

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: Seigecraft, forging

Nations: Ulm, Agartha, Marginon, Abysia

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

Team name: Suplicants of Set

Forum Icon/Team Avatar:



Main thematic path: Death

Secondary thematic path: Priestly/divine

Associated themes: N/A

Nations: Ermor, Shinuyama, C'tis, Machaka

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

Team name: Sanguinarium

Forum Icon/Team Avatar:



Main thematic path: Blood

Secondary thematic path: Nature

Associated themes: Astral, death, stealth

Nations: Jotunheim, Pangaea, Vanheim, Mictlan

Pretender choices: Fountain of Blood, Vampire Queen (limit 1), Lord of the Wild, Great Black Bull, Green Dragon, Monolith (limit 1), Carrion Dragon, Manticore

Team name: Usurpers

Forum Icon/Team Avatar:



Main thematic path: Astral

Secondary thematic path: Water

Associated themes: Mental magic/mind control, nature, stealth, assassins

Nations: Pythium, Bandar Log, R'lyeh (gimp bonus?), Arcoscephale

Pretender choices: Oracle, Sphinx, Sacred Statue, Void Lurker, Void Lord, Lady of Fortune, Female Titan, Son of the Sun, Nataraja, Wyrn

Team name: Atlantian Freelancers (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: Earth

Associated themes: Poison, piracy, privateering

Associated themes: ?

Nation: Atlantis

Nations: Man or (Caelum), Eriu, Ashdod, T'ien Chi'

Pretender choices: Son of the Sea, Dagon, Ancient Kraken, Wyrn

Pretender choices: Lord of the Sky, Virtue, Mother of Tuathas, Male Titan, Asynja, Son of the Heavens, Manticore

Three simple freelancer rules:

1. Freelancer capital is inviolate. No human team may attack and capture by any means except to pass through and only after paying suitable toll. Freelancer forts are open to attack, but freelancers must allow passage through with toll payment.
2. Freelancers 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.
3. Freelancers may offer a range of services to human teams (assassinations, scouting, province attacks, remote attacks, forging items, etc) and are free to charge whatever they want, 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 only.