

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE EAST

Turn 89

1426 ~ 1429 Anno Domini

829 ~ 832 in the year of the Hegira

4063 (Fire Horse) - 4066 (Earth 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/lot24>

...and following the instructions on that page.

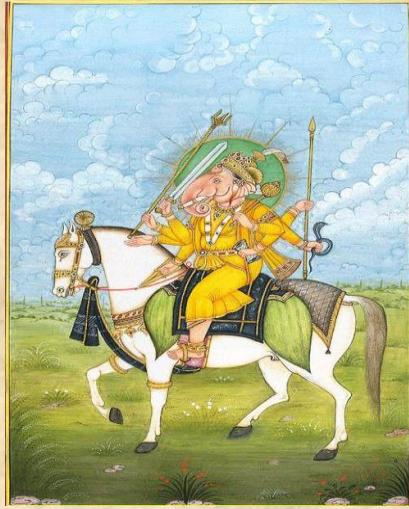
VARIOUS FEES AND LEVIES

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 II, Raja of Kaunaj



More converts were gathered from both Om'Chu and the lands of the Ghazni. Sadly, the old Raja of Nadavaria was to pass away and his son was not willing to provide men to support the Rajputi; although he did retain the alliance between them. Once again, the great cities of the Rajput kingdom were to grow in size as the wealth of Suresh's lands grew during these years of peace. Years that may possibly be troubled as news came of a mighty host being raised in the Karakhanate to the west. Suresh showed that no small detail was beneath him as he invested heavily in the large fishing fleet base in Benares. Ruling from Kaunaj, the young Raja was blessed with a son born to his wife Neela. Some influence was gained with the Western Dhara through the efforts of Rashindram and a promise of marriage to the Princess Thali. However, Molam was unable to gain any diplomatic agreements with the Und.

South East Asia and the Islands



The Kingdom of Thaton

(Buddhist Civilised Open Empire)
Yai Saila, Regent of Thumunnabumi



These years saw Thatonese society move from one of ties to family clans to one of feudal obligation to the nobility. In reality, the leaders of the clans were given hereditary titles and forced to pledge allegiance to the crown. However, attempts to improve the piety of the Thatonese floundered despite the efforts of their priests. The regent, Yai Saila, gathered the Thatonese forces in Moulmein whilst he waited for his allies from Akyab to arrive. His forces gathered, Saila marched south to Lampang to prepare to attack the Khmer province Siam once again. Pratar Sojat remained a prisoner of the Khmer despite his efforts to escape capture. Saila was accompanied by all of his generals and the lords of Taunggyi and Akyab as he attacked Siam. News quickly reached him that the Khmer were prepared for the attack and the Thatonese scouts were captured and killed. Trusting in his abilities and in that of his men, Saila pressed on. He had, however, load the dice in his favour be sending in several groups of assassins against the Khmer leadership before the battle. Most of the assassins were captured and killed by the Khmer but

luckily they were to mortally wound the able Khmer general and force the defenders to rely on less experienced leaders. With the battle now more evenly matched, Saila forces took full advantage of the death of the Khmer general. In the ensuing conflict the Khmer king, Phot Pen-Pen II, was killed and suddenly the defenders broke. As the defenders fled to Khemer, Saila cavalry cut down any stragglers mercilessly. The province of Siam fell to Saila's forces shortly afterwards

The Kingdom of Annam

(Buddhist Civilised Open Empire)

Vuong Nghe Tong II, King of Annam

Quiet times in the kingdom except for the unexpected death of Phung Hung in 1428.

Manchu'ko and Nihon



The Minamoto Shogunate

(Shinto Civilised Open Empire)

Myia, Empress of the East



The lands of the Ochostk continued to see an influx of settlers as did Pebzhina where the port of Oki was founded on the Zaliv Shelikhova. A new port was also founded in Ochostk and named Irkutsk. To connect the ports of the Minamoto colonies together the postal road was extended to Irkutsk and to link in Oki. The city of Aomori was finally converted to the Shinto faith as the Empress's priests continued to restore the faith of the ancestors to her lands.

The Land under Heaven



The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

Ban Ao, King of Chiang'Ning



Over ten thousand men were recruited from the Kingdom's elite in Chengshi as Ban Qi prepared to once again conquer the Chang. His forces were joined with those of Jiangnu Wan before the army marched out of Anhui for Hupei. The Chang had spent these years preparing for Ban Qi's invasion and had gathered together an impressive army of nearly fifty thousand men. Despite their numerical advantage and their able generals, the wily Ban Qi managed to attack on his own terms. His forces battled the defenders to a stalemate but their numbers began to tell and Ban Qi was forced to slowly pull his men back to Anhui. Xuan Si was slain by Chang irregulars as he pulled back with the army but the core of Ban Qi's army was to survive. Ban Zheng continued to rule his kingdom from Anhui and was assisted by Yao Ke. Before his death in 1426, Wang He ensured that the Western Song remained under Chiang influence; especially given that rule of the

Song lands was to pass to their king's son.