

Kingmaker Variants

NEW EVENT CARDS

Across the table sits the last remaining varlet between you and the throne of England. That is, between your Royal heir and the throne of England. You, of course, will serve in an advisory capacity only. Little does this scurrilous cad know, but two months earlier you made a secret compact with Percy (i.e., you drew his noble card from the Crown deck a couple of turns ago) to aid in the cause of your claimant (i.e., you are about to play the card) in order to crush his faction (i.e., with Percy you've got a 4 to 1 majority) and triumphantly enter London.

But wait! You have analyzed your plans to the last detail. Nothing can go wrong. So why is this pheasant (i.e., English turkey) smirking and laughing in your face? You just drew a "Treachery" card from the Event deck and have lost Percy to the Crown deck. A "Treachery" card? Where did that come from?

Hear Ye! Hear Ye! Are you tired of seeing the same old plagues? Does watching your best noble answer the same Raid and Revolt (don't those peasants ever take time out for a meal) provoke a strong desire to do some raiding and revolting of your own on the Event deck. Well, your troubles are over. Now available for the first time is an alternative. Try stuffing the Event deck with some new surprises.

Presented herein are new Event cards that you can add to the Event deck to rejuvenate your KING-MAKER game. We suggest, however, that you warn your opponents of these additions before starting play or you may just find a sudden escalation of the war to a more modern setting.

The new Event cards are shuffled into the Event deck and utilized like the others. The number and type of each new Event card to be used is up to you. A recommended number of each type has been included in the description, although it is not a mandatory figure.

1. Treachery card

The player who draws this card must return one, two or three Crown cards held in his hand (i.e., unplayed cards in hand) to the Crown deck. These cards are chosen while face down by the player on the left and are not revealed to anyone. If the player holds less than the number to be removed, the excess is ignored.

There are three types of "Treachery" cards; one listing one Crown card to be removed, one listing two Crown cards to be removed, and one listing three Crown cards to be removed. One or two cards of your choice should be shuffled into the Event deck at the start of play.

2. Gales at Sea card

When this card is drawn, all ships currently at sea are sunk, and all nobles and Royal heirs aboard are lost. The ship cards of the sunk ships are returned to the Crown deck and their ships removed from the board. These ships can return to play when their cards are redrawn.

The ships of the Warden and Admiral are removed, but the office cards still remain in play. The ships of these offices can be returned in either of the two situations:

A. The office is awarded or transferred to a new faction.

B. 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 the House of Commons permits the ship or 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 returned to the Crown deck or the Chancery and the Royal heirs are removed from play. It is suggested that only one or two of these cards be placed in the Event deck.

3. Refuge card

Option A: Rather than allow a noble and Royal heir in the Advanced game unlimited stay in Ireland and the Continent, permit only the Lieutenant of Ireland unlimited stay in Ireland. Any noble or nobles and any accompanying Royal heirs may stay in Ireland, the Continent or Scotland only if they play a "Refuge" card. On the "Refuge" card is listed the number of turns that a noble(s) and Royal heir(s) may stay in refuge. Once the time of refuge has expired, the nobles and Royal heirs must either leave or be lost. Nobles and their awards are returned to the Crown deck or Chancery and Royal heirs are removed from play.

When drawn, a "Refuge" card is retained in the same manner as a "Free Move" card. It can be traded. It is played just like a "Free Move" card during the movement portion of the player's turn. Any number of nobles and Royal heirs in a faction may take advantage of the refuge as long as they move to the same location (i.e., Scotland, Ireland or the Continent) in the same turn that the "Refuge" card is played. Additional nobles and Royal heirs cannot take advantage of the refuge after the turn that the card is played or if in another location. Only one group may be in refuge in one place at one time. Combat cannot occur on the Continent or in Scotland. It may occur in Ireland.

There are three types of "Refuge" cards available; one for three turns, one for five turns and one for seven turns. Any number of each may be placed in the Event deck at the players' discretion. The number of turns of refuge should be kept secret and only revealed on the turn that the noble(s) and Royal heir(s) must leave. A finger or thumb over the number is sufficient to hide this information. When the time of refuge is up or when all of the nobles prematurely leave the refuge, the card is returned to the discard pile. Nobles in refuge cannot be summoned to Parliament although they may go voluntarily. Scotland is considered a port in the same manner as the Continent and Ireland. Once a noble leaves refuge, he cannot return until another "Refuge" card is played.

Option B: Include the islands of Anglesey (Beaumaris), Wight (Carisbrooke), Man (Douglas) and the Calais square as places which can only be occupied with a "Refuge" card. Exceptions would include unlimited refuge without use of a "Refuge" card for Stanley in Man, for the Captain of Calais in the Calais square, for the Treasurer of England in Anglesey and the noble awarded Carisbrooke for Wight. Any other noble to enter one of these island squares would need a "Refuge" card.

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 the siege, battle or capture has been concluded. A faction which has successfully besieged a refuge port, either Calais, Beaumaris, Douglas or Caris-

brooke has free refuge there up to the capacity of that port (e.g., 200 troops for Carisbrooke, 100 troops for Douglas, etc.) 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.

Permit nobles the ability to cross from the mainland into Anglesey (Beaumaris) if they start their turn adjacent to that square (i.e., in the Caernarvon square). Nobles can cross back from Anglesey to Caernarvon in the same way.

4. Vacillating Allegiance card

Option A: Any number of these cards may be placed in the Event deck. The drawer of this card during the Event Phase immediately loses the use of one noble for one turn. The noble affected cannot attack or move in that turn. The noble affected must be determined randomly. Players may devise any system to choose the noble. A suggested method would be to take all of the noble cards of the player and mix them up. Have another player choose one of the face down cards to determine the vacillating noble. The noble cards are then returned to their awards.

Another system that could be used if there are 6 or less nobles in the faction would be to assign a number from 1 to 6 to each noble and roll a die.

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, one of the nobles of the weaker of the two forces involved in the combat must either return home before the battle or siege or immediately switch allegiance to the opposing faction. After the noble is randomly determined, the odds are readjusted and a die is rolled utilizing the table below. A noble who is to return home must immediately be placed on one of his home castle(s), if friendly, or the closest friendly town, city or castle if unfriendly. A noble who switches allegiance is given to the opposing faction with all of his awards. The noble now operates with and is part of the opposing faction.

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

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.

Option B: Rather than allow only the stronger force the benefit of "Vacillating Allegiance" in combat (Also recalling that Henry VII with a weaker force defeated Richard III at Bosworth Field because both Stanley and Percy vacillated), roll one die and consult the *Allegiance Table* to determine which force is affected by the "Vacillating Allegiance" card.

ALLEGIANCE TABLE

Die Roll	Affected Force
1	Weaker Force
2	Weaker Force
3	Weaker Force
4	Weaker Force
5	Stronger Force
6	Stronger Force

If the Stronger Force is affected use the following table to determine the disposition of the affected noble.

ATTACK ODDS

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

If both sides are exactly equal in strength, treat the "Vacillating Allegiance" card as a "Bad Weather Delays Attack" result. Another Event card is *not* drawn.

5. Catastrophe card

When drawn, this card affects all nobles in play and any who are subsequently put into play during the period of its 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. When the period of its effect is over, the "Catastrophe" card is returned to the Event deck and the nobles immediately regain their full troop strength. All garrisons (town, city and castle) are not affected.

Titled nobles (e.g., Percy, Mowbay, Neville, etc.) do not lose any strength due to their title. Only strengths awarded by a title card are lost.

There are three types of "Catastrophe" cards; one for one round duration, one for two rounds duration and one for three rounds duration. The round begins on the turn of the draw. If a "Catastrophe" card is drawn while another is in effect, the card must still take effect on the turn of its draw. There is no additional penalty if two or more "Catastrophe" cards are concurrently in play. It is suggested that one or two cards of the players' choice should be placed in the Event deck.

The reasoning behind the inclusion of this type of card is based on the overriding effect of uncontrollable events on the course of history, especially during medieval and early renaissance periods. Any type of catastrophe, natural or otherwise, could reduce a noble's power to the bare minimum of his own personal entourage. These cards represent catastrophes and events of such an overriding nature to preclude the effective maintenance of large field armies by the nobles. Of course, as soon as the catastrophe or event passed, the war resumed at full strength.

6. Royal Death card

The player who draws this card rolls two dice and consults the table below to determine the natural or accidental death of one Royal heir. If the Royal heir chosen has already been removed from play, do not roll again. It is recommended that only one card be placed in the Event deck and, once drawn during an Event Phase, removed from play.

Basic Game	Advanced Game
Dice Roll	Dice Roll
2. George of Clarence	2. Edmund of Rutland
3. Richard of Gloucester	3. Richard of Gloucester
4. Richard of Gloucester	4. Edmund of Rutland
5. George of Clarence	5. Margaret of Anjou
6. Edward of Clarence	6. Richard of York
7. Henry VI	7. Henry VI
8. Margaret of Anjou	8. Edward of March
9. Edward of March	9. George of Clarence
10. Richard of York	10. Edward of Lancaster
11. Richard of York	11. Richard of Gloucester
12. Edward of March	12. Edward of Lancaster

NEW OPTIONAL RULES

1. Let the ownership of a town card provide 20 additional men. Bristol would give 30 men. Castles would not have any troop bonus. These men are useful only in attack. They have no defense value. From this, it can be seen that even the most insignificant noble can appear strong. This encourages exciting contests because even if an attack fails or is delayed due to bad weather, a counterattack will almost certainly succeed due to the low defense of the assemblage. The levies are not taken into consideration when calculating ship capacities. The town forces, therefore, cannot be used on an island, in Calais, the Continent, Ireland or Scotland (see Optional Event cards article in this issue.) This troop bonus is only associated with towns named on town cards. Town cards gained by capture must be awarded to one noble involved in the siege when utilizing this rule. It might be advisable to mark in the troop bonus on the town cards.

2. 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.

3. Allow a player whose faction successfully defeats a force of at least 100 strength points by battle or siege to take the defeated player's next draw from the Crown deck when it occurs. This reflects the increase in power of the victorious faction and loss of power of the defeated faction. It also is an additional incentive to attack.

A future draw from the Crown deck can also be an incentive in Ransom. Allow the defeated player to trade one or more of his future draws from the Crown deck as a bargain for Ransom. If it is agreed upon, the capturing nobles may hold on to the ransomed noble or Royal heir until his ransom is fulfilled (i.e., the Crown cards drawn) and then, he must be freed. If the ransomed noble is recaptured in a subsequent battle before all of the ransom is paid, the ransom can be ignored (the defeated player, as an act of good faith and friendship, can still go through with the bargain). If the noble is not executed on the turn of capture, he cannot be executed at all (until recaptured after being set free). A faction is not required to hold the captured noble or royal heir, it is the controlling player's choice. A noble left alone is immediately freed. A noble or Royal heir cannot be moved in more than one turn in a round (i.e., a Royal heir cannot be moved by the capturing faction, freed, and then moved by the controlling faction in the same round).

4. 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 are ignored. It is assumed that the difference between a ship's capacity and the strength of its passengers is made up of sailors.

When one or more ships of one faction enters a square occupied by one or more ships of another faction (not in port), the moving ships 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 ship capacities of the opposing fleets are compared and an Event card is drawn to determine 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 "ship" 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, but as soon as it touches port, 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. 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 player's choice) and the noble home, or the ship joins in with the opposing fleet. Any other nobles on board are captured.

As an adjunct to "Combat at Sea", a ship may blockade a port by occupying a sea square adjacent to the port and naming the port being blockaded. If a ship or ships in the port leave that port to sail, they must stop in that hex and join battle with the blockading ship or ships. A blockading ship or fleet which is forced into the 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 and Royal heirs 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.

5. After the early turns of play, siege tends to become too powerful a tool for the attacker and as a result, the weaker faction prefers to fight in the open rather than hide in town and risk a siege. For example, a force of 200 attacked in the open by a force of 400 would have a 50-50 chance of survival in the basic game, but a force of 200 in a town besieged by a force of 400 would only have a 1 in 6 chance for survival. Also sieges could, and did, last years as exemplified by the siege of Harlech. So an attacking force confronted with the task of capturing a town, city or castle has a choice of one of two methods to take it:

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

b. The attacking nobles 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 Delays Attack" card had been drawn. On the next turn, an Event card is drawn to resolve the siege. 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 indefinitely and without penalty but must leave at the first opportunity.

6. The blank Crown card included in the game can be used as a Scottish Mercenary card. The use of this card would be similar to the French Mercenary card with the following differences. The Noble awarded the "Scottish Mercenary" card must either be in refuge in Scotland or in the town of Berwick. The "Scottish Mercenary" card does not give any ship bonus. The "Scottish Mercenary" card has a troop strength of 50.

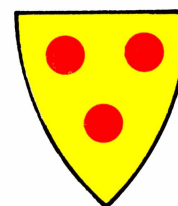
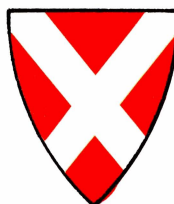
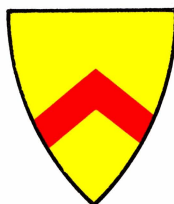
Here are some points to remember. The effect of these new Event cards are ignored (except "Vacillating Allegiance") if they are drawn during combat resolution. Once their effect is over, all cards except "Royal Death" are returned to the Discard Pile. All cards which are returned at the same time to the Crown deck must be mixed when placed at the bottom of the deck so that no one knows their order. When any of these cards are picked to resolve combat, utilize the Advanced Nobles Killed Table to determine the nobles killed.

THE AVALON HILL GAME CO.
4517 Harford Road
Baltimore, Md. 21214

THE HAZARD OF THE DRAW

New Options and Events for KINGMAKER

By Tim Williams



We play quite a few wargames here in the rural vales of Northwest Arkansas. Considering that our only other source of evening entertainment is to sit out on the patio and watch the automatic backyard security light come on, this is not difficult to understand. And of all the 200 or so choices we have available to us now, we return more often to *KINGMAKER* than to any of the others. *KINGMAKER* probably embodies more than any other wargame the spirit of its age; for excitement, color, and pure enjoyment, it has no peer among board games.

It doesn't take many such knavery-sessions around the spectacular heraldic map of England to find that *KINGMAKER* lends itself more easily than most games to variation and expansion. The game's admittedly unhistorical approach allows players to toy with various additions and deletions within the game's framework without throwing a monkeywrench into the game system or creating an absurdly ahistorical situation. The variants that follow will add even more unpredictability to your *KINGMAKER* outings while adding little if anything to the game's complexity.

New Optional Rules

1. SMASHING PREDICTABILITY

A. *The Events Deck*: The variant rules provided in *The GENERAL* (Vol. 14, No. 2) suggest that each time an "Embassy" event card is drawn, the Crown deck should be reshuffled. A very good idea, which should also be extended to the Events deck. I am fervently opposed to "card counting" as a method of strategy. This will discourage the practice of skulking around inside nearby castles while waiting for the larger cities' "Plague" cards to pass, and then flying into those fastnesses for what are often very long periods of relative safety.

B. *Initial Placement of Royal Heirs*: Personally, I get extremely weary of seeing the faction lucky enough to be initially dealt the Constable of the Tower and/or the Archbishop of York walk away with the senior heirs on the first turn of every game. The fixed initial placement of these all-important pieces probably contributes more to game stereotyping than any other factor, and the Lancastrian heirs are much too close together, in any event. Players wishing to eliminate this situation may use the following placement system. After the initial set-up of the factions' nobles, roll one die for each heir and consult the following table:

Random Heir Placement Table

Heir
King Henry VI
Margaret of Anjou
Edward of Lancaster
Richard of York
Edward of March
Edmund of Rutland
George of Clarence
Richard of Gloucester

Die Range = Location

1-3 = London, 4-5 = Windsor, 6 = Bristol
1-2 = Coventry, 3-4 = Newark, 5-6 = Conway
1-2 = Kenilworth, 3-4 = Lancaster, 5-6 = Bamburg
1-3 = York, 4-5 = Fotheringhay, 6 = Shrewsbury
1-2 = Harlech, 3-4 = Plymouth, 5-6 = Carisbrooke
1-2 = Ireland, 3-4 = Baumaris, 5-6 = Dover
1-2 = Cardigan, 3-4 = Norwich, 5-6 = Newcastle (town)
1-2 = Calais, 3-4 = Carlisle, 5-6 = Swansea

2. IRELAND

A. *Refuge*: When using the Refuge rules first expounded in *The GENERAL* (Vol. 14, No. 2), it is my belief that Ireland should be exempted from the various restrictions thereof. There was no local authority in Ireland (such as there was in Scotland or on the Continent) to prevent nobles from galloping freely about the countryside. The only fear a faction should have in Ireland is the possibility of a confrontation with the Lieutenant on his home ground.

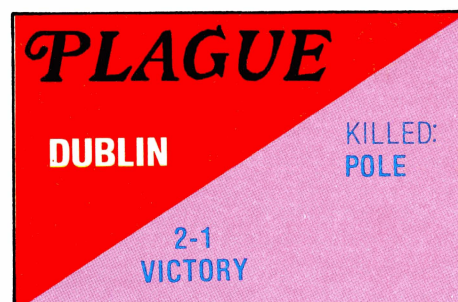
B. *Dublin*: One of the worst problems in the game associated with being in Ireland is that there is no place to hide. This is a needless abstraction, as there were plenty of fortified locations in medieval Ireland. To remedy this deficiency, add Dublin, a major city with a permanent garrison of 300 which is also a port. This does not affect the port capabilities of the rest of Ireland. If Edmund of Rutland sets up in Ireland, he is placed in Dublin. Parliament may not be called in Dublin.

C. *Irish Reinforcements*: The blank Crown card provided in every game can be used to represent the mustering of additional Irish Kern troops for use in England. This card is very similar to a mercenary card and has a strength of 50 troops. Like the French Mercenary card, it is not shuffled into the crown deck until after the initial deal. Whenever this card is eventually drawn, the player drawing it sets the card aside and draws again. From the moment the Irish card is drawn, these troops are considered available in Ireland. Use of these troops is restricted to the faction which includes the Lieutenant of Ireland, and only the Lieutenant himself may possess the card. He must be sent to Ireland in person to get them, and sufficient shipping must be available to transport the Irish. It is very important to note that these troops have *no* combat strength in Ireland, being considered part of the Lieutenant's extra complement of 200 troops in that area. These troops will remain in play as long as the Lieutenant does and will only be returned to the Crown Deck under either of two circumstances: A) the Lieutenant is killed, or B) the "Revolt in Ireland" event occurs. In the latter case, the Irish card is returned to the Crown Deck as soon as the Lieutenant is placed in Ireland. If the Irish troops were "available" but not yet picked up, the card is returned to the Crown Deck and the troops are no longer available. If for some reason the Lieutenant is unable to respond to the Revolt, and has the Irish card, the Irish *are not* removed. Once discarded, the Irish may become available once again in a subsequent chance phase.

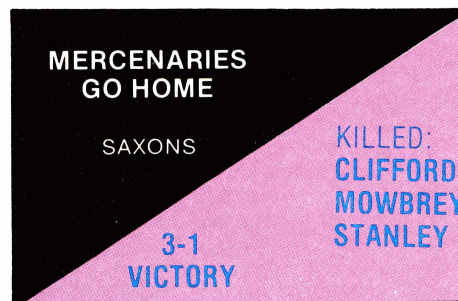
New Event Cards

The best (and mechanically safest) means of broadening *KINGMAKER*'s horizons is through the introduction of new event cards. The blank cards provided in both the game itself and the variant deck available from Avalon Hill encourage players to "roll their own." The non-historical premise of the game allows a certain amount of flexibility in this; but while Turkish Invasions of Ireland and Embassies from Venus are intriguing ideas, neither falls into the realm of historical credibility. Any new events added should be relevant to late-15th Century England (or to Western European society at the broadest). Any or all of the 17 following suggested events may be used; none depends upon another for its application. The suggested number of each card to be inserted into the Events Deck is listed in parentheses.

The first two cards are functional cards to be added to the others of their particular type already present in the deck:

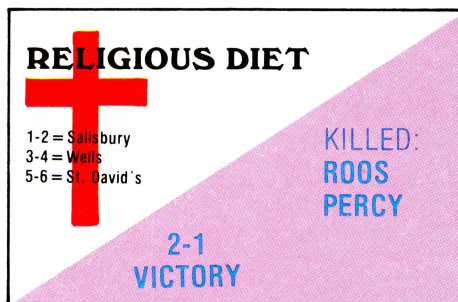


PLAGUE IN DUBLIN (1): This card is only necessary if the above optional rules adding that city are used.



MERCENARIES GO HOME—SAXONS (1): I still haven't figured out why one of these wasn't included in the game originally. Surely Saxons got just as bored chasing around the English countryside as did any of their peers from Burgundy, Flanders or Scotland. If the other "Go Home" cards are used, so too should this one.

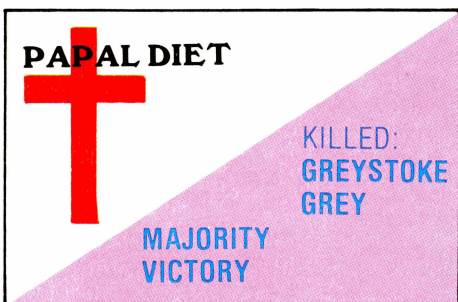
Considering the importance of religion in medieval times, it is a little odd that religious offices have no more responsibilities in the game than they do (coronations, answering revolts, extra troop strength). The following four cards abstractly represent the importance of religious matters in English society of the day:



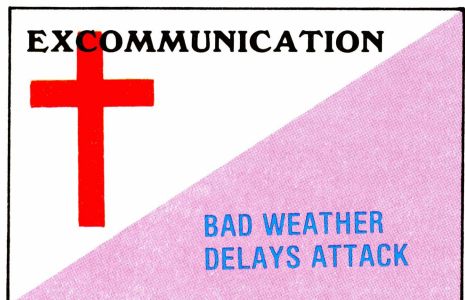
RELIGIOUS DIET (1): A meeting of the English clergy is convened. All extant religious offices normally able to respond must immediately be placed at the appointed location. Roll one die to determine the site of the Diet: 1-2=Salisbury, 3-4=Wells, 5-6=St. David's. No combat is allowed in the square of the location for one full turn after the diet is convened.



HERESY (1): The first phantoms of the coming Reformation begin to manifest themselves. All extant religious offices normally able to respond must immediately be moved to their home dioceses. If a rival faction controls the office's home town, the noble holding the office need only be placed in the open outside the town.



PAPAL DIET (1): The Pope convenes a general diet of the European clergy. All extant religious offices *must* be moved to the Continent. No ships are necessary to *get to* the diet, but will be necessary to *get back*. Even religious offices normally unable to respond to a call must go, and if besieged, the besiegers must allow them to leave. (The rationale here is that the besiegers would not wish to risk excommunication by interfering with Papal business.) No refuge card need be played for bishops to remain on the Continent.

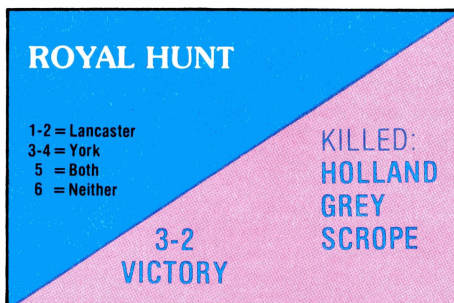


EXCOMMUNICATION (1): The faction drawing the card has ran afoul of His Eminence, and is declared Excommunicate and Damned. All religious offices and town cards held by that faction are removed and returned to the Crown Deck. As long as the faction remains Excommunicate, any religious offices or town cards normally gained through combat are immediately returned to the Crown Deck. No noble of that faction may enter a city or town containing a cathedral or be considered "in town" in the squares containing Salisbury, Wells, or St. David's. Excommunication is considered lifted as soon as a new religious office or town card is drawn by the Excommunicate faction during the Chance Phase.

Of all the events currently in use, only the Embassies provide for any independent movement on the part of any of the historically capricious Royal Heirs. The following four cards would inject a greater degree of mobility for certain of these pieces:



ROYAL VISIT (1): The sole King is moved immediately to Ireland. Any nobles stacked with him may accompany. If the optional Dublin rules set forth earlier in this article are in force, the King must go into that city if possible.

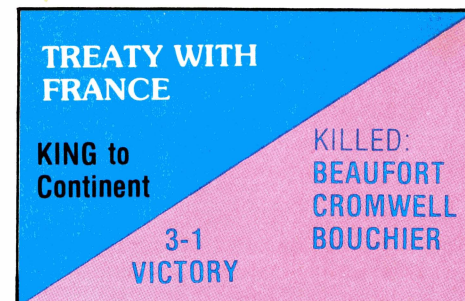


ROYAL HUNT (1): The King is seized with the desire to go a'hunting and is immediately moved to the forest square containing half of the small town of Rotherham (one square west of Audley's Tickhill Castle). If there are two Kings in play, roll one die: 1-2=Lancastrian King goes, 3-4=Yorkist King goes, 5=both Kings go, 6=it rains, and nobody goes. Combat is allowed in the square.



ROYAL HEIR ESCAPES (2): The lowest-ranking Royal Heir by the drawing faction escapes to the nearest neutral town, city or Royal Castle. This may be on an island. The heir will not escape if A) he is

already King, or B) he is the senior surviving heir of his house. This event postulates that the less likely the chances are of coronation, the more chance an heir will weary of endless years of following a faction around England.



TREATY WITH FRANCE (1): The sole King is moved immediately to the Continent. As soon as this is done, a treaty with France is in effect. The card is laid aside in plain view to indicate this. As long as the treaty is in effect, Calais as an English city is inviolable by the "French Siege" card, and this card is ignored if subsequently drawn. The city is under English sovereignty—under control of the faction in possession of the sole King (Calais becomes neutral, if no one controls the King when it is restored to England). The treaty with France lasts until one of the following events occurs: A) the King who signed the treaty dies in any manner, B) A "French Raid" event is drawn, C) a "War in Europe" (see below) event is drawn, or D) a "Scots Invasion" (see below) event is drawn. Following any one of these events the treaty is considered broken, and the treaty card is returned to the discard pile. Subsequent treaties are possible.

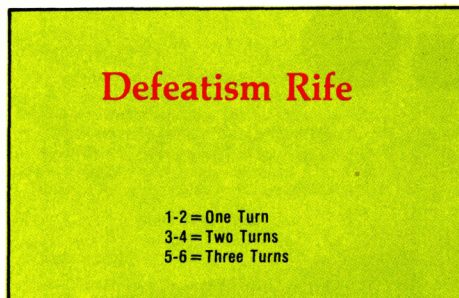
The rest of the new cards suggested here merely represent miscellaneous disasters designed to further aid and/or frustrate even the best-laid plans of potential Warwicks:



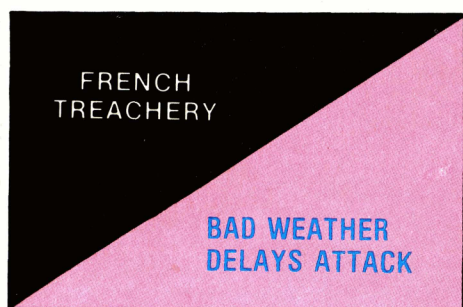
MERCENARY STRIFE (1 or 2): Inter-company or inter-national rivalries between different mercenary groups manifest themselves. In any square where a faction maintains a stack with more than one group of mercenaries extant, the weakest card in troop strength is immediately returned to the Crown Deck. If the only two groups available are the same strength, the player may choose which one to lose. Note that the French will always win out in this case, and the Saxons will always lose. The optional Irish troops are not considered mercenaries for the purposes of this rule.



MUTINY (5): One of these cards should be available for each of the "100-class" ships (Le Nicholas, Le Swan, Le Michael, Le Rose, and Le Lucas). When a ship's mutiny card is drawn, it is immediately removed from the board and its card returned to the Crown Deck. If at sea with passengers at the time of the mutiny, the nobles are put ashore immediately at the nearest open port (Scotland, Ireland or the Continent if at all possible). The ships belonging to the Admiral of England and the Warden of the Cinque Ports never mutiny, due to the greater naval authority of these offices.

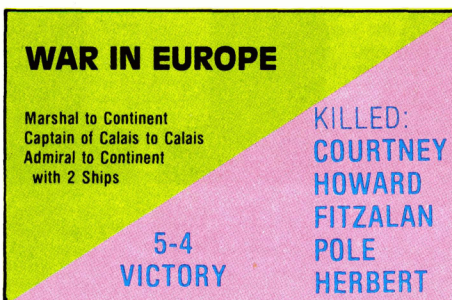


DEFEATISM RIFE (1): A pall of doom hangs over the drawing faction in spite of all its strength (or due to the lack of it). Roll one die to determine the length of the period of defeatism: 1-2 = one turn, 3-4 = two turns, 5-6 = three turns. During this gloomy period, movement is the only action available to that faction. It may not attack, ambush, besiege (any sieges currently in progress must be lifted), call parliament, or coronate a new King. If attacked, the faction defends normally.

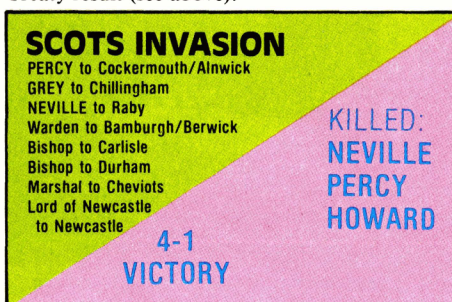


FRENCH TREACHERY (1): This card only affects play if the French Foot Soldiers Mercenary card is currently in play or held off-map by any faction. If the card is held off-map or is in play on the Continent, an island, or Ireland, then the card is immediately returned to the Crown Deck. If at sea, the card is still removed, and any nobles currently taking advantage of the unlimited French naval transport are returned to the Continent. If the French card is in play in England, then the treacherous swine desert the controlling faction and fall to freebooting. The card is set aside and the French are considered to move on the nearest town or city friendly to their former employers. The ex-controlling faction immediately loses control of the affected city or town, which loses its garrison strength and assumes a strength of 100 to represent the French occupation (the inhabitants wouldn't sympathize with the French, needless to say). The French will remain in the same city or town relentlessly sacking the place until either of two events occurs: the city or town is stricken by the plague or the French are destroyed in battle (at which point the French card is returned to the Crown Deck and the location reverts to control of the player). Until such a time as the French plunderers are destroyed, the faction responsible for their presence in England (i.e., the ex-controlling faction) operates under certain restrictions due to the widespread loss of support at all levels that such an incident would cause. The ex-

controlling faction may not call parliament, attend parliament (no noble of this faction may be "summoned") nor coronate a new King. While any faction may attempt to destroy the French, the ex-controlling faction will naturally have more incentive to do so. As soon as the French are destroyed, all restrictions are lifted and the French Mercenary card may re-enter play normally.

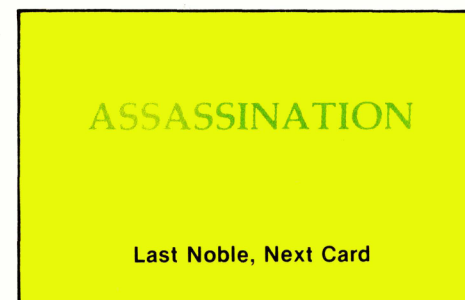


WAR IN EUROPE (1): A general European war involving England erupts. The Marshal of England is immediately placed on the Continent. The Admiral of England is placed on the Continent with two ships. The Captain of Calais is placed in Calais. All mercenary cards currently in play are returned to the Crown Deck, except the French, if sacking an English town or city (see above), and the Irish who are not considered mercenaries for the purposes of this rule. The mercenaries "go home" because they would naturally assume that they could profit far more from a larger-scale European war than from petty dynastic squabbles in England. A War in Europe will immediately cancel an earlier French Treaty result (see above).



SCOTS INVASION (1): The Scots always claimed Berwick, and indeed coveted all of the ancient Pictish territories in Northern England. This event presumes that the Scots take advantage of the turmoil in England to make good their claims and seize these territories. This event affects the Marshal of England and all holders of locations north of the River Tees. The calls are as follows: Marshal to Cheviots; Percy to Cockermouth or Alnwick; Grey to Chillingham; Neville to Raby; Bishop of Carlisle to Carlisle; Bishop of Durham to Durham; Warden of the Northern Marches to Berwick or Bamburgh; possessor of Newcastle to Newcastle (if this town is held by a faction at large, any noble of that faction may respond). If any nobles are unable to respond, do not as yet exist, or are unable to enter the location due to its ownership by a rival faction, the location falls to the Scots. Signify this with any convenient marker. The presence north of Tees of multifaceted nobles will serve to protect every location owned by those nobles (ideally, Percy/Warden/B. Carlisle/B. Durham/Newcastle would serve to defend seven of the nine locations north of Tees). Note that a noble must always respond to the call if able, even if a location originally owned by him is currently controlled by a rival faction. He is placed in the square outside the location, which falls to the Scots anyway, due to a presumed lack of inter-factional coordination. Any location attacked by the Scots which already contained a noble will not

fall. Royal Heirs are unaffected by Scots occupation. Locations taken by the Scots remain Scottish until retaken by siege. As long as at least one location north of Tees falls on the first Scots Invasion, subsequent invasions are possible and continue to attack English-held areas north of Tees. In the event that the first invasion fails to take even a single location, the card is removed from play and no further Scots Invasions are possible. It is extremely doubtful that King James would attempt another such fiasco. A Scots Invasion event immediately cancels an earlier French Treaty result (Scotland was at the time France's close ally).



ASSASSINATION (2): Draw another event card. If in play, the noble listed on the bottom line of the "killed" section is immediately removed with all his holdings, the victim of assassins. This is considered a non-political assassination, perpetrated by injured continentals, angry creditors, or possibly an irate husband.

As an excellent adjunct to an already excellent game, these variants increase *KINGMAKER*'s unpredictability, and consequently its enjoyment. But don't take my word for it, try them out yourself. I think you'll agree at least half the time (that is, the half that the cards are affecting your opponents and not you). So shuffle in the new cards, concentrate your faction, and as your enemies sneer with satisfaction as they close in around you, recall with hope the final words of Lord Hastings: "They smile at me who shortly shall be dead" (*Richard III*, Act III, Scene IV).



TRADE CARDS for CIVILIZATION

Introduced by Mick Uhl in his article on expanding trade in the popular multi-player game *CIVILIZATION* (The *GENERAL*, Vol. 19, No. 4), these cards are now available from Avalon Hill. The deck of 50 cards, readily incorporated into the Trade Deck in the game without cumbersome variant rules, include new commodities: Timber, Oil, Wine, Silver, Resin, Dye and Ivory. These do affect the fine game in three fundamental ways. First, because of the increased number of cards, calamities will occur with lesser frequency. Second, the increased number of cards in play will mean that empty stacks will occur far less often; players with a large number of cities will not be inadvertently penalized by the exhaustion of the lower value stacks as the other players draw first. Third, it will be more difficult to build up sets of the same card type. For both veterans and novices of this exciting game, the new Trade Cards are an intriguing addition. These may be ordered from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) for \$4.00 plus the usual 10% shipping and handling (20% Canadian, 30% overseas). Maryland residents please add 5% state sales tax.