

Campaign Season 904

	Knights	Dwarves	Elves	Gnomes	Orcs	Undead	Sandal	Tang	Wolfs
Starting Tranquility	2	10	6	8	5	4	3	3	7
Starting Prosperity	5	9	9	10	6	3	10	5	8
Starting Population	6	10	8	7	1	9	1	5	3
Starting Warchest	-69,000 +650,000	3,380,000 -242,000	2,853,000 -650,000	985,000	0 +242,000	150,000 -263,000	89,000 +263,000	157,000 +190,000	135,000 -190,000
Special Events	Early Snows	Good Weather	Find Treasure	Normal	Good Weather	Late Snows	Normal	Normal	Normal
Warchest									
Tax Rate	-10%	0%	0%	0%	0%	15%	0%	0%	15%
New Taxes	-300,000	0	0	0	0	405,000	0	0	360,000
Cash for War (starting gold)	281,000	3,138,000	2,203,000	985,000	242,000	555,000	352,000	347,000	305,000
Cost Troops Mustered	-273,000	-254,000	-323,000	-79,000	-242,000	-216,000	-352,000	-347,000	-181,000
Spec Projects (see back)			+50,000						
Battle Results (see back)	-45,000	+20,000	0	0	+20,000	0	-40,000	+35,000	+10,000
Tranquility									
Tax Rate (tranquility)	+2	0	0	0	0	-1	0	0	-1
Battle Results (see back)	0	+2	0	0	+3	-1	-3	+1	-2
Troop Muster (tranquility)			-1		0				
Special Event (tranquility)									
Prosperity									
Tax Rate (prosperity)	+2	0	0	0	0	-1	0	0	-1
Tranquil ≥ 9 (prosperity)	0	+1	0	0	0	0	0	0	0
Special Event (prosperity)		+1			+1				
Population									
Tranquil ≥ 7 Tranquil ≤ 3 (population)	+2	+1	0	+1	+3		-2	0	
Special Event (population)									
Ending Tranquility	4	10	5	8	8	2	0	4	4
Ending Prosperity	7	10	9	10	7	2	10	5	7
Ending Population	8	10	8	8	4	9	-1	5	3
Ending Warchest	-37,000	2,724,000	1,880,000	906,000	0	76,000	-40,000	35,000	134,000

Major Events 904

	Battle	Tranquility Changes due to Battle	Money Changes due to Battle
March	Sandal siege Crossgate Castle (2122) fails Wolfshaunt sack Tattershall (3016) and Brandon River (3115) Dwarves major win (3016) vs. Wolfshaunt Knights major win (3115) vs. Wolfshaunt Elves destroy Tang ships at Spinthrift Isles (1332) Orcs major win vs. Sandal (2122) open field at Crossgate Castle	+1 Dwarves -1 Wolfshaunt +1 Knights -1 Wolfshaunt -1 Sandal +1 Orcs	-10,000 knights +10,000 wolfshaunt
April	Orcs sack Whitehall Castle	+1 Orcs -1 Sandal	+20,000 Orcs -20,000 Sandal
May	No attacks		
June	Evil destroys knight units (2428) Overwhelming odds to (2429) Tang sacks Timberway (0904) Orcs major win vs. Tomb Kingdom (2429)	+1 Orcs -1 Tomb Kingdom	+15,000 Tang -15,000 Knights
July	Evil Returns to Ship Dwarves siege of Castle of Mirrors fails Gnome siege of Baron Valedemar fails Knight siege of Ogre Fen fails		
August	Tang navy destroys Elf Navy (0710) Dwarves sack Castle of Mirrors (keep) Gnome siege of Baron Valedemar fails Knight siege of Ogre Fen fails Dwarf siege of Durcheinander fails	+1 Dwarves -1 Sandal	+20,000 Dwarves -20,000 Sandal
September	Tang siege of Grunfeld fails Tang sacks Azgarde (1114) Knight siege of Ogre Fen fails Dwarf siege of Durcheinander fails	+1 Tang -1 Knights	+20,000 Tang -20,000 Knights
October	Tang siege of Grunfeld fails Tang siege of Teufeldorf fails Gnome siege of Baron Valedemar fails Knight siege of Ogre Fen fails Dwarf siege of Durcheinander fails		

Special Projects 904

Orcs	Rebuild Stilgar Keep (1207) and Broken Wood Keep (1707)	Dwarves lend 180,000 to orcs. Orcs spent 200,000. Orcs owe dwarves 935,000
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