

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE AMERICAS

### Turn 95

1450 ~ 1453 Anno Domini

854 ~ 857 in the year of the Hegira

4148 (Metal Horse) - 4151 (Water Rooster)

### 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/lot24/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/lot24>

...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*



With the plague moving away from the Atakapa lands, Nytah was able to concentrate more of his resources on improving relations with the Chitimacha. He travelled to the region with his warband before gaining their full support

## The Ute

(Open Empire)

*White Stag, Chief of the Ute*



The city of Oraibi was settled by the Ute. Chief White Stag was also to found the cities of Uintah and Towaoc in Ute and Chiricaua. He was to marry Blooming Flower, the widow of Little Wolf, and was blessed with a young son in the first year of their marriage. Young Ouray travelled south to Chiricaua where he continued the diplomacy needed to bring the tribes there further into the Ute. The renowned warrior Black Hawk, gathered the Ute's greatest warriors and laid claim to the lands over the mountains. A small garrison was left in Leoti before the warband launched an attack into the Sioux lands of Arikaree. Black Hawk easily defeated the Sioux in Arikaree before moving through Cheyenne to Teton. However, the Cheyenne and the Arikaree shrugged off the small Ute garrisons and reverted to Sioux control. This meant that as Black Hawk was attacking Teton, the Sioux were harassing his supply wagons. He was forced out of Teton by Soaring Falcon's men but managed to subjugate the Cheyenne once again. The plague swept across the Ute lands and brought death and despair.

## The Huron Confederacy

(Open Empire)

*Monotan, Chief of the Huron*



King Monoton decided to rule his lands from Ossossane and educate his sons Nanasuwara and Nomino in the art of statecraft; this was to involve spending the majority of these years hunting as Monoton believed that it was best to rule by example as a great warrior. Some of Monoton's most loyal warriors were given to

Nequindah for his raid to the East. The warband travelled through Huron, Albany and onto Mecatina before launching a raid into the Naskapi lands. The raiders managed to make off with some of the Christian artefacts so beloved by the Naskapi but their attempts to take some slaves back to Huron were thwarted by the Naskapi and Order garrisons. The Iroquois grew restless at Monoton's rule and decided to take back control of their lands.

## The Carib Tribes

(Open Empire)

*Talin, Chief of the Carib*



The finances of the Carib tribes were stretched supporting warriors sat idle on the islands. Chief Talin ordered that they lay down their spears and settle the lands instead. Chief Talin married from the Carib tribes and was blessed with a young son who he named Kieran. Live was good in the islands before the arrival of the plague from the mainland. Those very warriors that had laid down their arms were the ones to suffer most. Talin blessed the gods that he survived the ignoble death along with his young family.

# South America

## The Chimu Kingdom of Chanchan

(Open Empire)

*Patchi Cuyuchi, King of the Chimu*



The great city of Chanchan was to grow to its greatest extent. The cities of Machu Pichu, Cuzco and Vitcos were to also grow in size. This was a time of great prosperity that was shattered by the arrival of the plague from the north; the lands where there were no aqueducts suffered the most. In Cuna, the fierce tribes saw this as a chance to rebel and raised a force to attack the depleted defenders but their unrest was quickly put down. King Apo-Mayta travelled home to Moche where he took control of the kingdom. He was barely into his rule when he took ill and died of a fever. To the dismay of the nobility, his crippled and obnoxious brother Capac was to be crowned king. Luckily for Capac, Chanchan society revered their royalty and his much more able brother Prince Patchti remained his loyal supporter. However, fate intervened again and Capac was to succumb to the plague, leaving the throne for the only surviving son of Ninan Cuyuchi, the loyal Prince Patchti himself. Tito Manco once again set off to explore the Tehuantepec Gulf from Chanchan. This time the seas were calm and his fleet moved north past Tepuztec to the Bahia Bandera. It was in the seas of the Bahia Bandera that Manco was once again hit by storms. The fierce waters sank several of his ships before he had to beat back to the safe harbour of Chanchan. Inti Cusi was to remain in Uru where he continued to smooth relations with the provincial leaders. Chanchan agents once again interrogated the royal family and managed to purge several lesser members who confessed to supporting the Salcamayhuan's claim to the throne. Priests from Chimu were able to push back the influence of the Moon Cult in Chimu but their continued presence in Valdivia meant that the people continued to worship the Moon over the Sun. Despite the unrest in Cuna, the great canal connecting the Chimu lands to the Carib seas was completed.

## Chichen Itze

(Open Empire)

*Soluc Sayala, Chief of the Chichen Itze*



The Black Death arrived in the Mayan lands as the last stone was laid for the great aqueduct in Chichen Itze. The marvel of engineering was to save the city's population but elsewhere nearly one in three was to perish from the plague. The cities of Tikal and Uxmal were to suffer the most as many of the city's population succumbed to the plague. Karayla survived the plague in Kekchi and managed to persuade the province to become a core part of the kingdom. King Soruc ruled from Maya with Prince Korat and Princess Loloa. They were all blessed with children during these years.

## Zapotec Mitla

(Open Empire)

*Chimalli, King of the Zapotecs*



Only Mitla itself was to escape the worst of the plague, the other regions and cities of the kingdom were to suffer greatly. King Chimalli was quick to put his grief for Cozamaltol aside and married a young bride from the Totonac. Queen Monequiltia was to provide him with a daughter during these years. Chicahua had gained an audience with the fledgling priesthood of the Cocijo. Together with Toton, he managed to sway their priests in favour of Chimalli. Mitzli travelled to Huave where she managed to persuade the errant province to further support the Zapotec cause.