

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE AMERICAS

Turn 86

1414 ~ 1417 Anno Domini

817 ~ 820 in the year of the Hegira

4051 (Wood Horse) - 4054 (Fire Rooster)

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

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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



The young Prince Nain was taken in hand by Chief Manusawara in an attempt to instil some appreciation of the rigours of ruling the Hurons to the young heir. Sadly, the Chief's wife Beanplanter was to die in childbirth during the summer of 1414. The chief had dispatched Manasa to the Iroquois to finally cement the alliance between the peoples with young brides for Meroe and Monotan and a husband for the Princess Nanabush. His work completed, Manasa travelled back to Huron with the Iroquois brides but was to pass away shortly after arriving back amongst the tribes. It was in late 1415 that ships from the Moundbuilders raided the Huron and Ottawa coasts from Lake Huron. Prince Meroe valiantly rushed to the defence of the coastal villages but was unable to prevent the attackers from burning several in Huron.

The Yokut Tribes

(Open Empire)

Angry Bear, Chief of the Yokuts



Shortly after declaring that Angry Bear should take over the Yokuts, Chief Soaring Eagle finally succumbed to the illness that had affected him for so long. There was no dissent when Angry Bear took control of the tribes and his rule was confirmed by the elders. The shamen were to once again see their grip on the Yokuts slide as people began to concentrate on more temporal matters rather than the rituals and dance of past times. Shadowed Canyon and Willow Creek were to remain with the Paiute in Paviotso and managed to get an acknowledgement of the Yokuts right to rule their tribes, especially as a young Paiute bride was found for Angry Bear.

South America

The Chimu Kingdom of Chanchan

(Open Empire)

Ninan Cuyuchi, King of the Chimu



Expecting fierce resistance, Ninan Cuyuchi raised a further nine thousand warriors to augment his already substantial army. Moving north to Valdivia the king was to transfer men to Urcon but the old general was to succumb to a fever in early 1414 from living in the harsh jungles of Choco. Arriving at the city of Quito with his army, Cuyuchi was pleased to hear that the forces Quito had fled north to Guayami with whatever they could carry. The city was taken with just minimal effort. To the south Vicaquirao was to persuade the Marangans to fully support the growing Chanchan kingdom. Throughout the province of Wairajikkira several temples were desecrated by the symbol of the Moon Cult.

Chichen Itze

(Open Empire)

Soluc Teel II, Chief of the Chichen Itze



Soluc Teel was to die from a fever in 1414 and his kingdom passed to his son, also called Soluc. Despite the suddenness of his death, the Mayan nobles were happy to see Soluc II take to the throne. Sorus Teel was accompanied by Kerunat as the two explorers travelled throughout the Caribbean seas and mapped the route to the Carib islands and back. The lands of Yucatec and Popoluca were further cleared and new irrigation channels dug,

Zapotec Mitla

(Open Empire)

Yaotl, Chief of the Zapotecs



The wilderness of Huave was cleared back and the lands opened up for new farms and villages. King Yaotl tried to ensure the loyalty of Tiazopilli, the son of the old king Ozomatli, by declaring him his heir. This act caused disruptions amongst the royal household as Queen Nayla pressed for her son Zipilli to succeed his father rather than his cousin. The great general Cozichacoze, showing little sign of infirmity given his age, continued to protect the kingdom with the assistance of the Princes Chichini. Achcauhtli joined with Chicahua in an attempt to explore Delta Sea but found themselves thoroughly lost and returned many years later to Acatala without any clear idea of how to navigate its waters.

