

Lords of the Earth, Campaign 30, *Europa!*

2.3.2 International Trade Value

* **change** * part of the calculation for ITV

WAS:

Your nation's Imperial Size divided by your Imperial Size divisor.

NOW:

Your nation's Imperial Size divided by your Imperial Size divisor **or** your nation's Infrastructure rating divided by your Imperial Size divisor, whichever is greater.

2.3.13 Economic Fluxuation (Optional Rule)

All economies can go through economic fluxuation. This is determined by the economic base of the nation.

	NFP	GPv	Agro	Tech
Slave	+	-	+/-	1
Guild	-	+	+/-	1
Agrarian	+/-	-	+	0.9
Free	+/-	+/-	+/-	1.1

This percentage can be as much as 20, but averages about 10, and can be further modified by other **GM** conditions.

This rule originated with Jim Chaney in the old Lords 19.

2.10.4 Project Support

* **change** *

In the Project support equation **IS** now stands for the Imperial size **or** the nation's Infrastructure rating, whichever is greater.

Please replace section 2.12 in the v. 5.6.7 rulebook with the following:

2.12 The Leaders

* **change***

Each nation can have a maximum of [Tech level + 6] effective leaders in total. This includes Kings, Heirs, Princes, Bishops, Lieutenants and all forms of minor leaders. Some types of leaders are also limited in number, as per the following:

- * One King (K)
- * One Heir (H)
- * (BL) Lieutenants
- * [(BL/2) Princes (rounded up)]
- * (BLx5) Minor Leaders

continue to the rest of the section, starting with the first example in the book. Please note, that in campaign 30 there are no allied leaders.

5.6.5 **Construction: Increasing a region's GPv**

Players may wish to increase a region's GPv. The following is how to go about it. Should any of these rules seem to contradict existing in the same rules section, this section takes priority.

5.6.5.1 **Colonizing Islands**

Any named island may be colonized to 1 GPv.

5.6.5.2 **Increasing the GPv of a Populated Region**

Any cultivated region may be increased from 1 GPv to 2 GPv.

In addition, an empire may increase its home region's GPv. The region must be cultivated to do this. An empire may increase the home region from 2 to 3 GPv on one turn, 3 to 4 the next, and 4 to 5 on the following turn. There is also a Tech Level limitation. Also, once increased past a 2, a player may not move his capital for 100 years after the last increase. This rule is waived only if

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the home region were captured, and then only by the GM allowing it. Table 5-12 shows the cost in GP/NFP/TL.

Table 5-12 Increasing a Region's GPv

to GPv level	GOLD	NFP	TL	Region
2	15	15	any	any
3	20	20	5	home
4	25	25	7	home
5 *	30	30	9	home

* maximum allowed increase

There is one other exception to the homeland restriction: A player can restore the GPv of a region that has been reduced by an SE action (see rule 6.2.4.32, addition); treat the region as "home" for this purpose.

6.1.12 Minor Leaders

Diplomats, explorers & spies are lesser skilled forms of the other leaders. They are a strange cross between leader and unit. They cost nfp and gold to build, but require no maintenance and perform certain leader type actions. They can do almost anything a regular leader can do, but are less effective.

Diplomats and explorers cost 4 gp & .2 NFP to build. Spies cost 10 gp & .2 NFP. You must always build in multiples of 5 of any types and you are allowed a maximum of 5 of any types per BL. The only exception in building in multiple of 5 is when replacing lost minors. Anyone can rebuild a lost minor by paying the gold and 1 agro point. If you wish to build more minors but you would go over your maximum allowed (as per rule 2.12), you can designate a number of leaders to be on Standby/Reserve. They can be activated any time, for the purpose of establishing an embassy

(even in the middle of a turn, via email to the GM), and will otherwise stay on SR until conditions would permit their activation (tech increase).

They also count against the maximum number of leaders a player may have, with one exception: Diplomats in an embassy. Diplomats in an embassy do not count against the maximum number of leaders allowed (see rule 2.12), but still count against the maximum numbers of Minor Leaders per BL level.

EXAMPLE: The Tunisians, a Tech level 4 nation has a BL level of 2 with a King, an Heir, a Prince, 2 Lieutenants, and 10 Minor Leaders (7 Diplomats, 2 Explorers and 1 Spy). As per rule 2.12, they are allowed a maximum of 10 leaders. They have 10 minors which is allowed by rule, but would seem to have too many leaders overall. A careful check of the player's turn sheet in this case shows 6 minors in various embassies in the area: campania, verona, provence, granada, catalonia and latium. This yields an, in effect number of minors to 4 (1 diplomat, 2 explorers, and 1 spy). Add to that 5 regular leaders and Tunisia is at 9, just one short of maximum.

You may convert diplomat to explorers, or explorers to diplomats at the cost of 3 GP each.

You may convert diplomats or explorers to spies at the cost of 7 GP each.

Such conversions take place in the HBZ of a nation, and take a Re-Equip Troop action (6.2.4.36) to complete.

Spies once built or converted, cannot be converted to anything else.

Unlike other units, minor leaders cannot be

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demobilized as per rule 5.4.5 for the NFP.

6.1.13 **Diplomats**

Diplomats are capable of the following actions: Diplomacy (6.2.4.11), Diplomatic Conversion (6.2.4.12), Movement (6.2.4.24), Secret Diplomacy (6.2.4.33), Establish Embassy (6.2.4.38) Their base chance for success is about 20% of a normal leader. This will be modified by other GM generated modifiers.

6.1.14 **Explorers/Surveyors**

Explorers are capable of the following actions: Evade (6.2.4.15), Explore (6.2.4.17), Movement (6.2.4.24). Their base chance for success is the same as diplomats.

6.1.15 **Spies**

Spies are capable of the following actions: Evade (6.2.4.15), Incite Rebellion (6.2.4.19), Investigate Location (6.2.4.20), Movement (6.2.4.24), Battle Assistance (7.2.2), Jailbreak (7.2.12), Kill Leader (7.2.14), Kill Ruler (7.2.15), Rearrange Expenditures (7.2.18), Subvert Leader (7.2.26), Support Diplomacy (7.2.27). Their base chance for success is 33% of a normal leader or 20% of the normal INTEL operation.

Spies are capable of many more actions than other lesser leaders, (hence the higher cost to build them).

6.2.4.32 **Scorched Earth (addition)**

Any time an SE action is performed by a leader, there is a chance (GM determines %) to devalue the region's GPv. If this happens, said region can be rebuilt to original levels by use of rule 5.6.5.2 by treating the SE'd region as "home" for this purpose only.

6.2.4.38 **Establish Embassy (Optional Rule)**

Code: EE

BAC: Entire turn

To establish an embassy, send a leader to a region (of at least tributary status) that is controlled by the nation that you wish to open normal relations with. If the nation is willing, then the embassy is established (although initially established in that region, the diplomat will automatically move to that nation's capital). If not, they're liable to send the leader's head back in a box. As a result of this action, the leader is then permanently garrisoned there.

For these reasons it's recommended that minor leaders be used in this role.

(NOTE: this optional rule is to be used only in campaigns with limited information set-up; i.e. it is automatically part of LOTE 30.)

9.1.6 **The Census**

Censuses cost 5 GP per friendly *region*, 1/2 GP per friendly *city* GPv and 1 NFP per 20 GP (round gold & NFP expenditures up) spent to conduct. A National Leader (King, Heir, Prince, or Lieutenant) must perform the CC (*Conduct Census*) action.

The effect of the Census is to give your nation a detailed demographic survey of your nation and increase your normal tax rate by 10%. In most cases your NFP production will also increase.

There are four ways for the census to become inactive: A dynastic failure, civil war, if your capital is destroyed or captured, and time. In the Middle Ages the time limit is 50 years.