

TREASURY

Treasury funds

 bp

Monthly expenditure

 bp -

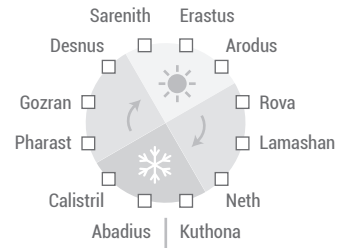
Monthly income

 bp +

Next month

 bp

CALENDAR



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 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) per turn

 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 +

POPULACE

KINGDOM SIZE

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

 The number of 12-mile hexes the kingdom controls

KINGDOM POPULATION

Size Total City Population

 = (250 ×) +
COMMAND DC

Size Districts Misc

 = 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
☐ None -1stability
☐ Token +1stability, +1bpconsumption
☐ Standard +2stability, +2bpconsumption
☐ Aggressive +3stability, +4bpconsumption
☐ Expansionist +4stability, +8bpconsumption

TAXATION
☐ None +1loyalty
☐ Light +1economy, -1loyalty
☐ Normal +2economy, -2loyalty
☐ Heavy +3economy, -4loyalty
☐ Overwhelming +4economy, -8loyalty

FESTIVALS
☐ None -1loyalty
☐ 1 +1loyalty, +1bpconsumption
☐ 6 +2loyalty, +2bpconsumption
☐ 12 +3loyalty, +4bpconsumption
☐ 24 +4loyalty, +8bpconsumption


Good: +2Loyalty

Lawful: +2Economy

Chaotic: +2Loyalty

Neutral: +2Stability

Evil: +2Economy