

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

EDICTS	
PROMOTIONS	<input type="checkbox"/> None -1 stability
	<input type="checkbox"/> Token +1 stability, +1bp consumption
	<input type="checkbox"/> Standard +2 stability, +2bp consumption
	<input type="checkbox"/> Aggressive +3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist +4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> None +1 loyalty
	<input type="checkbox"/> Light +1 economy, -1 loyalty
	<input type="checkbox"/> Normal +2 economy, -2 loyalty
	<input type="checkbox"/> Heavy +3 economy, -4 loyalty
	<input type="checkbox"/> Overwhelming +4 economy, -8 loyalty
FESTIVALS	<input type="checkbox"/> None -1 loyalty
	<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	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Misc	Temp
ECO =		+ N/A	+	+ N/A	+	+	+	-	-	+	+
LOY =		+ N/A	+	+	+	+	+	-	-	+	+
STA =		+	+	+ N/A	+	+	+	-	-	+	+

STABILITY

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

☐ 1 bp +

SPENDING

Promotions Festivals Misc

= + +

bp =

IN SUMMER

Size Towns Farms

bp = + - (× 2)

IN WINTER

Size Towns Farms

bp = + -

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

per turn

bp =

TERRAIN

Build farms, roads, mines etc

per turn

bp =

SETTLE

Create new towns

per turn

bp =

BUILDINGS

Add buildings to towns

per turn

bp =

MILITARY

Create armed units (comes from allocation for settling towns)

bp =

WITHDRAW

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

bp =

DEPOSIT

4000gp in trade goods and treasure nets 1bp

bp +

OTHER INCOME

bp +

TAX

Kingdom's Income = Economy Roll ÷ 3

bp +

KINGDOM SIZE

0-25 ☐ Barony

26-100 ☐ Duchy

101- ☐ Kingdom

KINGDOM POPULATION

The number of 12-mile hexes the kingdom controls

Size

Total City Population

bp = (250 ×) +

COMMAND DC

Size Districts Misc

bp = 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

TREASURY

Treasury funds

bp