TESORERIA

Treasury funds ___,___,___ pb

Monthly expenditure ___,___ pb −

Monthly income ___,___ pb +

Next month ___,___,___ pb

CALENDARIO

Sarenith Erastus
Desnus Arodus
Gozran Rova
Pharast Lamashan
Calistril Neth
Abadius | Kuthona

KINGDOM FINANCES

MANTENIMENTO

STABILITÀ On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest — ☐ 1 pb +

CONSUMO

SPENDING Promozioni Festival Varie

___ = ___ + ___ + ___ ___,___ pb −

IN ESTATE Taglia Città Fattorie

☀ pb = ⬡ + ___ − (___ × 2)

IN INVERNO Taglia Città Fattorie

❄ pb = ⬡ + ___ − ___ ___,___ pb −

UNREST

+2 agitazione se la tesoreria è vuota
+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

EDITTI

ASSEGNA COMANDO Aggiusta i tiri del regno

HEXES Claim and abandon hexes ☐ per turno ___,___ pb −

TERRENO Costruire fattorie, strade, miniere, etc ☐ per turno ___,___ pb −

SETTLE Create new towns ☐ per turno ___,___ pb −

EDIFICI Aggiungi edifici alle Città ☐ per turno ___,___ pb −

MILITARY Create armed units (comes from allocation for settling towns) ___,___ pb −

ENTRATE

WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check ___,___ pb −

DEPOSIT 4000gp in trade goods and treasure nets 1bp ___,___ pb +

OTHER INCOME ___,___ pb +

TASSE Kingdom's Income = Economy Roll ÷ 3 ___,___ pb +

Buono: +2Lealtà
Caotico: +2Lealtà

Legale: +2Economia
Neutrale: +2Stabilità
Malvagio: +2Economia

EDITTI

PROMOTIONS

- ☐ **Nessuno** -1Stabilità
- ☐ **Token** +1 stability, +1bp consumption
- ☐ **Standard** +2stabilità, +2 consumobp
- ☐ **Aggressivo** +3stabilità, +4 consumobp
- ☐ **Espansionista** +4stabilità, +8 consumobp

TASSAZIONE

- ☐ **Nessuno** +1Lealtà
- ☐ **Luce** +1Economia, -1Lealtà
- ☐ **Normale** +2economia, -2lealtà
- ☐ **Heavy** +3Economia, -4Lealtà
- ☐ **Soverchiante** +4Economia, -8Lealtà

FESTIVALS

- ☐ **Nessuno** -1Lealtà
- ☐ **1** +1 loyalty, +1bp consumption
- ☐ **6** +2 loyalty, +2bp consumption
- ☐ **12** +3lealtà, +4 consumobp
- ☐ **24** +4lealtà, +8 consumobp

POPOLAZIONE

DIMENSIONE DEL REGNO

⬡ The number of 12-mile hexes the kingdom controls

- 0–25 ☐ Baronia
- 26–100 ☐ Ducato
- 101– ☐ Regno

REGNO POPOLAZIONE

Popolazione Totale = (250 × Taglia) + Città

COMANDO CD

= 20 + Taglia + Districts + Varie

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

TESORERIA

Treasury funds ___,___,___ pb