

Campaign Season 906

	Knights	Dwarves	Elves	Gnomes	Orcs	Undead	Sandal	Old King	Wolfs
Starting Tranquility	6	10	4	8	7	1	1	5	3
Starting Prosperity	7	10	9	10	7	2	10	10	6
Starting Population	8	10	8	9	7	8	1	10	3
Starting Warchest	0	4,210,000	1,247,000	797,000	0	0	0	1,000,000	0
Special Events									
Special Events	-2 Population plague	Normal	+1 Prosperity good weather	Normal	-1 Population plague	Sandstorm	DNP	Normal	+50K gold
Warchest									
Tax Rate	15%	15%	-10%	15%	15%	15%	0	0%	15%
New Taxes	840,000	1,500,000	-1,080,000	1,350,000	735,000	240,000	0	0	270,000
Cash for War (starting gold)	684,000	6,203,000	1,323,000	2,147,000	242,000	240,000	0	1,000,000	320,000
Cost Troops Mustered	-273,000	-262,000	-323,000	-139,000	-242,000	197,000	0	322,000	181,000
Spec Projects (see back)									
Battle Results (see back)	-80,000	+30,000				-30,000		+80,000	
Tranquility									
Tax Rate (tranquility)	-1	-1	+2	-1	-1	-1	0	0	-1
Battle Results (see back)	-5	+1	-1	-2	0	-1	0	+9	-1
Troop Muster (tranquility)			-1		0				
Special Event (tranquility)	0	0	0	0	0	0	0	0	0
Prosperity									
Tax Rate (prosperity)	-1	-1	+2	-1	-1	-1	0	0	-1
Tranquil ≥ 9 (prosperity)	0	+1	0	0	0	0	+1	+1	0
Special Event (prosperity)	0	0	+1	0	0	0	0	0	0
Population									
Tranquil ≥ 7 Tranquil ≤ 3 (population)	0	+1	0	+1	+3		0	0	
Special Event (population)	-2	0	0	0	-1	0	0	0	0
Ending Tranquility	0	10	4	5	6	0	1	10	1
Ending Prosperity	6	10	10	9	6	1	10	10	5
Ending Population	6	10	8	10	9	8	1	10	3
Ending Warchest	331,000	5,971,000	1,000,000	2,008,000	0	13,000	0	758,000	139,000

Major Events 906

	Battle	Tranquility Changes due to Battle	Money Changes due to Battle
March	Knights destroy Wolfshaunt Army in (hex 3115)	+1 Knights -1 Wolfshaunt	
April	Old Kingdom Failed Siege Everdoom (hex 1323) Undead Failed Siege Crossgate Castle (hex 2122) Old Kingdom Failed Siege Teufeldorf		
May	Undead Failed Siege Crossgate Castle (hex 2122) Old Kingdom Successful Siege Grunfeld Keep (hex 1317) Old Kingdom Failed Siege Teufeldorf	-1 Gnome +1 Old Kingdom	-20K Knights +20K Old Kingdom
June	Old Kingdom Failed Siege Teufeldorf Undead Failed Siege Castle of Mirrors (hex 2420)		
July	Undead Failed Siege Southgate Tower (hex 2317) Old Kingdom Defeat Elves (hex 1414) Old Kingdom Successfully Siege Teufeldorf Dwarves Defeat Undead (hex 2429) Old Kingdom Successfully Siege Grunfeld Keep (hex 1317)	-1 Elves +1 Old Kingdom -1 Knights +1 Old Kingdom +1 Dwarves -1 Undead -1 Knights +1 Old Kingdom	-40K Knights +40K Old Kingdom -20K Knights +20K Old Kingdom
August	Old Kingdom Defeat Gnomes (hex 1317) - open field Undead Failed Siege Southgate Tower (hex 2317)	-1 Gnome +1 Old Kingdom	
September	Old Kingdom Successfully Siege Asgarde (hex 1114) Old Kingdom Failed Siege Grunfeld Keep (hex 1317) Old Kindom Successfully Siege Wilderland Castle (hex 1516) Undead Successful Siege Southgate Tower (hex 2317)	-1 Knights +1 Old Kingdom -1 Knights +1 Old Kingdom +1 Undead -1 Dwaves	
October	Old Kingdom Failed Siege Grunfeld Keep (hex 1317) Old Kingdom Successfully Siege Everdoom (hex 1323) Old Kingdom Successfully Siege Admundfort (hex 2017) Undead Failed Siege ???? Dwarves Successfully Siege Tomb Kingdom	-1 Knights +1 Old Kingdom -1 Knights +1 Old Kingdom -1 Undead +1 Dwaves	+30K Dwarves -30K Undead

Special Projects 906

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