

Dark Ages

TENTATIVE MECHANICS: LOCATIONS

In this file there are tentative mechanics that could be part of the system.

‡ 1.00 Literal crypt cards

Literal crypt cards would double as locations and as places where uncontrolled vampires are attached to. Compared to the standard ruleset, where the vampires are turned face down on the uncontrolled region and not associated with anything. The purpose here is that the players would play a literal crypt card and they could attach or associate a vampire into it. Fairly straightforward. Some locations could be crypts, others not.

‡ 1.01 Crypt requirements for vampires

The general idea here is that a vampire could have requirements for what kind of crypt they can be placed into, including requiring no crypt and no requirements for crypt as options.

‡ 2.00 Location cards as places vampires reside at

The intent here is that when a vampire enters the game and continues to be in the game, they could be associated with a location card. Presence of a vampire in a location card would grant effects onto the vampire, and if they were to take actions, some actions would benefit from those effects, and others wouldn't.

‡ 2.01 Default 'wilderness' and wilderness cards as a type of location card

Vampires who are not associated with a location would be considered to be in default 'wilderness', which doesn't necessarily grant any benefits or allow any special actions. This would be the equivalent of the 'ready region' in a standard game of VTES. And to extend this, some location cards could be so-called 'wilderness' cards, modifying the default benefits of a vampire that is not associated with a location while controlled by a particular Methuselah.

So for example, a player could place their vampire to a location 'Berlin' for an example, and by being associated with that location, they would get benefits, and while they're not associated with a location they would have just the default wilderness modifiers, where as if the Methuselah has played a wilderness location card, for example, 'Pyrenees' his ready vampires could be considered to be there instead of the default ready region equivalent blank wilderness.

‡ 2.02 Actions taken at a location and actions which take the vampires elsewhere

Some actions could be taken at a location - for a comparison to VTES let's say you make a political action with a vampire associated with a city - then the vampire gets the benefits of that location while taking that action. While taking an action that takes the vampire elsewhere, let's say they try to burn a card owned by another Methuselah. You could think of it as the vampire having to leave the location to take that action.

‡ 2.03 Vehicles doubling as locations which allow taking different actions

Instead of being associated with a location, vampires in the game could be associated with a vehicle as well. Some actions could benefit from modifiers or effects from vehicles even if those actions couldn't benefit from locations. So, in a Dark Ages type of context, you could imagine a vampire having a 'carriage' for an example, which would allow taking actions which imply some sort of mobility.

✠ 2.04 Multiple vampires at the same location

The location system could be extended so that several vampires can reside at a location, and they would have some sort of a capacity. For example if you had a location named 'Prague', perhaps it could house several vampires, and if you have something else like a remote hut or some small place, perhaps it can only house one.

✠ 2.05 Moving between locations

Vampires and other minions would have the ability to move between locations, by taking an action or otherwise.

✠ 2.06 Location adjacency

Whether a vampire can move between two locations could be governed by rules, for which there are many possible variants. One scheme involves defining location adjacency, for which there are also many possible rulesets.

✠ 2.06.01 Locations adjacency managed via region adjacency graphs

The general concept here is that location adjacency is modelled in a way which corresponds with region adjacency graphs (RAG). Note: Not a very standardized term.

✠ 2.06.02 Adjunct locations

Locations which are played as extensions of an existing location, such that the adjacent location is exposed and accessible.

✠ 2.06.03 Nested locations

Locations which are played as extensions of an existing location, but which are considered to be contained within the primary location, and is only accessible from within the primary location.

✠ 2.07 Vampires controlled by different Methuselahs at the same location, and action locality

If multiple vampires can be at the same location, then perhaps those don't have to belong to the same Methuselah. This would allow a different branch of interaction between vampires which would be based on locality. For example, perhaps if you take a political action with a vampire and another Methuselah controls a vampire at that location, maybe they have different means of interfering or supporting that action, than they would if they were at a different location.

✠ 2.08 Encountering a vampire entering a new location

Moving between two locations creates a situation where a vampire may be entering a location where there already are vampires, especially in the case that those are controlled by another Methuselah. This could result in a hostile encounter between the current residents of the location and the new incoming vampire.

✠ 2.09 Besieged locations

Encountering a vampire entering a new location also allows for the creation of a siege system for locations, such that hostile vampires could be considered sieging a location. That could result in a persistent situation, such that those vampires might enter combat, or the state of being besieged might restrict the residing vampires' capability to move to another location.