



Bom +2Leal  
Caótico: +2Leal

Lawful: +2 Economy  
Neutral: +2 Stability  
Evil: +2 Economy



## EDICTS

PROMOTIONS	<input type="checkbox"/> Nenhum	-1estabilidade
	<input type="checkbox"/> Ficha	+1 stability, +1bp consumption
	<input type="checkbox"/> Standard	+2 stability, +2bp consumption
	<input type="checkbox"/> Agressivo	+3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist	+4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> Nenhum	+1lealdade
	<input type="checkbox"/> Light	+1economia, -1lealdade
	<input type="checkbox"/> Normal	+2 economy, -2 loyalty
	<input type="checkbox"/> Heavy	+3economia, -4lealdade
	<input type="checkbox"/> Overwhelming	+4 economy, -8 loyalty
FESTIVALS	<input type="checkbox"/> Nenhum	-1lealdade
	<input type="checkbox"/> 1	+1 loyalty, +1bp consumption
	<input type="checkbox"/> 6	+2 loyalty, +2bp consumption
	<input type="checkbox"/> 12	+3 loyalty, +4bp consumption
	<input type="checkbox"/> 24	+4 loyalty, +8bp consumption

ECONOMY	Alinhamento	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Outros	Temporário
ECO	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +
LOYALTY	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +
ESTABILIDADE	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +

## KINGDOM MANAGEMENT

UPKEEP	<b>STABILITY</b> On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest <input type="checkbox"/> 1 bp +			
	<b>SPENDING</b>	Promotions	Festivals	Outros
	=	+	+	
	<b>IN SUMMER</b>	Tamanho	Cidades	Fazendas
	bp =  +  - (  × 2 )			
CONSUMPTION	<b>IN WINTER</b>	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

EDICTS	<b>HEXES</b> Claim and abandon hexes	<input type="text"/>	por turno	<input type="text"/>	bp -
	<b>TERRAIN</b> Build farms, roads, mines etc	<input type="text"/>	por turno	<input type="text"/>	bp -
	<b>SETTLE</b> Create new towns	<input type="text"/>	por turno	<input type="text"/>	bp -
	<b>BUILDINGS</b> Add buildings to towns	<input type="text"/>	por turno	<input type="text"/>	bp -
	<b>MILITARY</b> Create armed units (comes from allocation for settling towns)	<input type="text"/>	por turno	<input type="text"/>	bp -

INCOME	<b>WITHDRAW</b> Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check	<input type="text"/>	bp -
	<b>DEPOSIT</b> 4000gp in trade goods and treasure nets 1bp	<input type="text"/>	bp +
	<b>OTHER INCOME</b>	<input type="text"/>	bp +
	<b>TAX</b> Kingdom's Income = Economy Roll ÷ 3	<input type="text"/>	bp +

## LEADERSHIP ROLES

<b>Ruler</b>	CAR	ECO	LOY	STA
Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes				
<b>Spouse</b>	CAR ÷ 2			
Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
<b>Heir</b>	CAR ÷ 2			
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
<b>Councilor</b>	SAB ou CAR			
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals				
<b>General</b>	FOR ou CAR			
Commands the army – If vacant, -4 loyalty				
<b>Grande Diplomata</b>	INT ou CAR			
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts				
<b>High Priest</b>	SAB ou CAR			
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep				
<b>Magister</b>	INT ou CAR			
Guides higher learning and magic – If vacant, -4 economy				
<b>Marshal</b>	DES ou SAB			
Enforce rural justice – If vacant, -4 economy				
<b>Royal Enforcer</b>	FOR ou DES			
Enforce law and order – If present, -1 unrest at upkeep				
<b>Spymaster</b>	DES ou INT			
Intelligence – If vacant, -4 economy and +1 unrest at upkeep				
<b>Treasurer</b>	INT ou SAB			
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes				
<b>Viceroy</b>	INT ou SAB ÷ 2			
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit				
<b>Warden</b>	FOR ou CON			
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability				

## POPULAÇÃO

<b>TAMANHO DO REINO</b>	0-25 <input type="checkbox"/> Barony
The number of 12-mile hexes the kingdom controls	26-100 <input type="checkbox"/> Duchy
	101- <input type="checkbox"/> Reino
<b>POPULAÇÃO DO REINO</b>	Total City Population
= ( 250 ×  ) +	
<b>COMMAND DC</b>	Tamanho Districts Outros
= 20 +  +  +	
<b>UNREST LEVEL</b>	
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  bp