

Good: +2 Loyalty

Chaotic: +2 Loyalty

LOYAL

CHAOTIC

GOOD

EVIL

LOYAL

CHAOTIC

GOOD

EVIL

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

EDICTS		
PROMOTIONS	<input type="checkbox"/> Aucun	-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"/> Aucun	+1loyauté
	<input type="checkbox"/> Light	+1 economy, -1 loyalty
	<input type="checkbox"/> Normal	+2 economy, -2 loyalty
	<input type="checkbox"/> Lourd	+3 economy, -4 loyalty
	<input type="checkbox"/> Overwhelming	+4 economy, -8 loyalty
FESTIVALS	<input type="checkbox"/> Aucun	-1loyauté
	<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	CHA		<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	CHA ÷ 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	CHA ÷ 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	SAG ou CHA			<input type="checkbox"/>	
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals					
General	STR ou CHA				<input type="checkbox"/>
Commands the army – If vacant, -4 loyalty					
Grand Diplomat	INT ou CHA				<input type="checkbox"/>
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts					
High Priest	SAG ou CHA				<input type="checkbox"/>
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep					
Magister	INT ou CHA			<input type="checkbox"/>	
Guides higher learning and magic – If vacant, -4 economy					
Marshal	DEX ou SAG			<input type="checkbox"/>	
Enforce rural justice – If vacant, -4 economy					
Royal Enforcer	STR ou DEX				<input type="checkbox"/>
Enforce law and order – If present, -1 unrest at upkeep					
Spymaster	DEX ou INT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence – If vacant, -4 economy and +1 unrest at upkeep					
Treasurer	INT ou SAG			<input type="checkbox"/>	
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes					
Viceroy	INT ou SAG ÷ 2			<input type="checkbox"/>	
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit					
Warden	STR ou CON				<input type="checkbox"/>
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability					

ECONOMIE	Alignement	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Divers	Temp
ECO =			+	+	+	+	+	-	-	+	+
LOYAUTE											
LOY =		+	+	+	+	+	+	-	-	+	+
STABILITY											
STA =		+	+	+	+	+	+	-	-	+	+

GESTION DU ROYAUME			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 +			TAILLE DU ROYAUME 0-25 <input type="checkbox"/> Barony 26-100 <input type="checkbox"/> Duchy 101- <input type="checkbox"/> Royaume		
	SPENDING Promotions Festivals Divers			The number of 12-mile hexes the kingdom controls		
	EN ETE Taille Villes Fermes			ROYAUME POPULATION Total City Population		
	EN HIVER Taille Villes Fermes			COMMAND DC Taille Districts Divers		
	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			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		
EDICTS	ASSIGN LEADERSHIP Adjust kingdom rolls			TREASURY		
	HEXES Claim and abandon hexes			Treasury funds		
	TERRAIN Build farms, roads, mines etc					
	SETTLE Create new towns					
	BUILDINGS Add buildings to towns					
REVENUS	MILITARY Create armed units (comes from allocation for settling towns)					
	WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check					
	DEPOSIT 4000gp in trade goods and treasure nets 1bp					
	AUTRES REVENUS					
TAX Kingdom's Income = Economy Roll ÷ 3						