			LEADERSHIP ROLES ECO LEA STA								
			Ruler	Ruler CAR							
			Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes								
~			Spouse	Consort – May rule if the R	Dular is ah	eant hut must	nace lovalty		CAR ÷ 2		
5_		_	Heir	ourson way rule if the fi	ituici is ab	ociit. Dut illust	pass loyalty		CAR ÷ 2		
		NA (0) (1-4)-05	_	red subject – May rule if th	he Ruler is	absent. but mu	ıst pass loya				
Good: +2 Loyalty Lawful: +2 Economy Neutral: +2 Stability			Oddilollol	If vacant, -2 loyalty, +1 uni	nrest at un	keep and no bo	nus from fes		o CAR	•	
Chaotic: +2 Loyalty Evil: +2 Economy				radant, 2 loyalty, 1 all	moot at ap	moop and no so		FOR	o CAR		
	_	EDITTI	Commands the army – If	vacant, -4 loyalty				TATE	CAD		
20	- Necessary	EDITTI	Ordina Dipionnat	lations – If vacant, -2 stabi	hility and o	cannot issue Dir	lomatic or F		o CAR		
PROMOTIONS	☐ Nessuno☐ Token	-1Stabilità +1 stability, +1bp consumption	High Priest	interior in violatity is ottable	omey area o	Jan 100 100 ac D 1	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		o CAR		
IOT	☐ Standard	+2 stability, +2bp consumption	Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep					INT			
ROIM	☐ Aggressivo	+3 stability, +4bp consumption	Magister Guides higher learning ar	Magister Guides higher learning and magic – If vacant, -4 economy					o CAR		
- I	☐ Expansionist	+4 stability, +8bp consumption	- Sceriffo	a magio il vacant, 4 coc	onomy			DES	o SAG		
Z	□ Nessuno	+1Lealtà	Enforce rural justice – If	vacant, -4 economy							
TAXATION	□ Luce□ Normal	+1Economia, -1Lealtà +2 economy, -2 loyalty	Royal Enforcer Enforce law and order – If present, -1 unrest at upkeep					FOR	o DES		
AXA	☐ Heavy			Spymaster					o INT		
T	□ Overwhelming	+4Economia, -8Lealtà	17	4 economy and +1 unrest a	at upkeep)					
/ALS	□ Nessuno	-1Lealtà	Treasurer	finance If years A co		and kinadam as	alt lavar tavaaa	INT	o SAG	•	
	□ 1	+1 loyalty, +1bp consumption	Viceroy	e finances – If vacant, -4 ed	economy a	ina kingaom ca			SAG ÷ 2		
FESTIVAL	□ 6	+2 loyalty, +2bp consumption	Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit								
E	□ 12 □ 24	+3 loyalty, +4bp consumption +4 loyalty, +8bp consumption	Warden	16	10.1	114		FOR	o COS	•	
EC	ONOMIA Allineamo	ento Promotions Taxation Festival	Settlements	es – If vacant, -4 loyalty and Resource		Leadersh	p Vacan	cies Unre	est Varie	Temp	
	ONOMIA		+ +	+ +		+	_	_	+	1	
ECO = 0										_ [-	
	LEA =	+ N/D + +				4			4	4	
	ABILITY		· — · —	_ ` `-		-				_ [-	
	STA = 1.1 -	* + + + N/D	+ +	+ +		+	_		+	4	
	51A - (3) ½	<u> </u>	· · _	_ '		·				_ <u>- L</u>	
*	CTA DILITIL O	KINGDOM MANAGI				TNGDON	OTER	POPULA		*	
		success, -1 unrest or add 1bp; on failure, +1	unrest; on failure by 4, +0	14 unrest ⊔ 1 pb	+ K	INGDOM		ber of 12-mile		☐ Baronia 0 ☐ Ducato	
	SPENDING	Promotions Festival Varie					hexes the	kingdom cor	itrols 101–	☐ Regno	
		=+		, pb		INGDOM OPULATI	ONI	т	aglia	Total City Population	
	IN SUMMER	R Taglia Città Farms	`			2 2 2	7 /		agiia	Population	
EP	IN SUMMER pb IN WINTER pb	= + -(× 2)			11.11.11.	(2	250 ×	/ -		
UPKEEP	S IN WINTER	Taglia Città Farms			С	OMMANI	DC	Taglia	Districts	Varie	
	NO	= + -		11111			=20	+	+	+	
	+2 unrest if the to	rassurv is amnty		pb		NREST LI	EVEL				
	+1 unrest for eac				Penalty		nomy, loyalty ar				
		an reduce unrest by 1, but must then make a than 10, abandon a hex	loyalty check or lose 1 lo						begin to lose control of hexes all saves drop to 0 and kingdom cannot act		
	If unrest reaches	20, the kingdom falls into anarchy			_						
	ASSEGNA COM	ANDO Aggiusta i tiri del regno									
EDITTI	HEXES Claim and	d abandon hexes	per turno								
	TERRAIN Build	forms reads mines etc	per turno								
	SETTLE Create n	naw towns	·	1 1 1 1 1							
			per turno	pb				TREASU	JRY	"	
	EDIFICI Aggiungi		per turno	pb							
	MILITARY Create armed units (comes from allocation for settling towns)					Treasury	funds		,	pb	
	WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check										
INCOME	DEPOSIT 4000g	pb	+					1			
	OTHER INCOM			dq							
	M 1/2:11-	Economy • 3									
	Kingdom's Income	Roll ÷ 3		pb	# \					Į	