

## Campaign Season 900

	<b>Knights</b>	<b>Dwarves</b>	<b>Elves</b>	<b>Gnomes</b>	<b>Orcs</b>	<b>Undead</b>	<b>Sandal</b>	<b>Tang</b>
<b>Starting Tranquility</b>	9	10	10	10	5	5	5	9
<b>Starting Prosperity</b>	6	10	10	8	6	5	7	9
<b>Starting Population</b>	8	8	8	4	4	4	1	5
<b>Starting Warchest</b>	558,000	919,000	1,015,000	401,000	185,000	120,000	17,000	517,000
<b>Special Events</b>								
<b>Special Events</b>	Normal	Good Weather	Normal	Plague	Normal	Floods	Normal	Normal
<b>Warchest</b>								
<b>Tax Rate</b>	15%	15%	15%	15%	15%	15%	-10%	30%
<b>New Taxes</b>	720,000	1,200,000	1,200,000	480,000	360,000	300,000	-70,000	1,350,000
<b>Cash for War (starting gold)</b>	1,278,000	2,119,000	2,215,000	881,000	545,000	420,000	-53,000	1,867,000
<b>Cost of Troops Mustered</b>	-273,000	-254,000	-323,000	-49,000	-232,000	-203,000	-352,000	-347,000
<b>Special Projects (see back page)</b>	-900,000	-500,000	+120,000 -100,000	-120,000	-340,000 +100,000	0	1,150,000 -300,000	-1,150,000
<b>Battle Results (see back page)</b>	-80,000	+100,000	0	-200,000	0	+60,000	-80,000	0
<b>Tranquility</b>								
<b>Tax Rate (tranquility)</b>	-1	-1	-1	-1	-1	-1	+2	-2
<b>Battle Results (see back page)</b>	-3	+4	+2			+3	-4	-2
<b>Troops Muster (tranquility)</b>			-1		0			
<b>Special Event (tranquility)</b>								
<b>Prosperity</b>								
<b>Tax Rate (prosperity)</b>	-1	-1	-1	-1	-1	-1	+2	-2
<b>Tranquility = 9 (prosperity)</b>	-	+1	+1	+1	-	-	-	-
<b>Special Event (prosperity)</b>		+1						
<b>Population</b>								
<b>Tranquility = 7 Tranquility = 3 (population)</b>	0	+1	+1	+1	0	Battle +3	-2	+1
<b>Special Event (population)</b>				-1				
<b>Ending Tranquility</b>	5	10	10	9	4	7	3	5
<b>Ending Prosperity</b>	5	10	10	8	5	4	9	7
<b>Ending Population</b>	8	9	9	4	4	7	1	6
<b>Ending Warchest</b>	25,000	1,465,000	1,912,000	512,000	73,000	277,000	365,000	370,000

## Major Events 900

	Battle	Tranquility Changes due to Battle	Money Changes due to Battle
March	Grey Wolf Keep Siege unsuccessful Lechlade Keep Siege unsuccessful Crossgate Keep Siege successful Allies Win Open Field Battle at Grey Wolf Keep	-1 Knights +1 Sandal -1 Tang +1 Elves	+20K Sandal -20K Knights
April	Elven Naval Victory	-1 Sandal +1 Elves	
May	Lechlade Keep Siege successful	+1 Undead -1 Knights	+20K Undead -20K Knights
June	No action		
July	Whitehall Castle siege successful	+1 Dwarves -1 Sandal	+20K Dwarves -20K Sandal
August	Grunfeld Castle siege unsuccessful Battle of Vardan – Evil destroyed Castle of Mirrors siege successful	+1 Knights -1 Tang -1 Sandal +1 Dwarves	+20K Dwarves -20K Sandal
September	Grunfeld Castle siege successful Durcheinander Siege successful	+1 Undead -1 Knights +1 Dwarves -1 Sandal	+20K Undead -20K Knights +40K Dwarves -40K Sandal
October	Asgard Castle siege successful Castle in 2835 siege successful	+1 Undead -1 Knights +1 Dwarves -1 Sandal	+20K Undead -20K Knights +20K Dwarves -20K Sandal

## Special Projects 900

	Gnomes pay back 120,000 loan to elves	-120K gnomes +120K elves
	Construction of Orc city of Betwixt (hex 2116)	-200K orcs
	Construction of Westhall Castle (hex 2214) Construction of Southall Castle (hex 2316) Construction of Southgate Tower (hex 2317) Construction of Desertgate Tower (hex 2218)	-500K dwarves
	Construction of Roads in hexes 2317, 2218, 2219, 2220 and 2117 (2 desert and 3 plains)	-140,000 orcs
	Rebuilding of Teufeldorf Rebuilding of Crossgate Keep Rebuilding of Lechlade Keep Rebuilding of Grunfeld Castle Rebuilding of Asgard Casle	-500K knights -100K knights -100K knights -100K knights -100K knights
	Construction of the Gnome city of xxx	-200K gnomes
	Tang Emperor loans 850,000 to Sandal	-850K Tang +850K Sandal
	Rebuilding of Whitehall Castle Rebuilding Castle of Mirrors Rebuilding Castle in 2835	-100K Sandal -100K Sandal -100K Sandal
	Elves loan Orcs 100K (making total debt 700K)	-100K elves +100K orcs