

СОКРОВИЩНИЦА

Казначейский фонд

 bp

Monthly expenditure

 bp -

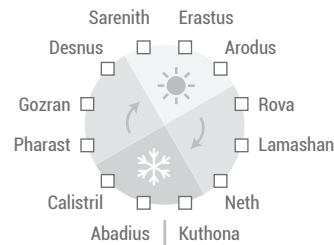
Monthly income

 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

 bp +
SPENDING Поощрения Фестивали Прочее

= + +

 bp -
IN SUMMER

Размер Города Фермы

 bp = + - (× 2)
IN WINTER

Размер Города Фермы

 bp = + -

 bp -

+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
 в ход
TERRAIN Build farms, roads, mines etc
 в ход
SETTLE Create new towns
 в ход
BUILDINGS Add buildings to towns
 в ход
MILITARY Create armed units (comes from allocation for settling towns)

 bp -

 bp -

 bp -

 bp -

 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 SIZE0-25 ☐ Barony

 The number of 12-mile hexes the kingdom controls
26-100 ☐ Duchy101- ☐ Королевство**KINGDOM POPULATION**

Размер

Total City Population

 = (250 ×) +
COMMAND DC

Размер

Districts

Прочее

 = 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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