

Добро: +2Верность

Хаос: +2Верность

Lawful: +2 Economy

Evil: +2 Economy

Нейтрально: +2Стабильность

ЭДИКТЫ

| | | |
|-----------|---------------------------------------|---------------------------------|
| ПОощРЕНИЯ | <input type="checkbox"/> Нет | -1стабильность |
| | <input type="checkbox"/> Token | +1стабильность +1 потреблениеbp |
| | <input type="checkbox"/> Standard | +2стабильность +2 потреблениеbp |
| | <input type="checkbox"/> Aggressive | +3стабильность +4 потреблениеbp |
| | <input type="checkbox"/> Expansionist | +4стабильность +8 потреблениеbp |
| НАЛОГИ | <input type="checkbox"/> Нет | +1верность |
| | <input type="checkbox"/> Свет | +1экономика, -1верность |
| | <input type="checkbox"/> Средние | +2экономика, -2верность |
| | <input type="checkbox"/> Heavy | +3экономика, -4верность |
| | <input type="checkbox"/> Overwhelming | +4экономика, -8верность |
| ФЕСТИВАЛИ | <input type="checkbox"/> Нет | -1верность |
| | <input type="checkbox"/> 1 | +1верность, +1 потреблениеbp |
| | <input type="checkbox"/> 6 | +2верность, +2 потреблениеbp |
| | <input type="checkbox"/> 12 | +3верность, +4 потреблениеbp |
| | <input type="checkbox"/> 24 | +4верность, +8 потреблениеbp |

LEADERSHIP ROLES

Ruler

Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes

XAP ÷ 2

Spouse

Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

XAP ÷ 2

Heir

Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

XAP ÷ 2

Councilor

Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals

WIS или XAP

General

Commands the army – If vacant, -4 loyalty

СИЛ или XAP

Великий Дипломат

Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts

INT или XAP

High Priest

Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep

WIS или XAP

Magister

Guides higher learning and magic – If vacant, -4 economy

INT или XAP

Маршал

Enforce rural justice – If vacant, -4 economy

DEX или WIS

Royal Enforcer

Enforce law and order – If present, -1 unrest at upkeep

СИЛ или DEX

Spymaster

Intelligence – If vacant, -4 economy and +1 unrest at upkeep

DEX или INT

Treasurer

Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes

INT или WIS

Viceroy

Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit

INT или WIS ÷ 2

Warden

Leads kingdom's defences – If vacant, -4 loyalty and -2 stability

СИЛ или WIS

ЭКО ЛОЯ СТА

☐ ☐ ☐

| ECONOMY | Alignment | Поощрения | Налоги | Фестивали | Поселения | Resources | Leadership | Vacancies | Unrest | Прочее | Временный |
|--------------|-----------|-----------|--------|-----------|-----------|-----------|------------|-----------|--------|--------|-----------|
| ЭКО = | | + N/A | + | + N/A | + | + | + | - | - | + | + |
| ВЕРНОСТЬ | | | | | | | | | | | |
| ЛОЯ = | | + N/A | + | + | + | + | + | - | - | + | + |
| СТАБИЛЬНОСТЬ | | | | | | | | | | | |
| СТА = | | + | + | + N/A | + | + | + | - | - | + | + |

KINGDOM MANAGEMENT

СТАБИЛЬНОСТЬ при успехе, -1 волнение или добавить 1bp; при провале, +1 волнение; при провале, +1 волнение; при провале, +1 волнение

SPENDING

Поощрения Фестивали Прочее

= + +

bp

IN SUMMER

Размер Города Фермы

bp = + - (× 2)

IN WINTER

Размер Города Фермы

bp = + -

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

Adjust kingdom rolls

HEXES

Claim and abandon hexes

в ход

bp

TERRAIN

Build farms, roads, mines etc

в ход

bp

SETTLE

Create new towns

в ход

bp

BUILDINGS

Add buildings to towns

в ход

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 ÷ 3

bp

POPULACE

KINGDOM SIZE

0-25 ☐ Barony

26-100 ☐ Duchy

101- ☐ Королевство

KINGDOM POPULATION

Размер Города

Общее население

bp

COMMAND DC

Размер Districts Прочее

bp

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

СОКРОВИЩНИЦА

Казначейский фонд

bp