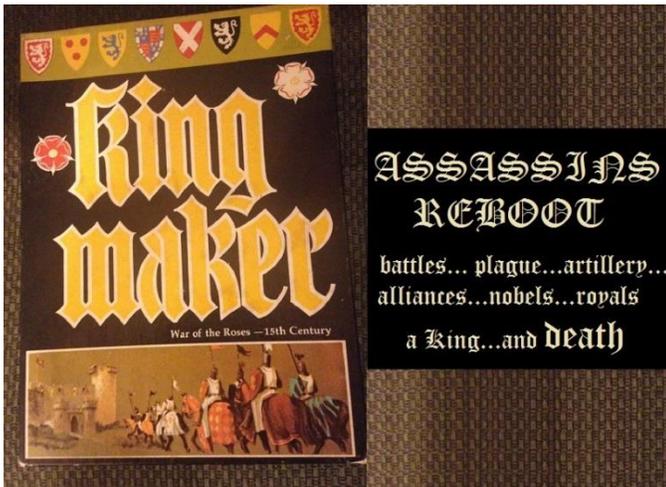


KINGMAKER

“ASSASSIN’S REBOOT”



ANYONE FAMILIAR WITH THIS GAME KNOWS THE EXTREME TEDIUM THAT RESULTS FROM FOLLOWING THE OFFICIAL RULES. THIS VERSION REMAINS NO LESS COMPLICATED BUT REPLACES THE WEARISOME ASPECTS (PARTICULARLY THE MOVEMENT OF NOBLES TO SPECIFIC TOWNS) WITH LAND AND SEA-BASED WARFARE AMONG FACTIONS AND AN INTRIGUING END-GAME REQUIRING ASSASSINATION OF THE KING. SOME HISTORICAL SIGNIFICANCE MAY BE LOST; BUT THE GAME PLAY ATTEMPTS TO REMAIN TRUE TO PHYSICAL REALITY AND THE PERIOD. IF INCONSISTENCIES ARISE, CHOOSE THE LEAST FANTASTICAL OUTCOME, AND PLEASE BE LENIENT AS I WROTE THE ENTIRE THING ON MY IPHONE ACROSS 18 HOURS OF FLIGHTS (AND I HAVE THE SORE THUMBS TO PROVE IT).

HIGHLIGHTS:

- 7 TOWNS WILL HOUSE 7 ROYAL HEIRS
- 4 FACTIONS MAX PER PLAYER, LED BY A NOBLE WILL BATTLE FOR THE CROWN
- FACTIONS WILL TRAVEL VIA LAND OR SHIP
- RANDOM PLAGUES WILL WIPE OUT TOWNS AND ANY HOUSED ROYALS
- BATTLES WILL WAGE BETWEEN LAND AND SEA FACTIONS
- SHIPS WILL ENGAGE IN ARTILLERY BARRAGE
- PARLIAMENT WILL BE CALLED AND PROPERTY BESTOWED
- ASSASSINS WILL INFILTRATE THE KING’S GARRISON
- THE KING WILL BE ASSASSINATED
- ONE ROYAL HOUSE (LANCASTER OR YORK) WILL PREVAIL

PREP:

TOWN CARD REMOVAL:

- A. SEPARATE OUT THE FOLLOWING (7) TOWN CARDS FROM THE CROWN DECK AND PLACE THEM FACEUP IN A NEUTRAL AREA NEAR THE BOARD:

- I. SHREWSBURG, BRISTOL, NEWCASTLE, NOTTINGHAM, LANCASTER, NORTHAMPTON, SWANSEA.
- B. THESE (7) TOWNS WILL EACH HOUSE (1) HEIR THROUGHOUT THE GAME.
- C. REMOVE ALL OTHER TOWN CARDS PERMANENTLY FROM PLAY.

EVENT CARD REMOVAL:

- A. PLAGUE CARDS:
 - I. SEPARATE OUT ALL OF THE PLAGUE EVENT CARDS.
 - II. KEEP (8) PLAGUE CARDS: ONE FOR EACH OF THE (7) TOWNS ABOVE AND (1) FOR LONDON.
 - III. REMOVE ALL OTHER PLAGUE CARDS PERMANENTLY FROM PLAY.
- B. REVOLT CARDS:
 - I. REMOVE ALL REVOLT/RAID/PIRACY CARDS (ALL CARDS WITH HALF PEA-GREEN AND HALF PINK) *PERMANENTLY* FROM PLAY. THESE CARDS FORCE NOBLES TO MOVE LOCATIONS AND WILL NOT BE USED.
- C. DECK
 - I. ADD IN AND SHUFFLE THE (8) PLAGUE CARDS WITH ALL REMAINING EVENT CARDS (“WHIT”, “FREE MOVE”, “PARLIAMENT”, “MERC GO HOME”, “EMBASSY”, AND “PLAGUE”)
 - II. PLACE ON THE “EVENT DECK” ON THE BOARD.

THESE ARE THE EVENT CARDS YOU WILL USE:



ALL OTHER EVENT CARDS CAN BE BURNED FORTHWITH.

PLACEMENT OF THE ROYAL NAVY:

- A. SEPARATE OUT THE FOLLOWING (5) SHIP CROWN CARDS AND PLACE NEXT TO THE (7) TOWN CARDS IN A NEUTRAL AREA NEAR THE BOARD:
 - III. LE MICHAEL SHIP OF BRISTOL
 - IV. LE LUCAS SHIP OF WHITBY
 - V. LE NICHOLAS SHIP OF THE TOWER LONDON
 - VI. LE ROSE SHIP OF PLYMOUTH
 - VII. LE SWAN SHIP OF BERWICK
- B. PLACE THE ASSOCIATED (5) SHIP MARKERS ON THEIR DESIGNATED PORT ON THE BOARD.

ROYAL NAVY RESERVES:

THE CROWN DECK INCLUDES (2) OFFICE CARDS THAT CAN ADD (2) ASSOCIATED SHIPS OF EXTRA NAVAL FIREPOWER TO A SEA-FARING FACTION. LEAVE THESE CARDS SHUFFLED IN TO THE CROWN DECK:

- I. WARDEN OF THE CINQUE PORTS
- II. ADMIRAL OF ENGLAND

PLACE THE (4) ASSOCIATED SHIPS IN THEIR DESIGNATED PORT AS FOLLOWS:

- I. LE TRINITY OF RYE
- II. LE GEORGE OF RYE
- III. LE MARGARET OF LYNN
- IV. LE CHRISTOPHER OF SOUTHAMPTON

PLACEMENT OF HEIRS:

- A. PLACE AN HEIR MARKER ON EACH TOWN CARD RANDOMLY.
- B. ON THE BOARD, PLACE A YELLOW MARKER ON EACH CASTLE HOUSING ONE OF THE (4) YELLOW HEIRS (LANCASTER), AND A WHITE MARKER ON EACH TOWN HOUSING ONE OF THE (3) WHITE HEIRS (YORK).

PLACEMENT OF THE KING:

- A. FIND A KING MARKER OF SOME SORT (A CHESS KING WORKS WONDERFULLY) AND PLACE IT IN LONDON. *IRONICALLY, THE KINGMAKER GAME DID NOT INCLUDE A KING.*
- B. FIND SEVERAL PEA-GREEN "ROPE" MARKERS AND PLACE IN THE NEUTRAL AREA NEAR THE BOARD. THESE WILL LATER DESIGNATE A NOBLE HIDING IN SECRECY IN THE KING'S GARRISON.

DEAL:

- A. DEAL OUT (36) CROWN CARDS EVENLY TO EACH PLAYER (2-4 PLAYERS)
- B. DEAL (7) CROWN CARDS TO THE CHANCERY (LEFT TOP)
- C. PLACE THE REMAINING CROWN CARDS ON THE BOARD IN THEIR DESIGNATED LOCATION.

DECLARATION OF NOBLE FACTIONS:

1. COMMANDER NOBLES: ALL PLAYERS FIND THEIR (4) HIGHEST RANKED NOBLES FROM THEIR HAND AND TURN THEM FACE UP.
 - A. IF A PLAYER HOLDS LESS THAN (4) NOBLES THEN CREATE FACTIONS FOR EACH NOBLE IN POSSESSION.
 - B. ALL PLAYERS MUST OWN AT LEAST (1) NOBEL TO BEGIN THE GAME. IF A PLAYER HOLDS ZERO NOBLES THEN DRAW FROM THE CROWN DECK UNTIL A NOBLE IS DRAWN. REPLACE ONE CARD AT RANDOM FROM THE PLAYER'S HAND AND SHUFFLE ALL NON-NOBLE CARDS THAT WERE DRAWN BACK IN TO THE CROWN DECK.
2. PLACE ALL NOBLE MARKERS ON THE BOARD ON THE MATCHING CREST.
3. ALL PLAYERS SECRETLY CREATE THEIR FACEDOWN FACTIONS FOR EACH NOBLE USING ALL OF THEIR REMAINING RESOURCE CARDS (TITLES, OFFICES, ARCHBISHOPS, MERCENARIES, ETC.) BESTOWED IN ANY MANNER. *(STRATEGY DEFINITELY APPLIES HERE)*

AFTER DECLARING FACTIONS THE BOARD LOOKS LIKE BELOW:



CARD MANAGEMENT:

PLACE ALL UPTURNED COMMANDING NOBLES IN A VERTICAL COLUMN IN FRONT OF EACH PLAYER. ANY TITLES ARE (ALWAYS) TURNED FACEUP AND PLACED JUST UNDER THE COMMANDING NOBLE (IN CASCADING FASHION SUCH THAT THE STRENGTH FOR EACH TITLE CARD CAN BE SEEN). ALL FACTION CARDS ARE PLACED TO THE RIGHT OF THE COMMANDING NOBLE FACEDOWN IN A SINGLE PILE. ANY CAPTURED TOWN OR SHIP CARD IS PLACED TO THE LEFT OF THE COMMANDING NOBLE UNTIL LOST OR ABANDONED. ANY UNCLAIMED TOWN OR SHIP SITS IN A NEUTRAL AREA NEAR THE BOARD.

**FOR THE OBSERVANT, THE BOARD ABOVE DOES NOT YET HAVE THE KING PLACED IN LONDON.*

GAME PLAY & STRATEGY

BIRTHRIGHT TITLE (LISTED ON THE NOBLE'S CARD) CANNOT ENTER THE KING'S GARRISON.

HEIRS & TOWNS:

TWO HOUSES OF ROYAL HEIRS EXIST: LANCASTER (4 YELLOW) AND YORK (3 WHITE). THE LOCATION OF EACH HEIR AND STARTING LOCATION OF EACH NOBLE FACTION DRAMATICALLY IMPACTS THE GAME STRATEGY FROM THE VERY FIRST MOVE.

THROUGHOUT THE GAME THE HEIR MARKER ON TOP OF EACH TOWN CARD ALWAYS INDICATES THE LOCATION OF EACH HEIR. THE *NAMED* HEIR MARKER WILL SIT ON TOP OF THE TOWN CARD, AND THE ASSOCIATED COLORED MARKER WILL SIT ON THE BOARD. A HEIR ATOP A TOWN CARD MAY EITHER BE UNCAPTURED IN THE NEUTRAL AREA OR CAPTURED BY A FACTION.

WHEN CAPTURED, THE TOWN CARD AND ACCOMPANYING HEIR MARKER SIT TO THE LEFT OF THE COMMANDING NOBLE. ALSO, IF THE CAPTURED TOWN HAS BUILT UP ONE OR MORE CHANCERY CARDS DUE TO PARLIAMENT, THE CAPTURING PLAYER ADDS THOSE CARDS TO THEIR CAPTURING FACTION.

IF THE TOWN IS LATER ABANDONED THEN MOVE THE TOWN CARD WITH THE ACCOMPANYING HEIR MARKER BACK TO THE NEUTRAL AREA. HEIRS NORMALLY DO NOT TRAVEL AND ALWAYS STAY IN THEIR ORIGINAL TOWN UNTIL KILLED BY PLAGUE. THE ONLY SITUATION WHERE HEIRS CAN TRAVEL IS WHEN THE KING DIES DUE TO PLAGUE IN LONDON. THEN CHAOS ENSUES AND THE HOLDER OF ALL HEIRS WINS THE GAME. (SEE KING AND ENDGAME)

DEATH & DESTRUCTION:

HEIRS CAN DIE BY PLAGUE OR BY SUCCESSFUL ASSASSINATION (WITH A KING'S PARDON) EXPLAINED LATER. TOWNS CAN BE WIPED OUT BY PLAGUE OR BURNED TO THE GROUND IN BATTLE. SHIPS CAN BE SUNK IN BATTLE. NOBLES CAN DIE BY PLAGUE AND IN COMBAT. DEAD HEIRS, DEAD NOBLES, DESTROYED TOWNS, AND SUNK SHIPS ARE REMOVED FROM PLAY. ARMIES CAN BE LOST IN COMBAT (OFFICES, MERCENARIES, ARCHBISHOPS, AND TITLES) BUT DO NOT DIE AND RETURN TO CHANCERY.

TITLED & UNTITLED NOBLES:

THE DISTINCTION BETWEEN TITLED AND UNTITLED NOBLES PLAYS A KEY STRATEGIC ROLE:

- ❖ ONLY TITLED NOBLES CAN CAPTURE A TOWN AND DEFEND A ROYAL HEIR. THIS INCLUDES NOBLES WITH BIRTHRIGHT TITLES AND NOBLES WITH AT LEAST ONE TITLE CARD IN THEIR FACTION.
- ❖ ONLY UNTITLED NOBLES CAN INFILTRATE THE KING'S GUARD. THUS A NOBLE WITH A PERMANENT

FACTIONS & NOBLES:

A PLAYER CAN CONTROL A MAXIMUM OF (4) FACTIONS AT ANY TIME. A FACTION MUST BE LED BY A NOBLE (TITLED OR UNTITLED). ALL TITLES ARE ALSO PLACED FACEUP NEXT TO THE NOBLE AND CANNOT BE HIDDEN. FACTIONS CAN CONSIST OF UNLIMITED ADDITIONAL CARDS PLACED FACEDOWN IN A SINGLE PILE TO THE RIGHT OF THE COMMANDING (FACEUP) NOBLE.

IF THE FACTION CAPTURES A TOWN OR A SHIP, THEN PLACE THE TOWN OR SHIP CARD TO THE LEFT OF THE COMMANDING NOBLE. IF THE TOWN INCLUDES A HEIR MARKER THEN THE MARKER REMAINS ON TOP OF THE TOWN CARD TO DESIGNATE THAT THE PLAYER NOW PROTECTS THE HEIR.

SHIPS:

THROUGHOUT THE GAME, ANY UNOCCUPIED SHIPS CAN BE COMMANDEERED BY A NOBLE (TITLED OR UNTITLED). MOVE THE SHIP CARD TO THE LEFT OF THE COMMANDING NOBLE SIMILARLY TO TOWNS. IF THE SHIP IS LATER ABANDONED, THEN RETURN THE SHIP CARD TO THE NEUTRAL AREA. THIS DOES NOT APPLY TO NAVAL RESERVE SHIPS THAT CAN ONLY BE COMMANDEERED WHEN HOLDING THEIR ASSOCIATED CROWN CARD AS EXPLAINED NEXT.

NAVAL RESERVES:

AT ANY TIME, A PLAYER HOLDING THE *ADMIRAL OF ENGLAND* OR *WARDEN OF CINQUE* CROWN CARD WITHIN A SEA-FARING FACTION, CAN REVEAL THE CARD AND DISPATCH THE (2) ASSOCIATED SHIPS FROM THEIR CURRENT LOCATION TO JOIN THE HOLDING FACTION. TURN THE OFFICE CARD FACEUP AND PLACE TO THE LEFT OF THE SHIP CARD. THE SHIPS MUST FOLLOW SEA MOVEMENT RULES TO JOIN THEIR BRETHREN. ONCE JOINED IN THE SAME SQUARE AS THE HOLDING FACTION, THE STRENGTH OF THE EXTRA (2) SHIPS ARE ADDED TO THE CARD IF THE PLAYER USES THE CARD IN BATTLE. THE SHIPS UTILIZE THE SAME SEA COMBAT RULES AS WELL. AT ANY TIME, IF THE CARD IS LOST IN BATTLE THEN THE ASSOCIATED SHIPS REMAIN IN THEIR CURRENT LOCATION AWAITING THEIR NEXT COMMANDER.

THE KING AND ENDGAME:

THE KING STARTS OUT IN LONDON BUT MAY RELOCATE TO VARIOUS TOWNS THROUGHOUT THE GAME AS DIRECTED BY EMBASSY CARDS. WHENEVER A PLAYER CONTROLS (OR NEARLY CONTROLS) ALL LIVING HEIRS FROM ONE OF THE HOUSES, THE KING'S LOCATION BECOMES HIGHLY STRATEGIC.

THE KING TRAVELS WITH A GARRISON SO STRONG IT CANNOT BE OCCUPIED OR CAPTURED BY A FACTION. ONLY *UNTITLED* NOBLES CAN SNEAK PAST THE GUARD, STRIPPED OF ALL EARNED TITLES AND OFFICES, AND OPTIONALLY ACCOMPANIED BY MERCENARIES (FOR PROTECTION) AND ARCHBISHOPS (TO HIDE IN SECRECY). SEE THE MOVEMENT

SECTION FOR DETAILS ON ENTERING AND SECURING AN [“ASSASSIN-IN-WAITING”](#) WITHIN THE KING’S GARRISON.

TO WIN THE GAME REQUIRES SURVIVING (1) ROUND WITH ALL ROYALS FROM ONE OF THE HOUSES STILL UNDER CONTROL, AND THE KING’S ASSASSIN IN PLACE. THIS IS CALLED THE [ENDGAME](#) AND TO PREVENT IT REQUIRES ANY OF THE DEFENDING PLAYERS TO SUCCESSFULLY CAPTURE A ROYAL FROM THE KNOCKING PLAYER’S HOUSE, OR TO ELIMINATE ALL OF THE ASSASSIN NOBLE’S SECURED IN THE KING’S GARRISON. BECAUSE THE KING’S GARRISON CANNOT BE ATTACKED OR CAPTURED, ONLY (2) WAYS ALLOW THE DEFENDING PLAYERS TO KILL AN “ASSASSIN-IN-WAITING” :

1. SUCCESSFUL SHIP ARTILLERY ATTACK (SEE [ARTILLERY](#) IN THE COMBAT PHASE)
2. SUCCESSFUL SOLO-MISSION FROM ANOTHER *UNTITLED* NOBLE WHO ENTERS OR WAS PREVIOUSLY WITHIN THE KING’S GARRISON. (SEE [SOLO-MISSION](#) IN THE 2ND PHASE SECTION)

SEE THE FINAL SECTION [“ENDGAME”](#) FOR EXACT DETAILS HOW TO WIN THE GAME.

TURN STRATEGY:

DEPENDING ON THE PHASE OF THE GAME, THE LAYOUT OF HEIRS FROM THE TWO HOUSES, THE LOCATION OF SHIPS, AND THE ARRANGEMENT OF ENEMY FACTIONS, A PLAYER COULD CHOOSE TO EXECUTE A WIDE VARIETY OF STRATEGIC MANEUVERS DURING A SINGLE (4-PHASE) TURN:

- ❖ CLAIM UNFORTIFIED TOWNS TO CAPTURE A HEIR.
- ❖ COMMANDEER A SHIP AND SET SAIL ON THE SEAS.
- ❖ JOIN OR SPLIT FORCES WITH OTHER HELD FACTIONS.
- ❖ MARCH UPON AND BATTLE AN ENEMY FACTION.
- ❖ SOLO-ATTACK AN ENEMY FACTION OR ASSASSIN.
- ❖ VOLLEY ARTILLERY AT A SHIP, FACTION, OR ASSASSIN.
- ❖ ASSASSINATE AN HEIR WITH A KING’S PARDON CARD.
- ❖ SECURE AN ASSASSIN WITHIN THE KING’S GARRISON.
- ❖ KNOCK FOR END-GAME, OR DEFEND AGAINST IT...

THE WAR OF ROSES BEGINS:

1. THE PLAYER WITH THE HIGHEST RANKING NOBLE, INCLUDING TITLE(S), GOES FIRST AND MUST MOVE THEIR HIGHEST RANKING NOBLE.
2. PLAY CONTINUES CLOCK-WISE. AFTER THE FIRST PLAYER’S TURN, ANY FACTION CAN BE MOVED.

GOAL: CAPTURE ALL ROYAL HEIRS REMAINING FOR A HOUSE, THEN ASSASSINATE THE KING TO CLAIM THE THRONE AND END THE GAME IN VICTORY.

EACH TURN CONSISTS OF THE FOLLOWING PHASES IN STRICT ORDER:

1. [MOVEMENT](#)
2. [COMBAT](#)
3. [EVENTS](#) (PARLIAMENT/PLAGUE/EMBASSY)
4. [FORTIFY](#)

EACH PHASE IS DESCRIBED IN THE FOLLOWING SECTIONS.

1ST PHASE) MOVEMENT

EACH PLAYER CAN OPTIONALLY PERFORM (1) GROUND MOVEMENT AND (1) SHIP MOVEMENT EACH TURN WITH ANY OR THE SAME FACTION IN ANY ORDER.

THE [SHIP](#) RELATED MOVEMENTS INVOLVE (1) SHIP AND ANY OF THE (3) MOVES BELOW IN ANY ORDER:

- ❖ [NAVIGATE](#) ACCORDING TO THE NAVIGATION RULES.
- ❖ [COMMANDEER](#) AN ABANDONED SHIP-AT-PORT WITH A FACTION IN THE SAME SQUARE.
- ❖ [DISEMBARK](#) FROM A SHIP-AT-PORT.

THE [GROUND](#) MOVEMENT INVOLVES (1) FACTION PERFORMING ANY OF THE (5) MOVES BELOW IN ANY ORDER:

- ❖ [MARCH](#) ACCORDING TO THE NAVIGATION RULES.
- ❖ [SPLIT](#) THE FACTION IN TO (2) IN THE SAME SQUARE. (CANNOT EXCEED THE (4) FACTION LIMIT)
- ❖ [JOIN](#) WITH ANOTHER FACTION IN THE SAME SQUARE TO BECOME (1) LARGER FACTION.
- ❖ [CAPTURE](#) AN UNFORTIFIED TOWN HARBORING A ROYAL IN THE SAME SQUARE.
- ❖ [SECURE](#) AN UNTITLED NOBLE WITHIN THE KING’S GARRISON, IF THE KING IS LOCATED IN THE SAME SQUARE. (SEE [ASSASSIN-IN-WAITING](#) DESCRIBED BELOW)

NAVIGATION:

OFF-ROAD: A FACTION CAN MARCH UP TO (5) SQUARES OFF-ROAD UNLESS IT RUNS IN TO A FOREST OR AN UN-CROSSABLE RIVER. IF THE FACTION HITS A ROAD, THEN THE BY-ROAD NAVIGATION RULES APPLY. NO DIAGONALS.

BY-ROAD: A FACTION CAN TRAVEL BY ROAD ANY DISTANCE UNTIL REACHING THE NEXT CASTLE. NOTE THAT TOWNS WITHOUT A CASTLE DO NOT IMPEDE ROAD TRAVEL.

BY-SHIP:

A SHIP CAN MOVE UP TO (5) SQUARES MAX AT SEA OR ALONG ANY RIVER. NO DIAGONALS.

RIVERS:

ONLY WHITE-DOTTED RIVERS CAN BE CROSSED. THESE WHITE DOTTED LINES ALSO DEFINE THE SQUARE BOUNDARIES. SOLID BLACK RIVERS IMPEDE TRAVEL AND CANNOT BE CROSSED.

FORESTS:

WHEN A FACTION TRAVELING OFF-ROAD ENTERS A FOREST IT STOPS THE MOVEMENT. A FACTION CAN NAVIGATE THE FOREST ONLY (1) SQUARE EACH TURN.

ROYAL CAPTURE:

IF THE MOVEMENT REACHES AN UNCLAIMED TOWN, THEN THE *TITLED* NOBLE CAN CLAIM THE TOWN AND THE HARBORED ROYAL BY MOVING THE TOWN CARD FROM THE NEUTRAL AREA TO THE LEFT OF THE FACEUP *TITLED* COMMANDING NOBLE. ALSO STACK THE CREST MARKER ON TOP OF THE COLORED MARKER ON THE BOARD. NOTE THAT *UNTITLED* NOBLES WHO COMMAND A FACTION CANNOT CLAIM OR CONTINUE TO OCCUPY A TOWN.

SHIP COMMANDEER:

IF THE MOVEMENT REACHES AN UNCLAIMED SHIP-AT-PORT, THEN THE NOBLE CAN CLAIM THE SHIP BY MOVING THE SHIP CARD FROM THE NEUTRAL AREA TO THE LEFT OF THE FACEUP COMMANDING NOBLE. ALSO STACK THE CREST MARKER ON TOP OF THE SHIP MARKER. ANY NOBLE, TITLED OR UNTITLED, CAN CAPTAIN A SHIP.

JOINING FORCES:

WHEN TWO FACTIONS OCCUPY THE SAME SQUARE THEN THEY CAN JOIN FORCES. THE HIGHEST RANKING NOBLE ASSUMES ALL TITLES AND REMAINS THE COMMANDER. ALL OTHER CARDS FROM EACH FACTION ARE COMBINED AND PLACED FACEDOWN. THE TWO NOBLE MARKERS ARE STACKED ON THE BOARD WITH THE COMMANDING NOBLE CREST ON TOP.

SPLITTING FORCES:

IF A PLAYER CONTROLS LESS THAN (4) FACTIONS, THE PLAYER CAN REVEAL A NOBLE CARD FROM ANY FACTION AND START A NEW FACTION. TURN THE NEW NOBLE CARD FACEUP AND ALLOCATE STRENGTH CARDS TO THE NEW FACTION IN ANY MANNER (BUT ONLY FROM THE ORIGINAL FACTION). PLACE THE NOBLE'S ASSOCIATED CREST MARKER ON THE BOARD IN THE SAME SQUARE AS THE ORIGINAL FACTION.

ASSASSIN IN-WAITING:

THE ENDGAME REQUIRES AN UNTITLED NOBLE SECURED WITHIN THE KING'S GARRISON TO CARRY OUT THE KING'S ASSASSINATION. NOTE THAT NOBLES WITH A BIRTHRIGHT TITLE LISTED ON THE CARD (DUKE OR EARL) ARE TOO RECOGNIZABLE TO DISGUISE THEMSELVES AS AN ASSASSIN,

AND THUS ONLY *UNTITLED* NOBLES CAN INFILTRATE THE KING'S GUARD.

THE ENTERING *UNTITLED* NOBLE CAN BE ACCOMPANIED WITH (0) OR MORE OF THE FOLLOWING CARDS:

1. MERCENARIES (TO BLOCK ARTILLERY)
2. ARCHBISHOPS (TO HOUSE THE NOBLE IN SECRECY WITHIN THE MANY LONDON CATHEDRALS).

ALL CARDS ENTERING THE GARRISON ARE SHOWN TO THE OTHER PLAYERS AND THEN TURNED FACEDOWN WITH A ROPE MARKER ATOP THE PILE TO SIGNIFY THE NOBLE IS SECURED AND AWAITING ASSASSINATION ORDERS.

WHEN A FACTION REACHES THE KING'S SQUARE, THE FOLLOWING OPTIONS EXIST TO SECURE AN ASSASSIN-IN-WAITING:

1. **SPLIT** – IF THE PLAYER HOLDS (3) OR LESS FACTIONS THEN SPLIT THE ASSASSIN IN TO A NEW FACTION.
2. **FORFEIT** – IF UNABLE TO SPLIT, THEN THE PLAYER CAN FORFEIT ALL OFFICES AND TITLES TO CHANCERY AND ENTER.

IF DESIRED, MULTIPLE ASSASSIN-IN-WAITING NOBLES CAN BE SECURED IN THE KING'S GARRISON. EACH ASSASSIN MUST BE DECLARED WITH A ROPE MARKER ATOP THE PILE. NOTE THAT ONLY MERCENARIES AND ARCHBISHOPS CAN ACCOMPANY ANY ASSASSIN.

FORTIFICATION OF ASSASSINS:

AS PART OF THE FORTIFY PHASE, ADDITIONAL MERCENARY OR ARCHBISHOP CARDS CAN BE ADDED/REMOVED TO THE ASSASSIN NOBLE'S PILE. AS A GOOD FAITH GESTURE, REVEAL THE CARD TO ALL OTHER PLAYERS AND THEN PLACE FACEDOWN IN THE FACTION PILE. (STRATIGY NOTE: ADDITIONAL CARDS HELP PROTECT THE ASSASSIN FROM ARTILLERY ATTACK).

KING MOVEMENT:

IF AN EMBASSY CARD MOVES THE KING THEN THE ASSASSIN SECRECY IS NO LONGER REQUIRED AND ALL ASSASSIN FACTIONS TURN BACK TO REGULAR ARMIES WITH ONE COMMANDING NOBLE FACEUP. IN THIS CASE, ALSO RETURN THE ROPE MARKER TO THE NEUTRAL AREA.

ANY ASSASSIN-IN-WAITING CAN DECIDE TO LEAVE AT ANY TIME. THE DEPARTING NOBLE EITHER JOINS AN EXISTING FACTION OR BECOMES A NEW FACTION PROVIDED THE PLAYER HAS NOT EXCEEDED (4) FACTIONS. IF (4) FACTIONS EXIST THEN THE NOBLE CAN ONLY JOIN AN EXISTING FACTION IF SAID FACTION RESIDES IN THE SAME SQUARE.

ROYAL HEIR MOVEMENT:

ROYALS CANNOT LEAVE THEIR TOWN WHILE THE KING LIVES. IF THE KING DIES, THEN CAPTURED ROYALS CAN BE FORCED TO TRAVEL BY THEIR CONTROLLING FACTION.

2ND PHASE) COMBAT

PER TURN, FOLLOWING THE MOVEMENT PHASE, A PLAYER CAN DECLARE ANY COMBINATION OF THE FOLLOWING COMBAT ACTIONS IN ANY ORDER AND WITH ANY OR THE SAME FACTION:

1. ONE **BATTLE** DECLARED BY THE COMMANDING NOBLE AGAINST ANY OTHER FACTION OCCUPYING THE SAME SQUARE:
 - A. LAND-TO-LAND
 - B. LAND-TO-SHIP-IN-PORT
 - C. SHIP-TO-SHIP
2. ONE **ARTILLERY** BARRAGE FROM A SHIP TO ANY FACTION (LAND OR SHIP) OCCUPYING THE SAME SQUARE. (VIA ONE OR TWO MERCENARY CARDS)
3. ONE **ARTILLERY** BARRAGE FOR EACH NAVAL RESERVE SHIP SUPPORTING THE FACTION IN THE SAME SQUARE (IF HOLDING AN *ADMIRAL OF ENGLAND* AND/OR *WARDEN OF CINQUE CROWN* CARD) (VIA ONE OR TWO MERCENARY CARDS)
4. ONE **ASSASSINATION** ATTEMPT OF A ROYAL HEIR USING A KING'S PARDON CARD.
5. ONE **SOLO-MISSION** PER NOBLE DECLARED AGAINST ANY FACTION.

EACH OF THESE COMBAT ACTIONS ARE DESCRIBED IN THE FOLLOWING SECTIONS.

BATTLE (9 PHASES) :

1. DECLARATION:

THE PLAYER DECLARES THEIR ATTACKING FACTION AND THE TARGET FACTION (LAND-BASED OR SEA-FARING).

2. RETREAT:

THE TARGET MAY RETREAT WITH A FREE MOVE CARD. THE ATTACKER CAN PURSUE WITH A FREE MOVE CARD. THIS PROCESS CAN REPEAT UNTIL EITHER THE ATTACKER CAN NO LONGER PURSUE OR THE DEFENDER MUST FACE BATTLE.

3. SURPRISE CASUALTY:

IF THE DEFENDER IS NOT OCCUPYING ONE OF THE (7) TOWNS HARBORING A HEIR, THEN THE SURPRISE ATTACK CAUSES (1) RANDOM CASUALTY. THE ATTACKER DRAWS A CARD FROM THE SHUFFLED *FACEDOWN* DEFENDING FACTION. IF NO FACEDOWN CARDS EXIST IN THE FACTION, THEN NO SURPRISE ATTACK CASUALTY OCCURS. IF THE CASUALTY IS A NOBLE THEN HE DIES AND IS REMOVED FROM PLAY; OTHERWISE THE CARD RETURNS TO CHANCERY. NOTE A SURPRISE ATTACK CANNOT KILL THE COMMANDING NOBLE (BECAUSE IT ONLY TARGETS FACEDOWN CARDS). A SURPRISE ATTACK CANNOT SINK A SHIP (BECAUSE IT ONLY TARGETS FACEDOWN CARDS).

4. DRAW:

EACH PLAYER ALTERNATES AND SECRETLY DRAWS AN EVENT CARD. IF A "WHIT" OR "FREE MOVE" THEN KEEP THE CARD AND CONTINUE ALTERNATING THE DRAW UNTIL EACH PLAYER HOLDS A BATTLE CARD. NOTE THAT A DRAWN "FREE MOVE" CARD CAN BE PLAYED IMMEDIATELY BY THE DEFENDING FACTION TO RETREAT, IF DESIRED.

5. ARM:

IF NO RETREAT, THEN THE BATTLE CONTINUES. EACH PLAYER SECRETLY FORTIFIES AN ARMY OF CARDS USING *EITHER* NUMBER FROM THE RATIO ON THEIR EVENT CARD. IF EITHER PLAYERS HOLDS A "MAJORITY VICTORY" CARD THEN THIS GUARANTEES THE HOLDER WILL WIN THE BATTLE HOWEVER *ALL* FACEDOWN CARDS MUST BE USED IN THE ARMY. IF BOTH PLAYERS HOLD THE "MAJORITY VICTORY" THEN THEY DECLARE A TRUCE AND NO CASUALTIES OCCUR. THE ARMY CAN INCLUDE *ANY* CARD FROM THE FACTION INCLUDING THE FACEUP COMMANDING NOBLE, OR THE TOWN CARD (200 STRENGTH), OR THE SHIP CARD (100 STRENGTH). NOTE THE WINNER WILL BE SUBJECT TO A RANDOM CASUALTY OF WAR INCLUDING ALL SPOILS AND COULD RESULT IN SINKING THE SHIP OR BURNING THE TOWN IF UNLUCKY. IF A SEA-FARING FACTION ARMY INCLUDES NAVAL RESERVE CARD(S) (THE *ADMIRAL OF ENGLAND* CARD AND/OR THE *WARDEN OF CINQUE CROWN* CARD) THEN ADD THE STRENGTH OF ANY RESERVE SHIP(S) IN THE SAME SQUARE TO THE ARMY.

6. FIGHT:

SIMULTANEOUSLY EXPOSE EACH ARMY AND EACH EVENT CARD. THE LARGEST ACCUMULATED STRENGTH WINS THE BATTLE.

7. RANDOM CASUALTY:

COMBINE ALL CARDS INVOLVED IN THE ATTACK FROM BOTH PLAYERS AND SHUFFLE FACEDOWN. THE LOSER CHOOSES A CARD AS A RANDOM CASUALTY OF WAR. IF THE CASUALTY IS A:

- A. NON-COMMANDING NOBLE CASUALTY - HE DIES AND IS REMOVED FROM PLAY.
- B. COMMANDING NOBLE CASUALTY - IF THE BATTLE INCLUDED THE ATTACKING COMMANDING NOBLE AND HE DIES, AND ANOTHER NOBLE IS AVAILABLE TO TAKE OVER (EITHER IN THE ATTACKER FACTION OR JUST WON FROM THE DEFENDER), THEN THAT NOBLE IS PROMOTED AS NEW COMMANDER AND TURNED FACEUP. IF NO NOBLE EXISTS TO PROMOTE, THEN THE FACTION BECOMES LEADERLESS. SEE LEADERLESS LAND OR LEADERLESS SEA FACTION FURTHER BELOW.
- C. ANY OTHER CARD CASUALTY - RETURN THE CARD TO CHANCERY.

8. NOBLE DEATH(S):

NEXT, TURN ALL SPOIL CARDS FACEUP. IF ANY NOBLES INVOLVED IN THE ATTACK ARE LISTED AS DEATHS ON

EITHER OF THE (2) EVENT CARDS USED FOR THE BATTLE, THOSE NOBLES DIE AND ARE REMOVED FROM PLAY. SEE LEADERLESS LAND OR LEADERLESS SEA FACTION FURTHER BELOW IF THE DEATHS RESULT IN NO COMMANDING NOBLE.

9. SPOILS:

THE WINNER GETS ALL SURVIVING SPOILS. ADD ALL CARDS FACEDOWN TO THE ATTACKING FACTION. DO NOT REDISTRIBUTE TO OTHER OWNED FACTIONS.

CAPSIZED SHIP:

IN A SHIP-TO-SHIP BATTLE, IF THE DEFENDER OR ATTACKER INCLUDES THEIR SHIP IN THE ARMY (100 POINTS AS DECLARED ON EACH SHIP MARKER) AND LOST THE BATTLE, AND THE RESULTING CASUALTY DRAWING PICKS THE SHIP CARD, THEN THE SHIP SINKS. REMOVE THE SHIP CARD AND MARKER FROM PLAY. ALL REMAINING TROOPS IN THE FACTION JUMP OVERBOARD AND JOIN THE CONQUERING SHIP.

RANSACKED TOWN:

IN A LAND BATTLE, IF THE DEFENDER INCLUDES THE TOWN CARD IN THE ARMY (+200 POINTS) AND LOST THE BATTLE, AND THE RESULTING CASUALTY DRAWING PICKS THE TOWN CARD, THEN THE TOWN CATCHES FIRE UNCONTROLLABLY AND ANY HARBORED HEIR DIES. REMOVE THE TOWN CARD AND HEIR MARKER FROM PLAY.

PRE-BATTLE PLAGUE:

IF THE ATTACKER DRAWS A PLAGUE CARD FOR THE TOWN UNDER ATTACK, THE ATTACKER CAN IMMEDIATELY REVEAL IT AND ABORT THE ATTACK. THE TOWN IS STRICKEN BEFORE THE ATTACK TAKES PLACE. UNFORTUNATELY THE ATTACKING PARTY STILL SUFFERS A RANDOM CASUALTY TO THEIR *FACEDOWN* FACTION DUE TO A VIRUS OUTBREAK THAT HITS CAMP. NOTE A VIRUS OUTBREAK CANNOT KILL A COMMANDING NOBLE (IT ONLY INFECTS FACEDOWN CARDS).

LEADERLESS LAND FACTION:

IF AT ANY TIME A COMBAT EVENT LEAVES NO NOBLE TO LEAD A LAND BASED FACTION THEN THE LEADERLESS TROOPS DEFECT AND ALL CARDS GO TO CHANCERY. IF THE LEADERLESS FACTION WAS GUARDING A TOWN THEN THE INVADING FACTION NOW OCCUPIES THE TOWN AND TAKES THE TOWN CARD AND ANY HARBORED HEIR.

LEADERLESS SEA FACTION:

IF AT ANY TIME A COMBAT EVENT LEAVES NO NOBLE TO COMMAND A SHIP EITHER IN-PORT OR AT-SEA, THEN THE ATTACKING FACTION HAS TWO CHOICES:

1. COMMANDEER THE SHIP *IF* AN EXTRA NOBLE IN THE ATTACKING FACTION CAN ASSUME COMMAND OF THE SHIP. THE SHIPS CAN BE FORTIFIED IN ANY MANNER BY THE COMMANDEERING PLAYER BY MOVING ANY CARDS BETWEEN THE COMMANDEERING FACTION AND THE NEWLY ACQUIRED SHIP.
2. CAPTURE ALL PASSENGERS AND LEAVE THE SHIP STRANDED AT PORT. THIS MOVES ALL CARDS ASSOCIATED WITH THE SHIP TO THE ATTACKING

FACTION AND PLACE THE SHIP CARD BACK IN THE NEUTRAL AREA. THE SHIP CAN BE CLAIMED BY ANY NEXT ARRIVING FACTION.

ARTILLERY ATTACK (5 PHASES) :

EACH SHIP CONTAINS TWO CANNONS AND CAN VOLLEY (1) OR (2) ARTILLERY SHOTS TO ANY FACTION (EITHER FROM SEA-TO-SEA, SEA-TO-LAND, PORT-TO-LAND, OR RIVER-TO-LAND). THIS INCLUDES A FACTION HIDING A NOBLE WITHIN THE KING'S GARRISON, PROVIDED THE SHIP AND TARGETED FACTION OCCUPY THE SAME SQUARE. MERCENARIES ARE THE ONLY TROOPS TRAINED TO OPERATE THE SHIP CANNONS.

1. ATTACK DECLARATION:

THE ATTACKING PLAYER DECLARES AN ATTACK OF (1) OR (2) MERCENARY CARDS. DO NOT REVEAL THE STRENGTH OF THE MERC CARDS AT THIS TIME.

2. RETREAT:

THE DEFENDING PLAYER CAN CHOOSE TO RETREAT USING "FREE MOVE" CARDS. THE ATTACKER CAN PURSUE WITH "FREE MOVE" CARDS SIMILARLY TO A BATTLE.

3. DEFENDER DECLARATION:

IF NO RETREAT, THEN THE DEFENDING PLAYER CAN DECLARE (0), (1), OR (2) MERCENARY CARDS TO FEND OFF THE ATTACK.

4. FIGHT:

EACH PLAYER REVEALS THEIR MERCENARY CARDS. MATCH UP CARDS FROM HIGHEST TO LOWEST STRENGTH. EACH MERCENARY SQUAD FIGHTS EACH OTHER INDIVIDUALLY AS FOLLOWS:

ATTACKER LOSS: IF THE DEFENDER CARD STRENGTH EXCEEDS THE ATTACKER CARD, THEN ALL MERC'S IN THE ATTACKER SQUAD ARE KILLED BEFORE THEY CAN OPERATE THE CANNON. RETURN THE (1) ATTACKING MERC CARD TO CHANCERY.

TIE: IF BOTH CARDS CARRY THE SAME STRENGTH, THEN THE ATTACK IS SUCCESSFULLY BLOCKED. ALL MERCENARIES BACK DOWN. NO LOSS OF MERCENARIES FOR EITHER PARTY.

ATTACKER WIN: IF THE ATTACKER CARD STRENGTH EXCEEDS THE DEFENDER CARD (OR THE DEFENSE HAS NO MERCENARIES ON HAND), THEN THE CANNON VOLLEY PROCEEDS AND SCORES (1) CASUALTY DESCRIBED NEXT. RETURN THE DEFENDING MERC CARD TO THE DEFENDING FACTION.

5. CASUALTY:

EACH UNBLOCKED VOLLEY RESULTS IN ONE RANDOM CASUALTY DRAWN FROM THE TARGETED FACTION'S *FACEDOWN* CARDS.

ARTILLERY DAMAGE:

NOTE A SHIP CANNOT BE SUNK FROM ARTILLERY (BECAUSE THE CASUALTY DRAW COMES ONLY FROM FACEDOWN CARDS).

A TOWN CANNOT BE OBLITERATED FROM ARTILLERY (BECAUSE THE CASUALTY DRAW COMES ONLY FROM FACEDOWN CARDS). A COMMANDING NOBLE CANNOT BE KILLED FROM ARTILLERY (BECAUSE THE CASUALTY DRAW COMES ONLY FROM FACEDOWN CARDS).

IF THE ARTILLERY KILLS THE FACEDOWN NOBLE HIDDEN IN THE KING'S GARRISON, AND THE FACTION HAS NO ADDITIONAL NOBLES HIDDEN TO TAKE OVER, THEN THE FACTION BECOMES LEADERLESS AND ALL CARDS ARE FORFEITED TO CHANCERY. (SEE [LEADERLESS LAND FACTION](#) ABOVE).

AFTER THE CASUALTY DRAWING, THE ATTACKING MERCENARY CARD IS NOT FORFEITED AND RETURNS FACEDOWN TO THE SHIP'S FACTION.

AN ARTILLERY ATTACK DOES NOT RESULT IN DRAWING A CROWN [BONUS CARD](#) AT THE END OF THE TURN. AN ALL-OUT BATTLE MUST BE DECLARED IN ORDER TO GAIN A BONUS CARD.

ROYAL HEIR ASSASSINATION BY PARDON:

THE CROWN DECK INCLUDES (2) "KING'S PARDON" CARDS THAT CAN BE USED TO ASSASSINATE A HARBORED ROYAL HEIR. THE ATTACKING FACTION (ON LAND OR AT SEA OR RIVER) MUST OCCUPY THE SAME SQUARE AND REVEAL THE KING'S PARDON CARD AND ALSO REVEAL THE ASSASSIN NOBLE WHO WILL CARRY OUT THE ATTEMPT.

THE TARGETED PLAYER CAN BLOCK BY REVEALING A KING'S PARDON CARD *IF AND ONLY IF* IT IS HIDDEN IN THE TARGETED FACTION. IN THE EVENT OF A BLOCK, BOTH KING'S PARDON CARDS RETURN FACEDOWN TO THEIR ASSOCIATED FACTION AND NEITHER CARDS ARE NOT FORFEITED.

IF NOT BLOCKED, THEN THE ASSASSINATION ATTEMPT PROCEEDS. NOTE THAT A "FREE MOVE" CANNOT BE USED TO RETREAT BECAUSE ROYAL HEIRS CANNOT TRAVEL.

SHUFFLE THE ASSASSIN NOBLE IN TO *ALL* CARDS OF THE TARGETED FACTION INCLUDING ANY UPTURNED CARDS (TOWN, SHIP, NOBLE, AND TITLES). THE TARGETED PLAYER DRAWS ONE CARD AT RANDOM IN AN ATTEMPT TO DISCOVER THE ASSASSIN.

IF THE TARGETED PLAYER THWARTS THE ATTEMPT BY DRAWING THE ASSASSIN THEN THE ASSASSIN NOBLE IS SUMMARILY EXECUTED AND REMOVED FROM PLAY. IF NOT THWARTED, THEN THE ROYAL HEIR DIES. REMOVE THE ROYAL HEIR MARKER FROM PLAY AND FORFEIT THE SUCCESSFUL KING'S PARDON CARD TO CHANCERY. THE ASSASSIN NOBLE CARD RETURNS TO HIS FACTION UNHARMED AND VICTORIOUS.

SOLO-MISSION:

ANY NOBLE CAN CARRY OUT A SOLO-MISSION TO ATTEMPT TO KILL A *FACEDOWN* CARD IN A FACTION IN THE SAME

SQUARE. NORMALLY, THIS MOVE COMES IN TO PLAY AT END GAME. THE PLAYER DECLARES A SOLO-MISSION AND THE ATTACKING NOBLE IS SHUFFLED IN TO ALL *FACEDOWN* CARDS OF THE ATTACKED FACTION. THE ATTACKING PLAYER DRAWS A SINGLE CARD. THIS CARD IS A CASUALTY AND RETURNED TO CHANCERY. IF THE ATTACKING NOBLE IS DRAWN, THEN THE ATTACK FAILED AND THE NOBLE DIES. IF THE ATTACKING NOBLE IS NOT DRAWN, THEN THE ATTACK IS SUCCESSFUL AND THE NOBLE RETURNS SAFELY TO HIS FACTION. IF THE ATTACK KILLS THE LAST ASSASSIN-IN-WAITING IN A FACTION WITHIN THE KING'S GARRISON THEN ALL ASSOCIATED MERCENARIES AND ARCHBISHOPS FOR THE KILLED NOBLE RETURN TO CHANCERY.

NOTE A SHIP CANNOT BE SUNK FROM A SOLO MISSION (BECAUSE THE ATTACK DRAW COMES ONLY FROM FACEDOWN CARDS). A TOWN CANNOT BE CAPTURED FROM A SOLO MISSION (BECAUSE THE ATTACK DRAW COMES ONLY FROM FACEDOWN CARDS). A COMMANDING NOBLE CANNOT BE KILLED FROM A SOLO MISSION (BECAUSE THE ATTACK DRAW COMES ONLY FROM FACEDOWN CARDS).

3RD PHASE) EVENTS

WHEN THE COMBAT PHASE IS COMPLETE PERFORM THE EVENTS DESIGNATED ON ANY UPTURNED BATTLE CARD. THIS COULD INCLUDE:

- ❖ PARLIAMENT
- ❖ PLAGUE
- ❖ EMBASSY

PARLIAMENT:

WHEN THE CARD CALLS FOR PARLIAMENT, EACH PLAYER SECRETLY PREPARES ZERO OR MORE WHIT CARDS FOR EACH FACTION THAT WILL ATTEND THE SESSION. WHEN READY, EACH PLAYER SIMULTANEOUSLY SHOWS THEIR NUMBER OF WHIT CARDS AND PLACES THEM ATOP OF EACH ATTENDING FACTION (ON THE FACEUP COMMANDING NOBLE).

THE CHANCERY CARDS ARE THEN BESTOWED FACEDOWN IN THE FOLLOWING STRICT ORDER:

- ❖ FIRST, (1) CARD IS DELIVERED FOR EACH ATTENDING FACTION WITH A FACEUP WHIT CARD IN ORDER OF STRONGEST COMMANDING NOBLE + TITLES.
- ❖ SECOND, (1) CARD IS DELIVERED TO EACH CAPTURED HEIR (SITTING ATOP A TOWN CARD) IN ORDER OF STRONGEST COMMANDING NOBLE + TITLES.
- ❖ THIRD, (1) CARD IS DELIVERED TO EACH UNCAPTURED HEIR (SITTING ATOP A TOWN CARD) IN THE NEUTRAL AREA.

IF ALL CHANCERY CARDS ARE BESTOWED THEN THE PARLIAMENT SESSION ENDS. IF ADDITIONAL CARDS SIT IN

CHANCERY THEN THEY REMAIN IN THE PILE UNTIL THE NEXT SESSION.

THE BESTOWED CARD MUST REMAIN WITH THE ATTENDING FACTION AND CANNOT BE MOVED (UNLESS MOVED LATER AS PART OF THE NORMAL FORTIFY STAGE OF A TURN).

ANY CARDS BESTOWED TO UNCAPTURED ROYAL HEIRS REMAIN FACEDOWN UNTIL A PLAYER CAPTURES THE TOWN. UPON CAPTURE, ANY CARDS BECOME SPOILS AND ARE ADDED TO THE CAPTURING FACTION.

PLAGUE:

IF THE BATTLE CARD DECLARES A PLAGUE THEN IT IMMEDIATELY WIPES OUT ALL OCCUPANTS OF THE ENTIRE TOWN. ANY NOBLE CARD(S), THE TOWN CARD AND ANY HEIR MARKERS ARE REMOVED FROM PLAY. ALL OTHER CARDS FROM THE FACTION GO TO THE CHANCERY.

THE KING IS DEAD!

IN THE EVENT THAT A PLAGUE HITS LONDON AND THE KING MARKER STILL REMAINS IN LONDON, THEN THE KING DIES.

WITH NO KING, THE RACE TO THE THRONE ACCELERATES AND HEIRS CAN BE CAPTURED AND TRAVEL WITH ANY FACTION. TO WIN REQUIRES SURVIVING (1) ROUND OF TURNS WITH ALL REMAINING HEIRS FROM EITHER HOUSE. THE SAME ENDGAME RULES APPLY AS DESCRIBED AT THE END OF THIS DOCUMENT. (NAMELY: KNOCK TO SIGNIFY (1) MORE TURN FOR PLAYERS TO INTERVENE AND DENY THE CROWN).

EMBASSY:

THE DECK CONTAINS (5) EMBASSY CARDS THAT MOVE THE KING TO A NEW LOCATION. MOVE THE KING MARKER TO THE NEW TOWN ON THE BOARD.

4TH PHASE) FORTIFY

BONUS CARD

IF A LAND BATTLE WAS DECLARED IN THE TURN (REGARDLESS OF VICTORY), THEN DRAW (1) CARD FROM THE CROWN DECK AND ADD IT TO THE BATTLING FACTION. THIS DOES NOT INCLUDE A SOLO-ATTACK OR ARTILLERY.

FORTIFICATION

NEXT, OPTIONALLY MOVE (1) CARD FROM ANY LAND BASED FACTION TO ANY OTHER LAND BASED FACTION. THIS ALSO INCLUDES ANY SHIP-AT-PORT, OR ASSASSIN-IN-WAITING IN THE KING'S GARRISON. TO FORTIFY BETWEEN TWO SHIPS AT SEA REQUIRES THE SHIPS TO OCCUPY THE SAME SQUARE.

FREE MOVES

OPTIONALLY, AT THIS TIME AN UNLIMITED NUMBER OF "ONE FREE MOVE" CARDS CAN BE PLAYED TO MOVE FACTIONS. ALL MOVES FOLLOW THE RULES DESIGNATED IN THE MOVEMENT PHASE.

THUS ENDS THE 4-PHASED TURN.

ENDGAME: COUP D'ETAT

TO KILL THE KING AND SUCCESSFULLY TAKE THE CROWN TO END THE GAME REQUIRES (2) KEY ACHIEVEMENTS* THAT LAST FOR THE DURATION OF A ROUND:

1. OWNERSHIP OF ALL REMAINING HEIRS FROM ONE OF THE RIVAL HOUSES (LANCASTER OR YORK).
2. (1) NOBLE ASSASSIN SECURED IN THE TOWN HOUSING THE KING.

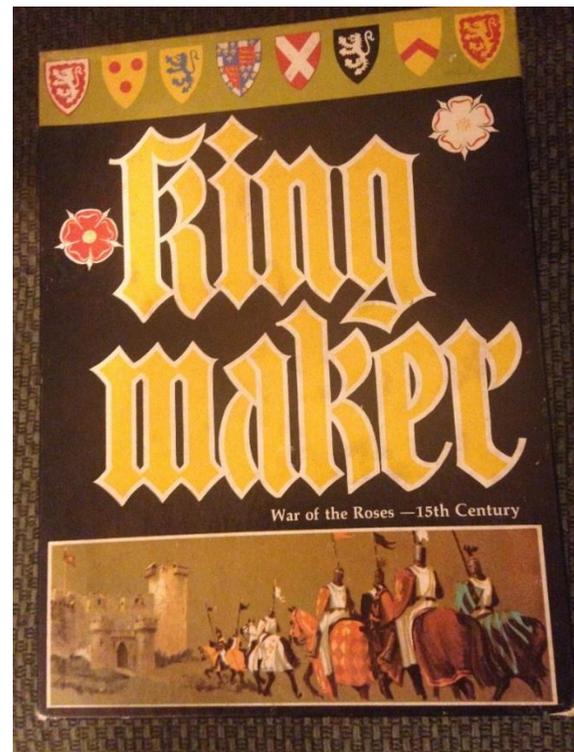
*IF THE KING WAS KILLED IN A LONDON PLAGUE, THEN ONLY CONDITION 1) IS REQUIRED TO WIN THE GAME.

THE KNOCK:

IF THE REQUIRED CONDITIONS ARE SATISFIED AT THE *END* OF A PLAYERS TURN, SAID PLAYER CAN CHOOSE TO KNOCK ON THE TABLE TO INITIATE ENDGAME.

THE LAST ROUND & VICTORY:

UPON INITIATING ENDGAME WITH A KNOCK, EACH PLAYER RECEIVES (1) TURN TO STOP THE COUP. IF NO PLAYER CAN SUCCESSFULLY TURN THE TIDE BY EITHER CAPTURING A ROYAL OR ELIMINATING ALL OF THE KNOCKING PLAYER'S ASSASSIN NOBLES SECURED WITHIN THE KING'S GARRISON THEN THE COUP IS SUCCESSFUL. THE WINNER TOPPLES THE KING MARKER TO END THE GAME IN VICTORY.



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