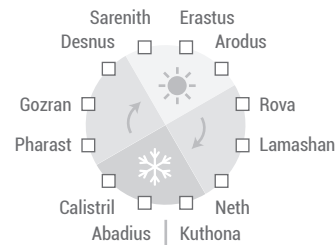


TREASURY

CALENDAR



KINGDOM FINANCES

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

The number of 12-mile hexes the kingdom controls

26-100 Duchy

101- Kingdom

KINGDOM POPULATION

Größe

Total City Population

= (250 ×) +

COMMAND DC

Größe

Districts

Sonstiges

= 20 + + +

UNREST LEVELPenalty 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

UPKEEP

EDICTS

INCOME

PROMOTIONS

TAXATION

FESTIVALS

- ☐ None -1 stability
- ☐ Token +1 stability, +1bp consumption
- ☐ Standard +2 stability, +2bp consumption
- ☐ Aggressive +3 stability, +4bp consumption
- ☐ Expansionist +4 stability, +8bp consumption

- ☐ None +1 loyalty
- ☐ Light +1 economy, -1 loyalty
- ☐ Normal +2 economy, -2 loyalty
- ☐ Heavy +3 economy, -4 loyalty
- ☐ Overwhelming +4 economy, -8 loyalty

- ☐ None -1 loyalty
- ☐ 1 +1 loyalty, +1bp consumption
- ☐ 6 +2 loyalty, +2bp consumption
- ☐ 12 +3 loyalty, +4bp consumption
- ☐ 24 +4 loyalty, +8bp consumption