

Campaign Season 905

	Knights	Dwarves	Elves	Gnomes	Orcs	Undead	Sandal	Tang	Wolfs
Starting Tranquility	4	10	5	8	8	2	1	4	4
Starting Prosperity	7	10	9	10	7	2	10	5	7
Starting Population	8	10	8	8	4	9	1	5	3
Starting Warchest	-37,000 +310,00	2,724,000 +178,000	1,880,000 -310,000	906,000	0 -178,000	76,000 +127,000	-40,000 +204,000	35,000 -63,000	134,000 -268,000
Special Events	Normal	Late Snows	Floods	Normal	Good Weather	Plague	Good Weather	Sandstorm	Normal
Warchest									
Tax Rate	0%	15%	0%	0%	15%	0%	0%	15%	15%
New Taxes	0	1,500,000	0	0	420,000	0	0	375,000	315,000
Cash for War (starting gold)	273,000	4,402,000	1,570,000	906,000	242,000	203,000	164,000	347,000	181,000
Cost Troops Mustered	273,000	-262,000	-323,000	-109,000	-242,000	203,000	164,000	347,000	181,000
Spec Projects (see back)									
Battle Results (see back)		+70,000						-70,000	
Tranquility									
Tax Rate (tranquility)	0	-1	0.	0	-1	0	0	-1	-1
Battle Results (see back)	+2	+3	0	0	0	-1	0	-3	-1
Troop Muster (tranquility)			-1		0				
Special Event (tranquility)	0	0	0	0	0	0	0	0	0
Prosperity									
Tax Rate (prosperity)	0	-1	0	0	-1	0	0	-1	-1
Tranquil ≥ 9 (prosperity)	0	+1	0	0	0	0	0	0	0
Special Event (prosperity)	0	0	0	0	+1	0	+1	0	0
Population									
Tranquil ≥ 7 Tranquil ≤ 3 (population)	0	+1	0	+1	+3		-2	0	
Special Event (population)	0	0	0	0	0	-1	0	0	0
Ending Tranquility	6	10	4	8	7	1	1	1	3
Ending Prosperity	7	10	9	10	7	2	10	4	6
Ending Population	8	10	8	9	7	8	1	5	3
Ending Warchest	0	4,210,000	1,247,000	797,000	0	0	0	-70,000	0

Major Events 905

	Battle	Tranquility Changes due to Battle	Money Changes due to Battle
March	Knights Destroy Wolfhaunt Army Hex 3115	+1 Knights -1 Wolfshaunt	
April	Tang Siege Dragonsford Knights Destroy Undead Army Hex 3017 Dwarves Siege The Grey Home Hex 0514 Knights Siege Nataka 0418	+1 Tang -1 Knights +1 Knights -1 Undead +1 Dwarves -1 Tang +1 Knights -1 Tang	+30,000 Tang -30,000 Knights +30,000 Dwarves -30,000 Tang +30,000 Knights -30,000 Tang
May	Tang Siege Wentworth Keep Hex 2915 Knights Siege Whistling Winds Castle Hex 0122 Dwarves Siege Sakasu Castle Hex 0419	+1 Tang -1 Knights +1 Knights -1 Undead +1 Dwarves -1 Tang	+20,000 Tang -20,000 Knights +20,000 Dwarves -20,000 Tang +20,000 Knights -20,000 Tang
June	Tang Fail Siege Portsmouth Hex 3314 Tang Siege East Gate Tower Hex 2615 Knights Fail Siege Kawa City Hex 0324 Gnomes Fail Siege of Tama Castle Hex 0620		+10,000 Tang -10,000 Dwarves
July	Tang Siege Markinghamshire Castle Hex 2514 Tang Fail Siege Balinsgate Castle 2513 Dwarves Fail Siege Tama Castle Hex 0620 Knights Siege Kawa City Hex 0324	+1 Tang -1 Knights	+30,000 Tang -30,000 Knights +30,000 Knights -30,000 Tang
August	Tang Siege Portsmouth City Hex 3314 Tang Fail Siege Balinsgate Castle Hex 2513 Dwarves Fail Siege of Tama Castle (sally forth) Knights Fail Siege of (sally forth)		+30,000 Tang -30,000 Knights
September	Tang Fail Siege Balinsgate Castle 2513 Dwarves Siege Tama Castle Hex 0620	+1 Dwarves -1 Tang	+30,000 Dwarves -30,000 Tang
October	Tang Open Field Battle vs. Gnomes outside Eastgate Tower Hex 2615 Knights Siege Akkaben Hex 0721	+1 Knights -1 Tang	+30,000 Knights -30,000 Tang

Special Projects 905

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