Poule:				LEADERSHIP ROLES						
Spouce  The control of Proce Connect - They are if the falses above the next a series of the process of the control of the process of the control of the process of the pro				Ruler	Ruler CH					
Discrete   Page   Discrete   Di										
Heir   Cand + 21 Lopshy   Classific + 25 Concessor   Classific + 25 Conce	~				Concort - May rule if the Pul	or is absent but mu	iet nace lovaltu			
Classic + 21 cyclety				Heir	· · · · · · · · · · · · · · · · · · ·				<b>H</b> ÷ 2	
Chaotic *2 Lorginy		d: ±2 Lovoltv	Lawful: +2 Economy	_	ired subject – May rule if the	Ruler is absent. but	must pass loya			
Rollet   Screen   1 stability   The consumption   Standard   Standa	Neutral: +2 Stability				- If vacant, -2 loyalty, +1 unre	st at upkeep and no	bonus from fes			
EDICS    Cland Diplomat	Evil: +2 Economy							ST oc	ler CH	•
Token	*		EDICTS	1	radan, ridyany			IN oc	ler CH	-
Mane	SNO	□ None			elations – If vacant, -2 stabili	ty and cannot issue	Diplomatic or E		CII	
Mane	)TIO	☐ Standard +2 stability, +2bp consumption						WE 00	ier CH	<b> </b>
Mane	OMO			Magister				IN oc	ler CH	
None   1 loyalty	PR(				nd magic – If vacant, -4 econ	omy				
Stability On success, 1 unrest or add laps on failure, 1 unrest and subset in growth or set language flowers   Stability On success, 1 unrest or add laps on failure, 1 unrest or failure by 4, 4 durrest   1 bp +		□ None	+1 lovaltv		vacant -4 economy			GE oc	ier W.E.	
None   1 loyally	ION		, ,	Royal Enforcer			ST oc	ler GE		
None   1 loyally	ζΑΤ									
Treasurer	TAX	•		- 17	4			GE oc	ler IN	<b>P P P</b>
The Note			+4 economy, -6 loyalty		-4 economy and +1 unrest at	иркеер		IN or	ler WE	
CONOMY Alignment Promotions Taxation Festivals   Settlements   Resources   Leadership Vacancies   Unrest   Sonstiges   Temp.	TS		* *		e finances – If vacant, -4 eco	nomy and kingdom	can't levy taxes			
CONOMY Alignment Promotions Taxation Festivals   Settlements   Resources   Leadership Vacancies   Unrest   Sonstiges   Temp.	IVA							IN oder V	<b>VE</b> ÷ 2	•
CONOMY Alignment Promotions Taxation Festivals   Settlements   Resources   Leadership Vacancies   Unrest   Sonstiges   Temp.	EST				al state – May also take any i	ole for colony, with	1 less benefit	ST or	lor KO	
LOYALTY	E	□ 24	+4 loyalty, +8bp consumption		es – If vacant, -4 loyalty and	-2 stability			lei Ko	₹
STABILITY   STAB										
STABILITY  STA = + N/A + + + + + + + + + + + + + + + + + + +	ECO = 0 2 + N/A + + N/A + + + + + + + + + +							+	+	
STABILITY  STA = + N/A + + + + + + + + + + + + + + + + + + +										
STABILITY   STABILITY   Consuccess, -1 unrest or add libp, on failure, by 4, +d4 unrest   1 bp +			+ N/A + +	+ +	+ +	+	_	_	+	+
STA   =             +     +										
STABILITY On success, -1 unrest or add 1 bp; on failure, +1 unrest; on failure by 4, +d4 unrest			¥+ + + N/A	+ +	+ +	+	_	_	+	+
STABILITY On success, -1 unrest or add 1bp, on failure, +1 unrest; on failure by 4, +44 unrest		71H 40 /	<u> </u>	PAGNIT				DODIII A	7F	
SPENDING Promotions Festivals Sonstiges		STABILITY On s			d4 unrest □ 1 hp	KINGDO	M SIZF	POPULAC		□ Barony
The street of the treasury is empty   Section 10, abandon hexes   Per turn   Section 20, all saves drop to 0 and kingdom cannot act					лишеет 🗀 🗓 Бр		The num		26-100	0 □ Duchy
NSUMMER Größe Towns Farms    Summar   S			,		1111)			e kingdom contr	ols 101–	
By bp = + - ( x 2)  IN WINTER Größe Towns Farms  +2 unrest if the treasury is empty  the unrest if the treasury is empty the unrest for each attribute (Economy, Loyalty or Stability) that is negative the unrest free deuce 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 =  BUILDINGS Add buildings to towns  per turn  bp =  MILITARY Create armed units (comes from allocation for settling towns)  WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check  Treasury funds  Treasury funds  Treasury funds  WITHDRAW Gain 2000gp per bp. Increase unrest bp 1, then make a loyalty check  Kingdom's = Economy = 2  Kingdom's = Economy = 2  Kingdom's = Economy = 2		- IN CHAME			bp •			Grö	iße	
#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  per turn  bp =  TERRAIN Build farms, roads, mines etc  per turn  per turn  bp =  BUILDINGS Add buildings to towns  per turn  per turn  bp =  TREASURY  Treasury funds		S IN SOMMER	Groise Towns Farms	`		mini		250 X	) +	
#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  per turn  bp =  TERRAIN Build farms, roads, mines etc  per turn  per turn  bp =  BUILDINGS Add buildings to towns  per turn  per turn  bp =  TREASURY  Treasury funds	EEP	MP bb	= + -(	× 2 )			_ ( 2			II
#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  per turn  bp =  TERRAIN Build farms, roads, mines etc  per turn  per turn  bp =  BUILDINGS Add buildings to towns  per turn  per turn  bp =  TREASURY  Treasury funds	UPKI	5 IN WINTER	. Größe Towns Farms			COMMAI	ND DC	Größe	Districts	Sonstiges
#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 hax If unrest reaches 20, the kingdom falls into anarchy  ASSIGN LEADERSHIP Adjust kingdom rolls  HEXES Claim and abandon hexes		05   ** bp	=  + -		hn •		= 20	+	F	+
HEXES Claim and abandon hexes  TERRAIN Build farms, roads, mines etc  per turn  BUILDINGS Add buildings to towns  per turn  BUILDINGS Add buildings to towns  per turn  by  MILITARY Create armed units (comes from allocation for settling towns)  WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check  MITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check  MICHORIAN Set one of the kees and the set of the se		+2 unrest if the t	reasury is empty		, , , , , , , , , , , , , , , , , , ,		LEVEL			
ASSIGN LEADERSHIP Adjust kingdom rolls  HEXES Claim and abandon hexes 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 =  WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check bp +  Check this part to the kingdom cannot act from 20, all saves drop to 0 and kingdom cannot act from 20,		+1 unrest for each attribute (Economy, Loyalty or Stability) that is negative								
ASSIGN LEADERSHIP Adjust kingdom rolls  HEXES Claim and abandon hexes per turn bp =  TERRAIN Build farms, roads, mines etc per turn bp =  BUILDINGS Add buildings to towns per turn bp =  MILITARY Create armed units (comes from allocation for settling towns) bp =  WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check bp +  OTHER INCOME bp +  Kingdom's Economy 2 Economy 2 Economy 2 Economy 3 Economy 3 Economy 4 E		Royal enforcer ca								
HEXES Claim and abandon hexes  per turn  bp =  TERRAIN Build farms, roads, mines etc  per turn  bp =  BUILDINGS Add buildings to towns  per turn  bp =  MILITARY Create armed units (comes from allocation for settling towns)  with DRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check  DEPOSIT 4000gp in trade goods and treasure nets 1bp  OTHER INCOME  Kingdom's = Economy = 2		If unrest reaches								
TERRAIN Build farms, roads, mines etc  per turn  per turn  bp  BUILDINGS Add buildings to towns  per turn  per turn  bp  TREASURY  Treasury funds  bp  WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check  DEPOSIT 4000gp in trade goods and treasure nets 1bp  OTHER INCOME  Kingdom's _ Economy _ 2  Kingdom's _ Economy _ 2		ASSIGN LEADE	RSHIP Adjust kingdom rolls			_				
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 =  TREASURY  Treasury funds   bp =  TREASURY  Treasury funds   bp =  OTHER INCOME   bp +  X Kingdom's Economy 2 2	EDICTS	HEXES Claim and	d abandon hexes	per turn	bp					
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BUILDINGS Add buildings to towns  per turn  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  OTHER INCOME  Kingdom's — Economy 2 2			naw towns	·	<u> </u>					
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WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check           bp		per turn			bp •					
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Kingdom's _ Economy _ 2		WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check         bp								7
Kingdom's _ Economy _ 2	)ME	DEPOSIT 4000gp in trade goods and treasure nets 1bp				Э				
Kingdom's _ Economy _ 2	NCC	OTHER INCOM			<b> </b>	ь				
		Kingdom's Income	Economy Roll • 3			ь				