

# YourLand Combat, part 1

## Movement

Movement Speed is purely doubled from ITP's set rates due to the double hexes on the map. The Movement Costs are increased by 1 across the board from ITP's so that roads being 1 have more prevalence.

### Movement Cost

Terrain Type	Movement Cost
Road (taking the road through any tile)	1
Fields (Light Green)	2
Hills (Light Brown)	3
Forests (Green)	3
Tundra (White)	3
Mountains (Brown)	4
Swamps (Dark Green)	4
Desert (Yellow)	4
Mountains (Dark Brown)	-

### Movement Speed

Host with Infantry	24
Host of all Heavy Cavalry	36
Host of all Light Cavalry	48
Twenty or Less Infantry (small party)	30
Twenty or Less Cavalry (small party)	60

- Mixed Host moves as fast as its slowest unit
- When an army reaches the size of 5,000 troops, it will have its speed reduced by 1, and the speed will be further reduced by 1 for every further 1,000 men in the army, to a minimum of 12

## Battles

- $(\text{CV Team} / \text{Total CV of both Teams}) * 100 = \text{a percent}$
- Consult the chart below after you find how many dice you roll for the given percent
- Each side rolls, and then loses a percent of men equal to what the other side rolled (think of the result rolled as the strength of the attack being inflicted on the other side).

% of CV	Roll	% of CV	Roll
7.5 - 12.5%	1d10	47.5 - 52.5%	5d10
12.5 - 17.5%	1d10 + 1d5	52.5 - 57.5%	5d10 + 1d5
17.5 - 22.5%	2d10	57.5 - 62.5%	6d10
22.5 - 27.5%	2d10 + 1d5	62.5 - 67.5%	6d10 + 1d5
27.5 - 32.5%	3d10	67.5 - 72.5%	7d10
32.5 - 37.5%	3d10 + 1d5	72.5 - 77.5%	7d10 + 1d5
37.5 - 42.5%	4d10	77.5 - 82.5%	8d10
42.5 - 47.5%	4d10 + 1d5	82.5 - 87.5%	8d10 + 1d5
47.5 - 52.5%	5d10	87.5 - 92.5%	9d10

### Note

- For small scale conflicts, Freeform rolls may be utilized by the mods in preference over full mechanics.
- A CV of less than 7.5% can trigger a last stand, if there is a PC with the smaller army. A last stand being one battle with no retreat possible.

See retreat rules below for how those scenarios play out.

## Tactics

Tactics are chosen prior to the battle being rolled. For NPC armies, a 1d5 will be rolled to see which they use.

1 = 1d3, 2 = 1d5, 3 = 1d8 change in battle rolls

Combat Tactics		Combatant B	Combatant B	Combatant B	Combatant B	Combatant B
		Centre Focus	Flanking Focus	Hit and Run	Charge	Withdrawal
Combatant A	Centre Focus	0	-2	-1	+1	+2
Combatant A	Flanking Focus	+2	0	-2	-1	+1
Combatant A	Hit and Run	+1	+2	0	-2	-1
Combatant A	Charge	-1	+1	+2	0	-2
Combatant A	Withdrawal	-2	-1	+1	+2	0

Tactics' bonuses and maluses are further modified in specific terrains.

	Centre Focus	Flanking Focus	Hit and Run	Charge	Withdrawal
Grasslands	0	0	0	0	0
Hills	-1	0	+1	0	0
Forrests	0	+1	-1	0	0
Mountains	+1	-1	0	0	0
Swamps	0	0	0	-1	+1
Deserts	0	0	0	+1	-1

- If the battle is between a user and a NPC, only the first set of tactics will be used. The NPC will roll a 1d5 in that case.
- When a battle occurs, in peacetime the two users will have 12 hours IRL to submit their tactics before they are rolled for. In war time, the timeframe for waiting will be at the discretion of the mod team.
- During that time period, the users can also decide whether to have their commanders duel during the battle too. Duel mechanics will be covered in the NAC review.

## Commander Bonuses

To receive a commander bonus, a certain commander needs to have survived a certain % chance of dying in combat. Here are the rules regarding them:

1. One Commander Bonus per character, only PCs can get Commander Bonus
2. Death Rolls should be accumulated and presented by the user to the mod team for a particular character to receive a Commander Bonus and the user select which (if multiple)
3. Characters with Commander Bonus's will be kept on a wiki page/spreadsheet
4. In any instance where the user wants the Commander Bonus used in a battle, the user must express a reminder to the mod team in the modmail or conflict commit post saying so in advance of the battle being rolled
5. If no reminder is expressed, then the Commander Bonus will not be utilized in the relevant battle

Death Chance Survived Total	Title	Benefit
140%	Brilliant Tactician	1d5 change in battle roll
80%	Vanguard Commander	1d5 change in battle roll, 10% additional chance of dying
40%	Excellent Marcher	Army receives extra four movement speed

Death Chance Survived Total	Title	Benefit
5 Battles of Foot Only, 80%	Man of the People	Your foot has +1d5 bonus if no cavalry is in your army
5 Battles of Horse Only, 80%	Master of the Field	Your cavalry has +1d5 bonus if no foot is in your army
5 Battles with DV Incorporated, 80%	Defensive Leader	You have +1d5 bonus if in a battle where you have DV

Death Chance Survived Total	Title	Benefit
3 Battles on Desert tiles, 50%	Sand Warrior	+1d5 in Desert tiles
3 Battles on Mountain tiles, 50%	Mountain Czar	+1d5 in Mountain tiles
3 Battles on Forest tiles, 50%	Wood Devil	+1d5 in Forest tiles
3 Battles on Hill tiles, 50%	Hill Hero	+1d5 in Hill tiles
3 Battles on Tundra tiles, 50%	Tundra Titan	+1d5 in Tundra tiles

## Defensive Terrain Bonuses

Terrain	Grasslands	Hills	Forrests	Mountains	Swamps	Deserts	Passes
Bonus	-	40%	-	80%	-	-	-

These bonuses are to CV when two armies meet, the stationary army gets the bonus.

## Attrition

Equation to calculate attrition:

$$Z = X(1.0\%) + M(0.5\%)$$

Z = men lost

X = 1k men above the maximum

M = months since the last moment at friendly keep/village

Terrain	Grasslands	Hills	Forrests	Mountains	Swamps	Deserts
Limit	20k	15k	15k	10k	10k	5k

- Crannogmen travel in swamps as if they were in grasslands
- Dornishmen travel in deserts as if they were in mountains
- To be impacted by attrition, an army does not need to have spent an entire month away, but rather have moved away from the range of the holdfast (1 tile away) or from a village
  - Stationing an army in a friendly (one that accepts the army in without IC made reservations) holdfast or village will reset the attrition progression

## Retreat

- Roll 1 (amount of force that can be engaged/gets away)
  - 2d50 = percent who can be engaged
    - 1d50 → 25.5 ideal avg → 51 ideal roll
    - 85 or higher roll = full force automatically can be engaged
    - 10 or lower roll = full force automatically gets away
- Roll 2 (PCs)
  - Use above percent to determine which group they are in with a 1d100 roll
  - Unnecessary to roll if roll 1 result is 10 or less

### Bonus

- For every 10 movement speed (rounded down) above that the retreator is than the pursuer, a -5 will be applied to Roll 1

## Fording

Any river can be forded by any amount of force. It brings with it a 75% death chance in a 1d100 for all who attempt to do so including mechanical troops as well as PCs.

### Malus

- Any portion of a river that can be sailed on by Ironships, Galleys, and Cogs carries with it a -15 to the above 1d100 roll.

### Notes

- Large armies will have their armies rolled in groups of 100
- Timeframe for crossing a river is:
  - An additional movement cost that is the higher of the two tiles being crossed