

TREASURY

Treasury funds

 bp

Monthly expenditure

 bp -

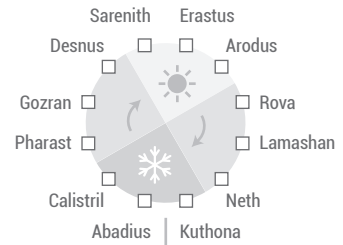
Monthly income

 bp +

Next month

 bp

CALENDAR



KINGDOM FINANCES

STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest
 1 bp +
SPENDING Promotions Festivals Misc

= + +

 bp -
IN SUMMER Size Towns Farms
 bp = + - (× 2)
IN WINTER Size Towns Farms
 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 per turn

 bp -
TERRAIN Build farms, roads, mines etc per turn

 bp -
SETTLE Create new towns per turn

 bp -
BUILDINGS Add buildings to towns per turn

 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– ☐ Kingdom

 The number of 12-mile hexes the kingdom controls
KINGDOM POPULATION

Size Total City Population

 = (250 ×) +
COMMAND DC

Size Districts Misc

 = 20 + + +
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

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 bp


Good: +2 Loyalty



Lawful: +2 Economy

Neutral: +2 Stability

Chaotic: +2 Loyalty

Evil: +2 Economy

EDICTS

PROMOTIONS

☐ None -1 stability

☐ Token +1 stability, +1bp consumption

☐ Standard +2 stability, +2bp consumption

☐ Aggressive +3 stability, +4bp consumption

☐ Expansionist +4 stability, +8bp consumption

TAXATION

☐ None +1 loyalty

☐ Light +1 economy, -1 loyalty

☐ Normal +2 economy, -2 loyalty

☐ Heavy +3 economy, -4 loyalty

☐ Overwhelming +4 economy, -8 loyalty

FESTIVALS

☐ None -1 loyalty

☐ 1 +1 loyalty, +1bp consumption

☐ 6 +2 loyalty, +2bp consumption

☐ 12 +3 loyalty, +4bp consumption

☐ 24 +4 loyalty, +8bp consumption