

Lords of the Earth

The Rise of the Classical World

165-161 B.C.

Turn 20

ANNOUNCEMENTS:

Turn Cost- \$5.00

If you reach a point of owing \$10 without speaking to me about arranging a payment I will be holding your turn until you speak to me about it and arrange payment. This will not matter until next turn, but I do not want to be a bad guy so please at least speak to me. Thanks.

Rule Book:

We will be using `lote_br_6_cover` for the base rules of the game.

Leader Espionage Operations

If a leader is performing an ES operation for something that is site specific he MUST be there. You can not sneak around to find out information from hundreds of miles away.

Heirs:

Although it was not common there were some female leaders of nations. But this was very rare as most men of the time would have trouble following the directions of a woman no matter how strong or talented. So I will not disallow the use of women as heirs, BUT know that there is a chance your nation will not take kindly to one of the gentler sex leading a nation.

Megalithic Constructions:

To build any Megalithic Construct you must have a Tech level that is at least 2 levels higher than what you are trying to do.

Example: The Kiel Canal from Skaggerack to the North Sea is a level 1 Megalithic Construction. So Denmark, who just reached Tech 3, can now build it. This is only the base cost. Any multipliers for region or something else are not counted in the Tech level requirement.

Cultivation:

For any region to be made cultivated you must be at least Tech 4. For those regions that are capable of being C2 you must have a Tech level of 6+.

Example: Macedonia, a Tech 4 nation, decides to cultivate their lands. Since Macedonia is a Wilderness region and they are Civilized they have to do a level 1 construction with a multiplier of 1.5 for a civilized nation operating in a wilderness area. This costs 38 NFP ($25 * 1.5 = 37.5$ and you Round up to 38) and 75 GP ($50 * 1.5 = 75$).

Due to the effects on certain nations I have decided to allow for Natural Cultivation. It has taken effect immediately, but I will not go backwards so the effects will start from this turn forward. Also, because of this I will no longer be starting regions with PWBs as they can now all be cultivated given time.

Feudal Leaders and Allied Leaders:

Feudal leaders only receive a Combat stat. You may call them up to defend your nation or fight for you, but they are not willing to do anything other than assure the mutual defense and well-fare of your combined areas. Allied leaders receive all the stats and can do pretty much any action. If you assign them to Diplomacy the action will be for your nation but they will not be able to get the region about Allied level.

Troop Conversions

Infantry (500 men = 1 point), Cavalry (500 men = 1 point), Siege Engineers (500 men = 1 point), Warships (2 ships = 1 point), Transports (2 ships = 1 point).

National Transformations

In time period we are in there are many ideas which do not exist. Things such as Free societies or even Guilds were unknown and more often than not unwanted. To show this the game has placed tech level advancements on when you can reach things such as Free societies. These are in place in the system and not determined by me. I have been and will continue to use these as a guide for when you can reach a National Transformation. I know there are examples through history that may seem to contradict this rule, but please remember that these examples through history of free societies are more often the exception and not the rule. Because of this most National Transformations are at this time not allowed.

Mass Conscription

Mass Conscription is no longer allowed in the game. It makes very little sense for the time frame. It means you give every able bodied man in the nation a weapon and in a time of slavery, feudalism and caste systems that would not happen.

Royal Children

There are consequences to having too many children with ties to the throne. Some nations have more than 5 candidates already for the position of heir and a few look to be heading for the 10 mark. This can tear your nation apart. This is the one warning I will give to doing this.

North Asia

Mercs: 10 C, 10 I, 5 S
Merc Leader: None

Qin Empire

Zichu, Emperor of the Qin

Diplomacy: Chekiang (F)

Great works were started throughout the empire. The regions of Ningsia, Kangsu, Shansi, and Yun all had the starts of massive walls along their mountainous borders. These were major products as they were built in the deep valleys and massive heights of the mountains that bordered many of the northern provinces. Roads were built as well linking the provinces of Honan with Tsainan and Taiping with Chekiang province. Soon the forces of the Empire would have massive walls to guard against the barbaric forces of the north and the ability to quickly move to distant provinces if they dared to rebel against the will of the Emperor. To feed the masses that were used to create these massive works hundreds of farms were spread throughout the provinces of Chekiang, Funio Shentung, and Szechewan. The city of Hanzhou was also outfitted with newly paved streets to improve the way for merchants entering. The final great endeavor was a last push to expand the road from Chiennan far to the west through the deep mountains of rugged Om'chu and Tz'uk'an to Gtsang to improve the trade relations with the Mauryans.

Zichu remained at home in the Imperial Palace while his heir, Zhang, went to marry his sister Yu off to Duke Li of Chekiang. This led to a great celebration and the full union of the region with the Qin empire. Some wondered why Zichu would give Zheng a group of elite troops while Zhang found himself dependent on his brother for protection. Zheng was quite loyal to the throne though and he made sure that Zhang was untouched during the trip.

The Kingdom of Yan

Phan Huang, Lord of the Yan

Diplomacy: Hsuing Nu (F), Bao Ding (EA)

Huang looked over his lands and realized that new farms were needed to feed his people. He ordered massive work to clear the fields of Hsuing Nu and Bao Ding and sent his diplomats to speak to the leaders of the land. His best diplomat traveled to Hsuing Nu alone where he managed to get the stalwart ally of the region to fully align with the lord of Lu'an. In Bao Ding he sent two minor nobles to speak to the region and they managed to align the regions economy with that of the nation as a whole. They gained this by showing how the great work of the engineers to improve the region was vital to the future of the people. Further, farms were built in Hopei to feed the people. T'sien Po, heir to the kingdom, stayed home and worked to preserve the dynasty. His young bride gave birth to a son in 164 BC and a daughter in 162 BC.

In 163 BC inflation struck the nation. This impacted the building projects of the nation as the money that they had intended to help build farms, clear land and invest in the future did not have the impact that it had in previous seasons. **(Needs a Player)**

Kwanto Empire

Kwanto Dai, Daimyo of the Kwanto

Diplomacy: Shimane (T), Toyama (T), Aichi (+13 YfC)

Dai ordered troops conscripted and armed in the region of Shimane and then he went and spoke to the people about the strength of his men and pointed to the new garrison as a sign of his willingness to protect the people. To some this was a sign of his good intent but many still remembered the decades of warfare between the Kwanto and Yamato and their allies. Many members of the Shimane nobility had gone to fight in the front lines and not returned. Some whispered that the garrison was meant more to keep them in line than to protect them. This difference in opinion led the leaders of the region to agree to send tribute to Akido, but few were willing to seek a stronger alliance at the time. Aides of Dai were sent to the provinces of the Toyama and Aichi clan. Both remembered the years of warfare as well. In the case of Aichi they had been subjugated at the end of the war and although time was healing the anger they were not yet peaceful and willing to remain without the threat of force to ensure Dai's will. Toyama did not face the same subjugation as the Aichi or even the garrisons of Shimane but they agreed only to send tribute as well in the following years.

South Asia

Mercs: 10 C, 20 I
Merc Leader: None

Nan-Yue

Lay Tak, King of Nan-Yue

Diplomacy: Lingtung (T), Nanling (A), Gouangxi (F)

Tak wanted to strengthen his hold on the land so that his heirs would not face a fate similar to those he had disposed of. So he spent

much of the wealth and manpower of the nation to enforce the idea of his rule being a divine monarchy and thus right. He was fairly successful in this and in short order he was considered a king by the common man rather than a vicious tyrant or dictator.

He also sent off his aides to continue talking with the different provinces. This led the son of the feudal ally in Nanling to agree to a full alliance and in the region of Gouangxi became fully united with Tak's new monarchy. In Lingtung the diplomacy did not go as well. The region agreed to send a minor tribute out of each season's growth but they did not wish to do more than that for the time being.

Khemer

Prashant the Bold

Diplomacy: None

Tak Lang named his son Tak Rama to be the heir some time ago but no troops had been given to him. This would not have been an issue except Lang died of a hacking cough earlier than his ancestors generally had. Rama went to take control of the forces under his father but Prashant of Siam who had been named a prince of the realm and left with his troops moved quickly to intercede. Rama was not considered a strong man having never learned to use a sword or spear with any skill. He was also quiet and not very imposing. Compared to the strong presence of Prashant he seemed a weak boy. Both men worked to gain the loyalty of the main army and Prashant came out the stronger of the two gaining the loyalty of more than two thirds of the army. Rama called upon Koirav and Lanwan, both revered nobles and aides of his father. Koirav had been given five thousand cavalry which would help Rama reclaim the throne. But when they met Lanwan claimed to support him and Koirav quickly cut him down and placed Rama under arrest. With Rama captured by the man who he hoped to save him all was lost for the Tak dynasty. Rama and his family were killed. Shortly after Koirav died and many declared that it was the righteous retribution of the gods. Prashant had learned from his rise and he moved to claim the troops once held by Koirav.

After the blood letting was finished Prashant continued many of the works of the Tak dynasty. Farms were built across Mon and the region of Surin was cleared and became fully cultivated. **(Needs a Player)**

Java

Rongo, King of the Seas

Diplomacy: Java (F) in Pajajaran (HM), Palembang (EA), Kediri (F)

Rongo's city of Java had a surge of growth over the cycle. It made the region a major trading hub for the surrounding islands. The people of Kediri were impressed with their northern neighbors and fully united with them while the heathens of Palembang only agreed to strong economic treaties which bound the two together economically even if their religion and culture separated them at heart.

(Needs a Player)

Pacific Islands

Mercs: None

Merc Leader: None

Moluccas

Hancuak, Lord of the Great Blue Seas

Diplomacy: None

Anhuan ordered that the last of the Hindu's be converted to the following of the Spirits in Sabah. He sent some allies and aides to the region and soon it was fully united in the faith. The city of Poula in Mindinao grew to be a full fledged port that could handle trade from the northern coastline. Anhuan died in 163 BC leaving his son as the new ruler of the Moluccas islands.

(Needs a Player)

The Isle Nation of Samoa & Hawaii

Lil Malama, Defender of Samoa and Hawaii

Diplomacy:

Lil Malama followed his past trends and spent the first year of the cycle with his wife. She gave birth to a young girl. He then set out to rule his island nation. He sent his aide, Kehena, out to explore new water ways but he did not give him any large vessels to do it in. So off he went in his small skiff and sadly he never made it back to report on what, if anything, he found. Punaho'hi was glad to find out that he was being sent off to a nice known island which he managed to get to with little trouble. When he arrived in Tuvalu he found a local chieftain who quickly became friends with him and offered after several years worth of talks agreed to become a strong ally in all that Malama hoped to do.

Under Malama's rule the city of Pago Pago gained more works. Streets were expanded and cleaned to allow for more people to live comfortably in the city.

The Aborigines of Taree

Tafar

Diplomacy: None

Tafar ruled over his nation and saw that his people were counted as he desired more money to rule his lands with. Things were quiet and the weather was nice so the people did little that might upset or offend the might Tafar. **(No Turn)**

India & Central Asia

Mercs: None

Merc Leader: None

Maurya

Ghatokacha, Emperor of Maurya

Diplomacy: Madurai (F), Punjab (F), Suvarnagiri (A)

Ghatokacha called for great works. He ordered roads built immediately to link the regions of Surashtra with Gujerat and Und with Afghanistan. He also put massive amounts of workers to forging the paths through the mountains so that one could easily travel from Vengi to Kakatiya. A small force was also sent to make plans to create roads between Vengi and Karnata. A few were sent to see about sending a road east out of Gtsang to link with the Qin roads, but the Qin were apparently more industrious and they already had a road mostly finished by the time the first Mauryans began work. New farms were also desired and so work began on cultivating the regions of Nepal, Sekkim, Maduri and Pundra. Since Vengi was becoming a major crossroads a massive port fortress was built in the region to discourage raiders or bandits. As the nation expanded Paltiputra, the capital, grew too cramped and so the walls were torn down and the city expanded out. Immediately, new roads and sewer networks were expanded to handle the bustling metropolis. Tarain received new farms while defenses in the regions of Edrosia and Madurai. Ghatokacha, who held a massive army, enlisted new units of elite guards to further display his power.

Ghatokacha went to his elder relative Prince Arjuna who was not very skilled in many areas other than apparently his longevity. He asked Arjuna if he would retire quietly to which Arjuna made a rude noise and walked off muttering about getting some roasted lamb. Without throttling the old curmudgeon Ghatokacha was left with little choice but to try and ignore the onerous man until he died. But by the end of the cycle Arjuna was 90 and going strong. Ghatokacha did send allies off to many parts of his realm leading to the friendly relations with the regions of Madurai and Punjab. He also gained a strong new alliance with the city of Suvarnagiri in Karnata. His son gave him a grandson in 165 BC and two daughters in 164 and 161 BC each.

To show off the great might of the Mauryans Ghatokacha called for a great games to be held. He put a few thousand workers and large chests of gold together to bring forth the greatest warriors and athletes in the land. His offer turned out many from as far away as the Kwanto Empire in the east and Carthage in the west. Rewards were given out to those who could best the others at a variety of competitions. Afterwards the competitors returned home with word of what they saw in the distant land that held the tournament.

The Holy Brahmins

Mohatma, Most Holy of the Brahmins and Defender of the Faithful

Diplomacy: Khemer (NE), Gtsang (NE), Kali (MN), Edrosia (AB), Pandya (NE)

Mohatma sent more money by leader to Rowzi and he sent money to Maurya as well. He then set out to make a church in Khemer. When he got there he found that there was already a church in the region. While deciding what to do with his time he started feeling very depressed. He was an old man and around him the world was flying by. Feeling dejected he began flirting heavily with the women around and then returned to Paltiputra where he could stay in the home of the emperor of Maurya. He blew copious amounts of money that he had saved to expand the church wooing women and living the party life style in the hopes that it would ease the pain of knowing he would die soon.

In Gtsang Menamena went around and tried to found an abbey by spreading some wealth and spending a great deal of time talking to the people. But he was not very charismatic and his gifts did not always provide the results he had been hoping for. So by the end of the cycle he had failed to found the Abbey he had been ordered to make. If the others were having trouble Cnumba found ways to further the churches aim. He began by opening a monastery in the city of Kali before going to Edrosia and opening up an Abbey in the important trade province. He then traveled south with the intent of opening up a monastery in Pandya, but someone else had beaten him to it so he stopped to relax until Mohatma could send orders of where he should go next.

The Indian Alliance

Torugah V, Lord of Pandya

Diplomacy: Socotra (F), Pegu (EA)

Torugah IV ruled with his son and ordered all of his aides to take ships and travel to Socotra to get the fleet before returning and then bringing a large number of colonists to Socotra. They quickly took control of the island making it a bastion for the Indian Alliance in the west. They then turned and sailed back east to Pegu where they spent more time talking to the locals. Unfortunately, differences in culture and religion prevented them from gaining a truly strong alliance. Instead they made many economic pacts that would benefit everyone greatly.

Torugah IV died in 163 BC leaving his son, Torugah V as king. With the leaders off at sea he was easily able to take command of the King's army and place himself on the throne. When the others found out they immediately bowed to his will. While aiding his father, and then ruling by himself, Torugah V also worked to produce an heir. This led to his wife giving birth to daughters in 164 BC and 161 BC and a son in 163 BC. He also began a massive road north from Cholla into Madurai without permission from the Mauryans and some wondered if making themselves known to them was wise, but he only paved and cleared the way up to the borders for now so little was said of the matter.

The Middle East

Mercs: None

Merc Leader: None

Tartars

Jagun

Diplomacy: None

Jagun ordered his armies to move again. While he and one aide ruled over his new kingdom his armies marched north striking at Alan and pacifying the region and then moving further north to strike first at Khazar and then Saksiny. In both locations they deposited

the tribesmen that had come with them making the regions friendly through the sword. Light losses were taken as the regions were captured and then as the people were settled. Farms were built with the last of the funds they had stored up to feed the armies of the mighty Tartars. **(Needs a Player)**

Bactria

Demodamas, Regent for Demetrius II

Diplomacy: None

Sophacles II grew ill early in the cycle and remained ill for some years. He tried to hold on until his new heir, Demetrius II, could come of age. Sadly, he passed away in 162 BC. Demodamas, the aide to Sophacles, remained loyal though and declared Demetrius the King when he came of age. Demodamas was not often seen as the most charismatic man in the empire but he did have a decent sized and loyal force. He spoke to the allies and they agreed to support Demetrius for now.

Seleucid Kingdom

Antiochus IV

Diplomacy: Janus (NT)

Caius went to his final reward in 163 BC. His son, Antiochus IV, became king largely because of an elite force that his father had dedicated to him shortly before his death. Farms were placed in several regions and a large grant was given to the nations university. A shipment of money and food was sent to the Spears in return for purchasing the city of Janus so that the Kingdom would have more port space to trade with. Caius had hoped to switch some of the trade around, but died before he was able to do so.

The city of Antioch was hit by a strange fungus on much of the food. It drove whole sections of the city to madness for almost two weeks before control could be restored and new food shipped in. The streets, sewers and buildings were damaged by the riots caused. **(No Turn)**

The Ophilian Church

Xenais, The Will of Zeus, Apostle of the Great Ophilius

Diplomacy: Alexandrettos (AB), Carhae (MN), Anitoch (CA), Cilicia (MN), Janus (CH)

Xenais and all of his trusted lieutenants went to Mosul where they held a great council all cycle to work out ways in which they could ease tensions with the western brothers. They met with several wandering clerics of different gods in the pantheon and made great strides to reducing the anger that existed between the two churches. Though some remained hostile much of that was removed by the talks.

Once they had completed their talks the group went together to Alexandrettos to form an abbey. In Carhae they all worked to form an Monastery followed by a new Cathedral dedicated to the sea in Antioch. In Cilicia they formed a Monastery and they stopped in Janus where they quickly formed a church.

Africa

Mercs: 15 HI, 15 I, 15 S, 5 W
Merc Leader: None

Ptolemaic Kingdom

Ptolemeos Attalos

Diplomacy: Lybia (T), Ad'Diffah (T), Rodos (A)

Attalos continued the work on the road to Sinai placing thousands of slaves which he had recently gained from Carthage to work in the hot deserts of his kingdom. In Lybia the city of Kyrene grew large enough to draw distant merchants with wares that would aid the nation in gaining new wealth. Allies were sent to Lybia and Ad'Diffah to gain tribute from the desert nomads. Although the ally sent to Ad'Diffah died before his time there had come to a close both regions agreed to send tribute to their king. Prince Arrhidaeus traveled to the island of Rhodes to make a stronger connection with the city of Rodos. There he found a stalwart ally who would do whatever was needed to strengthen the Ptolemaic Kingdom.

Missionaries were sent to Asir where another large group of the populace left their old pagan gods to worship the might Greek pantheon. Prince Apollonis was sent far south to Yemen where he worked to convert a small portion of the nobles in the region. Prince Aias, the heir to the throne, continued to rule in the place of his father and his wife gave birth to sons in 163 and 161 BC.

The Spears of Ares

Paulus, Lord of the Spears

Diplomacy: Atbara (EA), Janus (UN)

Paulus continued the cultivation of Funj and after forty years the region was finally cultivated for the people of the nation. Diplomats were sent to the region of Atbara to try and gain a stronger allegiance between the region and the Spears. They managed to get many economic agreements but they were hindered by the differences of religion. Leaders were also sent to preach to the nobles and they had a great deal of success and managed to convert a good portion of the regions nobles. **(Needs a Player)**

Carthage

Dargen II

Diplomacy: Gefara (EA), Andalusia (NE), Catalonia (F)

Dargen II spent some time shifting his trade fleets around. He was trying to optimize his great fleet of ships, but sadly several of his ports ended up over capacity when he was done. Perhaps next time he could find better berths for all of his vessels. The cities of Jamildin, Tartessus, and Kerkouane all grew larger as new trade flooded in from distant lands. To optimize future trade opportunities Dargen sent

allies off to distant seas to report back and they brought maps back from far away. Panthe went to the Bight of Benin and the Kongo Sea and successfully returned with maps, but he lost several ships trying to explore the Lower Niger and a rumored way to islands far from the main shore. In the north Varimus succeeded in finding his way through the Minch and Skaggerak but lost a ship and was forced to turn back when he tried to explore the dangerous Baltic waters.

Hamilcar was sent to Iberia where he spoke first to Andalusia and then Catalonia. The allies in Andalusia were happy with the current relationship and would not budge on making new treaties even after Dargen had new farms and other works put into their lands. The Catalonians, who did not receive nearly as much largess, agreed to a full union with mighty Carthage.

West Africa

Mercs: None
Merc Leader: None

The Empire of Kanem Bornu

Matzu, Lion of the Shifting Sands, Sword of the Hindu Faith

Diplomacy: None

Matzu grew close to his eighth decade and his armies had flooded all the way to the ocean spreading the Hindu faith by sword and flame. Though he was far from the birth place of his faith he knew the Gods smiled upon his endeavors. Word came that his son had died and so Matzu turned his forces and marched back to Kanem Bornu to tend to the nation which was a massively and sprawling affair. He named a grandson as his heir and gave him a force so that he would be seen as strong in his own right. Improvements were made to a copy of cities and large amounts were invested in improving the national infrastructure to govern the massive nation. **(Needs a Player)**

The Kingdom of Ife

Alim, Chief of the Ife

Diplomacy: Benin (F), Kwararfa (A)

Alim after many years decided that it was time to finally begin moving. He traveled by himself to Benin where he managed to get the region to fully unite with Ife after putting many new farms in to benefit the people of the land. Alim ordered that several of the small villages along the Niger grow to be true ports. He sent missives and aides to woo the Kwararafa tribe and managed to gain a strong ally there. His son died, but he named his grandson the new heir and gave him the honor guard his father had commanded before his death. Massive investments were put into the national abilities to counter the rising power of Kanem to the north and the university received similar patronage. **(Needs a Player)**

South Africa

Mercs: 3 XI, 2 I
Merc Leader: None
South African Cav Count: No Horses Yet

Mauryan Raj of Rowzi

Sri Gupta III, Emperor of the Southern Lands

Diplomacy:

Sreena sent Gupta, his heir, off to go visit the Brahmin's again. When he was away he took the army and marched off to Lunda. His army vastly outnumbered the defenders and had considerably better training. The Lundan leader used the terrain to his advantage but the sheer numbers and better defense meant that he was doomed to failure. Once his army was crushed Sreena ordered the enslavement of the region. The beaten people fought back but it did little good against the greater skill and strength of the forces of the Raj. Once they were enslaved the Raj moved on to Etosha where they faced off against the forces there. The local chieftain led his forces out to fight. He did not believe that the rumors of the ability of the Raj could possibly match reality and so he split his forces and had a screening force out front. When they met with the front scouts of the Raj they called back that they had met the army thinking that it could not number much more than what they had in scouts. The Etoshans spread their lines to envelope the invading army and when they finally crossed the last hillock they found themselves engulfed by the might invading force. They tried frantically to gather back up but by the time they had it was too late to do more than move back to back as the wave of men crushed over them in the open steppes. Once the enslavement began they tried once more to fight off the invasion but it failed just as spectacularly and soon they were in chains and returning to their new homes.

Sreena set most of the slaves to working in Barotse to finish the cultivation of the region. He also put some into working on a great road that would span from Kariba to Kafue. The regions of Zambia and Bassa were cut loose to do what they wanted in order to lower the size of the nation.

Late in the cycle Sreena grew grievously sick and died. Gupta had returned and went to claim himself as King, but Arund had other ideas. He was a lieutenant of Sreena who had marched with the armies and since Gupta did not yet control the armies he decided that it would be a good time to make his move. Both men vied for the loyalty of the army, and when it was all said and done Arund gained the loyalty of less than a third of the army. Though he was more skilled in battle his forces were strongly outnumbered and Gupta used numbers to win when his skills would have failed. During the battle he found a young lord that was skilled in combat and he made him his personal lieutenant.

The Nguni Alliance

Hyutha, Defender of the Cape

Diplomacy: None

Hyutha continued to watch and defend his lands. He had his men invest heavily in the nations university to try and learn more of what gave the Raj their great military might. Little else was done while the tribes built up their knowledge and waited to see if the Raj would continue to move away from them. **(Needs a Player)**

Eastern Europe

Mercs: 5 I

Merc Leader: None

Suzdal

Drozd, son of Yammar

Diplomacy: Kiev (NT), Polotsk (A)

Yammar died leaving his son in charge of the kingdom. Drozd sent his men in Muscovy to Kiev to strengthen the claim to the region. They had rather limited success and the region took some small steps to uniting with Suzdal but in the end they were unwilling to even send tribute for the protection that he offered. Polotsk grew more aligned though as a strong noble dedicated himself to the service of Drozd and brought a greater level of control with him. **(Needs a Player)**

Cojuvia

Xerxes II

Diplomacy: Danzig (F)

Xerxes sent his lieutenant off to Danzig with a flood of new workers to live and work in the city of New Bachustan. As the one port controlled by Cojuvia this was a vital life line. The influx of people with the attention of such a notable person as Rajha led the people to agree to become fully united with the will of Xerxes II and his dynasty. Xerxes spent some time with his family during the cycle which led to the birth of two daughters. **(No Turn)**

Pontus

Mithridates IV, Lord of Pontus and Ruler of the Black Seas

Diplomacy: Polovotsky (FA), Crimea (F)

Mithridates IV ruled from Pontus while his men went about their business. Bishop Iason was tasked with gathering the levies from several regions and forming a small army with them to react against possible invasion. The varied allies of Pontus were also set to watch for any invasion against the nation that encircled much of the Black Sea. With the Tartars moving in and the increase in the number of warship floating in the Aegean there was no reason not to be cautious.

Work was completed on the cultivation of Paphlagonia. In Galatia the populace was prospering under the rule of Mithridates and the provincial capital of Sinope began to resemble a real city nestled in the heart of the wilderness region. Farms were added to Thrace and Bithnia, and engineers were called up to reinforce the walls around the fortress in Pontus so that there would be two mighty bastions of defense if the region were to ever be attacked.

Missionaries were sent to Crimea where they convinced the population to look to the Olympian church for leadership. This conversion went off without any revolt which allowed the diplomat sent by Pontus to gain the trust of the region. This led to the region becoming fully united with Trebizond. Polovotsky also had a diplomat who came to visit the region. He found a local warlord who swore fealty in time of war to the king across the sea in return for protection from any wandering nomads that might strike at the region.

Antigonid Kingdom of Macedonia

Argeia, King of Macedonia

Diplomacy: Epirus (NT), Ludgorie (NE)

Argeia remained in Ludgorie to try and get the region to fully unite with Macedonia. Unfortunately, the Ludgorians did not seem interested in fully aligning themselves with Macedonia at the time. A lieutenant was sent to Epirus to speak to the people there but during his second year in Epirus he died. He managed to gain a small claim to the land but they were not yet willing to send tribute to Macedonia.

Argeia ordered supplies gathered to cultivate Crete, but no transports were built or directed to take the people to the region so the work was not done. Argeia also had to be reminded that his navy needed to be directed from a port and Athens was designated for this by the captain of the small Macedonian fleet. Although the fleet was prepared for any attacks all it found were fleets with similar orders to respond only if an attack was imminent.

Religious fervor in the land grew as Argeia encouraged people to follow the teachings of the Olympic Primacy.

The Olympic Primacy

Horace, Voice of Zues and Speaker of the Gods

Diplomacy: Athens (HC), Tanis (CA), Alexandria (MN), Rodos (Church), Lebanon (NE), Rome (CA)

Horace worked with an ally to gain title from Ilyria and the Ptolemaic kingdom. They then worked together for the rest of the Cycle to make Athens the center of worship for those who sought to follow the Olympic Primacy's teaching. He sent two aides off to build sites in Athens, Tanis, Alexandria, Rodos, Lebanon, Rome and Lyssium. With the exception of Lebanon they succeeded at their tasks. When they came to Lyssium they found that no funds had been set aside to build the church with so they could not do anything.

Missionaries were sent to Bakony and Bosnia and met with success. In Lavant the people seemed very stringent in their faith and mostly ignored the missionaries. Representatives also went throughout Carthage and worked to reduce how much the people sought to hear the words of the priests of Bhaal.

Western Europe

Mercs: 5 HI, 10 I, 5 S
Merc Leader: None

Roman Empire

Scipio

Diplomacy: Carinthia (A)

Scipio continued to bed his wife even though he was getting up there in the years. He was unable to get her with child in this cycle though. His heir was almost of age now though and soon he would have someone to take his place. He continued to order massive builds which increased urbanization. The cities of Sasanium, Tallus, and Micus grew to be true cities. He fortified his northern borders with fortress along the coasts of Provence and Verona and he made Aquileia one of the most fortified cities in the known world. In the south he had a road built from Rome north into Tuscany so that it would be easier for missives and troops to march north if needed. Farms were also built in several of the southern provinces to feed the growing urban population.

Scipio continued to send diplomats to Carinthia. He sent two but one died shortly after arriving in the region. Nero continued the diplomacy even though he was acting alone and he convinced Uriah to go from being a feudal ally to accepting a full alliance with Rome.

Massalia

Andreas

Diplomacy: Gascony (F)

Andreas outlived his son. He declared that his grandson, Horace, would be the next king but some wondered if he would live long enough to ensure his decree. Andreas claimed control of the military though with the intent of holding out until he could pass on his throne to one of his blood. All of the resources of the land went to the continuing effort of cultivating the region of Aquitaine, but by the end of the cycle there was still a great deal of work to do.

Endridos had orders to go to Gascony and secure the region for the king. He was successful in this and the region became dedicated totally to the survival of Massalia. **(No Turn)**

Bohemian Empire of Westphalia

Tomar the Beautiful

Diplomacy: None

Horemer, a trusted lieutenant of Ewald, died in 165 BC and was replaced by Tomar. Tomar was a young and charismatic leader, although untested on the field of battle. Ewald was growing older and did not have an heir so he married his daughter to Tomar and declared him his heir. A few short years later Ewald died and Tomar was named the king. He was very charismatic and the people loved him so he claimed the throne with little trouble. **(No Turn)**

Franconia

Freibott, son of Hans

Diplomacy: Bochnia (F)

Freibott ordered several of his men to go to Bochnia where they worked to fully unite the region with the nation. He also sent many men to Moravia to finish the cultivation of the region. He also ordered new farms built in Franconia. His son, Wilhelm, came of age and he named him the heir. **(Needs a Player)**

The Gauls

Daric, High Chief of the Gauls

Diplomacy: None

Daric continued to rule even though that did not seem to be enough to accurately track the funds of the mighty Gauls so he called back his allies to aid in administering to the realm. Trouble struck when a fire began burning in Veraclia where the major university of the Gauls resided. Although it was controlled before it damaged too much many of the works of the university were destroyed. **(No Turn)**

Breton

Thaco, King of the Bretons and Pendragon of the Isles

Diplomacy: None

Thaco continued to rule the nation. He had a son and a daughter over the years which was good as he was growing older and he did not have an heir yet. Things were going smoothly on the island as few threats loomed against the nation which let Thaco relax as he grew older. **(No Turn)**

The Ilyrian League

Philotas

Diplomacy: Dalmatia (EA), Bakony (T)

Philotas continued to rule his lands. He sent Andreas, a lieutenant, to Dalmatia where he arranged for some new economic links between the nation and the region. Alexandros went with him and found a new bride that helped ensure the good relations. Prince Xenophon was sent to Bakony where he convinced the locals that it was in their best interest to send tribute to Philotas. Some were not sure but in the end the region agreed to the tribute. Work continued on the road between Ilyria and Slovenia.

Leon

Primo, Chief of Leon

Diplomacy: Murcia (F)

Gargoris died early 165 BC. His son, Primo, already held the largest amount of troops of the surviving nobles and he was a charismatic man who quickly took control of his father's troops. With such a large force and being generally well liked he had little trouble in gaining control of the throne. He ordered massive work done to improve the city of Roca Blanco. He then set about to ruling and named his son as the new heir of the nation. He then presented him with some troops as a personal guard although not nearly so much as he himself commanded.

Primo then took his troops and an ally and went to Murcia where he spent several years working to unite the region with his nation. He was successful in this and the region soon looked to Leon for guidance in all matters. **(Needs a Player)**

Dublin

William of Dublin

Diplomacy: Connaught (A)

William continued to rule his new lands and sent his aide, Michael, off to Connaught to try and gain a stronger alliance. In this he was successful. William also took the time to count the people in his realm. He was successful in this and the taxes were improved which would aid the nation in the future. **(Needs a Player)**

Northern Europe

Mercs: None

Merc Leader: None

Virumaa

Valdek Eestigard II

Diplomacy: None

Valdek was an old man growing close to his seventh century and his son was a strapping man who had led victorious war and was now left off in the field with the army. Some wondered if he would turn on his father for ordering him to remain in the hinterlands of Livonia where the people spoke a strange tongue and had different traditions. Luckily for his father though he remained loyal and watched over the lands for any invasion force or rebellion. Under the watchful eye of Valdek III the troops gained new skills and tactics. He was a brilliant general and he had learned from his assault on Livonia and he took what he learned and translated it to improving the skills of his army.

Some of the nobles of Virumaa were greatly impressed with the skills that the Eestigard family had shown and so they dedicated money and men to clearing a great roadway from

The Danes

Mikael, Regent for Thoradin V, Son of Thoradin

Diplomacy: Fjordane (NT), Norway (F), Uppsala (A)

Mikael arranged the marriage of Dahlia, the oldest daughter of Thoradin IV, to Fenwick of Norway. Fenwick was ecstatic at the match because Dahlia was widely considered to be on the most beautiful and charming women of the age. He called Regnorus back from Shetlands and sent him to Fjordane where he spoke at length on the power of the Danes and the danger in not uniting with them. The people of the north were a hardy bunch and not easily intimidated, but word of the rising power of Havn had reached them and they listened intently and decided it was better to unite then see their villages crushed. And since the Danes did not seek tribute it was a small thing to agree to join them in the hopes of one day vanquishing their foes beneath the hard eye of Odin together. Sejner was sent to speak to Uppsala and see if they would rejoin the Danes as allies instead of foes. When he got there he found many were willing to listen to his words including a rising warlord named Bjorn who agreed to once again ally his warriors with the might of Havn. He explained to his fellows that though they might be led by a boy-king for now, soon they would be led by a mighty warrior in the line of Thoradin the long lived.

In Norway the small village of Oslo grew to be a true port. Many came from far and wide to see the beauty of Dahlia and of those more than a few decided to remain in a city where the leader was obviously blessed by such a wondrous wife.

Regnor of Smaland was given some more troops. He then went to the nearly uninhabited island of Gotland and deposited a small force there to watch the island giving the Danes a claim to the future of the island. After leaving the troops he returned to Kalmar with his more favored troops promising to come get the others who were left to fend for themselves eventually.

North America

Aleuts

Jano Bearslayer

Diplomacy: Yantil (F) in Chehalis (HM), Comox (F), Chemakum (T), Kwakiutl (T)

Jano and the tribes that looked to him had spent generations on the islands to the north. But after almost two decades of terrible winters that killed the elk and froze the waters further and deeper than normal the people were growing weak. Jano knew that something had to be done so he convened the local tribes and convinced them that only by migrating would they survive. And so he took those who would follow and migrated south to where the ground was not frozen solid all year long and where the waters were not frozen over so that his people could fish and harvest their crops. **(Needs a Player)**

Anasazi

Ahapita, Chief of the Anasazi

Diplomacy: None

Word came to Ahapita that the region of Serrano was struck by a mighty earthquake. The city of Pueblo was in ruin and many of the farms and irrigation ways were damaged.

The destruction left a sad taste in the mouth of Ahapita but it was countered some by the growth of the villages of Payute and Picahano into full sized port cities. Investments were made in many parts of the government and the university saw much attention. Since the Anasazi had few neighbors they had little trouble placing the money they gained towards arts and knowledge.

Atakapa

Juiapta, Chief of Atakapa

Diplomacy: Catawba (UN), Taposa (NT)

Juiapta sent his son off to the distant tribes of Catawba to try and bring the tribes into the growing nation at the base of the Mississippi river. Three months into his stay he caught a sick cough that wracked his body. He died within days leaving the nation without an heir. Juiapta was saddened by the loss of his heir but he had many other children and he had a young bride to help him have even more. His blushing bride gave him daughters in 165 BC and 163 BC respectively and a son in 164 BC. During her last pregnancy she became quite ill during the birthing. Although she lived she remained quite frail and did not get pregnant again during the cycle.

Juiapta also sent Running Dog, a loyal ally, to go and speak to the tribes of Taposa. They had heard of the rise of the Atakapas and were willing to become allies should battle be met with wandering tribes or distant nations. But the Atakapas were reluctant to accept their warriors so quickly into their camps and instead asked only for a tenuous friendship without even a moderate tribute. The people of the region were a bit surprised, but accepted the offers sent by Juiapta.

The wealth of the Yamasee tribe helped lead their main settlement of Yama to become a burgeoning city. It was small compared to Opelousa, but was still among the largest in the kingdom.

Moundbuilders

Asophat, Lord of the Mounds

Diplomacy: None

Asophat continued to rule his land as his oldest son, Hatsoa, came of age and was named the heir. The small port of Hopewell grew to be a full port city amongst the Michigamea tribe. A great deal of work was done on the various cities to improve them for the people who lived among the Mounds. Missionaries were sent to distant tribes to speak of the importance of worship and encouraged them to form teams to join in during the Lacrosse games in the ancient means of showing honor to the spirits of the land.

In 163 BC the tribes gathered for the great Lacrosse games. For weeks the tribes gathered and competed before the great Mounds to show the gods the reverence they deserved. The northern team sent by Santee soon proved that they were among the most elite of teams to ever compete in the tournament. Even though one of their best attackers faced a bad injury against the Miami team they still easily won the tournament.

Iroquois Confederation

Chief White Crow

Diplomacy: Chipenaw (F) in Iroquois (HM), Kalope (NT) in Delaware (FA), Mohawk (FA), Pennacook (FA), Poctumtuc (FA)

The Iroquois Confederation was made up of five tribes that journeyed together across the breadth of the continent. When they reached the water of the Atlantic and had no where left to travel they settled their people and began to do what was necessary to settle down. Chief White Crow's confederation was loosely tied together but he had hopes of drawing in other wandering tribes and gaining more support within the tribes that traveled with him. **(Needs a Player)**

Central & South America

Maya

Huncame

Diplomacy: Otomi (F)

Under the rule of the Mayans the population throughout the lands exploded with life. This led to massive growth in half a dozen cities. Palenque, Payaqui, Komchen, Ziihateneio, and Copan all grew amongst the sudden explosion of births. Huncame carefully ruled over his lands during this time of growth while he sent his son along with several aides to the north where they spoke at length with the Otomi tribesmen. After much debate the Otomi fully united with Maya. They saw how the wealth flowed through the lands and hoped that one day soon the wealth would flood into their region as well. Huncame also named his son, Tohill, as a Prince of the realm. Tohill was an excellent diplomat and his father hoped that by continuing to expand through peaceful talks his lands and cities would continue to grow and prosper.

Arawak

Nyule

Diplomacy: Arawak (HM), Nyule (F), Colon (F), Ciguayo (T)

Nyule came to power in Arawak. He married a woman from Colon to tie the region to himself and then called upon the Ciguayo to send tribute. He was considered a powerful warrior and spoke powerfully about the benefits and consequences of refusing him. They agreed to send tribute. With the growth in his power his village grew in power and prestige and he renamed it after himself so that the world would know of his greatness. **(Needs a Player)**

Kothoga

Iljau

Diplomacy: Arua (HM), Ika (F), Apalai (EA), Terembembe (EA)

Iljau was the leader of the Kothoga tribe. For years they and the other tribes had lived around the great Amazon river but they had never numbered enough to really project their power or even unite in the wide jungles of the area. But by 164 BC the population along much of the Nile had reached a point where they could begin working together between villages. The Kothoga tribe lived at the base of the great river in the region known as Arua. They were among the wisest of the tribes and were well adapted to the wet jungles they lived in. The tribes nearest them were impressed with their skill in the jungles and began to trade with the Kothoga as a means of improving their own lives. **(Needs a Player)**

Patasho

Shawel

Diplomacy: Patasho (HM), Macaro (F), Jurucu (EA), Itacare (EA)

Shawel gathered several of the chieftains from other local tribes into a group. Their tribes had recently settled the area and Shawel felt that if the tribes worked together they would do better than if they worked to only improve their own lot. He worked to gain some new trade between the tribes along the coast. This led his village to quickly become the center of the area as people came there to do much of the trade. **(Needs a Player)**

United Tribes of Peru

Sinchi, Lord of Chavin, King of the United Tribes of Peru

Diplomacy: None

The weather in the lands of Peru grew increasingly warm. Few storms hit and people were left with a low level of energy. As the general feeling of apathy washed over the land few people looked at ways to improve the lives of the people. Sinchi himself continued to rule his lands but did not ask anything of his people and generally just did what had to be done rather than going out and finding projects to occupy his time. He did name his son to be the heir of the kingdom. **(No Turn)**