

TREASURY

Treasury funds

bp

Monthly expenditure

bp -

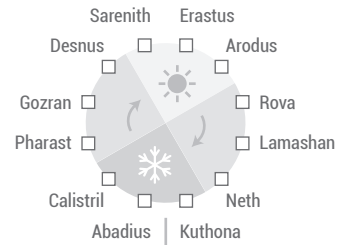
Monthly income

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

 = +
IN SUMMER
 Size Towns Farms

 bp = + - (× 2)

IN WINTER
 Size Towns Farms

 bp = + -

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 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)

bp -

bp -

bp -

bp -

bp -

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

bp -

bp +

bp +

bp +

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

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EDICTS

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

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

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