3145 +2 Loyalty

3144 +2 Loyalty

3143 +2 Economy

3141 +2 Stability

3142 +2 Economy

936

3176	☐ 3155	-13169
	☐ 3168	+13167 +1bp consumption
	☐ 3166	+23165 +2bp consumption
	☐ 3164	+33163 +4bp consumption
	☐ 3162	+43161 +8bp consumption
3175	☐ 3155	+13154
	☐ 3153	+13152 -1 loyalty
	☐ 3151	+23150 -2 loyalty
	☐ 3149	+33148 -4 loyalty
	☐ 3147	+43146 -8 loyalty
3174	☐ 3155	-13160
	☐ 1	+13159 +1bp consumption
	☐ 6	+23158 +2bp consumption
	☐ 12	+33157 +4bp consumption
	☐ 24	+43156 +8bp consumption

3219

3181 3180 3179

3218 — 19

3217 – If vacant, kingdom fails all command rolls and cannot claim or develop hexes

3194 — 19 ÷ 2

3193 – May rule if the Ruler is absent. but must pass loyalty check or +13193

3192 — 19 ÷ 2

3191 – May rule if the Ruler is absent. but must pass loyalty check or +13191

3216 — 23 691 19

3215 – If vacant, -2 loyalty, +13215

3214 — 21 691 19

3213 – If vacant, -43213

3212 — 18 691 19

3211 – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts

3210 — 23 691 19

3209 – If vacant, -2 loyalty and stability, and +13209

3202 — 18 691 19

3201 – If vacant, -4 economy

3200 — 30 691 23

3199 – If vacant, -4 economy

3198 — 21 691 30

3197 – If present, -1 3197

3196 — 30 691 18

3195 – If vacant, -43195 +1 unrest at upkeep

3208 — 18 691 23

3207 – If vacant, -4 economy and kingdom can't levy taxes

3206 — 18 691 23 ÷ 2

3205 – May also take any role for colony, with 1 less benefit

3204 — 21 691 73

3203 – If vacant, -4 loyalty and -23203

	3223	3113	3221	3112	3135	3136	3137	3138	3222	60	129
3190 3181 =		+ 3134	+	+ 3134	+	+	+	+ –	–	+	+
3189 3180 =		+ 3134	+	+	+	+	+	+ –	–	+	+
3188 3179 =		+	+	+ 3134	+	+	+	+ –	–	+	+

3129

STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4+ +1 unrest ☐ 1 3149

3128

3111 = 3113 + 3112 + 60 — 3100

3104

3108 3100 = 10 + 3106 – (3105 × 2)

3107 3100 = 10 + 3106 – 3105 — 3100

3126

3124
3125
3123
3122
3121

936

3120	Adjust kingdom rolls		
3103	3103	3098	310 –
3102	3102	3098	310 –
3101	3101	3098	310 –
3099	Add buildings to towns	3098	310 –
3109	Create armed units (comes from allocation for settling towns)		310 –

3127

3110	Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check		310 –
3119	3119		310 +
3118			310 +
3117	3115 = 3116 ÷ 3		310 +

3220

3183 unrest

3182

0-25	☐ 3132
26-100	☐ 3131
101-	☐ 3130

3178 = (250 × 10) + 3177

3171 = 20 + 10 + 3170 + 60

3172 LEVEL

3173

3140

3139 — 3100