

The
Net Book
of
Dominion

Version 1.1 (15 August 2000)

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Introduction

The concepts that are required to be understood follow on from a similar style such as those used in the Dungeons and Dragons rule books.

Terms and Concepts

The units of measurement are the same that are used in the Net Book of Platoons and Batteries.

Weight (W)

All measurements of weight in this book are given in the unit of W. 1 W weighs about 4lb. A human can carry 11W.

Resources (R)

Resource units denoted by R represent mineral wealth. Gold, silver, iron, etc.

Each unit of R is worth 10gp and weighs 0.05W.

Food (F)

Food units denoted by F represent agricultural products and labour.

1 unit of F is enough to keep one person alive for a month.

Each unit of F is worth 10gp and weighs 1W.

Construction costs

When F is a required construction cost, this represents man-weeks required to make the item. Eg a light catapult will take 40 man-weeks to make. In a major population centre, man power isn't a problem. However, an army away from home, wanting to build a catapult battery to knock down an enemies castle might find it hard to enlist people. In this situation, the only people available are the troops in the army.

AC

AC or Armour Class is a measure of how well armoured a piece of fortification is. The lower the armour class, the difficult it is to destroy.

MaPC

A Major Population Centre is a:
Small Town,
Town,
City, or
Capital.

MiPC

Minor Population Centres are located in each unit where there isn't a MaPC.

Holding Fortification

A Holding Fortification is one of the following standardised structures:

Keep,
Fort,
Castle, or
Palace.

The Dominion

A dominion is an area of land controlled by one person or a council of people. The dominions are often given titles such as Barony, County, Duchy, Earldom, Kingdom, or Empire.

The Dominion is divided up into Hexes or Terrain Units. Each of these is usually the standard 24 miles across. Each Hex is associated with a Terrain Type. These Terrain Types are:

- Plains (MiPC)
- Hills (MiPC)
- Forest (MiPC)
- Grassland (MiPC)
- Swamp (MiPC)
- Desert (MiPC)
- Ice-Lands (MiPC)
- Jungle (MiPC)
- Mountains (MiPC)
- Volcano (MiPC)
- Small Town (MaPC)
- Town (MaPC)
- City (MaPC)
- Capital (MaPC)
- Keep (Holding Fortification)
- Fort (Holding Fortification)
- Castle (Holding Fortification)
- Palace (Holding Fortification)

In addition to these types, it is also relevant to know whether each unit borders open water and if it has a river running through it.

You will notice that some of the terrain types are man-made structures. When one of these is in a Hex, it is the dominant Terrain Type and the actual Terrain is irrelevant.

Income

Taxes

Any Ruler will tell you that taxes are essential.

When asked about his taxing system, King Richard the Cruel commented "What's the point in owning lands if you can't oppress the inhabitants?"

The standard tax rate is 70%. This provides the peasants with barely enough food to survive and enables maximum wealth to be taxed by the king.

Again King Richard had wise words on this matter "Straying from the standard 70% tax rate can only reduce the net gain we can make. Increasing the rate will result in too many peasant dying, without permission might I add. Decreasing the tax rate only provides the ungrateful among the masses to gain wealth and power that can only undermine the social values that we all hold so dear."

Income

Based on the optimised 70% tax rate the table can be used to calculate how much tax can be taken from each unit.

Each unit has its own income, which is calculated monthly. The total value that you can tax the unit's population is equal to the amount of Food (F) listed in the Income From Terrain Types Table.

Units of F can be used to feed additional families in the area who are then free to produce Resource (R) wealth.

In game terms, one unit of F can be used to purchase one unit of R to a maximum of the Resource limit listed on the Income From Terrain Types Table.

You will notice that some terrain types are capable of producing more R than F income. This means that if you want to produce the maximum amount of R income possible, you will need to transport additional F resources from other units to those units for purchasing more R.

Income From Terrain Types

Terrain	Base		With River Bonus		Borders Water Bonus	
	Food	Resource	Food	Resource	Food	Resource
Plains	200	50	100	10	20	-
Hills	100	100	50	20	20	10
Forest	80	120	40	20	20	-
Grassland	150	50	90	10	20	-
Swamp	0	50	-	-	-	-
Desert	10	100	40	50	10	-
Ice-Lands	10	10	10	-	20	10
Jungle	50	20	50	30	10	-
Mountains	10	200	10	50	-	-
Volcano	-	200	-	100	-	-
Small Town	200	400	100	50	50	50
Town	700	1400	200	100	100	50
City	2000	4000	500	500	200	100
Capital	5000	10000	1000	1000	500	500
Keep	100	100	-	-	-	-
Fort	200	200	-	-	-	-
Castle	300	300	-	-	-	-
Palace	400	400	-	-	-	-

For Example: take a barony which has two units, a mountain unit and a plains unit with a river running through it. The plains produce 300F and the mountains produce 10F.

The Baron wants to increase his R wealth and so he feeds more peasants in the area to allow them to work on R production. The Baron converts 60F into 60R in the plains and 10F into 10R in the mountains. Now he has a total of 240F and 70R.

If he wants he can convert even more F into R, but he will need to transport the excess F in the plains to the mountains. There is no point in transporting more than 190F because the mountains can only convert a maximum of 200 F into R. Therefore he transports the 190F to the mountains (at a cost of 18F, the transportation costs will be discussed later) and converts it into 190R.

Now he has 260R and 32F (50F-18F).

Pillaging

"Pillaging? Are you insane? We do not pillage our own lands. Of course fact finding missions into other countries need to support

themselves, but they just take from the local inhabitants the bare essentials they need to survive!" - King Richard

Pillaging is the act of raping the land of all its F resources. The result is that you receive the entire months taxes in just one day. The drawback to this is that many of the peasants in the area will starve to death (or be killed trying to defend their crops). It will take a whole year before the unit produces enough food to be taxed or pillaged again.

Needless to say, pillaging is rarely done, except in the case of armies passing through enemy territory.

Population

Each unit has a population that produces income. The population depends on the amount of food that is available for them.

The amount of food available is dependant on the Terrain Type and whether more food is transported to the Hex.

For each F that is taxed by the ruler, there are 10 peasants. For each R that is taxed by the ruler, there are

20 peasants (10 to produce the F and 10 to convert it into R).

Retaining Wealth

At the end of each month, all income that is not being held in a Holding Fortification, MaPC, or being guarded, is lost. Simply put it is stolen or used by the local inhabitants.

Holding Fortifications and MaPCs can hold any value of wealth. If you don't have one of these, then you will need to guard your wealth with soldiers. 10 soldiers can guard up to 1000 pieces of F or R.

Regardless of guarding or locking up your wealth, at the end of each month half of all remaining F is lost. This is due to perishable foods becoming unusable (or possibly even eaten by rats).

Transportation

Assuming that you would like to gather your income to a central location, you will need to transport the taxes that you receive from each unit to wherever you want it to go to.

The taxes are transported by Transportation Caravans. These caravans cost 1 R (or F) to carry 11W one unit. These caravans travel at 24 miles (one terrain unit) per day.

Transportation Caravans can be used to transport supplies other than just F and R if you wish.

Sea Transport

Sea transport costs the same as normal transport. However, there must be a port to move units from a land unit to a sea unit. A sea port costs 250R and 250F and can only be constructed at places nominated by the DM.

Outsourcing

In larger dominions, the act of calculating transportation costs can become very complicated and time consuming. In these instances, it might be wiser to outsource the tax collection and transportation to a private company that specialises in such things.

"I couldn't take it any more, the books and paper everywhere, the nagging of the misses, all just to

organise the transportation of my taxes. Thank goodness for RDTaT (Red Dragon Taxes and Transportation Pty Ltd). Now I receive my taxes faster and with less fuss. As for those old tax collectors... well lets just say that those good for nothing thieving public servants provided good entertainment for the peasants in the town square one morning." - spoken by King Richard the Cruel in the presence of all of the Phobanie kings at the Phobanie Empire AGM. Needless to say it is suspected that King Richard is receiving kickbacks from RDTaT.

Calculating the contracted out cost is much easier than working out the individual transportation cost for each unit's taxes.

First of all you need to calculate the total weight of taxes that you receive. (This will be total R/20 + total F). Multiply this number by one less than the distance of the furthest unit from the destination point. Finally divide the result by 11.

ie total transportation cost = $(R/20+F) * (\text{maxdistance}-1)/11$

This probably won't be cheaper, but it should be simpler than organising each individual unit.

Outsourcing still requires ports to be built if the taxes are to be transported across sea units.

Purchasing

When income needs to be spent in a unit (for example paying an army, or building a keep), the R and F units required must be available in that unit. This will probably mean that R and F need to be transported to that unit from your central holding location.

In these instances, you need to use Transportation Caravans to deliver the goods.

Building A Dominion

Gaining the Dominion

There are only a few ways in which you can gain a dominion:

Inheriting,
Conquering,
Granting, or
Settling.

Inheriting

This would have to be the easiest way of gaining a dominion. Most likely all of the bookwork is already done and the dominion should run itself.

Conquering

Taking a land by force is quite difficult. There is also a good chance that many units would be pillaged by either side. In addition, all of the records are likely to be lost and so a lot of the hard work would have to be redone in order to reorganise the dominion.

Granting

An owner of a dominion may choose to grant a portion of land to you for whatever reason. If the land is settled then this is just a simple matter of doing a bit of bookwork to organise the taxes and army and such.

Settling

This is a very difficult situation. When settling hostile lands you always need to keep guards or forts on your boundaries to prevent the hostile creatures of the wilderness from pillaging your land.

When settling wilderness territories there are three classifications of unit to consider: Civilised, Borderland, and Wilderness.

A Civilised unit is any settled unit that does not border any wilderness units.

A Borderland unit is any settled unit that borders wilderness units. No taxes can be taken from a borderland unit. The land is only

Example Storage Unit Sheet					
Small Town Storage Unit - Unitown					
Terrain Types	Income		Number	Total	
	F	R		F	R
Plains	150	50	3	450	150
Plains with river	240	60	6	1440	360
Grasslands with river	180	60	1	180	60
Mountains	0	10	2	0	20
Mountains with river	0	20	1	0	20
Hills	0	100	6	0	600
Forests	0	80	1	0	80
Small towns	0	200	1	0	200
Totals			21	2070	1490

Income Weight:	2144.5
Furthest unit distance:	5
Tax and Transport cost:	780

Income/Expenditure	F	R
Income	2070	1490
Expenditure		
Tax Transport	780	0
Army	371	306.5
Total Expenditure	1151	306.5
Net	919	1183.5

1. Unit Map,
2. Storage Unit Sheets, and
3. Treasury Transaction.

Unit Map

Initially the map of your unit might seem to be pointless, but when you have more than 1 Storage Unit they become essential.

The Unit Map should be a map of your dominion divided up into Terrain Units. Each terrain unit should be labelled in some way with the type of terrain that it is. In addition there should be a line drawn from that unit to a bordering unit,

indicating where the taxes are taken to from that unit. These lines are also known as transport lines.

Example Map



The example map given here does not come out well in greyscale when printed. The parts that don't come out well are the forest region near the top right hand corner, and the 3 mountain units near the top. The rivers are also difficult to distinguish from the transport lines

Storage Unit Sheets

You will need to keep a sheet for each storage unit that you have. This sheet needs to record:

- The name of the storage unit,

capable of just sustaining the population.

A Wilderness unit is any unsettled unit.

Any Wilderness unit that borders a Borderland unit that has been settled and not pillaged in the last year will become settled. In this way the dominion grows and gradually the Wilderness gives way to Civilised lands.

Bookkeeping

Bookkeeping is very important. Without it you would not be able to receive any taxes from the lands. The bookkeeping suggestions provided here assume that you will outsource the collection and transportation of taxes. The manual systems are complicated to explain here. If you can work out how to record the manual system satisfactorily then feel free. You might even save yourself 10R.

The core information that needs to be kept are the

- The number of each different type of terrain,
- The total income that is transported to the unit,
- The weight of that income,
- The distance of the furthest unit,
- The cost of taxing and transportation,
- Standard monthly Income/Expenditure, and
- Treasury.

Treasury Transaction Sheet

The treasury in each storage unit is also important to keep track of. It is not essential to record every single transaction, but if your DM claims that you have yet paid for your supplies to be transported to your army, it might be nice to be able to show him a written record of every transaction that you performed. If you wish to keep this you can keep a separate Treasury Transaction Sheet for each storage unit.

Additional Records

Separate from the dominion, it is also important to keep a record of your army and the cost of maintaining it.

Construction

Owning land is well and good, but building towns and cities is where the wealth is. And once you have a prosperous dominion, you will probably want to protect it with keeps and castles.

Towns and Cities

Towns and cities can only be constructed in places nominated by the DM.

The DM will typically nominate the best piece of land in your dominion as the location available to you for constructing your first MaPC. The second MaPC should be build on the next best piece of land and so on.

However, only in exceptional circumstances should MaPCs be constructed within 2 units of each other.

Examples of such exceptional circumstances include:

- Fertile plains fed by different river sources,
- Elves and dwarfs living in the same kingdom (not wanting to share the same city), or
- The ruler forcing a construction of an MaPC in an area not nominated by the DM by spending 3 times more than the normal construction cost.

These are only a guide, the DM should use their discretion when making these decisions.

In addition to these restraints, A dominion:

- Can construct a maximum of 2 small towns before a larger MaPC must be built.
- Cannot construct more than 2 small towns per town.

Example Treasury Transaction Sheet

Small Town Storage Unit - Unitown

Item	Date	Increase		Total Treasury		Notes
		F	R	F	R	
Brought forward	1/1/00	-	-	400	10000	
Months net income	1/1/00	919	1184	1319	11184	
Food decay	1/31/00	-660		660	11184	
Months net income	2/1/00	919	1184	1579	12367	
Small galley construction		-1000	-1000	579	11367	Small galley built
Food decay	2/29/00	-579		0	11367	
Months net income	3/1/00	919	1184	919	12551	
War galley construction		-919	-919	0	11632	Commenced building War galley
Food decay	3/31/00	0		0	11632	
Months net income	4/1/00	919	1184	919	12815	
War galley construction		-919	-919	0	11896	...
Food decay	4/30/00	0		0	11896	
Months net income	5/1/00	919	1184	919	13080	
War galley construction		-919	-919	0	12161	...
Food decay	4/30/00	0		0	12161	
Months net income	5/1/00	919	1184	919	13344	
War galley construction		-919	-919	0	12425	...
Food decay	5/31/00	0		0	12425	
Months net income	6/1/00	919	1184	919	13609	
War galley construction		-919	-919	0	12690	...
Food decay	6/30/00	0		0	12690	
Months net income	7/1/00	919	1184	919	13873	
War galley construction		-405	-405	514	13468	War Galley built
10 light catapult construction		-400	-400	114	13068	10 light catapults built
200 light spikes shot			-400	114	12668	200 light spiked shot purchased
Food decay	7/31/00	-57		57	12668	
Months net income	8/1/00	919	1184	976	13852	

- Cannot construct more than 2 towns per city.
- That has a capital can allow the construction of any number of small towns, towns and cities.

Fortifications

Keeps, Forts, Castles, and Palaces can be built anywhere. However, it will probably be wise to build them then places that can best defend your dominion.

Minimum Requirements

The construction of Small Towns, Towns, Cities, Keeps, Forts, Castles, and Palaces must have the minimum requirements, listed in the Typical Constructions section. If your construction contains all of the elements that make up a Typical Construction, then it qualifies as that construction.

If there are multiple constructions in the one unit, then the ruler must decide on a single construction that determines the income.

Roads

If you have roads running through greater than one fifth of the units in your dominion, then the total cost of tax transportation within your dominion is halved. Roads also have the added advantage of making your army more mobile within your dominion (See the *Net Book of Platoons and Batteries* for details).

Ports

Ports are essential if you own land separated by sea. Without ports, you would not be able to transport your taxes across the sea. MaPCs do not include ports by standard. If you want one then you will have to build one.

Component Constructions						
Construction	Material	R Cost	F Cost	Description	AC	HP
Battlement	Stone	5	5	10'	-5	15
Battlement	Wood	1	1	10'	2	5
Building	Stone	300	300	30'x30'x20'	-5	50
Building	Wood	150	150	30'x30'x20'	2	20
Dungeon Corridor	Stone	50	50	10'x10'x10'	-	-
Gate (portcullis)	Metal	500	500	10'x1/2'x20'	-1	200
Gate	Wood	100	100	10'x1/2'x20'	2	100
Gatehouse	Stone	550	550	30'x30'x30' has wooden gate, metal gate, and drawbridge	-5	500
High Keep	Stone	15000	15000	60'x60'x120'	-5	4000
Square Keep	Stone	7500	7500	60'x60'x80'	-5	2500
Square Keep	Wood	1500	1500	60'x60'x80'	2	1000
Moat	Air/Spikes	1	1	10'x20'x10'	-	-
Moat	Water	2	2	10'x20'x10'	-	-
Bastion Tower	Stone	190	190	half-round 30'x30'	-5	300
Bastion Tower	Wood	700	700	half-round 30'x30'	2	100
Large High Tower	Stone	6000	6000	30'x60'	-5	500
Large Round Tower	Stone	3000	3000	30'x30'	-5	350
Large Round Tower	Wood	1000	1000	30'x30'	2	150
Small Round Tower	Stone	1500	1500	20'x30'	-5	250
Small Round Tower	Wood	500	500	20'x30'	2	100
Seige Wall	Stone	50	50	10'x10'x20'+battlement	-5	500
Seige Wall	Wood	10	10	10'x5'x20'	2	200
High Wall	Stone	100	100	10'x10'x40'+battlement	-5	750
Paved Road	Stone	1200	1200	24 miles	-	-
Dock	Wood	50	50	60'x20'	2	20

Typical Constructions

You will notice that building these constructions is slightly cheaper than building all of the individual components.

"Well if the engineers want to build it that way and charge me less so be it. And if I don't like the way it looks afterward, then maybe I'll just hang the engineers on the walls to liven the design up a bit." - King Richard.

MaPCs

These constructions are upgradable. For example, a Town wall is just a Small Town wall with additions.

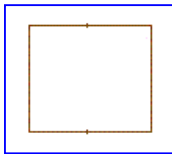
Small Town

Components

3000' of wooden wall (300)
2 wooden gates

Cost

F: 3000
R: 3000



Town Wall

Components

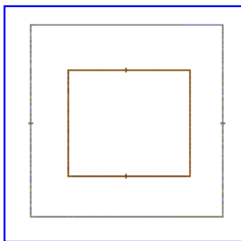
5000' of stone wall (500)
2 wooden gates
1 small town wall

Cost

F: 28000
R: 28000

Upgrade from small town

F: 25000
R: 25000



City Wall

Components

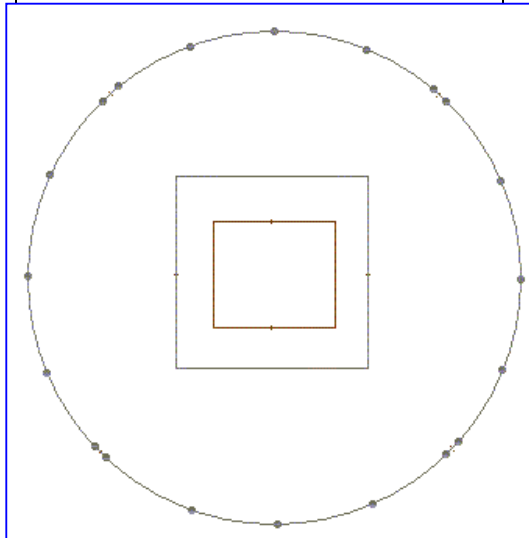
10000' of stone wall (1000)
20 small round stone towers
4 wooden gates
1 town wall

Cost

F: 100000
R: 100000

Upgrade from small town

F: 80000
R: 80000



Capital Wall

Components

20000' of stone wall (2000)
40 small round stone towers
4 gatehouses
1 city wall

Cost

F: 270000
R: 270000

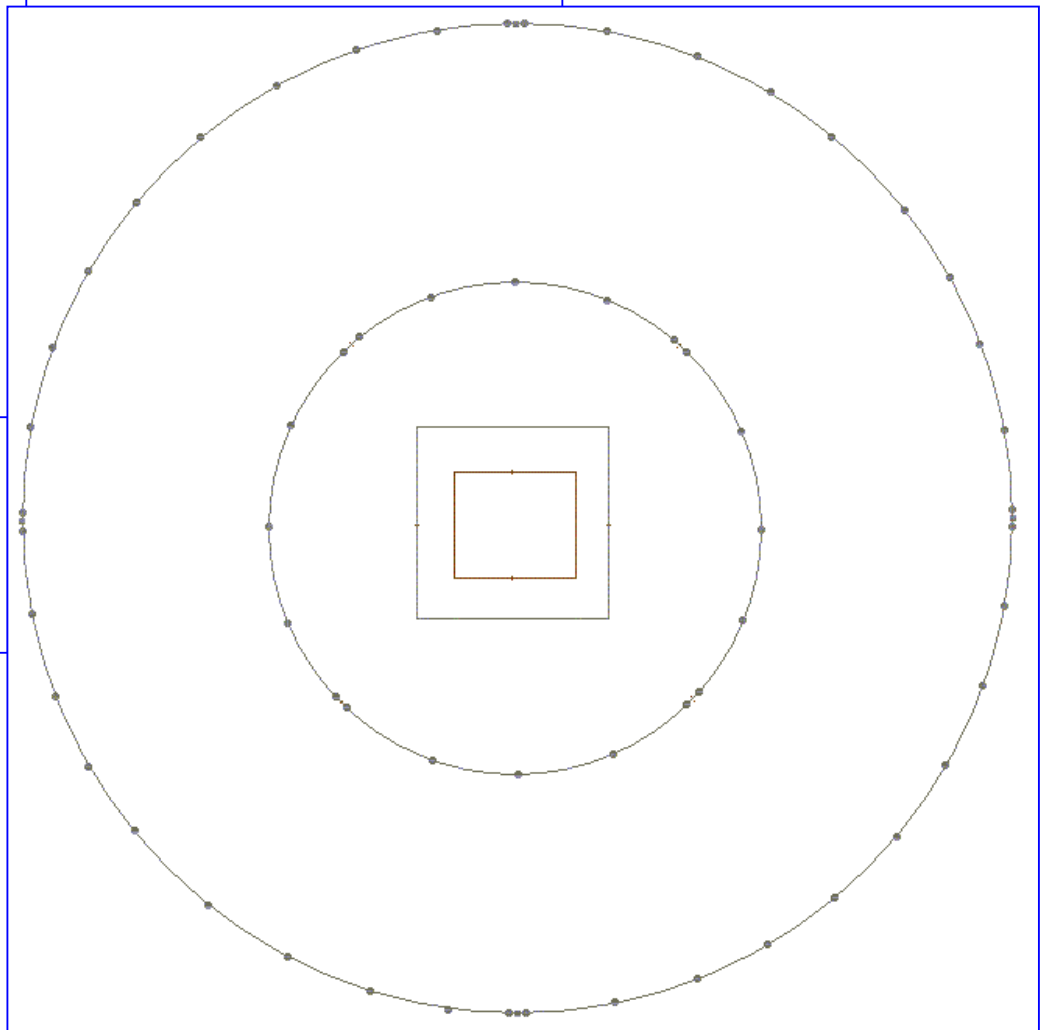
Upgrade from small town

F: 175000
R: 175000

Holding Fortifications

Keep

Components



1 stone keep

Cost

F: 7500

R: 7500



Fort

Components

1 stone keep

4 stone buildings

370' Stone wall (37)

1 Gatehouse

Cost

F: 14000

R: 14000



Castle

Components

1 stone keep

28 stone buildings

5 large round towers

4 small round towers

900' stone wall (90)

1100' spiked moat (110)

2 stone bastion towers

2 Gatehouses

Cost

F: 49000

R: 49000



Palace

Components

800' of high wall (80)

10 large high towers

1 stone keep

4 bastion towers

1 gatehouse

1 small round tower

1100' of spiked moats (110)

80 stone buildings

Cost

F: 100000

R: 100000



Other Constructions

Port

Components

5 docks

Cost

F: 250

R: 250



Simple Fort

Components

390' of wooden wall (39)

1 wooden gate

2 wood buildings

Cost

F: 750

R: 750

