×	×	×	×	×	×	×	×	×

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Cause Unrest	cu	Operations	low

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Action or Benefit	***Primate***	***God Emperor***	***National Religion***
Bishopric Support	yes	no	no
Excommunicate	yes	yes	no
Influence	yes	no	no
Religious Sites	yes	no	no
Religious Interdict	yes	yes	no
Religious Operations	yes	yes	yes
Can Exact Tithe	yes	no	no

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Order Estate	50 GP, 5 NFP
Order Oratory	35 GP, 3 NFP
Order Preceptory	25 GP, 2 NFP
Order House	15 GP, 1 NFP

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Order Estates	1
Order Oratory	2

Order Preceptory	4
Order House	8

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Fortress, or a region or city controlled by the House at Tributary or better.
Each *Estate* must be within (Action Range) Action Points of either another Estate,

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, or a region or city controlled by the House at Tributary or better.

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(Optional):

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Terrain Type	*Culture Type Civilized*			*Barbarian*			*Nomadic*		
	ACM	*TM*	*GR*	*ACM*	*TM*	*GR*	*ACM*	*TM*	*GR*

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Cavalry	C	3.0	1		3	9	0.3	1	5	0.5	Hm,Fc		
Elite Cavalry	CE C	36.0	12		93	310	0.36	1	52.3	0.58	Hm,Fc		

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Infantry	I	2.0	1	2	8	0.2	1.0	1.5	Hm,Fc

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Inexperienced Infantry

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Light Inexperienced Infantry	XII	0.0	1	1	8	0.1	0.3	0.4	Hm,Fc,Crh

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