

Pre-Game Start

Lords of the Earth

The Rise of the Classical

World

260 B.C.

Historica

ANNOUNCEMENTS:

This opening "newsfax" is to delineate who controls what regions at the start of the game. I have attempted to be as historically accurate as I could with the materials which I managed to gain for this. There are some places where I blurred history slightly to make it work better in the game. If I have left an empire or burgeoning area out which you would like to play then please let me know and I will look into it. If my history deviates from what you have learned in the past please just go with it. If it is to glaring an error then you can let me know and I may correct it, but for the most part what is here is what will remain.

Thank you, and I hope you enjoy the game.

Turn Cost- \$5.00

Rule Book:

We will be using 5.10.0 for the base rules of the game.

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 women 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.

AUTO-RULE:

Auto-rule is on for now. I am not sure how long I will keep it on. I will give notice before it goes off.

Megalithic Constructions:

To build any Megalithic Construct you must have a Tech level that is at least 2 levels higher then 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.

*Note: The Grand Canal of China is not really there. I will be removing it from the map. When the nations in China reach Tech 5 they can replace it.

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 ($50 * 1.5 = 75$).

Feudal 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.

Troop Conversions

(2 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).

North Asia Mercs: Merc Leader:

Qin Empire

Zichu, Prince of the Qin

Controls: Kweichou, Om'chou, Wu Hai, Ningsia, Yanzhi, Kansu, Shensi, Qinghai, Funiu, Chinling, Lanchou, Pat'ang, Chiennan

By far the most powerful of the warring Chinese Kingdoms, the Qin have begun a slow process of conquering their neighbor states. Already the Qin have taken portions of neighboring nations over. The Qin have one of the largest and best organized armies in the world. Will the Qin be the ones to unite the warring states and create a unified China?

Wei Empire

Tien Wang, King of the Wei

Controls: Yun, Shan'si, Huang, Houma, Shentung

One of the smaller Chinese Kingdoms, the Wei have managed to hold off the Qin advance. Although small the Wei are a fairly rich nation and hope to continue to hold off their larger neighbors. With these funds perhaps the Wei might find allies or buy off enemies in the future years...

The Kingdom of Yan

Phan Wei, Lord of the Yan

Controls: Bao Ding, Lu'an, Liao-Tung, Bandaio, Anshan, Koguryo, Silla

The Yan Kingdom lies to the far north east of the Chinese lands. They have spread to control the Korean peninsula. To date they have not had as much to fear from the other states due to their distance from the larger states of Qin and Chu. The spread of the Yan both north and east has given it an opportunity that many of the other states lack. Will this be enough to see them through the troubled times ahead?

Qi Empire

Nguyen Nam, Qi Emperor

Controls: Honan, Hopei, Yen, Tsainan, Shangtung

The Qi Empire is on the eastern edge of the Chinese kingdoms. It is surrounded by its neighbors, but has managed to successfully defend its borders. Of course, many of its neighbors are currently looking eastward preparing for an assault from the Qin. Is this the time for the Qi to move?

Tartars

Hwang

Controls: Tarter

The Tartars are a nomadic people who have begun to grow to large for their lands to sustain. As food runs scarce they have begun raiding neighboring regions. Some of these raids have been successful while others have been less so. Although the losses have helped keep the population down the Tartars may still run out of food soon and be forced to take more drastic measures.

Kwanto Japan

Kwanto Dasha, Daimyo of the Kwanto

Controls: Akita, Nigata, Kwanto

Kwanto is formed of the northern regions of the Japanese islands. Comprised mostly of farming communities the Kwanto are not as warlike as many of the nations around them, but the wealth gained by the fruits of their labors has gone far in paying for their common defense.

Yamato Japan

Yamato Yoshi, Daimyo of the Yamato

Controls: Toyama, Yamato, Aichi, Shimane, Yamaguchi, Shikok, Saga, Kagoshima

The Yamato are the leading region in the southern areas of Japan. The alliance formed by these regions is a loose conglomerate formed mostly for political reasons. Generally these reasons tend to involve blocking rival areas from gaining too much power.

South Asia Mercs: Merc Leader:

Chu Empire

Chun Shenjun, Emperor of the South

Controls: Gunzhou, Ghangde, Miao Ling, Hunan, Jiangxi, Kiangsi, Szechwan, Hubei, Hupei, Hwai, Tangchou, Anhui, Kwangte, Kiangstu, Taiping

Chu is the second strongest kingdom in China. Although they hold more land than the Qin it is not as developed and their armies are not as disciplined. Already portions of the Chu Empire have been taken by the Qin. This has caused a large amount of hatred between the two empires and unless something is changed soon the two nations will likely fight again. Will the Chu manage to turn their losses around and drive back the Qin?

Nan-Yue

Nguyen Tein, King of Nan-Yue

Controls: Dai Viet, Annam, Kwangsi, Lingnan, Hainan

Nan-Yue is a small kingdom in south-eastern Asia. Due to the distance between them and the warring Chinese states the Nan-Yue have managed to grow slowly and avoid destruction by the more powerful nations in the north.

Khmer

Tak Lai

Controls: Khmer

Khmer is a Hindu region that has shown great potential in recent years. Their distance from the wars in India and China have given them time to work the rich fields of Khmer. Their eyes now begin to turn outwards in order to expand their small nation.

India & Central Asia Mercs: Merc Leader:

Maurya

Ashoka, Emperor of Maurya

Controls: Ganges, Madurai, Belur, Karnata, Vengi, Satava, Kakatiya, Chela, Kalinga, Pundra, Kosala, Dahala, Pawar, Nadavaria, Palas, Samatata, Assam, Gtsang, Gaur, Maghada, Jaunpor, Rajput, Chandela, Jhijhoti, Avanti, Chitor, Utter Pradesh, Bhutan, Sikkim, Tarain, Nepal, Punjab, Ghazni, Und, Afghanistan, Malabar, Nasik, Anhivarti, Surashtra, Anhivarti, Gujerat, Jats, Edrosia, Sind, Baluch, Ajmer, Sukker.

Maurya controls most of the Indian sub-continent and beyond. They grew from the region of Maghada and their allies in near by regions and have begun to spread their mighty empire through a string of conquests. Recently, the Emperor of Maurya has begun to regret the bloody conquest which led to the creation of the mighty Empire. He has begun to consider the new religion of Buddhism to ease his mind. This is still a minor sect in India and is relatively unheard of outside its borders.

The Indian Alliance

Torugah, Lord of Pandya

Controls: Pandya, Chola, Chera

In the south of India several city states have banded together in order to try and hold off the ever growing Empire of Maurya. Led by their strongest member, the region of Pandya, these small city-states have worked to build up all possible defenses lest they suffer the same fate that so many regions have at the hands of the feared Mauryans. With their preparations they now wait and watch to see if the massive empire will come crashing down on them or if it will simply crumble beneath its own weight.

The Middle East Mercs: Merc Leader:

Bactria

Sophacles

Controls: Hazarjat, Kash, Balkh, Badakshan, Transoxania, Tadzik, Uzbek, Bactria, Bockhara, Kara-Khitan, Carminia, Baluchistan, Siahn, Shadad, Sistan, Registan

Bactria controls the regions in the far east of what once was Alexander the Great's empire. They have worked to hold what Alexander took over seventy years before. They warily watch the Mauryan empire to the East which has quickly spread out of India and now shares a long border with Bactria.

Parthia

Arsaces I

Controls: Turkmen, Kophat Dagh, Gurgan, Tabaristan, Khurasan, Dasht'Khavir, Firoz Kshi, Dash't'e Lute

Parthia is formed of the Nomadic Asiatic Pagans who have long been subjugated by the Seleucid Empire. Recently they have managed to break away from the Seleucid control under the leadership of Arsaces I. The people under him are nominal allies who all hate the Greek nation which tried to destroy their ways of life and take their wealth. With the Seleucid thrown out most of the Parthians have gone back to their nomadic way of life.

Seleucid Kingdom

Antiochos II Theos

Controls: Shir Kuh, Khvor, Persia, Zagros, Media, Ahvaz, Fars, Abadan, Hahmar, Selucia, Diyala, Mesopotamia, Circis, Bostra, Jordan, Syria, Palmyra, Aleppo, Edessa, Carhae, Mosul, Cilicia, Cyprus, Isauria, Bandar, Mand, Kuh'laleh'zar, Neyriz

The largest of the successor states to appear after Alexander's death. The Seleucid Kingdom spans from the Mediterranean almost to the borders of India. Alexander married many of his soldiers to women across these lands and when he died those soldiers remained with their families. This has led to a large Hellenistic influence in this area of the world.

Africa Mercs: Merc Leader: South African Cav Count: No Horses Yet

Ptolemaic Kingdom

Ptolemy II

Controls: Lebanon, Levant, Sinai, Mansura, Egypt, Petra, Faiyum, Ghebel Garib, Lybia, Ad'diffah.

The Ptolemaic Kingdom holds the lands of Egypt. The city of Alexandria is reported to have the greatest university in any lands and has tomes and scrolls from across the known world. The Ptolemaic kingdom is a successor state left from Alexander the Great's empire. The lords of the land are not well liked by many of their people who see them as invaders instead of benevolent leaders. The distance kept by the Ptolemaic dynasty between the people and themselves has done little to remedy this.

Meroe

Yorima, Chief of Meroe

Controls: Thebes, Dongola, Nubia, Alwa, Kassala, Kordofan, Axum, Funj.

Meroe is the kingdom on the lower Nile. It managed to avoid conquest by Alexander as he turned and headed east instead of south. The Meroe empire has learned much from trade with the Ptolemaic Kingdom, but is still woefully behind their northern neighbors.

Carthage

Hamilcar Barca

Controls: Valencia, Granada, Geb-Al-Tarik, Morocco, Zirid, Balearics, Algeria, Kabilya, Tunisia, Sardinia, Sicily, Corsica, Malta, Gefara

Carthage has risen as a dominant force in the Mediterranean Sea. They are comprised mainly as traders and have established colonies in Spain and on many of the islands in the Mediterranean Sea. Recent troubles have caused much concern in Carthage as Rome has begun protesting their colonies on Sicily. Although it is generally thought that the ships of Carthage will be able to keep the mostly land-locked Rome from attacking their settlements, many have grown concerned about outright war between the two nations as Carthage is mostly dependant upon mercenaries to defend it's people.

Free Men of Tunis

Marcilar the Bold

Controls: Fortress in Tunisia

The Free Men of Tunis is an old mercenary band first started when a local chief of Tunis began sending some of his soldiers on Carthaginian ships to offer protection against a number of Greek pirates which were plaguing the Carthaginians. Since that time the Free Men of Tunis have grown in number. At the moment they hold a large number of Marines who serve on the ships of Carthage and they have three installations of men on land. The first is their fortress in Tunisia, the second is in Novo Carthage and is meant to protect the Carthaginian settlements against the Celtic tribes of Iberria and the third is a newer installement in Sicily to hold the island against invasion from the Romans.

West Africa Mercs: Merc Leader

The Desert Raiders of Kanem Bornu

Yukunah

Controls: Kanem Bornu

The land beside the Tchad lake has given rise to a horse riding group. They have traveled through the Sahara and are familiar with the nations of Carthage, Meroe and the Ptolemaic Kingdom and have sold their services to them at different times. At other times they have freely raided the settlements until beaten back.

The Kingdom of Ife

Iyena, Chief of the Ife

Controls: Ife

A small tribal community on the Golden Coast. The people of Ife have lived a peaceful and solitary life to date.

Eastern Europe Mercs: Merc Leader:

Suzdal

Yagar son of Molugar

Controls: Suzdal

The tribe of Suzdal is a growing power in the north east. They have defeated many of their neighbors in battle to gain food and furs. Until now they have not moved past their borders, but the new chief of the Suzdal, Yagar, has begun talking to his people about laying claim to more than just some slaves or food from the neighboring lands, but Yagar has high hopes.

Pontus

Ariobarzanes

Controls: Cappadocia, Pamphyla, Psidia, Phrygia, Galatia, Paphlagonia, Crimea, Taman, Levidia, Patzinak, Torki, Bithnia, Thrace, Constantinople, Dobruja, Moldavia, Pontus.

The Mithraditic kings have taken over most of the colonies of the Greeks around the Black Sea. They are a seafaring people who have taken over the old Greek trade across the Black Sea.

Antigonid Kingdom of Macedonia

Antigonus II Gonatas

Controls: Macedon.

Macedonia has lost much of its glory since the days of Alexander. Although much wealth flowed in from the conquests of Alexander, Macedonia remains much as it has always been. Raiding tribes press against them and their

The Hellenic Alliance

Ariatis of Athens

Controls: Morea, Attica, Crete, Thessaly, Kylades, Rhodes

Following the death of Alexander the Great the Hellenic League pulled back once more leaving the successor states ran by Alexander's generals to their own devices. The City-States of Greece continue much as they have for centuries. Warfare between the states is common and concerns for the world outside their borders is small.

The Spears of the Isle

Tiberius, Lord of the Spears

Controls: Island Fortress

The Spears are a mercenary band that is based on a small island of the coast of Lydia. They have little loyalty to any nation or city-state and rarely sell their services to anyone for more than a few years. They have sent troops as far east as Bactria in past years, although they prefer to stay within the Mediterranean Sea when possible. They are mainly comprised of Infantry units and transport ships, although they do have some warships which can be called upon.

Western Europe Mercs: Merc Leader:

Rome

Cornelius Scipio

Controls: Tuscany, Romagna, Spoleto, Latium, Campania, Apulia, Calabria

Rome now controls the entire peninsula. The Romans have grown powerful since the Gauls sacked their city over a century ago and their eyes begin to look beyond the natural borders of Italy. Territorial disputes have grown between Rome and Carthage to the south. Recent violence over Carthage's control of Sicily has led the two nations to the brink of war.

Massalia

Ecelesties

Controls: Provence, Langudoc, Catolina

The Massalia is a small empire that rests along the coast between the quickly growing empires of the Romans and the Carthaginians. With the coming war between the larger empires the Massalia have carefully watched hoping to find a way to survive. Perhaps a deal could be reached with one of the others to ensure their survival and perhaps future expansion.

Bohemians

Ulgar, son of Hulfard

Controls: Bohemia

A small group of Germanic people, the Bohemians have begun raiding their neighboring regions. They have moved to raid against the Gauls and the Slavic people. Ulgar has been effective at leading these raids and has opened talks with some of the neighboring Germanic tribes to join in on the raids but as of yet no other tribes have agreed to aid him in his rise to power.

Franconia

Mylguard, son of Rythorn

Controls: Franconia

Mylguard, chief of the Franconians was one of the first approached by Ulgar, son of Hulfard. At first he laughed him away with little concern that the man could possibly unite any of the other tribes. But as Ulgar has managed to lead several effect raids against the Gauls and Celts Mylguard has grown to fear that he might actually succeed and remember what had transpired between them. Mylguard has begun his own active campaign to unite the tribes under him instead of

Parisii Gauls

Veroclot, Chief of the Parisii Gauls

Controls: Ile De France, Vermandois

The Parisii Gauls have come under the command of a new Chief who has begun work to unit the different tribes under one banner for defense against the growing power of Rome and the Germanic Raiders.

Breton

Thrane, Son of Rhyum

Controls: Sussex, Anglia

The Celtic tribes of Breton are a feirce and independent people. Some loose alliances have been formed in the past, but to date no one tribe has gained to much power. Thrane of Sussex recently managed to get Anglia to agree to an alliance and hopes to add additional tribes to his list of supporters.

The Ilyrian Pirates

Torgus

Controls: Ilyria, Dalmatia

The Ilyrian Pirates are a seafaring nation in the Adriatic Sea. They have begun raiding the Roman and Greek Settlements throughout the area. With the coming war that seems to be brewing between Rome and Carthage the small nation is deciding whether or not it should pick a side or just attack both sides freely.

Leon

Gurandor, Chief of Leon

Controls: Leon

Leon is a Celtic group who have grown alarmed at the settlements formed in recent years by the Carthaginians. They have begun talks with other tribes and have started preparations for the defense of the lands, but as of yet they have not managed to gain any support by the other tribes in Iberria.

Northern Europe Mercs: Merc Leader:

Estonia

Viktor Mietski

Controls: Estonia

Estonia is a controlled by a Slavic tribe which has begun raids against the Germanic tribes to their southwest. They have mainly used ships to quickly attack and move back.

The Danes

Hfalgard, son of Beorgard

Controls: Denmark

Denmark is a seafaring nation. They send their ships to trade for goods or raid their neighbors depending upon their need.

North America

Anasazi

Lonalitia, Chief of the Anasazi

Controls: Anasazi

The Anasazi are an agricultural people in the the Southwest part of the continent. The area they are in has been farmed for thousands of years and they are among the most advanced nations in the arts of agriculture.

Moundbuilders

Hotaphali, Lord of the Mounds

Control: Erie, Wenro, Cherokee

The Moundbuilders are a group which grew up around the Ohio Valley. They have lived there for several centuries and have created many mounds of earthwork which usually center as burial places.

Central & South America

Maya

Tiahuacan

Controls: Maya

The Maya are a group which is growing in power in Central America.

Chavin

Mapoea

Controls: Chavin, Moche

The Chavin culture exists on the western coast of South America. They are more of a cultural grouping than a nation. They have banded together around the religious centers in the Andes mountains. Like several other empires the Chavin seem to be in some decline as regional interests seem to be pulling them apart. Will they be able to hold their lands together?