

Campaign Season 901

	Knights	Dwarves	Elves	Gnomes	Orcs	Undead	Sandal	Tang
Starting Tranquility	5	10	10	9	4	7	3	5
Starting Prosperity	5	10	10	8	5	4	9	7
Starting Population	8	9	9	4	4	7	1	6
Starting Warchest	25,000	1,465,000	1,912,000	512,000	73,000	277,000	365,000	370,000
Special Events								
Special Events	Normal	Normal	Plague -2 Pop	Normal	Normal	Normal	Good W +1 Prosp	Normal
Warchest								
Tax Rate	0%	15%	15%	0%	15%	0%	0%	0%
New Taxes	0	1,350,000	1,350,000	0	300,000	0	0	0
Cash for War (starting gold)	25,000	2,815,000	3,262,000	512,000	373,000	277,000	365,000	370,000
Cost of Troops Mustered	-273,000	-259,000	-323,000	-49,000	-242,000	-203,000	-352,000	-347,000
Special Projects (see back page)	+300,000	-300,000	-300,000					
Battle Results (see back page)		+50,000 sieges					-50,000 sieges	
Tranquility								
Tax Rate (tranquility)	0	-1	-1	0	-1	0	0	0
Battle Results (see back page)	0	+2	+1	0	0	-1	-2	0
Troops Muster (tranquility)			-1 mustered		0 mustered			
Special Event (tranquility)								
Prosperity								
Tax Rate (prosperity)	0	-1	-1	0	-1	0	0	0
Tranquility = 9 (prosperity)	0	+1	+1	+1	0	0	0	0
Special Event (prosperity)							+1	
Population								
Tranquility = 7 Tranquility = 3 (population)	0	+1	+1	+1	0	Battle	-2	0
Special Event (population)			-2					
Ending Tranquility	5	10	9	9	3	6	1	5
Ending Prosperity	5	10	10	9	4	4	10	7
Ending Population	8	10	8	5	4	7	1	6
Ending Warchest	52,000	2,306,000	2,639,000	463,000	131,000	74,000	-37,000	23,000

Major Events 901

	Battle	Tranquility Changes due to Battle	Money Changes due to Battle
March			
April			
May			
June			
July	Open field battle of knights vs. undead Hex 1520 = Pembridge	+1 Knights -1 Undead	
August	Open field Tang vs. Knights Hex 1520 = Pembridge Dwarven Led Army Successfully sieges Whitehall Castle	-1 Knights +1 Tang +1 Dwarves -1 Sandal	+20K Dwarves -20K Sandal
September	Elven navy defeats Tang Navy Off Freeport City Dwarven Led Army Successfully sieges Castle of Mirrors	+1 Elves -1 Tang +1 Dwarves -1 Sandal	+20K Dwarves -20K Sandal
October	Dwarven army successfully sieges villages In hexes 2230 and 2232		+10K Dwarves -10K Sandal

Special Projects 901

	Loan 300K from Elves to Knights	
	Construction of Easthall Castle On road in hex 2413	200,000 dwarves
	Construction of Eastgate Tower On road in hex 2614	50,000 dwarves
	Constuction of Bishopshill Tower In hex 2115	50,000 dwarves