Sheet updated for turn 11

**Afenthar Horselords** - David Felt (12 Cavalier/5 Ranger/ Half-Fiend)

Politics 3 (4 Actions)

Size 4 (91 tiles)

Military 4

Economics 2

Society 3

Espionage 1

Arcane 2

Religion 5 (Skyfather)

Technology 2

Army 4

Navy 0

Air Force 0

Resources:

* 1 town, 1 city
* Tier 1 - 5 horse, 1 horse (T), 8 livestock, 3 game, 5 crops ( 1T + 1 crops (kelp)T, 2 fish, 3 incense (T), 1 iron, 1 textiles, 1 marble (N), copper (N),
* Tier 2 - 1 ivory (elephants), 1 ivory (elephants) (T), 1 coal (N), 1 honey (N), 1 waterwood, 1 porcelain
* Tier 3 - 1 holystone
* Monetary Income: 8g
* Treasury: 20g
* Storage: 3 direcrops, 0 game, 1 crops, 0 livestock, 1 furs, 6 incense, 0 bloodstone, 0 coal, 1 spices, 0 deathstone, 1 Horse, 0 marble, 0 narcotics, 0 rum, 1 Ironwood, 2 darkwood bows/ arrows, 1 MITHRAL, 2 textiles, 1 slaves, 1 diamonds, 1 oricalcum, 6 iron, 0 ivory, 1 porcelain

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 3 | Y | Galicia to You | 1 furs | 1 crops (kelp) | 2g |  |
| 3 | Y | Tanaf to You | 1 ivory | 1 incense | 2g |  |
| 3 | Y | You to Prindar | 1 horse | 1 crop | 0g |  |

Specialties:

* Afenthar - Nomadic Dictatorship - CE - A very large nation surrounding several smaller ones, the Horselords of the Afenthar constantly press the nearby peoples for tribute. Think the Mongol Horde.
* Your peoples ideal leader: Powerful Egalitarian Warlord
* The first two distance zones for army movement do not count toward the army’s total.
* +1 bonus to raiding
* +1 to animal husbandry related checks, -2 to agriculture, mining, and settlement building. Cannot create cities or forts
* Each horse resource counts as a town for the purposes of selling resources.
* Pay ½ currency for maintenance (4g).

Advisors

1. Economic (Trading)
2. Religion (Divine Intervention)
3. Military (Siege)

**Country Achievements:**

1. Afenthar - Nomadic Dictatorship - CE - A very large nation surrounding several smaller ones, the Horselords of the Afenthar constantly press the nearby peoples for tribute. Think the Mongol Horde.
   1. Rule of the Sky Father: Bring under your Suzerain the Jurai Empire, Vrenzen, Karis, Tanaf, Voresh, and Ashen-Gar.
   2. Riding the World Stallion: Possess overland trade with no fewer than 18 player nations.
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