ECO LEA STA

Governante — CAR ☐ ☐ ☐
Barone, Duca, Re o Regina– Se vacante il regno fallisce tutti i tiri di comando e non può reclamare o sviluppare esagoni

Coniuge — CAR ÷ 2
Regina Consorte o Principe Consorte– Può governare in assenza del Governante. deve superare un tiro di lealtà o +1dissenso

Erede — CAR ÷ 2
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

Consigliere — SAG o CAR
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals

Generale — FOR o CAR
Comanda l'esercito– Se vacante, -4lealtà

Grand Diplomat — INT o CAR
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts

Sommo Sacerdote — SAG o CAR
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep

Magister — INT o CAR
Guides higher learning and magic – If vacant, -4 economy

Sceriffo — DES o SAG
Enforce rural justice – If vacant, -4 economy

Royal Enforcer — FOR o DES
Enforce law and order – If present, -1 unrest at upkeep

Capospia — DES o INT ☐ ☐ ☐
Intelligence – If vacant, -4 economy and +1 unrest at upkeep

Tesoriere — INT o SAG
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes

Viceré — INT o SAG ÷ 2
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit

Custode — FOR o COS
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability

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Buono: +2Lealtà
Caotico: +2Lealtà

Legale: +2Economia
Neutrale: +2Stabilità
Malvagio: +2Economia

EDITTI

PROMOTIONS
☐ Nessuno	-1Stabilità	
☐ Token	+1 stability, +1bp consumption	
☐ Standard	+2stabilità, +2 consumobp	
☐ Aggressivo	+3stabilità, +4 consumobp	
☐ Espansionista	+4stabilità, +8 consumobp	

TASSAZIONE
☐ Nessuno	+1Lealtà
☐ Luce	+1Economia, -1Lealtà
☐ Normale	+2economia, -2lealtà
☐ Pesante	+3Economia, -4Lealtà
☐ Soverchiante	+4Economia, -8Lealtà

FESTIVALS
☐ Nessuno	-1Lealtà
☐ 1	+1 loyalty, +1bp consumption
☐ 6	+2 loyalty, +2bp consumption
☐ 12	+3lealtà, +4 consumobp
☐ 24	+4lealtà, +8 consumobp

			Allineamento	Promozioni	Taxation	Festival	Insediamenti	Risorse	Autorità	Vacancies	Unrest	Varie	Temp
ECONOMIA ECO	=	⚙💀 +	N/D	+	+	N/D +	+	+	+	−	−	+	+
LEALTA' LEA	=	◇ +	N/D	+	+	+	+	+	+	−	−	+	+
STABILITÀ STA	=	⚕❄ +	+	+	N/D +	+	+	+	+	−	−	+	+

GESTIONE DEL REGNO

MANTENIMENTO

STABILITÀ On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest ☐ 1 pb ✚

SPENDING
Promozioni	Festival	Varie
=	+	+

|_|_,_|_|_| pb ➖

CONSUMO

IN ESTATE ☀ pb = Taglia ⬡ + Città − (Fattorie × 2)

IN INVERNO ❄ pb = Taglia ⬡ + Città − Fattorie

|_|_,_|_| pb ➖

UNREST
+2 agitazione se la tesoreria è vuota
+1 unrest for each attribute (Economy, Loyalty or Stability) that is negative
Royal enforcer can reduce unrest by 1, but must then make a loyalty check or lose 1 loyalty
If unrest is more than 10, abandon a hex
If unrest reaches 20, the kingdom falls into anarchy

EDITTI

ASSEGNA COMANDO Aggiusta i tiri del regno

	per turno		
HEXES Claim and abandon hexes	☐	|_|_,_|_| pb ➖
TERRENO Costruire fattorie, strade, miniere, etc	☐	|_|_,_|_| pb ➖
SETTLE Create new towns	☐	|_|_,_|_| pb ➖
EDIFICI Aggiungi edifici alle Città	☐	|_|_,_|_| pb ➖
MILITARY Create armed units (comes from allocation for settling towns)		|_|_,_|_| pb ➖

ENTRATE

WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check	|_|_,_|_| pb ➖
DEPOSIT 4000gp in trade goods and treasure nets 1bp	|_|_,_|_| pb ✚
OTHER INCOME	|_|_,_|_| pb ✚
TASSE Introiti del Regno = Economy Roll ÷ 3	|_|_,_|_| pb ✚

POPOLAZIONE

DIMENSIONE DEL REGNO
The number of 12-mile hexes the kingdom controls
0–25	☐ Baronia
26–100	☐ Ducato
101–	☐ Regno

REGNO POPOLAZIONE
Popolazione Totale
$$\text{👥} = (250 \times \text{⬡ Taglia}) + \text{👤 Città}$$

COMANDO CD
$$\Box = 20 + \text{⬡ Taglia} + \text{Distretti} + \text{Varie}$$

UNREST LEVEL
Penalty applies to economy, loyalty and stability
From 10, begin to lose control of hexes
From 20, all saves drop to 0 and kingdom cannot act

TESORERIA

Treasury funds |_|_,_|_|_,_|_|_| pb