

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

EDITTI		
PROMOTIONS	<input type="checkbox"/> Nessuno	-1Stabilità
	<input type="checkbox"/> Token	+1 stability, +1bp consumption
	<input type="checkbox"/> Standard	+2 stability, +2bp consumption
	<input type="checkbox"/> Aggressivo	+3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist	+4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> Nessuno	+1Lealtà
	<input type="checkbox"/> Luce	+1Economia, -1Lealtà
	<input type="checkbox"/> Normal	+2 economy, -2 loyalty
	<input type="checkbox"/> Heavy	+3Economia, -4Lealtà
	<input type="checkbox"/> Overwhelming	+4Economia, -8Lealtà
FESTIVALS	<input type="checkbox"/> Nessuno	-1Lealtà
	<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

ECONOMIA		Allineamento	Promotions	Taxation	Festival	Settlements		Resources		Leadership	Vacancies	Unrest	Varie	Temp
ECO	=			+	N/D	+	+	+	+	+	-	-	+	+
LOYALTY														
LEA	=		+	N/D	+	+	+	+	+	+	-	-	+	+
STABILITY														
STA	=			+	+	N/D	+	+	+	+	-	-	+	+

STABILITY

On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest

☐ 1 pb +

SPENDING

Promotions Festival Varie

= + +

IN SUMMER

Taglia Città Farms

pb = + - ( × 2 )

IN WINTER

Taglia Città Farms

pb = + -

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

ASSEGNA COMANDO

Aggiusta i tiri del regno

HEXES

Claim and abandon hexes

per turno

TERRAIN

Build farms, roads, mines etc

per turno

SETTLE

Create new towns

per turno

EDIFICI

Aggiungi edifici alle Città

per turno

MILITARY

Create armed units (comes from allocation for settling towns)

per turno

WITHDRAW

Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check

per bp

DEPOSIT

4000gp in trade goods and treasure nets 1bp

per bp

OTHER INCOME

per bp

TAX

Kingdom's Income = Economy Roll ÷ 3

per bp

KINGDOM SIZE

0-25 ☐ Baronia

26-100 ☐ Ducato

101- ☐ Regno

The number of 12-mile hexes the kingdom controls

KINGDOM POPULATION

Taglia

Total City Population

COMMAND DC

Taglia Districts Varie

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