



Bom +2Leal

Caótico: +2Leal

Lawful: +2 Economy  
Neutral: +2 Stability  
Evil: +2 Economy

## EDICTS

PROMOTIONS	<input type="checkbox"/> Nenhum	-1estabilidade
	<input type="checkbox"/> Ficha	+1 stability, +1bp consumption
	<input type="checkbox"/> Standard	+2 stability, +2bp consumption
	<input type="checkbox"/> Agressivo	+3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist	+4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> Nenhum	+1lealdade
	<input type="checkbox"/> Light	+1economia, -1lealdade
	<input type="checkbox"/> Normal	+2 economy, -2 loyalty
	<input type="checkbox"/> Heavy	+3economia, -4lealdade
	<input type="checkbox"/> Overwhelming	+4 economy, -8 loyalty
FESTIVALS	<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

ECONOMY	Alinhamento	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Outros	Temporário
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 +

**SPENDING** Promotions Festivals Outros  
= + + bp -

**IN SUMMER** Tamanho Cidades Fazendas  
 bp = + - ( × 2 )

**IN WINTER** Tamanho Cidades Fazendas  
 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  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 -

**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 +

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

**POPULAÇÃO DO REINO** Total City Population  
 = ( 250 × ) +

**COMMAND DC** Tamanho Districts Outros  
 = 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**

Treasury funds  bp

## LEADERSHIP ROLES

Ruler	CAR	ECO	LOY	STA
Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes				
Spouse	CAR ÷ 2			
Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
Heir	CAR ÷ 2			
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest				
Councilor	SAB ou CAR			
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals				
General	FOR ou CAR			
Commands the army – If vacant, -4 loyalty				
Grande Diplomata	INT ou CAR			
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts				
High Priest	SAB ou CAR			
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep				
Magister	INT ou CAR			
Guides higher learning and magic – If vacant, -4 economy				
Marshal	DES ou SAB			
Enforce rural justice – If vacant, -4 economy				
Royal Enforcer	FOR ou DES			
Enforce law and order – If present, -1 unrest at upkeep				
Spymaster	DES ou INT			
Intelligence – If vacant, -4 economy and +1 unrest at upkeep				
Treasurer	INT ou SAB			
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes				
Viceroy	INT ou SAB ÷ 2			
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit				
Warden	FOR ou CON			
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability				