

Combat Mechanics

Mustering your troops

The player can submit a mustering order at any time to raise troops from their land for battle. It takes 24 hours starting from the nearest 6 hour interval in UTC time for the troops to muster at your holdfast and be ready to fight. This amount of troops can be any amount, up to and including all of the troops at a claims disposal.

Moving your troops

When your troops are finished mustering you can then begin to move them across the map. Each army can move at a total of 6 Travel Cost per day (24 hours). Tiles have different terrain which represent a different amount of travel cost (see the chart below).

Terrain	Travel Cost
Field	1
Forest	2
Hill	2
Mountain	3
Sand	3
Swamp	3

Starting from your holdfast, draw a line to your destination. Send your travel path via modmail or automod along with the total travel cost of your journey. A mod will process your movement order and post your arrival.

An army with a size below 21 units (of any type) moves twice as fast. An army composed solely of Cavalry moves twice as fast. If your army is both under 21 units and only made up of Cavalry you will move four times as fast. An army over the size of 1000 units will have its speed halved. An army over the size of 5000 units will have its speed quartered.

Maintaining your troops

Infantry costs .1 gold per unit per month.

Cavalry costs .4 gold per unit per month.

During the Winter season all costs are doubled. If your troops are slain in battle they will regenerate at the rate of 15% every year starting from the first month.

If a claim runs out of gold their troops scatter and return home to their lands. These troops suffer a casualty rate of 50% (to represent soldiers never returning to their lands). This does not trigger a movement order. The troops are simply slashed in half and automatically returned to their holdfast, and are then unable to be raised for the rest of the in-game year.

Troop type

Each claim has a specific amount of Infantry and Cavalry that they can use for combat. This number can be increased through different improvements that can be built in your holdfast along, certain skills or from being in control of a Resource Tile.

Infantry represent the rank and file of your army, drawn from the peasant class of your lands. They cost .1 gold and have a Strength of 1. They move at the standard speed described above without any modifications.

Cavalry represent the elite mounted warriors of your army, drawn from the noble class of your lands. They cost .4 gold and have a Strength of 2. They move twice as fast as Infantry.

Terrain Type

Each tile has a certain terrain type associated with them. Terrain types both have a Travel Cost and a Defender Bonus to an army that is stationary within that tile (see the chart below). The Defender Bonus provides a multiplier to the Strength of the whole army. If an army is in transit it can never get this bonus.

Terrain	Travel Cost	Defender Bonus
Field	1	x0
Forest	2	x1.4
Hill	2	x1.4
Swamp	3	x1.8
Sand	3	x1.8
Mountain	3	x2.2

Battles

A battle occurs when two hostile armies occupy the same tile.

You must first calculate the total Strength of both armies (including Defender Bonus if one army is stationary). Strength = (Infantry x 1 + Cavalry x2 +) x Defender Bonus. Skill bonus of a Commander may provide an additional bonus to each army.

Then you divide the Highest Strength Army by the Lowest Strength Army. Highest Strength / Lower Strength = Difference. You will then roll dice for the Highest Strength Army against the flat 10 of the Lowest Strength Army based on the Difference as specified in the chart below. The result of roll for the Highest Strength Army must at least match the flat 10 of the Lowest Strength Army to win the battle. When both armies are equal the highest 1d10 wins, if they are the same you reroll. See the chart below for rolling battles:

Difference	Highest Strength Army	Lowest Strength Army	Average Roll	Odds
Equal (less than 1.26)	1d10	1d10	5.5 vs 5.5	Equal
1.26 - 1.50	1d20+1	10	11.5 vs 10	60% vs 40%
1.51 - 1.75	1d20+2	10	12.5 vs 10	65% vs 35%
1.76 - 2.00	1d20+3	10	13.5 vs 10	70% vs 30%
2.01 - 2.50	1d20+5	10	15.5 vs 10	80% vs 20%
2.51 -3.00	1d20+7	10	17.5 vs 10	90% vs 10%
3.01 - 3.50	1d20+8	10	18.5 vs 10	95% vs 5%
3.51 - 4.00	1d20 + d2 + 7	10	19 vs 10	97.5% vs 2.5%
4.01 +	Auto Win	Auto Defeat	-	-

Assaulting a holdfast operates the same as a normal battle, except the defender receives a sizable bonus to the defense of their holdfast. This number is not public knowledge and can only be known by the current claimant of that holdfast. If the assault is successful, the surviving enemy troops are captured, and the gold and characters within the holdfast are at the mercy of the attacker.

The player who gets the first reaction may choose to retreat instead of giving battle. If they do so they must roll on a chart to determine if they are successful and how many of their troops retreat with them. This retreat will always be to return from their origin along the same path traveled to get there, unless otherwise specified. Mod discretion will be used if neither of those things are possible.

Casualties

After a battle is complete, both sides must face casualties. The chart below describes the % of troops that are lost to both the winner and the loser of a battle. The Winner Roll is subtracted by the Loser Roll to determine this.

Winner Roll - Loser Roll	Winner Casualty %	Loser Casualty %
0 or 1	40%	50%
2	37.5%	52.5%
3	35%	55%
4	32.5%	57.5%
5	30%	60%
6 or 7	25%	62.5%
8 or 9	20%	65%
10 or 11	15%	67.5%
12 or 13	10%	70%
14 or 15	5%	72.5%
16 or 17	4%	75%
18 or 19	3%	77.5%
20 or 21	2%	80%
22 +	None	Auto Captured

Player characters must face a death roll if they are within their Winner or Loser Casualty % as specified above.

Player characters must face an injury roll if they are within half of their Winner or Loser Casualty % as specified above.

Retreat

Players attempting a retreat must roll on the chart below. If the retreat is successful they may escape with a certain percentage of their troops depending on the roll. If the retreat fails they will remain in the tile and incur a -1 to a battle roll if the opposing claim decides to fight. See the chart below for rolling a retreat:

Retreat Roll	Success?
20-18	Yes, retreat with 100% of troops
17-15	Yes, retreat with 75% of troops
15-13	Yes, retreat with 50% of troops
>13	Failure, incur -1 on next battle

Detections

Each holdfast tile gets a detection roll (radius to be determined) on each force passing through their borders. A claim which temporarily occupies a Resource Tile with a standing army also gets a detection roll. If a claim has a standing army in one of these tiles they will get a chance to react to those that are passing through. If a detection roll is successful a claim is immediately made aware of this, including the arms or the size of the invading force, and can react to it. Some skills, bonuses from Resource Tiles or holdfast improvements may increase the chance of detecting armies or avoiding them.

The D20 must pass a check depending on army size to be able to see the enemy force and gain a reaction. Holdfasts start with a flat +5 to detection rolls and auto detect all forces starting from 501. Starting a battle or a siege counts as an auto detection for the defending force. See the chart below for how to roll detections:

Size of Invading Force	D20 Roll
<21	15
21 - 200	12
201 - 500	10
501-1000	6
1001 +	Auto

Resource Tiles

Resource Tiles are scattered around the map. They do not inherently belong to any single claim. A standing army currently sitting within a Resource Tile gains its benefit. While occupied a Resource Tile acts exactly as a normal holdfast tile would as far as detections are concerned. If the occupying force is defeated the new controller of the tile will take their place, gaining the benefit of the tile as well as the ability to receive detections on it.

These tiles can be passed on to other claims by allowing their standing army to take the place of your own. Multiple claims can occupy the same Resource Tile to defend it (such as a force from Dorne trying to hold a Resource Tile in the passes), but the claim with the highest army Strength will receive the benefit, unless they choose to let another take it.

Sieges

A siege occurs if a hostile army is standing on a holdfast tile with no enemy troops on it and orders one to begin. If hostile troops currently occupy the tile they must be defeated first before a siege can be started. Any holdfast can be put to siege, except special holdfasts (Greywater, Riverrun, etc.) that have special rules or holdfasts that have a port, in which case they will need to be blockaded first by moving ships into their adjacent water tile. Once the siege begins it will take several in-game months to deplete the force garrisoning it. Siege time can be altered by purchasing siege equipment, by holdfast improvements and by the skills of both the attackers and defenders. See the chart below for siege timing:

Garrison Size	Length of Siege
101<	12 in-game months
101-300	11 in-game months
301-500	10 in-game months

501-1000	8 in-game months
1000>	6 in-game months

If the attackers reach the required months above while maintaining a siege without leaving the tile then the holdfast is automatically opened, the enemy troops are defeated, and the gold and characters within are at the mercy of the attacker.

The defenders may choose to sally forth from the holdfast at any time, in which case the battle will proceed as usual. If they win the battle and force the opposing force out of their tile their siege time will reset, if they fail then the surviving troops retreat back within the walls.