VASSAL

Economy and Factions Guidebook

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Introduction

    This Guidebook will describe the process in which a player may earn, spend, store and develop their wealth in Vassal. As well as how they may use that wealth to form a faction and take to the battlefield! The Economy and faction systems will work hand in hand, bringing new elements to Vassal in the form of new oppotunities to expand story, roleplay and conflict between players.

    The goal for these new elements is to create a forward movement of wealth where players can gradually build up their savings, invest, buy a faction Hall and interact with each other in a new way via faction Conflict.

    Faction Conflict will put players at the center of personal feuds and battles. Earning wealth can now be achieved via Conflict but strategy and book keeping will need to be a consideration. Our aim is to bolster an environment of fun and competition with a heavy focus on roleplay and player choice!

Vassal Economy

In 2025 Vassal Leadership decided that player <u>Wealth</u> should do more, but also operate under a level of limitation. The purpose of limitation is to make the ambition of <u>Wealth</u> a cooperative experience. Player-to-Player engagement is the soul of Vassal and so establishing this was the natural first step.

After playtesting, we decided that <u>Wealth</u> shouldn't be about hoarding as much coin as you can. We acknowledge that this was all players could really do to feel the significance of reward when it comes to in-game <u>Wealth</u> and that falls on Leadership. This new era of the <u>Vassal Economy</u> is to refocus and explore a new, grander vision.

What does it mean to be wealthy in Vassal?

A player can reach a significant level of <u>Wealth</u> alone, but if they want to do more and earn more, they must seek the cooperation of others via <u>Faction Formation</u>. <u>Wealth</u> in Vassal can now be about forward movement and intentional investment to achieve larger goals.

What does that look like?

Earn <u>Coins</u> →Invest <u>Coins</u> to gain <u>Ingots</u> →Form a <u>Faction</u> with other players →Earn <u>Ingots</u> via <u>Faction Conflict</u> →Gain <u>Passive Earning</u> via the <u>Job Board</u> and <u>Faction</u> membership →Build a surplus of <u>Ingots</u> in your <u>Faction Hall</u> →Purchase <u>Commodities</u> that will give you an edge in battle!

These new systems exist to expand and develop <u>Wealth</u> in Vassal but by no means are they mandatory. A single player can do their own thing but also have a play style where they can capitalize on <u>Faction</u> business. Think of these new ideas as a 2nd tier to Vassal gameplay as it is now. A bonus!

Currency

All Wealth in Vassal is considered "gold" but there are two types that serve their own purpose.

Personal Wealth

Personal Wealth is represented by Coins. Coins are personal currency that is earned and spent at events. Coins are used for:

1) Auctions – Held at every Fall Event.
2) Gambling – Players bet and win Coins that are wagered.
3) Investment into Ingots – Available at the Player Bank.
4) Player-to-Player interactions – roleplay based hiring, paying debts, etc.
5) Purchasing Leadership provided goods – Drinks, more TBA.

Faction Wealth

Faction Wealth is represented by Ingots. Ingots are Faction currency that players receive when they invest Coins at the Player Bank. Ingots are used for:

1) Faction Formation – Faction Hall purchase.
2) Initiating Faction Conflict.
3) Faction Hall Repair.
4) Player-to-Player interactions when withdrawn from the Player Bank.
5) Purchase of Commodities from the Faction Bank.

Player Bank

Every player at Vassal has access to the Player Bank. The purpose of the Player Bank is to keep Wealth accounted for, invest Coins to Ingots and provide fast transfer of Ingots to the Faction Bank. The vision for the Player Bank is that players will deposit their Wealth at the end of each event for records and safe keeping. As mentioned in the Vassal Economy section, the limitation on Personal Wealth will be implimented via a Storage Cap and a Tax. The Storage Cap sets the max Wealth amount that can be stored in the Player Bank per player and a Tax will absorb the remaining sum of Coins players hand to the attendant while making a deposit.

Player Storage Cap - 5Ø Coins & 2 Ingots.	Investment - turns 4Ø Coins into 1 Ingot.

When a player has 4Ø Coins in-hand and/or 4Ø Coins in Storage, they may choose to invest. Investment is when 4Ø Coins are exchanged for 1 Ingot at the Player Bank and upon investment, the Ingot is immediately deposited. This process must be done with the attendant at the Player Bank and cannot be done at any other time.

ATTENTION : Ingots CANNOT be exchanged back into Coins via the Player Bank.

However, players may withdrawl Ingots to sell to other players for Coin. This we be represented by a paper Bank Note that is stamped for authenticity by the Player Bank attendant.

Tax will be collected only when a sum of Coins given to the attendant exceeds what can be deposited or that was not deemed to be Invested - If there is Ingot storage space available.

- Ex: A player has 75 Coins at the end of an event and their Player Bank is empty. They can do 2 things once their sum of Coins has been given to the attendant.

1) Deposit 5Ø Coins - which reaches the 5Ø Coin cap, leaving 25 Coins which can't be invested and will be lost to Tax.
2) Invest 4Ø Coins to 1 Ingot leaving 35 Coins which can then be deposited. Leaving the player with 35 Coins and 1 Ingot in the Player Bank. Nothing lost to Tax.

Tax Discussion

Why have a Tax and what is the purpose?

On the previous page, the phrase "sum of Coins given to the attendant" is intentional. Leadership hopes to achieve a culture where Wealth is constantly moving. Part of this is the passing of Wealth from Player-to-Player. Having an absolute Storage Cap and Tax comes with the hope that players would rather pass a sum of coins onto other players that otherwise would be lost to Tax.

If you have a friend that has Wealth goals, toss them some Coins. If you know that some of your Wealth is due to be lost to Tax, use that sum in a creative way via roleplay. If you and some friends are saving for something big and you have to disperse your Coins amongst your individual Player Banks to beat the Tax, do it!

Think of Tax as an incentive to use excess Coins in a positive way rather than seeing Tax as a punishment. Just make sure to plan before handing your Coins to the Player Bank! For roleplay purposes, think of Tax as the small fees of living or what it costs to feed an army or the cost of doing business and paying unseen employees of your trade caravan. It creates a realism that isn't forced.

Logistically Tax, Investment and the Vassal Economy all serve a purpose to return physical Coin back to Leadership to then pay out again via quests and player earnings in one big, continuous cycle. Players increase Wealth over time by converting Coins to Ingots and forming Factions, which returns the Coins back to Leadership.

How does a Player get paid?

At the start of every Vassal event, all attendees get a Base Pay of 10 Coins.

Beyond that, there are ways to raise your Base Pay by particpating in a few simple systems. The following page deals with Ways to earn!

Ways to Earn

Active Earning – The Notice Board

The main way to actively earn Wealth at Vassal is by completing posted Notices on the Notice Board. The Notice Board is a large, wooden board where quests, treasure hunts, etc. are posted on parchment.

Pay recieved upon completion of these Notices will vary. Players can earn Wealth, clues to larger rewards and even Vassal Lore related items that will come up at future events! Remember: Players can post Notices too!

Passive Earning – Player Ambition

Vassal Leadership will be implimenting a new system called the Job Board.
Here, players may post their names and professions, achieving a few key things.

1) Player visibility – When a player is posted on the Job Board it not only notifies other players of who they are and what they do as a character, but it also immediately makes their readiness to roleplay visable. This works great for strong role-players who want to play-to-lift and also for anyone who wants to get into the action and earn a little more.

2) Creating cooperative support – When it comes to roleplay, it is natural to feel hesitation. Whether you are new or just don't know what you want to get into at events, having a list of people that are confirmed to welcome roleplay could be a comfortable first step to cope with hesitation. Also, seeing who has been posted may give you ideas for what you may get into or how you start your adventure!

Posting on the Job Board will add +5 Coins to your Base Pay = 15 Coins at the start of that event. This can be done at every event without limit and the +5 Coins are not conditional on completing any tasks. Though, if this system is exploited in bad faith, Leadership may remove individual eligibility.

The second way to earn Passive Earning is by being a member of a Faction. This will add +10 Coins to your Base Pay. Combined with the Job Board, players can earn up to 25 Coins per event through Passive Earning!

Factions

How do you form a Faction?

There are 3 Conditions needed to form a Faction. Remember the power of 3 with Factions. The 3 Conditions are:

1) 5 Ingots – This is the cost to purchase a Faction Hall. This initiates Faction Formation.

2) A minimum of 3 members. Players can only hold 2 Ingots each in the Player Bank. 3 players are the minimum to achieve a 5 Ingot total. This will be done via a secure transfer from the Player Bank attendant to the Faction Bank. After formation, if a Faction falls below 3 players on their Faction Roster, it will become inactive. This is merely a pause on the Faction from Initiating Conflict or being the target of Faction Conflict.

3) Vassalage – When a Faction Hall is purchased, it's location must be chosen. This location must be in a land where one has the right to dwell. Vassalage is achieved in one's homeland by default or a land they are granted access to via other players with the authority or Lore Characters used by Leadership.

When the 3 Conditions are met, a Faction Representive must be chosen and the Faction Hall must be named. It will be placed in a desired spot of the Faction's choosing on the Faction Map. – abiding by the rules of Vassalage.

What does a Faction Hall do?

1) Storage – Factions Halls can hold 1Ø Ingots and 1Ø Commodities.

2) Certification of Conflict – This gives a Faction license to intiate or be the target of Conflict by another Faction.

3) Passive Earning – Every player in Vassal that is a member of a Faction receives +1Ø Coins to their Base Pay per event. A Faction Roster will be kept for each Faction. Factions must report new additions to their roster. If a Faction is inactive due to the 3 member minimum not being met, members still receive Passive Earning.

Factions

Why do we form a Faction?

The Faction System in short is an agreement of organized groups, who consent to feud and battle within a clear framework that is easy to understand and operate without the need of heavy Leadership oversight. In the past, all conflicts were generally a collaborative effort between players and Leadership and those stories would be showcased as themes for Vassal events. That will still happen from time to time, however Faction Conflict is a means for player groups (Factions) to act on their ambitions within the Faction System without hesitation or need for Leadership approval or guidance, beyond what is described in this guidebook.

> ATTENTION: Choosing to form a Faction is consent to participate in Faction Conflict.

What does that mean?

When a Faction has Ingots and chooses to battle your Faction, Faction Conflict has started. We will cover this in detail in the Faction Conflict section. When a Faction spends an Ingot, that means a battle is coming!

Recap and additional info

- A Faction is formed by meeting the 3 Conditions.
- The Faction must be named and a Faction Representitive must be chosen.
- The Faction Representative is the authorized spokesperson who reports all Ingot spending to the Faction Bank.
- The Faction Hall location must be chosen and will be placed on a Faction Map.
- If a Faction Representive leaves the Faction, a new representative must be chosen.
- To leave a Faction, the player in question notifies Leadership and they are removed from the Faction Roster.
- If a Faction Roster falls below 3, the Faction is temporarily paused and cannot act in Faction Conflict.

Faction Bank

Factions have access to the Faction Bank. The purpose of the Faction Bank is to keep record of Ingot storage in Faction Halls, communicate with the Player Bank, oversee the intiation of Faction Conflict and sale of Commodities. Think of the Faction Bank as the broker and authenticator of all Faction transactions. All Ingots in and out of Faction Halls are authorized by the Faction Bank. This is carried out by the attendant of the Faction Bank, Tom of Vassal Leadership.

Every transaction made by a Faction will be done by the Faction Representative, who will communicate with the Faction Bank attendant. Transactions include:

1) Initiating Conflict – 1 Ingot
2) Faction Hall Repair – 1 Ingot
3) Buying Commodities – 1 Ingot

When a transaction is communicated by the Faction Representative to the Faction Bank, Ingots are spent immediately and the balance of Ingots in your Faction Hall will be adjusted. The process is quick and simple. No exchange of physical Wealth will take place. With this in mind, any creative use of Faction Ingots should still be communicated to the Faction Bank and it will be done. Examples of this include but are not limited to:

1) Lending Ingots to another Faction
2) Paying for an ally Faction to initiate Faction Conflict.
3) Paying for the repair of a Faction Hall that is not your own.

Feel free to write contracts and roleplay these things as you choose, but the logistics will unfold as mentioned! If you have a special request or a question, speak with Leadership. If a decision is made that concerns another Faction, please have both Faction Representives present.

Faction Bank

How do I send Ingots to my Faction Hall?

1) Ingots are added by transferring from the Player Bank. To do this, tell the Player Bank attendant that you would like to transfer during the time of deposit. The Player Bank speaks with the Faction Bank and it is done.

2) Ingots are earned by winning Faction Conflicts which are deposited immediately into your Faction Hall. This can turn into a lucrative way to earn Ingots...if you win. 6 Ingots is the max reward possible during Faction Conflict.

Can I withdraw Ingots from my Faction Hall?

The short answer is no. Not in the way thay you would from the Player Bank, here is why:

When a player is responsbile for their own assets, they have complete control. When we enter into a situation where multiple people are thinking about how Faction Ingots should be spent, its better to keep Ingots within the Faction Hall for the sake of simplicity and group integrity. Think of a Faction as a non-profit business that earns only to strengthen itself. Ingots are Faction Wealth and their purpose in-game is to fuel the Faction process and stay in the Faction Hall.

This prevents any complications or disagreements as well as solidifies a level of simplicity and cooperation.

As mentioned earlier, this does not impede the creative choice of how your Faction Ingots may be spent. They just cannot be withdrawn as Bank Notes. This is to cut down on lag in the logistics process and keep things running smoothly!

Faction Conflict

Faction Conflict is a process in which two Factions feud with another. There are 3 Phases of Conflict.

Intitiation

1) Faction A representitve seeks Faction Bank and spends 1 Ingot in order to initiate Conflict on Faction B.

2) Faction Bank informs Faction B representative and Conflict begins.

3) Faction Bank communicates to Conflict Manager and Pitched Battle is scheduled.

4) Faction B is the defender and chooses field or forest for Pitched Battle location.

5) At this time a Pitched Battle is set. The outcomes and the Phases of Conflict are as follows: ⟶

1st Phase/Pitched Battle	2nd Phase/ Rescue	3rd Phase/ Siege Battle
Faction A Victory Reward - 3 Ingots → Faction A Advances Conflict Continues	Faction A Victory Reward - 1 Ingot → Faction A Advances Conflict Continues	No Points Taken Reward: None No Damage done to Faction Hall -Conflict Ends-
Faction A Victory Reward - 3 Ingots ✕ Faction A Yields -Conflict Ends-	Faction A Victory Reward: 1 Ingot ✕ Faction A Yields -Conflict Ends-	1-2 Points Taken Reward: 1-2 Ingots 1-2 Damage done to Faction Hall -Conflict Ends-
Faction B Victory Reward - None ✕ Faction A Defeated -Conflict Ends-	Faction C Victory Reward: none ✕ Faction A Defeated -Conflict Ends-	3 Points Taken Reward: 3 Ingots 3 Damage to Faction Hall = RUINED -Conflict Ends-
Faction A must win in order to Advance.	If no Rescue Faction appears, Skip to 3rd Phase.	3rd Phase result determines damage done to Faction Hall.

Advance | Advance

In the first 2 phases Faction A may choose to Yield after a Victory. Choosing to Yield immediately ends Faction Conflict. They can take their rewards and run essentially. In the 2nd Phase a 3rd Faction may spend 1 Ingot and intervene with a Pitched Battle in an attempt to stop Faction A. This may only happen once per Faction Conflict. In this example, those rescuing are Faction C.

Pitched Battle Rules

What is a Pitched Battle?

A <u>Pitched Battle</u> is a scenario where 2 <u>Factions</u> battle with a limited stock of <u>Respawns</u>. Both sides will have a <u>Respawn Point</u>. When a combatant falls in battle, they must walk back to their designated <u>Respawn Point</u> in order to resurrect and rejoin the battle. Every <u>Respawn</u> is counted by an attendant that is stationed at the <u>Respawn Point</u>.

Battle type	Win Condition	Location	Decision
<u>Stock:</u> 50 Respawns per <u>Faction</u>	Deplete enemy stock to zero	Field or Forest battle chosen by defender	Result determines the end or continuation of <u>Faction Conflict</u>

The choice of <u>Location</u> is granted to the defender as a means for them to have a say in what primarily is otherwise an attacker driven system. This adds strategy on the side of the defender. In the field, all <u>Combat Rules</u> apply. In the forest, no projectiles are allowed, per the <u>Player Handbook</u>.

Rescue Phase

If a <u>Rescue Faction</u> intervenes by spending 1 <u>Ingot</u>, a <u>Pitched Battle</u> will happen but now with the <u>Rescue Faction</u> as the defender. There are no additional rules for the <u>2nd Phase</u>. Upon play testing and feedback, an appropriate grace period will be determined for <u>Rescue Factions</u> to intervene. However, it will likely be a limited amount of time in order to keep <u>Faction Conflicts</u> moving.

Siege Battle Rules

In this scenario, there are 3 Capture Points that the attacking Faction must capture. Each Capture Point represents 1 HP, of the total 3, that a Faction Hall posesses. These points represent defensible positions, that when captured, will shift the momentum of the battle. The defending Faction starts the Siege with control of all 3 Capture Points.

Battle type	Win Condition	Location	Decision
Timed: 30 minutes and unlimited Respawn. ------------------------- Hold Capture Points to defend or capture to damage Faction Hall HP.	Attackers must hold each Capture Point for a collective total of 5 minutes to capture. A total capture of 3 will end the battle early.	Designated Siege Battle area split into 3 Points. ------------------------- Point 1, field outside Hall Point 2, the Battlements Point 3, the Interior Hall	No matter the result, Faction Conflict ends ------------------------- Rewards are granted and Faction Hall damage, if any, is recorded.

The attackers will start the battle in a siege camp, which acts as their initial Respawn Point. If the attackers capture Point 1, their Respawn will move to a space behind Point 1. When Point 2 is captured, their Respawn moves behind Point 2.

Oppositely, the defending Faction will start the Siege with their Respawn at Point 2. When Point 1 is captured by the attackers, the defenders Respawn moves back to Point 3. When Point 2 is captured, defenders move to an out-of-bounds Respawn location to defend Point 3. This movement simulates ground being lost during the Siege with each capture and with eventual move to the Interior Halls for a final confrontation.

Only the attacking Faction can capture points. When a point is captured, it is permanent for that Siege. Capture Points are to be taken in order. Only the contested Capture Point will be time monitored for capture. Contested Capture Points start with Point 1 and then move to the next when the previous has been captured.

General Battle Information

All <u>Faction Conflict</u> will be overseen by the <u>Conflict Manager</u>, Rob of Vassal Leadership.

A <u>Faction</u> may only be in 1 <u>Conflict</u> at a time: <u>attacking or defending</u>. This is mostly to streamline the logistics process for Leadership and to promote simplicity.

In all battle scenarios, any combatant who is consensually added by either <u>Faction</u> in a <u>Conflict</u> is allowed to participate in the respective battle. These may be allied combatants or mercenaries. These players are considered to be part of that <u>Factions</u> combatants for that specific <u>Conflict</u> until stated otherwise, for any reason, by player or <u>Faction</u>. (alliances may end, contracts may be completed, a player may simply choose not to participate in a battle, etc.)

This ultimately serves both the purposes of allowing as many players who wish to participate to be able to do so and allowing roleplay and diplomacy to remain of utmost importance amidst <u>Conflicts</u>. In <u>Phase 2</u> of <u>Conflict</u> this means players participating in the <u>Pitched Battle</u> are not limited to the combatants of the rescuing <u>Factions Roster</u>; it may consist of the exact same combatants who defended in <u>Phase 1</u>.

Battle Balance

When one <u>Faction</u> has many more combatants than the other, balance will be implimented to keep around the same number on the field for both sides. Currently this will be done and playtested with a "line to spawn" method. When a player returns to the <u>Respawn</u> on the larger side, they will stand in a first come first serve line instead of an immediate <u>Respawn</u>.

For <u>Sieges</u>, <u>Faction</u> numbers will be monitored and there will be an attempt to balance combatants in the battle via adding some willing participants to the smaller <u>Faction</u> if possible.

Aftermath

My Faction Hall has been damaged, now what?

The Conflict has ended for now, time to pick up the pieces. Repairs can be done for 1 Ingot per Faction Hall HP. Send your Faction Representative to speak with the Faction Bank to intiate Repairs. Ingots will then be subtracted from the total amount in your Faction Hall and Repairs will be complete.

If your Faction Hall recieved 1-2 damage, leaving only 1 or 2 HP, it functions as it did at 3 HP. However if it is not repaired and Faction Conflict is initiated on your Faction, if the 3rd Phase is reached there will only be Capture Points that correspond with the current HP of your Faction Hall. All Siege Battle rules stay in play. Attackers only have to hold the Capture Points that remain for 5 minutes, giving the attackers a time advantage.

What happens if my Faction Hall has Zero HP?

As mentioned briefly on the Faction Conflict page, reaching Zero HP gives your Faction Hall a RUINED status. Plainly put, your Faction Hall is too damaged to conduct Faction activity.

At Zero HP, Faction Conflict cannot be initiated but it also cannot be initiated upon your Faction by another.

The RUINED status is essentially a temporary pause which includes: the Passive Earning (+10 Coins) that your members recieve for being in a Faction, the ability to deposit Ingots into your Faction Hall and purchasing Commodities. All functions are restored when you Repair to at least 1 HP. If you do not have a balance of Ingots in your Faction Hall at the time of incurring a RUINED status, you may spend 1 Ingot from your Player Bank. This can also be done when not under the RUINED status.

Overall, think of Faction Conflict logisitically achieving 2 things.

Earning Wealth via battle and pausing the progress of your enemies by reducing their Faction Hall to Zero HP!

Commodities

This section will develop with time as we playtest the use of Commodities. As of the start of the 2Ø26 Season and release of this book (vØ3.26) the basic Commodities listed in this section exist to test the Commodity System.

What are Commodites?

Commodities are an action that can provide an Offense or Defense advantage for your Faction before battle.

In terms of The Known World and the element of roleplay, these represent actions that previously we were unable to explore. Think of the purchase of Commodities as buying the supplies or means to carry out the effects that are described. – Ex: Sabotage of supplies before battle, a call for reenforcements, etc

Factions may purchase these Commodities via 1 Ingot at the Faction Bank during Bank Hours. They will be available to buy only during this time and will be in limited supply until playtesting is complete.

The basic Commodites are split into Pitched Battle and Siege Battle groups due to each type having their own Win Conditions. Staring off, only have a few basic Commodites will be available for purchase. More to come later!

Pitched Battle Commodities	
Offense:	Defense:
1) Sabotage – Subtracts 1Ø from enemy Respawn stock. ------------------------------ 2) Delay – Enemy Combatants must Respawn 2 at a time.	1) Reinforcements – Adds to 1Ø to Respawn stock.

Siege Battle Commodities	
Offense:	Defense:
1) Rush – Lowers capture time of first Capture Point to 4 min. ------------------------------ 2) Delay – Enemy Combatants must Respawn 2 at a time.	1) Fortify – Raises capture time of first Capture Point to 6 min.

Commodities

When and how many Commodities can be used?

One Commodity may be played per Phase of Conflict by both the attacker and defender. When a Commodity is played, it will be done so in secret and not revealed to the opposing side until both Commodities have been played. When a Commodity is played, it is spent. Only one situation exists where this is not true: a Clash.

A Clash is a situation where Commodity effects "cancel" each other out. The Clash of these Commodities effectively changes nothing about the base rules of the Pitched Battle. – Ex: Attackers play Reenforcement and Defenders play Sabotage. One Commodity adds 1Ø to the Respawn Stock while another subtracts 1Ø, returning the scenario back to the starting Respawn Stock amounts.

When a Clash occurs Commodities are returned to their respective Factions and the Commodity window closes.

The future of Faction Types and Commodities.

The implementation of these basic Commodities are only the beginning. It has been the goal from the start of the Faction conversation that things will develop and change with time. This includes a vision for further Faction development including Faction Types. This includes a more in-depth look at what makes a Faction powerful and how a Faction suits different play styles in The Known World. The Commercial Faction type would not rely on fighting battles to earn Wealth.

Details about the Commercial Faction may include the ability to create Special Commodites. These would be created by the Commercial Faction itself and only available for purchase through trade via player-to-player tranactions. Emphasizing a "trader style" approach to Wealth accumulation, Special Commodities could create Passive Earning, bonuses or special effects to be sold or used during Faction Conflict.

Creating this element would give Commercial Factions leverage and benefits that a basic Faction would not have but may come with minor disadvantages due to it's focus on Commercial enterprise. Hang in there, changes are coming!

Books

Player Handbook   ## Lore Guidebook   ## Faith Guidebook

Credits