



Kingmaker

INTRODUCTION

KINGMAKER simulates the Wars of the Roses, the period of sporadic Civil War in England between 1450 and 1490. Ruled by a weak and mentally unstable king, Henry VI, demoralized by defeat in France at the end of the Hundred Years War, and encouraged by the ambitions of Richard, Duke of York, and his sons, the country's Noble families used their large private armies in attempts to gain control of the government. Ostensibly a continuation of the fifty year old struggle between the royal houses of Lancaster and York (the red rose and the white rose), the Wars were in actuality a series of bloody power struggles between factions of self-interested Nobles.

The game is based on the premise that the powerful Noble families used the Lancastrian and Yorkist princes as pawns in a greater game of gaining control of England. Players control pieces representing the Noble families as they seek power by a combination of military, political and diplomatic skills.

BRIEF DESCRIPTION OF PLAY

KINGMAKER is played by from 2 to a recommended maximum of 7 players. The object of the game is to control the last of the eight rivals of the royal houses of Lancaster and York for the throne of England. To accomplish this, players maneuver Noble counters representing the 23 major families in England in order to capture and support their royal heir while simultaneously eliminating all other rivals through combat. Each Noble counter has a corresponding Noble card which the controlling player displays and which he may strengthen with title, office and other awards. At the beginning of each player's turn, a card from the Event deck is drawn and any instructions thereon are followed by all players. At the end of each player's turn, a card from the Crown deck is drawn which may add a new Noble to his faction or may augment the strength and power of one already in play.

COMPONENTS

1. Mapboard representing England in the late 15th Century (see *Terrain Key P. 5* for identification of the various features on the board).
2. Deck of 80 large cards hereafter referred to as the Crown deck (see *Crown Deck Key P. 5* for identification of the different types of Crown cards).
3. Deck of 90 small cards hereafter referred to as the Event deck (see *Event Deck Key P. 7* for identification of the different types of Event cards).
4. 126 cardboard counters (see *Counter Key P. 6* for identification of the different types of counters).
5. Rules booklet.
6. Game box and lid.

NOTE: Dice are not required for play in the Basic Game.

It is important to become familiarized with the various types of cards and the features on the board before starting play.

BASIC GAME

PREPARE FOR PLAY

1. All Crown and Event cards and all counters marked with an asterisk in the upper right corner are removed from play for the Basic Game.

NOTE: An asterisk indicates equipment relevant to optional or advanced game rules only.

2. Both the Crown and Event decks are shuffled thoroughly. The Event deck is placed face down in its designated location on the gameboard. A discard pile will be maintained adjacent to the deck. As soon as an Event card has been played, it is placed here face up. During the game, if the Event deck becomes depleted, the discard pile is shuffled and reused as the Event deck. Cards in the discard pile can never be reviewed.

3. 36 cards are removed from the Crown deck and are distributed evenly to all players. Any remaining cards are returned to the deck which is then placed on the board.

4. Each player must separate the Crown cards dealt to him according to type and arrange them in front of him in the manner described below.

a. All Noble cards are placed face up.

b. All title cards must be allocated (given), one apiece, to each *untitled* Noble. Title cards which cannot be allocated are placed in Chancery.

c. All office cards must be allocated, one apiece, to each *titled* Noble. Office cards which cannot be allocated are placed in Chancery.

NOTE: A Noble can never have more than one title and office.

d. All town, bishop, mercenary and ship cards remaining are allocated without restriction to any Noble(s).

All cards dealt must either be allocated to a Noble or placed in Chancery and cannot be retained to be played later.

Any player(s) not receiving a Noble card in the deal draws cards from the Crown deck until one appears which he plays. The inverted cards are reshuffled into the deck. Every player must start the game with at least one Noble card.

Once a Crown card has been allocated to a Noble card, it may never be returned to any player's hand or transferred to another Noble except as outlined in *Transfer* (P. 4).

CHANCERY

A separate pile for office and title cards which cannot be allocated at the start of play or which belonged to Nobles killed or executed during play is maintained face down. They may be reapportioned during *Parliament* (P. 4). Cards in the Chancery can never be reviewed.

FACTION

The arrangement of Crown cards in front of each player represents his faction. The basic unit of the faction is the Noble. He will be represented on the game board by a corresponding counter. The other Crown cards placed under him are his awards. These cards increase his strength in troops, give him control of certain cities, towns and castles, allow him to travel by ship, and award him several other privileges to be outlined in the rules. Each player controls and maneuvers the Nobles and their awards in his faction.

Any town, city or castle awarded to a Noble is considered friendly to all Nobles of his faction. They may enter these places freely. A neutral town, city or castle (not under any faction's control) may not be entered by any Nobles of a faction. An unfriendly town, city or castle (controlled by another faction) may be entered only by permission of the player controlling the faction. Any ship awarded to a Noble may be used by all Nobles in the faction.

The number of Nobles in a faction will fluctuate as some are killed or executed and others added through the draw of the Crown deck. A player will be able to add new Crown cards to his faction. He may not add a Crown card to a Noble "under siege" or at sea that would increase his troop strength. A player who loses all of his Nobles is not eliminated from play. He continues as a new faction.

SETTING OUT COUNTERS

1. The seven royal heir counters are placed in the following locations on the gameboard:

HOUSE OF LANCASTER

Henry VI—in London
Margaret of Anjou—in Fotheringhay
Edward, Prince of Wales—in Coventry

HOUSE OF YORK

Richard, Duke of York—in York
Edward, Earl of March—in Harlech
George, Duke of Clarence—in Cardigan
Richard, Duke of Gloucester—in Calais

They are placed on the symbol of the town, city or castle that they occupy. Royal heirs do not have Crown cards to represent them.

2. For each Noble card allotted in the deal, the corresponding Noble counter is placed by the controlling player in any one of the castle(s) on the board that is listed on his card. Place the counter on the symbol of the castle that he occupies. These castle(s) are identified by the coat-of-arms of the owning Noble.

3. Each ship counter awarded to a Noble by either a ship or office card is placed on the port listed on her card.

SEQUENCE OF PLAY

KINGMAKER is played in turns. Each player takes his turn in clockwise order around the table. When all players have taken their turn a round of play is completed. The game continues for an unlimited number of rounds until the requirements

for victory have been fulfilled. Play starts with the player who controls the Noble allocated the office of Chancellor of England. If no Noble holds this office then play starts with the player who controls the Noble who has been allocated the senior Bishop in this order: Canterbury, York, Durham, Carlisle, Lincoln, Norwich; otherwise play starts with the player with the most troops. Each player's turn is composed of 6 phases which must be completed in the exact sequence presented below:

1. Chance Phase—The top card of the Event deck is drawn and any instructions printed thereon are acted upon by all players.

2. Movement Phase—All, some or none of the player's counters are moved.

3. Combat Phase—Any battles or sieges are resolved.

4. Parliament Phase—Parliament may be summoned by the sole king or the Noble awarded Chancellor of England office (if there is no sole king).

5. Coronation Phase—A royal heir first in the line of succession in his or her royal house may be crowned king.

6. Crown Deck Phase—A card is drawn from the top of the Crown deck. It may be played immediately or kept hidden and played at *any* time. When a Noble card is played, the corresponding Noble counter is placed in one of the castle(s) listed on his card. It may happen that the castle(s) held by a Noble to be played becomes unfriendly. In this case, he may be placed on board at the nearest friendly town, city or castle. Any other type of Crown card *must* be allocated to a noble in order to be played.

MOVEMENT

1 Noble Counters

A Noble may move up to 5 squares in any direction (including diagonally) subject to certain terrain restrictions (*see Terrain Key P. 5*). A Noble may move any part of his allowed 5 squares or he need not move at all. This constitutes his *move* for the turn. The path of movement over land is never blocked.

2 Royal Heir Counters

A royal heir may not move unless captured or instructed to do so by an Event card. Once captured a royal heir must have at least one Noble with him (her) at all times and may never be voluntarily left alone. A royal heir is always allowed to move with the accompanying noble(s).

3 Ship Counters

A ship may move up to 5 squares at sea in any direction (including diagonally). A ship may move any part of her allowed 5 squares or not at all. This constitutes her move for the turn. A ship may stay at sea indefinitely unless forced to port by an Event card. A ship's movement may never be blocked while at sea.

A ship may move unloaded or with passengers. A ship may never move on land but may enter a friendly or unfortified port. A port is counted as a separate square in movement. A ship may move along an estuary to reach a port. A ship may never

enter an unfriendly or neutral port unless ordered there by an Event card or attempting to besiege it with her passengers. A ship which occupies or involuntarily enters a neutral port is free to leave in her turn. A ship which occupies or involuntarily enters an unfriendly port may leave only by permission of the player controlling the port.

SEA TRANSPORTATION

A Noble may combine land and sea movement but *never* in the same move.

To embark (pick up) a Noble counter, a ship must occupy a friendly or unfortified port. A ship may embark any Noble counter(s) which occupy the square in which the port is located at the start of her move. The ship then immediately moves out to sea carrying the passengers on board. The troop strength of the Noble(s) travelling on a ship at sea can never exceed the capacity printed on the ship's counter. The troop strength of Noble(s) can be split between 2 or more ships as long as they travel together.

To disembark (drop off) Noble counter(s), a ship must occupy a port. If a ship enters a friendly or unfortified port, the passengers may be placed anywhere in the square in which the port is located. Disembarked noble(s) may combat any force in the square.

For a ship to voluntarily enter and disembark Noble counter(s) in a neutral or unfriendly port, her passengers must participate in a siege of the port.

Passengers of a ship which *involuntarily* enters a neutral or unfriendly port must attempt to besiege it if able. If unable to besiege or if unsuccessful in the siege they end their move in the port square in the open.

Noble counter(s) cannot stay aboard a ship in port. They must be disembarked.

A ship may embark Noble counter(s) only at the start of her move. Disembarkation of passengers ends her move.

Royal heirs may accompany nobles to sea.

A ship whose Crown card is returned to the Crown deck or which changes ownership while carrying passengers remains under the control of the previous owner until the ship next touches port.

ROAD MOVEMENT

A Noble beginning his move in a square containing any part of a road may travel an unlimited distance along it as long as he doesn't pass through a town, city or castle on the road (symbol printed over the road) which he or his faction does not control. In this case the Noble must stop in the square. If the town, city or castle is not controlled by anyone he must end his move at that point. If the town, city or castle is controlled by another player he may request permission to pass through which, if granted, allows him to continue road movement, but if denied causes him to end his move there.

Movement on and off a road cannot be combined in the same move.

Any number of Noble and royal heir counters may use road movement.

STACKING

There is no limit to the number of

counters which may occupy a square. Nobles of the same faction in the same square need not be together. Those Noble(s) which are to be together are stacked in a single pile and are termed a *force*.

TOWNS, CITIES AND CASTLES

A Noble(s) may end his turn inside a friendly town, city or castle in the square that he occupies. It costs nothing to enter. The counter(s) is placed over the symbol. A player may allow the Nobles of another faction to enter a town, city or castle he controls. If a noble occupies a square containing one or more friendly towns etc., the controlling player must indicate his exact location upon entrance into the square. There are limitations as to the number of troops each town, city or castle may hold (*see Terrain Key P. 5*).

COMBAT

At the end of his movement phase, a Noble may combat any unfriendly Noble or force of Nobles occupying the same square. He is termed the attacker and the Noble(s) that he is attacking are termed the defender. A Noble may make only one attack per round and only in his turn. A defending Noble may never be attacked more than once in a turn.

Any number of Nobles in the same force may combine their strength for an attack. All Nobles defending in a force must be attacked together. Nobles in the same force cannot attack or be attacked separately. Combat is never required and is always voluntary. Ships are never involved in combat.

There are two types of combat: battle and siege.

Battle:

A battle may be fought only between Nobles in the open (not in a town, city or castle). Six steps must be followed to resolve battle.

1. The attacking player designates which Noble(s) he is attacking and which Noble(s) he is using in the attack.

2. Both players add the total strength in troops of their Noble(s) involved. These strengths are compared as a ratio (*see Table of Odds P.23*).

3. The attacking player draws the top card from the Event deck and refers to the lower pink half of the card.

4a. If the ratio between the two forces is equal to or greater than that printed on the card, then the larger force is victorious and captures all defeated Noble and royal heir counters with them.

b. If the ratio between the two forces is less than that printed on the card then the battle is considered indecisive and there is no victor.

c. If the result on the card reads "Bad Weather Delays Attack," then no attack occurs and the Nobles remain where they are.

5. Also printed on the card is a list of Nobles killed. All Nobles participating in the battle even if indecisive and named on the list are killed. Loss of Nobles incurred in this manner does not alter the battle or the results. The Event card is placed on the discard pile.

Siege:

Each town, city and castle on the gameboard has its own permanent garrison (*see Terrain Key P. 5*). For a player to enter a town, a city or a castle not under his control, he must capture it by siege (*exception: Open Towns P. 5*).

Three steps must be followed to procure and resolve a siege:

1. The attacking player must allocate as many Nobles in a stack to the siege as needed to maintain at least an equivalent (equal) strength to the garrison of the defending town, city or castle. Any Noble(s) inside may add their strength to the garrison. If more than one player's noble(s) are inside, only one faction (defenders' choice) may add to the defense. If an attacking player cannot collect enough Nobles to match at least the defending strength of the town, city or castle, he may not besiege it.

2. The attacking player draws the top card from the Event deck to determine if any of the participating Nobles are killed. The odds ratio is ignored. The Event card is placed on the discard pile.

3. A siege is always successful and the town, city or castle plus all Nobles and royal heirs inside are captured unless delayed by "Bad Weather." In this case, the town, city or castle is termed "under siege."

Noble and royal counters inside a town, city or castle "under siege" may leave only if able to reduce the besieging force's strength to less than equivalency. Noble(s) inside may sally forth and initiate or join a battle against the besieging Nobles. The garrison is used in defense only.

A faction which desires to besiege, relieve or enter any town, city or castle already "under siege" must first battle the original besieger. If successful they may either assume the place of the original besieger or enter the town, city or castle if friendly.

Any victorious Noble may end his turn inside the captured town, city or castle.

A captured town, city or castle immediately becomes controlled by and friendly to the faction of the capturing Noble(s) (*see Transfer P.4*).

The attacking player may call off combat anytime prior to drawing for a result. Once initiated all combat must be resolved. If the attacking player draws a *free move* or *writ* card, he keeps the card and must draw again.

NOBLES KILLED

When a Noble has been killed either by combat or by plague, his counter is removed from the board and his card plus all awards are returned to the appropriate receptacle (either the Crown deck or Chancery). All towns, cities or castles formerly under his control become neutral and any occupants are immediately expelled.

CAPTURE OF ROYAL COUNTERS

A royal heir is captured by a faction when one or more noble counters of that faction occupies the same open area of a square, town, city or castle as the royal counter at the end of their move. If the royal

counter is accompanied by another player's Noble(s), they must all be defeated by combat in order to make the capture. A captured royal heir may be executed and removed from play at any time by the controlling player.

A player may not control royal heirs of both royal houses for more than two consecutive rounds from point of capture. He must either execute or transfer to another faction all controlled royal heirs of one royal house.

CAPTURE OF NOBLE COUNTERS

Any Noble(s) captured in successful combat may be ransomed back to the losing player for some consideration (see *Transfer and Trade and Gifts P.4*). A ransomed Noble must be returned with any title and office cards possessed prior to combat.

Any Noble not ransomed in the turn of capture must be executed and removed from play (see *Transfer P.4*).

PARLIAMENT

A player controlling the sole King, or Chancellor of England if there are two or no Kings, has the privilege of summoning Parliament. Six steps must be followed to summon Parliament.

1. The King or Chancellor must occupy an unfortified town, town or city (not castle) excluding Calais or one under siege, which is to be the location of the Parliament.

2a. A "writ" card must be presented to another player's Noble summoning him to Parliament. More Nobles may be summoned using other "writ" cards (one "writ" for each Noble to be summoned).

b. In order for the Chancellor to summon Parliament he must also play a "Parliament" Card.

3. Each Noble summoned by a "writ" card must immediately move to the Parliament location ignoring movement limitations.

4. Any Noble not summoned may voluntarily move to Parliament ignoring movement limitations.

A Noble may not be summoned nor moved to Parliament if on an island or Calais unless an empty (friendly or loaned) ship(s) is available to transport him to the mainland. The ship(s) must be large enough to support the Noble's troop strength. A ship transporting Nobles to Parliament must end its movement at any friendly or unfortified port on the mainland.

5. The player summoning Parliament draws from the Chancery a number of cards equivalent to the number of Nobles attending Parliament.

6. He must distribute these cards to any Nobles (not necessarily at Parliament) which have not yet received a title and/or office card. Any cards which cannot be distributed are returned to the Crown deck.

The King's Peace forbids any combat in the square in which Parliament is held until the next turn of the player who summoned the Parliament.

CORONATION

1. Only the senior surviving member of a royal house can be proclaimed and

crowned King. (see *Victory Conditions for the order of succession P.4*).

2. The senior royal heir to be crowned King must occupy a cathedral with one or more Nobles possessing either an archbishop or two bishops cards.

When the above two conditions have been fulfilled the controlling player announces that the royal heir has been crowned King.

VICTORY CONDITIONS

To win, a player must control the last royal heir in the game and he (she) must be crowned King.

There may be two Kings simultaneously in play, one from each royal house. At the start of play Henry VI is already King. Richard of York as soon as he has been captured may also be crowned King. If either or both should be killed, the next in line of succession of either or both houses may be crowned King. Below is the table indicating the order of succession for both houses.

HOUSE OF LANCASTER Line of Succession

King Henry VI	1
Margaret of Anjou (Henry's wife)	2
Edward, Prince of Wales (their son)	3

HOUSE OF YORK Line of Succession

Richard, Duke of York	1
Edward, Earl of March (Richard's eldest son)	2
George, Duke of Clarence (Richard's third son)	3
Richard, Duke of Gloucester (Richard's youngest son)	4

A royal heir may not be crowned King until all above him in the line of succession have been killed. There can never be more than two Kings (one from each royal house) in play at the same time.

NOTE: Margaret may be crowned Queen Regent after the death of Henry. As Queen Regent she assumes all the privileges of King.

Beaufort:

If all Lancastrian royal heirs have been killed, the Noble, Beaufort, may be crowned King. In effect he is fourth in line of succession in the house of Lancaster. He still performs like a Noble in all respects.

If crowned his faction may not control a royal heir of the other house.

If the last crowned royal heir on the board is a Lancastrian, the player controlling him is declared the winner whether Beaufort is in play or not.

If the last crowned royal heir on the board is a Yorkist, the player controlling him is declared the winner if Beaufort is not in play.

TRANSFER

1. Town, ship, bishop and mercenary cards (hereafter referred to as *transferables*) allocated to a Noble or royal heir counter(s) accompanying a force may be transferred voluntarily to any other Noble(s) occupying the same square at any time provided that the transferred card(s) is not utilized in the turn of transfer. The Nobles need not belong to the same faction.

2. Transferables and royal heir counters are involuntarily transferred to an unfriendly faction if they were awarded to or accompanied a Noble captured or executed by that faction as a result of combat. The transferables must be distributed among the *victorious* Noble(s) immediately upon transfer.

3. A town card is involuntarily transferred to an unfriendly faction if the town named on the card was captured by that faction. The transferred card must not be allocated to a victorious Noble in this case but placed by itself. This indicates that the town is controlled by the faction rather than a particular Noble.

4. Noble and title cards (hereafter referred to as *non-transferables*) can never be transferred either voluntarily or involuntarily. If a Noble is executed, his card returns to the Crown deck and any awarded title card is placed in Chancery.

5. Office cards are semi-transferable. They can never be involuntarily transferred but may be voluntarily transferred between any Nobles attending Parliament with the permission of the player summoning Parliament.

Any captured town, city or castle may be transferred voluntarily by the controlling player to another faction as long as at least one representative Noble of each faction occupies the same square. Ships, towns, cities or castles named on a semi- or non-transferable may also be voluntarily transferred (never involuntarily transferred) to another Noble in the same square. The parent card cannot accompany the transfer. It is noted to which Noble the transfer is made. If he should be killed or executed the control of the transferred town, city, castle or ship reverts to the Noble allocated the parent card.

TRADE AND GIFTS

A player may give or trade any ship, bishop, town, city, mercenary or writ cards not played (i.e., in his hand). The recipient may not allocate a traded card to a Noble who is involved in combat in the turn of the trade. Cards given or traded need not be played immediately.




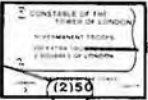




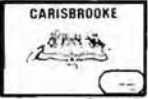
A ship may be loaned to another faction as long as it is moved in only one turn per round.

Do not proceed any further. You have finished the Basic Game Rules.





TERRAIN KEY

FEATURE	SYMBOL	FUNCTION	EFFECT ON COMBAT	EFFECT ON MOVEMENT
Boundary of Square		delineates various size and shaped figures here- after referred to as squares.	No effect	No effect
Clear Square			No effect	No effect
Forest Square			No effect	Movement ends upon entering. Movement into the open is made normally.
Road Square			No effect	see Road Movement P.3
River			No effect	No effect. If not stippled it is not a boundary.
Estuary			No effect	A ship may move along an estuary to a port. Noble and royal heir counters may not cross.
Border		delineates Wales, Scotland, Devon-Cornwall, North of River Tees, North of River Trent	No effect	No effect
Sea Square			No Combat Allowed	Only ships may enter.
Port		Noble and royal counters may embark onto or disembark from ship	Same as unfortified town, city, town or castle symbol.	Ships may enter. Same as unfortified town, city, town or castle symbol.
Island		There are three Islands: Douglas, Beaumaris and Carisbrooke.	No effect, Welsh and Conway Troop bonus extends to Beaumaris	Nobles and royal heirs can enter and/or leave by ship only.
Calais		Same as Island, Town and Square in which situated defined as Calais (not part of Continent)	No effect	No effect Nobles and royal heirs can enter and leave by ship only.
Unfortified Town		Parliament may be summoned. May be a port and/or cathedral.	No effect Cannot be captured or controlled. Passengers entering an unfortified port must battle any unfriendly force within.	No effect
Town		Maximum capacity of 400 troops. Parliament may be held. May be a port and/or cathedral.	Permanent Garrison of 200 troops. Capture by siege only.	If on a road, may block road movement.
Open Town		Maximum capacity of 400 troops. Cannot be controlled. May be a port. Parliament may be summoned.	If occupied by unfriendly Noble(s) capture by siege. Permanent garrison of 200 troops.	If empty, may enter freely. If occupied by unfriendly forces, may be entered by successful siege only.
City		Unlimited capacity. Parliament may be held. May be a port or cathedral.	Permanent garrison of 300 troops. Capture by siege only.	If on a road may block road movement.
Royal Castle		Maximum capacity of 300 troops. 2 Royal Castles marked with * are used in Advanced Game only. May be a port.	Permanent garrison of 200 troops. Capture by siege only.	If on a road, may block road movement.
Castle		Capacity of 300 troops. 2 Castles marked with * are used in Advanced Game only. May be a port.	Permanent garrison of 100 troops. Capture by siege only.	If on a road, may block road movement.
Cathedral		Coronations may be held. Parliament may be summoned.	Same as symbol in which located.	Same as symbol in which located.
Cheviots		4 border squares between Carlisle and Berwick exclusive.	No effect	No effect

CROWN CARD KEY

CARD	ILLUSTRATION	NO. IN DECK	ALLOTMENT	NOTES
1) Untitled Noble	Shield  Home Castles	14	Basic unit of game.	Does not have title (May be given title card). Non-tradeable. Non-transferable.
2) Titled Noble	Title  Parliamentary Votes	9	Basic unit of game.	Has title. (May not be given title card. May be given office card). Non-tradeable. Non-transferable.
3) Title	 Lair of Lions 20	8	Maximum of one may be given to Noble without title.	Has troops. May have fortified town. Non-tradeable. Non-transferable.
4) Office	Troops  Bonus	12	Maximum of one may be given to Noble with title.	Has troops, towns, city or royal castle. May have bonus of extra troops in some areas, may have bonus of ships. Non-tradeable. May be voluntarily transferred in Parliament only.
5) Bishop or Archbishop	 Identifying Name	6	Any number may be held by any Noble.	Has cathedral town or city. Used for coronations. Tradeable. Transferable.
6) Mercenary	 20	8	Any number may be held by any Noble.	Gives extra troops. Tradeable. Transferable.
7) Ship	 Home Port	4	Any number may be held by any Noble.	Carries troops on sea. Tradeable. Transferable.
8) Town or City (fortified)	 Towns City	10	Any number may be held by any Noble.	Tradeable. Transferable.
9) Royal Castle	 Royal Castle	1	May be held by any Noble.	Tradeable. Transferable.

COUNTER KEY

TYPE	ILLUSTRATION	NUMBER	SYMBOL	NOTES
Noble Counter		23	Heraldic Shield	Each counter corresponds to one Noble card. Counter represents strength of Noble plus any troops awarded him.
Royal Heir Counter		7	Red or White Rose and name.	There is no card for royal counter. They cannot move or fight alone. Once captured they may never be left alone.
Ship Counter		8	Ship's name port of origin and capacity.	Awarded to a player through certain office and ship cards in Crown deck. May carry Noble and Royal counters at sea. Ships are never involved in combat.
Faction Counter		84	Various symbols	Seven different sets of 12 available. Each player uses one set. Counters are placed on towns, cities or castles to identify the controlling faction.

EVENT CARD KEY

CARD	ILLUSTRATION	NO. IN DECK	KEY COLOR	EFFECT	NOTES
Plague		17	Red/Pink	All Noble and Royal heir counters in the town(s) or city named are killed immediately. Ships in port are not affected.	Plague never strikes Calais or castles.
Storms at Sea		10	Light Blue/Pink	Every ship at sea must immediately be moved to the closest port. A ship and any passengers may be moved normally in their turn.	If more than one port is equidistant in squares to the ship, controlling player has choice of which port to enter.
Raid and Revolt		23	Green/Pink	All Noble counters named for themselves or in respect of titles, offices, or Bishop cards awarded to them must move immediately to the location named. If unfriendly, place in the open.	Any Royal heir counter(s) with the summoned noble may accompany him. A Noble at sea, on an island, under siege, or at Calais cannot respond. A Noble called to two or more places as a result of the Crown card(s) he holds may choose where to go. A Noble is sent <i>into</i> the town, city, or castle named. A ship must always respond. Those summoned may move normally in their turn.
Embassy		6	Dark Blue/Pink	The sole King (ignore if 2 or no Kings are in play) is moved immediately to the location named on the card.	Any Noble(s) with the King may accompany him. They may move normally in their turn. If the King is at sea, on an island, under siege, or at Calais he cannot respond.
Parliament		4	Yellow/Pink	Chancellor must play one in order to summon Parliament.	Only the player whose faction has the Chancellor may retain it if drawn. Once played it is discarded. It cannot be given away or traded. If the noble awarded the Chancellor is killed all held Parliament cards are discarded.
Writ		10	Yellow	Must be given to at least one Noble in order to summon Parliament.	May be retained by any player drawing one. Once used, it is discarded. May be given or traded.
Free Move		10	Yellow	Allows a single counter (ship, noble or royal heir) one free move. Ship with passengers counts as one. A counter may use only one free move per turn.	May be retained by any player drawing one. Once used it is discarded. May not be given or traded.

SHORT GAME

The following three rules may be used separately or together to provide a shorter game.

1. *Distribution of Crown Cards*—During the initial deal, distribute all the cards in the Crown deck rather than just 36 cards. Each player need not play all the cards dealt to

him, though he must display at least one Noble card. If, in a rare case, a player does not receive a Noble, all the cards are reshuffled and redealt.

2. *Setting Out Royal Counters* —Place Edward, Prince of Wales with Margaret in Fotheringhay. Place Richard, Duke of Gloucester in Plymouth.

3. *Time Limit*—Play may be terminated at any time before the condition of Victory has been met either by mutual agreement or at a pre-designated time. At the point of termination each player determines his worth based upon his total number of votes in both Houses of Parliament (*see Optional Rule: Parliament P. 8 J*). The player with the greatest worth is declared the winner.

OPTIONAL RULES

Any or all of these rules may be added at the players' discretion. These rules supersede any conflicting rules in the Basic game.

INITIAL PLACEMENT

To insure that no player can be influenced by another's set-up during the initial placement of nobles, each player writes down the castles in which his nobles will start before setting out the counters.

COMMISSION

A writ card now assumes an additional function besides its use in Parliament. As a commission, a writ card may be utilized by a player to substitute a Noble or Nobles in his faction for any Noble (not necessarily in the same faction) responding to a raid or revolt. The commissioned Noble(s) must be equal to or greater in strength than the *specific* Noble, title, bishop or office card being summoned. If a bishop or archbishop card without a troop strength has been summoned by a raid or revolt, the commissioned Nobles must be equal to or greater in strength than the *total strength* of the Noble possessing the bishop card.

One writ card is used for each Noble named on the Event card.

AMBUSH

A battle in which the attacking force cannot hope to gain at least an indecisive result (i.e., the defending force has a ratio of 4 to 1 or better in troop strength) is no longer allowed. An attacking force which is too weak to do battle may ambush instead. An ambush is conducted in the same manner as a normal battle except that only the lowermost printed Noble in the "Nobles killed section of the Event card" is killed. The other noble(s) above him in the "nobles killed" section are ignored. As it is required for the defender to be at least 4 times stronger than the attacker, any surviving ambusher(s) are automatically captured by the defender. "Bad Weather" postpones an ambush.

Noble(s) in a town, city or castle cannot be ambushed.

TOWN FIGHTING

This is a fourth type of combat and occurs only in the following three situations:

1. A Noble or Nobles inside a town, city or castle which has become neutral.
2. A Noble or Nobles forced into an unfriendly or neutral port which they are unable to besiege.
3. Two forces in combat and both occupying the same town, city or castle.

Town fighting is always resolved as a battle. In situations 1 and 2, the affected Nobles must attack the garrison plus any unfriendly Noble(s) inside in their turn. If successful they capture the town, city or castle. If unsuccessful they are captured (and executed if in a neutral town, etc.). If

the result is indecisive they are immediately expelled into the open.

In situations 2 and 3 player controlling the town, city or castle may choose to attack the unfriendly noble(s) inside. This may be done with the garrison and any of his forces inside and/or moved into the town, city or castle. This attack frees the affected noble(s) from his obligation to attack in his turn.

BISHOP CARDS

Bishop card(s) allocated to a killed or executed Noble are no longer returned to the Crown deck or transferred but are placed in Chancery. They become *non-transferable*.

OPTIONAL PARLIAMENT

Optional Parliament is procedurally identical to that in the Basic game but with the following additions.

1. Players must determine the number of votes their faction controls in both the House of Commons and the House of Lords using the following table. All votes in Commons are counted as long as the possessing Noble or controlled royal heir is on the board whether in attendance or not. Noble or royal heir counters voting in Lords must be in attendance.

Parliamentary votes are printed on the appropriate Crown cards under the heading Commons for House of Commons and Lords for House of Lords. Town and City votes are not placed on the title, office and bishop cards but must be counted on the board. Use of faction counters to identify controlled or captured towns and cities will facilitate this process.

2. The proposed recipient of a title or office card must be approved by both the House of Commons and the House of Lords for him to receive the card. Approval or disapproval in either House is decided by the most votes (a tie results in disapproval).

HOUSE OF COMMONS

Royal Heirs	Votes
King (Chancellor if no sole King)	20
Senior Lancastrian	10
Senior Yorkist	10
Offices	
Warden of the Northern Marches	2
Chancellor of the Duchy of Cornwall	2
Chancellor of the Duchy of Lancaster	3
Constable of the Tower of London	3
Warden of the Cinque Ports	5

Towns and Cities

Each controlled or captured city	4
Each controlled or captured town (except Calais, Swansea, open town)	3
Nobles	
Neville	3
Percy	2
Beaufort	2
Mowbray	2
All other titled Nobles	1

Total 156

3. The proposed recipient of a bishop card (see *Optional Rule "Bishop Cards"*) needs the approval of the House of Lords only.

4. The player summoning Parliament may propose one recipient for each card drawn from the Chancery. Any cards which cannot be allocated as a result of a disapproval in either the Commons or the Lords are given for distribution to the next player in the following order:
 - a. Player whose faction controls the largest total vote in both Houses;
 - b. Player whose faction controls the second largest total vote in both Houses;
 - c. Player whose faction controls the most town votes. (This includes the Warden of the Cinque Ports who has 5 town votes).

A player may be able to propose recipients more than once if he meets more than one of the requirements.

5. Bishop cards may be allocated only by the player summoning Parliament. He may propose recipients for these bishoprics as often as he wishes.

6. A player receiving an office or bishopric in his faction may not utilize its vote (if any) in the Parliament in progress.

7. If Parliament is summoned during the two round period of grace in which a player may control senior royal heir counters of both royal Houses, he must count votes for the counter of one House only. He need not execute any royal counters during Parliament though for the purposes of determining votes those of the unfavored House are considered executed (i.e., cannot be counted at all).

8. Offices and titles which cannot be allocated are placed in the Crown deck. Bishoprics which cannot be allocated are returned to Chancery.

HOUSE OF LORDS

Royal Heirs	Votes
Senior Lancastrian	10
Senior Yorkist	10
Nobles	
Neville	4
Mowbray	4
Percy	3
Beaufort	3
Courtenay	2
Stanley	2
Talbot	2
Stafford	2
Pole	2
Fitzalan	2
All other Nobles	1
Bishops	
Archbishop of Canterbury	7
Archbishop of York	5
Bishop of Durham	4
Bishop of Carlisle	3
Bishop of Lincoln	2
Bishop of Norwich	2
Total	82

9. Proposed recipients need not accept the title, office or bishopric being offered to him. If refused, the awarding player may choose another recipient.

10. If during a Parliament there are two crowned Kings in play (not necessarily attending Parliament), a vote is taken for Parliamentary support for one before any other business is begun. Support is determined by the most votes in both Houses. This supported Crowned royal heir must act as sole King in *All* respects upon conclusion of Parliament until his voted support is lost in a subsequent Parliament. If support is not given to either Crowned royal heir, neither can act as the sole King.

RETURN FROM PARLIAMENT

All nobles in play may return to their home castles (printed on Noble card), ignoring movement restrictions, immediately upon conclusion of Parliament. A player may demand that all players secretly record which of their Nobles if any are returning and to which home castle before any actual movement takes place.

ALLIANCE

Different factions may ally without

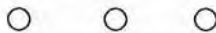
restriction for purposes of both offense and defense. The following rules must be enforced to form and continue an alliance.

1. An alliance may be formed by two or more factions at *any time*. The allying factions must announce the alliance.

All Nobles of the allying factions are considered allied. Allies can never attack one another.

2. Allied Nobles in the same square may combine their forces for combat and/or for movement.

3. Allied Nobles together for combative and/or movement purposes must choose a commanding Noble in the faction of the player who will control them (place all allied Noble cards and awards together under the commander). The player controlling the commander may move and/or fight these Nobles in his turn. Nobles under a commander need not stay together though they still remain under his control. A new commander may be chosen at any time the involved Nobles are in the same square. If a commander is killed or executed, movement and combat of the Nobles under his command reverts back to the controlling players until a new commander is chosen.



4. An alliance may be *terminated at any time* by any one of the allying players. One round of peace between the former allies must be enforced from the point of termination. They may not attack one another during this round.

5. Division of spoils is decided by the player controlling the commander. A Noble or royal heir under a commander may use a free move card as long as the player controlling his faction provides the card.

IMPORTANT: No counter (Noble, royal heir or ship) can ever move or attack in more than one turn in a round.

OPTIONAL TRADE

For those players who desire unlimited wheeling and dealing allow all cards held in the hand to be tradeable.

OPTIONAL VICTORY CONDITIONS

The player who can obtain a majority vote (half the total vote plus one) in the House of Commons and the most votes in the House of Lords to support a Crowned royal heir under his control as the one and only King of England is declared the winner.

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Printing: Monarch Services Inc.

Type Setting: Colonial Composition

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ADVANCED GAME

INTRODUCTION

The Advanced game introduces new concepts which increase both the complexity of the Basic/Optional game and the number of play options available to each player.

All Basic game and Optional rules apply except where noted otherwise. In cases where there is a conflict in the rules, the Advanced game rule *always* takes precedence.

COMPONENTS

All Event cards, Crown cards, counters and board sections marked with an asterisk in the upper right corner are now usable. Their functions are detailed in the *Advanced Game Components Key* (P.12).

A pair of dice will need to be supplied.

PREPARE FOR PLAY

1. All Advanced Event cards are shuffled into the Event deck. All Advanced Crown cards but the two Plantagenet Noble cards, the French Aid Mercenary card and the two King's Pardon cards are shuffled into the Crown deck.

2. Distribute the Crown cards as described in the Basic game. After the deal, the French Aid card and the King's Pardon cards are shuffled into the Crown deck available for draw in the Crown Deck Phase.

SETTING OUT ROYAL COUNTERS

The starting locations for the royal heirs have been rearranged somewhat and 2 locations have been added.

HOUSE OF LANCASTER

Henry VI—in London
Margaret of Anjou—in Coventry
Edward, Prince of Wales—in Kenilworth

HOUSE OF YORK

Richard, Duke of York—in York
Edward, Earl of March—in Harlech
Edmund, Earl of Rutland—in Ireland
George, Duke of Clarence—in Cardigan
Richard, Duke of Gloucester—in Calais

Edmund, Earl of Rutland is the third in the line of succession in the House of York after Edward, Earl of March.

ADVANCED BATTLE

This system of battle differs from that of the Basic game in order to provide a greater variety in the outcomes of battle and to present a greater emphasis toward the individual conduct of the battle.

The procedure for each battle must be followed in the sequence presented below.

1. The attacking player draws the top card from the Event deck to determine whether "Bad Weather" has postponed the

attack. All other information on the card is *ignored*. If the attack is not postponed continue to step 2.

2. All Noble and royal heir counters involved in the battle are removed by their respective owners to a convenient open area off the mapboard. A note is made of the square which they occupied to prevent misplacement of the counters upon their return.

3a. The defending player deploys his Nobles into battle formation

b. The attacking player deploys his Nobles into battle formation opposite the defending battle formation.

4. Odds are determined for each individual encounter that the attacker wishes to initiate.

5. The attacking player draws an Event card for each individual encounter that he initiates. Results are determined as described in the Basic game. The victory ratio may be modified by defensive position or by leadership. The "Nobles Killed" section is ignored—rather the "Nobles Killed" Table (P.11) is utilized.

6a. The attacking player may move any or all of his Nobles or royal heirs in battle formation to an adjacent position.

b. The defending player may move any or all of his Nobles or royal heirs in the battle formation to an adjacent position.

7. The defending player may counter-attack following steps 4 and 5. He now becomes the attacker. A round of battle has been completed.

8. Steps 6 and 7 may be repeated by each player in turn for as many rounds as needed to accomplish either of these two conditions:

- All Nobles of one side have been either captured or killed.
- A round of battle has been completed in which no attack is made.

Battle Formation

Nobles must deploy into specific locations in battle formation. Each formation is divided into two rows of three columns plus a reserve stack.

1. **Battle line**—The first row of Nobles who are to receive the brunt of the fighting.

2. **Secondary line**—The second row of Nobles immediately behind the battle line.

3. **Reserve**—A stack of Nobles who cannot, or who the owning player desires not to, occupy a position in either the battle or secondary line.

Nobles may be stacked in reserve. They may not be stacked in the battle or in the secondary line.

Deployment

1. The defending player must deploy his Noble counters into battle formation in the manner described below.

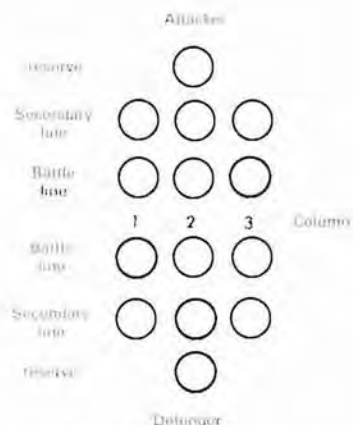
a. A minimum of one Noble to a maximum of three Nobles are placed in the battle line. At least one Noble must be in the battle at all times. All Nobles in the battle line are face-up.

b. A Noble may be placed in the secondary line, face-down, in each column occupied by a Noble in the battle line. He must always be placed behind a Noble in the battle line.

c. Noble(s) not placed in either the battle or the secondary line are placed in the reserve face-down.

d. Each royal heir accompanying the Noble(s) must be attached to one particular Noble of choice. He is stacked with this Noble in the same facing.

2. The attacking player deploys his Nobles into formation in the same manner as the defending player. His formation is placed across from the defender's formation and facing it.



Individual Encounter

An attacking player may attack any noble in the battle line opposite a noble in his battle line. He is under no obligation to attack and can choose which noble(s) he does wish to battle.

Each defending Noble in the battle line facing an attacking Noble *must* be attacked separately. Each attack is termed an *encounter* and is resolved individually using the battle procedure outlined in the Basic game with one exception. A "Nobles Killed" Table is substituted for the "Nobles Killed" section of the Event card (see P.11).

The procedure for determining the participants for each individual encounter is performed as follows:

1. Those opposing Nobles in the same column and in the battle line may only battle one another.

2. A Noble in the secondary line and in the same column may join into the encounter.

3. An unopposed Noble or one not attacked in a different column may join into the encounter if it is the closest or one of the closest to him.

4. A Noble or Nobles battling in a different column may strip off troops from their strength to join into the encounter if he qualifies under the following 2 conditions:

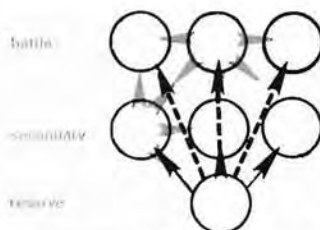
a. It is the closest or one of the closest encounters to him.

b. He maintains at least a 2 to 1 superiority in strength ratio in his own encounter. All Nobles involved in combat must be shown face-up.

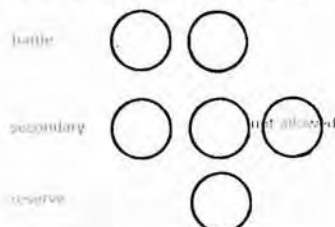
5. Each individual encounter is resolved separately. A "Bad Weather" result is considered an indecisive encounter. Those Noble counters killed or captured are removed immediately from the battle formation. A Royal heir accompanying a killed or captured Noble counter is himself captured. A Noble cannot be recaptured until all Nobles of the capturing force have been themselves killed or captured. Captured Nobles may be executed at any time by a Noble of the capturing force before this occurs. Exchange of captured Noble(s) and/or royal heir(s) may also occur at any time.

Battle Movement

1. A Noble in a battle or secondary line may be moved to any adjacent position (including diagonal movement).
2. A Noble in the battle line cannot be moved to the reserve. A Noble in the secondary line may be moved to the reserve.
3. A Noble in the reserve may be moved to any position in his battle formation.
4. Nobles may transfer positions among themselves if adjacent.



5. A royal heir may reattach himself to any other Noble in the battle formation. Remember: A Noble may not be placed or remain in the secondary line if there is no Noble in the same column in the battle line.



Encounter Modifications

1. The original defender always adjusts the encounter ratio one step in his favor (i.e., 3 to 1 becomes either 4 to 1 or 2 to 1), in every encounter in which his Nobles are defending.
2. A royal heir or heirs accompanying a Noble or Nobles in the battle line may adjust

the encounter ratio one step upwards or downwards in the controlling player's favor for all encounters along the battle line.

3. Opposing modifications will cancel out one another on a one for one basis.

4. Modification can never be greater than one step. Even if a player is able to qualify for a two step modification, he gains just one step.

Disposition of Nobles After Battle

Upon conclusion of the battle, all surviving Noble and royal heir counters are returned to the square that they occupy.

Ransom and Execution

A Noble to be executed cannot transfer his transferable Crown cards involuntarily to the capturing faction. If executed all awards are returned to the Crown deck or Chancery. He may voluntarily transfer all transferables for ransom.

REVISED ALLIANCE

The one round period of peace is deleted. Instead allies may terminate the alliance and attack each other or anyone else in the same round. Former allies may also move in one turn and attack in another in the round of alliance termination though they still may not move or attack in two turns of the same round.

NOBLES KILLED TABLE

This table supersedes and amplifies the "Nobles Killed" section on the Event card. A pair of dice is needed to utilize the table.

REASON	WHO AFFECTED	DICE RESULTS	DISPOSITION
Each encounter or Siege	Each Noble of larger force	2	Noble killed
Each encounter or Siege	Each Noble of smaller force	2, 3 or 12	Noble killed
Ambush	One selected Noble or royal heir (chosen by ambusher) in the target force	2, 3 or 4	Noble or royal heir killed
Ambush	Each Noble and royal heir in the target force	2 or 12	Noble or royal heir killed
Raid and Revolt	Each Noble responding	2	Noble killed
Plague	Each Noble and/or royal heir in the afflicted town(s) and/or city	2 through 7	Noble or royal heir killed
Encounter	Each royal heir involved.	2	Royal heir killed

For every *titled* Noble or Crowned royal heir killed or executed, the former controlling player may roll a pair of dice to determine whether the succeeding heir is loyal to the same faction.

LOYALTY TABLE

WHO AFFECTED	DICE RESULTS	DISPOSITION
1. Titled Nobles and crowned royal heirs killed or executed by battle, siege, town fighting or ambush	2 through 7	Noble returns to former faction (may be replayed at any time). Crowned royal heir remains in the same square. All awards are lost.
2. Nobles or royal heirs killed by plague or Raid and Revolt	2 through 5	

ADVANCED GAME COMPONENTS KEY

Terrain Key Feature	Function	Effect on Combat	Effect on Movement
Ireland	Place of refuge	No effect	Unlimited port facilities along coast.
Continent	Place of refuge	No Combat Allowed	Unlimited port facilities along coast. Land movement allowed between Continent and Calais.
Scotland	Decorative function only.	No Combat Allowed.	Entry not allowed.

ADVANCED GAME EVENT CARD KEY

Card	No. in Deck	Color Key	Effect	Notes
Mercenaries go home	3	Black/ Pink	Causes named mercenaries in play to be immediately returned to the bottom of the Crown deck.	
French Siege	1	Green/ Pink	If Captain of Calais or a commissioned substitute(s) of 50 troops minimum are not available, Calais becomes a permanent part of the Continent.	If Calais is lost to the Continent, the Captain of Calais office card is immediately removed from play.
Revolt in Wales	2	Green/ Pink	(Duke of York to Stokestay) is added to the instructions.	Part of the basic game deck
Parliament must be summoned.	2	Yellow/ Pink	Parliament is summoned immediately to a location which the player who drew the card chooses. Ignore if there is just one King in play unless it is Henry. Parliament still must be summoned if Henry is sole King.	Player drawing the card may continue his turn after Parliament. If this Parliament is summoned when Henry is sole King. The player controlling the most votes (excluding the King's vote) in both Houses gets the King's vote in Commons. The player controlling Henry loses this vote. (Henry is considered to be temporarily incapacitated).

ADVANCED GAME CROWN CARD KEY

Card	No. in Deck	Allotment	Notes
Duke of Lancaster and Duke of York (titled Noble)	2	Immediately given to the faction which captures the first in succession of the appropriate royal house. May be allocated offices, etc. It need not be played immediately. When played, the appropriate noble counter is placed in one of the castle(s) named on the card.	If the royal heir first in succession is killed the card plus all awards is given to player who controls next in line or next successor when captured. The counter remains in position. If noble himself is killed he is immediately returned to the faction controlling the proper royal heir, but all awards are lost. Neither noble has any vote in either house of Parliament.
French Aid Mercenary	1	May be allocated to a Noble in Calais or the Continent only. It allows unlimited naval transport to controlling faction one way from Calais or Continent to England. Ships are not provided.	Can never be transferred but may be traded. It can only be used once in an attack or siege. Afterwards if is immediately returned to the bottom of the Crown deck.
King's Pardon	2	Used to prevent a captured noble from being executed. The pardoned noble is released from capture and returns to his faction with all of his awards. (May be used at any time regardless of number of Kings in play). Counter remains in position.	Held in hand until used. Once used it is placed in Chancery. During Parliament most votes in both Houses determines whether it returns to Chancery or the Crown deck. Tradeable.

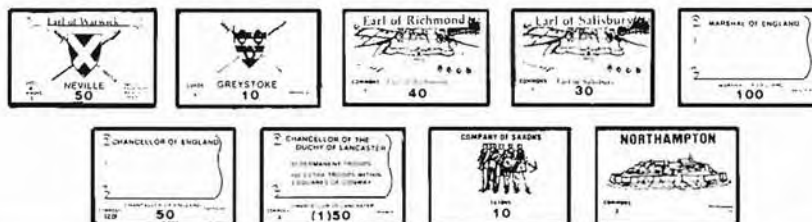
EXAMPLES OF PLAY

Crown Card Distribution

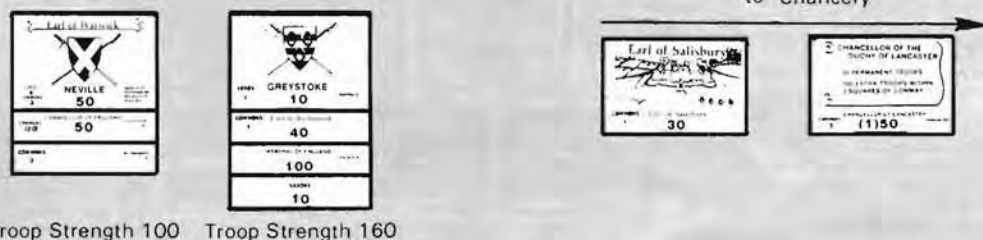
In a four player game, each player was dealt nine cards.

Player A

Deal



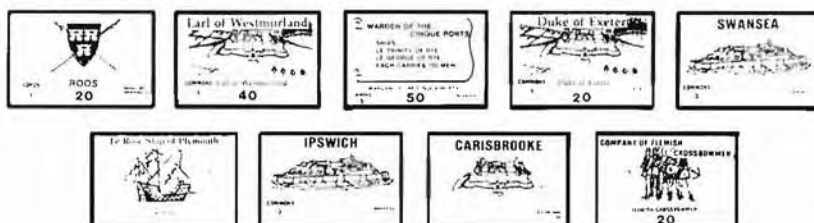
Result of Distribution



Player A separates and places in front of him his two Nobles, Neville and Greystoke. He has two titles but can only allocate one as Neville is already titled. He chooses to give the earl of Richmond, the more powerful office, to his untitled noble, Greystoke. The title, earl of Salisbury, must be placed, face down, in Chancery. Both of his Nobles are now titled and each can receive one office. With three offices available, Player A must lose one to Chancery. He chooses to give to Neville, his more powerful Noble, the Chancellor of England and to Greystoke, the Marshal of England. The Chancellor of the Duchy of Cornwall follows the earl of Salisbury to Chancery. Although Player A may seem to be better served by giving the Marshall to Neville. This office's strength is deceptive for the Noble awarded it is frequently removed from the scene of action to quell raids or revolts in the kingdom. The remaining mercenary and town cards may be allocated, in any combination, to either or both Nobles. Player A decides to allocate the town to Neville and the mercenary to Greystoke.

Player B

Deal



Result of Distribution



Receiving just one Noble, Roos, Player B must allocate to him as many of his cards as he can. Of the two titles available, he gives him the earl of Westmorland, the more powerful title, and he loses the duke of Exeter to Chancery. The one office, Warden of the Cinque Ports can be given to Roos now that he had been titled. The remaining cards, having no allocation restrictions set upon them, can all be given to Roos.

Player C

Deal



Result of Distribution



Troop Strength



Troop Strength 60



Troop Strength 10

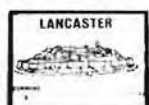
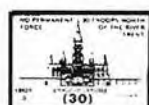
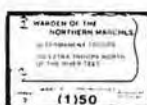
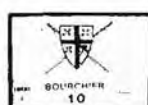
to Chancery



Player C has been dealt three untitled Nobles and just one title. Only the Noble allocated a title can be allocated an office. Player C must think ahead. He has a very powerful office, the Chamberlain of the County Palatine of Chester, and he would like to allocate it to a Noble who can gain the greatest advantage from it. Herbert who has a castle in Wales seems to be the most promising candidate. He is allocated the title and the office. The remaining office, Treasurer of England, is sent to Chancery. The two mercenaries and one town card are allocated to Hastings and Herbert. Player C, desiring not to dissipate his strength, has left Scrope without any awards.

Player D

Deal



Result of Distribution



Troop Strength 30



Troop Strength 40



Troop Strength 80

Player D has received two titled Nobles, one untitled Noble and, fortunately, one title. He cannot allocate the title to Beaufort or Fitzalan for they are already titled. But by allocating the earl of Worcester to Bourchier, Player D has available, three titled Nobles, all of whom are eligible to receive an office. With but one office and a mixed blessing at that (the Warden is the second most summoned office in the Event deck), Player D chooses to allocate it to Fitzalan, the least powerful of the three. The remaining Crown cards can be distributed in any manner. Player D allocates his two bishop cards to Beaufort, available for coronation, in case Beaufort should become first in line of succession. NOTE: All cards in the deal were either allocated to a Noble or placed in Chancery. No player can hold a card of the initial deal.

Movement

Player A wishes to move one of his Nobles, Neville, situated in Bristol to the friendly port of Dover where the ship, Le Michael, is stationed to transport him to Calais and, thence, to another friendly port, Berwick.

Immediately, Player A must make a decision, whether to move Neville overland or by road. Certainly the most advantageous route would be by road which allows Neville to arrive at Dover in one move but there is one qualification. Oxford, Wallingford and London each block the road and must either be friendly to Neville's faction or under the control of another player willing to allow Neville passage through. Unfortunately, Wallingford is neutral and so it is impossible to proceed further than that square in his move. Berkeley and Canterbury also block the road but, being in the entry and exit square, respectively, cannot prevent Neville from entering or leaving the road in those squares. Remember, a Noble may enter a road at any point in the entry square and exit the road at any point in the exit square.

Player A decides to move Neville overland through the Oxford and St. Albans

squares into the London square. This is his five square move for this turn. Although Player A has a "Free Move" card, he refrains from playing at this time.

Fortunately, in the ensuing round Neville has been unmolested and is ready to continue in Player A's next turn. Neville reaches Dover with 2 squares remaining in his move. He is not allowed to continue out to sea but must wait at the port until the start of his next move. Player A decides that this is an opportune time to utilize the "Free Move." Both Neville and Le Michael start the move in port and so fulfill the requirements to embark and move out to sea. At a troop strength capacity of 100, Le Michael is just large enough to transport Neville's strength of 100 troops. Although two counters are being moved, only one "Free Move" need be played since Neville is moving as a passenger.

Calais is easily reached being just two squares from Dover. Normally, if Calais were unfriendly or neutral, Neville could not land there, being too weak to besiege the port; but in a previous turn, Player A had sent Percy, another of his Nobles, who with his awards had a total troop strength of 200 to besiege Calais. The siege was successful

though, unfortunately, he had been killed in the process. Even so, Calais is considered captured and friendly to the faction. Neville is free to land and capture Richard, duke of Gloucester, who is still inside. At this point, Neville ends his move.

In his next turn, Player A is ready to embark Neville, joined by Richard who must now accompany at least one Noble of the faction at all times. He moves Le Michael with the passengers the full movement allowance to the square that is two squares east of Berwick. From here, Le Michael can move to Berwick if forced to port by storm.

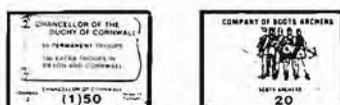
During the ensuing round, Player A hopes for just that but is disappointed until, on the last chance, he, himself, draws a "Storms at Sea" Event card in his turn. He immediately moves Le Michael to Berwick, the closest port of his choice. Neither Neville nor Le Michael are prevented from moving in the movement phase because movement as a result of directions of an Event card does not affect regular movement. Neville has reached his destination and decides to end his move here. Player A moves Le Michael five squares back toward Dover.

Combat

A force composed of the following Nobles of Player B's faction enters the Coventry square.

Troop Strength 80	Troop Strength 170	Troop Strength 50	Troop Strength 10

In his hand, Player B holds:



These cards have been drawn during the previous Crown Deck Phases but were retained in the owner's hand and, as of yet, have not been played.

In the Coventry square are situated three separate forces controlled by two other players. Player C controls two forces. One in the open and comprised of:

Troop Strength 120	Troop Strength 80	Troop Strength 60	Troop Strength 10

and accompanied by Henry VI. Another in Coventry and comprised of:



Troop Strength 100

and accompanied by Edward, Prince of Wales. In his hand, Player C holds:

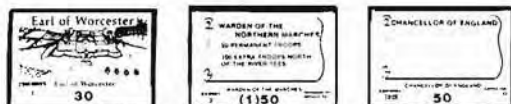


Player C could have concentrated the whole force in Coventry but he preferred keeping the bulk of his force in the open away from the danger of plague.

Player D, also, has a force occupying the Coventry square in the open.

Troop Strength 60	Troop Strength 130	Troop Strength 50	Troop Strength 10

In his hand, Player D holds:



Player B has three separate targets which his force may attack. To capture Scrope and Edward, Prince of Wales, he must besiege Coventry. The garrison strength is 200 which with the troop strength of Scrope combines for a total defense of 300. Player B has more than enough troops to match this strength and conduct the siege but he must always keep in mind that Player C can add cards from his hand to Scrope. The probability that the siege might fail is but 1 in 6 which is the probability that a "Bad Weather Delays Attack" result would be drawn.

An attack on Player C's force in the open has less chance of success. It would have to be waged as a battle. The ratio of troop strength of the two forces is 310 to 270 which reduces to less than 5 to 4, the minimum odds for a successful attack. Player B knows that he can readjust these odds by allocating cards from his hand to Nobles of his force; but, even if he added both the office and the mercenary, he could only readjust the ratio to 5 to 4 in his favor. This has just a 1 in 6 chance for success. If Player C is able to allocate, by awards, 40 troops from his hand to his force, he can readjust the odds back below 5 to 4. This attack appears to be very unfavorable.

The remaining attack open to Player B would be a battle against Player D's force also in the open. The ratio of troop strength between these two forces would be 310 to 250 again below 5 to 4. With the additions from his hand, Player B can raise the ratio to 380 to 250 or 3 to 2 in his favor. This is still highly risky with but a 1 in 3 chance for success, but it is a 200% improvement over the other battle. Player B, again, must keep in mind that Player D may be able to add cards from his hand to his force readjusting the odds in an unfavorable direction.

Of Player B's three choices of attack, the siege is most likely to succeed; but, for purposes of illustration, a recreation of all three attacks will be described.

Player B decides to besiege Coventry. Counting the troop strength for both the attacker and defender, he has 10 troops more than is necessary to match the 300 troops defending the town. He can leave Howard, with a troop strength of 10, out of the siege protecting him from death if his name should appear in the "Nobles Killed" section of the Event card. He decides not to, though, in case Player C should increase Scrope's troop strength with a Crown card from his hand. Of course, Player C cannot add the *duke of Exeter*, the only card in his hand, to Scrope as he is already titled but Player B does not realize this.

Player B draws an Event card and checks the combat results section, ignoring the instructions and the ratio of victory. As fate would have it, the two Nobles killed are Audley and Howard. Audley is not involved in the conflict and, therefore, is not affected; but Howard is. His counter is removed from play and his Noble card is placed at the bottom of the Crown deck. If he had any awards, these too, would be returned to the Crown deck or Chancery.

Before the Event card was drawn, Player C had the opportunity to execute Edward, preventing his capture, but cannot do so subsequently. The moment that the result of combat is determined, the losing side no longer has control of any captured

royal heirs.

As a result of the successful siege, both Edward and Scrope are captured. Player B decides to keep and support Edward for the throne. Scrope, he offers back to Player C for ransom. Player C cannot trade the title in his hand but offers to transfer the control of London, awarded to Mowbray who is in the same square, to Player B. This is accepted and Scrope with his title and office remains in Player C's faction. His counter stays in the Coventry square in the open, apart from Player C's other force. Coventry is now under the control of Player B's faction. If the identifying Town card is in play, it should be given immediately to Player B. In any case, a faction counter can be used to identify the town as being under his control. When the Town card is drawn, it should be given immediately to Player B. Town cards of captured towns are always placed by themselves indicating that they are under the control of the faction and not a specific Noble.

In the battle against Player C's force in the open, Player B decides to add the *Chancellor of the Duchy of Cornwall* office to the titled Noble, Grey, changing the original battle, ratio of 310: 270 to 360: 270 (reduced to 5 to 4 rounded down). Player C adds the *duke of Exeter* to Herbert readjusting the ratio a second time to 360 to 290 or less than 5 to 4. Player B has no choice but to allocate the *Scots Archers Mercenary* card to one of his four nobles. In this case, he gives the card to Howard. This readjusts the ratio a third time up to 380: 290 which is 10 more than is needed to gain a 5 to 4. Player C is unable to readjust the ratio as he holds no other Crown cards in his hand and the 5 to 4 ratio stands. For Player B to win the battle, he must draw a 5 to 4 victory ratio on the Event card. Player C, recognizing the slim chance of success, chooses not to execute Henry.

Player B draws an Event card which lists 4-1 as the ratio for victory and Clifford and Courtenay as the Nobles killed. The battle is indecisive since the victory odds, 4 to 1, is greater than the troop strength ratio, 5 to 4, of the battle. One of the two Nobles named in the "Nobles Killed" section, Courtenay, is participating in the battle and is killed. His counter is removed from the board, his Noble card is placed under the Crown deck and his office is placed on the Chancery pile. Although the result of this battle was indecisive, Player B was fortunate to weaken the strength of Player C's faction through the death of Courtenay.

In the third attack, Player B battles the force controlled by Player D. By allocating the *Chancellor of the Duchy of Cornwall* to Grey and the *Scots Archers* to anyone of the Nobles, he will be able to increase his troop strength to 380 giving him a 380 to 250 advantage in troop strength ratio. This is enough to guarantee a 3-2 odds in his favor. Player D decides to lower this ratio by allocating the *earl of Worcester* to Stanley and the *Chancellor of England* to Beaufort. This increases the troop strength of his force to 330, more than enough to reduce the strength ratio to below 5 to 4. Player B seeing that he hasn't enough strength to acquire the minimum ratio for victory, calls off his attack instead. He cannot transfer his attack to one of the other two forces and must be content with no combat.

Parliament

Player D has moved a noble of his faction to Hereford (unoccupied) with the intention of summoning Parliament. At this point of the game there are two Kings in play, Richard of York and Margaret of Anjou. Player C was able to crown Richard, the 1st in line of succession in the house of York, King in the city of York where he was located by allocating the archbishop of York to Mowbray, one of his Nobles. Mowbray, as the archbishop, was awarded the control of the city of York into which he immediately proceeded. As York is a cathedral city and Mowbray had the archbishop of York, with Player C's announcement that Richard was crowned King of England, all conditions for a coronation were fulfilled.

Player B, whose faction had captured Margaret, had a more difficult time crowning her, Queen Regent. As second in line of succession in the house of Lancaster, Margaret is eligible for coronation only upon the death of Henry VI, the present King. By chance, plague struck London, killing Henry, before he could be captured or summoned away by an Embassy. With the eligibility of Margaret assured, Player B confronted another obstacle. He had no bishops or archbishops in his faction, available to perform the ceremony. He was able to strike a bargain, though, with Player D who had two bishops allocated to Percy, a noble in his faction. By mutual agreement, Percy moved to Salisbury, a cathedral and unfortified town, in anticipation of Margaret's arrival in Player B's next turn. With all requirements for coronation being fulfilled, Player B announced that Margaret had been crowned Queen Regent of England.

This move certainly worked into Player D's plans. Not only had he allocated two bishops to Percy but he had also allocated the office of the Chancellor of England to him. With two Kings in play, only he can now summon Parliament. He must, though, fulfill two requirements to summon Parliament:

1. The Chancellor (Percy) must occupy a town, unfortified town or city (not a castle or Calais). By moving Percy from the coronation site, Salisbury, to the open town of Hereford, Player D has fulfilled this first requirement (although he could have remained in Salisbury, it being a legal Parliamentary site). Although, neither Percy nor any other Noble of his faction controls or can control Hereford, he may enter this open town freely if it is unoccupied; otherwise, Player D must either get permission from the player whose Nobles occupy the town or he must successfully besiege it to enter.
2. If the Chancellor summons Parliament, he must be able to play one "Parliament" card. He must, also, have at least one "writ" card to utilize in summoning a Noble of another player's faction. Player D has been able to draw one "Parliament" and several "writ" cards in the previous rounds.

With both of the requirements fulfilled, Player D announces upon the conclusion of the Combat Phase of his turn that he is summoning Parliament in Hereford. He

plays the "Parliament" card which gives the Chancellor the right to do so and he plays a "writ" card on Hastings, a Noble in Player A's faction. Although Hastings is in Bamburgh, because of the suspension of movement limitations when moving to Parliament, he must proceed directly to Hereford. Player D may use other "writ" cards to summon other Nobles but is not required to do so. He decides to retain them to utilize in a subsequent Parliament. Both of the expended cards are placed on the discard pile.

All players must now make a decision whether they wish to voluntarily send their Nobles to Parliament. They should keep in mind that for each Noble in attendance, Player D may draw one card from Chancery and that their Nobles need not be at Parliament to be eligible for an award. Player B and C decide not to attend. Player A, fearing for the safety of Hastings, does decide to send his Nobles, consolidating his faction in the process. He plays a Noble, Beaufort, that he has been holding in his hand and moves him along with Courtenay and Stanley, Nobles of his faction already in play, to Hereford. Stanley, though in Douglas, can move to Parliament since Player A has a ship available and large enough to transport him. Player A just moves the ship to Douglas, embarks Stanley, moves to any friendly port, unfortified port or Kingston, if unoccupied by unfriendly Nobles, and disembarks him. Stanley then proceeds to Parliament. Player D sends his other two nobles, Berkeley and Audley.

There are seven Nobles in attendance allowing Player D to draw 7 cards from Chancery. He can draw only 5 as that is the number of cards residing there at this time.



He must now distribute these cards to those Nobles which can be allocated offices and/or titles. Of course, he looks to his own Nobles first. Percy is permanently titled and has the office of Chancellor of England so cannot be awarded a title or office; but, of his other two, only Berkeley has been awarded a title. He gives, to Berkeley, the Chamberlain of the County Palatine of Chester and, to Audley, the earl of Worcester and the Admiral of England. To Hastings, he allocates the duke of Exeter and, to Taibot, a Noble in Player B's faction, he allocates the Constable of Dover Castle. After distributing all of the cards, Parliament is ended. No combat may take place in the Hereford square until Player D's next turn.

There is one point to remember. Although the player summoning Parliament may choose to which Nobles he may allocate the offices and titles that he draws from Chancery, he must distribute as many as possible even if it means to eligible Nobles who are a part of unfriendly factions.

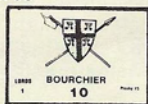
Optional Parliament

Without going into detail, here are a few points to remember concerning Optional Parliament.

1. Optional Parliament differs from the Basic Parliament only in the procedure of distributing Crown cards from Chancery. Both Parliaments are summoned in the same way.
2. When determining votes, the senior Yorkist and the senior Lancastrian is defined as the 1st in succession of that house, in play, and not the 1st in succession of those royal heirs attending Parliament. If the senior royal heir has not been captured, his votes are considered abstentions and cannot be claimed by any player.
3. A Noble or captured senior royal heir does not have to be at Parliament in order to vote in the House of Commons. He must be at Parliament in order to vote in the House of Lords.
4. The number of votes needed to approve an award depends upon the number of votes cast and not the total number of votes or the number of votes available at that point of the game. So, if there are only 10 votes cast in the House of Lords and 20 cast in the House of Commons, a Noble who can get 6 votes in Lords and 11 votes in Commons supporting him receives the title or office being offered him. This also applies to bishoprics.
5. When counting the town and city votes for the House of Commons, you count every town and city captured by or awarded to your faction excluding those in Wales, Calais or open. Town votes are printed on the town cards. They are not included on office, title and bishop cards. The player who has the Constable of the Tower of London has a total of 7 votes—3 for the office and 4 for the city of London. If London is captured by another faction, London's votes goes to the capturing faction. Placing faction counters on town and cities captured or awarded by bishop, office and title cards facilitates the vote counting.
6. A noble being proposed for a bishopric need only the approval of the House of Lords. Only the player summoning Parliament is allowed to propose a recipient for a bishopric.
7. A player receiving an office, title or bishopric during Parliament cannot add its votes, if any, to his faction during that Parliament.

Advanced Combat

An attack has been announced by Player E against a force of Nobles in the open and under the control of Player F. Player E's Force



Combat Strength 10



Combat Strength 90



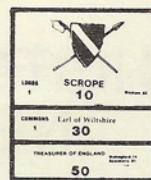
Combat Strength 180
Player F's Force



Combat Strength 100



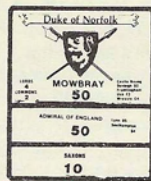
Combat Strength 120



Combat Strength 90



Combat Strength 130



Combat Strength 110



Combat Strength 60

Player E draws an Event card to determine whether "Bad Weather" has delayed the attack. The result is negative and the battle can proceed. Both players remove the involved Noble and royal heir counters from the board to an open area. Player F sets up his battle formation.

Column

Battle

Secondary



He designates that Neville is on the left flank and that Mowbray is at the center. Behind Neville he had placed Stafford and behind Mowbray he has placed Grey. With Neville, he has also placed Henry VI. He has not put any Nobles in reserve.

Player E sets up his attack formation opposite the defender's.



Player E has placed Scrope behind Talbot and Roos behind Percy. He, too, has not placed anyone in reserve. Margaret accompanies Talbot and Edward accompanies Percy.

There are, in the first half of the round of battle, two potential encounters between Talbot and Neville, and Mowbray and Percy. Player E decides to attack in both. Player F has the option to add his Nobles in the

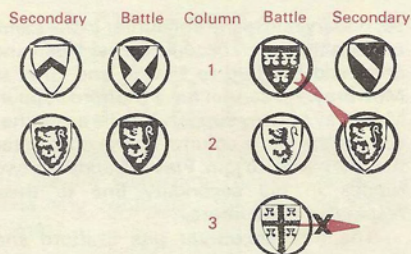
secondary line to the encounter in the same column that each occupy. Player F can and does add Stafford to Neville and Grey to Mowbray. He cannot have Stafford support Mowbray or Grey support Neville as neither occupy the same column as the encounter that they wish to join. Player E adds the two Nobles in his secondary line to their respective encounters.

The first encounter pits Stafford and Neville against Talbot and Scrope. The troop strength of each is 220 which forms a ratio of 220 to 220 or 1-1. This by itself would automatically result in an indecisive encounter but, because Neville is the original defender and a royal heir is on the defending battle line, this ratio can be modified. The attacking player can cancel one of the two modifications as he, also, has royal heirs on his battle line but it still gives the defender a difference of one modification in his favor. Player F has a trick which he plays now. He adds a Saxon mercenary which he has been holding in his hand to Neville which alters the ratio to 230 to 220 in his favor. This reduces to a majority victory ratio which, with the one step modification, increases the odds to 5-4 in his favor. Player E does not hold a card in his hand which he can add; so, the ratio stands.

In the second encounter, both players add their Nobles of the secondary line into the encounter (i.e., Mowbray and Grey versus Percy and Roos). The troop strength ratio is 270 to 170, or 3-2 in Player E's favor. This is modified by player F to 5-4 in the same manner as in the first encounter. Bouchier who is alone in the battle line may join the encounter that is closest to him (i.e., Percy versus Mowbray). He cannot join the encounter between Neville and Talbot as it is farther away. Player E decides not to include him into the second encounter as his troop strength would have no effect. All involved Nobles should now be face up.

Player E draws an Event card for each encounter. The first card states a 3-1 Victory which results in an indecisive attack for the first encounter. The second card states "Bad Weather" which, also, results in an indecisive attack for the second encounter. Both players must now roll for casualties utilizing the "Nobles Killed" Table. Each player, in turn, rolls two dice once for each Noble and any royal heir(s), accompanying, involved in an encounter. Since Neville and Stafford and Percy and Roos are the stronger force in their respective encounters, only a "2" will result in their death. The other Nobles will be killed if a "2," "3" or "12" is rolled. The results of these rolls are that no one was killed.

Player F, now, may counterattack. Player F has the option of moving Nobles to an adjacent position which he declines to do. Player E does decide to switch Talbot with Roos, hoping to get better odds against Mowbray. Bouchier is unable to move because his only open position, in the secondary line immediately behind himself cannot be occupied unless Player E has a Noble available to fill in his position which he does not have. Player E does place Edward with Bouchier. Here, Edward will not have to roll for battle death as Bouchier is not involved in an encounter.



Player F attacks Roos with Neville and Stafford. Player E adds Scrope into the encounter making the troop strength ratio 230 to 180 or 5-4 in Player F's favor. As Player F is not defending, he loses one of his modifications. The other two cancel one another leaving the odds ratio just as it is.

Player F, would rather not attack Percy but realizes that, if Percy can get a 2-1 or better odds against a single attack by Mowbray, Player E can strip off excess troops above this ratio and add them to Scrope and Roos. Or, if Player F does not attack at all, Player E can add Percy's and Talbot's total strength against Neville. Player F decides to attack hoping for an indecisive result. Including the Nobles of the secondary line who join in, the troop strength ratio for this second encounter is 310 to 170 or 3-2 in Player E's favor. Again, Bouchier's strength can have no affect on the odds, so Player E declines to use him in this encounter.

Player F draws a 5-4 result for the first encounter which results in a victory for Neville and Stafford. He draws a 4-1 for the second encounter which results in an indecisive attack. Both players roll for casualties for each Noble and royal heir involved in battle and all survive but Mowbray for whom Player F rolls a "12", and Margaret for whom Player E rolls a "2". Roos and Scrope are now captured.

At the start of the second round, Player E may arrange his Nobles in preparation for another attack. Before he starts, though, Player F, realizing the weakness of his position with the loss of Mowbray, decides to offer a deal. He will return the two captured Nobles if Player E calls off his attack. Player E agrees to these terms and, after Player F's second half of the round in which he declines to make any attacks, the battle is over. Both players return their surviving Nobles to their proper location on the game board.

HISTORICAL NOTES

IN 1399, KING RICHARD II was deposed from the English throne by his cousin Henry, the son of the powerful John of Gaunt, duke of Lancaster. The childless Richard's legitimate heir, the 6 year-old Earl of March, was passed over. Although Henry IV's coup d'etat was generally welcomed after the despotic government of Richard, it was to prove the key event in the century of uncertainty which followed Henry's death in 1413.

Henry's son, Henry V, died only nine years later after a brief but brilliant military career in which he conquered most of a weakened France. He left as heir to the two kingdoms a child of only nine months, Henry VI. During Henry's childhood the government was shared by the late King's brothers and the powerful noble families of the realm including the Beauforts, cousins to the King, the Percys, the Mowbrays, and the Nevilles. For two centuries the nobility had expected to share in the government; and, but with a few disagreements over policy, this is what did occur until Henry VI came of age and the true nature of the Lancastrian revolution became apparent.

The government was financially weak, comparing unfavorably with the wealthier nobles. The revival of French military strength caused a further drain on resources, until it could not prevent the loss of all the French possessions except Calais. By 1450 demoralization among the nobility was complete.

There now appeared on the stage two protagonists who were destined to influence events for the next ten years: Margaret of Anjou and Richard, duke of York, Margaret, a beautiful and arrogant French princess, had been married to Henry VI in 1445. She rapidly fell under the influence of William de la Pole, earl of Suffolk, and in concert began to dominate Henry, who was quite incapable of governing alone. The "all-party" government of the King's minority was quickly replaced by a government of a favored few. Chief of those excluded was Richard, duke of York.

Richard of York was the heir of John of Gaunt's younger brother, Edmund; but he was also the heir, on his mother's side, of the Earl of March who had been passed over when Henry IV had seized the throne in 1399. His father had been executed for plotting to place the Earl of March (his brother-in-law), on the throne, and from this Richard of York had learned to proceed with caution. For years he served the Lancastrian interest well, notably in France. Later when sent to Ireland, as an unofficial exile, he performed his duties with efficiency. He took no overt part in the impeachment and subsequent murder of Suffolk. But when it became clear, in 1450, that the court faction was determined to exclude him despite the example of Suffolk; and that the Queen and the Beauforts would continue to dominate affairs, Richard acted. He landed with an army in Wales, gathered his supporters, and marched to London to demand a place in government. On this occasion open fight-

ing was avoided, but York's action was a warning of future events if the Lancastrian government continued to exclude him, Henry's only legitimate heir. The following year, 1453, was another year of crisis.

The English forces in France were finally defeated in the battle of Castillon; and Henry had the first of a number of bouts of madness. Margaret and Beaufort tried to keep the illness secret, but when a son was born to Margaret later that year a meeting of the council had to be called. York could no longer be excluded, and in 1454 he was made Protector of the Realm.

Both sides were now preparing for war, aware that the quarrel between York and the Beauforts had reached a climax. The chief protagonists already moved about with large bodies of armed retainers, and local rivalries between nobles were causing outbreaks of violence. When Henry unexpectedly recovered from his madness in 1455, York found himself faced with no alternative but violence in his attempt to gain both his rightful place in government and settlement of his grievances. He succeeded by defeating the Lancastrian forces in the first battle at St. Albans and killing Beaufort. York was helped in his enterprise by his relatives, the Nevilles, whose own personal rival, Percy, earl of Northumberland, also died in the battle.

York governed the country for three and one half years before Margaret's scheming brought renewed warfare between the factions. The Lancastrians succeeded in driving both York and Neville out of the country to their respective bases in Ireland and Calais and in dispersing Yorkist sympathizers but to no avail. Richard invaded in 1460 and easily defeated the Lancastrians at Northampton in July of that year. Richard of York now openly claimed the throne, only to discover that the nobles in his faction were not wholeheartedly behind this move. He had to be content with a compromise, whereby Henry VI remained King for life, and Richard would then succeed him. Richard enjoyed the government for only two more months. At the year's end he was cornered near Wakefield by a superior Lancastrian force and killed.

Disastrous though Richard's death was to the Yorkists, they still controlled Henry VI. Edward, earl of March, Richard's eldest son, an able military commander at 18, was proclaimed King as Edward IV. Edward defeated the Lancastrian forces in Wales at Mortimer's Cross on February 2nd 1461, and then marched rapidly to join forces with his cousin Richard Neville, earl of Warwick, who was entrenched at St. Albans awaiting Queen Margaret and the remaining Lancastrian army. But Margaret too, like Edward, was an able commander, and on February 17th outflanked and defeated Warwick before Edward could arrive, recapturing her husband Henry VI. Returning to London, she was refused entry by the city populace—a fateful decision—and she was forced to retreat northwards, pursued by the now united and rejuvenated Yorkist forces. On March 28th the two armies, among the largest ever gathered in England, fought a bloody battle at Towton. The Lancastrians were utterly defeated, and Margaret with Henry fled into Scotland.

England had a few years of stable

TABLE OF ODDS

	Majority*	5-4 ($\frac{1\frac{1}{2}}{1}$)	3-2 ($\frac{1\frac{1}{2}}{1}$)	2-1 ($\frac{2}{1}$)	3-1 ($\frac{3}{1}$)	4-1 ($\frac{4}{1}$)
10	—	—	—	20	30	40
20	—	—	30	40	60	80
30	—	40	50	60	90	120
40	—	50	60	80	120	160
50	60	70	80	100	150	200
60	70	80	90	120	180	240
70	80	90	110	140	210	280
80	90	100	120	160	240	320
90	100	120	140	180	270	360
100	110	130	150	200	300	400
110	120	140	170	220	330	440
120	130	150	180	240	360	480
130	140	170	200	260	390	520
140	150	180	210	280	420	560
150	160	190	230	300	450	600
160	170	200	240	320	480	640
170	180	220	260	340	510	680
180	190	230	270	360	540	720
190	200	240	290	380	570	760
200	210	250	300	400	600	800
210	220	270	320	420	630	840
220	230	280	330	440	660	880
230	240	290	350	460	690	920
240	250	300	360	480	720	960
250	260	320	380	500	750	1000
260	270	330	390	520	780	1040
270	280	340	410	540	810	1080
280	290	350	420	560	840	1120
290	300	370	440	580	870	1160
300	310	380	450	600	900	1200
310	320	390	470	620	930	1240
320	330	400	480	640	960	1280
330	340	420	500	660	990	1320
340	350	430	510	680	1020	1360
350	360	440	530	700	1050	1400
360	370	450	540	720	1080	1440
370	380	470	560	740	1110	1480
380	390	480	570	760	1140	1520
390	400	490	590	780	1170	1560
400	410	500	600	800	1200	1600

*Advanced Game only

HOW TO USE THE TABLE

1. The weaker force locates his troop strength along the left-hand column.
2. The stronger force reads across the row containing the weaker force's strength to locate his troop strength.
3. If his strength is not listed he must choose the closest smaller strength.
4. The head of the column containing the larger force's troop strength lists the ratio for the battle.

EXAMPLE:

A force with a troop strength of 410 attacks a smaller force with a troop strength of 280.

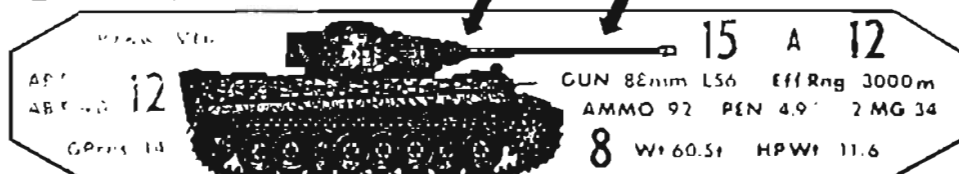
1. Defender locates his strength on the SMALLER FORCE COLUMN.
2. Attacker reads along the row headed by 280. The values are 290, 350, 420, 560, 840, 1120. None of these values corresponds to his strength of 410.
3. He locates the closest smaller value to 410 which is 350.
4. Reading up the column he discovers that the 350 is in the 5-4 column. The ratio for the battle is 5-4.

To win, the attacker must pick a card containing a ratio of 5-4 or less. All other ratios are greater, a selection of which would result in an indecisive battle.

GRID LOCATION TABLE

NAME	CODE	DESCRIPTION	NAME	CODE	DESCRIPTION
Abingdon	F-4	Unfortified town	Lichfield	E-3	Unfortified town
Alnwick	A-4	Castle	Lincoln	D-4	Town, Cathedral
Appleby	B-3	Castle	Llanstephan	F-1	Castle
Arundel	G-4	Castle	London	F-5	City, Cathedral, Port
Ashby	D-4	Unfortified town	Ludlow	E-3	Castle
Bamburgh	A-4	Royal Castle, Port	Lynn	D-5	Town, Port
Barnet	F-5	Unfortified town	Maldon	F-6	Unfortified town, Port
Bath	F-3	Unfortified town	Masham	B-4	Castle
Beaumaris	D-1	Royal Castle, Island, Port	Milford Haven	F-1	Unfortified town, Port
Belvoir	D-4	Castle	Newark	D-4	Town
Berkeley	F-5	Castle	Newbury	F-4	Unfortified town
Berwick	A-4	Town, Port	Newcastle Castle	D-3	Castle
Beverly	C-5	Unfortified town	Newcastle Town	A-4	Town
Blackheath	F-5	Unfortified town	Northampton	E-4	Town
Bodmin	G-1	Unfortified town	Norwich	E-6	City, Cathedral
Boston	D-5	Unfortified town, Port	Nottingham	D-4	Town
Brecon	E-2	Unfortified town	Ogmore	F-2	Castle
Bristol	F-3	City, Port	Okehampton	G-2	Castle
Burton	D-4	Unfortified town	Oxford	F-4	Town
Bury (St. Edmunds)	E-6	Unfortified town	Penzance	G-1	Unfortified town, Port
Caernarvon	D-2	Royal Castle, Port	Pevensey	G-5	Royal Castle, Port
Caister	E-6	Unfortified town, Port	Pleshy	F-5	Castle
Calais	G-6	Town, Port, Square	Plymouth	G-2	Town, Port
Canterbury	F-6	Town, Cathedral	Preston	C-3	Unfortified town, Port
Cardiff	F-2	Unfortified Town, Port	Raby	B-4	Castle
Cardigan	E-1	Open Town	Ravenser	C-5	Unfortified town, Port
Carisbrooke	G-4	Royal Castle, Port	Rhuddlan	D-2	Royal Castle
Carlisle	A-3	Town, Cathedral	Richmond	B-4	Castle
Castle Rising	D-6	Castle	Rochester	F-5	Unfortified town, Port
Chester	D-3	Town, Cathedral	Rockingham	E-4	Castle
Cheviots	A-3	Range of Hills	Rotherham	D-4	Unfortified town
Chichester	G-4	Unfortified town, Port	Royston	E-5	Unfortified town
Chillingham	A-3	Castle	Rye	G-6	Unfortified town, Port
Chirk	D-2	Castle	Sandal	C-4	Castle
Cockermouth	B-2	Castle	Salisbury	G-3	Unfortified town, Cathedral
Colchester	F-6	Town, Port	Scotland	A-1, A-2,	North of Cheviots
Compton	G-2	Castle		A-3	
Conisborough	C-4	Castle	Shrewsbury	D-3	Town
Continent	G-6	Foreign areas of Europe;	Southampton	G-4	Town, Port
		a Port	St. Albans	F-4	Unfortified town
Conway	D-2	Royal Castle	St. David's	E-1	Unfortified town, Cathedral
Corfe	G-3	Castle, Port	Stokestay	E-2	Castle
Coventry	E-4	Town, Cathedral	Swansea	F-2	Town, Port
Dartmouth	G-2	Unfortified town, Port	Tattershall	D-5	Castle
Daventry	E-4	Unfortified town	Taunton	G-2	Unfortified town
Denbigh	D-2	Castle	Tees	B-4	River
Devon and Cornwall	G-1, G-2	Counties	Trent	C-5	River
Douglas	B-2	Castle, Port	Tewkesbury	E-3	Unfortified town
Dover	F-6	Royal Castle, Port	Thetford	E-5	Unfortified town
Durham	B-4	Town, Cathedral	Tickhill	D-4	Castle
Eccleshall	D-3	Unfortified town	Towton	C-4	Unfortified town
Exeter	G-2	Town, Cathedral, Port	Tutbury	D-3	Castle
Farnham	F-4	Castle	Usk	F-3	Castle
Fotheringhay	E-5	Royal Castle	Wales	D-1, D-2,	Recently independent,
Framlingham	E-6	Castle		D-3, E-1,	now part of England
Grantham	D-4	Unfortified town		E-2, F-1,	
Harlech	D-2	Royal Castle		F-2, F-3	
Helmsley	C-4	Castle	Wakefield	C-4	Unfortified town
Hereford	E-3	Open Town	Wallingford	F-4	Royal Castle
Ipswich	E-6	Town, Port	Warwick	E-4	Castle
Ireland	A-1	Tip of Ireland; a Port	Wells	F-3	Unfortified town, Cathedral
Kingston	C-5	Open Town, Port	Weymouth	G-3	Unfortified town, Port
Kenilworth	E-4	Royal Castle	Whitby	B-4	Unfortified town, Port
Kimbolton	E-5	Castle	Wingfield	E-6	Castle
Lancaster	B-3	Town	Windsor	F-5	Royal Castle
Leeds	F-5	Castle	Wressle	C-4	Castle
Leicester	E-4	Town	York	C-4	City, Cathedral

DESIGN ANALYSIS



KINGMAKER RULES EXPLANATIONS

By Mick Uhl

After a two year existence in America, *KINGMAKER* still retains a large popularity and even "cult" status as evidenced by the large registration for the *KINGMAKER* tournaments in the last two ORIGINS conventions. Being the chairman of both tournaments, as well as the developer of the game, I began to discover several common misconceptions and misinterpretations of the rules. In part, this is a result of the "assumptions" developed from the English version, and in part due to the compromise nature of the rules, which tend to be short for general consumption, but carefully worded for completeness. As a result, there is too much emphasis on individual definitions of key words and phrases. If one person's or club's definition is incorrect, the eventual interpretation of the rule is the same. This article hopes to clear up most of these misinterpretations. Omissions in the rules will also be listed.

1. In two areas of the board, it is difficult to tell whether a road is blocked by or bypasses a town. These two locations are at Shrewsbury and London. Considering the effect of "playability" and "play enjoyment", I feel that both Shrewsbury and London control all roads running into their square and hence block all movement through the square along these roads.

2. a. There has been some difficulty determining a noble's capabilities in alliance. To clarify this, it is extremely important to understand the sentence, "IMPORTANT: No counter (Noble, royal heir or ship) can ever move or attack in more than one round in a turn" on page 9 of the rules. This sentence means that a noble who moves and/or attacks in his turn cannot do either in another player's turn in the same round, even if there has been an alliance formed in between. A noble can defend in his turn, then ally and defend again with the allied noble(s) in another turn of the same round, though. The alliance must be made before the attack is announced in order for the alliance to apply in defense. In subsequent rounds, the allied nobles can move and attack together by choosing one overall commander for each group operating together. A commander is not needed for allied nobles to defend together. Unfortunately, a contradiction to this rule appeared in my Development Notes in the *GENERAL* 13.3, question 13, and should be disregarded.

b. It is not necessary to choose an overall commander when making an alliance. It is necessary to do so, though, if any of the allied nobles are to move and attack together (not defend). A commander, once chosen, can only be voluntarily changed if all the nobles to operate under the commander are present in the same square.

3. To implement the Optional Victory Conditions, it is essential to have a majority of the *total* vote in Commons, not just a majority of the vote in play or in attendance. This is a fixed figure of 79 votes. This is not true in the Lords, there it is only necessary to have a majority of the vote in attendance.

4. Because of the cut of the map, it is difficult to determine whether a ship can sail around Penzance in the southwest tip of England. Of course, a ship

cannot sail around Scotland on the northern edge of the board, but a ship can sail around Penzance. Consider the town enclosed in one sea square.

5. There still seems to be difficulty in determining from which sea square to enter a port. Consider each coastal sea square as a four-sided figure of which one or more sides are coast. A port that is located along that section of coast can only be entered from that sea square. Therefore the same section of coast cannot form the side of more than one coastal sea square. The problem is in determining within which section of coast some ports are located. The sea square whose coastal border is closest to the anchor symbol of the port in question is the correct square. There are two exceptions. Calais borders the sea square at F-6 and Pevensey borders the sea square at G-5. It is recommended, as an aid, to take a red marker and color a section of the white coast closest to the port to indicate its exact location. Note above the letter "R" of Rochester that there is a black line breaking the Thames estuary to London. That should be taken as a separation of the sea lane into two squares. It would therefore take a complete move of 5 squares to move out of the port of Caister into the port of London. It is appropriate to remind you at this point that the town of Preston is a port.

6. Some question has also arisen as to whether an attacking force is immune to capture if it attacks. This is not true. If a force of 50 attacks a force of 100 in battle and a majority, 5 to 4, 3 to 2 or 2 to 1 result is chosen the defender wins the battle and captures the attacking force.

7. Some people have questioned exactly what areas on the game board are defined as part of England. All islands and land masses except the continent and Calais, Scotland and Ireland are part of England.

8. Another frequently asked question is who can be forcibly summoned to Parliament by a "writ". Any noble on land or at sea as well as on the mainland can be summoned. Passengers at sea can only ignore "Raid and Revolt" and "Embassy" cards. A noble "under siege" or on an island without a ship cannot respond to a "writ". A ship can be loaned, voluntarily or involuntarily, to bring the noble to Parliament only if that ship has not moved at any time previously during the round. This is to comply with the "one move per round" rule as stated in 2a above. I think an additional restriction is in order. A noble in refuge on the Continent or in Scotland (see Optional Event cards in this issue) cannot be summoned by "writ" whether a ship is available or not.

9. Nobles summoned to a fortified city or town for Parliament do not have to be in the town or city (i.e. ignore "Plague") to attend. Any nobles in the friendly faction may enter, though.

10. One final question often arises. What happens to a ship(s) carrying passengers which is forced into an unfriendly or neutral port, and a siege cannot be conducted or is unsuccessful. The passengers end the turn in the square in the open, but the ship(s) itself must remain in the port until the port becomes friendly.

