

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE EAST

### Turn 84

1406 ~ 1409 Anno Domini

809 ~ 812 in the year of the Hegira

4043 (Fire Dog) - 4046 (Earth Ox)

### New for T73

[Noble House rules](#) have been added – please take a look at these here.

New [Spreadsheet](#) for the Renaissance has been created – this can be found here and must be used from now on.

Some tinkering with the [Religious Order rules](#).

I'm going back to standard movement rules – sigh – as it is just taking too much time to rewrite these. Please continue to give your orders in year chunks though – The newly created [spreadsheet](#) should help with this

### New for T59

**Paths to victory:** There are several options open to a player when an NPN has been defeated

1. Take the victory conditions (see NPN rules) available for NPNs and allow the NPN to go its own way. This is a useful option if you do not want to increase your imperial size or bother with the NPNs internal affairs.

2. Keep it as either Pacified or Pacified Tributary. You will not get victory conditions but will get income from the NPNs Homeland/Friendly regions and cities. Also, as the years from conquest marker goes up it may turn Friendly or Tributary. Using this option treats the NPN as a super-region.
3. Old school, you will have to take the regions you want and conquer each in turn. If the capital is taken then some of the NPNs ratings will be added to yours if higher. The NPN will cease to exist.

**Dealing with hordes:** Hordes can be dealt with a number of ways rather than just an outright battle. These are

1. Threaten them. Hordes respond to a show of strength and may leave you alone if confronted with enough force.
2. Bribe them. They are looking for gold and lands to settle or pillage so if you offer them it on a plate they may well go away. They may also just take it and attack anyway.
3. Use diplomacy. It does work and I suggest chucking in a royal princess or two.

You can also use a combination of the above. If the horde becomes a FA or A, you can direct its attacks or its path of migration.

## New for T57

**Non-player rules update:** I've updated the NPN rules to fit better with the Lord's system. Please check them out.

## New for T53

**Restrictions on Royal Marriages:** Due to the complications arising from these rules only K, H or P leaders can benefit from a Royal Marriage. Members of the Royal Family that have not come into play are not considered eligible. Also, Primate, Order and Secret Empire positions are not eligible for marriage bonuses. These are meant to be diplomatic arrangements between sovereign states.

## New for T52

**East – West Split:** I'm going to try to split the East and the West parts of the game so that I can process the orders quicker – don't know if or how it will work yet but lets see if it'll happen

## New for T51

**No Orders:** If I don't get any orders in for a position and the player doesn't answer my emails then I'll put the position back to a NPN and put aside the players cash (if any) until they pick it or another nation up again.

## New for T50

**Request Royal Marriage:** Used to ask a NPN nation for a bride for one of your Princes or a suitor for one of your little Princesses. Cost is 6AP, Charisma based. The leader doesn't have to be in the NPNs capital but if he isn't then he needs to be in your homeland/capital.

## New for T49

**Naval Reaction and Blockade:** Naval Reactions can only occur when there is action in a Sea Zone that the fleet is based at. The fleet has to be based from a port and not the Sea Zone. Also, the Reaction can only occur when your own lands or those of an ally benefiting from a Defensive Pact marriage bonus are attacked. It also applies to any merchant fleets you operate through the Sea Zone in the case of piracy. Naval Blockade's only work if your fleet is based in the same Sea Zone as the target port and you spend all (every single one) of your APs in the blockade. The fleet must be based from a port and not a Sea Zone.

## New for T48

**The use of fleets for Reaction and mitigating the effects of Pirates:** My understanding has now changed since we GMs have had some discussion on the list. The use of Reaction has been explained on the Wiki and Patrol is no longer used in the Base Rules.

### Reaction

- Take a look at this link for more info  
[http://www.throneworld.com/wiki/index.php?title=Basic\\_Rules\\_Leaders\\_and\\_Army\\_Actions#Reaction](http://www.throneworld.com/wiki/index.php?title=Basic_Rules_Leaders_and_Army_Actions#Reaction)

### Trade Route Escorts

- This is specific to Lords 24. Units can be assigned to a trade route to act as static convoy escort using the G type leader. Note this is not as good as patrol as the warships assigned will only reduce the effects of piracy, not capture or destroy the pirates themselves.

**Updated NPN and Primacy rules:** Yep, been tinkering again but I feel a almost serene sense of satisfaction with my latest offering. See what you think.

**Added the ability to hire mercenary captain when there is no mercenary company available:** See the mercenary tables

## **New for T47**

**Improved cultivation at TL5:** If a nation has reached the dizzy heights of TL5 than it can benefit from improved cultivation. You can Improve a cultivated homeland region from 2GPv to 3GPv, or any other controlled cultivated region from 1GPv to 2GPv. This is a level one megalithic construction.

## **New for T46**

**NPNS:** I've tweaked the NPN and Primacy/Order rules a little to make them fit better with the 24 game. I've also reduced their overall RRV to make diplomacy easier.

## **New for T45**

**New Rivers:** I've added in some new possible rivers onto the map. These are rivers that were once passable by light traffic (remember Cogs cannot travel on rivers) and have now become silted up. You can dredge a stretch of the river (along one region border edge) as a 0.5 level project.

### **Gripes:**

Agro as conversion – this has restrictions (see 2.11.5.3) which I will be enforcing from now on.

Rivers can only support light ships – as far as I know Cogs cannot travel on rivers. This also includes Cogs built for trade.

**New Primates:** We have two new Primate positions this turn. Jumal Skyfather, which is an Estonian god and the Coptic Church based out of Axum.

## **New for T44**

**Minor islands and City States:** I'll be allowing minor islands (Corfu, Jerba, Wight etc) and city states to be used as locations from T44. Just let me know the rationale behind why you want it separate and if reasonable I'll add it in. Once they are created as locations, they obey all the rules of islands etc. However, their Gpv cannot go above 0.

**Flooding:** The last few turns have seen a massive increase in the amount of flooding that has occurred. It appears that the years are getting warmer and wetter. As a result of this some of the minor rivers on the map are once again becoming passable to river traffic.

**Denmark:** Following on from the Minor Islands stuff, you can see that Denmark is now separated out to Jutland and Syaland (Zeeland).

## Announcements and items of note

**General Stuff:** Please use my Paypal account ([stephenbrunt@yahoo.co.uk](mailto:stephenbrunt@yahoo.co.uk)) for all Lords' 24 payments. If you cannot use this facility then please let me know and I will see what I can do about filtering US funds to my account. I may also stop using the throneworld email address due to the mass of spam I'm getting!

**Order Form:** Please use the [standard excel order form](#) from now on. I'll update the site with a link to it next week when I get some time. This is important as it helps me process the turn more quickly. THIS IS NOW MANDATORY.

**Non-Payment:** some of you still owe me some cash. Although it may come as surprise that this is not my main source of income, I see it only polite that you pay for the occasionally night out. So, if you're under zero next turn I'll not process you orders.

**Version 6:** Lords 24 uses version 6 of the basic rules

**The Map:** The map now includes India as well as Europe, Central Asia and Africa. I've greyed out repeated areas on the maps to make my life easier. However, this means some player nations are split across more than one map. I may increase the size of the main map but I'll have to think on this.

**Tithes and Tribute:** I think these are automatically updated by the stats program, so no need to declare them in your orders.

**Control of the Papacy and Religious Orders:** In Lords 24 we will not always have a player Pope (or Caliph etc for that matter) and the following rules are used to determine which player faction controls the Pope's actions, Papacy Rules. I've also added some stuff about gaining support from their armies

### How to make your GM happy (PLEASE READ! REALLY!):

Please send any and all Lords24 correspondence to [stephenbrunt@yahoo.co.uk](mailto:stephenbrunt@yahoo.co.uk) .

### LORDS 24 WEB RESOURCES

The Lords Twenty-Four homepage is at:  
<http://lords.throneworld.com/lote24/index.html>

All of the on-line resources, including order forms, mailing lists and web-sites for Lords of the Earth are summarized on this page:  
[http://lords.throneworld.com/?page\\_id=2](http://lords.throneworld.com/?page_id=2)

You can subscribe to the Lords 24 mailing list by pointing your web-browser at:  
<http://games.groups.yahoo.com/group/lote24>

...and following the instructions on that page.

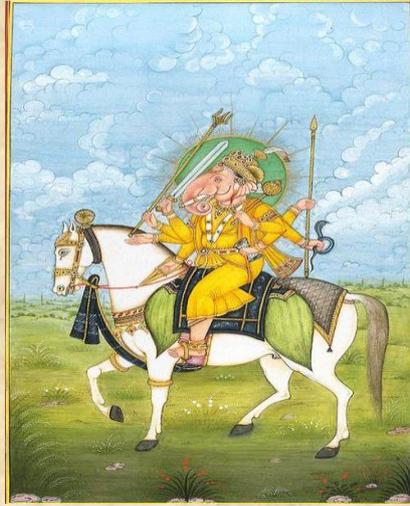
### **VARIOUS FEES AND LEVIES**

At the moment the turns cost \$5 – please pay up if you owe

We are using the latest v6.3.5 of the basic rule book that can be found here

<http://lords.throneworld.com/players/loterule/rules.html>

# India



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## Pratihara Kingdom of Kaunaj

(Hindu Civilised Open Empire)

*Vanaya, Raja of Kaunaj*



Vanaya continued to rule over his stolen kingdom from Kaunaj. Despite the troubles of the previous years the kingdom continued to prosper under his rule and most of the nation's cities grew in size. Recognising his mortality, the king continued to keep the young Queen prisoner in her quarters along with her son Suresh. General Kalam was to also remain a prisoner during these years for his opposition to Vanaya's rule. Missionaries were once again sent east and west and were to secure some small success amongst Om'Chu, Tzukan and the Punjab. Molam was dispatched to the Punjab along with Wayra to regain control of the province. Their combined efforts, along with a considerable amount of gold, procured the promise of tribute from the Punjabis.

# South East Asia and the Islands



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## The Kingdom of Thaton

(Buddhist Civilised Open Empire)

*Sallat II, King of Thuvunnabumi*



Sallat II ruled from Moulmein with his wife, Queen Taraiya. The young prince Sallat III was declared his heir and was being prepared for court life. Moulmein had already reached a massive size and there remained little room for the city to grow further; especially as Sallat had its huge walls rebuilt. The king's priests were aided by Prince Kallat in their attempts to gain some small influence with the Order of the Burning Lotus. Sallat had persuaded the young Prince Pai Sai that he should join the Order given his illegitimate birth. He was escorted to the Order's fortress by the venerable Nat Thanat. This was to be one of Thanat's last missions as his heart failed in late 1408. Ban Sallat was not the best of diplomats and despite spending several years in discourse with the rulers of Sagaing province he could not improve on the Thatonese control there. The king orders that a Great Wall be built along the border with Pegu, effectively splitting the kingdom in two. The old clan ties were reassessed as Sallat looked at turning his kingdom into a feudal state.

## **The Kingdom of Annam**

(Buddhist Civilised Open Empire)

*Vuong Nghe Tong II, King of Annam*

The death of Nghe Tong in YR1 saw his son take to the throne as Vuong Nghe Tong II. The young prince was extremely unpopular but despite rumblings of dissent his generals remained loyal; with the exception of charismatic Ba Tonh Hu who attempted to take the throne. The Ba was quickly captured by the Vuong's supporters and executed for his disloyalty. The young king was to lose control of his allies in Lingsi and Thanh Hoa as well as the influence his forebears had gained over the Wheel.

# Manchu'ko and Nihon



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## The Minamoto Shogunate

(Shinto Civilised Open Empire)  
*Myia, Empress of the East*



The tundra of Pebzhima and the wilderness of Komiski were settled by farmers from the Shogunate's northern reaches. The recently colonised lands of Magadan saw a further influx of settlers to increase the Shogunate's presence there. Shinto priests started to show some progress in their conversion of the Buddhists of Saga and Kagoshima. The Empress was content to allow her regent, Yokota Hiroshi to rule in her stead while she spent these years in her palaces with Prince Konoe. The Empress was blessed with a daughter in the autumn of 1409. Prince Konoe had taken control of the Shogunate's army and established his garrison in the great city of Heian. Prince Koi sailed south to the Marianas where he attempted, unsuccessfully, to persuade the islanders of Nan Patol to ally themselves with the Shogunate before sailing north to Iwo Jima. However, Roku was able to persuade the lords of Sakhalin to finally commit their future to the Shogunate. Elsewhere the Regent Hiroshi instructed Azuma Eizo and Saito Kaori to protect the northern marches and the seas of Japan respectively.

# The Land under Heaven



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## The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

*Ban Ao, King of Chiang'Ning*



Despite the vast amounts of gold poured into Hupei, Xuan Si could do little to improve relations with the Chiang. His best efforts and that of Chen Ju were not enough given the vastness of the Chiang lands and saw them reduce their tribute to Anhui. Ban Zheng oversaw the affairs of his kingdom from his palaces in Anhui along with his wife Chian Li. During these years she was to provide Ban Zheng with another daughter. The cities of the kingdom were to grow in size once again as the years of peace, yet unaffected by the Koueichou aggression in the south, continued.

## The Ko Kingdom of Koueichou

(Buddhist Civilised Open Empire)

*Bon Hi, King of the Ko*



The walls of Koueichou were pulled down to make way for the ever growing population of the city. Bon Hi was to order the extension of the royal road out of the city all the way to the Kwa-Dei. The king ruled from Koueichou along with Jo Chnag. The generals Ka Mi Ko and Bong Dou collected the Szechwan forces out of Nanching and Jiangxi and rendezvoused with General Shei Wok in Szechuan. The forces now commanded by Shei Wok numbered over forty thousand and were ordered to push into the sung province of Chiennan. The Sung had set up a system of regular patrols throughout their kingdom as a response to threats from the Steppe and they were quick to react to Shei Wok's invasion. Marching quickly down through the passes, the Sung set up a defensive line with their force of thirty thousand men. Both Sung leaders were the equal of Shei Wok and hindered as he was by Ka Mi Ko and Bong Dou, the Szechwan general could make little headway. To add to the woes of the attackers, the general was cut down by the Sung as he tried to push the defenders back. With the inexperienced Bong Dou in charge the Szechwan forces began to waver and break. Bing Dou could do little to stem the rout and his men fled back to Szechwan. Nearly sixteen thousand men were lost on the retreat from Chiennan.

