

Good: +2 Loyalty

Chaotic: +2 Loyalty

Good

Neutral

Evil

Lawful

Neutral

Evil






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										ECO	LOY	STA
<b>Ruler</b> <span>CAR</span>										<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes												
<b>Spouse</b> <span>CAR</span> ÷ 2											<input type="checkbox"/>	<input type="checkbox"/>
Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest												
<b>Heir</b> <span>CAR</span> ÷ 2											<input type="checkbox"/>	<input type="checkbox"/>
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest												
<b>Councilor</b> <span>SAG</span> 0 <span>CAR</span>											<input type="checkbox"/>	<input type="checkbox"/>
Liases with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals												
<b>General</b> <span>FOR</span> 0 <span>CAR</span>											<input type="checkbox"/>	<input type="checkbox"/>
Commands the army – If vacant, -4 loyalty												
<b>Grand Diplomat</b> <span>INT</span> 0 <span>CAR</span>											<input type="checkbox"/>	<input type="checkbox"/>
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts												
<b>High Priest</b> <span>SAG</span> 0 <span>CAR</span>											<input type="checkbox"/>	<input type="checkbox"/>
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep												
<b>Magister</b> <span>INT</span> 0 <span>CAR</span>											<input type="checkbox"/>	<input type="checkbox"/>
Guides higher learning and magic – If vacant, -4 economy												
<b>Marshal</b> <span>DES</span> 0 <span>SAG</span>											<input type="checkbox"/>	<input type="checkbox"/>
Enforce rural justice – If vacant, -4 economy												
<b>Royal Enforcer</b> <span>FOR</span> 0 <span>DES</span>											<input type="checkbox"/>	<input type="checkbox"/>
Enforce law and order – If present, -1 unrest at upkeep												
<b>Spymaster</b> <span>DES</span> 0 <span>INT</span>											<input type="checkbox"/>	<input type="checkbox"/>
Intelligence – If vacant, -4 economy and +1 unrest at upkeep												
<b>Treasurer</b> <span>INT</span> 0 <span>SAG</span>											<input type="checkbox"/>	<input type="checkbox"/>
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes												
<b>Viceroy</b> <span>INT</span> 0 <span>SAG</span> ÷ 2											<input type="checkbox"/>	<input type="checkbox"/>
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit												
<b>Warden</b> <span>FOR</span> 0 <span>COS</span>											<input type="checkbox"/>	<input type="checkbox"/>
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability												

ECONOMY		Alignment	Promotions	Taxation	Festivals	Settlements			Resources		Leadership	Vacancies	Unrest	Altro	Temporaneo		
ECO	=	 	+	N/A	+		N/A	+		+	+	-	-	+		<div>+</div>	
LOYALTY																	
LOY	=		+	N/A	+		+	+	+		+	+	-	-	+		<div>+</div>
STABILITY																	
STA	=	 	+		+		N/A	+		+	+	+	-	-	+		<div>+</div>

KINGDOM MANAGEMENT										POPULACE				
UPKEEP	<b>STABILITY</b> On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest <input type="checkbox"/> 1 bp +										<b>KINGDOM SIZE</b>			0-25 <input type="checkbox"/> Barony
	<b>SPENDING</b> Promotions Festivals Altro										<div><div></div></div> The number of 12-mile hexes the kingdom controls			26-100 <input type="checkbox"/> Duchy
	= + +													101- <input type="checkbox"/> Kingdom
	<b>IN SUMMER</b> Taglia Towns Farms										<b>KINGDOM POPULATION</b>			Total City Population
	<div><div></div> bp = <div><div></div></div> + <div><div></div></div> - ( <div><div></div></div> × 2 )</div>										<div><div><div></div><div></div><div></div></div></div> = ( 250 × <div><div></div></div> ) + <div><div></div></div>			
EDICTS	<b>IN WINTER</b> Taglia Towns Farms										<b>COMMAND DC</b> Taglia Districts Altro			
	<div><div></div> bp = <div><div></div></div> + <div><div></div></div> -</div>										<div><div></div></div> = 20 + <div><div></div></div> + <div><div></div></div> + <div><div></div></div>			
											<b>UNREST LEVEL</b>			
	<b>UNREST</b>										<div><div></div></div>			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
	+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													
INCOME	<b>ASSIGN LEADERSHIP</b> Adjust kingdom rolls													
	<b>HEXES</b> Claim and abandon hexes <div><div></div></div> per turn										<div><div></div></div> bp -			
	<b>TERRAIN</b> Build farms, roads, mines etc <div><div></div></div> per turn										<div><div></div></div> bp -			
	<b>SETTLE</b> Create new towns <div><div></div></div> per turn										<div><div></div></div> bp -			
	<b>BUILDINGS</b> Add buildings to towns <div><div></div></div> per turn										<div><div></div></div> bp -			
TAX	<b>MILITARY</b> Create armed units (comes from allocation for settling towns) <div><div></div></div> bp -										<div><div></div></div> bp -			
	<b>WITHDRAW</b> Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check <div><div></div></div> bp -													
	<b>DEPOSIT</b> 4000gp in trade goods and treasure nets 1bp <div><div></div></div> bp +													
	<b>OTHER INCOME</b> <div><div></div></div> bp +													
	<b>TAX</b> Kingdom's Income = Economy Roll ÷ 3 <div><div></div></div> bp +													
										<b>TREASURY</b>				
										Treasury funds <div><div></div></div> bp				