Sheet updated for turn 11

**Ashen’gar Regime** - Nick Zielinski (10 Fighter/5 Rogue)

Politics 3 (4 Actions)

Size 4 (71 tiles)

Military 5

Economics 2+

Society 3

Espionage 2

Arcane 1

Religion 3 (Twelve)

Technology 2

Army 5

Navy 1

Air Force 0

Resources:

* 8 towns, 1 city
* Tier 1 - 6 crops, 2 game, 1 fish, 1 crabs, 1 fruit, 2 slave pits, 1 iron, 1 copper, 1 tin (T), 1 furs, 1 furs (N)
* Tier 2 - 1 honey, 1 silver, 1 whiskey (T), 1 onyx, 1 wargs, 1 dyes (T)
* Tier 3 - none
* Monetary Income: 10g
* Treasury: 8g
* Storage: 0 crops, 0 dire crops, 2 game, 2 fish, 2 crabs, 6 fruit, 4 honey, 3 livestock, 0 iron, 5 wargs, 1 slaves, 1 dyes, 1 onyx

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 4 | Y | You to Tanith | 1 tin and 1g | 1 dyes | 5g |  |
| 8 | N | Athasian League to You | 1 whiskey | 2g | 3g |  |

Specialties:

* Goblinoid Hegemonic Stratocracy - LE - This large nation is home to many different sub fiefdoms of goblinoids.
* Your peoples ideal leader: Military Dictator
* Does not require tier 3 strategic resources to grow military and it’s substats
* One free hobgoblin battlegroup (army)

| Name | Stat | Terrain | Cost | Special |
| --- | --- | --- | --- | --- |
| Warg Riders | Military | Land | 1g, 1 food | Causes a -2 penalty to enemy forces instead of giving a bonus to your army |
| Bugbear Mercenaries | Military | Land/Sea | 1g, 1 food | Free action to deploy, and can be easily deployed to another country. ½ bonuses when deployed on the sea. |

Advisor

1. Technology Civil Engineering
2. Economy Urban Planning
3. Military Army Fortification

**Country Achievements:**

1. Ashen’gar - Goblinoid Hegemonic Stratocracy - LE - This large nation is home to many different sub fiefdoms of goblinoids.
   1. Ancient Feuds: Bring under your Suzerain Elvenhome, the Lycaeum, Vrenzen, Stildar, Khazak Dhur, and Levain.
   2. War Machine: Enhance your Economy to 3, Espionage and Religion (any) to 4, and either your Arcane or Technology to 5 and the other to 3.
   3. Peace in the North: Enter into an Alliance with Elvenhome, Khazak Dhur, Stildar, the Lycaeum, Celistark, Prindar, Kehnall, and Durus.