

Campaign Season 902

	Knights	Dwarves	Elves	Gnomes	Orcs	Undead	Sandal	Tang
Starting Tranquility	5	10	9	9	3	6	1	5
Starting Prosperity	5	10	10	9	4	4	10	7
Starting Population	8	10	8	5	4	7	1	6
Starting Warchest	52,000 +275,000	2,306,000 -271,000	2,639,000 -275,000	463,000	131,000 +271,000	74,000 -150,000	-37,000 +400,000	23,000 -250,000
Special Events								
	Floods	-1 Prosper Drought	Sandstrm	Normal	Normal	+1 Prosp Good W	-1 Pop Plague	Normal
Warchest								
Tax Rate	0	15%	0	0	-10%	15%	0	15%
New Taxes	0	1,500,000	0	0	-160,000	420,000	0	630,000
Cash for War (starting gold)	327,000	3,035,000	2,364,000	463,000	242,000	494,000	363,000	653,000
Cost of Troops Mustered	-273,000	-254,000	-323,000	-49,000	-242,000	-233,000	-352,000	-347,000
Special Projects (see back page)	0	-500,000	0	0	0	0	0	0
Battle Results (see back page)	0	+50,000 Sieges	0	0	0	-30,000 Sieges	0	-20,000 Sieges
Tranquility								
Tax Rate (tranquility)	0	-1	0	0	+2	-1	0	-1
Battle Results (see back page)	0	+2	+1	0	0	-1	0	-2
Troops Muster (tranquility)			-1 Mustered		0 Mustered			
Special Event (tranquility)	0	0	0	0	0	0	0	0
Prosperity								
Tax Rate (prosperity)	0	-1	0	0	+2	-1	0	-1
Tranquility = 9 (prosperity)	0	+1	+1	+1	0	0	0	0
Special Event (prosperity)	0	-1 Drought	0	0	0	+1 Good W	0	0
Population								
Tranquility = 7 Tranquility = 3 (population)	0	+1	+1	+1	-3		-2	0
Special Event (population)	0	0	0	0	0	0	-1 Plague	0
Ending Tranquility	5	10	9	9	5	4	1	2
Ending Prosperity	5	9	10	10	6	4	10	6
Ending Population	8	10	9	6	1	7	1	6
Ending Warchest	54,000	2,831,000	2,041,000	414,000	0	81,000	11,000	36,000

