

Campaign Season 903

	Knights	Dwarves	Elves	Gnomes	Orcs	Undead	Sandal	Tang	Wolfs
Starting Tranquility	5	10	9	9	5	4	1	2	8
Starting Prosperity	5	9	10	10	6	4	10	6	8
Starting Population	8	10	9	6	1	7	1	6	3
Starting Warchest	54,000 +225,000*	2,831,000 -242,000	2,041,000 -225,000	414,000	0 +242,000	81,000 -175,000	11,000 +350,000	36,000 -175,000	200,000
Special Events	Normal Weather	Find Treasure +50,000	Plague -1 Pop	Good Weather +1 Prosp	Normal Weather	Normal Weather	Early Snow	Normal Weather	Sandstorm
Warchest									
Tax Rate	0%	15%	15%	15%	0%	15%	0%	15%	0%
New Taxes	0	1,350,000	1,350,000	900,000	0	420,000	0	540,000	0
Cash for War (starting gold)	279,000	3,989,000	3,166,000	1,314,000	242,000	326,000	361,000	401,000	200,000
Cost Troops Mustered	-273,000	-259,000	-313,000	-49,000	-242,000	-216,000	-332,000	-249,000	-65,000
Spec Projects (see back)	0	-300,000* -50,000*	0	-250,000	0	0	0	0	0
Battle Results (see back)	-75,000	0	0	-30,000	0	+40,000	+60,000	+5,000	0
Tranquility									
Tax Rate (tranquility)	0	-1	-1	-1	0	-1	0	-1	0
Battle Results (see back)	-3	+1	-1	0	0	+1	+2	+2	-1
Troop Muster (tranquility)			-1		0				
Special Event (tranquility)	0	0	0	0	0	0	0	0	0
Prosperity									
Tax Rate (prosperity)	0	-1	-1	-1	0	-1	0	-1	0
Tranquil = 9 (prosperity)	0	+1	0	0	0	0	0	0	0
Special Event (prosperity)	0	0	0	+1	0	0	0	0	0
Population									
Tranquil = 7 Tranquil = 3 (population)	-2	+1	0	+1	0	+2	0	0	+0
Special Event (population)	0	0	-1	0	0	0	0	0	0
Ending Tranquility	2	10	6	8	5	4	3	3	7
Ending Prosperity	5	9	9	10	6	3	10	5	8
Ending Population	6	10	8	7	1	9	1	5	3
Ending Warchest	-69,000	3,380,000	2,853,000	985,000	0	150,000	89,000	157,000	135,000

Major Events 903

	Battle	Tranquility Changes due to Battle	Money Changes due to Battle
March	Battle of Dreadfield (hex 3215) Battle of the Pass of Lar (hex 2006)	-1 Wolfshaunt +1 Knights +1 Dwarves -1 Demons*	
April	Tang Armada Defeats Elf Navy (hex 0822)	+1 Tang -1 Elf	
May	Sandal Sacks Lechlade Keep (hex 2220) Tomb Kingdom Sacks Southgate Tower (hex 2317) – minor battle	+1 Sandal -1 Knights	+20,000 Sandal -20,000 Knights
June	Sandal siege Crossgate Castle (hex 2122) Tomb Kingdom siege Admundfort Keep (hex 2017) Tang Attacks Knights in hex 1114 Dwarf Siege Southgate Tower – minor battle	-1 Knights +1 Sandal -1 Knights +1 Tomb -1 Knights +1 Tang	-30,000 Knights +30,000 Sandal -20,000 Knights +20,000 Tomb +10,000 Dwarf -10,000 Tomb
July	Knights Siege (retake) Admundfort	-1 Sandal +1 Knights	-20,000 Sandal +20,000 Knights
August	Tomb Kingdom siege Grunfeld Keep (hex 1317) Tane Navy siege Timberway Village (hex 0904) – minor battle	+1 Tomb -1 Knights	+20,000 Tomb -20,000 Knights +5,000 Tang -5,000 Knights
September			
October	Sandal sieges Nevermind (hex 1621) Ganomes open field victory over Tomb in Nevermind hex	+1 Sandal -1 Gnome +1 Gnome -1 Tomb	+30,000 Sandal -30,000 Gnome

Special Projects 903

Dwarves	Construction of Lower Lars Tower in hex 1906	-50,000 Dwarves
Gnomes	Construction of Hodor's Hall – paid in full in 903 – will be available in 904	-200,000 Gnomes
Gnomes	Constuction of Hodor's Tunnel – paid in full in 109 – will be available in 904	-50,000 Gnomes