			LEADERSHIP ROLES							
			Ruler						CHA	ECO LOY STA
			_	Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes  Spouse  CHA ÷ 2						
~			Spouse  Queen Consort or Prince	Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest						
			Heir CHA ÷ 2							
Conditional Lawful: +2 Economy			_	Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest  Councilor  WIS or CHA						
Neutral: +2 Stability			Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals						•	
Chaotic: +2 Loyalty Evil: +2 Economy										-
) ,		EDICTS	Commands the army – If vacant, -4 loyalty  Grand Diplomat  INT or CHA							
NS.	□ None	-1 stability	Oversees international re	lations – If vacant, -2 s	tability a	and cannot issue Dip	olomatic or E	xploration Edicts		
rior	□ Token	+1 stability, +1bp consumption	High Priest	High Priest Guides religious worship – If vacant, -2 loyalty and stabil			t unko on	WIS	or CHA	
PROMOTIONS	<ul><li>☐ Standard</li><li>☐ Aggressive</li></ul>	+2 stability, +2bp consumption +3 stability, +4bp consumption		Magister			иркеер	INT	or CHA	
PRO	☐ Expansionist	+4 stability, +8bp consumption		Guides higher learning and magic – If vacant, -4 economy						
	□ None	+1 loyalty	Marshal Enforce rural justice – If	vacant -/ economy				DEX	or WIS	
	☐ Light	+1 economy, -1 loyalty		Royal Enforcer				STR	or DEX	
TAXATION	□ Normal	+2 economy, -2 loyalty	Enforce law and order – If present, -1 unrest at upkeep					DET	73.77	
TA	<ul><li>☐ Heavy</li><li>☐ Overwhelming</li></ul>	+3 economy, -4 loyalty +4 economy, -8 loyalty	Spymaster Intelligence – If vacant, -	4 economy and +1 unre	st at unk	(een		_ DEX	or INT	
	□ None		Treasurer					INT	or WIS	
ALS		-1 loyalty +1 loyalty, +1bp consumption	Collect taxes and manage	e finances – If vacant, -	4 econor	my and kingdom ca	,		TITE 0	
FESTIVALS	□ 6	+2 loyalty, +2bp consumption		Viceroy INT or WIS ÷ 2  Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit						
FES	□ 12 □ 24	+3 loyalty, +4bp consumption +4 loyalty, +8bp consumption	Warden					STR	or CON	
~	A1:		Leads kingdom's defence				- V	de Hen	a Mina	
	JIVOIVII			Resou	rces	Leadersh	p Vacar	icies Unre		Temp
	ECO = O	*** N/A + N/A ***********************************	+ + +	_++					+	+
	YALTY									
	LOY = 🔷	+ N/A + +	++	_++						+
STABILITY  STA = *** ** + + + N/A				+ +					_	
	- (7) 7	<u>*                                      </u>							т	
*	CMADII IMW	KINGDOM MANAG		14t = 4 1	<i>*</i>	KINGDOM	CIZE	POPULA		□ Devenu
UPKEEP		success, -1 unrest or add 1bp; on failure, +1	unrest; on failure by 4, +0	14 unrest 📙 📘 þ	р	KINGDOM		ber of 12-mile		☐ Barony  0 ☐ Duchy
	SPENDING	Promotions Festivals Misc					hexes the	e kingdom con	trols 101-	☐ Kingdom
		= + +			р	KINGDOM POPULATI	ON	S	Size	Total City Population
	IN SUMMER bp IN WINTER bp	R Size Towns Farms	`					250×	) _	A
	MPT bb	= + - (	× 2 )				( .	250 ^	, + .	
	in winter	Size Towns Farms				COMMANI	DC	Size	Districts	Misc
	00 * bp	= + -			р		= 20	+	+	+
	_ +2 unrest if the treasury is empty					UNREST L	EVEL			
	+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								nomy, loyalty ar control of hexe	
	If unrest is more	than 10, abandon a hex	a loyalty check of lose 1 lo	From 20, all saves drop to						
	If unrest reaches	20, the kingdom falls into anarchy								
EDICTS	ASSIGN LEADE	RSHIP Adjust kingdom rolls								
	HEXES Claim and	d abandon hexes	per turn	b	р					
	TERRAIN Build	farms, roads, mines etc	per turn	<u> </u>	р					
	SETTLE Create r	new towns	per turn		р					
	BUILDINGS Add buildings to towns per turn bp =					TREASURY				
	MILITARY Create armed units (comes from allocation for settling towns)				Treasury	funds			dd	
									, I i j	
INCOME						1				-
	DEPOSIT 4000gp in trade goods and treasure nets 1bp				р					
	OTHER INCOM				р	1				
	Kingdom's Income =	Economy Roll ÷ 3		b	р	Ļ				J