

These mechanics are meant to be a simple addition to the game that gives regions more character and diversity. This has been a much requested feature in the current iteration of ITP. These are basic suggestions, if the team is interested I can keep working on this.

The North

The north has lorewise always had one big advantage over the other realms. The safety of the Neck. Instead of using rivers to cordon it off opening the option of sailing to moat caillin rolls should be done for people trying to pass through the neck. There would be an exception for crannogmen.

The currently used rolls could be applied for this as long as the odds are public.

The Riverlands

The riverlands are covered in rivers (duh) and though most people have to take the toll bridges the men of the riverlands have figured out techniques to place ships on the river and use them as a ferry. The placement and use of the ferry will be bound to cost and time constraints and be non-permanent.

The Vale

The Vale is protected by their mountains and control of the passes. Though the most northern and southern passes aren't passable by most men, the men of the vale can get through them though it takes considerable time.

The Westerlands

When the fields of the westerlands get razed it's a terrible crime, but not with a terrible impact. Since most of the wealth from the Westerlands comes from the mines they take less income damage from razing.

The Crownlands

The crownlands bonuses depend on the hold. Former riverlands hold get the riverlands bonus and Stormlands holds get the stormlands bonus.

The Iron Islands

The Ironborn are infamous for their reaving of villages and towns. When a square gets raided normally it only deducts income from the holdfast for the next year. When the Ironborn raid that percentage instead get's added to their loot.

The Reach

The lands of the reach are well known to their horsemen, they are easy to travel through. Reach cavalry get's a speed bonus while riding within their own realm.

Dorne

The desert is not pleasant for most men, and water can be hard to find. any foreign army of more than 250 men will suffer a cv loss in battle.

The Stormlands

Shipbreaker bay is called that for a reason. Landing a ship at the Stormlands is near impossible. This protects them from almost any naval invasion. A non stormland army invading the Stormlands above 250 men will also suffer a slight movement penalty.