

## Campaign Season 888

	<b>Knights</b>	<b>Dwarves</b>	<b>Elves</b>	<b>Orcs</b>	<b>Undead</b>	<b>Sandal</b>
<b>Starting Tranquility</b>	4	10	9	0	2	3
<b>Starting Warchest</b>	478,000	252,000	242,000	75,000	94,000	359,000
<b>Starting Population</b>	8	5	4	3	4	4
<b>Starting Prosperity</b>	5	5	10	1	4	5
<b>Tax Rate</b>	0%	0%	0%	-10%	0%	15%
<b>New Taxes</b>	0	0	0	-30,000	0	300,000
<b>Character Contributions</b>	0	0	0	0	0	0
<b>Special Projects and Events</b>	100,000	0	100,000			
<b>Cash for War (Witenagemot starting gold)</b>	478,000	252,000	242,000	45,000	94,000	659,000
<b>Cost of Troops Mustered</b>	230,000	112,000	49,000	-	58,000	332,000
<b>Ending Warchest (Witenagemot ending gold)</b>	148,000	140,000	93,000	45,000	36,000	327,000
<b>Sieges Won?</b>						
<b>Battle Won?</b>	2	0	1	0	0	0
<b>Battle Lost?</b>	0	0	0	0	1	2
<b>Enemy Enter?</b>	Y	N	N	N	N	N
<b>Troops Mustered?</b>	Y	Y	Y	N	Y	Y
<b>Unrest?</b>						
<b>Special Event</b>	Normal	Drought	Normal	Sandstorm	Normal	Good
<b>Ending Tranquility</b>	5	10	9	2	1	1
<b>Ending Population</b>	8	6	5	1	4	2
<b>Ending Prosperity</b>	5	5	10	3	4	5
<b>Long-Term Improvements</b>	Rebuild Lochlade 100K		Rebuild Crossgate 100K			

## Major Events 888

March	Siege of Crossgate failed	
March	Battle of Crossgate – exchange (victory for Knights)	
April	Village siege (Sandal) unsuccessful Battle of Hex 2322	
May	Undead Mustered S. Village siege unsuccessful	
June	S. Village siege unsuccessful	
July	Lochlade Castle siege unsuccessful Saltash siege unsuccessful S. Village siege unsuccessful	
August	Sandstorm S. Village siege unsuccessful Harpies and Carrion defeated by Dragons	
September	S. Village siege unsuccessful Admunfort siege unsuccessful Dragon Ogres defeated at S. Village	
October	Sandal troops mustered to defend border	

## Other Notes 888
