



## 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