

# Knights of the Realm

## Peacetime Rules

Nine years have passed. For ease of play, this has been broken down into three intervals of three years each. Each player must determine his government's stance during each of those intervals. You may change your stance between intervals.

Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

## Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Beneficent	Harsh	Harsh	
<b>Tranquility</b>	5	+2	-2 +3	-2	6
<b>Population</b>	6	+0	+0	+0	6
<b>Prosperity</b>	4	+1	-1	-1	3
<b>Warchest</b>	403,000	-240,000 -20,000	+900,000 -750,000	+720,000	1,013,000

100K	Azgarde Keep (1114)	Knights 894-896
100K	Middlefield Keep 2915	Knights 894-896
100K	Grey Wolf Keep (2610)	Knights 894-896
100K	Grunfeld Keep (1317)	Knights 894-896
250K	Art Bucheroni Memorial Cathedral (Dragonsford)	Knights 894-896
100K	2 Human Navies Researched	Knights 894-896
20K	Caves Under Teufeldorf – Vince	

## Improvements

Use the following chart to decide if you want to build any of the following:

Improvement	Cost	Benefit
New Keep	100,000 gold	Added defensive point garrison.
New Castle	200,000 gold	Added defensive point garrison.
Cathedral	250,000 gold	Add 3 points of Tranquility.
Navy	50,000 gold	This is a small fleet of ships that is able to engage in sea combat. NOTE: You must pay an additional 10,000 gold per season that the navy is actively engaged.

# Dwarves

## Peacetime Rules

Nine years have passed. For ease of play, this has been broken down into three intervals of three years each. Each player must determine his government's stance during each of those intervals. You may change your stance between intervals.

Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

## Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Harsh	Harsh	Beneficent	
<b>Tranquility</b>	10	-2	-2 +3	+2	10
<b>Population</b>	6	0	0	+1	7
<b>Prosperity</b>	9	-1	-1	+1	8
<b>Warchest</b>	15,000	+1,620,000 -550,000	+1,440,000 -50,000	-420,000 -340,000	1,715,000

100K	Duringsgate Keep (2114) upgraded to a castle Block access to Pass of Merchants	Dwarves 891-893
200K	Balingsgate Castle (2513) built Block access to Pass of Merchants	Dwarves 891-893
200K	Bargeport Castle (2111) built – with bridge and port	Dwarves 897-899
200K	Riversgate Castle (1211) built – with bridge	Dwarves 891-893
100K	Pass of Lar Keep (2006) upgraded to a castle	Dwarves 897-899
50K	Completed Basilica of the Broken Magi (Dwarrowdelf)	Dwarves 894-896
50K	2 Dwarven Airship Researched	Dwarves 891-893
40K	2 Dwarven Barges Researched	Dwarves 897-899

# Elves

## Peacetime Rules

Nine years have passed. For ease of play, this has been broken down into three intervals of three years each. Each player must determine his government's stance during each of those intervals. You may change your stance between intervals.

Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

## Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Harsh	Harsh	Standard	
<b>Tranquility</b>	6	-2 +3	-2 +3	+1	9
<b>Population</b>	6	0	0	+1	7
<b>Prosperity</b>	10	-1	-1	+0	8
<b>Warchest</b>	148,000	+1,800,00 -650,000 -120,000	+1,620,000 -300,000 -600,000	0 -	1,898,000

250K	Riversgate Dwarvish-Orcish Peace Castle built	Elves 894-896
200K	Loftwood Castle (1010) built	Elves 891-893
250K	Cathedral of the Radiant Dawn (1010) built	Elves 891-893
200K	4 Elven Navies Researched	Elves 891-893
50K	Rebuild Navies	Elves 894-896
120K	Loan to Gnomes	Elves 891-893
600K	Loan to Orcs	Elves 894-896

## Orcs (now in fealty to the Reaches)

### Peacetime Rules

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Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

### Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Beneficent	Beneficent	Harsh	
<b>Tranquility</b>	1	+2 +3 +3	+2	-2	8
<b>Population</b>	1	0	+3	0	4
<b>Prosperity</b>	3	+1	+1	-1	4
<b>Warchest</b>	7,000	-30,000 -550,000	-40,000 +600,000	+600,000	-587,000

250K	Dourmoor Dwarven-Orcish Peace Cathedral (burned)	Orcs 891-893
250K	Riversgate Dwarven-Orcish Peace Cathedral (burned)	Orcs 891-893
50K	1 Orc Navy Researched	Orcs 891-893
+600K	Loan from Elves	Orcs 894-896

### Improvements

Use the following chart to decide if you want to build any of the following:

Improvement	Cost	Benefit
New Keep	100,000 gold	Added defensive point garrison.
New Castle	200,000 gold	Added defensive point garrison.
Cathedral	250,000 gold	Add 3 points of Tranquility.
Navy	50,000 gold	This is a small fleet of ships that is able to engage in sea combat. NOTE: You must pay an additional 10,000 gold per season that the navy is actively engaged.

# Gnomes

## Peacetime Rules

Nine years have passed. For ease of play, this has been broken down into three intervals of three years each. Each player must determine his government's stance during each of those intervals. You may change your stance between intervals.

Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

## Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Beneficent	Beneficent	Harsh	
<b>Tranquility</b>	7	+2	+2	-2	8
<b>Population</b>	1	+1	+1	0	3
<b>Prosperity</b>	5	+1	+1	-1	6
<b>Warchest</b>	50,000	-50,000 +120,000 loan elves	-120,000	+630,000	630,000

## Improvements

Use the following chart to decide if you want to build any of the following:

Improvement	Cost	Benefit
New Keep	100,000 gold	Added defensive point garrison.
New Castle	200,000 gold	Added defensive point garrison.
Cathedral	250,000 gold	Add 3 points of Tranquility.
Navy	50,000 gold	This is a small fleet of ships that is able to engage in sea combat. NOTE: You must pay an additional 10,000 gold per season that the navy is actively engaged.

# Sandal

## Peacetime Rules

Nine years have passed. For ease of play, this has been broken down into three intervals of three years each. Each player must determine his government's stance during each of those intervals. You may change your stance between intervals.

Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

## Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Beneficent	Beneficent	Beneficent	
<b>Tranquility</b>	1	3	5	7	7
<b>Population</b>	1	1	1	1	1
<b>Prosperity</b>	5	6	7	8	8
<b>Warchest</b>	29,000 +250K Tang	229,000	169,000	99,000	

## Improvements

Use the following chart to decide if you want to build any of the following:

Improvement	Cost	Benefit
New Keep	100,000 gold	Added defensive point garrison.
New Castle	200,000 gold	Added defensive point garrison.
Cathedral	250,000 gold	Add 3 points of Tranquility.
Navy	50,000 gold	This is a small fleet of ships that is able to engage in sea combat. NOTE: You must pay an additional 10,000 gold per season that the navy is actively engaged.

# Undead

## Peacetime Rules

Nine years have passed. For ease of play, this has been broken down into three intervals of three years each. Each player must determine his government's stance during each of those intervals. You may change your stance between intervals.

Government Stance	Effect
Beneficent (no taxes)	Tranquility increases by 2. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity increases by 1. Warchest decreases by starting Population * Prosperity * 10,000 gp
Standard (normal taxes)	Tranquility increases by 1. Population increases by growth rate if Tranquility starts at 7 or higher Prosperity unchanged. Warchest unchanged.
High (high taxes)	Tranquility decreases by 1. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 15,000 gp
Harsh (very high taxes)	Tranquility decreases by 2. Population unchanged. Prosperity decreases by 1. Warchest increases by Population * Prosperity * 30,000 gp

## Worksheet

Use the worksheet below to calculate what you did during the last nine years.

Knights	Starting	891-893 TA	894-896 TA	897-899 TA	Ending
<b>Government</b>	---	Standard	Standard	Standard	
<b>Tranquility</b>	2	3	4	5	5
<b>Population</b>	4	4	4	4	4
<b>Prosperity</b>	5	5	5	5	5
<b>Warchest</b>	120,000	120,000	120,000	120,000	120,000

## Improvements

Use the following chart to decide if you want to build any of the following:

Improvement	Cost	Benefit
New Keep	100,000 gold	Added defensive point garrison.
New Castle	200,000 gold	Added defensive point garrison.
Cathedral	250,000 gold	Add 3 points of Tranquility.
Navy	50,000 gold	This is a small fleet of ships that is able to engage in sea combat. NOTE: You must pay an additional 10,000 gold per season that the navy is actively engaged.

## Campaign Season 899

	<b>Knights</b>	<b>Dwarves</b>	<b>Elves</b>	<b>Orcs</b>	<b>Gnomes</b>	<b>Undead</b>	<b>Sandal</b>	<b>Tang</b>
<b>Starting Tranquility</b>	6	10	9	8	8	5	7	9
<b>Starting Warchest</b>	1,013,000	1,715,000	1,898,000	587,000	630,000	120,000	99,000	750,000
<b>Starting Population</b>	6	7	7	4	3	4	1	4
<b>Starting Prosperity</b>	3	8	8	4	6	5	8	8
<b>Tax Rate</b>	-10%	-10%	-10%	-10%	-10%	0%	15%	0%
<b>New Taxes</b>	-180,000	-560,000	-560,000	-160,000	-180,000	0	120,000	0
<b>Character Contributions</b>	0	0	0	0	0	0	0	0
<b>Special Projects and Events</b>	0	0	0	0	0	0	0	0
<b>Cash for War (Witenagemot starting gold)</b>	833,000	1,155,000	1,338,000	427,000	450,000	120,000	219,000	750,000
<b>Cost of Troops Mustered</b>	275,000	236,000	323,000	242,000	49,000	0	202,000	233,000
<b>Ending Warchest (Witenagemot ending gold)</b>	558,000	919,000	1,015,000	185,000	401,000	120,000	17,000	517,000
<b>Sieges Won?</b>								
<b>Battle Won?</b>								
<b>Battle Lost?</b>								
<b>Enemy Ships Sunk?</b>								
<b>Ships Lost?</b>								
<b>Enemy Enter?</b>	Yes	No	No	Yes	No	No	No	No
<b>Troops Mustered?</b>	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes
<b>Unrest?</b>						-		
<b>Special Event</b>	Early Snows	Sand	Floods	Treachery	Drought	Normal	Normal	Normal
	+2 -1 +2	+2 +2	+1 -1 +2	-3 -2+2	+2		-1 -1	+1 -1
<b>Ending Tranquility</b>	9	10	10	5	10	5	5	9
<b>Ending Population</b>	8	8	8	4	4	4	1	5
<b>Ending Prosperity</b>	6	10	10	6	8	5	7	9
<b>Long-Term Improvements</b>	See back	See back	See back	See back				



## Major Events 899

March	Burned down Orc Cathedral in Rivergate Castle 4 orc units + 1 navy defeated in Teufeldorf	-2 Orcs
April	Hex 1519 – Elven victory against Sandal	+1 Elf -1 Sandal
May	Major Victory – Hex 1175 – Defeated First Tang Armada Skirmish – 1215 – Exchange Skirmish – 1216 – Elf win Siege – Successful 1706 Town - Dwarf	+1 Dwarf -1 Orcs
June	Teufeldorf falls in Seige Attempt to re-siege Teufeldorf fails	+1 Tang -1 Knights
July	Attempt to siege Dourrmoor fails Attempt to re-siege Teufeldorf fails	
August	Orcs Siege of Keep 1114 fails Teufeldorf retaken Outside Grunfeld Keep rest of orcs defeated	+2 Knights -1 Tang -1 Orcs
September	Dourrmoor Falls	+1 Dwarf -1 Orc
October	Siege failed	

## Other Notes 899

100K	Duringsgate Keep (2114) upgraded to a castle Block access to Pass of Merchants	Dwarves 891-893
200K	Balingsgate Castle (2513) built Block access to Pass of Merchants	Dwarves 891-893
200K	Bargeport Castle (2111) built – with bridge and port	Dwarves 897-899
200K	Riversgate Castle (1211) built – with bridge	Dwarves 891-893
250K	<a href="#">Riversgate Dwarvish-Orcish Peace Castle built</a>	<a href="#">Elves 891-893</a>
100K	Pass of Lar Keep (2006) upgraded to a castle	Dwarves 897-899
50K	Completed Basilica of the Broken Magi (Dwarrowdelf)	Dwarves 894-896
200K	<a href="#">Loftwood Castle (1010) built</a>	<a href="#">Elves 891-893</a>
250K	<a href="#">Cathedral of the Radiant Dawn (1010) built</a>	<a href="#">Elves 891-893</a>
100K	<a href="#">Azgarde Keep (1114)</a>	<a href="#">Knights 894-896</a>
100K	<a href="#">Middlefield Keep 2915</a>	<a href="#">Knights 894-896</a>
100K	<a href="#">Grey Wolf Keep (2610)</a>	<a href="#">Knights 894-896</a>
100K	<a href="#">Grunfeld Keep (1317)</a>	<a href="#">Knights 894-896</a>
250K	<a href="#">Art Bucheroni Memorial Cathedral</a>	<a href="#">Knights 894-896</a>
250K	Dourrmoor Dwarven-Orcish Peace Cathedral (burned)	Orcs 891-893
250K	Riversgate Dwarven-Orcish Peace Cathedral (burned)	Orcs 891-893
50K	2 Dwarven Airship Researched	Dwarves 891-893
40K	2 Dwarven Barges Researched	Dwarves 897-899
200K	<a href="#">4 Elven Navies Researched</a>	<a href="#">Elves 891-893</a>
100K	<a href="#">2 Human Navies Researched</a>	<a href="#">Knights 894-896</a>
50K	1 Orc Navy Researched	Orcs 891-893