

## TREASURY

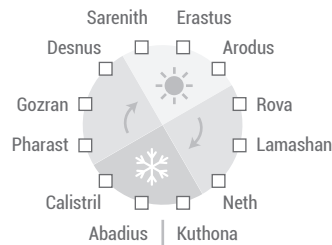
PC

|||, |||) PC —

|||, |||) PC +

PC

## CALENDARIO



## KINGDOM FINANCES

1 PC +

$$= \quad + \quad +$$
PC 

$$\boxed{\text{Sun}}_{\text{PC}} = \text{Hexagon} + \text{Triangle} - (\text{Square} \times 2)$$

$$\boxed{\text{PC}} = \text{C}_6\text{H}_6 + \text{C}_6\text{H}_5\text{C}_6\text{H}_5 - \text{C}_6\text{H}_5\text{C}_6\text{H}_4\text{C}_6\text{H}_5$$

PC

**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

<b>ASSIGN LEADERSHIP</b>	Adjust kingdom rolls
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**HEXES** Claim and abandon hexes  por turno

PC

**TERRAIN** Build farms, roads, mines etc  por turno

PC

**SETTLE** Create new towns  por turno

PC

**CONSTRUÇÕES** Adiciona construções as cidades  por turno

PC 

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

PC

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

PC 

**DEPOSIT** 4000gp in trade goods and treasure nets 1bp

PC +

## OTHER INCOME


PC +

**TAX** Lucros do Reino = Economy Roll  $\div 3$

PC +

## POPULAÇÃO

**TAMANHO DO REINO**

 The number of 12-mile hexes the kingdom controls

0-25 ☐ Barony  
26-100 ☐ Duchy  
101- ☐ Reino

POPULAÇÃO DO REINO	Tamanho	Total City Population
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$$\boxed{\text{3 people}} = (250 \times \text{hexagon}) + \text{1 person}$$

$$\text{COMMAND DC} = 20 + \text{Tamanho} + \text{Distritos} + \text{Outros}$$

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

TREASURY

Treasury funds ( , , ) PC

## EDICTS

<input type="checkbox"/> Nenhum	-1estabilidade
<input type="checkbox"/> Ficha	+1 stability, +1bp consumption
<input type="checkbox"/> Padrão	+2 stability, +2bp consumption
<input type="checkbox"/> Agressivo	+3 stability, +4bp consumption
<input type="checkbox"/> Expansionist	+4 stability, +8bp consumption

<input type="checkbox"/> Nenhum	+1lealdade
<input type="checkbox"/> Light	+1economia, -1lealdade
<input type="checkbox"/> Normal	+2economia -2lealdade
<input type="checkbox"/> Pesado	+3economia, -4lealdade
<input type="checkbox"/> Overwhelming	+4 economy, -8 loyalty

**FESTIVAIS**

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