

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE AMERICAS

### Turn 88

1422 ~ 1425 Anno Domini

825 ~ 828 in the year of the Hegira

4059 (Water Tiger) - 4062 (Wood Snake)

### 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>

# North America

## The Huron Confederacy

(Open Empire)

*Manusawara, Chief of the Huron*



Now part of the Confederacy, the province of Cayuga was to benefit from Huron resources as more wilderness was cleared away. The great Chief Manusawara ruled from sprawling Ossossane and dispatched his son Nain to raid the Fox and the hated Moundbuilders. All went well in Erie as the Moundbuilders were idle and unaware of the Huron threat but as Nain entered the lands of Croix the Fox tribes alert to the his threat and attacked the raiders as they landed off the lake. Nain was lucky to escape with his life and took several wounds in his flight. The newly built canoes were destroyed by the Fox. Manusawara was assisted by Mutano as the affairs of the two tribes stretched the chief's capabilities whilst Prince Monatan watched over the borders from Ossossane.

## The Yokut Tribes

(Open Empire)

*Angry Bear, Chief of the Yokuts*



The coastal farmlands around Dolphin Cove in Ipai were to benefit from years of investment into improved irrigation. To the dismay of the Shamen, the Yokuts continued their reluctance to continue with the old ways of the spirit, preferring to concentrate on commerce and worldly pleasures. As if cursed by the Ancestors for his people's impiety, Angry Bear's wife Screaming Eagle was to suffer two stillborns as they tried for more children. Despite the death of Shadowed Canyon in 1425, he was able to assist Willow Creek and Stealthy Rattlesnake in gaining more support from the Hohokam tribes.

# South America

## The Chimu Kingdom of Chanchan

(Open Empire)

*Ninan Cuyuchi, King of the Chimu*



In the conquered lands of Choco the port of Tumaco was built. No sooner was the port completed then traders set out north to the Mitlan city of Chalchuapa in Achi. Ninan Cuyuchi continued to ensure that the entire Chanchan kingdom was to benefit from the royal highway as the road was extended to Calamarca, Huari and the new city of Tumaco. Quehar took charge of nearly eight thousand men and set off north to quell the brutal Cuna. The province continued to be a thorn in Ninan's side as yet again the Chanchan forces were ambushed by the wild tribesmen. Quehar was to suffer mortal wounds in the conflict and died on the retreat back to Choco. Leaderless, the Chanchan forces set up a fortified camp just within the Choco border and waited in dread for the orders to return to Cuna. Before his death in 1424, Vicaquiao was able to gain the allegiance of Caranga.

## Chichen Itze

(Open Empire)

*Soruc Teel II, Chief of the Chichen Itze*



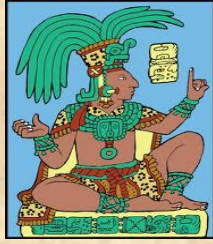
Soruc Teel II, King of the Mayans, spent these years overseeing his growing nation. A port city was built in Boruca bordering the Sea of Panama and named Borulat after the province and a high palisade built around the city's boundary. His brother and appointed heir the Prince Soruc Sayala was to marry from the great House of Yucatec yet despite spending the majority of his time with his new wife, the prince was unable to sire a child. The king had no such difficulties as his wife presented him with another son in 1425. The old family ties were shifted from the clans to ones of fealty to the king as Mayan society embraced feudalism. Prince Syola Teel was defending Boruca with Sorus Teel patrolling the kingdom when the old general contracted a sudden fever and died in late 1422.

## Zapotec Mitla

(Open Empire)

*Tiazopilli, Chief of the Zapotecs*





On the coast of Achi, the port of Chalchuapa was built to take to gain access to both the Gulfo de Nicoya and the Gulf of Tehuantepec. King Tiazopilli ruled from Mitla after taking command of the sizeable Zapotec army. He announced that the beautiful Princess Chalchiutl, renowned for her bluntness as much as her looks, would assist him in the Mitlan court. Prince Zipilli was sent out on patrol with the smallest of escorts and begun to wonder if the King had any faith in him. Chimalli was sent south to Nicaro to assist Chichahua in diplomacy and to gain a bride for the king. They were accompanied by Achcauhtli and were able to gain tribute from the region.