

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE EAST

### Turn 93

1442 ~ 1445 Anno Domini

846 ~ 849 in the year of the Hegira

4140 (Water Dog) - 4143 (Wood 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 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](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](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.

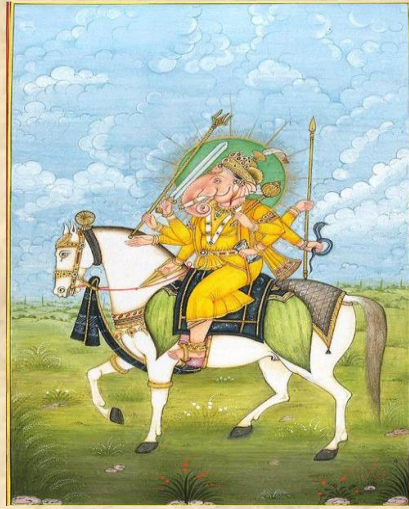
### **VARIOUS FEES AND LEVIES**

At the moment the turns cost \$5 – please pay up 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>

# India



## Pratihara Kingdom of Kaunaj

(Hindu Civilised Open Empire)

*Suresh II, Raja of Kaunaj*



Attempts to find signs of cults or traitors in both Kaunaj and Rajput found nothing of interest. Hindu priests were active throughout the frontiers, gaining converts in Om'Chu and Registan. Suresh's sadness at the passing of his sister Thali in 1442 was lessened by the birth of a young daughter. While he ruled from Kaunaj with Aram and Aaram by his side, Rashindram was dispatched to Avanti to gain support of the province. Aaram was to catch a fever in 1443 and died from its effects. Molam travelled to Lahore to discuss an alliance with the Ghaznavid, offering gold and the hand of Suresh III in marriage. Gathering an army of eighteen thousand men, half of which were cavalry, Rojan travelled north to Sahis before attacking the Saffarids in Ajmer. The Saffarids had little time to prepare as Kaunaj was seen as an ally; indeed, only recently had tribute been sent east to the Pratiharas. Even though they outnumbered the invaders by nearly two to one, the Saffarids suffered from poor leadership compared to Rojan's force and were badly mauled in the encounter. Their forces fled in disarray only to be cut down by Rojan's cavalry with only a few hundred making it back to Edrosia.

# South East Asia and the Islands



---

## The Kingdom of Thaton

(Buddhist Civilised Open Empire)

*Sai Pai, King of Thatoni*



King Sai Pei continued his rule from Moulmein and ensured his dynasty by marrying his son into the Thatonese nobility. Security of the realm was Sai Pei's greatest concern and he ensured all his generals were on high alert.

# Manchu'ko and Nihon



## The Minamoto Shogunate

(Shinto Civilised Open Empire)  
*Sasaki, Emperor of the East*



Life in the colonies of Mito and Kizarzu became a little easier as the cities were improved. The imperial highway was extended to connect Ohostk to Magadan. Shinto priests were able to convert nearly a quarter of the islanders of Marianas but had little success in Tumin, Palau and Nan-Patol. Emperor Sasaki ruled from Heian and was blessed with three children. The Princess Nanba's diplomatic efforts in Tumin saw her barely escape with her life after she accidentally insulted the chief of the mountain region. However, Prince Makala Makai of Nan Patol successfully gained an alliance of sorts from Palau. Tokudaiji Yukinaga took control of the fleet based in Yamato whilst Shigenoi Natsumi prepared Yamato for any attacks.



# The Land under Heaven



## The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

*Ban Qi, King of Chiang'Ning*



Great aqueducts were constructed in Chengshi, Suzhou, Quwo and Tainan. Attempts by priests of the Chiangning to increase the nation's piety failed. Ban Qi was to father a daughter on his young Song wife; his rule from Anhui continuing unabated. The efforts to increase the influence of the Chiang with Hupei bore little success despite all the efforts of Jiangnu Wan and Yao Ke. However, the groundwork provided by Bas Ki and Meng Lun enabled Shang Hu Hai to improve relations with Tai Pei.