

INTRODUCTION

This page contains a beginner's guide to some of Fire & Blood's more complex mechanics, giving a simplified explanation for those unfamiliar.

The alternate history setting, [the Reign of the Cruel](#), can be viewed in the link.

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ECONOMY

Population drives the Fire & Blood economy, as more people means more income. Each Province has its own Population Capacity decided by a number of factors such as terrain and special features. Over time the Population of a Province will trend towards its Capacity. The Population Capacity and Population Growth of a Province can be affected by things such as Trade Goods, Events, and Improvements. Populations can also migrate due to seasons, war, or overpopulation. Population mechs (growth/migration) are handled automatically, so there is no need to actively manage Population.

Infrastructure impacts a Province's productivity. The higher a Province's Infrastructure, the more income its Population will produce. Infrastructure can be increased by Special Features, Improvements, Trade Goods, and Ports.

Control represents how well the Population is governed, shown as a percentage. This affects how much of the Province's potential income is earned and how much of a Province's potential troops can be raised.

Income is generated per Province based on its total Population and Infrastructure, multiplied by Control as a percentage. Province Income can be increased with Buildings, Trade Goods, Skills, and Events, and decreased by certain Special Features.

Trade is the act of a Province trading with another Province. Each Province has its own Trade Good that provides a bonus to the Claim that owns it; whether it is kept in its home province or traded to another. The Trade Goods and their bonuses are:

- Wood (Ship Construction)
- Ironwood (Ship Strength)
- Stone (Construction Costs)
- Marble (Construction Costs)
- Iron (MaA Strength)
- Horses (Movement Speed)
- Grain (Population Capacity)
- Livestock (Population Capacity)
- Fruit (Control)
- Alcohol (Control)
- Textiles (Renown)
- Gems (Renown)
- Earthenware (Infrastructure)

Silver, Gold, and Game cannot be traded but still provide bonuses to their Province - Income for Silver and Gold, and improved hunting for Game.

A trade completed with a different claim grants both claims 100 gold, except Marble, Alcohol, and Gems which grant 200. Trade Income can be boosted with Improvements and Skills, and a Province can have more Trade Good slots based on the size of its Port and the Size of its Outer Walls.

Events are mechanical events that provide different bonuses based on the size and type of the event. Feasts increase Population Capacity, Fairs increase Population Growth, Hunts increase Control, and Tournaments increase Province Income. Tier 1 Events are local, Tier 2 hosts another Core/Dynamic claim (played by another), Tier 3 hosts a Lord Paramount, and Tier 4 hosts a King or his heir. Each Tier of Event increases the bonus as well as increasing the cost to host.

Seasons change Province Income as well as migration in the North.

Holdfasts are measured in Size and Defensiveness. The larger a holdfast's Size, the larger its Garrison can be, the more Improvements it can handle, and the higher its number of MaA. The larger a holdfast's Defensiveness, the harder it is to attack.

Holdfast Improvements provide bonuses to the Holdfast and come in three Tiers. These can be Defence Improvements, Siege Improvements, MaA Improvements, Infrastructure Improvements, Income Improvements, Event Cost Improvements, Counterespionage Improvements, Siege Escape Improvements, and Espionage Improvements.

Province Improvements provide bonuses to the Province they are built in and come in three Tiers. These can be Province Guard Improvements, Levy Improvements, MaA Improvements, MaA Upkeep Improvements, Trade Improvements, Population Improvements, Control Improvements, and Event Cost Improvements.

Ports can be constructed or improved by any coastal or river Province. Ports allow for ship construction, increase Infrastructure, increase Population Capacity, and increase Trade Good slots.

Outer Walls can be constructed or upgraded in any Province. Outer Walls provide a DV for garrisoned troops, increase the Province's Population Capacity, and increase the Province's Trade Goods Slots.

Manses are a special type of Building that serves as a home away from home for a claim within a foreign Province. There is no limit to the number of Manses a Province can contain. Each Province can construct a single Manse per year.

Great Projects are unique improvements that provide a single Renown boost and grandeur at great cost. Some locations already have Great Projects. Kingsroad Projects are massively expensive projects that build roads around Westeros.

Please find the more detailed Economy rules [here](#).

MOVEMENT

Different terrains have different movement costs, and larger force sizes have different movement speeds. Forces with Levies move slower than forces with just MaA.

Troops can, for the most part, move around inside a Province instantly. However there are limitations as to when forces can react to battles/engagements.

Detections occur when one force enters the area of another force or Holdfast. Smaller forces (50 and under) can only be detected in a few areas, while the larger a force the larger its chance of being detected.

Attrition occurs when a very large force (or multiple) are in one province. Different Provinces had different Attrition thresholds, and if these thresholds are breached then the force/s start to lose men.

Please find the more detailed Movement rules [here](#).

LAND COMBAT

Orders mechanically start at the beginning of the following month from when they were submitted. **Reactions** allow immediate mechanical reactions to events like Sieges and Detections, but must be sent in within 24 hours of the events.

There are two **Troop Types** in Fire & Blood. Men-at arms (MaA) are stronger but require a monthly upkeep. Levies are weaker and do not have a monthly upkeep, though if they are raised then they reduce the Province's income (by the men not being able to perform their usual jobs). A claim regenerated 10% of its troops at the end of the year.

A claim has to **Muster** its troops before it can use them in battle. A Claim can Muster 50% of its troops per month. Any amount of troops can be demustered at once, but they must be in one of their Claim's home Provinces. If a claim does not have enough gold to pay for its troops, they will be demustered.

Skills can affect troops in battle. Up to three PCs can use their skills to affect their troops in battle. When out of battle only one PC can use their skills.

Patrols are forces that monitor movement through Provinces and can only be established on roads, controlled passages, or passes.

Battles start with each force at 100 morale each unless they are mid-retreat, damaged from a previous Battle, or led by a commander with a Land Combat Skill affecting the Morale they have. Each force also has a player set retreat threshold, denoting the level of morale where they will attempt to retreat from a battle. The more morale damage an army loses in battle, the higher their casualties.

Engagements occur when a force detects another force. After they have been detected, both commanders can choose whether to attempt to engage, not engage, or attempt to retreat (if engaged against their will). The higher a force's speed, the higher the chance it will succeed in engaging/disengaging.

There are various **Bonuses** that can increase a force's battle rolls (normally a 2d50). The stronger force receives a bonus to their rolls. Certain terrains give bonuses to attacking or defending. Certain Skills apply bonuses.

Retreats occur when a force is reduced to its retreat threshold. A force will attempt to retreat to a friendly location, and the higher a force's speed compared to its opponent's, the higher the chance of a successful retreat.

Routs occur when a force is reduced to 0 morale in a battle. Routed forces take increased casualties and must retreat to their holdfast of origin.

Casualties are calculated round by round in a battle. At the end of the battle the larger force takes reduced casualties. Character casualties are based on the total casualties sustained by a force.

PCs are able to **Duel** in battle. Players are able to seek particular PCs to Duel, or simply seek to Duel any willing opponents. PCs with archery skills are also able to attempt to seek opponents and shoot at them across the battlefield.

Raiding is a hostile action meant to pillage and kill. A Raid attacks the Population of a Province and gains Loot. **Banditry** is a hostile action meant to harass and rob instead of kill and loot. Banditry attacks the Trade Good of a Province. **Razing** is a hostile action meant to destroy buildings within a province after it has been taken. A Razing action targets a specific construction and completely destroys it.

PCs can suffer three types of **Injuries**: Minor, Major, or Critical. Having an injury can affect a character's ability to duel, bodyguard, or survive a Battle.

Please find the more detailed Land Combat rules [here](#).

NAVAL COMBAT

Orders mechanically start at the beginning of the following month from when they were submitted. **Reactions** allow immediate mechanical reactions to events like Blockades and Detections, but must be sent in within 24 hours of the events.

There are five **Ship Types**. Carracks are the strongest, largest, and most expensive. Galleys are the next strongest. Longships are quick, cheaper, and weaker. Cogs are very weak, designed for transporting troops. Ironships can only be constructed by Iron Island claims and are comparable to Galleys.

A claim can **Muster** as many ships as it wants at once. When a claim musters their ships, the ships must be mustered in the Port the ships are docked in. When a mustering order is submitted, the muster begins in the following month. To demuster ships, they must be in one of the claim's Ports. Ships can only be demustered if the Port has capacity to take the ships. The demuster is carried out instantly. If a claim does not have enough gold to pay for its ships, they will be demustered.

Skills can affect ships in battle. Up to three PCs can use their skills to affect their ships in battle. When out of battle only one PC can use their skills.

Ports can be constructed or improved by any coastal or river Province. The larger a Port, the more ships it can house and the more ships it can build per year. Ships in port do not pay upkeep costs.

Patrols are fleets that monitor movement through sea and river provinces. Patrols automatically Detect movement through a sea or river province and may prevent movement through a strait or river.

Battles start with each fleet at 100 morale each unless they are mid-retreat, damaged from a previous Battle, or led by a commander with a Naval Combat Skill affecting the Morale they have. Each fleet also has a player set retreat threshold, denoting the level of morale where they will attempt to retreat from a battle. The more morale damage a fleet loses in battle, the higher their casualties.

Engagements occur when a fleet detects another fleet. After they have been detected, both commanders can choose whether to attempt to engage, not engage, or attempt to retreat (if engaged against their will). The higher a fleet's speed, the higher the chance it will succeed in engaging/disengaging.

There are various **Bonuses** that can increase a force's battle rolls (normally a 2d50). The stronger force receives a bonus to their rolls. Certain Skills apply bonuses.

Retreats occur when a fleet is reduced to its retreat threshold. A fleet will attempt to retreat to a friendly location, and the higher a force's speed compared to its opponent's, the higher the chance of a successful retreat.

Routs occur when a fleet is reduced to 0 morale in a battle. Routed fleets take increased casualties and must retreat to their home port.

Casualties are calculated round by round in a battle. At the end of the battle the larger fleet takes reduced casualties. Character casualties are based on the total casualties sustained by a fleet.

PCs are able to **Duel** in battle. Players are able to seek particular PCs to Duel, or simply seek to Duel any willing opponents. PCs with archery skills are also able to attempt to seek opponents and shoot at them across the battlefield

Reavings are hostile actions carried exclusive to claims following the Drowned God, to strike out against a foreign target for financial gain through the act of pillaging and looting, due to the laws of the Iron Throne prohibiting it on Westerosi shores.

Piracy is a hostile action meant to harass and rob instead of kill and loot. A Piracy action attacks the Trade Goods that are being sent to a province that borders the sea or river province.

PCs can suffer three types of **Injuries**: Minor, Major, or Critical. Having an injury can affect a character's ability to duel, bodyguard, or survive a Battle.

Please find the more detailed Naval Combat rules [here](#).

SIEGES

A **Siege** begins when any force surrounds a Holdfast or Outer Walls with the stated intent to cut off resupply. If a holdfast has a Port, the port must be blockaded for supplies to be cut off.

Every month in a Siege is considered a **Siege Phase**. Each month a Siege Roll will take place to determine how effective the Siege is for that month, with the outcome affecting future rolls. Siege Operations can be attempted by attackers or defenders in a Siege: these are attempts at disrupting or sabotaging the opposing forces.

Ravens are limited during a Siege. Each holdfast has three ravens and the besiegers can attempt to shoot them down.

Besiegers can attempt to **Assault** the holdfast before the Siege ends. Siege Engines and Wildfire can be used to help during an assault.

A **Blockade** begins when any fleet surrounds a Port with the stated intent to cut off resupply. A claim can send individual ships to attempt a Blockade Run to try and break through in order to evacuate valuables or bring in supplies.

A province can be fully **Occupied**, cutting off its overlord's ability to muster its troops or receive its income.

Please find the more detailed Siege rules [here](#).

INTRIGUE

Plots are actions performed in an attempt to influence or affect another claim, a character, a location, or the outcome of an events, such as Assassination Attempts, Kidnapping, Theft, etc. Plots require a framework when they are submitted and will be assessed and rolled by the mod team.

Plot Protections are standard, common sense protections considered to apply across Westeros, such as guard at important doorways, occasional patrols, and vigilant kitchen staff during a feast.

Location Types can have an impact on rumours, spying, and plots. The location types are Fully Public, Semi Public, Semi Private, Fully Private, and Secret.

Networks are a collection of individuals hired by a PC in a specific location. Networks can be Hired and Expanded by a PC, while if another PC becomes aware of the Network they can attempt to break it up. Networks come in four Tiers.

Spying is the action of a Network attempting to observe or overhear the content of a thread and report the goings on to their employer. Spies can succeed in this process, fail but get away, or be caught. Higher Tiers of Network have a better chance of succeeding, and threads in more public locations are easier to spy on.

Agents can be hired from a Network by its employer. Agents can be used in plots, and they cost more if you want them to attempt more violent actions.

Interrogation is the action of attempting to force information out of captives. Inexperience and Experienced captives have different thresholds for interrogation. The results can vary from success through being given false information to death for the one being interrogated. PCs are interrogated through RP.

Investigation is the action of attempting to uncover hidden information or locate groups attempting to hide.

Forgery is the action of attempting to falsify another character's writing and another claim's seal in order to send a fake letter.

Siege Operations are the actions of attempting to sway the outcome of a Siege with trickery and subterfuge. Siege Operations are divided into Besieger and Defender Operations, each focused on either winning or prolonging a Siege.

Poison can be used in plots or applied to weapons, depending on the method of ingestion. Attempts to acquire poison can be made anywhere and cost gold, with further gold being required to purchase the poison. There are 14 types of poison, each with a lethality, effect, and ingestion method.

Please find the more detailed Intrigue rules [here](#).