

Rules Draft Doc

By Scott Daly

The Text below is owned by Scott Daly. donut steel, Is my OC.

Other important docs;

[Equipment Doc](#)

[Building Doc](#)

# Resources

There are Eight resources in the game. Currency, Food, 3 basic resources and 3 refined resources. All resources have a specific purpose, method of acquisition and shelf life.

## Crowns (**xcr**)

Crowns are the base currency of the game and the most important. Crowns are used to purchase equipment and upkeep for troops, upgrades and buildings, to purchase other resources in trade deals and to sway other players. Crowns represent taxes, returns on investments, gifts and other such incomes your feifs will deliver to you.

Cities have the highest crown yield, with access to Industry and Guild building trees, Cities can reach incredible incomes. Coastal Cities take a small hit to potential crown income due to docks not being as profitable as Cities. Provinces have the lowest crown income, with no access to major crown producing structures.

Crown income is collected every season, and can be stockpiled indefinitely. If you lose your capital the capturing enemy will collect your treasury.

## Food (**xf**)

Food represents the foodstuffs, victuals and supplies the people of your nation require to survive. Food is used to keep your nation running and support the ever increasing food cost of upgraded buildings.

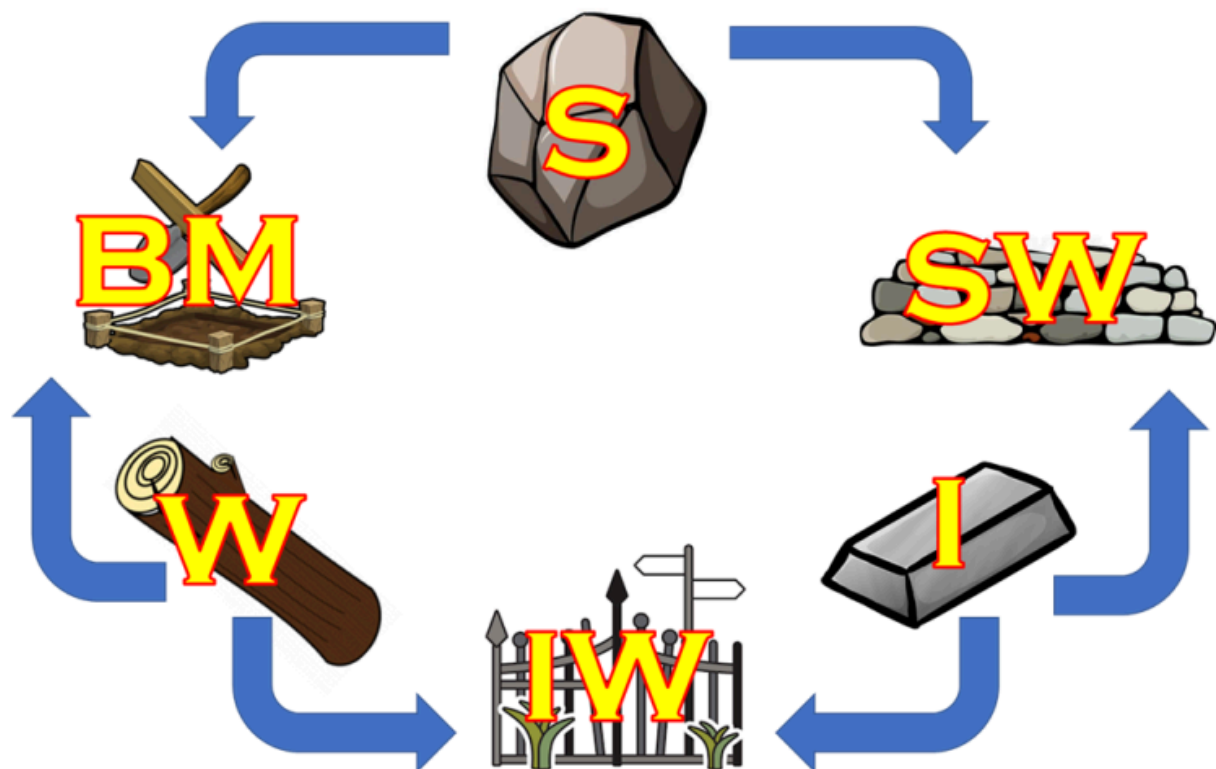
Food is gained every harvest season, and used every harvest season. Food can be stockpiled in limited amounts in certain buildings, any excess will be sold automatically. If the food requirement of a building cannot be met it will not provide any benefits until the food requirement can be met, either through purchasing food out of season or capturing stockpiles.

Wood (**xw**), Iron (**xi**) and Stone (**xs**)

These are the three basic resources. They are used for simple buildings and weaponry. They are gained every season, these resources cannot be stockpiled and are automatically sold at the end of every season.

Building Materials (**xbm**), Stone Work (**xsw**) and Iron Work (**xiw**)

These are the three refined resources. They are used for advanced buildings and weapons. They can be created in specialised industrial districts by combining basic resources. These resources cannot be stockpiled. Here is a image that shows what resources combine to make refined resources (Thanks Monsterbacke!);



iw= Iron Works (Iron+Wood), sw= Stone Works (Stone+Iron), bm= Building Materials (Wood+Stone). These resources are created on a 2:1 ratio (for example, 1 wood and 1 iron will create one Iron Work).

# Turns

Play is divided into two sections, the Campaign and Battles., The Campaign tracks the players through the strategic side of things while the Battles decide the clashes of banners. Turns are referred to as “Seasons” of which there are four;

Planting Season > Growing Season > Harvest Season > Frost Season.

Each season has a different impact on gameplay;

**Planting Season**- Peasants are plating seed for the harvest. Movement unrestricted.

**Growing Season**- Very few Peasants are required for tending crops and livestock, Movement Unrestricted.

**Harvest Season**- Peasants are harvesting and distributing foodstuffs. Food is collected and distributed this season. Chance of Autumn Rains or Early Snows can slow troops.

**Frost Season**- Peasants are holing up in hovels. Mustered banners may suffer attrition. Movement will either be slowed or stopped depending on how heavy the snows are.

Each season has the same turn order;

Upkeep > Movement > Battles > Construction and Recruitment > Final Resolution

## Turn Breakdown

### Upkeep

During the “Upkeep” part of turn resolution, Money and Resources are added and deducted as appropriate.

If the Upkeep of a building or Banner cannot be realized, in the case of Buildings they will cease to provide their full benefits, Defensive buildings will fall into disrepair and economic buildings will deliver fewer or none of their incomes. In the case of Banners, they will either desert if sieging or in combat, striking and refusing to march out otherwise.

## Movement

During the Movement part of turn resolution move orders are realised. Banners can move **from** a city to a neighbouring province and then, if the neighbouring province is friendly, to a province neighbouring that one, or from a province to a neighbouring province, or from a province to a city. Improving road networks in your provinces or taking advantage of the roads in others can increase the number of provinces traversed.

Legal Moves;

- From a city province to a friendly adjacent province, then to another neighbouring province
- From any province to any adjacent province
- From a province to a city province

You cannot move from a province, to a city province, then onto another province and so on.



Above is a terrible diagram of movement, one Black army allied with the red nation starting from the city at 35, one green army allied with the blue nation starting from the city of 36. The Black Army can move into province 38, and from there into any of the provinces bordering it, including the city at 36. The Green army can move into 38 but must stop there as it is not allied with the red nation. However if the green army moves into 30c, it can move into any of the adjacent provinces.

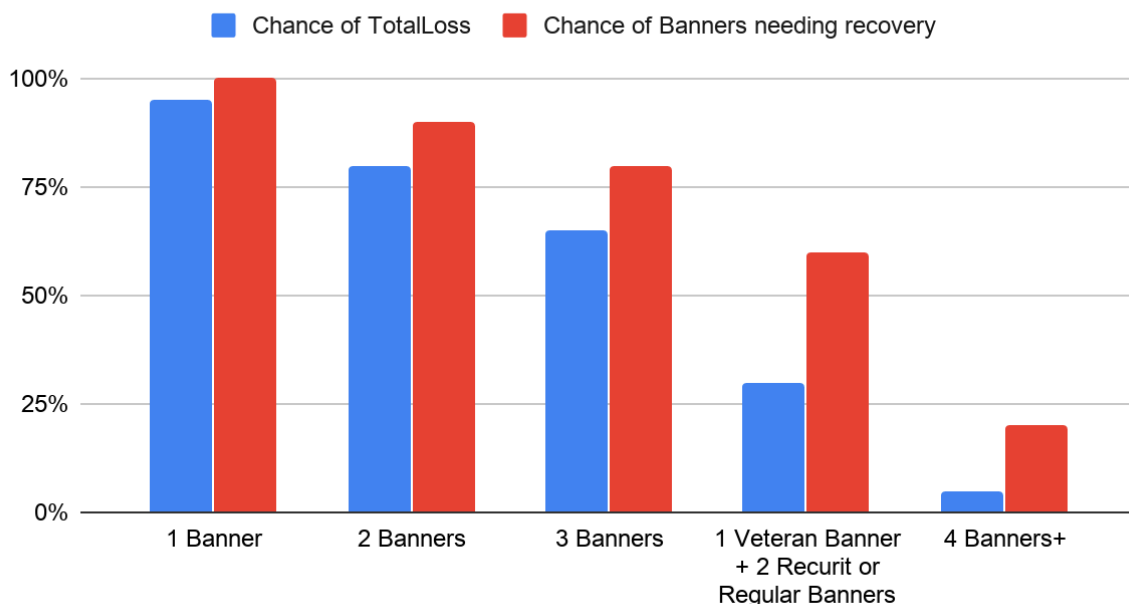
Movement initiative is decided either randomly on an army by army basis or by Prestige. Turn order is in ascending order, starting with the person at lowest prestige and finishing with the highest. Ties are decided by randomisation.

## Battles

With movement concluded, battle resolution is undertaken. A Battle will happen when two non-allied banners (or more) are in the same province or city together. The defending party can refuse to give combat and retreat to the keep or city walls, however doing so will forfeit any income from that province or city come the next upkeep phase. The Defending party will also have the option of raising garrison troops to fight in the battle. between the field army and the city/castle defenses should the defender meet the assailant in combat.

Invading a neutral (Grey) province can be risky with smaller numbers of troops, a breakdown is provided;

Chance of TotalLoss and Chance of Banners needing recovery



## Construction and Recruitment

During this turn phase new construction orders are placed and new banners are raised. Buildings will take their first batch of resources if they are available and “tick down” one season. Many buildings have a build time of two seasons, meaning they are completed the season after construction is started, with their benefits being realised the season after.

A full list of buildings can be found [here](#)

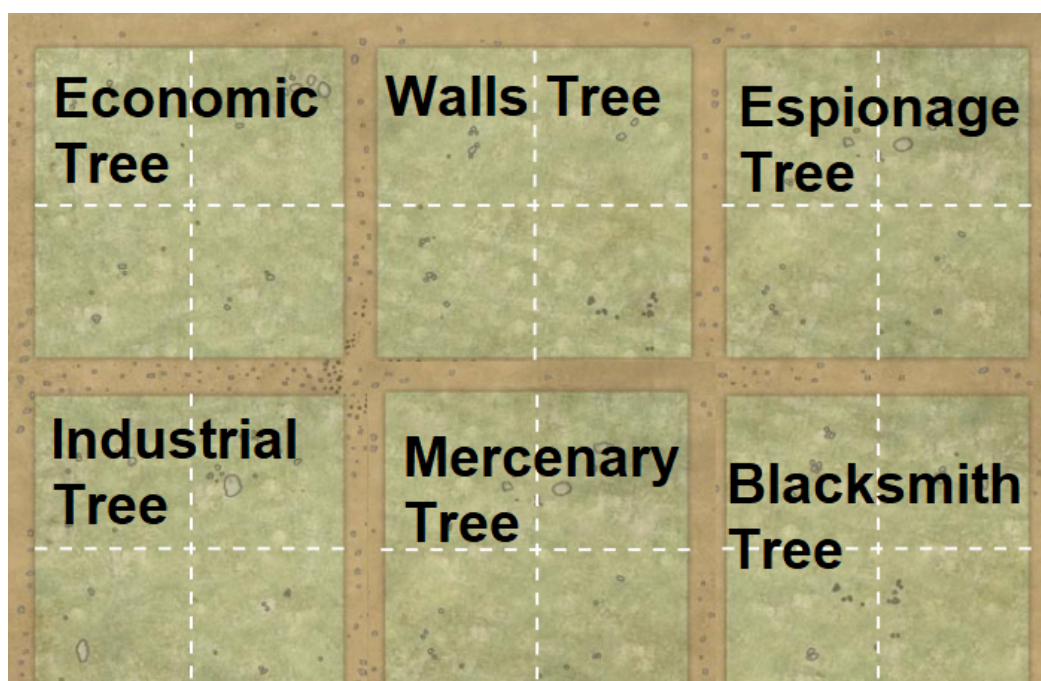
The cost for banner recruitment and equipment must be paid in full. Banners can be re-equipped during this phase.

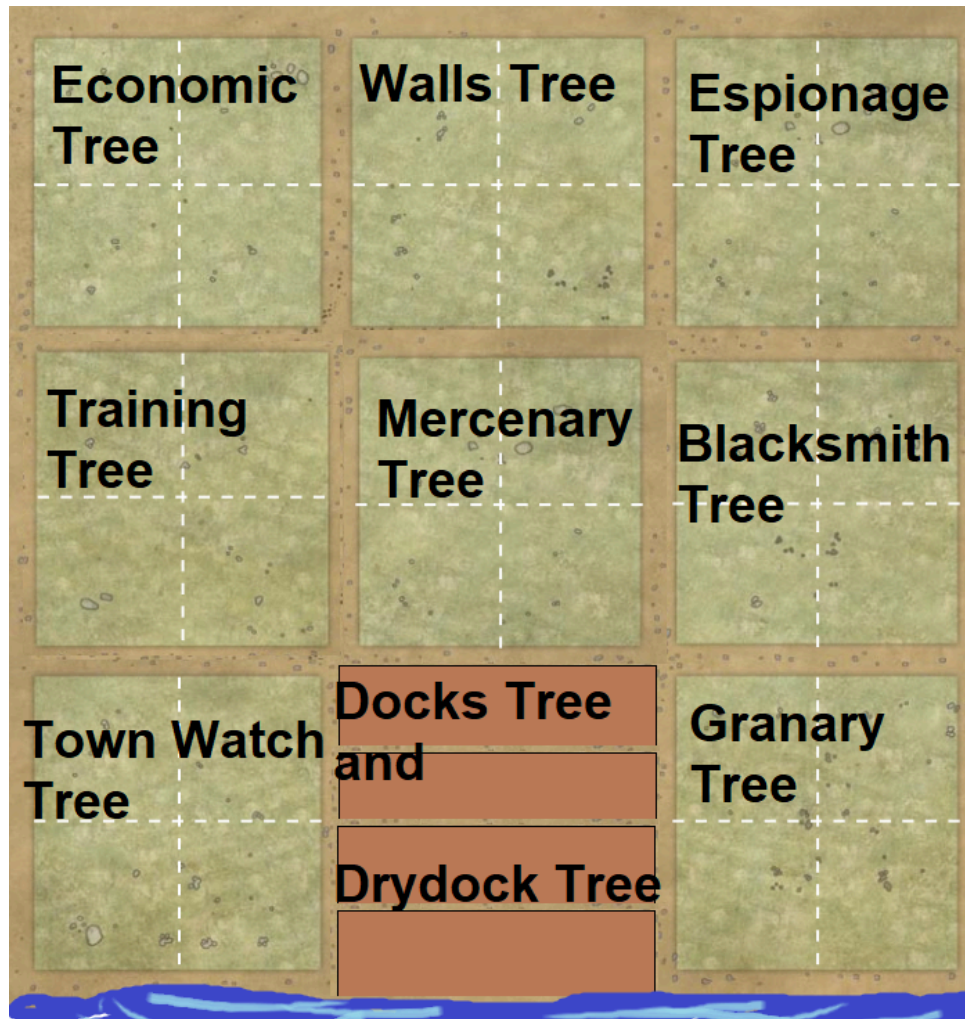
## Buildings

Buildings are available for every province. They provide a number of benefits and higher tier ones often cost large amounts of food. There are different types of buildings available depending on the type of province. The biggest distinction is between Cities and Provinces, though there are smaller distinctions between these provinces.

Each type of building is either a new construction or an upgrade of an already existing building. A way to quickly determine if a building will be existing in a neutral province is to check it's tier. **Basic** tier buildings will *always* be in their indicated type of province. If a province is looted and pillaged, these buildings will need to be repaired.

Each province only has room for upgrades of current buildings and one of each other building tree for that particular type of province. Refer to the following images for a visual aid: 1. City Province, 2. Coastal City Province, 3. Resource Province





## Recruitment

To recruit a banner during this phase follow the process below;

- Check Cost of Banner using your Banner Calculator. You do not need to pay for the troops in a banner, and upkeep is only counted from the next upkeep phase. The Banner Calculator will be kept up to date with your smithy upgrades. If you want to trade for weapons and armour the prices will vary according to the deals you manage to make!
- Fill out your own Banner Recruitment form, this is what I will refer to when resolving your recruitment phase!
- When we reach the next upkeep phase, check out your army sheet to make sure everything is right!

## Final Resolution

During this phase any loose ends are calculated, random events for next season are secretly decided and “perishable” resources are automatically sold off. Players will have a limited time to secure a purchaser for their goods before they are automatically sold at low market value. The only perishable that can be stored is Food, which requires a city granary building. Any Food that cannot be stored will be sold. If for some reason a player possesses refined resources at the end of their turn they are automatically sold unless they can be traded away.

## Combat

Is being run by the GM in this latest iteration of the game. Players will build armies and assign dispositions at the beginning of a battle, but the actual \*course\* of the battles will be managed by the GM. Rest assured that a larger army, with better equipment and a better position will win 99/100 times. More even matchups will depend on specific ruler bonuses, which army is defending and what special orders or details have been arranged before a battle, largely beyond the rules and up to the players imagination.

## Trade, Agreements and Alliances

Trade, Agreements and Alliances are the ways players can interact without having to shoot arrows and swing swords at each other. Each is detailed below, but

in short “Trade” is the binding exchange of resources between two players, “Agreements” are formally signed and binding treaties between players and “Alliances” are player organised.

## Trade

Trade is the exchange of one resource for another or a service. If two parties want to trade they must agree upon a mutual exchange and have it ratified by the Games Master. Exchanges can be one resource of another for a number of seasons, a resource for the service of a number of banners for a number of seasons or an immediate trade of some armor for some weapons. Number of seasons and what is being exchanged must be specified before, the GM will then deduct and add the appropriate resources and reassign banners.

War between nations will cancel regularly scheduled resource exchange and send banners back to their original rulers, these banners cannot be interfered with as they return, taking a number of seasons to return calculated using normal rules.

Trade agreements can be ended through a declaration of war or a mutual agreement to end trade, if a nation cannot fulfill its obligations due to losing a province in war the other nation involved may demand compensation, if the demand for compensation is not met they will have the opportunity to declare war for a prestige bonus (with the nation being declared on suffering a prestige malus)

## Agreements

Agreements are formally signed and ratified agreements between nations to follow a specific course of action, such as not attacking a neighbour or not developing a certain resource, in exchange for a similar agreement that both parties agree upon for a duration both parties agree upon.

Breaking an agreement incurs a prestige penalty for the breaker and gives the other party the opportunity to demand compensation and declare war for a prestige bonus.

# Alliances

Alliances are agreements between players to unify their military aims and armed forces. Alliances will be entirely player driven. Allies will be able to move through each others provinces and fight in their allies battles.

Alliances need a Focus. This focus will be the threat or goal the alliance was formed to deal with or achieve. This can be as simple as mutual defense or as complicated as dealing with an emergent threat. If an alliance demonstrates reasonable dedication to this goal, they will get some specific custom bonuses to help them achieve this goal. Prestige gained by the alliance will add further bonuses.

Alliances will also change how prestige is distributed to its members. In certain situations prestige will be distributed to all members of an alliance instead of on an individual basis. If a situation gives prestige and the Alliance played a prominent role the overall prestige reward will be slightly reduced and distributed evenly between alliance members. However the more prestige that is gained this way, the better the unique advantages an alliance is awarded.

Prestige bonuses/malus from helping/refusing help to allies under attack depends on the relevant focus! An alliance with the aim of defending against the french or religious turmoil will not penalize/reward members for failing to come to the aid of threats outside that scope (or at least, not to the same extent).

# Building and Buildings

Buildings are core to the value of provinces. Each type of province has access to a number of buildings that can greatly increase it's basic outputs. Cities have access to a far greater number of buildings and building types, while provinces have a few, with a focus on food and basic resource production.

A full list can be found [here](#).

Each building may have a "Building Tree" it belongs to, a cost, an income. A garrison and special bonus/rules.

## Building Trees

Each building tree begins with either a Tier I or Basic building, going up through tiers until it reaches a final point, either a unique building or one of a high tier. As buildings are upgraded through these tiers they adopt the bonuses or maluses listed in the the columns. The prerequisite for building, say, a Tier III building is having built the Tier II building. You cannot skip tiers. If a province of city is assaulted there is a chance a building or buildings may be sacked during the capture of the province. If this is the case, the assaulting player receives crowns (representing loot taken) and the buildings tier is lowered or the building is put into a “ruined” state. To get the benefits the building once provided the new ruler must rebuild the building, ruined buildings provide no benefits until repaired.

## Building Cost

Every building, even basic buildings, have a cost. This represents the resources and labour required to erect these structures. These costs are given per season, and must be fulfilled to complete the building. If a season is missed the building construction is paused until it's cost can be paid again in full. Partial payments will not advance construction.

## Building Income

Many buildings provide or take an income. The most common incomes are crowns and food. Crown income is supplied every season, and food income is gathered/subtracted every harvest season. If a building's food income cannot be met, that building will not supply its income until the food income is supplied. Be careful to ensure your food supply lines are secure, as a food shortage can have a ruinous effect on crown income among other things.

## Garrison

Many buildings feature a garrison. Garrisons are local troops called up to defend the province when assaulted or besieged. These troops are often of very low quality, however some from high tier buildings can equal the best troops money can buy. These troops are not available to command outside of defending the province.

## Special Bonuses

Some buildings provide special bonuses, sometimes these bonuses are in addition to normal incomes and garrisons, sometimes they are the only benefit the building provides. Each special bonus is described on the building sheet.

# Prestige

Prestige is the victory track for the game, the player at the end of the game with the most prestige will claim victory and be remembered for all of history! Prestige tracks the renown of a character, gained through acts valorous and glorious. Prestige can be gained regularly for various buildings and holding a number of provinces, Prestige can also be gained from winning battles and participating in repulsing outside invasions. Below is listed a few ways to gain prestige, in order of prestige gain;

- Repulsing outside invasions
- Winning Battles
- Losing Gloriously in Battles
- Holding a large number of provinces
- Constructing great buildings

There are other ways to gain prestige, some are related to random events and some will be related to player actions or lack-thereof. Some actions will lose your ruler prestige, so be warned!

## Prestige in Detail

- Fighting a Non Player threat is the most reliable and lucrative ways to earn or lose prestige. These threats manifest as revolts, invasions, intrigues and various other forms. They are usually the result of an event in the Final Resolution phase of a turn but player action can bring about one of these events. Prestige can be gained by
  - Directly fighting one of these threats. Prestige is awarded based on contribution to the fight, the odds involved and certain actions that are heroic or chivalrous. For example, if a player refused ransom on a notable invader and instead repatriated them without accepting any gold they would receive a prestige bonus (representing the street cred gained by flexing on that particular leader).
  - Playing a role in resolving the threat, even if it is not directly fighting the enemy. This does not net the same levels of prestige as directly fighting an enemy but is a lot safer!
  - It is certainly possible to aid these invasions to get the better of your rivals closer to the heat, however this will cause a prestige

loss (and in some cases increase the prestige gained by your foes!)

- It is also possible to provide clandestine support to these invasions/threats. The chances of this being detected depend on the amount of support being lent, thieves den/guild coverage of the areas and how many nations are directly involved. If this support is kept under lock and key, you can get away without taking a prestige loss. It could even be possible to secretly supply an enemy to build up your own prestige gain in defeating it! That might be a strategy for those full of hubris however.
- Alliances and Prestige. Above is described how alliances affect prestige distribution. This will describe the specific prestige gains/losses relating to alliances.
  - Coming to the aid of an ally under attack will net a small prestige gain. Failing to come to the aid of an ally under attack will net a huge prestige hit! This will also damage your relations with Non Player factions, and give you an Oathbreaker tag.
  - Fulfilling the focus of an alliance will net a small prestige gain for all members of that alliance
  - Betraying an alliance or taking an action adverse to it's focus will cause significant prestige loss, depending on the severity of the betrayal.
  - Coming to the aid of a single nation beset on by a large alliance nets a large prestige bonus (even if the smaller nation was the aggressor)
- Casus Belli and Wars. Wars are a great source of prestige, triumphing in a war, even one fought for less than noble reasons, is still a positive in regards to prestige.
  - Casus Belli (Justification for War) can be gained in a number of ways. It can be as simple as manufacturing a casus belli over a few seasons in the discord. Even simply making your intent to attack clear for 2 seasons in advance will vastly increase your prestige gain in a war, albeit at the cost of the element of surprise! Another great way to get casus belli is to claim a province and press your claim in a public chat.
  - Attacking without a casus belli will not necessarily net you a prestige loss, but if you lose the initial battle you will lose some prestige due to the embarrassment of attacking unchivalrously and still losing.
  - If you are fighting an external or non player threat and another player is supporting them, this counts as a casus belli. You are not automatically at war if this is the case however!

# Banners

Banners are the core of your armies. Each banner represents either 100 men on foot or 50 mounted. Banners are raised during the Construction and Recruitment phase. Since this part of turn resolution is after the movement and battle phases, Banners raised in a season cannot be employed until the next.

## Banner Rules

When building a Banner, follow the model below:

1. Select the type of Banner you are designing (Infantry, Skirmishers, Cavalry)
2. Select appropriate equipment ((infantry, 2H melee weapon or 1H melee weapon+shield, backup 1H melee weapon (non polearm)/thrown weapon OPTIONAL, Armor, Soldiers) (skirmishers, 2H ranged weapon or 1H thrown/ranged weapon with optional shield, backup 1h (non-polearm) melee weapon, armor OPTIONAL, soldiers)(cavalry, 1H melee weapon and optional shield or 1h thrown weapon with optional shield or light crossbow, 1h backup weapon OPTIONAL, armor, horse, horse armor OPTIONAL, soldier.))

## Weapons and Fighting

In this section I will attempt to detail how combat works, how weapons work, and how equipment works between the battle map and campaign map.

## Armor

Armor is the first thing most of your soldiers will worry about. Armor is divided into **Types** (A, B, C, D) and **Tier** (I, II, III, IV, V, VI). The types represent the different styles of armor common around these times (give or take a century) and the Tiers represent the craftsmanship of these armors. Generally speaking, Type determines what weapons the armor is vulnerable to, with A type being extremely vulnerable and D type quite durable. Tier determines how easy it is to fight in the armor, and takes into account the flexibility of the armor and how useful armor covering certain sections of the body would be in combat (so the difference between, say, CII and CIII armor could be the addition of bracers and greaves, or between AI and AII the

stiffness of the leather or cloth used). This is realised in combat as a number of dice equal to the difference in Tier, so in melee combat, a unit with Tier III armor against a unit with tier II will get a single dice more damage when calculating its damage. It is in combat, and not during a charge/brace that these bonuses are applied.

Shields are an auxiliary defensive measure. Some weapons deal more damage to unshielded enemies and ranged weapons are incredibly effective against unshielded troops. Shields have a chance to lower the damage dealt by ranged weaponry to 1 per dice, some can do this with alarming regularity.

## Weapons

Weapons are pretty useful tools for ending opposition to your forces. Generally speaking, there are three main types of weapons, Melee, Ranged and Thrown. Melee weapons generally have the highest and most reliable damage, but are restricted to hand to hand combat. Ranged weapons have long ranges, but can be hard countered by an ample supply of shields or fieldworks. Thrown weapons tend to have higher damage than ranged ones, and can be carried easier, however they are all restricted to short range and have limited ammunition.

Generally speaking, a banner of troops can be equipped with;

- One Primary Weapon (2H weapon, 1H weapon + Shield, Polearms Ranged Weapon)
- One secondary weapon (1H weapon, Thrown Weapons)

Weapons deal damage when they are fired or used against other banners. Melee banners or banners using melee weapons need to be in contact with the enemy banner to deal damage, thrown and melee weapons can deal damage from range. Rough range increments are;

- Short- 5
- Medium- 10
- Long- 15
- Extreme- 20
- Very Extreme- 25

Damage is calculated by considering how many weapon conditions are met, die are added as listed. For example, a flail against a foe wearing B type armor and with a shield will deal 3 die of damage.

## Fighting

Every banner has, at the start of an engagement, 100 cohesion. This starting cohesion can be altered by random events and player abilities. Each type of unit has a different cohesion level they “break” at depending on the type of unit they are and their veterancy;

	Melee Infantry	Cavalry	Ranged/Archer
Recruit	50%	40%	75%
Regular	40%	30%	50%
Experienced	25%	20%	25%
Elite	Never	Never	Never

Damage is dealt to unit cohesion, and is randomised by d6 die. So a unit dealing 3 die of damage rolls 3d6 to represent the disruption and death being caused to the enemy unit. In combat rounds cohesion damage is dealt by all units before the accounting for cohesion is completed. So there is a potential that two units could rout each other. An entire army will rout and quit the field when a percentage of their army has broken.

Die can be added or even removed due to various modifiers. Troops attacking uphill or out of a river suffer maluses while troops fighting from the high ground or on advantageous terrain will gain die. Die can also be gained from flanking and, occasionally, from bloody good tactical calls or roleplay.