

# Lords of the Earth

*Campaign Fifteen*

**Turn 6**

Anno Domini 1026-1030

**TURN 7 ORDERS DUE BY: FRIDAY, MAY 23RD 2014**

## A MESSAGE FROM THE REF...

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*You accuse me of everything around here! 'Who put slippers in the dishwasher?', 'Who threw a cane at the TV?', 'Who fell into the china hatch?'*

Abraham Simpson

Hello There!

Here is the turn five news.

**Map stuff:** With great reluctance, I have opened up selected portions of the Arabia and the West African map. This was done as many regions on the other maps have their information on these maps. Any regions marked in gray and the regions to the south or east of them are unplayable. In addition, I have reluctantly opened up Mansura. A player has expressed interest.

**Intensive Cultivated (C2) Regions:** These regions are considered normal cultivated regions until the player controlling them builds a level one megalithic construction project to convert them.

**Orders Form:** There should be a new orders form on the website. Please use it. Also, when submitting orders, try to cut out parts of the form that you ain't using. For example, if you have only two leaders, please don't send me orders with three additional blank leader templates. Toner is really expensive. There are some of you who do this for which I am grateful.

**IMPORTANT:** Do NOT use the build chart in the rulebook. ALWAYS use the chart provided with your stat sheet. If you don't get one, pester me to give you one.

A land trade route will always take precedence over a sea trade route. So a player cannot change the former to the latter in order to try to get a better trade multiple. The building of a royal road link can upgrade land trade over a difficult route (LTO to LTR; LTD to LTO; LTH to LTD).

**Reminder:** The HC (Have Children) action may only be done in either a homeland region or a capital city. If I allowed this rule to be unobserved in the past, I can only apologize for the lapse on my part. Well, I could also blame the drink, though I don't drink so that would be disingenuous of me.

## ANNOUNCEMENTS

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**Rulebook Version...** This campaign uses the greatly simplified Lords Lite rules which are available off of the Lords 15 website.

**Your turn costs...** \$5.00.

## CONTACTING & PAYING THE REFEREE

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Players sending funds by mail should make all paper style checks payable to Thomas Harlan and send them to his address, which is:

Thomas Harlan  
2535 Dalhousie St  
Victoria, BC V8R2H8  
Canada

Below is Colin's email address:

[ancaric@throneworld.com](mailto:ancaric@throneworld.com)

**Payment:** When paying via Paypal, please send all funds to this account:

[thomash@throneworld.com](mailto:thomash@throneworld.com)

## ZERO AND NEGATIVE CREDIT: CONSEQUENCES

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If you haven't paid for your turn, you don't get your stat sheet.

## RULE CHANGES AND CLARIFICATIONS

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**Universities:** Yes you can invest in them, even if they're not on the new order form.

There is no more Secret Diplomacy. All diplomatic results will be posted in the fax. Also, a nation with a claim result does not have it marked on the map as anyone can have a claim result.

I've also been doing the Raid action wrong. Sigh! Expect it to get harder now.

Industrial Capacity is now being assessed. So keep this limit in mind when building Cavalry, Siege Engineers, Transports, and Warships. Infantry and field forts may be built freely.

Also the maximum number of city wall points a city may have may not exceed your Siege QR. Most cities begin the game with five or more wall points and can remain as such. If the existing wall points are reduced below your Siege QR however, they may only be built to the QR limit.

Some of you are still putting money into intel stats. There is no intel in this game. None. Zip. Nada. There is no intel in a house. There is no Intel with a mouse. I do not like intel. I don't like it one teeny tiny little bit. Intel is worse than herpes or syphilis in my eyes.

## BRITAIN & GAUL

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### ANGELCYNN

*Athelstan II, King of Sussex*

**DIPLOMACY** None

Athelstan continued to rule and sire numerous spawn. The king also dispatched general Seaxneat to extort "tribute" from Lancashire.

## ILE DE FRANCE

*Henri I, The Pious, King of France*

**DIPLOMACY** Maine (fa)

French city building continued with the raising of yet another city, Le Mans, in Maine. Otherwise, Henri stayed at home and sired some more kids.

## BURGUNDY

*Pierre I, King of Burgundy*

**DIPLOMACY** Lyonnais (f)

Pierre did some diplomacy and that was about it.

## SPAIN

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### THE KINGDOM OF CATALONIA

*Sunyer, King of Catalonia*

**DIPLOMACY** None

MEANWHILE, SOUTH OF THE PYRENNES...

The autumn of 1030 saw the passing of both King Wilfred and his designated heir Borell within weeks of one another. Rule ultimately devolved onto Prince Sunyar, who took up the reins of power gladly, as he had always secretly despised both his father and brother. He made his contempt clear by murdering Wilfred's infant son and banishing his daughters to nunneries. Reaction throughout the kingdom was surprisingly mild (which would not have been the case if the Kingdom had been a larger state, nosirree bob!).

### THE EMIRATE OF GRANADA

*Al Walid, Emir of Granada*

**DIPLOMACY** Valencia (t)

Walid was content to do nothing more exciting than try to sire yet MORE children, lounge on the beach, and eat oranges. This happy state of affairs was cut short by the death of his son and heir Tariq in early 1029. The Emir was put out by this state of affairs as you can well imagine.

## NORTH AFRICA

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### THE EMIRATE OF MOROCCO

*Idriss I, Emir of Morocco*

**DIPLOMACY** No effect

Now blessed with a port (praise Allah!), trade was opened up with all and sundry. Diplomatic efforts in Andalusia came a cropper though.

### THE EMIRATE OF TUNISIA

*Karim Ramy, Emir of Tunisia*

**DIPLOMACY** Palermo, in Sicily (fa)

To insure control over Cyprus, Karim ordered the construction of a fortress on the island, to overawe the locals and to deter interlopers. Awesomeness aside, Tunisian attempts to persuade the locals to accept the teachings of the Prophet met with minimal results.

### THE FATIMID CALIPHATE OF EGYPT

*Asad Al Mansur, Caliph of Egypt*

**DIPLOMACY** No effect

Fatamid diplomacy was spectacular in its ineffectiveness.

## ITALY

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## THE KINGDOM OF SAVOY

*Celestino de Savoy, King of Savoy*

**DIPLOMACY** None

The Savoyards dug in and prepared to sell their lives dearly...

## THE KINGDOM OF VERONA

*Conrad, King of Verona*

**DIPLOMACY** None

...which Conrad tried to purchase! Leading just over 3,000 troops into Savoy, where they encountered a nearly identical number of defenders backed up by many field forts. To his credit, Conrad knew he was not his father and relegated leadership to the troops to General Calvelli. That worthy quickly realized that they had bitten off FAR more than he could chew and attempted to disengage. Unfortunately, such a maneuver is one of the most difficult to carry out in the face of a hostile enemy and Calvelli blew it. The Veronan host was ambushed and completely annihilated. Calvelli DID have the presence of mind to put the King on a fast horse and get him out of harms way before the rout was complete. Conrad was lucky to escape with his life.

## THE HOLY ROMAN EMPIRE

*Sylvius, Holy Roman Emperor*

**DIPLOMACY** Campania (f), Apulia (nt), Spoleto (fa)

Having gotten what he wanted from the northern war (wink, wink, nudge, nudge). The Romans deserted their erstwhile allies and marched back to Rome. Renewed diplomatic attention was paid to the south (as can be seen above), and a new port city, Bari, was built in Calabria on the Ionian coast. Yes, life is good in Rome, very, very good.

## GERMANY

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### THE KINGDOM OF LORRAINE

*Bruno I, King of Lorraine*

**DIPLOMACY** Holland (a)

Bruno's ambassadors continued to woo the Dutch and that was about it.

### THE KINGDOM OF BOHEMIA

*Vaclav I, King of Bohemia*

**DIPLOMACY** Franconia (f)

Vaclav's eldest daughter Tereza came of age and was proclaimed a princess of the realm. This led to some mystification as it was commonly assumed that that's what she was to begin with. All agreed that she was quite the charismatic young lady.

(N.B. If you want to promote your princesses and there's an available slot, you can. Keep in mind two things, though: one, a Prince will always get precedence when it comes to promotion. Two, I reserve the right to impose all sorts of icky, evil, patriarchal modifiers to the any endeavor the princess attempts. You've been warned).

In other events, a royal marriage between the Heir, Prince Jakub and a Franconian noblewoman ensured closer ties between the two regions.

### THE KINGDOM OF DENMARK

*Svend I Haraldsen Forkebeard, King of Denmark*

**DIPLOMACY** Holstein (f), Skane (fa)

Svend continued his diplomatic endeavors on either side of the Kattegat.

## THE KINGDOM OF SWEDEN

*Snorri Sturlson, King of Sweden*

**DIPLOMACY** No effect  
No orders.

## EASTERN EUROPE

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### THE KINGDOM OF POLAND

*Edgarsiky II, King of Poland*

**DIPLOMACY:** No effect

Continued Polish diplomatic efforts against Danzig were futile. (Note: Tributary is the highest control status a region with a hostile religion can attain. Since Roman Catholics view pagans with extreme contempt (and vice-versa), you can see what I'm getting at, yes?).

In any event, the diplomatic impasse didn't last long as Edgarsky I died in late 1027 and the Polish diplomatic delegation left to take up the reins of power in Warsaw.

### THE KINGDOM OF LITHUANIA

*Kunigaikestis Netimer, The Tactful, Grand Duke of the Aukstaitians Highlander Lithuanian Balts*

**DIPLOMACY** None

Netimer minded his own business.

### THE KINGDOM OF KIEV

*Oleg I, Boyar and Prince of the Kievan Rus*

**DIPLOMACY** None

No orders.

### THE KINGDOM OF MUSCOVY

*Kriv Karlwitch Vjatichi, Prince of Muscovy*

**DIPLOMACY** Smolensk (ea)

Kriv ordered the raising of a new city, Smolensk, in Smolensk. It's a port on the headwaters of the Dnieper river.

### SVITJOD HIN MIKLA

*Vyacheslav Vladimirovich, Prince of Great Sweden*

**DIPLOMACY** Estonia (a)

Vyacheslav got the Estonians to like him more.

## THE BALKANS

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### THE DESPOTATE OF ATTICA

*Aerin Athenagapeton, Despot of Attica*

**DIPLOMACY:** No effect.

Aerin conducted a census and then bore two more children. Attican diplomacy among the Serbs continues to bear no fruit.

### THE BYZANTINE EMPIRE

*Basil II The Young, Emperor of Byzantium*

**DIPLOMACY** None

Not to be outdone by those Despotate punks, The Emperor conducted a census of his own and sired another daughter. And that was about it.

## THE MIDDLE EAST

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### THE SULTANATE OF DAMASCUS

*Khalif the Bold, Sultan of Damascus*

**DIPLOMACY** Jordan (t)

Damascene diplomatic efforts in the south continued.

### THE SULTANATE OF BAGHDAD

*Mu'izz al-Dawla, Sultan of Baghdad*

**DIPLOMACY** Abadan (f), Diyala (fa)

Once again combining business with pleasure, Mu'izz went to Abadan to woo an alliance through marriage. As you may remember, his prior wife had died last turn, SPEWING BLOOD AND WRITHING IN AGONY AS A MISCARRAIGE TURNED HER INNARDS INTO SO MUCH BLOODY PULP AND--

\*Ahem\*

Anyhow, the local emirate thought that marrying his daughter off to Mu'izz would be a fine idea and there was much feasting and rejoicing to mark this fact.

Returning to Baghdad, Mu'izz dropped off his new wife and picked up some 1600 horse and went raiding. The locals of Selucia were the first to feel the whip of the Sultan, turning out their pockets and paying through the nose. The locals of Circis were made of sterner stuff however and 400 of Mu'izz's horsemen were annihilated in an ambush. Brought up short, the Sultan decided to return to more peaceable endeavors and marched over into Diyala where he proposed a marriage alliance via his heir. The potentate here thought this was satisfactory and the deal was made.