

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

EDICTS		
PROMOTIONS	<input type="checkbox"/> None	-1 stability
	<input type="checkbox"/> Token	+1 stability, +1bp consumption
	<input type="checkbox"/> Standard	+2 stability, +2bp consumption
	<input type="checkbox"/> Aggressive	+3 stability, +4bp consumption
	<input type="checkbox"/> Expansionist	+4 stability, +8bp consumption
TAXATION	<input type="checkbox"/> None	+1 loyalty
	<input type="checkbox"/> Light	+1 economy, -1 loyalty
	<input type="checkbox"/> Normal	+2 economy, -2 loyalty
	<input type="checkbox"/> Heavy	+3 economy, -4 loyalty
	<input type="checkbox"/> Overwhelming	+4 economy, -8 loyalty
FESTIVALS	<input type="checkbox"/> None	-1 loyalty
	<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

LEADERSHIP ROLES			CHA	ECO	LOY	STA
Ruler	Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes	CHA				
Spouse	Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest	CHA ÷ 2				
Heir	Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest	CHA ÷ 2				
Councilor	Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals	WIS or CHA				
General	Commands the army – If vacant, -4 loyalty	STR or CHA				
Grand Diplomat	Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts	INT or CHA				
High Priest	Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep	WIS or CHA				
Magister	Guides higher learning and magic – If vacant, -4 economy	INT or CHA				
Marshal	Enforce rural justice – If vacant, -4 economy	DEX or WIS				
Royal Enforcer	Enforce law and order – If present, -1 unrest at upkeep	STR or DEX				
Spymaster	Intelligence – If vacant, -4 economy and +1 unrest at upkeep	DEX or INT				
Treasurer	Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes	INT or WIS				
Viceroy	Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit	INT or WIS ÷ 2				
Warden	Leads kingdom's defences – If vacant, -4 loyalty and -2 stability	STR or CON				

ECONOMY	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Misc	Temp
ECO	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +
LOYALTY	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +
STABILITY	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +

KINGDOM MANAGEMENT				POPULACE				
UPKEEP	STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest <input type="checkbox"/> 1 bp +				KINGDOM SIZE 0–25 <input type="checkbox"/> Barony 26–100 <input type="checkbox"/> Duchy 101– <input type="checkbox"/> Kingdom			
	SPENDING Promotions Festivals Misc = + + <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –				KINGDOM POPULATION The number of 12-mile hexes the kingdom controls <input type="text"/> Size = (250 × <input type="text"/>) + <input type="text"/> Total City Population			
	IN SUMMER bp = <input type="text"/> Size + <input type="text"/> Towns – (<input type="text"/> × 2)							
	IN WINTER bp = <input type="text"/> Size + <input type="text"/> Towns – <input type="text"/> Farms <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –				COMMAND DC <input type="text"/> = 20 + <input type="text"/> Size + <input type="text"/> Districts + <input type="text"/> Misc			
	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				UNREST LEVEL <input type="text"/> 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			
EDICTS	ASSIGN LEADERSHIP Adjust kingdom rolls							
	HEXES Claim and abandon hexes <input type="text"/> per turn <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –							
	TERRAIN Build farms, roads, mines etc <input type="text"/> per turn <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –							
	SETTLE Create new towns <input type="text"/> per turn <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –							
	BUILDINGS Add buildings to towns <input type="text"/> per turn <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –							
INCOME	MILITARY Create armed units (comes from allocation for settling towns) <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –							
	WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp –							
	DEPOSIT 4000gp in trade goods and treasure nets 1bp <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp +							
	OTHER INCOME <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp +							
	TAX Kingdom's Income = Economy Roll ÷ 3 <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp +							
TREASURY Treasury funds <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> , <input type="text"/> bp								