

Noobs & Vets II: Days of Infamy

Team name: Children of Crom

Forum Icon/Team Avatar:



Main thematic path: Earth

Secondary thematic path: Fire

Associated themes: Siegecraft, siege defense, forging, arms, armor

Nations: Ulm, Agartha, Ashdod, Marginon

Pretender choices: Cyclops, Forge Lord, Scorpion King, Great Mother, Solar Disc, Red Dragon, Son of the Sun (fire), Lord of War, Lord of the Desert Sun

Team name: Suplicants of Set

Forum Icon/Team Avatar:



Main thematic path: Death

Secondary thematic path: Nature

Associated themes: Assassins, stealth troops, serpents, poison, afterlife/spirit world

Nations: Ermor, Shinuyama, C'tis, Machaka

Pretender choices: Lich, Saurolich, Lich Queen, Master Lich, Prince of Death, Ghost King, Mother of Monsters, Mother/Father of Serpents, Lord of the Gates, Bakemono Kunshu, Lord of the Summer Plague, Wyrn

Team name: Sanguinarium

Forum Icon/Team Avatar:



Main thematic path: Blood

Secondary thematic path: Nature

Associated themes: Stealth troops, forest survival

Nations: Abysia, Jotunheim, Pangaea, Vanheim

Pretender choices: Fountain of Blood, Lord of the Wild, Great Black/White Bull, Moloch, Lord of Fertility, Mother of Lions, Green Dragon

Team name: Usurpers

Forum Icon/Team Avatar:



Main thematic path: Astral

Secondary thematic path: Water

Associated themes: Mental/temporal magic

Nations: Arcoscephale, Bandar Log, Pythium, Mictlan

Pretender choices: Oracle, Sphinx, Sacred Statue, Lady of Fortune, Son of the Sun (astral), Nataraja, Blue Dragon, Female Titan, Mother of Rivers, Lady of Love

Team name: Atlantean Mercenaries (optional) **Team name:** A.I.T.E.A.M (Artificially Intelligent, Tempestuous, Evil, And Mighty)

Forum Icon/Team Avatar:



Forum Icon:



Main thematic path: Water

Main thematic path: Air

Secondary thematic path: Astral

Secondary thematic path: Nature

Associated themes: Poison, piracy, privateering

Associated themes: Stealthy priests, supply bonuses, forest survival

Nation: Atlantis

Nations: Man, Eriu, Caelum, T'ien Ch'i

Pretender choices: Son of the Sea, Dagon, Ancient Kraken, Great Seer of the Deep, Archmage (Aquatic)

Pretender choices: Lord of the Sky, Virtue, Mother of Tuathas, Asynja, Son of the Heavens, Phoenix, Divine Serpent, Manticore, + Gandalf's Choice

Mercenary rules:

1. Mercenary capital is inviolate. No human team may storm or capture it without penalty. Teams may attack the cap, but only to pass through and only after paying suitable toll. Mercenary forts can be attacked and stormed, but mercenaries must allow passage through with toll payment if requested.
2. Mercenaries can attack indies, but may not attack AI or human teams or nations except when they've been contracted or payed to do so or in self defense. Self defense limited to retaliatory strikes (i.e. recapturing provinces, retaking forts, returning magical attacks, etc). Provinces captured in the course of business are the responsibility of the client. PD to be set at 1. Any unclaimed provinces may be auctioned off at the mercenaries discretion.
3. Mercenaries may offer a range of services to human teams (assassinations, scouting, province attacks, remote attacks, forging items, etc), are free to charge whatever they want, and may work for more than one client at a time, but must make their services available to all human teams equally and without bias. All services are to be performed on receipt of payment in gold and/or gems.

Pretender path restrictions: When designing your pretenders the following applies to all:

- a. You may add magic up to the max (level 10) in your team's primary and secondary paths.
- b. You may add magic up to level 3 in any other path.

Exceptions: Ashdod and Agartha pretender may take nature magic up to level 6 but no higher.

Ashdod may not take earth above level 6. Mictlan may not take water above level 6.