TESORERIA

Treasury funds ___,___,___ pb

Monthly expenditure ___,___ pb −

Monthly income ___,___ pb +

Next month ___,___,___ pb

CALENDARIO

Sarenith Erastus
Desnus Arodus
Gozran Rova
Pharast Lamashan
Calistril Neth
Abadius Kuthona

KINGDOM FINANCES

MANTENIMENTO

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

CONSUMO

SPENDING Promozioni Festival Varie

___ = ___ + ___ + ___ ___ — ___,___ pb −

IN ESTATE Taglia Città Fattorie

☀ pb = ⬡ + ___ − (___ × 2)

IN INVERNO Taglia Città Fattorie

❄ pb = ⬡ + ___ − ___ — ___,___ 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

HEXES Claim and abandon hexes ☐ per turno — ___,___ pb −

TERRENO Costruire fattorie, strade, miniere, etc ☐ per turno — ___,___ pb −

SETTLE Create new towns ☐ per turno — ___,___ pb −

EDIFICI Aggiungi edifici alle Città ☐ per turno — ___,___ 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 +

Buono: +2Lealtà
Caotico: +2Lealtà

BUONO LEGALE CAOTICO MALVAGIO

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

EDITTI

PROMOTIONS

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

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 consumo**bp
☐	**24**	+4lealtà, **+8 consumo**bp

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 = (250 × Taglia) + Città

COMANDO CD

= 20 + Taglia + Distretti + 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