

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE AMERICAS

Turn 94

1446 ~ 1449 Anno Domini

850 ~ 853 in the year of the Hegira

4144 (Fire Tiger) - 4147 (Earth 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 Atakapa Tribes

(Open Empire)

Nytah, Chief of the Atakapa



The cultivation of Chitimacha continued apace with Chief Nytah travelling to the province to improve relations with their chief. He was to survive the first of the plagues sweeping across his nation but news came of a more virulent disease spreading out from the east.

The Ute

(Open Empire)

Little Wolf, Chief of the Ute



The plague reached the lands of the Navajo and caused great suffering. This was still the fringes of the Ute lands but its effects were felt further north when a messenger from the province unwittingly gave the disease to Little Wolf. The chief was to die in 1446 and handed control of the tribes to Grey Wolf's younger brother. Hunting Bear confirmed that the lands of Paiute and Yavapai were virtually empty of people. He was attacked by a bear whilst exploring the provinces and died of his wounds in 1449. Settlers were to move to the Hopi lands and claim the province for the Ute. Despite the efforts of Black Hawk, he could not improve on the alliance with the Chiricaua.

The Huron Confederacy

(Open Empire)

Monotan, Chief of the Huron



With the easterners in retreat back to Naskapi. Chief Monotan gathered his warriors to strike back at the invaders. Crossing the wilderness to the Naskapi lands, Monotan led his two thousand braves against Le Marteau garrison. The invaders were unprepared for the attack and Monotan initially had the advantage. However, superior training and weapons meant that the Order forces quickly overcame Monotan's men and forces the survivors back to Huron.

South America

The Chimu Kingdom of Chanchan

(Open Empire)

Apo-Mayta Cuyuchi, King of the Chimu



Priests from Chanchan were active in Valdivia and managed to bring the populace their back from their worship of the Moon Cult. While Prince Apo-Mayta was discussing settlement with the Uru, his father passed away in 1446. The prince was declared king and the Cuyuchi dynasty remained in control of Chanchan. Through the wild lands of Cuna, a canal was dug to connect west to east. Although not completed in during these years, great progress was made. With the Chanchan fleet, Titu Manco set out to explore the waters around the Galapagos islands before returning to Chanchan. His attempts to explore the northern waters of the Gulf of Tehuantepec met with failure due to fierce storms. The ongoing purge of his family for signs of Salmayacua support saw Prince Pahuac Cuyuchi arrested and tortured. The prince was to admit under duress he supported their claim but died before naming anyone else.

Chichen Itze

(Open Empire)

Soluc Sayala, Chief of the Chichen Itze



King Soruc Sayala oversaw the Mayan kingdom from his court. Prince Korat was married in a lavish ceremony to the Mayan nobility but was unable to father a successor for the Soruc dynasty. Princess Loloa was also to marry during these years and gave birth to a young son in late 1449. With the plagues spreading south, an aqueduct was started construction in Chichen Itze. Hopefully to be completed before they spread to the Mayan lands. Karayla was rewarded for his persistence in Kekchi when an alliance was signed with the chief of the province. Rurolaya was to die of a fever in 1449 after supporting Soluya in the defence of the kingdom.

Zapotec Mitla

(Open Empire)

Chimalli, King of the Zapotecs



The aqueduct in Mitla was completed just before the arrival of the plague in Totonac. Luckily, the northern province was the only area to suffer from the plague in Zapotec during these years. Queen Cozamaltol settled down to married life with Prince Chimalli after her coup. Sadly, their attempts to have children was thwarted by the Queen's age; Cozamaltol had never given birth before and at the age of 40 succumbed to complications during childbirth. Once again, the kingdom was in turmoil, Nayla and Cuetlachtli attempted to overthrow Prince Chimalli; who they believed to be a usurper. The wily consort was too clever

for the plotters and sent agents to arrest them as they headed back to Mitla. He used their gory executions to cement his control on Zapotec rule and declare himself king. Before his demise, Cuatlachtli had managed to lay Zapotec claim to Huave but this was offset by rebellion in Nicaro. Nayla had been active with the Cocijo priesthood and gained some Mitla influence with them.