KingMaker

Rules

In this document rule level is defined by a character before the rule; if there is no character then it is part of the basic rules, *(E1)* means it is part of the first expansion and *(E2)* means that it is part of the second, expansion.

Game Definitions:

Crown and Event Deck

The Crown deck are the larger red cards. These cards are Nobles, the pieces a player uses during the game, and the awards assigned to each Noble or Faction.

The Event deck determines how the action in the game happens; how combat is settled, how each turn of a round is begun, how other events are settled.

Chancery

This is a separate pile for office, title, and bishop cards which cannot be played in the initial deal or when a Noble is killed or executed during game play. This pile is to be maintained face down and may not be reviewed. These cards are reassigned during Parliament.

Faction

The arrangement of cards in front of each player represents his faction. The basic unit of the faction is the Noble. The Noble is represented on the game board by a counter. The other Crown cards that are assigned to him are his awards. The towns and ships cards assigned to the Faction are called assets.

Any town assigned to the Faction; either as an asset, assigned to a Noble, or conquered by a Faction member, may be entered by any member of that faction. An Unfriendly town, one owned by another Faction, may only be entered with permission of the Faction or by conquering it. A neutral town may not be entered by any Faction member without conquering it first.

The number of Nobles will fluctuate throughout the game, but a player who has lost all his Nobles is not out of play. (S)He simply continues to play the first and last parts of his turn until another Noble is drawn. Play continues normally after this.

A player may assign any Crown deck card (s)he has in hand anytime during the game, except when the Noble it is to be assigned to is (a) "Under Siege" or (b) at sea.

(E1) The ownership of a town card provides 20 additional men. Bristol gives 30. (Towns without town card do not provide any additional men, London and York also do not provide additional men). These additional men are use in attack only, they do not get counted for defense. These additional men also do not count when calculating ship capacity; therefore the men are not available in Calais, the Continent, Ireland, or Scotland. To use these additional men the town card must be award to a Noble specifically.

(E1) An extra Crown deck card is added called "Scottish Mercenaries" is added to the deck. It has a troop strength of 50 and functions the same way as the "French Mercenaries" card. When this card is drawn it is placed in Scotland and the first Noble to enter Scotland or the town of Berwick and pick it up can use it.

(*E2*) A card called "Irish Kerns" is added to the Crown deck. When it is drawn it is placed in Ireland. These troops can only be picked up by the Lieutenant of Ireland, who must go to Ireland to pick them up. The 50 troops on this card are only usable outside of Ireland (they are part of the 200 troops that the Lt. of Ireland receives as part of his office). If the Lieutenant is killed or the "revolt in Ireland" event happens the card immediately placed in the discard pile.

Setup:

Preparing to Play

The Event deck is shuffled thoroughly. The Event deck is placed on the board in the place indicated. A discard pile is next to the Event cards. As soon as an Event card is *played* (not necessarily when it is drawn), it is placed here. The Event deck is reshuffled when all the cards have been drawn: The Event deck cannot be reviewed during play. When the Crown deck is shuffled, the (2) Plantagenet cards, the French Aid Mercenaries, (2) King's Pardon, Scottish Mercenaries (*E1*), and Irish Kerns (*E2*) need to be removed before the shuffle.

A predefined number of cards are removed from the Crown deck; for 2-6 players remove 36, for 7 remove 35 and for 8 remove 40. The remainder of the crown deck is then placed on the board in its designated place. The cards that were removed from the Crown deck are dealt evenly to all players.

Each player is then to divide up his Crown deck cards as follows:

1. All Nobles are placed face up.

2. All title cards are assigned to each *Untitled* Noble, a noble that doesn't have a title listed on his Crown deck card. Each Noble can have one and only one title. All unused titles are placed in Chancery.

3. All office cards are assigned to *Titled* Nobles; those with either a title listed on their card or assigned a title. Each Titled Noble can have one and only one Office. Office cards that cannot be assigned are placed in Chancery.

4. All town, bishop, mercenary and ship cards are assigned without restrictions. Town and ship cards are assigned to the Faction as a whole, but bishop and mercenary card *must* be placed with a Noble.

Note: Any player not receiving a Noble card in the deal draws cards until (s) he receives one. The other cards drawn after the deal are reshuffled into the Crown deck. *Every player must start the game with at least one Noble.* Once a Crown card has been assigned to a Noble it may not be transferred or removed back to the players hand, except where outline later in the rules.

All the cards removed earlier from the Crown deck are now placed back in the deck and it is reshuffled and placed on the board.

Setting out Counters:

The eight royal heirs are placed in the following locations:

House of Lancaster	*House of York*
Henry VI - London	Richard, Duke of York - York
Margaret of Anjou - Coventry	Edward, Earl of March - Harlech
Edward, Price of Wales - Kenilworth	Edmund, Earl of Rutland - Ireland
	George, Duke of Clarence - Cardigan
	Richard, Duke of Gloucester - Calais

These are placed on the town, city or castle indicated above. There are no Crown deck cards for the royal heirs.

(*E2*) Random Heir Placement

Heir	Die Range = Location		
Lancastrian			
King Henry	1-3: London	4-5: Windsor	6: Bristol
Margaret of Anjou	1-2: Coventry	3-4: Newark	5-6: Conway
Edward of Lancaster	1-2: Kenilworth	3-4 Lancaster	5-6: Bamburg
Yorkist			
Richard of York	1-3: York	4-5: Fortheringhay	6: Shrewsbury
Edward of March	1-2: Harlech	3-4: Plymouth	5-6: Carisbrooke
Edmund of Rutland	1-2: Ireland	3-4: Beaumaris	5-6: Dover
George of Clarence	1-2: Cardigan	3-4: Norwich	5-6: Newcastle (town)
Richard of Gloucester	1-2: Calais	3-4: Carlisle	5-6: Swansea

For each Noble card assigned, the corresponding counter is placed on the board in any castle(s) listed on his card. These castles are identified by the coat-of-arms of the owning Noble.

Each ship counter that as been assigned is placed in its starting port, listed on its Crown deck card.

Sequence of Play:

KingMaker is played in turns. Each player takes his/her turn in clockwise order around the table. When all players have taken their turn a round of play is completed. The game continues until the requirements for victory have been fulfilled. Play starts with player who controls the Noble assigned the office of Chancellor of England. If no Noble holds this office then play starts with the play who holds the Noble assigned the senior bishop in this order: Canterbury, York, Durham, Carlisle, Lincoln, Norwich; Otherwise play begins with the player who has the most troops. Each turn is composed of *6* phases:

Chance Phase - The top card of the Event deck is drawn and the instructions on it are followed.

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

Combat Phase - Any battles or sieges are resolved.

Parliament Phase - Parliament may be summoned by the *sole* king or Chancellor of England, if there is no sole king, as long as the player has the Event card that allows this.

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

Crown Deck Phase - A card is drawn from the top of the Crown deck. It may be played immediately or place in the player's hand, it may be played *any* time after this.

Chance Phase
Commission
 A "Writ of summons to Parliament" can be used as a commission, sending someone else to respond to a summoning. A Noble(s) can be substituted for the noble summoned to a raid or revolt on an Event card. The commissioned Noble(s) must be equal to or greater in strength than the specified Noble being summoned. Each Noble summoned on the Event card must have a "writ" issued for a commission.
(El) Each time an Embassy card is drawn, the entire deck of Crown cards are reshuffled (adding the discard pile). This does away with the predictability. You may also wish to reshuffle the crown deck after every Parliament.

Movement Phase

Noble Counters

A Noble counter may move up to 5 squares in any direction (including diagonally) subject to these restrictions: a) If he is moving from an open square to a forest square he *must* stop. b) If a Noble *starts* the movement phase in a square with a road he may follow the road until he encounters a town, city or castle that is either neutral or unfriendly. c) A Noble may cross a river, but cannot cross an estuary (Estuary is a solid black line, River is the black and white dotted line).

Royal Heir Counters

A royal heir may not move unless captured or instructed to do so by an Event card. Once captured an heir must have at least one Noble with him/her at all times and may not voluntarily be left alone. A royal heir is always allowed to move with the accompanying nobles.

Ship Counters

A ship may move up to 5 squares in a turn. A ship may stay at sea unless forced into port by an Event card. A ship's movement may not be blocked while at sea. It may never move over 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 when attempting to besiege it with her passengers. A ship that occupies or involuntarily enters a neutral port may leave in its turn. A ship that occupies or involuntarily enters an unfriendly port may leave only with permission of the player controlling the port.

(E1) The following locations require a "Refuge" card to enter, except where noted:

Location	Exception
Ireland	Lieutenant of Ireland
Continent	Captain of Calais
Island of Anglesey (Beaumaris)	Treasurer of England
Island of Wight (Carisbrooke)	Noble awarded Carisbrooke
Island of Man (Douglas)	Stanley
Scotland	None

Nobles can enter one of the, refuge locations without a "Refuge" card in order to besiege the town or castle in the square, to attack a force in'the square (not allowed in Scotland or the Continent) or to capture a Royal heir. They must leave the turn after an unsuccessful siege, a battle or capture has been completed. A faction which has successfully besieged a refuge port, either Calais, Beaumaris, Douglas or Carisbrooke has free refuge there up to the capacity of that port as long as they retain control of the port. A ship cannot involuntarily enter a refuge port due to storms at sea unless it is the only "closest" port, nor can a ship voluntarily enter a refuge port unless it has enough strength to successfully besiege it.

If a refuge contains a port and a force in the open, the port must be successfully besieged before the force in the open can be attacked.

Crossing from the mainland to Anglesey (Beaumaris) is permitted if *the Noble(s) start in the square adjacent to Anglesey* (in the Caernarvon square). Noble(s) can cross back the same way.

(E2) <u>Ireland:</u> At this time Ireland has no central government, so just about anyone could get refuge there. So Ireland doesn't require a refuge card to enter or stay and fighting is allowed.

(E2) <u>Dublin:</u> Dublin is added as a Major city (same as Bristol, London and York, 300 troops) and port in Ireland. Dublin does NOT count in Parliament and Parliament may not be called there. If Edmund starts in Ireland he is in Dublin. The Lieutenant of Ireland gets free access to Dublin (unless it is besieged); anyone else must besiege it.

Sea Transportation

A Noble may combine land and sea movement but *never* in the same move, with the exception of Extra Move cards.

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) traveling on a ship at sea can *never* exceed the carrying capacity of the ship, printed on the ship's counter. The troop strength of Noble(s) can be split between two 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 who involuntarily enter a neutral or unfriendly port must attempt to siege the port. If unable to siege this port then they must disembark from the ship and remain in the open.

Noble counter(s) cannot stay aboard a ship at port. They must disembark at the beginning of the next turn or leave the port.

A ship may embark Noble counter(s) only at the start of its move. Disembarkation of passengers ends its move. Royal heirs may accompany nobles to sea.

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

(E1) If a ship is lost to a "Gales at Sea" card then it is returned when it is next drawn from the Crown card deck. If the ships of the Admiral or Warden are lost to a "Gales" card they can be returned in one of two ways:
1.   The office is awarded or transferred to a new faction.
2.   A vote in Parliament is taken at the request of any faction in attendance to resurrect one or more of the ships. A majority of the votes cast in Commons permits the ships) to be returned to the port of origin under the control of the proper office.

All Nobles aboard a sunk ship and their awards are placed in either the Crown deck discard or Chancery, as if they were killed in battle, and any heirs with them are removed from play.

<u>Stacking</u>

There is no limit to the number of counters that may occupy a square. Nobles of the same faction in the same square need not be together. Those Noble(s) that are to be together are stacked in a single pile and are termed a force.

<u>Town, Cities, and Castles.</u>

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 Noble(s) 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.

Combat Phase

At the end of his movement phase, a Noble may combat any unfriendly Noble(s) 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 that once per 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 four basic types of combat: battles, siege, ambush, and town fighting.

Battle

A battle may be fought only between Nobles in the open (not in a town, city or castle). Five 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 to attack.

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

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

4. Ratio

   a. 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, except open towns, has its own permanent garrison. For a player to enter a town, city, or castle not under his control, he must capture it by siege.

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 lease an equivalent 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.

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 that 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 *must* 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).

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 a "writ of summons to parliament" card, he keeps the card and must draw again.

(*E1*) Town Acquisition
An attacking force confronted with the task of capturing a town, city or castle has two methods to take it:

1. The attacking noble(s) may attempt to storm the town, city or castle by conducting a battle against the garrison plus any defending noble(s) within. If the battle is successful, the town, city or castle and its occupants are captured. If the battle is unsuccessful, they may try again or turn to siege *on their next turn.*

2. The attacking noble(s) may attempt to siege by stating so aloud. A siege is never resolved the turn it is announced, but the town, city or castle is considered "under siege" that turn exactly as if a "Bad Weather" card had been drawn. Of course, within this period, the defender can attempt to lift the siege. If a force is trapped in a refuge because it has been involuntarily forced there by storm or the port has changed hands, it may remain there without penalty but must leave at the first opportunity.

Ambush
When a force has a smaller troop strength than a force it wishes to attack, it cannot fight but it can ambush the opposing force. An ambush is conducted in the same manner as a normal battle except the attacking player *must* announce an ambush before the battle can take place. After an ambush has been announced, the attacking player draws a card from .the Event deck until he gets a combat results card (the same as normal combat). The Noble at the bottom of the list is the only one killed, as long as he was part of the ambush either defending or attacking. The ambushing force is automatically captured by the defending force. "Bad Weather" delays an ambush. Noble(s) in a town, city or castle *cannot* be ambushed.

Town Fighting
This only occurs in the following three situations:

1. A Noble(s) inside a town, city or castle which has become neutral or unfriendly.

2. A Noble(s) forced into an unfriendly or neutral port that they are unable to siege.

3. Two forces in combat and both occupy 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 the result is unsuccessful or indecisive they are immediately expelled into the open.
> In situations 2 and 3, the 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.

(E1) Sea Battles: Combat at sea is fought just like a battle on land. Each ship's combat strength is represented by its passenger capacity. The strength of any passengers is ignored. It is assumed that the difference between ship's capacity and the strength of its passengers is made up of sailors.
> When ship(s) of one faction enter a square occupied by ship(s) of another faction (not in port), the moving ship(s) may choose to attack. All ships in the same faction or alliance may defend together at the option of the controlling player(s). The ratio of chips capacities of the opposing fleets are compared and an Event card is drawn to determine the victory as in land battle. The "nobles killed" section is still utilized. If one side is victorious, they capture all ships, nobles and Royal heirs of the defeated faction. They may execute or ransom them as in normal combat. Ship(s) named on "Ship" crown cards are immediately placed under the control of the capturing faction and the "Ships" card(s) given to one or more of the noble passengers. A ship or ships of the Warden or Admiral remain under the control of the capturing faction, until it enters a port, then it immediately reverts back to the control of the Admiral or Warden. The victorious fleet may choose to scuttle captured ships of the Admiral or Warden. If this occurs, the ships can be returned to play only within the conditions outlined in "Gales at Sea" card in the card section. A "Vacillating Allegiance" card is ignored unless the Vacillating Noble forms the majority of the ship's capacity. In this case, the ship either goes to any port (of opposing players choice) and the noble home, or the ship joins in with the opposing fleet. Any other nobles on board are captured.

(E1) Blockade: A ship may blockade a port by occupying a sea square adjacent to the port and naming the port being blockaded. If a ship(s) in the port leave that port to sail, they must stop in that hex and join battle with the blockading ship(s). A blockading ship or fleet which is forced into unfriendly port as a result of "Storms at Sea" and which are unable to successfully besiege the port are prisoners in the port and can leave only by permission of the player controlling the port.

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 place (Crown deck discard or Chancery).

Capture of Royal Heirs A royal heir is captures by a faction when one or more noble counters of that faction occupies the same open are 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 loosing player for some consideration (either by transfer or trade and gifts). 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.

(E1) Any Noble and Royal heir captured at sea and subsequently ransomed, still retain control of the ships that they occupy. They must return to a port on their next turn. As soon as the ship(s) touch port, the ransomed noble(s) relinquish control

(E1) Vacillating Allegiance: The drawer of this card during the Chance Phase immediately loses the use of one noble for one turn. The noble affected cannot attack or move in that turn. The noble must be determined randomly from the force in the square where combat is occurring. An affected noble aboard a ship prevents the movement of the ship for that turn (ship is becalmed).
　　If the card is drawn while determining the result of combat, a 6-sided die is rolled and the following table is consulted to determine which force is affected. 1-4 *Weaker Force 5-6 Stronger Force*
After the Noble is randomly determined, the odds are readjusted and a die is rolled utilizing the table below.

Attack Odds

	Majority	**5-4**	3-2	2-1	3-1	4-1
Return Home	1-6	1-5	1-4	1-3	1-2	1
Switch Allegiance	------	6	5-6	4-6	3-6	2-6

　　A noble who is returned home is immediately placed on one of his home castle(s), if friendly, or the closest friendly town, city or castle. A noble who switches allegiances is given to the opposing faction with all of his awards. The noble now operates with and is part of the opposing faction. Combat must continue and after the disposition of the vacillating noble is determined, a new Event card is drawn to determine combat. A noble who switches allegiance may be added into its new faction's strength for the combat.
　　A "Vacillating Allegiance" card is ignored if the affected faction has only one noble in play during the Event phase or one noble in combat during the Combat phase.
　　If both sides are exactly equal in strength, treat the "Vacillating Allegiance" card as a "Bad Weather" result. Another Event card is not drawn.

Alliances 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 (no secret alliances are allowed). 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 movement.

3. Allied Nobles together for combat and/or movement purposes must choose a commanding Noble in the faction of the player who will control them. The player controlling the commander may move and/or fight these Nobles in his turn. Nobles under a commander need not stay together, they are no longer under the commanders control when they separate. A new commander may be chosen at any time. 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 anyone 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.

(***E1***) A player whose faction successfully defeats a force of at least 100 strength points by battle or siege, may take the defeated player's next draw from the Crown deck when it occurs. Future draws from the Crown deck can also be used as Ransom, the defeated player may trade one or more of his future draws for the Noble being ransomed. The capturing force may retain the Noble till *all* of the agreed upon ransom if fulfilled and then he *must* be returned immediately. If a Noble is being held till the ransom is paid he may not be executed after a ransom agreement has been reached (if he was not executed at first he may not be executed later).

(***E2***) Breaking a Treaty: The following things break the "Treaty with France": a) The king dies b) A "French Raid" card c) A "War in Europe" card d) A "Scots Invasion" card

(***E2***) Excommunication Restrictions: The following are restrictions caused by being excommunicated:

1. All religious offices and town cards held by the faction are placed in the Crown deck discard and Chancery respectively.

2. If you are in a town or city you just lost to the discard, you are immediately thrown out in the open.

3. No member of your faction may enter a city or town with a cathedral or the squares containing Salisbury, Wells, or St. Davids. Thus no coronations can be performed. These restrictions continue until you draw a town or religious office from the Crown deck.

Parliament Phase

Calling Parliament   A player controlling the sole King, or Chancellor of England if there are two or no kings, has the privilege of summoning Parliament. The Chancellor must have a card that allows him to call Parliament, either the "Chancellor may summon Parliament if there is no sole King" or "Chancellor must summon Parliament if there is no sole King." There are six steps to 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.

2. 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).

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.

Counting Votes 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.

House of Commons		House of Lords	
Royal Heirs	Votes	**Royal Heirs**	Votes
King (Chancellor if no sole King)	20	Senior Lancastrian	10
Senior Lancastrian	10 .	Senior Yorkist	10
Senior Yorkist	10	**Nobles**	
Offices		Neville	4
Warden of Northern Marches	2	Mowbray	4
Chancellor of Duchy of Cornwall	2	Percy	3
Chancellor of Duchy of Lancaster	3	Beaufort	3
Constable of Tower of London	3	Courtenay	2
Warden of the Cinque Ports	5	Stanley	2
Towns and Cities		Talbot	2
Each controlled or captured city	4	Stafford	2
Each controlled or captured town (except Calais, Swansea and open towns)	3	Pole	2
Nobles		Fitzalan	2
Neville	3	All other nobles	1
Percy	2	**Bishops**	
Beaufort	2	Archbishop of Canterbury	7
Mowbray	2	Archbishop of York	5
All other *Titled* Nobles	1	Bishop of Durham	4
		Bishop of Carlisle	3
		Bishop of Lincoln	2
		Bishop of Norwich	2
Total	156	Total	82

Distributing Cards

1. The player summoning Parliament may propose one recipient for each card drawn from Chancery. Any card which cannot be allocated as a result of a disapproval in either Commons or 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).

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

3. Bishop cards may be allocated only by the player summoning Parliament. (S)He may propose recipients for the bishoprics as often as (s)he wishes.

Voting on Cards Distributed

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

2. The proposed recipient of a bishop card needs the approval of the House of Lords only.

3. A proposed recipient need not accept the title, office or bishopric being offered to him. If refused, the awarding player may chose another recipient.

4. A player receiving a title, office or bishop card may not utilize it vote (if any) in the Parliament in progress.

5. 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 (cannot be counted at all).

6. All office and title cards that cannot be allocated are placed in the Crown deck discard pile. All bishop cards not allocated are returned to Chancery.

7. If during Parliament there are two crowned Kings in play (not necessarily attending Parliament), a vote is taken for Parliamentary support for one or the other 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 when another player crowns another heir as King according to the rules. If support is not given to either Crowned heir, Neither can act as the sole King.

Note: There is a King's peace in the square in which Parliament was called until the *next* turn of the player who called Parliament. All nobles in play may return to their home castles (printed on Nobles card), ignoring movement restrictions, immediately upon conclusion of Parliament.

Coronation Phase

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

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

When the above two conditions have been fulfilled the controlling player announces the coronation.

Crown Deck Phase Draw one card from the Crown Deck. These card may be played at anytime, unless noted elsewhere in the rules, i.e. Not in the middle of a battle or when a Noble is on a ship at sea. If a Noble card is drawn and none of his noble castles are friendly, he may come out at the nearest friendly town.

Victory Conditions

There are two ways to win, a player must control the last royal heir in the game and (s)he must be crowned King or 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, he is declared the winner.

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 their royal house may be crowned King. Below is the table indicating the order of succession for both houses.

House of Lancaster	*House of York*
King Henry VI	Richard, Duke of York
Margaret of Anjou (Henry's wife)	Edward, Earl of March (Richard's eldest son)
Edward, Price of Wales (Their son)	Edmund, Earl of Rutland
Beaufort (if other heirs in the line are killed – see note)	George, Duke of Clarence (Richard's third son)
	Richard, Duke of Gloucester (Richard's youngest son)

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 the 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, 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. Transfereables 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 tranferrables 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.

4. Noble, bishop and title cards (hereafter referred to as non-transfereables) can never be transferred either voluntarily or involuntarily. If a Noble is executed, his card goes to the Crown deck discard and any awarded titles, offices and bishops go into Chancery.

5. 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 is in the same square. Ships, towns, cities or castles named on a nontransferable may also be voluntarily transferred *(never* involuntarily) to another Noble in the same square. The parent card cannot accompany the transfer.

6. A player may give or trade any unplayed card (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 only one turn per round.

Royal Death Table

Dice Roll	Royal Heir that died
2	Edmund of Rutland
3	Richard of Gloucester
4	Edmund of Rutland
5	Margaret of Anjou
6	Richard of York
7	Henry VI
8	Edward of March
9	George of Clarence
10	Edward of Lancaster
11	Richard of Gloucester
12	Edward of Lancaster

Crown Card Key

Card	No. in Deck	Allotment	Notes
Untitled Noble	14	Basic Unit of Game	Does not have Title (May be given Title card.)
Titled Noble	9	Basic Unit of Game	Has Title (May not be given title card. May be given office card)
Title	8	Maximum of one may be given to Noble without Title.	Has troops. May have fortified town.
Office	12	Maximum of one may be given to Noble with title.	Has troops. May have fortified town.
Bishop or Archbishop	6	Any number may be held by an Noble	Has cathedral town or city. Used for coronations.
Ship	4	Any number may be held by an Noble	Carries troops on sea.
Town or City (fortified)	10	Any number my be held by an Noble	
Royal Castle	1	May be held by any Noble	
Mercenary	8	Any number may be held by an Noble	Gives extra troops.
Plantagent – Duke of Lancaster and York (titled Nobles)	2	Immediately given to the faction that controls the senior heir of the respective line. Treated as a normal titled Noble	If the senior royal heir is killed then this card and all awards are given to the player who controls the next heir in line of succession.
French Aid Mercenary	1	May be allocated to a Noble in Calais or the Continent only.	Used only once in an attack or siege the place in the discard pile of the Crown deck
King's Pardon	2	Used to prevent a captured Noble from being executed.	Held until used. Once used is place in Chancery. In Parliament, most votes in both Houses determines whether it is returned to Chancery or Crown deck discard.
Expansion Deck One			
Scottish Mercenaries	1	Just like French Mercenaries, except picked up in Scotland	Functions just like French Mercenaries
Expansion Deck Two			
Irish Kerns	1	Assigned to the Lt. Of Ireland only. Must be picked up in Ireland.	Can be used only outside of Ireland.

Event Card Key

Cards	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, Ireland, Scotland, 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 normal in their turn	If more than one port is equidistant in squares to the ship, controlling player has choice of port.
Raid and Revolt	23	Green/Pink	All Noble counters named for themselves for in respect of titles, offices or bishops awarded to them must move immediately to the location named. If unfriendly place in the open.	Any Royal heir counter with the Noble may accompany him. A Noble at sea, on an island, under siege, in Calais, Ireland, Scotland, or the Continent cannot respond. A Noble called to two or more location has choice. A Noble is placed in the town named. A ship must always respond. Those summoned may move normal 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 on the card.	Any Noble(s) with the King may accompany him. They may move normally during their turn. If the King is at sea, on an island, Calais, the Continent, Ireland, or Scotland he may not 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. If the Noble awarded the Chancellor is killed all Parliament are discarded.
Writ of Summons to Parliament	10	Yellow	Must be given to at least one Noble in order to summons Parliament	May be retained by any player. Once use it is discarded.
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. Once used it is discarded.
Mercenaries go home	3	Black/Pink	Causes named mercenaries in play to be immediately returned to the Crown deck discard.	
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 is immediately removed from play.

Parliament must be summoned	2	Yellow/Pink	Parliament is summoned immediately to a location that the player who drew the card chooses. Ignore if their is just one sole King in play.	Player drawing card may continue his turn after Parliament. If Parliament is summoned when Henry is sole King, the player controlling the most votes (excluding the Kings votes) in both Houses gets the King's vote in Commons. The player controlling Henry loses this vote. (Henry is considered to be temporarily incapacitated)
Combat Results		(Pink part of multipart cards	This is the part that is used in determine combat results	
Expansion Deck One				
Treachery	3	Gold/Pink	The player who draws this card must return 1, 2 or 3 Crown deck cards to the discard pile (depending on the value on the card).	These cards have to be chosen while they are face down by the player on the left and are not revealed to anyone. If the player hold less than the number to be removed, the excess is ignored.
Gales at Sea		Light Blue/Pink	When this card is drawn all ships at sea are sunk and all Nobles and heirs aboard are lost.	The ship cards of the sunk ships are placed in the Crown deck discard and the counters removed from the board. The ships of the Admiral and the Warden are removed, but the office cards still remain in play.
Refuge		Yellow	Allows a force to stay in a "Refuge" (Ireland, Continent, Scotland, Island of Anglesey, Island of Wight, and Island of Man) for the time indicated on the card.	To use this card you must show the other players that you are using this card, without showing the number of turns on it. The number of turns starts on the first turn that the force is moved into the area. If the force is not out of the area before the last turn allowed on the card the Nobles are killed and all heirs and awards are discarded.
Vacillating Allegiance		Green	See section in Rules	
Catastrophe		Purple/Pink	This affects all Nobles in play and any that are put into play during the period of the card influence. While this card is in effect, all strength given to a noble by office, bishopric, or title is temporarily lost and not counted for strength.	Titled nobles do not lose any strength due to their title. When the period is over the card is placed in the discard and all strength is returned. All garrisons are not affected. The round begins on the turn of the draw.
Royal Death		Red and Pink	The player who draws this card rolls two d6 and consults the table in the rules to determine the heir that died.	If the heir chosen has already been remove, do not roll again. After it has been played remove from game.

Expansion Deck Two				
Plague in Dublin		Red/Pink	Functions the same as regular Plague card	Only use if Dublin added to the game
Mercs go home: Saxons		Black/Pink	Functions the same as the other Mercs go home cards	
Religious Diet		White/Pink	A meeting of all British clergy his held. A Kings peace in that square for one round.	Role d6. 1-2 Salisbury 3-4 Wells 5-6 St. Davids
Heresy		White/Pink	All clergy must return to their home dioceses to put down heretical teachings.	
Papal Diet		White/Pink	All clergy get a free one-way trip to the Continent to meet the pope. All must attend even if under siege. Kings peace for one round after visit.	No refuge is necessary. No ships needed to go, but must have ship to return.
Excommunication		White/Pink	Your faction has been excommunicated. See the section on excommunication for restrictions.	
Royal Visit - King to Ireland		Dark Blue/Pink	The sole King is moved to Ireland (to Dublin if available and not occupied)	No boats are provided for the return.
Royal Hunt		Green/Pink	The King and any Nobles that want to go are moved to the forest square containing half of the small town of Rotherham. Fighting is allowed in this square.	If 2 kings role a d6: 1-2 Lancaster goes 3-4 York goes 5 Both go 6 It rains no one goes
Royal Heir Escapes		Green/Pink	The lowest ranking heir by the faction drawing this card escapes to the neutral town, city or castle.	The heir will not escape if (s)he is king (queen) or the senior surviving heir.
Treaty with France - King to Continent		Dark Blue/Pink	The sole King goes to France and signs a treaty. (see section on treaties).	Calais is restored to English control, if is lost, but now belongs to the King's faction. The King's faction has unlimited access to the Continent.
Mercenary Strife		Black/Pink	In any square containing a stack that contains more than one merc card the smallest group of mercs goes home.	The Irish Kerns are not effected
Mutiny		Light Blue	When drawn the ship is remove from the board and the ship's card is placed in the Crown deck discard.	If the ship is at sea its passengers are placed at the nearest land (Scotland, Ireland, or the Continent).
Defeatism Rife		Green	The factions may only move during its turn. It may not attack, ambush, besiege (any sieges in progress are lifted), call parliament, or crown a king.	Roll a d6 1-2: 1 turn 3-4: 2 turns 5-6: 3 turns (This is the number of turns this condition lasts)

French Treachery		Black/Pink	If the French Mercs are in play they immediately go rogue and sack the nearest unoccupied town or city controlled by their former employer. The employing faction is restricted until something is done about this. They may not attend or call Parliament or crown a king.	The marcs sack the town or city until either they die of plague or the town or city is captured (the town garrison does not help the mercs so this is a simple vs. 100 troop siege)
War in Europe		Green/Pink	The following are called to the Continent: the Marshall, the Captain of Calais, and the Admiral with both ships. Ends French Treaty.	All mercs go to fight, except the French Mercs if they are sacking a town (after a French Treachery card) and the Irish Kerns who do not care.
Scots Invasion		Green/Pink	The following are called: Percy to Cockermouth/Alnwick Grey to Chillingham Neville to Raby Warden to Bamburg/Berwick Bishop to Carlisle Bishop to Durham Marshal to Cheviots *Owner* to Newcastle. Ends French Treaty.	Any place not covered is lost to the Scots and must be recaptured by siege. If a Noble is called to multiple places, he is considered to cover all places called if he can get to any of them. Places already occupied are considered covered. Event deck must be shuffled. If the Scots fail on the first try this card is removed from play.
Assassination --	--	Yellow	Draw event cards until you get one with a "nobles killed" section. The Noble at the bottom of the list has been assassinated by his butler.	Remove Noble and awards to proper discard piles.