

T Night's Watch Castle Improvements/Rebuilding

The Night's Watch is Oldest organization in Westeros and is considered to be very honorable. However due to the fact they run the Wall along with the 19 Castles on the Wall it is quite expensive to maintain. Castles Are expensive. Both to construct and to Improve. In addition these Castles Must be manned. The Night's Watch will need donations or expeditions to gather resources because they do not have an Income high enough to maintain them on their own.

Upkeep

The Night's Watch currently at the start of 188 AC has 4 Castles Manned: Castle Black, Eastwatch by the Sea, Stonedoor, and the Shadowtower.

The proposal is that these Castles will cost $(1.1x)60$ Gold per year. Where x is the number of castles held by the Night's Watch. So as it stands the Night's Watch will Spend with 4 castles held gold per year it will be $(1.1*4)60$ or 264 gold per year.

Calculator

https://docs.google.com/spreadsheets/d/1FW6hjFqbmG-dRSOwSf2bKbbPy_ys85uy3mAb4wMdfek/edit#gid=0

Refurbishing

Refurbishing a castle is expensive as you can't just duct tape everything back together, Sometimes sections need to be replaced completely. And this costs money and resources.

The Night's Watch has two means of refurbishing castles. Paying the Southern Kingdoms for the resources which will automatically grant the resources necessary at a cost of 5000 Gold.

OR

The Night's Watch can go and gather wood and stone from beyond the wall in the Frostfangs and the Haunted Forest. These Resources are semi-finite. These resources will be rolled to determine their location of Claimed Camps/Player Controlled NPC Camps. Within the Haunted Forest for Wood and In the Frostfangs/ Frozen Shores for Stone. These will be given as the locations to the Night's Watch after they have chosen this option.

When the Night's Watch decides to refurbish a Castle they must first send out a Ranging to learn the location of resources (a mechanical Ranging). These will be rolled for along the route of the Ranging. When this ranging returns the Night's Watch will be given the locations of Resources. From there they can determine to pay for a Castle or Gather the Resources.

Paying for the Castle Costs 5000 Gold. And Face a cool down time of 5 years before refurbishing another Castle.

Gathering Resources This means you have to send a Force of 300 Men at least with at least 30% being Builders, and set up a camp at the location. This camp will halt attrition (except in Winter.) This will need to be kept up for 2 In Game Years. Once the 2 years have past these men must return and then the Castle takes 3 years to refurbish. At the end of those 3 years it will then cost towards upkeep. Until then it will not. Nor will it have a defense value. When completed the defense value will be equal to that of the weakest Current Castle of the Night's Watch.

Splitting costs can be done. It will work like this.

$\frac{1}{5}$: 1000 Gold. Must take full 2 years to gather resources.

$\frac{2}{5}$: 2000 Gold. Must take 1 and $\frac{1}{2}$ year to gather Resources.

$\frac{3}{5}$: 3000 Gold. Takes 1 full year to gather Resources

$\frac{4}{5}$: 4000 Gold. Takes 6 Months to gather Resources.

If while gathering Resources the Night's Watch is attacked and Loses, they will lose all resources gathered, unless recaptured.

Input from u/DawnSword regarding Castles, Construction, Cost and Labour

Firstly, the **NW does not have to pay for builders that are part of the NW**. Therefore, there would be a reduced cost of construction for the NW and similar set-ups (slave owners for example) that use labour outside the economy of Planetos.

However, Materials would need to be sourced which would naturally cost gold for all players.

Manpower and time:

This can be considered as an extension to the improvement tier, where construction of a keep or an additional unit to a keep would require builders. The Lords would generally have to pay their builders a wage (but as I said, for NW builders are free).

If we can create a value for **rate of building per builder**, it can make construction and the economy more realistic. **This would need some thought as it would add another dimension to SK. "Manpower of Westeros" ...**

Every lord would have a set of able-bodied men who are not troops who can help in building. The builders would need to be paid a wage, just as raised troops cost gold.

If you decide 100 builders would take 15 months to complete a certain construction, then 200 builders would take 7.5 months to complete. Similarly, 50 builders would take 30 months and so on.

If NW are short of manpower/time, House Botley and NW can RP requests for builders to Lords of the realm (if they listen or not, is another question).

Economy:

This is my own alternate version to gold being deducted from NW ...

Let us assume the price the mods decide for restoration is X gold.

You would have to understand that X gold would be LEAVING the economy of 7K. If we could devise a set-up where we pay builders/workers outside the NW to aid in restoration, the money can be transferred to houses in the game. This would keep the gold within the economy of 7K, and the remaining balance would remain with the Night's Watch, **plus there would be more RP opportunities for players.**

(Adding the the last few words, alliances could be used when one house seeks labour from another house for construction. Since they would be friends, the helping house would probably give their friends a discounted rate or bear the cost of labour provided themselves ... etc)

Obviously materials would have to be sourced. The quantities of materials depend on what we are constructing or repairing (important distinction between the two)

So, we can simplify this by slapping a semi-arbitrary value on cost of materials (which would theoretically include cost of acquiring and delivering)

Materials:

I will explain my idea here with a crude example:

Let us assume we segregate castles into levels: Small Castle, Normal Castle, Grand Castle.

Material costs for the three respectively - from scratch: 5000, 12000, 25000

For repairs and restoration, it depends on how much repairs are needed. Let us make two semi-arbitrary categories again: Crumbling and Standing.

These two categories would require 80% and 40% of building work, which we would apportion from the Material costs of the castle.

So, repairing a Crumbling Small Castle would cost = $80\% \times 5000 = 4000$ gold.

Likewise, repairing a Standing Grand Castle would cost = $40\% \times 25000 = 10000$ gold.

Current Castle Conditions:

https://docs.google.com/spreadsheets/u/1/d/1BjlawTkN78nxB1Ew_yNQiXE3L-3OAGE05vW-HINKmQs/edit#gid=0

Ironwood, stone, and other materials must be obtained by the Night's Watch in order to go about their rebuilding efforts. For each castle that is being rebuilt by the Night's Watch, they must also expend Resource Points. For one project the Night's Watch must have at least one Resource Point per month the project takes place (19 months takes 19 Resource Points). Additional workers may cut the time needed to complete a castle, but will not decrease the amount of Resource Points needed. These points can be gained in the follow ways:

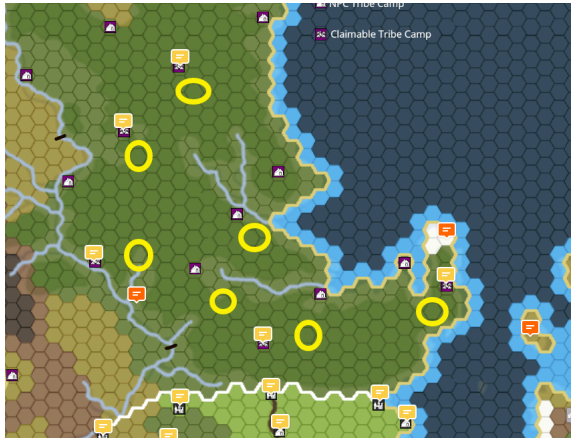
2 points - Ranging Raid

6 points - Destroying a Wildling camp

1 point at the start of each year for each Night's Watch camp of 100 or more inside the yellow circles at the end of each year:

(example)

<https://i.gyazo.com/fadcc3e963e54044fe409e4b45157159.png>



Up to 10 points per year from whichever house controls the Ironwood Forests around Ironrath. This value is replenished at 1d5 points per year.

An army that is transporting Resource Points move at 75% speed rounded down.