

TREASURY

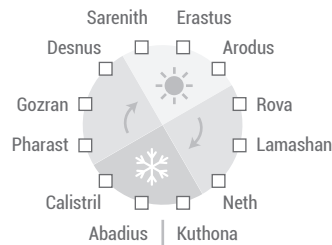
bp

||||,|||) bp —

||,||| bp +

bp

CALENDARIO



KINGDOM FINANCES

☐ **1** bp
$$= \quad + \quad +$$

|||,|||) bp —

Tamanho	Cidades	Fazendas
---------	---------	----------

$$\boxed{\text{Sun}}_{\text{bp}} = \text{Hexagon} + \text{Triangle} - (\text{Square} \times 2)$$

Tamanho	Cidades	Fazendas
---------	---------	----------

$$\boxed{\text{snowflake}} \text{ bp} = \text{hexagon} + \text{---} -$$

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

HEXES Claim and abandon hexes por turno

|||!|||) bp -

TERRAIN Build farms, roads, mines etc por turno

bp —

SETTLE Create new towns por turno

bp —

BUILDINGS Add buildings to towns por turno

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 $\div 3$

bp +

POPULAÇÃO

TAMANHO DO REINO

 The number of 12-mile hexes the kingdom controls

0-25 ☐ Barony
26-100 ☐ Duchy
101- ☐ Reino

POPULAÇÃO DO REINO	Tamanho	Total City Population
--------------------	---------	-----------------------

$$\boxed{\text{3 people}} = (250 \times \text{hexagon}) + \text{1 person}$$

$$\text{COMMAND DC} = 20 + \text{Tamanho} + \text{Districts} + \text{Outros}$$

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

EDICTS

<input type="checkbox"/> Nenhum	-1lealdade
<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