

Steel Caesar Upgrade Pack 1:

Intro

SCUP1 is a total overhaul of 7K's trade system. The idea is to make trade a bit more granular and meaningful.

It scraps the old system, and replaces it with a system of trade goods. Under this system, players need to travel to other realms with the goods and sell them in order to make money. Though simple, there is the potential for complications. Caravans can be raided, traders can bid on a lords goods, trade leagues can be formed to facilitate trade, ports can refuse entry to rival traders, etc.

~~Additionally, the cost of ship movement is increased. This is essential, because movement should have costs to encourage geogrp~~

Additionally, 2 new SCC Focii are created so that SCCs can better interact with trade. The current Gold SCC Focus is removed.

Buying and Selling Goods

Each claim produces a number of trade goods each year, according to the following chart. These goods are produced and owned by traders, not lords:

Each hold also has a certain amount of demand for goods.

Hold Type	Number of Goods Produced Per Year	Yearly demand for goods
Holdfast	4	5
Port	5	6
Town	6	8
City	7	10

Up to 4 years of goods can be stored in a Holdfast or Port. Up to 5 years of goods can be stored at a Town or City. Any excess will be discarded. The maximum demand is 4 times the yearly demand for goods.

These goods can be purchased by any player in the producing hold. The base price of the goods are 5g, but if there are multiple interested buyers in the goods at the same time, they will have to engage in a bidding war to determine who gets the goods. The owner of the hold may impose restrictions or different prices, at the potential cost of unrest (adjudicated by mods on a case-by-case basis)

If these goods are moved to another realm, they can be sold to the locals at any claim, and reduce the demand of that claim. If the demand for goods is 0, no goods can be sold at that claim until the next year. The locals have a limited amount of spending money. Sales are done at a first-come-first-served basis, unless the holdfast owner applies different restrictions, at the potential cost of unrest.

Sell prices for goods are per the following table:

Hold Type	Sell Price
Holdfast	15
Port	17
Town	20
City	24
Bonus gold for non-adjacent realm	+4

Moving Goods

In order to sell goods, they must be moved to another realm. This is not without costs. Goods can be moved by land or by sea.

Land Movement

Goods can be moved via land using caravans. 1 Caravan can hold 15 goods at a time. All movements which include caravans must be led by PCs.

A Caravan costs 50 g to build and has an upkeep of 5 g per year. There is also a cost of 1g per 10 MPs of movement. When determining movement speed, each caravan counts as 50 foot soldiers.

Naval Movement

Goods can be moved via sea using ships. A ship carrying goods cannot also carry mechanical troops. Ships have the following capacities for goods. Note that docked ships do not have any carrying capacity.

Ship Type	Good Capacity
Longship	1
Ironship	2
Galley	3
Dromond	2
Cog	5
Barge	3

Capturing Goods

Capturing Holds

A captured hold yields all its stored goods to the conqueror. For cities, goods are stored in the city, not the keep.

Capturing Caravans

Caravans can be attacked in the field. Caravans defend with a CV of 50, and are captured by the winner along with all goods. Caravans cannot take part in sieges, and forces with caravans cannot pursue retreating forces (unless they elect to fight without the caravans). Captured goods and caravans can be burned.

Capturing Ships

Captured and surrendered ships yield all goods to the captor. Goods aboard sunk ships are destroyed.

Storing Goods

Goods can be stored in caravans or holds. You can move goods from nearby holds and keep them in your hold.

SCC Focus

There are two new SCC Focii. Existing Gold Focus SCCs must select which new tree to pursue.

New Focii	Trade Focus		(revised) Gold Focus	
Tier	Trader	Smuggler	Craftsman	Tax Man
Tier 1	Gain 1 cog (and sailors) or 1 caravan		Gain income of 75 gold	
Tier 2	+20% gold when selling goods	25% chance to avoid trade restrictions. Can sell goods until demand of -5	Produce 2 goods per year in a hold of choice	-10% unrest in managed hold
Tier 3		75% chance to avoid trade restrictions. Can cause 15% unrest once per year.	Produce 5 goods per year in a hold of choice	+20% gold in managed hold