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 Introiti del Regno = Economy Roll ÷ 3	___,___	pb +

Buono: **+2**Lealtà
Caotico: **+2**Lealtà

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

EDITTI

PROMOTIONS

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

TASSAZIONE

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

FESTIVALS

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

POPOLAZIONE

DIMENSIONE DEL REGNO

⬡ The number of 12-mile hexes the kingdom controls

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

REGNO POPOLAZIONE

☗ = (250 × ⬡) + _____

Taglia — Popolazione Totale Città

COMANDO CD

☐ = 20 + ⬡ + _____ + _____

Taglia — Distretti — 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