



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 Cidades Fazendas

bp = + - (× 2)

IN WINTER Tamanho Cidades Fazendas

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 por turno

bp -

TERRAIN Build farms, roads, mines etc por turno

bp -

SETTLE Create new towns por turno

bp -

BUILDINGS Add buildings to towns por turno

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 +

POPULAÇÃO

TAMANHO DO REINO 0-25 ☐ Barony
26-100 ☐ Duchy
101- ☐ Reino

POPULAÇÃO DO REINO Tamanho Total City Population

bp = (250 ×) +

COMMAND DC Tamanho Districts Outros
bp = 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

Bom +2Leal

Caótico: +2Leal

Lawful: +2 Economy
Neutral: +2 Stability
Evil: +2 Economy

EDICTS

PROMOTIONS

- ☐ Nenhum -1estabilidade
- ☐ Ficha +1 stability, +1bp consumption
- ☐ Standard +2 stability, +2bp consumption
- ☐ Agressivo +3 stability, +4bp consumption
- ☐ Expansionist +4 stability, +8bp consumption

TAXATION

- ☐ Nenhum +1lealdade
- ☐ Light +1economia, -1lealdade
- ☐ Normal +2 economy, -2 loyalty
- ☐ Heavy +3economia, -4lealdade
- ☐ Overwhelming +4 economy, -8 loyalty

FESTIVALS

- ☐ Nenhum -1lealdade
- ☐ 1 +1 loyalty, +1bp consumption
- ☐ 6 +2 loyalty, +2bp consumption
- ☐ 12 +3 loyalty, +4bp consumption
- ☐ 24 +4 loyalty, +8bp consumption