

Age of Lawless

Pre-Kingship: No written laws. Revenge would be taken for a wrong done. A community would decide actions to be taken.

Migration in Mesolithic (before farming in Neolithic age):

~ 15,000 BC – 12,000 BC Ice sheets melt from last ice age. People start to move all around the world. Melting ice transforms landscape allowing people to cultivate the land and construct.

~12,000 BC – 10,000 BC Middle stone age. With more resources available and different types of prey people develop new hunting tools: bow & arrow, fish traps and canoes.

North near Zargos and West near Jerrico:

Pre 10,000 BC Nomadic Parasite (no farming, just fires from hunting & gathering)

~10,000 BC, switch to farming as partial farming and partial hunting.

Region of Summer (Northern Mesopotamia saw advances in metallurgy, Southern and West saw advances in grain farming):

8000 BC People around Jericho (At city of Jericho southeast of Mediterranean, first evidence of sowing seed and baking, hard evidence of going from parasitic farmer to food producing, evidence of working soil and re-enriching soil with ash when ground has been worked)

7000 BC People at Jarmo (Foothills of northern Zargos, semi-nomads had crude pottery and a breath of knowledge in sowing seed, baking and domesticating animals, first evidence of farming and pottery)

5800 BC Hassuna (semi-nomads with expert pottery, first evidence of art and skilled craftsmen, "Samarra" ware)

5000 BC Halafian (Start of copper age people came from Syria, mass farming with grain and herds, lived in Northern Mesopotamia)

4000 BC Ubaidians (Southern, East to Zargos and to Caspian Sea).

3500 BC Sumerians (when people came from Central Asian by Iran).

3000 BC Sumerian kingship (Agreed start of civilization with roads, education, system of writing, army, laws, etc., the start of wars and advanced weapons)

Exploration: Discovery of lands unknown where no country claimed. Armies would fight nations and natives to claim land. Mercenaries would steel for their own self gain.

The Dark ages (before the idea to exploration):

476 AD – 1353 AD The darkest time for Europeans and the world. Starts with the end of the Roman Empire where people lost the knowledge for running water, transportation networks, bridges, exploration maps, government laws, public education, universities, etc. Ends with the last plague ending (black death). In-between is many plagues, Barbarian horde raids, Viking Berserker raids, Crusader war lasting centuries, government betrayal, etc.

Technology at this time is medieval. Modest farming techniques. Most communities are prehistoric b/c most people did not know how to read/write. Weapons and tools are crude steel that favored crude function over appearance. Sanitation was poor and government anarchy was a constant threat. People would occasionally revert to archaic medical remedies when total loss of law occurred along with disease and death.

The age of Enlightenment:

1353 AD – 1441 AD At the end of the last world plague (black death) some people began to think about exploration and recovering lost knowledge from the Roman empire. These “enlightened people” started to look at old Roman maps, blueprints, ideas, etc.

Technology was still medieval and only a small group of people searched for discovery in science and exploration by looking back at what the Romans knew.

Notable accomplishments:

Tower of Pisa completed in 1372.

Articulated joint armor and forging of large sheets of metal.

1300s development of composite crossbow (first hand held siege weapon)

The age of Exploration:

1441 AD Portuguese were able to land in Africa and claim land. This is after years of trying starting from Henry the Navigator in 1419. From this time on the Portuguese and Spain continue to explore the world.

Notable explorers:

Henry the Navigator 1419 (Past Cape Bojador)

Christopher Columbus 1492 (across the Atlantic)

Vasco De Gama 1495 (around Africa)

Ferdinand Magellan 1517 (crew goes around the world)

Ship technology: Light ships Caravel ~70 feet (discovery vessel) fast sailing along a coast and heavy exploration ships Nao ~86 feet (full rigged) sailing across oceans.

Navigation technology: Celestial latitude navigation, Astrolabe, Nocturnal, Compass, Sextan, etc.

Weapon Technology: Musket & Matchlock firing mechanism, smoothbore muzzle loading cannons.