

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE EAST

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.

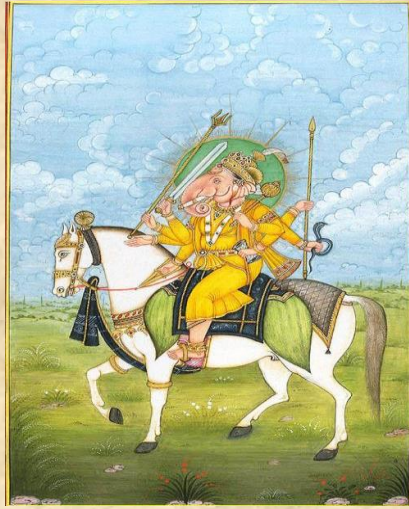
VARIOUS FEES AND LEVIES

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>

India



Pratihara Kingdom of Kaunaj

(Hindu Civilised Open Empire)

Vanaya, Raja of Kaunaj



The now familiar prosperity of the Rajput kingdom continued as its cities once more grew in size and wealth. Old Vanaya was able to cling to power and cemented his rule by appointing the young prince Suresh as his heir. By returning the crown to the old ruling family on his death, the wily counsellor managed to regain the support of the nobility. Molam and Wayra were to gain an alliance from the important province of Punjab before Wayra was set upon by brigands 1412 and left to die. Hindu missionaries were active in the Punjab and its main city Islamabad but could make little progress in the countryside. Islamabad, despite its name, was now a mainly Hindu city. The wild mountain provinces of Tzukan and Om'Chu were to see many converts to Vishnu and away from Buddhism.

South East Asia and the Islands



The Kingdom of Thaton

(Buddhist Civilised Open Empire)

Sallat III, King of Thuvunnabumi



Sailat II was not to see the coronation of his son the Prince Sailat as he was to succumb to an influenza epidemic that swept through the Thatonese lands. The disease was also to take the life of Prince Kailat as he negotiated increasing influence with the Burning Lotus and the Thanat's Nat and Sun. King Sailat's bastard son Pai Sai was sent to the Order to take a position amongst their brothers. The young Prince Sailat was able to take the throne without issue and declared himself Sailat III. One of his first acts was to strengthen the walls of the nation's cities and to increase the size of the imperial army by four thousand men.

The Kingdom of Annam

(Buddhist Civilised Open Empire)

Vuong Nghe Tong II, King of Annam

Many of the idle peasants of the Annam nation were put to work building walls for the nation's cities, most of which grew in size during these years. Great citadels were built in Kien Chou and Kwangtung to secure the Annamese frontier. In

Annam itself, the garrison of the city was augmented by over three thousand elite guards. Nghe Tong ruled from Annam with the support of Thien. Le Hien was dispatched to Lingtung to ensure that relations with the province were not compromised.

Manchu'ko and Nihon



The Minamoto Shogunate

(Shinto Civilised Open Empire)

Myia, Empress of the East



More Japanese colonists poured into the province of Magadan and the port of Kizarzu was founded on its Tatyskaya coast. Komiski was to also receive a large number of settlers as more of the wilderness was tamed. The old regents, Yokata, passed away in 1412 and the Empress Myia was to take full control of the Shogunate. She was blessed with a daughter during these years with her husband the Prince Konoe. It was left to Prince Koi to travel to Omu and take over the guardianship of the northern waters from the port. The Pusan Ui Gong-Gug was a close ally of the Taira Shogunate and despite the efforts of Nakamura the small nation remained loyal to the Tairans. After transferring his command to Prince Koi, Azuma Eizo moved north to explore the route to Beringa. It was in late 1412 that Eizo was caught by natives as he charted waters around the Beringas and killed. Missionaries continued to convert the Buddhists left on the Japanese islands with Saga now over two-thirds Shinto.

The Land under Heaven



The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

Ban Ao, King of Chiang'Ning



Ban Zheng was furious with the Chang for refusing tribute and set about recruiting vast numbers of men for his army; over five thousand heavy horse and ten thousand foot were conscripted in Chiangning alone. The fleet was also augmented by a further 100 light warships. To protect his song ally, ten thousand men were recruited for their army. Ban Zheng then oversaw the kingdom's affairs after dispatching the generals Lu Mang and Xuan Si south. Kai Yuan had travelled to Hupei in the weeks previous to the army's mobilisation to scout ahead for any possible ambush and to get an idea of the enemy's numbers. The enemy was the fickle Chang and they were woefully unprepared for Zhang's offensive. General Mang commanded a force of over thirty thousand men but the Chang were able to field nearly as many men in defence, albeit without Mang's superior cavalry. It was Mang's heavy cavalry that were to provide the key to unlocking the Chang defence. Despite several weeks of indecisive skirmishes Mang finally managed to grab the advantage when his cavalry charged the massed Chang infantry. Smashing through their defensive lines, the attackers were able to force the Chang to rout and flee back to their capital in Chang'ling. Lu Mang was to lose most of his newly recruited

infantry but the Chang losses were enormous. Only six thousand of their original force survived the retreat to Chang' Ling. General Mang pursued the Chang to the city and waited for Xuan Si to seal off the harbour. The battle was all but won when a daring sortie by the Chang saw both Mang killed and Xuan Si captured. With no one of rank to lead the Chiang army, the attackers were forced to retreat to Anhui and regroup. The Chang could not believe that their good fortune and set about preparing for any future invasion.

The Ko Kingdom of Koueichou

(Buddhist Civilised Open Empire)

Bon Hi, King of the Ko



The cities of Koueichou, Kwa-dei, Ch'ang'sha and Nanchang were all to grow in size during these years. King Bon Hi rules from Szechuan and presented his young son, the Prince Bon Hi II, to the Koueichou court as his heir and successor. Despite the bad feeling from previous Koueichou invasions, the province of Miao Ling was persuaded to acknowledge Szechuan's control, if only nominally. But in Guiyang, Bong Dou was able to provide the small nation to provide full tribute to Szechuan.