

Good: +2 Loyalty

Chaotic: +2 Loyalty

Good

Neutral

Evil

Lawful

Neutral

Evil

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

EDITTI		
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	CAR		<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	CAR ÷ 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	CAR ÷ 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 0 CAR			<input type="checkbox"/>	
Liases with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals					
General	FOR 0 CAR				<input type="checkbox"/>
Commands the army – If vacant, -4 loyalty					
Grand Diplomat	INT 0 CAR				<input type="checkbox"/>
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts					
High Priest	SAG 0 CAR				<input type="checkbox"/>
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep					
Magister	INT 0 CAR			<input type="checkbox"/>	
Guides higher learning and magic – If vacant, -4 economy					
Marshal	DES 0 SAG			<input type="checkbox"/>	
Enforce rural justice – If vacant, -4 economy					
Royal Enforcer	FOR 0 DES				<input type="checkbox"/>
Enforce law and order – If present, -1 unrest at upkeep					
Spymaster	DES 0 INT		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence – If vacant, -4 economy and +1 unrest at upkeep					
Treasurer	INT 0 SAG			<input type="checkbox"/>	
Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes					
Viceroy	INT 0 SAG ÷ 2			<input type="checkbox"/>	
Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit					
Warden	FOR 0 COS				<input type="checkbox"/>
Leads kingdom's defences – If vacant, -4 loyalty and -2 stability					

ECONOMY	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Altro	Temp
ECO =	<div><div></div><div></div></div>	N/A	+	+	+	+	+	-	-	+	+
LOYALTY											
LOY =	<div><div></div></div>	N/A	+	+	+	+	+	-	-	+	+
STABILITY											
STA =	<div><div></div><div></div></div>	+	+	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

Altro

=

+

+

bp

-

IN SUMMER

Taglia

Towns

Farms

bp

=

+

-

(

× 2

)

IN WINTER

Taglia

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

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

-

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

26-100

101-

Barony

Duchy

Kingdom

KINGDOM POPULATION

Taglia

Total City Population

250 ×

+

COMMAND DC

Taglia

Districts

Altro

= 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