

TREASURY

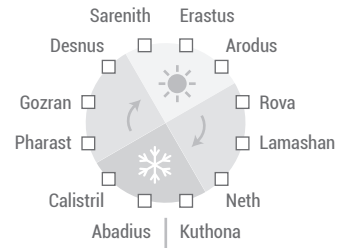
Treasury funds

Monthly expenditure

Monthly income

Next month

CALENDARIO



KINGDOM FINANCES

STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest
 1 bp +
SPENDING Promotions Festivals Outros

= + +

IN SUMMER Tamanho Cidades Fazendas
 bp = + - (× 2)
IN WINTER Tamanho Cidades Fazendas
 bp = + -

UNREST

+2 unrest if the treasury is empty

+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

ASSIGN LEADERSHIP Adjust kingdom rolls**HEXES** Claim and abandon hexes
 por turno

TERRAIN Build farms, roads, mines etc
 por turno

SETTLE Create new towns
 por turno

BUILDINGS Add buildings to towns
 por turno

MILITARY Create armed units (comes from allocation for settling towns)

WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check

DEPOSIT 4000gp in trade goods and treasure nets 1bp

OTHER INCOME

TAX Kingdom's Income = Economy Roll ÷ 3

POPULAÇÃO

TAMANHO DO REINO0–25 ☐ Barony
 The number of 12-mile hexes the kingdom controls
26–100 ☐ Duchy101– ☐ Reino**POPULAÇÃO DO REINO**

Tamanho Total City Population

 = (250 ×) +
COMMAND DC

Tamanho Districts Outros

 = 20 + + +
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

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EDICTS

- PROMOTIONS**
- ☐ Nenhum -1estabilidade
 - ☐ Ficha +1 stability, +1bp consumption
 - ☐ Standard +2 stability, +2bp consumption
 - ☐ Agressivo +3 stability, +4bp consumption
 - ☐ Expansionist +4 stability, +8bp consumption

- TAXATION**
- ☐ Nenhum +1lealdade
 - ☐ Light +1economia, -1lealdade
 - ☐ Normal +2 economy, -2 loyalty
 - ☐ Heavy +3economia, -4lealdade
 - ☐ Overwhelming +4 economy, -8 loyalty

- FESTIVALS**
- ☐ Nenhum -1lealdade
 - ☐ 1 +1 loyalty, +1bp consumption
 - ☐ 6 +2 loyalty, +2bp consumption
 - ☐ 12 +3 loyalty, +4bp consumption
 - ☐ 24 +4 loyalty, +8bp consumption