

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

	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Sonstiges	Temp.
ECONOMY	ECO =		+	N/A	+	N/A	+	-	-	+	+
LOYALTY	LOY =	+	N/A	+	+	+	+	-	-	+	+
STABILITY	STA =	+	+	N/A	+	+	+	-	-	+	+

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