

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

Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes

CH

÷ 2

Spouse

Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

CH

÷ 2

Heir

Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

CH

÷ 2

Councilor

Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals

WE oder CH

General

Commands the army – If vacant, -4 loyalty

ST oder CH

Grand Diplomat

Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts

IN oder CH

High Priest

Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep

WE oder CH

Magister

Guides higher learning and magic – If vacant, -4 economy

IN oder CH

Marshal

Enforce rural justice – If vacant, -4 economy

GE oder WE

Royal Enforcer

Enforce law and order – If present, -1 unrest at upkeep

ST oder GE

Spymaster

Intelligence – If vacant, -4 economy and +1 unrest at upkeep

GE oder IN

Treasurer

Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes

IN oder WE

Viceroy

Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit

IN oder WE

÷ 2

Warden

Leads kingdom's defences – If vacant, -4 loyalty and -2 stability

ST oder KO

ECO

LOY

STA

CH

WE

IN

GE

ST

KO

ECO

LOY

STA

CH

WE

IN

GE

ST

KO

ECONOMY	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Sonstiges	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 +

SPENDING

Promotions Festivals Sonstiges

= + +

bp

IN SUMMER

Größe Towns Farms

bp = + - (× 2)

IN WINTER

Größe 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

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

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 ☐ Barony

26-100 ☐ Duchy

101- ☐ Kingdom

KINGDOM POPULATION

Größe

Total City Population

bp = (250 ×) +

COMMAND DC

Größe Districts Sonstiges

bp = 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