

# Lords of the Earth

## The Rise of the Classical World

155-151 B.C.

Turn 22

### 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+.

Cultivation is a level 1 Megalithic Construction which is modified by the regional cost. 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: Tsainan (F)

Zichu continued to rule over his mighty empire. He spent his time in the capital and another son was added to the royal family. From the capital Zichu dispatched his sons and an aide to the region of Tsainan. There they spent a great deal of time trying to reduce the anger from the war that the Qin had won many years before. They were able to do this with little trouble and soon the region was fully united with the Qin dynasty.

To further expand his realm Zichu ordered roads linking the regions of Hupei to Hunan, Szechwan to Kweichou and Shan'si to Yun. All of these projects were quickly completed. He also ordered a road between Huang to Shan'si, but the mountains delayed the road and more resources were needed to complete this project. Zichu also ordered that ten cogs be built in the city of Kaifeng. This was done and the ships were sent to take rice and silk between the various regions of the Empire. Kaifeng could not handle so many ships so Zichu ordered most to the city of Ying which took more of his time than he planned, but was accomplished none the less. With the vast growth in roads and the increase in trade between the regions several villages and towns grew large enough to be considered real cities. The ports of Chongqing in Hunan, Jinan in Tsainan, and Anyang in Houma. In the heart land the farming villages of Taiyuan in Huang, Kunming in Kweichou, and Zhangye in Yanzhi. To feed the ever growing population more rice farms were opened in Taiping and Chekiang.

### The Kingdom of Yan

*Phan Tsien'Po, Lord of the Yan*

Diplomacy: Yen (F)

Tsien sent his aides to the region of Yen where they spoke at length with the leaders of the region. Many new farms were created in the region which was vital as the nation had gone through several years of lean harvests. After this the region agreed to fully unite with the people of Yan. With this new strong union Tsien'Po had a great road that would link his capital with the vital region.

Tsien remained in Ji where he ruled over the kingdom. His wife gave birth to a son in 154 BC. (**Needs a Player**)

### The Empire of Japan

*Kwanto Dai, Emperor of Nippon and Daimyo of the Kwanto Clan*

Diplomacy: Aichi (+9 YfC), Akita (NT), Hokkaido (NT), Toyama (NT), Yamaguchi (F)

Dai ruled over his lands and spent quality time with his family. His wife gave birth to a daughter in 153 BC. Dai decided that he wanted to lower the costs of ruling his nation so he reduced the level of control that his government wielded in Akita, Hokkaido, and Toyama. He then sent out his heir with an aide to the region of Yamaguchi. The aide died before he was able to assist too greatly with the diplomacy. But Kwanto Kano was a skilled diplomat and he took a bride which greatly improved his appearance to those in the region and soon it was fully united with the Kwanto Empire. Dai sent another aide by himself to Aichi to remove some of the anger over the war to unite the islands. The aide, Akara Nguni, found a young woman in the area to marry as well but the prestige of marrying an aide to the Emperor was not much help in the diplomatic arena. He was still as skilled as Kano in the courts and he did relieve much of the tension between the people in the region and the capital.

All of the resources were put into building roads. The road that connected Aichi to Kwanto was completed.

## South Asia

**Mercs: 10 C, 20 I**  
**Merc Leader: None**

### Nan-Yue

*Lay Tak, King of Nan-Yue*

Diplomacy: Lingtung (NE)

Lay Tak continued to rule and train his son, Lay Tak II. He ordered the expansion of postal roads to improve the communications in his nation. Many ships were built and taken to the city of Vinh to increase trade with Java. Tak also wanted to make sure that his nation did not go hungry so many new rice patties were started in Hainan.

### Khmer

*Prashant II, Emperor of Khemer*

Diplomacy: Mison (T), Champa (F)

Prashant ruled and his bride gave birth to two daughters over the years. He sent workers and resources to finish the cultivation of Champa and begin the cultivation of Cochin. He sent aids to Mison where they gained a level of tribute for the Emperor of Khemer. This also led to a steady trade by land with Nan-Yue to the north. In Champa he sent other aides who convinced the region to fully unite with the Empire. In order to show them the great benefits for fully uniting with the empire he had many farms built in the newly cultivated hills of the region. **(Needs a Player)**

## **Java**

*Rongo, King of the Seas*

Diplomacy: Bali (NT)

Rongo continued to rule his lands and teach his child in the ways of the Javanese people. He sent his aide Pita to Bali where he worked to convince the people of the island that joining Java peacefully was wiser than waiting for the feared Moluccans to claim them or for the peaceful Javanese to grow tired of their reticence to join them and cause them to attack. After several years of pleading for them to be reasonable he managed to get some binding agreements between the people of the island and the Javanese. Unfortunately, they would not yet send tribute to the mighty Rongo, but life in the southern seas was peaceful and so Rongo was happy with the progress for now.

Work was put into the streets of Siano. Although they were not all paved the major ways into the city had nice new stones and wells were dug to provide clean water. This made the people of the small port happy and they praised the rule of Rongo.

**(Needs a Player)**

## **Pacific Islands**

**Mercs: None**

**Merc Leader: None**

### **Moluccas**

*Antuak II, Lord of the Great Blue Seas*

Diplomacy: Timor (FA)

Antuak loaded many colonists and supplies onto boats and sent them to the Sarawak where a new port was founded to support his navies and trade in the far reaches of his realm. Meanwhile, his allies worked hard to bring Timor further under the sway of Antuak II. They met with some success as a local chieftain agreed to sail with the men of the island should the might Antuak ever call upon him.

Mighty builds took place in both Dula and Poula. Streets were paved, gutters were made for the torrential rain, and wells were dug to bring in fresh water.

**(Needs a Player)**

### **The Isle Nation of Samoa & Hawaii**

*Hiapo, Conqueror-King of Samoa and Hawaii*

Diplomacy: Tahiti (NE), Tuvalu (UN), Bora-Bora (NT), Vanuatu (NT), New Caladonia (PT)

Lil Malama armed 5000 fishermen with new spears that greatly resembled the spears that the fishermen used in the clear shoals around their islands. But these spears and the shields that went with them were meant for a different kind of prey. He had 20 light ships built to carry them and turned over an additional 20 ships armed for war to his heir Hiapo and then sent him off with the new army to the distant isle of New Caladonia where he launched a bloody campaign to pacify the island. Hiapo was skilled at combat, but the dense forests of the island made fighting difficult and many men were lost as they subdued the island and made the remaining chieftains swear to send tribute lest the men of Samoa and Hawaii again take up the spears against them. Although the warriors who traveled with Hiapo celebrated his great victory this remained one of the bloodiest encounters for the relatively peaceful men of the islands and many were unhappy at the losses taken in the fighting.

When Hiapo returned to Samoa he was again cast in the shadow of his father and after being a war hero he could not bear to hear the glories of his bloody encounters attributed to the wise rule of his father and so he and his most trusted lieutenants plotted behind his fathers back. Hiapo declared that he wanted to host a celebration with the spoils of war to celebrate his father and during the affair he and his men killed his father. Hiapo thought he would have to fight his fathers trusted retainers but they turned on his father quickly. Even Au'Kai, who was said to love Lil Malama more than any other quickly turned to aid Hiapo by turning over Hanolea who was so young that she had barely begun to speak and had not yet even learned her slain fathers name before Hiapo's blade took her.

In distant Tahiti, Punaho'hi tried to use his silver tongue to get the people of the island to join freely with Samoa and Hawaii. But when word of Hiapo's deed reached the people they refused to work with someone who would slay his own father and sisters. Punaho'hi was forced to return empty handed to Pongo Pongo where he bent knee to his new king and swore loyalty to the one who slayed his old friend.

### **The Aborigines of Taree**

*Jafah, Lord of the Coasts and King of the Shimmering Waves*

Diplomacy: None

All remained quiet in the land. Jafah continued to rule and ignored words of battle in distant islands.

**(No Turn)**

## **India & Central Asia**

**Mercs: None**  
**Merc Leader: None**

## **Maurya**

*Jagnath, Emporer of Maurya*

Diplomacy: None

Maurya remained mainly on the defensive ensuring that the lands were ruled and guarded. Ghatokacha died early in 154 BC and his heir, Jaganath, took over the nation and army with little trouble as he was already nominally in command of it to begin with. He carried on his fathers wishes and named his brother and his second son to act as Princes of the Realm while his oldest son acted as the national heir. Few knew them as they had been kept in the back and no one in the nation could even name the heir or his relatives that now took part in ruling the nation. Many found this quiet disconcerting, but they held their tongues.

Construction remained a major key to the empire as royal roads were forged between the regions of Vengi and Karnata and also between Maghada and Sikkim. The region of Anhivarta showed the benefits of being part of the Empire as well as it grew to be a cultivated oasis for the people who lived in the region.

## **The Holy Brahmins**

*Ranjeet, Most Holy of the Brahmins and Defender of the Faithful, Prince of Maurya*

Diplomacy: Angkor Wat (CA), Nadavaria (AB), Vengi (NE), Chola (AB), Madurai (CH), Madurai (MN) in Pandya, Chera (MN)

Ranjeet ordered work done on the cities where his followers lived. First he cleaned up the streets of Kanuaj and then he ordered fortifications built around Bhenas so that his followers could safely travel from Africa back to India without fear of having the route taken over by those who opposed the righteous beliefs of the Holy Brahmins.

The wealth generated by the faithful was shared with the protectors of the faithful as the church sent money to both Maurya and Rowzi. Unfortunately, Sri Gupta III of Rowzi was caught up in his bloody conquest and did not have time to go and collect the funds sent by the Holy Brahmins or to send another leader when all were needed to continue the push of conquest and construction on a land dedicated to the faith of India. So the shipment simply sat in the vaults Bhenas waiting for someone to ferry it south.

Ranjeet ordered his followers to the distant corners of the faith. In Berbera many people came to accept the wisdom of the Brahmins, although the region itself had not yet turned its back on the nature and ancestral spirits of their forefathers. In Mon they supported the populace who already favored the Brahmins wisdom and so their faith grew stronger. In Jats there was no noticeable effect by the Brahmins missionaries.

Ranjeet traveled to Angkor Wat where he met with Cnumba to work together towards the creation of a great Cathedral. They gave out money to the populace to attempt to aid in the efforts and win support, but the people seemed more embarrassed and in some cases even angry at the bribes that were being distributed. But Ranjeet was a wise and charismatic leader of the church and under his leadership the Cathedral was built and the city celebrated under the mighty shadow of the gods. Menamena was waiting in Madurai to work with Salawei, a new Brahmin leader, who had come to work on the creation of a Monastery in the city. On the way to Madurai Salawei founded abbeys in Nadavaria and Chola, but failed to start one in Vengi. He also established a small church in the region of Madurai. The people seemed a bit reluctant to take the money from the church which again caused some trouble, but in the end the monastery was formed and Salawei left Punjab and traveled to Chera alone where he formed another Monastery. Almost everywhere he traveled word of the wise new Brahmin traveled before him and many thought that he would be the one who would one day replace Ranjeet as the Most Holy of the Brahmins.

## **The Indian Alliance**

*Torugah V, Lord of Pandya*

Diplomacy: None

Torugah stayed home and started tried to learn about being a merchant. He wanted to send some ships on a route to Khemer in the east and distant Ptolemy in the west. His ships were able to reach the Ptolemaic Kingdom, but Khemer was too far from his port city to be reached. He spent a great deal of time with his family while he ruled, and his wife had another son in 153 BC.

Colonists were sent to the Andaman Islands where they populated the region. More colonists were settled in Pegu where they worked on cultivating the region while Mahati II continued converting the nobles of the region. The populace was not as interested in learning more about the faith though which could cause trouble in the years to come.

## **The Middle East**

**Mercs: None**  
**Merc Leader: None**

## **Tartars**

*Jagun*

Diplomacy: Kuban (NT), Alan (-3 YfC)

Jagun continued to rule his lands while he sent his heir and allies off to try something new. Long had his people taken what they wanted and challenged any to stand in their way. But as tradesmen came from lands and used honey words to bring in goods Jagun decided he would try these methods. He sent his greatest general to Alan and his heir with a lieutenant to Kabun. In Kabun this met with limited success as the people reluctantly agreed to join with the Tartars although no tribute would be sent. Still this would allow for another mighty port on the Mare Negra to bring in more trade. In Alan things did not go as well as the feared General Genghis knew only angry words of intimidation rather than the sweet words of compromise and so the control over the people was weakened. Genghis had a mighty force with him and there were none in the area who could hope to out maneuver him though so little more than the grumbles of angry peasants ever came from the poor attempt at diplomacy. **(Needs a Player)**

## **Bactria**

*Demetrius II, King of the East*

Diplomacy: None

Bactria focused heavily on cultivating their heartland. The regions of Turkman and Bokhara both had massive resources put into preparing them for the fertile fields needed to feed the massive empire. Demetrius II had a son early in 155 BC and after that his wife appeared to be barren as no more children came. Guards were stationed to watch for possible invasion but no one seemed interested in attacking the Bactrians. **(No Turn)**

## **Seleucid Kingdom**

*Antiochus IV*

Diplomacy: Janus (A) in Cilicia

Antiochus IV agreed to the Non-Aggression pact with Rome and sent young Phelix with word of his agreement to Rome where he was put in lavish quarters and had several Roman escorts to ensure that his safety and comfort were assured. Antiochus also sent young Stathis and Vangelis to the Ophilian Church to show his families support of the national faith and to the Apostle of the Great Ophilius. Antiochus' wife gave birth to a daughter in 153 BC and twin sons in 152 BC.

Beyond the hills east of Ctesiphon a large number of Seleucid troops were trained to ride horses in heavy leathers and mail. A diplomatic mission led by Polydeces was sent to the city of Janus where they managed to get the leading lord of the city to offer his undivided support and troops to the cause of the Seleucid Kingdom.

Great works continued in the kingdom as Armenia, Fars, Mand and Tabaristan all became cultivated. In the east the road was pushed through between the regions of Persia and Zargos making travel through the dense mountains that separated the two regions much easier. Throughout the kingdom the peace and prosperity of Antiochus' reign led to the cities of Alexandrettos, Antioch, Pharotes, Janus, Zeusus to grow. Along the banks of the Southern Caspian City the small fishing village of Chalus grew large enough to be considered a city as the region grew more hospitable to the locals. In the provinces of Bandar and Zagros many of the local roads were improved and terraced farms were added to make the regions more prosperous and to improve the local businesses.

## **The Ophilian Church**

*Paphilius, The Will of Zeus, Apostle of the Great Ophilius*

Diplomacy: Mesopotamia (CA), Hammar (CA), Alexandrettos (CA) in Abadan (CA)

Paphilius and his lieutenants traveled to major Monasteries in the land and constructed Cathedrals. A great deal of income was put into compiling the great works and knowledge of the Greeks.

**(Needs a Player)**

## **Africa**

**Mercs: 15 HI, 15 I, 15 S, 5 W**

**Merc Leader: None**

## **Ptolemaic Kingdom**

*Ptolemeos Attalos*

Diplomacy: None

Attalos allowed his son to continue ruling and dealing with the paperwork and messes of the court while he commanded the mighty armies of the Kingdom. He ordered the road between Sinai and Levant to be completed and worked on creating larger walls for the cities of Alexandria and Tanis. Both of which quickly grew to fill in the space created by the expanded walls. Work was done to improve the lives of many of the people in various cities as Attalos wished to grow to be the center of trade for the known world. For the Kingdom controlled the gates of the Nile and thus the key to trade between the eastern and western empires.

**(No Turn)**

## **The Spears of Ares**

*Menacius, Lord of the Spears*

Diplomacy: None

Menacius and his allies all continued to preach to the nobles of Atbara with only limited success. But given time Menacius was sure the people would follow their leaders and turn to worshipping the Greek deities. He sent workers to Luxor where after many years of labor they managed to cultivate the region giving the Spears another region to lay down farms and gain the crops needed to support their warriors.

**(Needs a Player)**

## **Carthage**

*Hamilcar*

Diplomacy: Geb-Al-Tarik ()

Dargen II started the year 155 BC off by sending ships far to the north. Unfortunately, some could not go that far and had to return empty handed. He also moved other shipping around as he tried to keep his ports moving smoothly to make the merchants happy.

Dargen II left most of his troops in Carthage and took to the sea with young Elissar to train him on how to be diplomatic. They traveled to Ge-al-Tarik where they were to help Hamilcar with his diplomacy. Together they managed to find a strong ally in the small region that would help hold the gates to the Mediterranean if needed. Dargen II then headed east to meet with the king of Macedonia where he could celebrate the union between the two nations. While he was there he began learning about the Greek faith even though

many of his followers seemed aghast at the idea. In 153 BC, shortly after arriving, Dargen II died. His traveling Physician declared the causes as a natural death for one who had lived over three score years. But when word reached Carthage the people grew scared and many blamed Dargen's death on him turning from Bhaal.

Word quickly reached Hamilcar who left his elephants in Andalusia and quickly traveled back to Carthage only to find Xanopter there trying to take command of the army. Although Hamilcar was old he still seemed more vibrant than Xanopter and he was far more loved. Paquilcar, who commanded much of the navy also arrived in support of Hamilcar. So it did not take long after Hamilcar called for support that the army brought him the head of the attempted usurper, Xanopter. Shortly after both Panthe and Varlmus returned early from their expeditions saying that word of Dargen's death had forced them to return early. Hamilcar was not pleased that they had opted to rush back rather than finish their exploration, but they seemed loyal enough when they saw that Hamilcar controlled the armies of Carthage and that the naval commander Paquilcar was fully supporting his reign.

Carthage continued to grow quite rapidly even as political turmoil seemed to rock the nation. Colonists were taken to the island of Corsica to create the new port city of Canelata there. The small fishing villages of Djemaa in Merrakesh and Azahar in Valencia also grew large enough that the royal Cartographers added them to the national maps. The small cities of Cirta and Kerkouane also grew larger as more trade passed through those regions. Small forts were added to many regions to protect the citizens of Carthage and more infantry and new Carrack's were built in Carthage.

In the city of Carthage they expanded the streets in several of the Merchants areas to allow for easier trade. In Merrakesh and Cheliff they also expanded the local road network and added farms in Cheliff to feed the populace and allow the merchants to more easily pass among the villages. In Valencia work was done to clear the thick forests to make farming easier, but a great deal more was needed before the region would truly be cultivated.

## West Africa

**Mercs: None**  
**Merc Leader: None**

### The Empire of Kanem Bornu

*Jahzeel, Lion of the Shifting Sands, Sword of the Hindu Faith*

Diplomacy: Kanuri (+7 YfC), Kurfei (+10 YfC), Takrur (+1 YfC)

Jahzeel sent out his heir and his lieutenants to speak to regions that had yet to acknowledge their new place in the Empire of Kanem Bornu. Some worried about the heir being sent off, but he did not go far from the throne and he had his large honor guard should anything happen. Farms were planted in the rugged hills of Sudan and Songhai to help feed the nation. For now all remained peaceful in the lands conquered by the fierce Lions of the Shifting Sands.

**(Needs a Player)**

### The Kingdom of Ife

*Arogos II, Chief of the Ife*

Diplomacy: None

Alim decided that he had ruled long enough and quietly retired leaving his son as the king. Arogos II spent most of the years trying to fill out the family line which led to two strapping sons and a daughter. Farms were added to Kwararafa and Akan while the city of Al-Kaman in Yoruba grew almost large enough to compare to might Al-Karas, capital of the Kingdom. Additional outposts were started in Hausa and Ife to protect the rich heart of Ife.

For the most part things went smoothly along the blue waters of the Atlantic. Except Alim grew somewhat senile before retiring and tried to make his ally from Kwararafa, Garo, give up his tribes warriors to Moussa of Hausa. This was seen as a massive slap to the poor men of Kwararafa who refused to do it.

## 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:

Sri Gupta III was faced with an uprising on his hands. He had long feared such an event, but it did not happen as he expected. His people had come from the strict caste society of the Mauryan Realm and so he had expected no disputes from his own people. But the nobles were growing tired of the near constant blood letting, although they did not mind the great wealth that came with it. Lord Hiyal of Barotse led the nobles in demanding representation in future decisions. He was far more crafty than Sri Gupta who thought in straight lines and soon he had the Emperor tied up in a proverbial box. Without any choice left he fight his own people, which was not a winning proposition with the way the lines were being drawn, Sri Gupta gave in and allowed the nobles to form a council.

Sri Gupta took a great number of troops and marched south with Praveen Swamo. He left 10,000 light scouts and 5,000 infantry with Preen Luvi to march north with. Sri marched with his men to Matapos. The people there were apprehensive when Sri appeared, but they had long lived in peace with the Raj and it was only after the army had enslaved several villages before an army rose up to try and defend the region. With the help of Praveen and the vastly better forces Sri was able to take on the warlord of the region who was the most familiar with the Mauryan battle techniques and used that knowledge to his benefit. But in the end he was in chains and the army marched

on to Banhine. There they met a warlord who was quite skilled and who derided Sri for his lack of true skills on the field of battle. But this derision turned out to be his undoing as he tried to do a surprise attack which met the disciplined and veteran forces of the Raj and his hunters shattered against them leading to the warlord's death. During the enslavement the warlord's successor was not as skilled, but played a cat and mouse game which led to a slow battle and more Raj deaths than the initial assault. But in the end Sri was victorious and moved his army north with the slaves to help build the road from Kariva to Barotse.

Preen Luvi took his troops to Zambia first. There he battled the local chieftain for several months before he was able to corner the native army and lay waste to it. He then turned and began enslaving the people. This led to an uprising with the son of the warlord that Preen had defeated. The son proved to be a greater warrior, but he was inexperienced and Preen defeated him without too many losses. Once the people were enslaved Preen continued east to Bassa where he began the second conquest of the season. The people of the region were warlike, but unable to match the superior technology and skill of the Raj warriors. The Raj then began the enslavement of the region. The people tried in vain to fight back and those that did were dispatched in one final battle before Preen and his remaining forces, 7,500 light scouts and 4,500 infantry. Preen dropped off some of his slaves to assist with the road in Barotse while others remained under his guard.

### **The Nguni Alliance**

Hyutha, Defender of the Cape

Diplomacy:

Hyutha ruled over his small alliance with the help of his son. Work was done to improve the port city of Bawi and investments were put into the small government and the military. Studies were also performed by the university to improve the livelihood of the people.  
**(Needs a Player)**

## **Eastern Europe**

**Mercs: 5 I**

**Merc Leader: None**

### **Suzdal**

*Yammar II, son of Drozd*

Diplomacy: Kiev (F)

Drozd ordered thousands of workers and great shipments of supplies to Smolensk where they were used to cultivate the region. Investments were made to the military, to the local infrastructure and to the university before he passed on. Before he died Yammar II was named heir and he quietly took control of the army while his father sickened. When Drozd finally moved on to halls of the Gods his son was in firm control of the nation. Before his death Drozd ordered his brother, Tvorimir, and all of his aides to Kiev where they worked on wooing the region successfully. This aided Yammar's rise as no one was around to oppose him when his father passed on.

**(Needs a Player)**

### **Cojuvia**

*Xerxes II*

Diplomacy: None

Xerxes II named his son, Xerxes III, heir to the throne as soon as he came of age and married him to a noble family from Meissen. Unfortunately, no children came of the union by 151 BC. The village where her family hailed from quickly grew to be a full fledged city as people flocked to try and get close to a family with ties to the rulers of the nation. Farms were also built in several of the regions to help feed and fund the armies of Cojuvia.

**(No Turn)**

### **Pontus**

*Mithridates V, Lord of Pontus and Ruler of the Black Seas*

Diplomacy: None

Times were quiet in Pontus along the placid shores of the Black Sea. Mithridates V was declared the heir which turned out to be good as his father soon passed away after decades of ruling a nation filled with religious strife. Roadways and farms were also improved in Bithnia as it grew richer providing gold and resources for Pontus. Mithridates V thought fondly of the lands of Galatia where he had spent much of his youth. So he ordered thousands of workers and huge amounts of gold and supplies sent to cultivate the region. Although great amounts of work were done to improve the region, time was still needed to complete the great work.

### **Antigonid Kingdom of Macedonia**

*Zenos, King of Macedonia*

Diplomacy: Achillus () in Epirus

Under the rule of Zenos several major accomplishments were made. A road was cut through the thick mountains separating Thessaly from Attica. The island of Crete was also a focus as it became fully cultivated. In the north the population continued to grow and the regional capital of Bulgaria, Xanthi, grew to be a full fledged city. The region of Attica gained new silver mines while Ludgorie added farms along the Lower Danube River. In the southern reaches Sparta had grown to the point where several roads had to be paved to keep the city a gleaming gem of the Mediterranean.

Prince Phillip returned to Athens where he waited for Xanopter, a Carthaginian leader known for his skills as an architect. Xanopter brought Princess Surfaniza to the city of Athens where she was wed to the Prince. Shortly after a young daughter was born.

Diplomatic relations were continued with the city of Achillus. This led to the local lord declaring himself a full ally of Macedonia. Tados Karkoras was sent to patrol the waterways in and around the Macedonian Islands. Sadly, a sudden storm was upon his fleet and Karkoras went down with several ships. The remaining part of the fleet limped back to Knossos.

### **The Olympic Primacy**

*Eutropius, Voice of Zues and Speaker of the Gods*

Diplomacy: Troy (CA) in Bithnia, Porta Negra (CH) in Thrace, Petrus (CH) in Petra, Idonus (CH) in Adulis, Luxor (CH), Thessaly (CH), Paphlagonia (CH), Rhodes (CH)

Eutropius traveled across the waters to Troy where he spent several years working to construct a major Cathedral in the city. He then turned and returned to Athens to find out how progress on the monument to Poseidon in Attica which was slowly being constructed. Minues had been left to watch over the church and he had full reports ready for Eutropius' return.

Horace was sent to build up churches in Petrus, Idonus, and Luxor. As he finished working with the church in Luxor he came down with a terrible cough and fever. Within the week he had passed on to Hades. Euripedes also traveled through Pontus to create churches and succeeded in forming churches in Thessaly, Porta Negra and Paphlagonia. Once he was done in Pontus he took to the Mediterranean where he create a church on the island of Rhodes.

Thraxes was sent north to Tvorda where he spoke at length to the barbaric men of the north. They decided to ignore him for the most part although occasionally there was some talk of simply killing the annoying Greek off rather than continuing to listen to him prattle with his strange language and accent.

## **Western Europe**

**Mercs: 5 HI, 10 I, 5 S**

**Merc Leader: None**

### **Roman Empire**

*Scipio*

Diplomacy:

Rome focused on making the peninsula the most defended place in the known world. Port fortresses were erected in Apulia, Campania, Calabria, Spoleto, and Tuscany. In the distant north the province of Tyrol was given a land locked fortress to keep the barbaric tribes of Germany and the Steppes from surging south into the rich Roman lands. Switzerland did not receive as large a fortress as Tyrol, but an outpost was built there to guard that approach as well. The cities of Massalia and Tallus received mighty fortifications capable of stopping all but the strongest and most determined of foes. In Lombardy the growing power of the nation was seen as the provincial capital of Kevinium grew large enough to be considered a true city. Farms were granted to retiring legionnaires in Spoleto and Apulia,

On the home front Scipio decided that he needed more speed from his army so over 12,000 infantry were given horses and shown how to properly care for them by one of Scipio's loyal aides so that the army could move quickly to defend the Roman Empire if the need should happen to arise. Scipio and his son spent a great deal of time with their wives leading to several new daughters and two sons for Agrippa.

Rome signed a non-aggression treaty with the eastern power of Seleucia. They sent Phelix as a royal hostage to ensure that the eastern power would not try to move into the Roman sphere of influence.

### **Massalia**

*Horace*

Diplomacy: Aquitaine (F)

Andreas ordered the last of the workers sent to Aquitaine and had many farms built in his own lands. Horace, heir to the throne, went around and gathered the local garrisons so when his father died no one opposed him and he quietly became the next king adding his father's army to his own. With the final cultivation of the lands Aquitaine fully united with Masslia.

Plague struck the city of Burdigalos. A strange fever clung to the people killing off nearly half the inhabitants over the cycle.  
**(Needs a Player)**

### **Bohemian Empire of Westphalia**

*Tomar the Beautiful*

Diplomacy: Thuringia (+5 YfC)

Tomar made a summer palace in Thuringia in a small village. His presence there quickly caused the village to turn into a full fledged city which became known as Tomaburg in his honor. The port city of Deitzburg was one of the major trade areas for the nation so Tomar ordered many works performed on the city to make it better for trade. Wide roads and steam houses were made to ease the time traders had when coming and spending time in the port city.

**(Needs a Player)**

### **Franconia**

*Wilhelm, son of Freibott*

Diplomacy:

Wilhelm was continued to do a mix of improving his military and spending money on his infrastructure. This led to the rise of a city in Bavaria called Hiedlburg.

Word came about an invasion from the Gauls so Wilhelm led his army with his aides to defend his nation. Wilhelm opted to remain in control of his army as he charged into Swabia to defend the region with 19,500 infantry, 8,500 cavalry and 1500 of the most elite and heavily armed nobles who opted to march rather than ride their mounts. (See Gauls)



(Needs a Player)

### **The Gauls**

*Donaham, High Chief of the Gauls*

Diplomacy: Braban (UN)

Daric ordered his heir Donaham to travel with the aid Hefeydd to attack the Franconians in Swabia. They traveled with a mighty army of 26,500 infantry, 8,500 heavily armored noble knights with 3500 scout horsemen and 3500 light raiders. By the time they managed to cross the Rhine the forces of Franconia had arrived. The Franconians had an edge in leadership even though Donaham swallowed his pride and allowed Heyfedd to control the army. The Gauls had a distinct numbers advantage, but the Franconians had an edge in overall skill of their troops. Things went bad for the Gauls almost immediately. Their numbers did not quite double the enemy and a heavy winter left much of the Rhine impassable so they barely crossed the waters before they found themselves facing the lines of the Franconians who had hidden their horse in a series of ridges. Seeing the infantry vastly outnumbered by the Gaulic forces Hayfedd grew over confident and launched his infantry in and swung his horse to the right flank but held them back.

The infantry of the Gauls were disciplined and approached the lines of the Franconians in good order when they were flanked by the heavily armored nobles as the Franconian infantry charged into them while they tried to turn to face the new threat. Heyfedd tried to order his cavalry to charge the Franconian nobles and as they started to do that they were struck from behind by the Franconians who hit and ran the unaware Gaulic cavalry. With the infantry in disarray and the cavalry wheeling to try and catch the lighter and far faster cavalry as they moved on to raze the infantry the Gaulic army disintegrated. Heyfedd rode forward to join the nobles and try to hold off the rampaging forces of the Franconians as the Gauls fled back across the Rhine but his position was overrun and Heyfedd died upon the bloody fields of Swabia.

Wilhelm stopped at the river without causing much more damage as his cavalry did not have the numbers to destroy the stragglers who were guarded by the Gaulic knights. With the loss of Hayfedd Donaham went mad. He rode north with his remaining troops telling them of how foolish it was to cross the Rhine and attack a foreign power who had long held the peace. When he got to Paris his father met him at the gates to find out what had happened and Donaham slew his father there. Donaham held the only real army so most of the Gauls remained in the kingdom without complaint but Brabant refused his leadership and left the councils. Donaham swore vengeance against them but with his recent defeat so fresh in his mind he did not yet move against them.

On the home front the villages of Lutetia in Vermandois and Bibracte in Nivernais grew to be full-fledged cities. Additional works were also done to Paris to make the city nicer and to try and dampen any anger about the early demise of Daric.

### **Breton**

*Conan II, King of the Bretons and Pendragon of the Isles*

Diplomacy: None

Conan II focused on improving his lands which led to the regions of Northumbria, Angelia and Mercia all becoming cultivated. Robert, heir to the kingdom, had a son early in 153 BC. Robert was given the fleet when Admiral Malleck passed on to the afterlife. This was considered a good thing since Conan II was growing old and having troops would make it easier to pass on the throne when the time came.

(No Turn)

### **The Ilyrian League**

*Philotas*

Diplomacy: Bakony (EA), Kyklades (A)

Philotas ruled over his nation while his son Alexandros assisted him. They thanked Zeus for the quiet times in which they lived. Many new workers and mounds of supplies were sent to build the road that would connect Ilyria with Slovenia. This allowed for expanded farms around the base of the mountains as people grew interested in living by a major road that would connect them to the capital of the kingdom.

Missionaries were sent to Bakony but failed to finish the conversion of the masses in the region. Lord Heron was sent to Bosnia where he tried to convert the nobles. He managed to convert some of the leaders but it did not sway the masses which already were the greatest source of the faithful in the region.

Diplomats were sent to both Bakony and Kyklades. Prince Xenophon acted as the ambassador to the region of Bakony and he managed to get strong new economic ties to the region, but the difference in culture and faith was such that he could not gain further ground at this time. Lord Andreas, a most skilled diplomat, went to the island of Kyklades. While there he charmed the locals and soon most powerful of the local lords had declared himself a full ally of the Ilyrian League.

### **Leon**

*Primo II, Chief of Leon*

Diplomacy:

Primo sent people to Galacia to do work in the northern lands. This led to a city growing in the region. Primo died shortly after the city grew large enough to be a true city so it was named after him. His son Primo II already controlled a large army, but he claimed the troops that his father had commanded making him the single most powerful man on the peninsula. His father had ordered many ships built and turned to fishing fleets before he died and this was done as he wished.

### **Dublin**

*William of Dublin*

Diplomacy: Hebrides (FA), Orkney (C)

William sent men north to convince the islanders to unite with him. In Hebrides he found men willing to fight besides him while in

Orkney he could gain only the smallest of concessions to unite the two peoples. Large sums of money were put into improving the poor government of the island but it did not show any returns yet. Some farms were added to Connaught to help feed the growing nation.  
**(Needs a Player)**

## Northern Europe

**Mercs: None**  
**Merc Leader: None**

### Virumaa

*Valdek Eestigard II*

Diplomacy: None

Valdek II named his grandson Valdek IV as his heir. But by the end of the cycle Valdek II remained alive and in firm control of his nation. His heir and his aide, Olek, collected some of the soldiers stationed in Reval and Novgorod and then use them to guard the slaves that they caught. The slaves were dragged far north to the brutal winter lands of northern Novgorod where the port of Nevanlinna grew large enough to be a true port as the slaves were ordered to do brutal work to get the bay ready for large vessels. Many died but in the end the city was finished.

### The Danes

*Thoradin V, Son of Thoradin*

Diplomacy: Halland (F)

Thoradin V ruled his nation and took a new bride from Halland during his aide's diplomatic actions. With the continued diplomacy of Sejner the region became fully united with the Danes making them even more of a power in the north as ships and men joined their banners. In the ranges of Agder more ranches were formed to care for the giant caribou that the people of the region used as beasts of burden and as food.

## North America

### Aleuts

*Jano Bearslayer*

**Diplomacy: None**

Farms were built in the regions of Chemakum and Kwakiutl. Work was also done to improve the ports of Ilante. Little happened in the cold north although Jano did invest in finding out about the world around him by working on the university.  
**(Needs a Player)**

### Anasazi

*Ahapita, Chief of the Anasazi*

Diplomacy:

Ahapita continued to rule over his nation. He ordered that the national army more than double in size and many new vessels were put to sea out of Anasazi to trade with the smaller villages and other cities along the coast. He also ordered that the cities of Anasazi and Guteria be cleaned up with new paved streets and gutters to collect the rain water. Ahapita turned over the army to his son, Lonalia, and named his grandson Tansy as a Prince of the realm.

### Atakapa

*Juiapta, Chief of Atakapa*

Diplomacy: Karankawa (NT), Tonkawa ( C ), Yamasee (F)

Juiapta gave half of his men to his heir who was left to rule the nation and then traveled to Tonkawa where he left several hundred men to claim the mostly uninhabited region and then traveled further south to the region of Karankawa where he found his son a bride from among the local chieftains daughters. He spent a great deal of time explaining the benefits of aligning with Atakapa. He had mild success in this as they agreed to ally with Atakapa but would not yet blend their money or men with the growing nation.

In the east things went better for Juiapta and his plans. His suave aide Askuwhteau spent time wooing the region which led to their full alignment with Atakapa.

The rest of the leaders spent their time trying to protect the region from possible invasion as more and more of the continent filled up with people and growing powers.

### Moundbuilders

*Hatsoa, Lord of the Mounds*

Diplomacy:

Asophat passed on in 154 BC which left his son Hatsoa as king which he became with little fanfare. Great amounts of money found it's way into the university system as Hatsoa sought to gain an edge over the many nations that had sprouted up around his lands.

**(Needs a Player)**

### Iroquois Confederation

*Chief White Crow*

Diplomacy: Mohawk (A)

White Crow went to visit Running Wolf in the land of the Mohawk tribe. There they formed a much stronger allegiance. Running Wolf appreciated how much White Crow was putting into learning so that the Confederation might stand up to the stronger tribes around them should war ever strike the land. Strong Bull came of age and was named the heir to the Iroquois tribe and thus the future leader of the Confederation.

**(Needs a Player)**

## Central & South America

**Maya**

*Huncame*

Diplomacy: Otomi (EA)

Huncame continued his extraordinarily long life which led many of his people to believe he was truly blessed by the gods. His son and heir, Chinibas, administered the kingdom alongside Huncame as they ruled together. The rest of the court just spent time relaxing as the ancient ruler seemed unwilling to give any real power or duties to those who might try and steal the throne from his son. This paranoia led him to reducing the influence he held over the Otomi over a slight they made against Chinibas. The heir's family increased as his wife gave birth to first a son and then a daughter and the Otomi made a joke that he was more diligent in bed than in the courts which cost him dearly.

Huncame ordered his workers to the distant regions of Popoluca, Huave and Nahuatl. The workers cut through the landscape building lesser roads that wound south from Popoluca through Huave and into Nahuatl.

**Arawak**

*Nyule*

Diplomacy:

Nyule conducted a census of his lands. Vast resources were put into increasing the knowledge of the people in the Caribbean. Work was also done to improve the capital. Work was also done to better understand how to build ships.

**(Needs a Player)**

**Kothoga**

*Ijau*

Diplomacy: Paru (NT)

Ijau ruled his nation and ordered works done in the region of Apalai so that more food and trade would come to his lands. He also sent his son and aide to the region of Paru to seek an alliance, but they were only able to get a few words of friendship without tangible tribute.

**(Needs a Player)**

**Patasho**

*Umati*

Diplomacy: Jurucu (F)

Shawel died and was replaced by Umatl as the new king. Work was done to improve the cities of Laksha and Ouyad. Diplomats were sent to Jurucu where they worked to ensure that the region was fully united with Patasho.

**(Needs a Player)**

**The Empire of Peru**

*Micani, Lord of Chavin, Emperor of the United Tribes of Peru*

Diplomacy: Moequequa (EA), Uru (A)

Sinchi passed away early in the first year of the cycle. Micani, his heir, took over with little fuss as he moved quickly to take command of the army. Javanah remained in Uru where he gained a strong ally for Micani. In Moequequa another aide busily worked on making new trade deals in the region. To show how important the people in these two regions were to the Tribes funds were sent to build many new farms and roads within the regions to aid the people.

As the focus grew more and more on the throne in Chavin the government there grew ever more important. When Micani gained the throne he decided that it was time that everyone acknowledge the importance of his position. He declared that he was now the Emperor of the tribes as his government grew. This transition went over peacefully as it did not seem to change the duties of the different tribes much.

**(Needs a Player)**