

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE AMERICAS

Turn 85

1410 ~ 1413 Anno Domini

813 ~ 816 in the year of the Hegira

4047 (Fire Dog) - 4050 (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

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) 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 .

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

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>

North America

The Huron Confederacy

(Open Empire)

Manusawara, Chief of the Huron



Chief Manusawara spent time with his nephew, the young Prince Monatan, trying to educate him in the affairs of the Confederacy. He was to be blessed with two young sons by his Iroquois wife Beanplanter during these years. It was left to Prince Meroe and Manasa to patrol the Huron borders.

The Yokut Tribes

(Open Empire)

Soaring Eagle, Chief of the Yokuts



Chief Soaring Eagle respected the beliefs of his ancestors but thought that the shamen had too much power in his nation. His attempts to reduce their influence met with resistance from the Yokuts as they were an extremely pious people. His health began to deteriorate in 1413 but he was still able to guide his young son Angry Bear in the affairs of the tribes. Shadowed Canyon and Willow Creek were to meet with the Paiute in Paviotso but could not come to any agreement on the terms of an alliance between the two tribes.

The Ute

(Open Empire)

Grey Wolf, Chief of the Ute



Grey Wolf oversaw the Ute people with his wife White Dove at his side. The old warrior was blessed with a young son, born in the autumn of 1412. The lands around Ute were cleared of scrub and new fields of corn planted. Black Buffalo would not be so content with the peaceful life and travelled to Hohokam with his warriors to collect the warband of over five thousand braves garrisoned there. Meeting with Little Wolf and Big Bear in Moache, Black Buffalo handed over command of the Ute army to the more experienced Big Bear. The Ute then attacked Hopi with their entire force of fourteen thousand men. The Hohokam tribes had no warriors to defend their lands but when it became clear that the Ute intended to enslave their people they pulled together a force of three thousand warriors. This small warband held the invaders off in the mountains for over a year before the

sheer numbers of the Ute finally took their toll. The Hohokam survivors fled for their lives as the Ute ravaged their lands. The Ute were not without losses though as Big Bear was cut down during the fighting in the mountains, leaving Black Buffalo to continue the attack. The small city of Orabi was looted and burned to the ground, leaving Hopi in desolation and forcing the Hohokam to flee to Paiute.

South America

The Chimu Kingdom of Chanchan

(Open Empire)

Ninan Cuyuchi, King of the Chimu



The royal highway was extended out of Maranga, through the mountain passes and on up to the fertile lands around Cuzco. It was then further extended from Cuzco onto Tiwanku. The lands around Chimu were already partially cleared when Ninan Cuyuchi laid out funds to complete the cultivation of the province. Ruling from Moche, Ninan Cuyuchi was blessed with another young son by his wife Cava Cusi. Leaving the fleet in Moche, Urcon gathered a force of nine thousand spears and set off to conquer Valdivia. The Moon Cultists proved a stubborn and difficult adversary despite fielding a force of only a third of Urcon's numbers. For nearly three years Urcon fought a war of attrition against the Valdivians and it was this that finally saw them submit. The Chanchan forces were also severely depleted with only a thousand of Urcon's men moving north to claim the jungles of Choco. Vicaquirao managed to gain the full support of Cuzco during these years as he spent his time in the Incan city.

Chichen Itze

(Open Empire)

Soluc Teel, Chief of the Chichen Itze

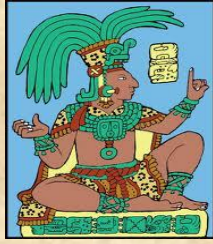


Soluc Teel ruled from Maya and dispatched Sorus Teel, along with Pulunat and Kerunat, to gain the support from the tribes of Ulva. Syola Teel had returned to Maya from Popoluca to ensure the security of the kingdom. The last few expanses of wilderness in Yucatec were cleared back further as the province was further cultivated

Zapotec Mitla

(Open Empire)

Yaotl, Chief of the Zapotecs



The death of King Ozomatli in 1413 saw his brother take the throne at the expense of the old king's son Tiazopilli. Recently returned from returning Huastec to the Triple Alliance, the new king Yaotl quickly took control. The princess Chichini was to continue to assist the ageing general Cozichacoze in the defence of the kingdom. Achcauhtli was sent to explore the Florida Strait from Acatla with Chicahua. The pair returned in early 1413 with ratters to the peninsula.