

### Campaign Season 886

	<b>Knights</b>	<b>Dwarves</b>	<b>Elves</b>	<b>Orcs</b>	<b>Undead</b>	<b>Sandal</b>
<b>Starting Tranquility</b>	4	7	8	6	4	5
<b>Starting Warchest</b>	600,000	250,000	160,000	120,000	50,000	120,000
<b>Starting Population</b>	6	3	2	8	2	4
<b>Starting Prosperity</b>	4	6	8	2	5	6
<b>Tax Rate</b>	-0.10	0.15	0.00	0.00	0.15	0.00
<b>New Taxes</b>	-240,000	270,000	0	0	150,000	0
<b>Character Contributions</b>	0	0	0	0	0	0
<b>Special Projects and Events</b>	0	50,000	0	0	0	0
<b>Cash for War (Witenagemot starting gold)</b>	360,000	570,000	160,000	120,000	200,000	120,000
<b>Cost of Troops Mustered</b>	-65,000	-254,000	-144,000	-108,000	-91,000	-98,000
<b>Ending Warchest (Witenagemot ending gold)</b>	295,000	316,000	16,000	12,000	109,000	22,000
<b>Sieges Won?</b>	1	5	0	1	0	0
<b>Battle Won?</b>	1	0	1	0	0	0
<b>Battle Lost?</b>	0	0	0	1	1	0
<b>Enemy Enter?</b>	Y	N	N	Y	N	Y
<b>Troops Mustered?</b>	Y	Y	Y	Y	Y	Y
<b>Unrest?</b>	N	N	N	N	N	N
<b>Special Event</b>	Snows	Treasure	Floods	Normal	Normal	Normal
<b>Ending Tranquility</b>	8	10	9	4	2	4
<b>Ending Population</b>	8	4	3	8	2	4
<b>Ending Prosperity</b>	6	5	8	2	4	6
<b>Long-Term Improvements</b>	No repairs to Dragonsford Castle. (10K/90K)	No repairs to Dwarven Hall. (40K/160K)  No repairs to Basilica. (50K/200K)				