

Areas Owned

Code	Name	Terrain	Owner	Arm	Frnt	Pop	Tra	Shp	Sup	Def	DefMode	Adjacent Areas
COR	Cornwall	Rough	WWL	0	0	2	-	-	-	3	Ret DEV	EXM DRT DEV
DEV	Devon	Lowlands	WWL	0	0	3	-	-	-	3	Amb WCH	COR DRT EXE SDG DOR WCH
DOR	Dorset	Lowlands	WWL	3	1	3	-	-	-	7	Ret SDG	DEV SDG SOM WIL NEW WCH
DRT	Dartmoor	Rough	WWL	0	1	2	-	-	-	4	Ret COR	COR EXM DEV SDG
EVE	Evesham	Lowlands	WWL	3	0	2+	-	-	-	5	Ret GLS	GLS DEA HER WOR WKS OXF COT
EXE	Exeter	City	WWL	0	1	5	2	-	-	11	Ret -	DEV
EXM	Exmoor	Rough	WWL	7*	1	1+	-	-	3	10	Ret COR	COR DRT SDG
GLO	Gloucester	City	WWL	0	0	5	1	-	-	9	Ret GLS	GLS
GLS	Gloucs	Forest	WWL	8*	0	0+	-	-	4	10	Ret GLO	SOM WIL GLO DEA EVE COT SEV
SDG	Sedgemoor	Wetlands	WWL	0	2	1	-	-	-	4	Ret -	EXM DRT DEV DOR SOM SEV
SOM	Somerset	Lowlands	WWL	1	0	3	-	-	-	4	Ret DOR	SDG DOR WIL GLS

* indicates one army dispersed at turn end. + flags areas with room for more population. Sup is maintenance cost (supply).

Other Areas Reported

Code	Name	Terrain	Owner	Arm	Frnt	Pop	Tra	Shp	Sup	Def	DefMode	Adjacent Areas
COT	Cotswold	Rough	WSX	3	0	0	-	-	1	4	- -	WIL GLS WES EVE OXF BER
DEA	Dean	Forest	DFD	2	0	1	-	-	-	5	- -	GLS EVE GWE BRE HER
HER	Hereford	Lowlands	DFD	0	0	1	-	-	-	1	- -	DEA BRE RAD SNO SHR WOR EVE
NEW	New Forest	Forest	WSX	0	0	0	-	-	-	2	- -	DOR WIL WES HAM
OXF	Oxford	Rough	PIC	10	0	1	-	-	4	12	- -	EVE COT BER BUC NHS WKS BDS
WIL	Wiltshire	Forest	WSX	0	0	0	-	-	-	2	- -	DOR SOM NEW GLS WES COT
WKS	Warks	Lowlands	DFD	11	0	2	-	-	4	13	- -	WOR ARD WAR NHS OXF EVE
WOR	Worcester	Lowlands	DFD	18	0	2	-	-	8	20	- -	EVE HER WKS SHR STF ARD
SEV	Severn	Sea	---	0	0	0	-	0	-	0	- -	WCH CAB SDG GLS GWE DYF CEL
WCH	Western Channel	Sea	---	0	0	0	-	0	-	0	- -	SOL SEV DEV DOR

Spy Location: COT Cotswold

Build Points: 16 Income was 27 BPs Maintenance was 11 BPs Treasury: 15 BPs Trade: 6 BPs Victory Points: 39 (6%)
Household: 4, Location: GLS Army Reserve: 13 Fleet Reserve: 0 Population: 27 (6%) Overlord: None
 Armies Loaned Out: None Armies Borrowed: None

Actions:

Build Points Available = 21

- WWL 1: MOVE from EXE Exeter to DEV Devon with 2 armies, cost 1 BPs: OK
- WWL 2: BUILD 1 level in EXE Exeter, cost 10 BPs: OK
- WWL 3: MOVE from GLO Gloucester to GLS Gloucs with 1 army, cost 1 BPs: OK, but stuck in forest
- WWL 4: RESERVE 4 Armies in GLS Gloucs, cost 4 BPs: OK, but stuck after calling up reserves
- WWL 5: CASH raise 17 BPs: OK
- WWL 6: RESERVE 6 Armies in GLS Gloucs, cost 6 BPs: OK, but stuck after calling up reserves
- WWL 7: LEVY 1 Army in GLS Gloucs: Failed, Not Enough Population
- WSX 7: MOVE from BER Berkshire to COT Cotswold with 6 armies, cost 1 BPs**
Attack with 6 armies against West Wales, 2 armies, 1 pop, defence level 4
Wessex lost 2 armies (inc 1 dispersed), West Wales lost 2 armies (inc 2 dispersed), 1 pop: OK
- WWL 8: HOUSE raise 1 troop: OK
- WWL 9: LEVY 2 Armies in COR Cornwall, cost 6 BPs: OK
- WWL 10: MOVE from DRT Dartmoor to COR Cornwall with 2 armies, cost 1 BPs: OK
- WWL 11: MOVE from DEV Devon to COR Cornwall with 3 armies, cost 1 BPs: OK
- WWL 12: PROBE from COR Cornwall to EXM Exmoor with 10 armies, cost 1 BPs
Attack with 10 armies against 2 armies, 2 forts, 2 pop, defence level 7
West Wales lost 2 armies (inc 2 dispersed), defender lost 2 armies, 1 pop, 1 fort: OK, but stuck after probe
- WWL 13: FORTIFY 1 level in DRT Dartmoor, cost 1 BPs: OK
- WSX 13: SABOTAGE in GLS Gloucs, cost 1 BPs: OK**
- WWL 14: TAX extorts 2 BPs: OK
- WSX 14: MOVE from WIL Wiltshire to GLS Gloucs with 7 armies, cost 1 BPs**
Attack with 7 armies against West Wales, 11 armies in Forest (defensive terrain), defence level 13
Wessex lost 7 armies (inc 3 dispersed), West Wales lost 2 armies (inc 2 dispersed): Failed, Attack Defeated
- WWL 15: TAX extorts 2 BPs: OK
- WWL 16: MOVE from SDG Sedgemoor to DOR Dorset with 2 armies, cost 1 BPs: OK

Leftover Build Points:-

9 cashed BPs returned to treasury.

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Turnfees: £2.50 for one, £10 for four, £20 for ten, or £36 for twenty. Cheques made payable to: Software Simulations Ltd

GM: Peter Calcraft Rules & Software Version: 2.7 Players shown in order of play next turn:-

Dyfed DFD (Danny Williams, High King of the British) Reserves: Treasury 7, Army 2, Household 8

BRE Brecon, CAE *Caerleon, CER Ceredigion, CRM *Carmarthen, DEA Dean, DYF Dyfed, GOW Gower, GWE Gwent, HER Hereford
MOR Morgannwg, RAD Radnor, WKS Warks, WOR Worcester

Scots SCO (Steve Rivera, Sub King to Irish) Reserves: Treasury 2, Army 2, Household 5

ANG Anglesey, ANT Antrim, ARM Armagh, CHS Cheshire, CLW Clwyd, CRN *Carnarvon, DAL Dalriada, MEA Meath, MRN Merionnyd, POW Powys
SHR Shrewsbury, SNO Snowdonia

Northumberland NMB (Simon Kiefer, Sub King to Mercia) Reserves: Treasury 18, Army 4, Household 2

CLE Cleveland, DEI Deira, HUM Humber, LES Leics, NOS Notts, NWK Newark, NYS North Yorks, PCK Pickering, PEN Pennines, RIP *Ripon
RMD Richmond, SHW Sherwood, SYS South Yorks, YOR *York

Strathclyde STR (Mike Williams, Sub King to Dyfed) Reserves: Treasury 25, Army 6, Fleet 5, Household 3

AYR Ayr, BAM *Bamburgh, BRN Bernicia, DUM *Dumbarton, EDI *Edinburgh, ETT Ettrich, FEN Fenland, GLW Galloway, HUN Huntingdon
KYL Kyle, LOT Lothian, NFK Norfolk, THE Thetford, TYN Tynedale, NTS North Sea, WSH Wash

Irish IRI (Martin Crowsley, High King of the Gaels) Reserves: Treasury 15, Army 6, Fleet 1, Household 6

BRG Brega, CRK *Cork, DUB *Dublin, ELM Elmet, GAL Galway, KER Kerry, LEN Leinster, LIM *Limerick, MAN Manchester, MUN Munster
TIP Tipperary, WAT *Waterford, WEX *Wexford, CEL Celtic Sea, IRS Irish Sea, SEL Selway Firth

Cumbria CMB (David Packer) Reserves: Treasury 5, Army 1, Fleet 2, Household 8

CRL *Carlisle, CUM Cumbria, DFS Dumfries, DUR Durham, IOM Isle Of Man, LAN *Lancaster, LAS Lancs, PRE Preston, TEE Teesdale

Essex ESX (Richard Ashdown, Sub King to Mercia) Reserves: Treasury 20, Army 6

BDS Bedfordshire, BED *Bedford, BUC Bucks, CAM *Cambridge, CMS Cambs, COL *Colchester, ESS Essex, HRS Herts, LON *London
MAL Maldon, MID Middlesex, SAL *St Albans, SFK Suffolk, SUR Surrey, SUS Sussex, WND Windsor, THM Thames

Kent KNT (Steve Richards) Reserves: Treasury 31, Army 2, Household 3

CAN *Canterbury, DOV *Dover, KEN Kent, ROM Romney, THA Thanet, WEA Weald

Gwynedd GWD (Terry Coombes) Reserves: Treasury 27, Army 2, Household 7

GWY Gwynedd, CAB Cardigan Bay

West Wales WWL (Mark Seddon) Reserves: Treasury 15, Army 13, Household 4

COR Cornwall, DEV Devon, DOR Dorset, DRT Dartmoor, EVE Evesham, EXE *Exeter, EXM Exmoor, GLO *Gloucester, GLS Gloucs
SDG Sedgemoor, SOM Somerset

Wessex WSX (Richard Ashdown, Sub King to Mercia) Reserves: Treasury 11, Army 13, Household 8

BER Berkshire, COT Cotswold, HAM Hampshire, NEW New Forest, POR *Portchester, WES Wessex, WIL Wiltshire, WIN *Winchester

East Anglia EAS (Simon Oldham, High King of the English) Reserves: Treasury 15, Army 8, Household 3

NOR *Norwich, YAR Yarmouth

Middle Angles MDA (Andy Van Vogt) Reserves: Treasury 2, Army 1, Household 7

ARD Arden, LEI *Leicester, NTH *Northampton

Vikings VIK (Peter Green) Reserves: Treasury 2, Army 5, Fleet 1, Household 2

CTH Caithness, DON Donegal, HEB Hebrides, ION Iona, IOW Isle Wight, MAY Mayo, MED Medway, ORK Orkney, ROC *Rochester
SHE Sheppey, ULS Ulster, CLY Clyde, ECH Eastern Channel, NIS Northern Isles, SOL Solent, WIS Western Isles

Mercia MER (Greg Maldon, High King of the English) Reserves: Treasury 12

CHE *Chester, DER *Derby, DES Derbyshire, STF Stafford, TAM *Tamworth, WAR *Warwick, MSY Mersey

Picts PIC (Alan Harris, Sub King to Irish) Reserves: Treasury 4, Army 5, Fleet 1, Household 10

ARG Argyll, ATH Atholl, FIF Fife, GRA Grantham, KIN Kintyre, LIN *Lincoln, LIS Lincs, LSY Lindsey, MRY Moray, NHS Northants
OXF Oxford, RCK Rockhampton, SKY Skye, STH Sutherland, STM *Stamford, FOR Firth Of Forth, MRF Moray Firth

* Indicates Cities

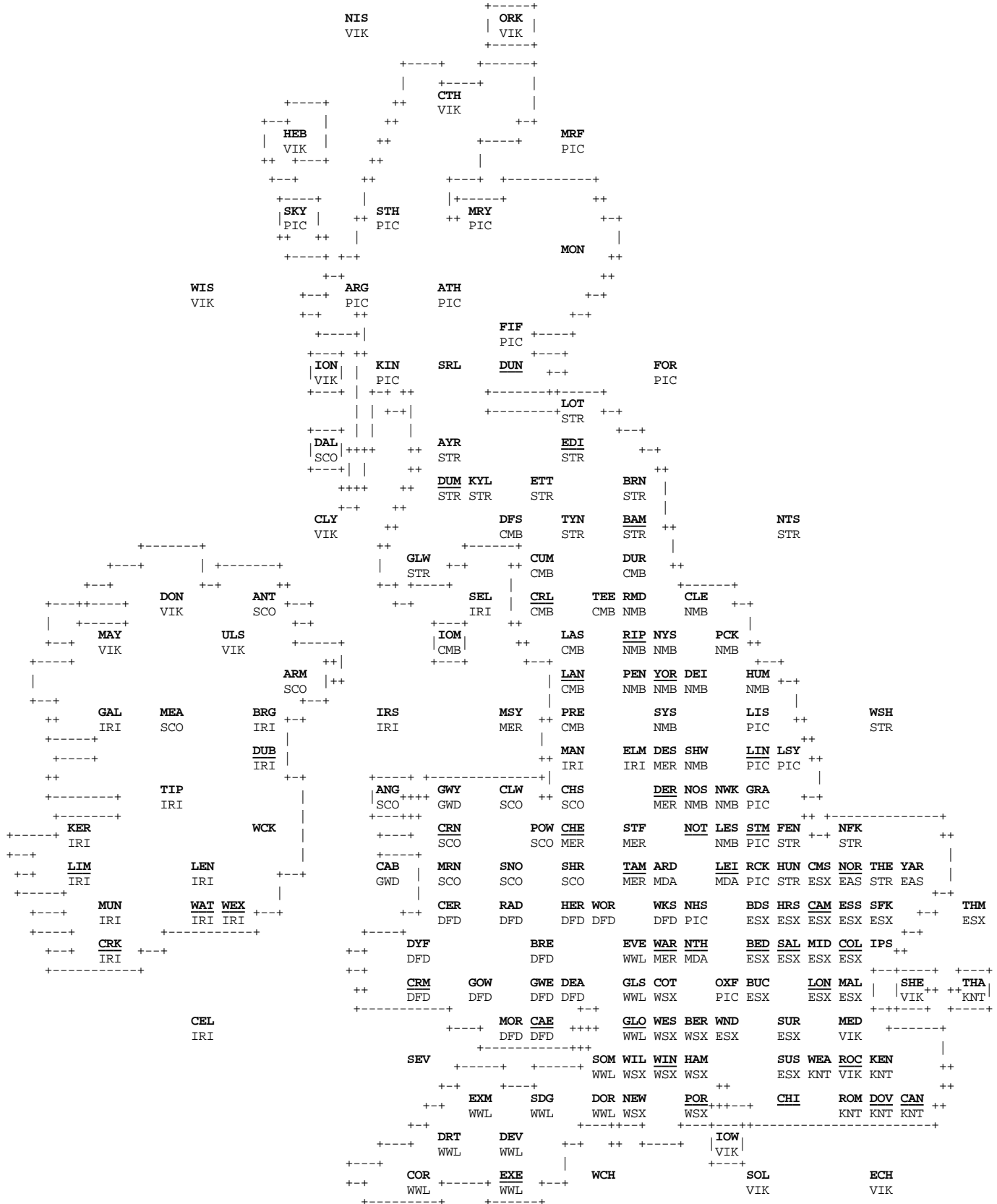
Unowned Areas

CHI *Chichester, DUN *Dunfermline, IPS Ipswich, MON Montrose, NOT *Nottingham, SRL Stirling, WCK Wicklow, SEV Severn
WCH Western Channel

The current leader has a VP total of 101 VPs

Deadline: Thursday 19th September

Note: This map does NOT show connections or which areas are adjacent to which. Do NOT attempt to use it to plot movement.



Actions

1: Dyfed captures WKS Warks from Mercia

1: Irish capture ELM Elmet from Mercia

1: East Anglia attacks SFK Suffolk against Essex

1: Vikings attack HAM Hampshire against Wessex

1: Picts levy troops in NHS Northants

2: Irish call up fleet reserves in CEL Celtic Sea

2: Gwynedd levies troops in GWY Gwynedd

2: Mercia fortifies DER Derby

3: Dyfed levies troops in WOR Worcester

3: Irish levy troops in WEX Wexford

3: Kent calls up army reserves in THA Thanet

3: **Strathclyde captures NFK Norfolk from East Anglia**

3: Cumbria levies troops in CUM Cumbria

3: Picts levy troops in NHS Northants

4: **Essex attacks SUS Sussex against Wessex**

4: **Essex captures SUS Sussex from Wessex**

4: West Wales call up army reserves in GLS Gloucs

4: Picts recruit household

5: Northumberland fortifies NOS Notts

5: Vikings call up fleet reserves in SOL Solent

6: Scots call up army reserves in CRN Carnarvon

6: Kent calls up army reserves in KEN Kent

6: Strathclyde levies troops in THE Thetford

7: Dyfed levies troops in WOR Worcester

7: Kent fortifies KEN Kent

7: Cumbria levies troops in PRE Preston

8: Northumberland levies troops in NYS North Yorks

8: Wessex calls up army reserves in BER Berkshire

8: Picts levy troops in NHS Northants

9: Essex levies troops in MID Middlesex

9: Wessex calls up army reserves in WIN Winchester

9: Mercia fortifies DER Derby

10: Northumberland levies troops in NYS North Yorks

10: Kent levies troops in KEN Kent

10: Cumbria fortifies PRE Preston

11: Wessex calls up army reserves in POR Portchester

12: **West Wales capture EXM Exmoor**

13: Dyfed levies troops in WOR Worcester

14: **Essex captures LON London**

14: Wessex attacks GLS Gloucs against West Wales

15: Wessex recruits household

16: Gwynedd levies troops in GWY Gwynedd

16: Vikings levy troops in ROC Rochester

Excess population lost in ROC Rochester

1: Scots invade GWY Gwynedd

1: Northumberland calls up army reserves in PEN Pennines

1: Vikings attack HAM Hampshire against Wessex

1: Mercia fortifies DER Derby

2: Dyfed levies troops in WOR Worcester

2: Northumberland levies troops in LES Leics

2: Cumbria fortifies PRE Preston

2: Picts levy troops in NHS Northants

3: Scots invade GWY Gwynedd

3: Northumberland levies troops in NOS Notts

3: Gwynedd lays siege to CRN Carnarvon

3: **Wessex captures SUS Sussex**

3: Mercia fortifies DER Derby

4: Northumberland fortifies LES Leics

4: **Essex attacks SUS Sussex against Wessex**

4: Gwynedd recruits household

4: Strathclyde calls up army reserves in FEN Fenland

5: Dyfed levies troops in WOR Worcester

5: Strathclyde levies troops in HUN Huntingdon

5: Mercia levies troops in DER Derby

6: Essex calls up army reserves in SUR Surrey

6: West Wales call up army reserves in GLS Gloucs

6: Middle Angles recruit household

7: Scots call up army reserves in CLW Clwyd

7: **Wessex captures COT Cotswold from West Wales**

8: Scots call up army reserves in MRN Merionnyd

8: West Wales recruit household

8: Mercia fortifies DER Derby

9: Dyfed calls up army reserves in WOR Worcester

9: West Wales levy troops in COR Cornwall

9: Middle Angles levy troops in ARD Arden

9: **Picts capture OXF Oxford from Middle Angles**

10: Essex levies troops in MID Middlesex

10: Strathclyde levies troops in HUN Huntingdon

11: **Scots capture SNO Snowdonia from Mercia**

11: Cumbria fortifies CUM Cumbria

12: East Anglia recruits household

13: West Wales fortify DRT Dartmoor

14: Strathclyde levies troops in THE Thetford

15: Irish levy troops in MAN Manchester

15: Cumbria levies troops in LAS Lancs

16: Middle Angles levy troops in NTH Northampton

16: Picts call up army reserves in NHS Northants

Messages

Cumbria-Irish: Chill out! It's only a game :-)

Strathclyde-East Anglia: Turn east when you get to Lowestoft.

WEBSITES The sidetracks.co.uk website has waiting lists, progress reports, rules updates, downloads and information about using the email system. Our main "static" info & stuff is at pbmsports.co.uk, while the softsim.co.uk website has credit cards and online turnsheets. Anyone can see the first two, but for softsim you need to ask for a user name before you can get into it.

EMAIL & PHONES If you're an emailer it's worth listing a phone number as well - not everyone uses email. If you don't have email then you need to put your phone number in the roundup for people to contact you that way. When you need to talk to people who are available only by email then try your local library. Plenty of people send and receive emails that way. Or ask around your friends to see if someone who has email will help out (they probably will).

STANDBY PLACES Don't forget that freemailers are allowed in Dark Age. You can tell people they can play online for free. There are bonus credits for recruiting new players (this applies if/when they later sign up to play as paying customers).

INTRODUCTIONS There's a bounty of FOUR credits for introducing anyone new to our games (it doesn't have to be the same game you're already in). Get them to mention you when they write in.

FREEMAILERS See the sidetracks website for information about freemailer positions. This is the easy way to introduce someone new, since there are some games they can play for free, if they can use the website for their orders and email for game reports. The recruiting bonus doesn't apply, but introducing someone new does qualify you for a freemailer position as well.

STARTUPS Details needed for applications are kingdom preferences and either a fiver (for startup and three turns) or some credits to transfer from the existing game (or the application form from the end of your last game). Any bonus in the current game also counts in the new one (but remind me when the game starts).

BONUS & DISCOUNTS Any bonus/discount you've got registered in one game of Dark Age can also be applied in other games of Dark Age. But it doesn't happen automatically: you need to tell me what bonus you've got where and which other positions should be updated to match. Don't forget, if you play in more than one game at a time you get the first bonus early (so you get a one-for-ten discount even before you've finished a game).

VIKINGS & TRANSFERS Getting beaten up in your current game? That's the time to go viking... . New starts are also available. You take with you any discount already earned (but if you want to earn a bigger discount then fight to the finish).

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[E] Actions

ACTION NUMBER	NAME OF ACTION	WHERE FROM OR WHERE	WHERE TO OR TO WHOM	NUMBER OR AMOUNT
1	[]	[]	[]	[]
2	[]	[]	[]	[]
3	[]	[]	[]	[]
4	[]	[]	[]	[]
5	[]	[]	[]	[]
6	[]	[]	[]	[]
7	[]	[]	[]	[]
8	[]	[]	[]	[]

9	[]	[]	[]	[]
10	[]	[]	[]	[]
11	[]	[]	[]	[]
12	[]	[]	[]	[]
13	[]	[]	[]	[]
14	[]	[]	[]	[]
15	[]	[]	[]	[]
16	[]	[]	[]	[]

Correct action names are: AMBUSH, ARM, ASSAULT, BORROW, BUILD, CASH, CONVOY, DEFEND, DISBAND, DISOWN, EXCHANGE, FIND, FLEET, FORTIFY, GIFT, GROW, HOUSE, KILL, KING, INVADE, LAND, LAUNCH, LEVY, LOAN, MIGRATE, MOVE, ORDER, OVERLORD, OVERRUN, PASSAGE, PILLAGE, POP, PROBE, RAID, RAZE, RECALL, RESERVE, RETREAT, RETURN, SABOTAGE, SCOUT, SETTLE, SHIPS, SIEGE, SPY, STASH, SWAP, TAX, VIKING, WAIT, WATCH.

Note: Vikings may use LAND & SETTLE. Gaelic kingdoms may use ARM, INVADE, POP & SETTLE, but not BUILD. Others may not use ARM, LAND, POP or SETTLE.

[M] Player Message

Maximum message length is 70 characters, including spaces.

TO [] MESSAGE []

[C] Payments

Indicate any money sent for credits with this turn. Cheques payable to Software Simulations Ltd.

AMOUNT ENCLOSED [£ .] Turnfees: £2.50 for one, £10 for four, £20 for ten, or £36 for twenty. DA53-WWL tc=0.0

Indicate any change of address in the space below.