

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

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

SpouseCHA ÷ 2Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

HeirCHA ÷ 2Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

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

GeneralSTR or CHACommands the army – If vacant, -4 loyalty

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

High PriestWIS or CHAGuides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep

MagisterINT or CHAGuides higher learning and magic – If vacant, -4 economy

MarshalDEX or WISEnforce rural justice – If vacant, -4 economy

Royal EnforcerSTR or DEXEnforce law and order – If present, -1 unrest at upkeep

SpymasterDEX or INTIntelligence – If vacant, -4 economy and +1 unrest at upkeep

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

ViceroyINT or WIS ÷ 2Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit

WardenSTR or CONLeads kingdom's defences – If vacant, -4 loyalty and -2 stability

ECOLOYSTA

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

UPKEEP

SPENDING

Promotions Festivals Misc

= + +

bp

CONSUMPTION

IN SUMMER

Size Towns Farms

bp = + - ( × 2 )

IN WINTER

Size 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 -

INCOME

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

The number of 12-mile hexes the kingdom controls

KINGDOM POPULATION

Size

Total City Population

= ( 250 ×  ) +

COMMAND DC

Size Districts Misc

= 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