



FINANCE DU ROYAUME

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

1 pc +

SPENDING Promotions Festivals Divers

= + +

pc -

EN ETE Taille Villes Fermes

pc = + - (× 2)

EN HIVER Taille Villes Fermes

pc = + -

pc -

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 par tour

pc -

TERRAIN Build farms, roads, mines etc par tour

pc -

SETTLE Create new towns par tour

pc -

BUILDINGS Add buildings to towns par tour

pc -

MILITARY Create armed units (comes from allocation for settling towns)

pc -

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

pc -

DEPOSIT 4000gp in trade goods and treasure nets 1bp

pc +

AUTRES REVENUS

pc +

TAX Kingdom's Income = Economy Roll ÷ 3

pc +

POPULACE

TAILLE DU ROYAUME

0-25 ☐ Barony

The number of 12-mile hexes the kingdom controls

26-100 ☐ Duchy

101- ☐ Royaume

ROYAUME POPULATION

Taille

Total City Population

= (250 ×) +

COMMAND DC

Taille

Districts

Divers

= 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

pc



Good: +2 Loyalty



Lawful: +2 Economy

Neutral: +2 Stability

Chaotic: +2 Loyalty

Evil: +2 Economy

EDICTS

- PROMOTIONS**
- ☐ Aucun -1 stability
 - ☐ Token +1 stability, +1bp consumption
 - ☐ Standard +2 stability, +2bp consumption
 - ☐ Aggressive +3 stability, +4bp consumption
 - ☐ Expansionist +4 stability, +8bp consumption

- TAXATION**
- ☐ Aucun +1loyauté
 - ☐ Lumière +1économie, -1loyauté
 - ☐ Normal +2 economy, -2 loyalty
 - ☐ Lourd +3 economy, -4 loyalty
 - ☐ Overwhelming +4 economy, -8 loyalty

- FESTIVALS**
- ☐ Aucun -1loyauté
 - ☐ 1 +1 loyalty, +1bp consumption
 - ☐ 6 +2 loyalty, +2bp consumption
 - ☐ 12 +3 loyalty, +4bp consumption
 - ☐ 24 +4 loyalty, +8bp consumption