Campaign Season <u>889</u>

Warchest Starting Starting Propulation Starting Propulation Starting Sta		Knights	Dwarves	Elves	Orcs	Undead	Sandal
Warchest Starting 8 6 5 1 4 2 2 2 2 2 2 3 4 5 5 5 5 5 5 5 5 5		5	10	9	2	1	1
Starting		148,000	140,000	93,000	45,000	36,000	327,000
Starting Prosperity Tax Rate 0% 15% 15% 15% +30% -10% -10% -100% New Taxes 0 450,000 750,000 90,000 -160,000 -100,000 Character 0 0 0 0 0 0 Character 20 0 0 0 0 0 Contributions Special Projects 93,000 -150,000 -93,000 82,000 124,000 -206,000 Substituting gold 241,000 440,000 750,000 217,000 0 0 Cost of Troops 241,000 211,000 319,000 217,000 0 0 Battle Results 25,000 25,000 254,000 431,000 0 0 0 Battle Results 25,000 254,000 431,000 0 0 0 Battle Won? 0 0 0 0 0 0 Battle Lost? 0 0 0 0 0 0 Battle Project 240,000	Starting	8	6	5	1	4	2
Tax Rate	Starting	5	5	10	3	4	5
New Taxes		0%	15%	15%	+30%	-10%	-10%
Contributions Special Projects 93,000 -150,000 -93,000 82,000 124,000 -206,00			450,000				-100,000
And Events		0	0	0	0	0	0
Cash for War (Witenagemot starting gold)	Special Projects and Events	93,000	-150,000	-93,000	82,000	124,000	-206,000
Cost of Troops Mustered 241,000 211,000 319,000 217,000 0 0	Cash for War (Witenagemot	241,000	440,000	750,000	217,000	0	0
Ending Warchest (Witenagemot ending gold)	Cost of Troops	241,000	211,000	319,000	217,000	0	0
Warchest (Witenagemot ending gold)	Battle Results	25,000	25,000		-50,000		
Battle Won? 0	Warchest (Witenagemot	25,000	254,000	431,000	0	0	21,000
Battle Won? 0	Siggs Won?	1	9	0	1	0	0
Battle Lost? 0							
N							
Troops Y Y Y Y N N Mustered? Unrest? Special Event Plague (-2) Good Normal Plague Normal Normal Ending Tranquility 5 10 7 1 3 3 Ending Population 6 7 6 1 4 1 Ending Prosperity 5 6 9 1 6 7 Long-Term Improvements Bascillica 100K Garrison at 100K G							
Special Event Plague (-2) Good Normal Plague Normal Normal Ending Tranquility 5 10 7 1 3 3 Ending Population 6 7 6 1 4 1 Ending Prosperity 5 6 9 1 6 7 Prosperity Bascillica 100K Garrison at Took Garrison at	Troops						
Ending 5 10 7 1 3 3 3	Unrest?						
Tranquility	Special Event	Plague (-2)	Good	Normal	Plague	Normal	Normal
Ending 6		5	10	7	1	3	3
Ending 5 6 9 1 6 7	Ending	6	7	6	1	4	1
Long-Term Bascillica Improvements 100K Garrison at	Ending	5	6	9	1	6	7
Improvements 100K Garrison at					REVOLT		
50K (2114)			100K Garrison at Durinsgate				

Major Events <u>889</u>

March	Dwarf siege of Broken Wood – failed				
April	Dwarf siege of Broken Wood – succeeded				
May	Human siege of Dourmoor - succeeded				
June	Human siege of Loftwood Castle – succeeded				
July	Orc Siege of Teufeldorf – succeeded				
August	Allied Siege of Teufeldorf - failed				
September	Allied Siege of Teufeldorf – failed				
October	Allied Siege of Teufeldorf - failed				
Other Notes <u>889</u>					