

Good: +2Loyalty

Chaotic: +2Loyalty

Lawful: +2Economy

Neutral: +2Stability

Evil: +2Economy

| EDICTS | |
|------------|--|
| PROMOTIONS | <input type="checkbox"/> None -1stability |
| | <input type="checkbox"/> Token +1stability, +1bpconsumption |
| | <input type="checkbox"/> Standard +2stability, +2bpconsumption |
| | <input type="checkbox"/> Aggressive +3stability, +4bpconsumption |
| | <input type="checkbox"/> Expansionist +4stability, +8bpconsumption |
| TAXATION | <input type="checkbox"/> None +1loyalty |
| | <input type="checkbox"/> Light +1economy, -1loyalty |
| | <input type="checkbox"/> Normal +2economy, -2loyalty |
| | <input type="checkbox"/> Heavy +3economy, -4loyalty |
| | <input type="checkbox"/> Overwhelming +4economy, -8loyalty |
| FESTIVALS | <input type="checkbox"/> None -1loyalty |
| | <input type="checkbox"/> 1 +1loyalty, +1bpconsumption |
| | <input type="checkbox"/> 6 +2loyalty, +2bpconsumption |
| | <input type="checkbox"/> 12 +3loyalty, +4bpconsumption |
| | <input type="checkbox"/> 24 +4loyalty, +8bpconsumption |

| 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 unre

SPENDING

Promotions Festivals Misc

= + +

bp

IN SUMMER

Size Towns Farms

bp = + - (× 2)

bp

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

= 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