

## TREASURY

Treasury funds











Monthly expenditure











Monthly income











Next month



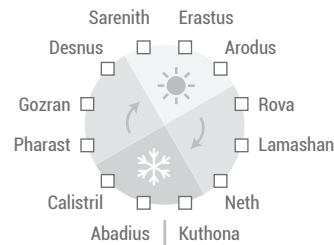








## CALENDARIO



## KINGDOM FINANCES

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









**SPENDING** Promotions Festivals Outros

= + +










**IN SUMMER** Tamanho Cidades Fazendas









**IN WINTER** Tamanho Cidades Fazendas




















**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









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









**SETTLE** Create new towns









**BUILDINGS** Add buildings to towns









**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 REINO**0-25 ☐ Barony










The number of 12-mile hexes the kingdom controls

26-100 ☐ Duchy101- ☐ Reino**POPULAÇÃO DO REINO**

Tamanho Total City Population










**COMMAND DC**

Tamanho Districts 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

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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