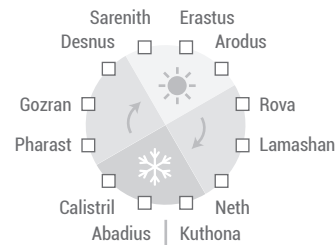


## TREASURY

## CALENDAR



## 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 Outros

= + +

☐ bp -**IN SUMMER** Tamanho Towns Farms☐ bp = ☐ + - ( ☐ × 2 )**IN WINTER** Tamanho Towns Farms☐ 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 ☐ per turn☐ bp -**TERRAIN** Build farms, roads, mines etc ☐ per turn☐ bp -**SETTLE** Create new towns ☐ per turn☐ bp -**BUILDINGS** Add buildings to towns ☐ per turn☐ 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 +**OTHER INCOME**☐ bp +**TAX** Kingdom's Income = Economy Roll ÷ 3☐ bp +

## POPULACE

**KINGDOM SIZE**0-25 ☐ Barony☐ The number of 12-mile hexes the kingdom controls26-100 ☐ Duchy101- ☐ Kingdom**KINGDOM POPULATION**

Tamanho

Total City Population

☐ = ( 250 × ☐ ) + ☐**COMMAND DC**

Tamanho

Districts

Outros

☐ = 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

UPKEEP

EDICTS

INCOME

PROMOTIONS

TAXATION

FESTIVALS

- ☐
- None -1 stability
- 
- ☐
- Token +1 stability, +1bp consumption
- 
- ☐
- Standard +2 stability, +2bp consumption
- 
- ☐
- Aggressive +3 stability, +4bp consumption
- 
- ☐
- Expansionist +4 stability, +8bp consumption

- ☐
- None +1 loyalty
- 
- ☐
- Light +1 economy, -1 loyalty
- 
- ☐
- Normal +2 economy, -2 loyalty
- 
- ☐
- Heavy +3 economy, -4 loyalty
- 
- ☐
- Overwhelming +4 economy, -8 loyalty

- ☐
- None -1 loyalty
- 
- ☐
- 1 +1 loyalty, +1bp consumption
- 
- ☐
- 6 +2 loyalty, +2bp consumption
- 
- ☐
- 12 +3 loyalty, +4bp consumption
- 
- ☐
- 24 +4 loyalty, +8bp consumption

Good: +2 Loyalty

Chaotic: +2 Loyalty



Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy