

Villages

Physical Population Centers

The biggest change from ITP's mechanics and established rules to the reset's would be the inclusion of physical locations for population centers and resources on the map. This has several effects on the game as a whole and will go into how those aspects play out, but would want to bring up known changes and our vision for how they play out.

House's Lands	A major aspect that this has with it and is not present in ITP's scope, is to define what a House's lands are based on the placement of their villages. This can lead to villages and/or resources placed in positions that may provoke more issues, due to two or more parties disagreeing over ownership too. Conflicts arising based on border or land disputes were part of the reasoning used for placement of villages and resources on the map.
Detection/Patrols	The amount of patrols in ITP's history has continually increased and the work associated with that for mods to run has never lowered. Having villages spread out around lands enables us to tie them with detection and remove the patrols in the field aspect. This would be merging smallfolk rolls and patrol rolls into detection rolls, allowing them to represent the smallfolk noticing an army/navy nearby. The detection portion of this doc will go into this more.
Strategy	Another part to ITP during conflicts is the focal points of them are singularly about where the holdfast is and protecting that. In a defensive strategy, all troops are brought into the holdfast to protect all of their interests. Now we have villages stretched out, with resources providing extra income. This creates more strategic locations away from a holdfast to protect or ignore, but a choice of which assets are more valuable in each instance.
Customization	Besides from lore aspects allowing for villages to be named, house minor lords, and provide their own storylines. A plan that will be gone into in more depth in a future review would be to have improvements that can strengthen and customize your lands in unique ways.

Detection Rolls

Land

1d20	21-99	100-500	501-1,000	1,001-2,500	2,501-5,000	5,001+	Additional
1-4:	See nothing	See nothing	See nothing	Army in the distance	Army in the distance	Army of thousands, no exact numbers	Army of thousands, no exact numbers, colors of commander's sigil
5-8:	See nothing	See nothing	Army in the distance	Army in the distance	Army of thousands, no exact numbers	Army of thousands, no exact numbers, colors of commander's sigil	Army of exact numbers, colors of the commander's sigil
9-12:	See nothing	Army in the distance	Army in the distance	Army of thousands, no exact numbers	Army of thousands, no exact numbers, colors of commander's sigil	Army of exact numbers, colors of the commander's sigil	Army of exact numbers, see the commander's sigil
13-16:	Army in the distance	Army in the distance	Army of hundreds, no exact numbers	Army of exact numbers, colors of the commander's sigil	Army of exact numbers, colors of the commander's sigil	Army of exact numbers, see the commander's sigil	Army of exact numbers, see all sigils
17-20:	Army in the distance	Army of hundreds, no exact numbers	Army of exact numbers, colors of the commander's sigil	Army of exact numbers, see the commander's sigil	Army of exact numbers, see the commander's sigil	Army of exact numbers, see all sigils	Army of exact numbers, see all sigils

Land Detection Rules

Bonus / Malus

- Non-attacking army gets one roll maximum through a House's lands, the best odds rolled
- Two tiles away from a village is a -1 malus
- Two tiles away from two villages (at a single point) is 0 bonus/malus
- Two tiles away from three villages (at a single point) is +1 bonus
- One tile away from a village is 0 bonus/malus
- One tile away from two villages (at a single point) is +1 bonus
- House was alerted ahead of time in some way is +2 bonus

Improvement

- Signal Fire is +5 bonus
- A Watchtower moves detection a column to the right, this cannot be in addition to holdfast hex
- Beacon is +10 bonus

Autodetects

- Any two armies (whatever size) on a road
- At a holdfast, village, or other known landmark or location*
- Armies 5k or more within a hex of each other or same hex

Village Tile Detection

- (*) During a raid, a roll would be done to know the attacker. They would know all troops, but sigil detection is a roll on the column to the right of the troops coming in the tile, or two to the right if the village has a watchtower

Qualifier

- In unique circumstances, the mod team is able to utilize detection rolls for a force 1-20

Naval

1d20	2-5	6-10	11-20	21-35	36-50	50+	Additional
1-4:	See nothing	See nothing	See nothing	Ships in the distance	Ships in the distance	Navy of more than three dozen, no exact numbers	Navy of more than three dozen, no exact numbers
5-8:	See nothing	See nothing	Ships in the distance	Ships in the distance	Navy of more than three dozen, no exact numbers	Navy of more than three dozen, no exact numbers	Navy of exact numbers, colors of the commander's sigil
9-12:	See nothing	Ships in the distance	Ships in the distance	Navy of a dozen or two, no exact numbers	Navy of more than three dozen, no exact numbers	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, colors of the commander's sigil
13-16:	Ships in the distance	Ships in the distance	Navy of a dozen or two, no exact numbers	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, see all sigils
17-20:	Ships in the distance	Navy of less than a dozen, no exact numbers	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, colors of the commander's sigil	Navy of exact numbers, see all sigils	Navy of exact numbers, see all sigils

Naval Detection Rules

Bonus / Malus

- Non-attacking navy gets one roll maximum through a House's seas, the best odds rolled
- One tile away from a village is -1 malus
- One tile away from a holdfast is 0 bonus/malus
- House was alerted ahead of time in some way is +2 bonus
- Ships on a river is +5

Improvement

- A Lighthouse moves detection a column to the right, this cannot be in addition to holdfast hex
- Signal Fire is +5 bonus
- Beacon is +10 bonus

Autodetects

- Any two navies (whatever size) on a river or at the mouth of the river
- Holdfast tile
- Navies 50 or more within a hex of each other or same hex

Village Tile Detection

- Knows all ships, sigil detection is a roll on the column to the right of the ships coming in the tile, or two to the right if the village has a watchtower

Qualifier

- In unique circumstances, the mod team is able to utilize detection rolls for a force of 1 ship

Resources & Raising Troops / Sailors

Resources

Land Resources

- Every land resource is located in the tile next to a village
 - There are a few cases where a holdfast has a resource in the same tile: The Twins, Casterly Rock, and Lord Harroway's Town
- Land resources can be targeted for attack in raids
- Land resources can be captured with their income going to the person in control of it at the start of the new year
- Land resources can be taken without the village being taken
- It is possible to defend Land Resources as well since it is a noted location on the map, any amount of troops can be used in defense of it

Sea Resources

- Every sea resource is located near the village it is associated with
- The income generated from sea resources goes directly to that village, i.e. if a village is taken they will earn the sea resource's income on top of the village's the following year

Raising Troops

A big distinction made is how troops are raised with population centers spread out from the holdfast. These follow the same conventions as ITP's system, but differ due to the physical locations of villages.

- Troops can be raised instantly up to 100% or less. However, they are all raised at the population center of their origin. If the player wishes to raise them in the holdfast, they then appear there after being raised for 24 hours. It is up to the player to specify whether they want them kept in population centers or assembled at the keep.
- In order for troops to be raised at any population center, word would have to be able to get there from the keep

Raising Sailors

- Sailors are raised at the holdfast

Map

Example



Chart

	This icon represents a holdfast on the map. These were placed with canon primarily in mind, although there are a great many holdfasts with unknown locations which meant trying to cover areas sufficiently to not have holdfasts too piled up on each other
	Villages had two thoughts in mind to their placement: 1) where would it make sense for people to live; 2) what protects the holdfast and realm's lands the best with its placement
	Resources, especially land resources, were placed with the thought in mind of being positioned to create small scale conflicts between neighbors that can create IC reasons for border disputes.

Rivers

Whitish-Blue	Traversable by longships & barges
Deep Blue	Traversable by barges, longships, galleys, ironships, & cogs
Grey-Blue	Not traversable

Coast

- Unlandable Coast is marked with a dark brown edge to the tile
- Landable Coast is marked with a beige edge to the tile

Link

Map: <http://i.imgur.com/VpgnDeQ.jpg>