

New Disco Summary:

- Secrecy posts get one “evidence roll.” Standard 1d50, with only one descriptor: The No-Detect Threshold. If the roll gets above or equal to the NDT, then no discos will be given out. Otherwise, the procedure continues.
- Every requestee must ask within the first 24 hours. Requestees with negligible capabilities in the target country will be denied.
- The approved requestees will get a 1d50 with modifiers. If their roll is higher than the evidence roll then they have evidence. If it ties then they don't.

The first step of the new discovery system is simple. Your post will receive an evidence roll, a 1d50 with no modifiers (or a negative modifier if the mod thinks it's a bad plan). There will only be one descriptor the mod gives you with this roll: the No-Detect Threshold. If your roll is equal to or more than the NDT, then there will be no chance for other players to discover that you were behind whatever nefarious shenanigans you pulled. We have the NDT in order to give you a fair shake, so that the number of discovery rolls we give out doesn't drastically change your chances of getting off scot-free. However, if you miss the mark, be prepared for trouble.

All relevant countries that requested a disco roll within 24 hours of the post's creation will receive a disco roll. This disco roll is a 1d50, with modifiers for a variety of things (see the table below). If a country's roll's outcome is higher than the outcome of the evidence roll, then they're aware of your terrible misdeeds. If there is a tie, or if the disco's outcome is less, then they're not aware.

So the moderators don't have to do more math, the evidence roll is included as a negative modifier. This might make thinking about it harder, but it's pretty much the same. If the roll is negative or zero, then they failed to discover it. If the roll is positive, then they discovered it.

Success here comes in different levels, too. The bigger the difference between the disco's outcome and the evidence roll's outcome, the more one knows. See the other table below for specifics on how we divide it up.

Countries that successfully discover can share that information with the international community, share that information with a specific country or two, or keep it to themselves for whatever reason (possibly blackmail!). They can do this at any time, as well.

#####Modifier Table

Note: These modifiers stack

Disco Modifiers | +x

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P5 | +3

Israel in MENA | +3

India in the Subcontinent | +2

Brazil in SA | +2
Singapore in SEA | +2
AUS/NZ in Oceania | +2
Germany in Europe | +1
Pakistan in the Subcontinent | +1
United States | +1
Target Country | +1
Same Language | +1
Different Language (only for less advanced agencies) | -1
Incompetent | -3

This section is for countries that have improved their intelligence capabilities in-game and have gained a positive modifier.

Dynamic Modifiers	+x

#####Degrees of Success

The result of the roll is the degree of success.

Note: In all of these, the evidence has no limits on sharing

Outcome | Range

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The country has no evidence | Anything below 1

The country has enough evidence to be suspicious. Further investigation is warranted. | 1-18

The country has enough evidence to be reasonably sure, but there are still major doubts.

National action can be justified. Further investigation is warranted. | 19-30

The country has evidence beyond reasonable doubt. International action can be justified. | 31-49
