



KINGDOM FINANCES

STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest

☐ 1 pb +

SPENDING Promotions Festival Varie

= + +

☐ pb -

IN SUMMER Taglia Città Farms

pb = + - (× 2)

IN WINTER Taglia Città Farms

pb = + -

☐ pb -

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

ASSEGNA COMANDO Aggiusta i tiri del regno

HEXES Claim and abandon hexes per turno

☐ pb -

TERRAIN Build farms, roads, mines etc per turno

☐ pb -

SETTLE Create new towns per turno

☐ pb -

EDIFICI Aggiungi edifici alle Città per turno

☐ pb -

MILITARY Create armed units (comes from allocation for settling towns)

☐ pb -

WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check

☐ pb -

DEPOSIT 4000gp in trade goods and treasure nets 1bp

☐ pb +

OTHER INCOME

☐ pb +

TAX Kingdom's Income = Economy Roll ÷ 3

☐ pb +

POPULACE

KINGDOM SIZE

0-25 ☐ Baronía

The number of 12-mile hexes the kingdom controls

26-100 ☐ Ducato

101- ☐ Regno

KINGDOM POPULATION

Taglia

Total City Population

= (250 ×) +

COMMAND DC

Taglia

Districts

Varie

= 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

pb



Good: +2 Loyalty



Lawful: +2 Economy

Neutral: +2 Stability

Chaotic: +2 Loyalty

Evil: +2 Economy

EDITTI

PROMOTIONS

- ☐ Nessuno -1Stabilità
- ☐ Token +1 stability, +1bp consumption
- ☐ Standard +2 stability, +2bp consumption
- ☐ Aggressivo +3 stability, +4bp consumption
- ☐ Expansionist +4 stability, +8bp consumption

TAXATION

- ☐ Nessuno +1Lealtà
- ☐ Luce +1Economia, -1Lealtà
- ☐ Normal +2 economy, -2 loyalty
- ☐ Heavy +3Economia, -4Lealtà
- ☐ Overwhelming +4Economia, -8Lealtà

FESTIVALS

- ☐ Nessuno -1Lealtà
- ☐ 1 +1 loyalty, +1bp consumption
- ☐ 6 +2 loyalty, +2bp consumption
- ☐ 12 +3 loyalty, +4bp consumption
- ☐ 24 +4 loyalty, +8bp consumption