

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

EDICTS		
PROMOTIONS	<input type="checkbox"/> None	-1 stability
	<input type="checkbox"/> Token	+1 stability, +1bp consumption
	<input type="checkbox"/> Standard	+2 stability, +2bp consumption
	<input type="checkbox"/> Aggressive	+3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist	+4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> None	+1 loyalty
	<input type="checkbox"/> Light	+1 economy, -1 loyalty
	<input type="checkbox"/> Normal	+2 economy, -2 loyalty
	<input type="checkbox"/> Heavy	+3 economy, -4 loyalty
	<input type="checkbox"/> Overwhelming	+4 economy, -8 loyalty
FESTIVALS	<input type="checkbox"/> None	-1 loyalty
	<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

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			
Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
Heir	CHA ÷ 2			
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
Councilor	WIS or CHA			
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals				
General	STR or CHA			
Commands the army – If vacant, -4 loyalty				
Grand Diplomat	INT or CHA			
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts				
High Priest	WIS or CHA			
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep				
Magister	INT or CHA			
Guides higher learning and magic – If vacant, -4 economy				
Marshal	DEX or WIS			
Enforce rural justice – If vacant, -4 economy				
Royal Enforcer	STR or DEX			
Enforce law and order – If present, -1 unrest at upkeep				
Spymaster	DEX or INT			
Intelligence – If vacant, -4 economy and +1 unrest at upkeep				
Treasurer	INT or WIS			
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes				
Viceroy	INT or WIS ÷ 2			
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit				
Warden	STR or CON			
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability				

	ECONOMY	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Misc	Temp
	ECO			+	N/A	+	N/A	+	-	-	+	+
	LOY		+	N/A	+	+	+	+	-	-	+	+
	STA		+	+	N/A	+	+	+	-	-	+	+

KINGDOM MANAGEMENT

STABILITY

On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest

☐ 1 bp +

UPKEEP

SPENDING

Promotions

Festivals

Misc

=

+

+

bp

IN SUMMER

Size

Towns

Farms

bp

=

+

-

( × 2 )

bp

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

EDICTS

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

INCOME

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

26-100

101-

☐ Barony

☐ Duchy

☐ Kingdom

KINGDOM POPULATION

Size

Total City Population

bp

=

( 250 × )

+

bp

COMMAND DC

Size

Districts

Misc

bp

=

20 +

+

+

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

TREASURY

Treasury funds

bp