

# MANOR BUDGET

## GENERAL DATA

Topography:	
Gross Acres	
- Woods Acres	
= Cleared Acres	
- Tenant Acres	
= Demesne Acres	
Labor Pool	
Labor Obligation	
Land Quality	
Fief Index	
Trade Index	

## LORD'S HOUSEHOLD

NAME/OCCUPATION	ML	EACH	#	TOTAL	LOYALTY
<b>TOTAL</b>					

## MANOR BUDGET

WEATHER INDEX: 1.00	ACRES	LABOR	KIND
<b>FIEF BUDGET</b>			
1 Woods	Yield		+
2 Crops	Yield		+
3 Pasture	Yield		+
4 Waste			
5 Total Harvest		=	=
6 Crop Seed			-
7 Winter Feed			-
8 Fief Maint.			-
9 Assart			+
10 Fief Income		=	=

## CROPS

CROP	YIELD <sup>1</sup>	ACRES	LABOR	KIND
Rye				
Barley				
Oats				
Hay				
Vegetables				
Wheat				
Fruit				
<b>TOTALS</b>				

<b>LORD'S BUDGET</b>	
11 Demesne Income	+
12 Tenant Rents & Fees	+
13 Glebe Revenue	+
14 Taxes & Tolls	+
15 Amercements	+
16 Feudal Income	+
17 TOTAL INCOME	=
18 Household	-
19 Feudal Payments	-
20 Tithe	-
21 Labor Hired	-
22 Political Expenses	-
23 TOTAL EXPENSES	=
24 PRIVY PURSE	=

## LIVESTOCK

HEAD	YIELD <sup>1</sup>	ACRES	LABOR	KIND
Oxen:				
Cows:				
Goats:				
Sheep:				
Swine:				
<b>TOTALS</b>				

<sup>1</sup> Yields have been modified by LQ, FI, and WI. When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget (left) with the Crop and Livestock totals above.

# MANOR CENSUS

Tenant Occupation		HD Size	ML	Acres		Labor Days	Kind Rent	Fees	Notes
				Serf	Free				
<b>TOTALS</b>									