

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

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

KINGDOM MANAGEMENT				POPULACE				
UPKEEP	STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest <input type="checkbox"/> 1 bp +				KINGDOM SIZE 0-25 <input type="checkbox"/> Barony			
	SPENDING Promotions Festivals Sonstiges				26-100 <input type="checkbox"/> Duchy			
	IN SUMMER Größe Towns Farms				101- <input type="checkbox"/> Kingdom			
	IN WINTER Größe Towns Farms				Total City Population			
	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				KINGDOM POPULATION Größe			
EDICTS	ASSIGN LEADERSHIP Adjust kingdom rolls				COMMAND DC Größe Districts Sonstiges			
	HEXES Claim and abandon hexes <input type="text"/> per turn				UNREST LEVEL			
	TERRAIN Build farms, roads, mines etc <input type="text"/> per turn				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			
	SETTLE Create new towns <input type="text"/> per turn				TREASURY			
	BUILDINGS Add buildings to towns <input type="text"/> per turn				Treasury funds <input type="text"/> bp			
INCOME	MILITARY Create armed units (comes from allocation for settling towns) <input type="text"/> bp -							
	WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check <input type="text"/> bp -							
	DEPOSIT 4000gp in trade goods and treasure nets 1bp <input type="text"/> bp +							
	OTHER INCOME <input type="text"/> bp +							
TAX Kingdom's Income = Economy Roll ÷ 3 <input type="text"/> bp +								