


King maker

INTRODUCTION

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

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

BRIEF DESCRIPTION OF PLAY

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

COMPONENTS

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

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

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

BASIC GAME

PREPARE FOR PLAY

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

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

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

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

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

- a. All Noble cards are placed face up.
- b. All title cards must be allocated (given), one apiece, to each *untitled* Noble. Title cards which cannot be allocated are placed in Chancery.
- c. All office cards must be allocated, one apiece, to each *titled* Noble. Office cards which cannot be allocated are placed in Chancery.

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

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

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

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

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

CHANCERY

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

FACTION

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

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

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

SETTING OUT COUNTERS

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

HOUSE OF LANCASTER

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

HOUSE OF YORK

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

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

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

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

SEQUENCE OF PLAY

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

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

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

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

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

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

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

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

MOVEMENT

1. Noble Counters

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

2. Royal Heir Counters

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

3. Ship Counters

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

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

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

SEA TRANSPORTATION

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

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

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

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

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

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

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

Royal heirs may accompany nobles to sea.

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

ROAD MOVEMENT

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

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

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

STACKING

There is no limit to the number of

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

TOWNS, CITIES AND CASTLES

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

COMBAT

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

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

There are two types of combat: battle and siege.

Battle:

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

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

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

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

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

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

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

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

Siege:

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

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

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

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

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

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

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

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

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

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

NOBLES KILLED

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

CAPTURE OF ROYAL COUNTERS

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

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

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

CAPTURE OF NOBLE COUNTERS

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

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

PARLIAMENT

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

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

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

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

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

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

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

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

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

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

CORONATION

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

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

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

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

VICTORY CONDITIONS

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

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

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

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

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

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

Beaufort:

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

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

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

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

TRANSFER

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

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

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

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

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

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

TRADE AND GIFTS

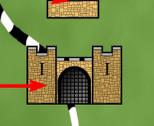
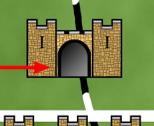
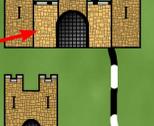
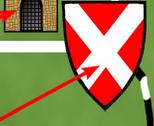
A player may give or trade any ship, bishop, town, city, mercenary or writ cards not played (i.e., in his hand). The recipient may not allocate a traded card to a Noble who is involved in combat in the turn of the trade. Cards given or traded need not be played immediately.

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

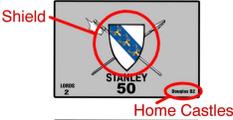
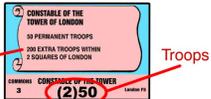
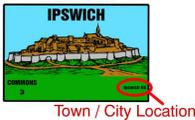
SHORT GAME: If no winner has been declared after 15 turns, the winner is that player controlling:

- A. The sole King; if none
- B. A majority of votes in play in the House of Lords; if none
- C. A majority of votes in play in the House of Commons; if none
- D. The Chancellor of England.

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

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

CROWN CARD KEY

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

COUNTER KEY

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

EVENT CARD KEY

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

SHORT GAME

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

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

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

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

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

OPTIONAL RULES

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

INITIAL PLACEMENT

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

COMMISSION

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

One writ card is used for each Noble named on the Event card. It is then placed on the discard pile.

AMBUSH

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

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

TOWN FIGHTING

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

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

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

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

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

BISHOP CARDS

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

OPTIONAL PARLIAMENT

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

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

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

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

HOUSE OF COMMONS

Royal Heirs	Votes
King (Chancellor if no sole King)	20
Senior Lancastrian	10
Senior Yorkist	10
Offices	
Warden of the Northern Marches	2
Chancellor of the Duchy of Cornwall	2
Chancellor of the Duchy of Lancaster	3
Constable of the Tower of London	3
Warden of the Cinque Ports	5
Towns and Cities	
Each controlled or captured city	4
Each controlled or captured town (except Calais, Swansea, open town)	3
Nobles	
Neville	3
Percy	2
Beaufort	2
Mowbray	2
All other titled Nobles	1
Total	156

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

4. The player summoning Parliament may propose one recipient for each card drawn from the Chancery. Any cards which cannot be allocated as a result of a disapproval in either the Commons or the Lords are given for distribution to the next player in the following order:

- a. Player whose faction controls the largest total vote in both Houses;
- b. Player whose faction controls the second largest total vote in both Houses;
- c. Player whose faction controls the most town votes. (This includes the Warden of the Cinque Ports who has 5 town votes).

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

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

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

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

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

HOUSE OF LORDS

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

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

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

RETURN FROM PARLIAMENT

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

ALLIANCE

Different factions may ally without

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

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

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

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

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

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

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

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

OPTIONAL TRADE

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

OPTIONAL VICTORY CONDITIONS

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



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THE GENERAL

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ADVANCED GAME

INTRODUCTION

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

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

COMPONENTS

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

A pair of dice will need to be supplied.

PREPARE FOR PLAY

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

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

SETTING OUT ROYAL COUNTERS

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

HOUSE OF LANCASTER

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

HOUSE OF YORK

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

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

ADVANCED BATTLE

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

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

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

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

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

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

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

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

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

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

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

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

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

a. All Nobles of one side have been either captured or killed.

b. A round of battle has been completed in which no attack is made.

Battle Formation

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

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

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

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

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

Deployment

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

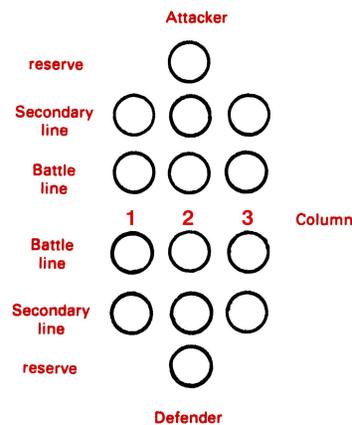
a. A minimum of one Noble to a maximum of three Nobles are placed in the battle line. At least one Noble must be in the battle at all times. All Nobles in the battle line are face-up.

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

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

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

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



Individual Encounter

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

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

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

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

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

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

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

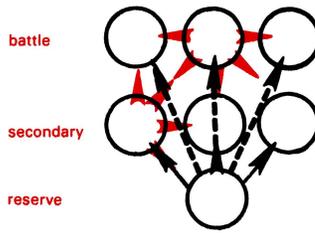
a. It is the closest or one of the closest encounters to him.

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

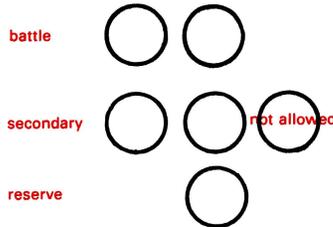
5. Each individual encounter is resolved separately. A "Bad Weather" result is considered an indecisive encounter. Those Noble counters killed or captured are removed immediately from the battle formation. A Royal heir accompanying a killed or captured Noble counter is himself captured. A Noble cannot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

Battle Movement

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



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



Encounter Modifications

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

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

3. Opposing modifications will cancel out one another on a one for one basis.
4. Modification can never be greater than one step. Even if a player is able to qualify for a two step modification, he gains just one step.

Disposition of Nobles After Battle

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

Ransom and Execution

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

REVISED ALLIANCE

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

NOBLES KILLED TABLE

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

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

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

LOYALTY TABLE

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

ADVANCED GAME COMPONENTS KEY

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

ADVANCED GAME EVENT CARD KEY

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

ADVANCED GAME CROWN CARD KEY

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

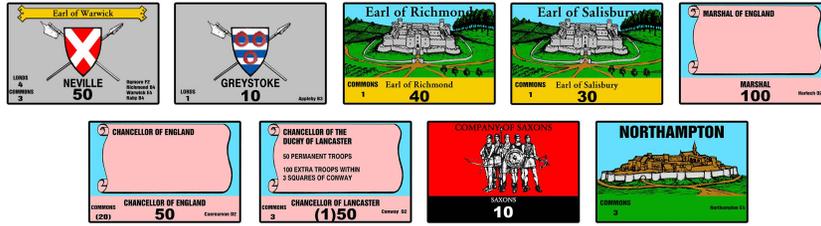
EXAMPLES OF PLAY

Crown Card Distribution

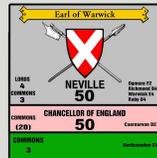
In a four player game, each player was dealt nine cards.

Player A

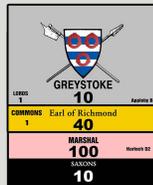
Deal



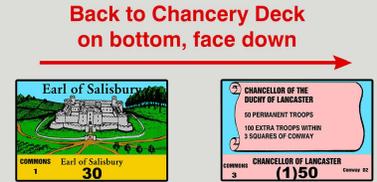
Result of Distribution



**Troop Strength
100**



Troop Strength 160

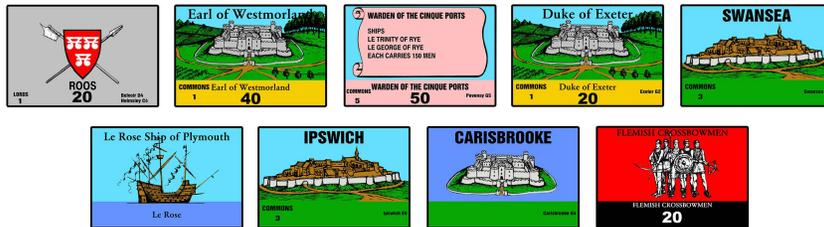


Back to Chancery Deck
on bottom, face down

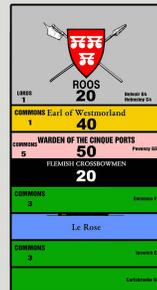
Player A separates and places in front of him his two Nobles, Neville and Greystoke. He has two titles but can only allocate one as Neville is already titled. He chooses to give the earl of Richmond, the more powerful office, to his untitled noble, Greystoke. The title, earl of Salisbury, must be placed,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

Player B

Deal



Result of Distribution



**Troop Strength
130**

Back to Chancery Deck
on bottom, face down



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

Player C

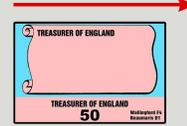
Deal



Result of Distribution

 HERBERT LORDS 1 COMMONS 1 Earl of Kent 30 CHAMBERLAIN OF CHESTER (2)50 COMMONS 3 Troop Strength 90	 HASTINGS LORDS 1 COMMONS 1 SCOTTISH BURGUNDIAN CROSSBOWMEN 20 30 Troop Strength 90	 SCROPE LORDS 1 COMMONS 1 Troop Strength 10
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Back to Chancery Deck on bottom, face down



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

Player D Deal

 BEAUFORT LORDS 3 COMMONS 2 30 Duke of Somerset	 FITZALAN LORDS 2 COMMONS 1 30 Earl of Arundel	 BOURCHIER LORDS 1 COMMONS 1 10 Earl of Worcester	 Earl of Worcester LORDS 1 COMMONS 1 30	 WARDEN OF THE NORTHERN MARSHES 50 PERMANENT TROOPS 100 EXTRA TROOPS NORTH OF THE RIVER TEESE COMMONS 2 (1)50
 NO PERMANENT FORCE 30 TROOPS NORTH OF THE RIVER TREET LORDS 2 (30) BISHOP OF CARLISLE	 LORDS 2 (30) BISHOP OF NORWICH	 Le Nicholas Ship of the London Le Nicholas	 LANCASTER COMMONS 2	

Result of Distribution

 BEAUFORT LORDS 3 COMMONS 2 30 Duke of Somerset	 BOURCHIER LORDS 1 COMMONS 1 10 Earl of Worcester Le Nicholas Troop Strength 40	 FITZALAN LORDS 2 COMMONS 1 30 Earl of Worcester WARDEN OF THE MARSHES (1)50 Troop Strength 80
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Player D has received two titled Nobles, one untitled Noble and, fortunately, one title. He cannot allocate the title to Beaufort or Fitzalan for they are already titled. But by allocating the earl of Worcester to Bourchier, Player D has available, three titled Nobles, all of whom are eligible to receive an office. With but one office and a mixed blessing at that (the Warden is the second most summoned office in the Event deck), Player D chooses to allocate it to Fitzalan, the least powerful of the three. The remaining Crown cards can be distributed in any manner. Player D allocates his two bishop cards to Beaufort, available for coronation, in case Beaufort should become first in line of succession. NOTE: All cards in the deal were either allocated to a Noble or placed in Chancery. No player can hold a card of the initial deal.

Movement

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

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

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

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

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

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

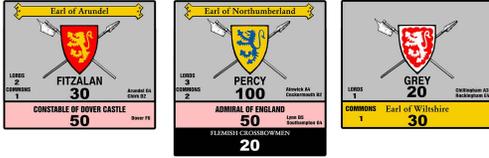
though, unfortunately, he had been killed in the process. Even so, Calais is considered captured and friendly to the faction. Neville is free to land and capture Richard, duke of Gloucester, who is still inside. At this point, Neville ends his move.

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

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

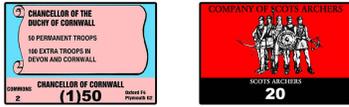
Combat

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



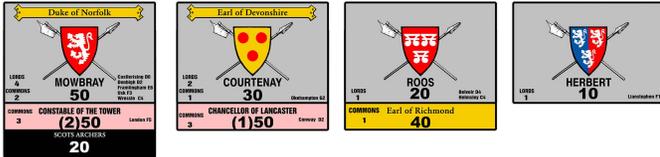
Troop Strength 80 Troop Strength 170 Troop Strength 50 Troop Strength 10

In his hand, Player B holds:



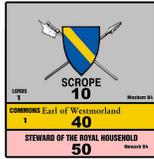
These cards have been drawn during the previous Crown Deck Phases but were retained in the owner's hand and, as of yet, have not been played.

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



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

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

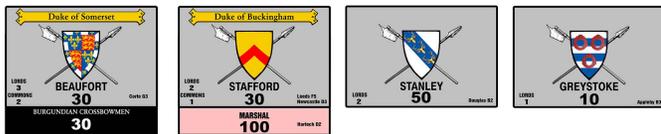


Troop Strength 100

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



Player C could have concentrated the whole force in Coventry but he preferred keeping the bulk of his force in the open away from the danger of plague. Player D, also, has a force occupying the Coventry square in the open.



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

In his hand, Player D holds:



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

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

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

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

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

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

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

royal heirs.

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

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

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

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

Parliament

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

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

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

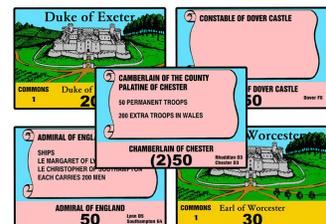
1. The Chancellor (Percy) must occupy a town, unfortified town or city (not a castle or Calais). By moving Percy from the coronation site, Salisbury, to the open town of Hereford, Player D has fulfilled this first requirement (although he could have remained in Salisbury, it being a legal Parliamentary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

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

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

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

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



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

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

Optional Parliament

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

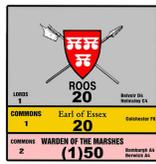
- Optional Parliament differs from the Basic Parliament only in the procedure of distributing Crown cards from Chancery. Both Parliaments are summoned in the same way.
- When determining votes, the senior Yorkist and the senior Lancastrian is defined as the 1st in succession of that house, in play, and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

Advanced Combat

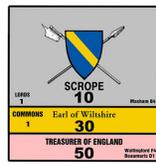
An attack has been announced by Player E against a force of Nobles in the open and under the control of Player F. Player E's Force



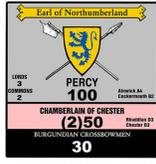
Combat Strength 10



Combat Strength 90



Combat Strength 90

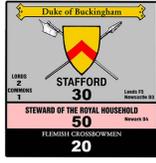


Combat Strength 180

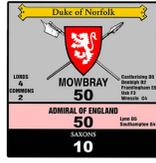


Combat Strength 130

Player F's Force



Combat Strength 100



Combat Strength 110

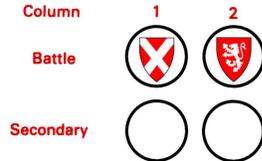


Combat Strength 120



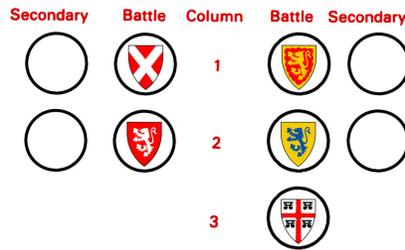
Combat Strength 60

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



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

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



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

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

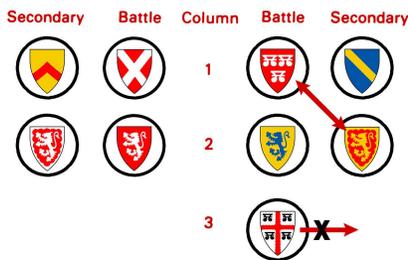
secondary line to the encounter in the same column that each occupy. Player F can and does add Stafford to Neville and Grey to Mowbray. He cannot have Stafford support Mowbray or Grey support Neville as neither occupy the same column as the encounter that they wish to join. Player E adds the two Nobles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

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

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

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

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



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

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

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

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

HISTORICAL NOTES

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

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

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

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

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

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

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

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

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

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

England had a few years of stable

Yorkist government under Edward before the architect of their victory, Warwick the 'Kingmaker,' quarrelled with his protegee. Together with the impressionable George, duke of Clarence, Edward's brother, Warwick staged a coup d'etat in 1469. It was relatively bloodless, with the chief victims being Edward's wife's relations who had been forming a formidable court faction which had threatened to exclude Warwick. But the coup had little support. Edward endured a few weeks "house arrest" before staging a successful counter-coup. Warwick fled abroad to gather strength for a military expedition. In France, and under the auspices of the French king, the arch-rivals Warwick and Queen Margaret formed an alliance against Edward. Their forces landed in England in September 1470, and Edward was forced to flee in turn to Burgundy. Henry VI, now completely imbecile, was taken from the Tower and 'Readapted' as King. Warwick, of course, was the real ruler.

Warwick was remarkably lenient with the Yorkists known to be loyal to Edward, and there were few executions. But the struggle in England had become part of a larger diplomatic battle between the European rivals, France and Burgundy; and Warwick was no match for the skills of their rulers, Louis XI and Charles the Bold. Edward with the aid of Charles returned to England, landing at Ravenspur (Ravenser) on March 14th 1471. Evading the stronger enemy forces, and joined by his treacherous brother, Clarence, he reached London on April 11th. From there he marched out to meet Warwick at Barnet. Edward's victory was decisive, and Warwick was killed. Without delay Edward marched west to meet the Lancastrian forces under Margaret which had landed from France on the day of Warwick's defeat. He caught them at Tewkesbury. The chief Lancastrian nobles, together with Edward, Prince of Wales, were killed and Margaret was taken prisoner. Henry VI was murdered in the Tower on Edward's return to London.

England now had twelve years of peace under the stable government of Edward IV. The direct descendants of the usurper Henry IV were by now all dead, and the Yorkist King had two sons to establish his dynasty. Clarence, still untrustworthy, was arrested and murdered. There was a hope and expectation that the political and military struggle was finally over. But there was to be a further period of war upon Edward's death.

The King died at a young age in April 1483, leaving as heir his son Edward, who was only 12 years-old. In the ensuing struggle for power during the minority, Richard, duke of Gloucester, Edward IV's trusted younger brother, finally emerged victorious over the faction of the Queen Mother. Richard had been effective ruler of much of the country during his brother's reign, but he now alienated by his tactics all but a few of his supporters. He successfully defeated a revolt by Stafford, duke of Buckingham, but was himself defeated and killed at the battle of Bosworth Field in August 1485 by Henry Tudor, earl of Richmond. Henry VII, whose claim to be the heir to the House of Lancaster derived from the Beauforts who had been excluded from the succession in 1397, succeeded in

uniting the country. He married Elizabeth of York, Edward IV's daughter, the sister of Edward's murdered sons. Discontented Yorkists tried to raise revolts in the name of the murdered princes and Clarence's son, who was actually a prisoner in the Tower, but by 1497 Henry was secure. The Wars of the Roses were at an end.

Biographies



AUDLEY—John, father and son. Father died in 1459 leading Lancastrian forces at Blore Heath. The same year his son was captured while attempting to win over the Calais garrison from Warwick. He then joined the Yorkists, and was later a member of Richard III's council.



BEAUFORT—Dukes of Somerset. Descendants of John of Gaunt in illegitimate line and expressly excluded from the succession when legitimised in 1397. Fanatical Lancastrians and enemies of York. *Edmund's* control of the government was the chief cause of Richard of York's disaffection which culminated in the battle of St. Albans I and Edmund's death (1455). *Henry*, Edmund's son, was victorious at Wakefield and St. Albans II. Pardoned by Edward IV in 1463, but once again took up arms with Margaret and was killed at Hexham in 1464. *Edmund*, Henry's brother, was killed in the Lancastrian defeat at Tewkesbury. Lady *Margaret*, sister of the first Edmund, was married first to Edmund Tudor, and had son, Henry, who defeated Richard III at Bosworth to become Henry VII. Married Henry Stafford, who raised unsuccessful revolt against Richard. Later married Lord Stanley.



BERKELEY—Family generally supported Lancastrians, but received favours from Edward IV and Henry Tudor.



BOURCHIER—Henry and Thomas, brothers. *Henry* had family connections with York and Lancaster, but was a loyal Yorkist, fighting with Warwick at Northampton and St. Albans II. Made Earl of Essex in 1461. *Thomas* became Archbishop of Canterbury in 1454. Tried to reconcile Margaret and Richard in 1458. Loyal to Edward IV and raised troops for him in 1471. Crowned both Edward and Richard III.



CLIFFORD—Thomas and John, father and son. *Thomas* was killed at St. Albans I. His son, *John*, demanded compensation for this death in 1458. In 1459 he supported the Yorkists, but fought against them at Wakefield the following year. He was killed at Towton.



COURTENAY—Earls of Devonshire. Early supporters of York. *Thomas* joined the Lancastrians and was executed by the Yorkists after Towton. His brother *Henry* was executed in 1466. Their brother *John* was killed at Tewkesbury. Their cousins succeeded to the title. One was killed at Tewkesbury, two others fought with Stafford against Richard III but escaped with Henry Tudor to fight with him at Bosworth.



CROMWELL—One of the leaders of the attack on Suffolk in 1449. Treasurer of England. Fell out with Warwick before his death in 1456.



FITZALAN—Earls of Arundel. *William* fought at St. Albans II with Warwick, who was his brother-in-law. His son married a sister of Elizabeth Woodville, Edward IV's queen. Both survived the wars.



GREY—*Edmund* fought for Henry VI until the battle of Northampton when his desertion to the Yorkists helped decide the battle (1460). Earl of Kent in 1465. Married a sister of Elizabeth Woodville. His son remained loyal to the Yorkists until the accession of Henry VII. Their cousins were the Greys of Groby; *John* was a Lancastrian who died at St. Albans II, and was the first husband of Elizabeth Woodville. His son, *Thomas*, fought for his step-father Edward IV at Tewkesbury, and was made Marquis of Dorset. Fled from Richard III after his brother *Richard* was executed, but was not trusted by Henry Tudor.



GREYSTOKE—Family supported the Lancastrians at the instigation of their powerful neighbours, the Percies, but the younger Lord G. went with Richard III to Bosworth Field. Like Percy, he survived the battle.



HASTINGS—William was a devoted Yorkist and acted for Edward IV when he fled from Warwick. Helped win Clarence back to his brother. Fought at Barnet and Tewkesbury. Judicially murdered by Richard III in 1483.



HERBERT—William, father and son. Father fought for Yorkists in Wales, but he and his brother were captured and killed by the Lancastrians in 1469. Son married another Woodville sister.



HOLLAND—Henry, duke of Exeter, was a descendent of Edward I and married Richard of York's daughter, but was a fanatical Lancastrian. After Towton he went with Margaret to Flanders. Reluctantly returned with Warwick and fought at Barnet, where he was wounded. He died two years later.



HOWARD—Related to the Mowbrays. John was a loyal Yorkist and was rewarded with the Norfolk dukedom in 1483. Killed at Bosworth.



MOWBRAY—John, duke of Norfolk. Early member of York's faction and married to Richard of York's niece. Swore allegiance to Lancaster in 1459, but again fought with the Yorkists in 1460 and 1461.



NEVILLE—*Richard*, earl of Salisbury, leader of Yorkist faction in early years, and was brother-in-law to Richard of York, the Duke of Norfolk, and Duke of Buckingham (Stafford). Captured and killed after Wakefield. His son *Richard*, earl of Warwick, the 'Kingmaker,' was York's closest collaborator and the architect of Edward IV's victory. Married his daughter to Clarence. Killed at Barnet in 1471. His brother, *John*, Lord Montagu, was a loyal Yorkist until 1469, when he quarrelled with Edward. He joined his brother and was killed at Barnet. His brother, *George*, was Archbishop of York in 1465. His brother *William*, Lord Fauconberg, was made Earl of Kent in 1460. He played a prominent part at Towton. Died in 1463. His bastard son, *Thomas*, took part in his uncle's activities in 1471, unsuccessfully attacked London and was executed by Edward IV.



PERCY—Earls of Northumberland. Enemies of the Nevilles, their rivals as the premier family in England. *Henry*, second Earl, died at St. Albans I. His son, *Henry*, third Earl, also died fighting for the Lancastrians at Towton. *Henry*, fourth Earl, his son, was imprisoned by Edward, but eventually pardoned. Befriended by Richard III but betrayed him at Bosworth, an action which resulted in his being killed by the Yorkshire peasantry in 1489. *Ralph*, another son of the second Earl, died fighting for the Lancastrians at Hedgely Moor in 1464.



POLE—Dukes of Suffolk. *William* was the implacable enemy of Richard of York, and dominant figure in the Council until his arrest in 1450. On intimate terms with Margaret of Anjou, whose marriage to Henry VI he had arranged. Murdered on the way to exile in 1450. His son *John*, supported the Yorkists and fought at St. Albans II. He married Edward IV's sister. Supported Richard III but accepted Henry VII after Bosworth. His son, *John*, earl of Lincoln, remained loyal to Richard III, who had declared him his heir (he was R's nephew). Defeated and killed at Stoke in 1487 fighting against Henry VII.



ROOS—Loyal to the Lancastrians. Thomas was executed after the defeat at Hexham.



SCROPE—Fought for the Yorkists.



STAFFORD—Dukes of Buckingham. *Humphrey* tried to reconcile Margaret and Richard, but was killed at Northampton on the Lancastrian side. His cousin, also *Humphrey*, was made Earl of Devon. He fought for the Yorkists at Towton, but failed Edward in 1469 and was executed. *Henry*, grandson of the first *Humphrey*, was a supporter of Richard III, but rebelled against him in 1483 in favour of Henry Tudor, whose mother he had married. He was captured and executed.



STANLEY—Thomas fought for the Lancastrians at Northampton, but survived to serve Edward IV loyally until 1470, when he supported Warwick. Again became loyal Yorkist after Barnet and rewarded by Edward. Imprisoned by Richard III, but released. Married Henry Tudor's mother as his second wife (his first had been Warwick's sister) and betrayed Richard at Bosworth. His brother *William* supported York, but betrayed Richard at Bosworth.



TALBOT—Earls of Shrewsbury. John, 1st Earl, was a famous general during the Hundred Years War who died in 1453 in the battle of Castillon. His son, *John*, was a staunch Lancastrian. Treasurer of England from 1456 to 1458. Killed with his brother at Northampton. His son, *John*, the 3rd Earl, died in service of Edward IV. *George*, the 4th Earl, sided with Henry VII. Fought in the battle of Stoke (1487).

CLARIFICATIONS

The turn length is not constant. Each round has no defined time span. This explains why a piece summoned by a "Raid and Revolt" card can be moved *immediately* (i.e., picked up bodily from one place and put down in another). Mowbray and Neville may still be besieging Corfe, which is where they were left at the end of Player A's move, but Percy, who was part of that force, has left them and marched north to defend the borders from the Scots by the time player B starts his move. Six weeks may have passed. But if the Raid and Revolt card only entailed a small distance, then you could assume it was a matter of days. Time is flexible. The "Free Move" cards borrow from this concept also although they're more likely to be considered a favorable wind or a forced march.

Keeping this in mind, the summons and movement rulings for Parliament are more easily understood. Since the time required for a Parliamentary turn is assumed to be fairly long, any noble on the board may be summoned from anywhere including aboard ship or on an island. The only exceptions involve nobles who are unable to move to Parliament (i.e., on an island or Calais without a ship to transport them, or "under siege"). Even a noble on an island or Calais without a ship could attend if another player is willing to loan one of his vessels. Being allowed unlimited movement during the Parliament period, ships have the privilege of landing at any port where they could normally land.

Nobles have a dual role. They represent not only themselves, but as head of the family, all their descendants. If the head is killed, the power reverts to the next in line. A noble can be killed many times and still reappear in the game since it is a new head of the family being represented. He can have two or more bishoprics awarded to him since they would actually go to relatives.

ERRATA

Make the following notations in your rules:

Page 3 under "Battle": there are *five* steps to resolve combat, not six.

Page 9 under "Optional Victory Conditions": modify the first sentence to read: "(half the total vote plus one, i.e. 79 votes) . . ."

QUESTIONS

Q. Can more than one Noble be sent on a commission?
A. Yes. The restriction of one card per noble refers to nobles being named on the Raid and Revolt card and not to the number of nobles who are being substituted for that noble.

Q. Are city votes considered town votes for determining most votes in Parliament?
A. Yes.

Q. When Parliament is called because there is no sole crowned King, who is considered to have called Parliament for purposes of proposing Titles, Offices and Bishoprics?
A. The Chancellor if attending (he also gets the King's 20 votes unless Henry is the sole King), otherwise the next in order of distribution. See Optional Parliament, rule 4.

Q. In the Advanced Game, what happens to Richard of Gloucester if Calais is captured by the French?
A. He is expelled into the open and may be captured by the first Noble to land on the Continent.

Q. Does the King get town votes for being the head of his Royal House in addition to the 20 votes for King in the House of Commons?
A. Yes.

Q. What happens when the advanced Event card "Parliament Must Be Summoned" is drawn?
A. The player who drew the card must choose any legal town or city as the Parliamentary site. Nobody is required to attend in which case there is no Parliament. If at least

one noble chooses to attend, Parliament is in session. Parliament runs as explained in the Optional Parliament, page 8 of the rules manual. If the Chancellor is not in attendance, the player controlling the greatest number of votes in both Houses has first opportunity to distribute the Chancery. Upon conclusion of Parliament, the player may continue his turn.

Q. In ambush attacks, do you use both rows of the "Nobles Killed" Table for each ambush, one for the selected piece and the other for the rest?
A. No. The ambushing player chooses which type of ambush he wishes to make. He cannot do both.

Q. Can a noble aboard a ship be commissioned by a Writ?
A. No.

Q. What happens to mercenaries at sea if told to go home by an Event card?
A. They ignore the card.

Q. What is the difference between the terms "majority" and "most" in the Parliament rules?
A. "Most" is a majority of the votes that are actually cast. "Majority" is half the total votes in the Commons plus one, or 79 votes.

Q. Does "Plague Calais" have the same effect as an ordinary plague?
A. Yes, except that it is used in the Advanced Game only. A plague only affects the town or city named on the card and never the square in which it is located.

Q. Must ships at sea with passengers which are summoned to port by a Raid and Revolt card go?
A. Yes, unless the noble who is called in association with the ships is also at sea.

Q. Do Shrewsbury and London block their respective roads?
A. Yes; they control all roads leading into their squares.

Q. Please define a noble's capabilities in alliance.
A. Refer to the rule on Page 9: "Important: No Counter (noble, Royal heir, or Ship) can ever move or attack in more than one round in a turn." A noble who moves and/or attacks in his turn cannot do either in another player's turn in the same round, even if there has been an alliance formed in the interim. A noble can defend in his turn, then ally and defend again with the allied noble(s) in another turn of the same round. The alliance must be made before the attack is resolved in order for the alliance to apply in defense. In subsequent rounds, the Allied nobles can move and attack together by choosing subsequent rounds, the Allied nobles can move and attack together by choosing one overall commander for each group operating together. A commander is not needed for allied nobles to defend together. It is not necessary to choose an overall commander when making an alliance. It is necessary to do so if any of the Allied nobles are to move and attack together (not defend). A commander, once chosen, can only be voluntarily changed if all the nobles to operate under the commander are present in the same square.

Q. From which sea squares do you enter Port?
A. Consider each coastal sea square as a four-sided figure of which one or more sides are coast. A port that is located along that section of coast can only be entered from that sea square. Therefore the same section of coast cannot form the side of more than one coastal sea square. The sea square whose coastal border is closest to the anchor symbol of the port in question is the correct square. There are two exceptions. Calais borders the sea square at 110 and Pevensy borders the sea square at J8. Note above the letter "R" of Rochester that there is a blue line breaking the Thames Estuary to London that divides the sea lane into two squares. It takes a complete move of five squares to move out of the port of Calster into the port of London.

Q. Is an attacking force immune to capture if it attacks?
A. No. If a force of 50 attacks a force of 100 in battle and a majority, 5 to 4, 3 to 2, or 2 to 1 result is chosen, the defender wins the battle and captures the attacking force.

Q. What constitutes England?
A. All land masses and islands except the Continent, Calais, Scotland, and Ireland are part of England.

Q. Who can be forcibly summoned to Parliament by a Writ?
A. Any noble on land or sea as well as on the mainland can be summoned. Passengers at sea can only ignore "Raid and Revolt" and "Embassy" cards. A noble "under siege" or on an island without a ship cannot respond to a "Writ". A ship can be loaned, voluntarily or involuntarily, to bring the noble to Parliament only if that ship has not moved at any time previously during the round. A noble in refuge on the Continent or in Scotland (See optional Event cards on facing page) cannot be summoned by "Writ" whether a ship is available or not.

Q. Do nobles in a fortified city or town have to be in the town or city (i.e. ignore "Plague") to attend?
A. No. Any nobles in the friendly faction may enter through.

Q. What happens to ships carrying passengers which are forced into an unfriendly or neutral port when a siege cannot be conducted or is unsuccessful?
A. The passengers end the turn in the square in the open, but the ship(s) must remain in the port until the port becomes friendly.

VARIATIONS

If you find your *KINGMAKER* games becoming boring from repeated play try the following optional Event cards. These cards are available for separate mail order purchase along with blank cards for variant events of your own design. Consult the latest Parts List for ordering information.

TREACHERY: 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; calling for the removal of one, two, or three Crown cards. Only one or two of these of your choice should be shuffled into the Event deck at the start of play.

GALES AT SEA: When this card is drawn, all ships currently at sea are sunk and all Nobles and Royal heirs aboard are lost. The ship cards are returned to the Crown deck and their ships removed from the board. The ships of the Warden and the Admiral are not removed, but placed in their home port (listed on the card). The Warden and Admiral cards are not lost. All Nobles aboard 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 should be placed in the Event deck.

REFUGE: 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. The card lists 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; offering refuge for three, five, and seven turns. Any number of each may be placed in the Event deck at the player's 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 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. As an additional function of the Refuge card, 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 Treasure 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 on the Continent) or to capture a Royal heir. They must leave the next turn after the siege, battle, or capture has been resolved. The force can and must leave whether they control the port or not. A ship cannot voluntarily enter a refuge port due to storms at sea unless it is the only "closest" port. 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).

VASCILLATING ALLEGIANCE: 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 in that turn. The noble affected must be determined randomly by having an opposing player choose one unknownst to himself from the owners hand. Thereafter the noble cards are returned to their awards.

If the card is drawn while determining the result of combat, one of the nobles of the weaker of the two factions 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 using the table below. A noble who is to return home must immediately be placed on one of his home castles if friendly, or the closest friendly town, city or castle if unfriendly. 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.

	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 Noble 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.

CATASTROPHE: 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 only 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. Garrisons are not affected. Titled nobles 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; lasting one, two, and three turns. 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. Restrict use of the Catastrophe cards to one or two of the players' choice per deck.

ROYAL DEATH: 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. Place only one of these cards in the Event deck.

DICE	BASIC GAME	ADVANCED GAME
ROLL		
2.	George of Clarence	Edmund of Rutland
3.	Richard of Gloucester	Richard of Gloucester
4.	Richard of Gloucester	Edmund of Rutland
5.	George of Clarence	Margaret of Anjou
6.	Edward of Clarence	Richard of York
7.	Henry VI	Henry VI
8.	Margaret of Anjou	Edward of March
9.	Edward of March	George of Clarence
10.	Richard of York	Edward of Lancaster
11.	Richard of York	Richard of Gloucester
12.	Edward of March	Edward of Lancaster

The effect of all these optional Event cards are ignored (except Vacillating Allegiance) if they are drawn during combat resolution. All cards, once their effect is over, 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, use the Advanced Nobles Killed table to determine the nobles killed. The battle odds should be distributed evenly among the cards; e.g. if you add ten new Event cards to the deck, two should have a 4-1 majority, two should have a 3-1 majority, etc. Vacillating Noble and Refuge cards should not have any combat result printed on the cards.

QUESTIONS:

We regret that we cannot answer game questions by phone. However, we will try to answer all reasonable queries by mail provided you observe the following requests:

1. All questions must be accompanied by a stamped, self-addressed envelope bearing uncanceled U. S. postage sufficient for first class mail. Foreigners unable to secure U.S. postage may purchase an International Reply Coupon sufficient for return postage from their local Post Office. Questions cannot be returned inside other ordered merchandise—keep your questions separate from orders.
2. Do not ask questions for more than one game. If your letter has to go from one designer to another, the chances of it being lost or delayed are greatly increased.
3. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine; *THE GENERAL*. Purchase of the recommended special feature issue of *THE GENERAL* covering that game is recommended.
4. Do not quote map references. You must provide us with a diagram of any question requiring reference to the board.
5. Do not ask us to rewrite a rule for you or to explain it in other terms. We cannot take the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a Yes/No format and refer to the proper rule numbers when posing a question.
6. Please take the time to see if you can answer your own questions. Most questions we receive are clearly answered in the rules. When writing to us, pose your questions carefully—most that we receive are so ambiguously worded that it is impossible to give a precise answer.

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 KINGMAKER 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.

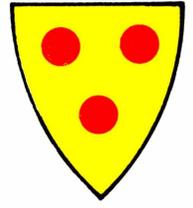
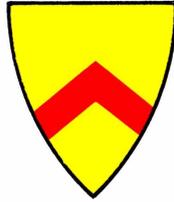
Here are some points to remember. The effect of these new Event cards are ignored (except "Vacillating Allegiance") if they are drawn during combat resolution. Once their effect is over, all cards except "Royal Death" are returned to the Discard Pile. All cards which are returned at the same time to 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.

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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	Die Range = Location
King Henry VI	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 = Bamburgh
Richard of York	1-3 = York, 4-5 = Fotheringhay, 6 = Shrewsbury
Edward of March	1-2 = Harlech, 3-4 = Plymouth, 5-6 = Carisbrooke
Edmund of Rutland	1-2 = Ireland, 3-4 = Baumaris, 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

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:

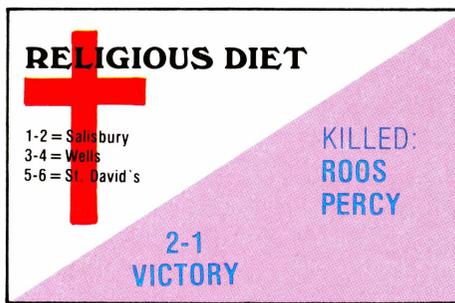


PLAGUE IN DUBLIN (1): This card is only necessary if the above optional rules adding that city are used.



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.

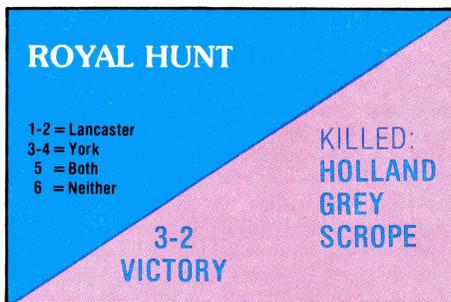


EXCOMMUNICATION (1): The faction drawing the card has ran afoul of His Eminence, and is declared Excommunicate and Damned. All religious offices and town cards held by that faction are removed and returned to the Crown Deck. As long as the faction remains Excommunicate, any religious offices or town 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.

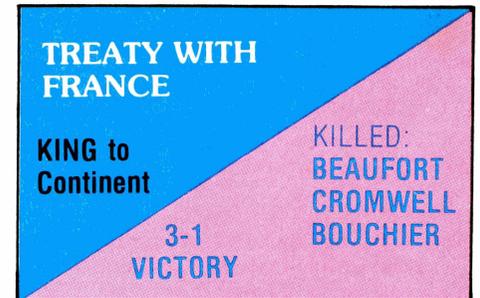


ROYAL HUNT (1): The King is seized with the desire to go a hunting and is immediately moved to the forest square containing half of the small town of Rotherham (one square west of Audley's Tickhill Castle). If there are two Kings in play, roll one die: 1-2 = Lancastrian King goes, 3-4 = Yorkist King 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.

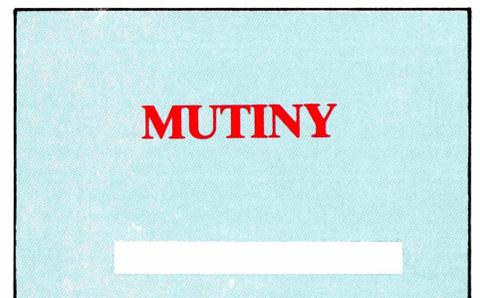


TREATY WITH FRANCE (1): The sole King is moved immediately to the Continent. As soon as this is done, a treaty with France is in effect. The card is laid aside in plain view to indicate this. As long as the treaty is in effect, Calais as an English city is inviolable by the "French Siege" card, and this 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

1-2 = One Turn
3-4 = Two Turns
5-6 = Three Turns

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

BAD WEATHER DELAYS ATTACK

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

Marshal to Continent
Captain of Calais to Calais
Admiral to Continent
with 2 Ships

KILLED:
COURTNEY
HOWARD
FITZALAN
POLE
HERBERT

5-4
VICTORY

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

PERCY to Cockerhmouth/Alnwick
GREY to Chillingham
NEVILLE to Raby
Warden to Bamburgh/Berwick
Bishop to Carlisle
Bishop to Durham
Marshal to Cheviots
Lord of Newcastle to Newcastle

KILLED:
NEVILLE
PERCY
HOWARD

4-1
VICTORY

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 Cockerhmouth 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

Last Noble, Next Card

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.

TABLE OF ODDS

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

*Advanced Game only

HOW TO USE THE TABLE

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

EXAMPLE:

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

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

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

USE THIS TABLE WHEN PLAYING WITH THE NEW, 3-SECTION MAPBOARD, ONLY. When playing with the 2-section mapboard, refer only to the Grid Location Table dated. "Copyright 1976."

GRID LOCATION TABLE

NAME	CODE	DESCRIPTION	NAME	CODE	DESCRIPTION
Abingdon	H-6	Unfortified town	Lichfield	F-5	Unfortified town
Alnwick	A-6	Castle	Lincoln	E-7	Town, Cathedral
Appleby	B-5	Castle	Llanstephan	H-2	Castle
Arundel	J-7	Castle	London	H-7	City, Cathedral, Port
Ashby	F-6	Unfortified town	Ludlow	G-4	Castle
Bamburgh	A-6	Royal Castle, Port	Lynn	F-8	Town, Port
Barnet	H-7	Unfortified town	Maldon	H-8	Unfortified town, Port
Bath	I-5	Unfortified town	Masham	C-6	Castle
Beaumaris	E-2	Royal Castle, Island, Port	Milford Haven	H-2	Unfortified town, Port
Belvoir	F-6	Castle	Newark	E-6	Town
Berkeley	H-4	Castle	Newbury	H-6	Unfortified town
Berwick	A-5	Town, Port	Newcastle Castle	E-5	Castle
Beverly	D-7	Unfortified town	Newcastle Town	B-6	Town
Blackheath	H-8	Unfortified town	Northampton	G-6	Town
Bodmin	J-2	Unfortified town	Norwich	F-9	City, Cathedral
Boston	F-8	Unfortified town, Port	Nottingham	F-6	Town
Brecon	G-4	Unfortified town	Ogmore	H-3	Castle
Bristol	I-4	City, Port	Okehampton	J-3	Castle
Burton	F-6	Unfortified town	Oxford	H-6	Town
Bury (St. Edmonds)	G-8	Unfortified town	Penzance	K-1	Unfortified town, Port
Caernarvon	E-3	Royal Castle, Port	Pevensy	J-8	Royal Castle, Port
Caister	F-9	Unfortified town, Port	Pleshy	H-8	Castle
Calais	J-10	Town, Port, Square	Plymouth	J-3	Town, Port
Canterbury	I-9	Town, Cathedral	Preston	D-4	Unfortified town, Port
Cardiff	H-4	Unfortified town, Port	Raby	B-6	Castle
Cardigan	G-2	Open Town	Ravenser	D-7	Unfortified town, Port
Carisbrooke	J-6	Royal Castle, Port	Rhuddlan	E-4	Royal Castle
Carlisle	B-4	Town, Cathedral	Richmond	C-5	Castle
Castle Rising	F-8	Castle	Rochester	I-8	Unfortified town, Port
Chester	E-4	Town, Cathedral	Rockingham	F-6	Castle
Cheviots	A-5	Range of Hills	Rotherham	E-6	Unfortified town
Chichester	J-6	Unfortified town, Port	Royston	G-7	Unfortified town
Chillingham	A-5	Castle	Rye	J-9	Unfortified town, Port
Chirk	F-4	Castle	Sandal	D-6	Castle
Cockermouth	B-4	Castle	Salisbury	I-5	Unfortified town, Cathedral
Colchester	H-9	Town, Port	Scotland	A-3	North of Cheviots
Compton	J-3	Castle	Shrewsbury	F-4	Town
Conisborough	D-6	Castle	Southampton	I-6	Town, Port
Continent	K-10	Foreign areas of Europe, Port	St. Albans	H-7	Unfortified town
Conway	E-3	Royal Castle	St. Davids	G-2	Unfortified town, Cathedral
Corfe	J-5	Castle, Port	Stokestay	F-4	Castle
Coventry	G-5	Town, Cathedral	Swansea	H-3	Town, Port
Dartmouth	K-3	Unfortified town, Port	Tattershall	F-7	Castle
Daventry	G-6	Unfortified town	Taunton	I-4	Unfortified town
Denbigh	F-4	Castle	Tees	C-5	River
Devon and Cornwall	J-2	Two Southeastern Counties	Trent	D-7	River
Douglas	C-3	Castle, Port, Island	Tewkesburg	F-5	Unfortified town
Dover	I-9	Royal Castle, Port	Thetford	F-8	Unfortified town
Durham	B-6	Town, Cathedral	Tickhill	E-6	Castle
Eccleshall	F-5	Unfortified town	Towton	D-6	Unfortified town
Exeter	J-3	Town, Cathedral, Port	Tutburg	F-5	Castle
Farnham	I-7	Castle	Usk	H-4	Castle
Fotheringhay	G-7	Royal Castle	Wales	E-4 F-4 G-4 H-4	Recently independent, now part of England
Framlingham	G-9	Castle	Wakefield	D-6	Unfortified town
Grantham	F-7	Unfortified town	Wallingford	H-6	Royal Castle
Harlech	F-3	Royal Castle	Warwick	G-5	Castle
Helmsley	C-6	Castle	Wells	I-4	Unfortified town, Cathedral
Hereford	G-4	Open Town	Weymouth	J-5	Unfortified town, Port
Ipswich	G-9	Town, Port	Whitby	C-7	Unfortified town, Port
Ireland	A-1	Tip of Ireland, Port	Wingfield	G-8	Castle
Kingston	D-7	Open Town, Port	Windsor	I-7	Royal Castle
Kenilworth	G-5	Royal Castle	Wressle	D-7	Castle
Kimbolton	G-7	Castle	York	D-7	City, Cathedral
Lancaster	C-4	Town			
Leeds	I-8	Castle			
Leicester	F-6	Town			