

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE EAST

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.

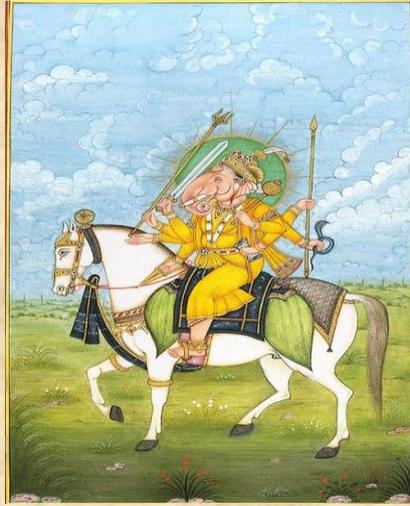
VARIOUS FEES AND LEVIES

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>

India



Pratihara Kingdom of Kaunaj

(Hindu Civilised Open Empire)

Suresh II, Raja of Kaunaj



The great cities of the Pratihara kingdom all grew in size during these years, even the unfortunate Srinigar was to prosper before the Adakh descended upon them. The Adakh had been massing their mountain pastures for the previous years and pressure from other hordes further to the east pushed them into the Kaunaj province of Kashmir. The horde saw the farmers of Kashmir as easy targets and rounded up many slaves and chattels before razing the unfortunate Srinigar to the ground. The mighty fortress of Ishwari was left, its small garrison offering futile resistance to the Adakh warriors. The Adakh travelled on through into the lands of the Uzbek. Hindu missionaries were active in the borders of the kingdom and the lands of the Punjabi were converted away from Islam. Suresh was to rule his mighty kingdom from Kaunaj, his wife Neela produced another daughter for the king. Prince Suresh was to remain in Lahore where he made some progress with the Ghazni. However, in Dhara, Molam was able to gain the full

support of the Western Dhara kingdom through his negotiations and generous gifts. In Avanti, Rashindram was able to gain an alliance from the provincial lord. After his previous success, General Rojan was tasked with pushing the kingdom's borders west into the lands of the Saffarids. He gathered his forces and attacked the Saffarid province of Sind from Ajmer. This time the Saffarids were prepared for the Pratihara assault, they had raised ten thousand horse and the same number of foot and prepared a defensive line against Rojan's forces. At first the battle was undecided with Rojan's forces having the slight upper hand. However, a rally by the Saffarid leader saw Rojan cut off from the main army and killed. Leaderless, the Pratihara forces routed and fled to Ajmer. The Saffarids had survived despite losing more than half their infantry.

South East Asia and the Islands



The Kingdom of Thaton

(Buddhist Civilised Open Empire)

Sai Pai, King of Thatoni



The kingdom was prosperous but the people great cities were beginning struggle to find enough to eat. Wise to the possibility of a famine, Sai Pei ordered the construction of fishing fleets through the kingdom. More pressure was put on the kingdom's farmers when over fifty thousand cavalry were recruited for the imperial army as well as the cities of Rangoon and Bangkok growing in size. Sai Pei continued his rule from Moulmein, taking command of the newly raised troops although most of the new recruits were given to Sallat IV to command. Aware of threats to his kingdom, Sai Pai put most of his generals on alert for any invasion. General Monora was to pass away during these years whilst on patrol from Thaton.

Manchu'ko and Nihon



The Minamoto Shogunate

(Shinto Civilised Open Empire)

Sasaki, Emperor of the East



The island of Palau was protected by a newly built fortress. In Shimonoseki and Edo aqueducts were constructed to improve the life of their citizens. The emperor Sasaki ruled from Heian whilst overseeing the mercantile affairs of the Shogunate's fleets. Princess Nanba travelled to Takama where she was able to gain an alliance with the assistance of Kuga Tara. Makala Makai was to travel with Inoue Rinji where they were able to gain an alliance from the Truk islanders. Shinto priests were able to gain some converts in Nan-Patol but had little success in the islands of Marianas and Palau.

The Land under Heaven



The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

Ban Qei, Queen of Chiang'Ning



Aqueducts were built in Qingdao and Pienching to improve the lives of the Chiang population. Priests were once again active throughout the Chiang lands and were able to improve the nation's piety. Before his untimely death in 4146, Ban Qi was to father a further two children by his Song wife, Ban Na. Admiral Yao Ke was given command of the imperial fleet and set out to explore the waters around Japan. Storms in the Ise Wana and Kinka San saw Yao struggle but despite the loss of a few ships he was finally able to provide rutters for those seas. Unfortunately, Yao was to perish trying to explore the sea route to Okinawa. His fleet returned to port. Jiangnu Wan, with the assistance of the imperial agents, was able to secure a massive improvement in influence with the Chang in Hupei. The death of Ban Qi hit the general hard and he decided to take his not insubstantial army home to ensure the security of the empire. In Shensi, Zhao Gao also had plans for the empire. He attempted to take Bas Ki prisoner but the attempt failed when Ban fought back and was killed. Zhao then commanded Shensi to support his bid for the throne. However, the wily Song ruler decided to detain Zhao at his palace until the succession in Anhui became clearer. In Tai-Pei, Shang Hu Hai was unaware of the threat to the empire and continued to improve relations with the city's leaders. As Jiangnu Wan moved home to secure the empire, Ban Qei had declared herself Queen with the support of her elder sisters. She took command of the army and marched out to meet Jiangnu. The armies met outside Chiangning and Ban Qei demanded Jiangnu's fealty. The general, however, was not going to accept the rule of what he

saw as a young girl and not even next in line for the throne. Ban Qei was not to be dismissed, she had studied diligently the battles of the past and was a well-liked and able commander. The forces inevitably clashed and Jiangnu was shocked to find that the defenders had the upper hand. His forces were scattered and Jiangnu killed as he fled the field. There were some rebellions in the kingdom as local warlords took control. Most notably in the southern province of Ganzhou.