

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE EAST

### Turn 87

1418 ~ 1421 Anno Domini

821 ~ 824 in the year of the Hegira

4055 (Earth Dog) - 4058 (Metal 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.

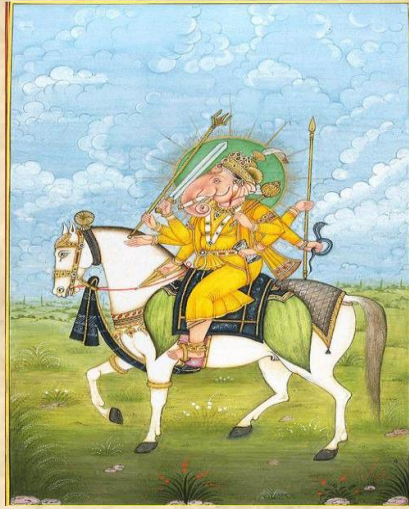
### **VARIOUS FEES AND LEVIES**

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)

*Suresh, Raja of Kaunaj*



The peace and prosperity continued to flourish in the fertile lands of the Rajput kingdom. Queen Thora, widow of the old regent, was happy to stand down in favour of the young Prince Suresh when he came of age. Ram was dispatched to the island of Kutch to lay claim to it before the Saffarids to the west gathered it up. Whilst the young prince was being invested to the throne of Kaunaj, affairs of state were handled by his advisors Panjab and Aaram, working at the behest of the Queen. Molam was to continue his diplomatic mission to the Punjab where the Punjabi lord finally accepted direct rule from Kaunaj after the marriage of his daughter to Suresh. A malaise seemed to overcome the Hindu priests of the kingdom as they were unable to gather any more converts.

# South East Asia and the Islands



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## The Kingdom of Thaton

(Buddhist Civilised Open Empire)  
*Vai Salla, Regent of Thuvunnabumi*



These were turbulent times for the Thatonese as the traditional ties to the land were eroded and society changed to one based on talent and ability rather than service. Buoyed by the upsurge in popular opinion, Sallat III declared that the grand army be expanded so that it numbered over one hundred thousand men he then gathered his council of war and outlined his plans to defeat the Khemer to the south. After a month of constant drills and exercises in Moulmein the final structure of the army was established and Sallat moved the force through Nakhon to Lampang. In Lampang a further five thousand men were gathered from the province's garrison. The Khemer were well aware of Thaton's troop movements and moved their force of fifty thousand men to intercept the invaders. The Khemer general made full use of the Thatonese lack of cohesion given the great size of their force and set traps along the border with Lampang. It was the first assault by Sallat's forces that proved the most costly, they had been told that the defenders were still mobilising when they fell upon his men as they were strung out in column. Sallat's



main general, Pratar Sojat, was taken captive and his cavalry commander Kalat Sai slain along with almost all his force. Sallat, along with Ba Seilat, tried to get his men into their battle lines but the chaos inflicted by the defenders meant that they were still disordered when they were attacked again. This time the Khemer showed no mercy and slaughtered the grand army, leaving only a few survivors to struggle home. Sallat was pulled from his horse in the retreat and cut down by Khemer spearmen. Only Ban Seilat managed to pull free and escape back to Moulmein. Such was the scale of the defeat that the Khemer forces found that their losses were slight, possibly less than five thousand men. So after this chaos left by the climatic changes to the Thatonese way of life and the utter defeat of the greatest army seen in South Asia came unrest on the streets. The populace just could not believe that Sallat was defeated and started to show their displeasure at the king. But with the king dead in Siam, it was left to the young prince Vai Saila to come out and declare a month of public mourning. The prince took the mantle of Regent for Sallat IV and was able to quickly prevent the unrest from spreading by playing on the shared loss he felt and so the kingdom survived. He was to spend the remaining years stabilising the kingdom and gaining influence with the Order of the Burning Lotus. Some solace came from the south as the fierce battles in Siam had left the province destitute.

## **The Kingdom of Annam**

(Buddhist Civilised Open Empire)

*Vuong Nghe Tong II, King of Annam*

Despite the wars to the West, the Annamese were happy to spend these years in idle repose..

# Manchu'ko and Nihon



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## The Minamoto Shogunate

(Shinto Civilised Open Empire)

*Myia, Empress of the East*



The wild lands of the Ochostk were cleared and settled by Japanese settlers but attempts to found a port in Pebzhina proved fruitless as the land was just too inhospitable. The ports of Oki and Mito were connected to the established colonies on the Kamchatka peninsula by a series of trails. The Empress rules from her court in Heian and declared that a magnificent palace be constructed in the city to order her affairs. Over the next few years the “House of the Glorious Rising Sun” was built to her instructions. The Empress was still unable to produce a male heir with her consort Prince Konoe and was advised care by her physicians. In Shimonoseki, General Saito Kaori was to contract a virulent fever and die quickly in 1420. Although it affected members of his immediate household, it did not appear to be a plague but an unfortunate local malaise. Despite his best efforts, Nakamura had little success in persuading the Goryeons to ally with the Empire. Shinto priests, active in Saga, were able to convert the majority of the populace away from Buddhism. The Taira Shogunate, long a protectorate of the Minamoto, also converted to Shintoism.



# The Land under Heaven



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## The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

*Ban Ao, King of Chiang'Ning*



The prosperity of the Chiang lands was also to rise during these years as many of the great cities of the Kingdom grew in size. Ban Zheng ruled from his court in Anhui and was blessed with another daughter but sadly his wife was to die during the birth. His son Ban Qi, was received at court and named heir to the Kingdom. Wang He was to ensure that the old Kingdom of Chengshi became part of Chiangning. In the north, Chen Ju was able to do the same with the Kingdom of Yen. These two acts saw the culmination of many years of diplomacy to re-unite the Empire of the past. The rules of Chengshi and Yen were awarded titles of Gōngjué and left to rule their estates as Ban Zheng's subjects. Xuan Si was aided by Chiang agents in escaping from capture by the Chang and managed to find his way north to Anhui. The death of Kai Yuan came as he was gathering information for Wang He's diplomatic mission to Chekiang.

