



KINGDOM FINANCES

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 -

IN SUMMER Size Towns Farms

☐ bp = ☐ + ☐ - (☐ × 2)

IN WINTER Size Towns Farms

☐ bp = ☐ + ☐ -

☐ 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

0-25 ☐ Barony

☐ The number of 12-mile hexes the kingdom controls

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



Good: +2 Loyalty



Lawful: +2 Economy

Neutral: +2 Stability

Chaotic: +2 Loyalty

Evil: +2 Economy

EDICTS

- PROMOTIONS**
- ☐ None -1 stability
 - ☐ Token +1 stability, +1bp consumption
 - ☐ Standard +2 stability, +2bp consumption
 - ☐ Aggressive +3 stability, +4bp consumption
 - ☐ Expansionist +4 stability, +8bp consumption

- TAXATION**
- ☐ None +1 loyalty
 - ☐ Light +1 economy, -1 loyalty
 - ☐ Normal +2 economy, -2 loyalty
 - ☐ Heavy +3 economy, -4 loyalty
 - ☐ Overwhelming +4 economy, -8 loyalty

- FESTIVALS**
- ☐ None -1 loyalty
 - ☐ 1 +1 loyalty, +1bp consumption
 - ☐ 6 +2 loyalty, +2bp consumption
 - ☐ 12 +3 loyalty, +4bp consumption
 - ☐ 24 +4 loyalty, +8bp consumption