

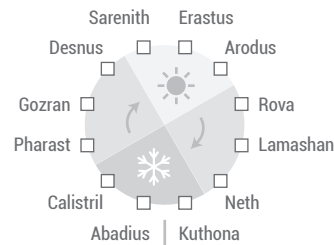
TREASURY

bp

||||, |||) bp —

|||, |||) bp +

CALENDARIO



KINGDOM FINANCES

1 bp

$$= \quad + \quad +$$

|||,|||) bp —

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

 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
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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


bp

bp +

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bp +

POPULAÇÃO

TAMANHO DO REINO 0-25 ☐ Barony
 The number of 12-mile 26-100 ☐ Duchy
 hexes the kingdom controls 101- ☐ Reino

POPULAÇÃO DO REINO	Tamanho	Total City Population
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$$\boxed{\text{3 people}} = (250 \times \text{hexagon}) + \text{1 person}$$

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

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

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bps

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