

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE AMERICAS

Turn 91

1434 ~ 1437 Anno Domini

837 ~ 849 in the year of the Hegira

4071 (Wood Tiger) - 4074 (Fire 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 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 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 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 of 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 Yokut Tribes

(Open Empire)

Angry Bear, Chief of the Yokuts



The great road was extended down to Scorpion Pass. While Angry Bear ruled from Yokuts, along with Misty Morning, Stealthy Rattlesnake continued to improve relations with the Hohokam Tribes in Paiute. Young Sea Lion was declared Angry Bear's heir and welcomed into the tribal councils. Finally, the grip of the shaman's on Yokut life was loosened.

The Atakapa Tribes

(Open Empire)

Nytah, Chief of the Atakapa

Fearful of the sickness spreading from the north, Nytah immediately prevented any traders from the infected lands. The ships coming from the Moundbuilder ports were turned back by Nytah's men. More resources were sent to the valuable region of Mejalero, nearly clearing back the scrubland. Nytah also oversaw the start of a basic road between the province and the Atakapan heartland. He travelled to the lands of the Chichimacha to persuade the coastal region to join the councils but with little success despite his generous gifts.

The Moundbuilders

(Open Empire)

Mahamon, Chief of the Moundbuilders

The eastern plague spread from the Huron lands into Saginaw and Erie, sweeping all before it. The great city of Adena fared the worst as bodies choked the streets, wiping out almost all its people. Mahamon had sent settlers into the lands of Erie and these too were to suffer severe losses as they came in contact with the people of those lands. Travelling with Tomahk to Miami to secure the loyalty of that region, Mahamon married the chief's eldest daughter. A plain and overweight child, Mahini proved fertile when she bore Mahamon a son in 1437. Mahamon and his new family were lucky to survive the plague as they travelled east to Erie to collect the warriors of those lands, depleted as they were. Surprisingly, Tomahk did not die from the plague but from wounds suffered whilst hunting with the Miami. His efforts did bring tribute from the tribe though.

The Ute

(Open Empire)

Little Wolf, Chief of the Ute

Little Wolf was content to remain in Ute and oversee his mighty domain. Settlers moved to Moache to strip back the wilderness and build new farms. Black Hawk moved to the lands of the Chiricaua in order to gain greater tribute from the tribes. The powerful warrior came to blows with the chief's brother before he made himself known, a misunderstanding that soured any possible diplomacy. With the lands of the Hopi stripped of its people years earlier, Hunting Bear moved to Bannock to search for new people for the Ute but the mountains proved empty.

South America

The Chimu Kingdom of Chanchan

(Open Empire)

Ninan Cuyuchi, King of the Chimu



Great aqueducts were built in the cities of Huari, Cuzco and Chiclayo to collect water from the mountains. Ninan Cuyuchi moved to quell any unrest in Valdivia as worrying signs of attempts to secede. He sent Prince Apo-Mayta to Uru with Inti Cusi to prevent that region from joining Valdivia. Potifful resistance was offered to the Cuyuchi regime from these regions and they were quickly garrisoned with men loyal to Chanchan.

Chichen Itze

(Open Empire)

Soluc Teel II, Chief of the Chichen Itze



With the royal road completed from Tikal to Lenat, Soluc Teel found that the immense task of ruling his kingdom became easier. The province of Kekchi was once again part of the kingdom due to the efforts of Karayla. He had to refuse their offer of fealty and simply accept recognition of Chichen Itze's sovereignty; otherwise, the king's recent gains would have achieved nothing. Thanks to the efforts of Soluya and Rurolaya, the kingdom's belief in the gods was further eroded.

Zapotec Mitla

(Open Empire)

Tiazopilli, Chief of the Zapotecs



Tiazopilli was delighted that the old clan leaders of the kingdom were happy to swear loyalty to the crown rather than clan and accept his right as their feudal lord. He continued to meddle in the mercantile affairs of the kingdom whilst spending time in his Mitla estates. His wife, Citlalmina gave birth to a daughter called Xiadani, meaning flower, in 1434. His cousin and heir, Prince Zipilli, married Nayeli of Mitla and despite the affairs of state managed to father three children. The Princess Chalchiuitl led the continued efforts to erode the power of the priesthood in Zapotec life.