

TREASURY

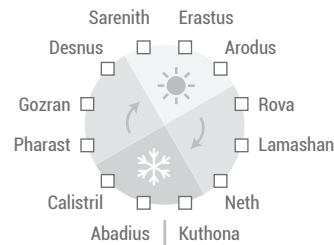
Treasury funds

Monthly expenditure

Monthly income

Next month

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

= + +

IN SUMMER

Size Towns Farms

☐ bp = ☐ + ☐ - (☐ × 2)

IN WINTER

Size Towns Farms

☐ 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
TERRAIN Build farms, roads, mines, etc.
 per turn
SETTLE Create new towns
 per turn
BUILDINGS Add buildings to towns
 per turn
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

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

TREASURY

Treasury funds

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