



## 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 Misc

= + +

☐ bp -

**IN SUMMER** Size Towns Farms

☐ bp = ☐ + ☐ - ( ☐ × 2 )

**IN WINTER** Size 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 controls

26-100 ☐ Duchy

101- ☐ Kingdom

**KINGDOM POPULATION**

Size

Total City Population

☐ = ( 250 × ☐ ) + ☐

**COMMAND DC**

Size

Districts

Misc

☐ = 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



Good: +2 Loyalty



Lawful: +2 Economy

Neutral: +2 Stability

Chaotic: +2 Loyalty

Evil: +2 Economy

## EDICTS

**PROMOTIONS**

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

**TAXATION**

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

**FESTIVALS**

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