

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

ЭДИКТЫ	
PROMOTIONS	<input type="checkbox"/> Нет -1 stability
	<input type="checkbox"/> Token +1 stability, +1bp consumption
	<input type="checkbox"/> Standard +2 stability, +2bp consumption
	<input type="checkbox"/> Aggressive +3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist +4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> Нет +1 loyalty
	<input type="checkbox"/> Свет +1экономика, -1верность
	<input type="checkbox"/> Средние +2 economy, -2 loyalty
	<input type="checkbox"/> Heavy +3 economy, -4 loyalty
	<input type="checkbox"/> Overwhelming +4 economy, -8 loyalty
FESTIVALS	<input type="checkbox"/> Нет -1 loyalty
	<input type="checkbox"/> 1 +1 loyalty, +1bp consumption
	<input type="checkbox"/> 6 +2 loyalty, +2bp consumption
	<input type="checkbox"/> 12 +3 loyalty, +4bp consumption
	<input type="checkbox"/> 24 +4 loyalty, +8bp consumption

LEADERSHIP ROLES		ЭКО	ЛОЙ	СТА
<b>Ruler</b> <span>XAP</span>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes				
<b>Spouse</b> <span>XAP ÷ 2</span>			<input type="checkbox"/>	
Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
<b>Heir</b> <span>XAP ÷ 2</span>			<input type="checkbox"/>	
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
<b>Councilor</b> <span>МУД или XAP</span>			<input type="checkbox"/>	
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals				
<b>General</b> <span>СИЛ или XAP</span>				<input type="checkbox"/>
Commands the army – If vacant, -4 loyalty				
<b>Grand Diplomat</b> <span>INT или XAP</span>				<input type="checkbox"/>
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts				
<b>High Priest</b> <span>МУД или XAP</span>				<input type="checkbox"/>
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep				
<b>Magister</b> <span>INT или XAP</span>			<input type="checkbox"/>	
Guides higher learning and magic – If vacant, -4 economy				
<b>Маршал</b> <span>ЛОВ или МУД</span>			<input type="checkbox"/>	
Enforce rural justice – If vacant, -4 economy				
<b>Royal Enforcer</b> <span>СИЛ или ЛОВ</span>			<input type="checkbox"/>	
Enforce law and order – If present, -1 unrest at upkeep				
<b>Spymaster</b> <span>ЛОВ или INT</span>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence – If vacant, -4 economy and +1 unrest at upkeep				
<b>Treasurer</b> <span>INT или МУД</span>			<input type="checkbox"/>	
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes				
<b>Viceroy</b> <span>INT или МУД ÷ 2</span>			<input type="checkbox"/>	
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit				
<b>Warden</b> <span>СИЛ или ВИН</span>			<input type="checkbox"/>	
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability				

ECONOMY	Alignment	Поощрения	Taxation	Фестивали	Settlements	Resources	Leadership	Vacancies	Unrest	Прочее	Временный
ЭКО =		N/A	+	+	+	+	+	-	-	+	+
LOYALTY		N/A	+	+	+	+	+	-	-	+	+
СТА		+	+	N/A	+	+	+	-	-	+	+

KINGDOM MANAGEMENT		POPULACE	
UPKEEP	<b>STABILITY</b> On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest <input type="checkbox"/> 1 bp +	<b>KINGDOM SIZE</b> 0-25 <input type="checkbox"/> Barony	
	<b>SPENDING</b> Поощрения Фестивали Прочее	26-100 <input type="checkbox"/> Duchy	
	IN SUMMER  bp = <input type="text"/> + <input type="text"/> - ( <input type="text"/> × 2 )	101- <input type="checkbox"/> Королевство	
	IN WINTER  bp = <input type="text"/> + <input type="text"/> - <input type="text"/>	<b>KINGDOM POPULATION</b> <input type="text"/> = ( 250 × <input type="text"/> ) + <input type="text"/>	
	<b>UNREST</b> +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	<b>COMMAND DC</b> <input type="text"/> = 20 + <input type="text"/> + <input type="text"/> + <input type="text"/>	
ЭДИКТЫ	<b>ASSIGN LEADERSHIP</b> Adjust kingdom rolls	<b>UNREST LEVEL</b> <input type="text"/> 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	
	<b>HEXES</b> Claim and abandon hexes <input type="text"/> в ход <input type="text"/> bp -	<b>СОКРОВИЩНИЦА</b>	
	<b>TERRAIN</b> Build farms, roads, mines etc <input type="text"/> в ход <input type="text"/> bp -	Казначейский фонд <input type="text"/> bp	
	<b>SETTLE</b> Create new towns <input type="text"/> в ход <input type="text"/> bp -		
	<b>BUILDINGS</b> Add buildings to towns <input type="text"/> в ход <input type="text"/> bp -		
INCOME	<b>MILITARY</b> Create armed units (comes from allocation for settling towns) <input type="text"/> bp -		
	<b>WITHDRAW</b> Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check <input type="text"/> bp -		
	<b>DEPOSIT</b> 4000gp in trade goods and treasure nets 1bp <input type="text"/> bp +		
	<b>OTHER INCOME</b> <input type="text"/> bp +		
<b>TAX</b> Kingdom's Income = Economy Roll ÷ 3 <input type="text"/> bp +			