**5. Wealth and Taxes**

**Epic 4:** As a player, I want to manage my faction’s resources, so that I can create a strong economy for my faction to survive in

4.1 - As a player, I want to tax my provinces, so that I can gain gold to spend. (MEDIUM)

SP: 2

* Wealth of the province cannot be spent, however it can be taxed at a chosen rate. This tax revenue is equal to province wealth\*province tax rate
* Tax revenue goes to the faction's treasury which is the player’s available gold
* The minimum wealth of a province is equal to the wealth of buildings in the province. If no buildings are in the province then the minimum wealth of the province is 0.

4.2 - As a player, I want to tax specific rates, so that I can influence the town-wealth growth. (LOW)

SP: 2

* Tax rates can be changed each turn for a friendly province.
* Low tax 10%: Increases the town growth per turn by 10 gold for that province
* Normal tax 15%: Has no effect on town-wealth growth between turns
* High tax 20%: Decreases the town growth per turn by 10 gold for that province
* Very high tax 25%: Decrease the town growth per turn by 30 gold for that province. Additionally moral point reduced by 1 units in the province taxed at this rate