

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE EAST

### 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.

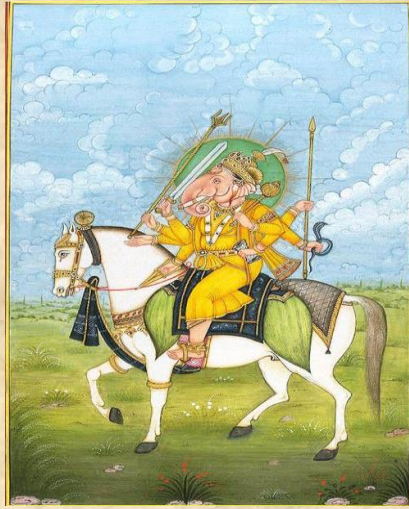
### **VARIOUS FEES AND LEVIES**

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>

# India



## Pratihara Kingdom of Kaunaj

(Hindu Civilised Open Empire)

*Suresh II, Raja of Kaunaj*



In Kashmir, the city of Srinagar was rebuilt after being razed by the Adakh. Suresh was troubled by the emergence of hordes from the north after so many years and ensured that many of his growing cities benefitted from newly constructed walls. Young Prince Suresh was an extremely arrogant individual and despite lavishing the Ghazz with wagons of gold, he was unable to gain their support before he returned to Kaunaj. However, Rashindram was able to fully integrate the Avanti lands into the Pratiharan Kingdom.

General Sajaan was given command of the western army in Ajmer and marched once again against the Saffarids in Sind. This time however, the Saffarids had prepared defences against attack. They had also sent out assassins to kill Sajaan before his forces could attack. Sajaan was prepared for the Saffarids but despite his extensive bodyguard, he was wounded by an assassin's blade. His wounds grew worse during the campaign and without competent leadership, the Pratiharians retreated back to Ajmer. Sajaan did not survive the retreat and died of his wounds. Converts were made amongst the lands of Om'chu, Ghazz and Punjab, although only Punjab was fully converted to Hinduism. Molam travelled to Assam with the Princess Neeta where she was offered in marriage. Her massive dowry was to swell the coffers of the Asomiya



# South East Asia and the Islands



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## The Kingdom of Thaton

(Buddhist Civilised Open Empire)

*Sai Pai, King of Thatoni*



The Thatonese army was already massive but Sai Pai was to ensure that General Monora was fully prepared to besiege Angkor. Hundreds of sappers were recruited with a considerable number of infantry to protect them. Large siege towers were constructed to counter the walls of Angkor. Sai Pai set out from Moulmein with his fifty thousand cavalry. Nearly as many cavalry were commanded by Prince Sallat IV and these two armies combined before travelling south through to Siam. General Monora was to follow behind due to the cumbersome siege towers slow advance. The siege towers were further protected by the army commanded by General Goro Pai. The Khmer defenders numbered roughly half the Thatonese army and contained several elephant squadrons. Their homeland was heavily defended by scattered fortifications and a determination to repeal the attackers. Prince Sallat was to lead the charge into the enemy forces in front of the more cautious Sai Pei and this bravery was to be his downfall. His cavalry ran straight into the heaviest concentration of elephants where they were outmatched and cut down. His death forced the Thatonese to retreat before a distraught Sai Pei once again led his men into Khmer. Disaster struck once again as Sai Pei was isolated and captured by the Khmer. His army was in disarray and fled back to Siam under the command of General Toralya. The victorious Khmer send demands for ransom for his release and the return of Siam.

# Manchu'ko and Nihon



## The Minamoto Shogunate

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



In far Palau, the port of Melekeok was built around the fortress already protecting the islands. A further port was built in Truk to protect the shipping lanes. Princess Nanba led a Minamoto delegation to the rich city-state of Pusan. She offered the hand of the heir, Prince Askikaga, in marriage as well as a large sum of gold and jewellery. Her concerted efforts meant that the Pusan offered an alliance with the Shogunate and let themselves be ruled from Heian. In Heian, the Emperor Sasaki was to educate the young heir in the art of statecraft before ruling the empire himself. Shinto priests were active throughout the island south but had little success with persuading the islanders to convert to Shintoism. After transferring the fleet to Inoue Rinji, Tokudaiji Yukinaga set off from Yamato to successfully explore the Huang Hai. Sakurai of Takama was also to explore the seas around Japan. He was successfully gain rutters for the Amgar Sea.



# The Land under Heaven



## The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

*Ban Qei, Queen of Chiang'Ning*



The warrior queen, Ban Qei, augmented her force with six thousand heavy cavalry, infantry and a number of sappers. She moved to Quwo where the city quickly recognised her sovereignty. The queen then passed through Ganzhou where any rebellion in the province was quickly quashed. She was to then move up to Anhui where the queen offered her hand in marriage to a prince from the Song and cemented an alliance with the northern kingdom. Dou Ziying was able to persuade the small kingdom of Zenzun to join the Chiang through his diplomatic efforts. Fa Che travelled west from Tai Pei to explore the seas off Khemer. His fleet mapped the Mekong Sea in the spring of 1451 but storms hampered his progress into the Penunjuk Wan. He finally managed to map those seas in 1453 before returning to Tai-Pei with a few losses. General Hou Guang met resistance at the cities of Shang-Ching, Tang-Chou and Zhengzhou as they had the temerity to believe they could operate outside of Ban Qei's rule. His force quickly tore down the walls of each city in turn and brutally executed the rebellious city leaders. He successfully quelled their rebellions despite taking an arrow in his side during the assault on Zhengzhou. He was even able to increase the Chiang influence in Hupei during the latter part of 1453. The strength of the Greater Wheel primacy grew during these years through the efforts of Chiang monks.