

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE EAST

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

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.

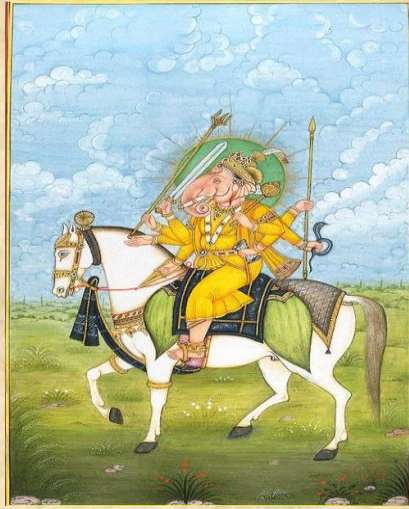
VARIOUS FEES AND LEVIES

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)

Suresh, Raja of Kaunaj



Vanaya steered the Rajput kingdom to continued peace and prosperity until his death in 1416. He had named Suresh as his heir and the young prince was to take up the crown without any dissent from the peasants or nobility. Although rumours were rife of cultists in the south, the agents of the crown could find nothing amiss in either Rajput or Kaunaj. Once again Hindu missionaries were active throughout the frontier lands and were successful in converting Tzukan away from Buddhism. Mollam was unable to improve on the alliance secured previously with the Punjabi despite vast sums of gold given to their rulers. Kalam was to remain a prisoner until his death in 1416, forgotten by all but a few at court.

South East Asia and the Islands



The Kingdom of Thaton

(Buddhist Civilised Open Empire)
Sallat III, King of Thuvunnabumi



Rangoon was expanded and its substantial walls rebuilt to accommodate the increased population. Sallat then set about increasing the size of the Thatonese army to ensure the security of the kingdom. His desire to gain the support from the Order of Burning Lotus met with little success due to the kingdom's low influence with the fanatics. He was to marry from the House of Thaton; the young bride, despite being ill-favoured and hirsute, was able to provide the king with three healthy children but then Sallat was not blessed with good looks or charm either. Sallat was right to be slightly paranoid as reports came in that the Rajputs still had links to the Thatonese military.

The Kingdom of Annam

(Buddhist Civilised Open Empire)
Vuong Nghe Tong II, King of Annam

The Annamese army was greatly expanded by the addition of over ten thousand cavalry and roughly half that in infantry. A sizeable amount of siege engineers were

also recruited. Throughout the nation, cities were to grow in size as the years of peace and prosperity continued. During these years King Nghe Tong II ruled from Annam with the assistance of Thien. Le Hien was dispatched to Than Hoa but could not improve relations with the Dai Viet city. Dau Duc was tasked with ensuring the kingdom's security from the province of Annam.

Manchu'ko and Nihon



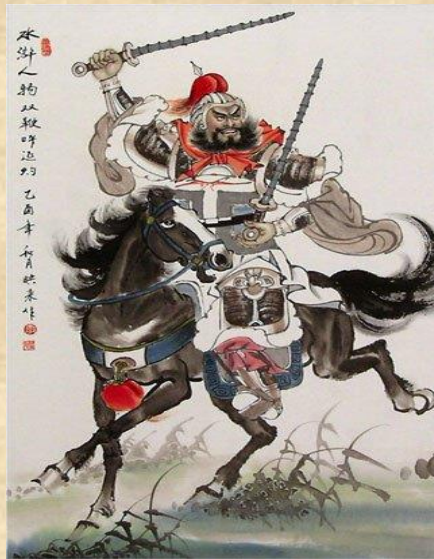
The Minamoto Shogunate

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



The Empress continued the work of Yokata by encouraging further Japanese colonisation of the far north of Komiski. A port city, called Mito, was built in the province as Minomoto's hold on those lands strengthened. From Toba to Omu, the old postal road on the Kamchatka peninsula was upgraded to a fully paved highway. Shinto missionaries were active in Saga and Kagoshima but had little success in converting the Buddhist population. During these years, the Empress was blessed with another daughter while she ruled the Shogunate from Heian with her consort, the Prince Konoe. Nakamura set sail for the Chejo Do to begin a diplomatic mission with Goryeo. The wily diplomat was able to gain some acknowledgement of the Shogunate standing in the region and a promise of tribute to come.

The Land under Heaven



The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

Ban Ao, King of Chiang'Ning



This was a quiet time of contemplation and reflection amongst the Chiang.