



KINGDOM FINANCES

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

☐ 1 bp +

SPENDING Promotions Festivals Divers

= + +

☐ bp -

EN ETE Taille Villes Fermes

☐ bp = ☐ + ☐ - (☐ × 2)

EN HIVER Taille Villes Fermes

☐ bp = ☐ + ☐ -

☐ bp -

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

☐ bp -

TERRAIN Build farms, roads, mines etc ☐ par tour

☐ bp -

SETTLE Create new towns ☐ par tour

☐ bp -

BUILDINGS Add buildings to towns ☐ par tour

☐ bp -

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

☐ bp -

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

☐ bp -

DEPOSIT 4000gp in trade goods and treasure nets 1bp

☐ bp +

AUTRES REVENUS

☐ bp +

TAX Kingdom's Income = Economy Roll ÷ 3

☐ bp +

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

☐ bp