

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		CHA	ECO	LOY	STA
<b>Ruler</b> Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes		CHA			
<b>Spouse</b> Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest		CHA ÷ 2			
<b>Heir</b> Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest		CHA ÷ 2			
<b>Councilor</b> Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals		WIS or CHA			
<b>General</b> Commands the army – If vacant, -4 loyalty		STR or CHA			
<b>Grand Diplomat</b> Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts		INT or CHA			
<b>High Priest</b> Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep		WIS or CHA			
<b>Magister</b> Guides higher learning and magic – If vacant, -4 economy		INT or CHA			
<b>Marshal</b> Enforce rural justice – If vacant, -4 economy		DEX or WIS			
<b>Royal Enforcer</b> Enforce law and order – If present, -1 unrest at upkeep		STR or DEX			
<b>Spymaster</b> Intelligence – If vacant, -4 economy and +1 unrest at upkeep		DEX or INT			
<b>Treasurer</b> Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes		INT or WIS			
<b>Viceroy</b> Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit		INT or WIS ÷ 2			
<b>Warden</b> Leads kingdom's defences – If vacant, -4 loyalty and -2 stability		STR or CON			

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

UPKEEP

STABILITY

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

1

bp

+

SPENDING

Promotions

Festivals

Misc

=

+

+

bp

+

-

(

× 2

)

IN SUMMER

Size

Towns

Farms

bp

+

-

(

× 2

)

IN WINTER

Size

Towns

Farms

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

EDICTS

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

The number of 12-mile hexes the kingdom controls

0-25

Barony

26-100

Duchy

101-

Kingdom

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