

KINGMAKER

a Warmaster Campaign





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INTRODUCTION

This set of instructions is for a wargame campaign using the Warmaster set of rules and miniatures to determine the results of battles, and the Kingmaker (by Avalon Hill) board, miscellaneous rules, and premise to control out-of-battle activities.

The original Kingmaker was set during the Wars of the Roses in England from 1450 to 1490. The nobles of the land compete with one another to capture (rescue) and then install the sundry heirs to the throne. To win the game, you were required to have the last surviving heir to the throne, and crown him/her monarch.

Technologically, this fantasy world displays anything and everything in the period of 1000 to 1650AD. It describes a post-Roman, pre modern Angland. This allows weapon, troop and tactic types from a wide range, and is a decision made simply and honestly to make the tabletop battlefield an interesting place. To the south lies a continent that may even be the GW Old World, if you really must.

Kingmaker campaign is a human centric world. The classic non-human races of Elf, Dwarf and Goblin also appear, but these are minor forces that can join armies. There are no major non-human armies, just as there are no non-human nobles to play an active role. In addition to the classic sentient non-humans, there are the classic monsters: troll, ogre, giant, giant eagles, ents and dragons.

Racially, Angland is composed of the indigenous Celts, fierce and independent. Traditionally they would reside to the North and West of the land. Next are the Anglo-Saxons, direct descendants of Germanic colonists. Their usual domains are in the East and Central East. Finally come the Normans. These are nominally French colonists (invaders) descended from Nordic adventurers. But this is not hard and fast, as feudal domains have split ownership of the land into a patchwork.

In terms of religion, the Celts are termed Protestant, though exactly what that means may be left simply as 'not subject to the authority of Rome'. The Anglo-Saxons are Pagan, and the Normans are Roman Catholic. In addition, it is assumed that in this world the influence of the Moors in Spain has created a significant Moslem following. The central premise of the campaign: place a king on the throne of Angland remains the same.

All of the above has been included to allow a number of legitimate reasons for belligerence and potential misunderstandings in alliances. It also allows armies to be fielded from a wide range of historical backgrounds. Were we to allow the insertion of specific GW armies, the GW Empire is the Holy Roman Empire occupying the area of modern day Germany, Austria, Hungary and so on. Such a force would be an invader from the continent. Similarly the Bretonnians represent the kingdom of southern France. Kislev would be Poland.

Magic plays a part in this fantasy campaign. Wizards exist but are rather rare and know the GW Empire spell list. A major addition is the magical item known as The Black Cauldron. This artefact can raise the dead, and it is by this mechanism that a player may create and field an Undead army.

Most of the standard Kingmaker rules have been repeated here for convenience. New rules are contained in boxes.



GAME DEFINITIONS

Crown and Event Deck

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

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

Chancery

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

Faction

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

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

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

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



Army

An army is the collection of troops (represented by miniatures with standard value) that a Noble or Wizard builds to fight battles with.



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Bishop ~ Wizard

In standard Kingmaker the Bishop is a card that can be assigned. In this campaign use a Bishop card is a Wizard that can move by itself, build and command armies and cast spells as well as the normal powers that the Kingmaker Bishop has. The terms Wizard and Bishop are therefore interchangeable throughout these rules.

PREPARE FOR PLAY

The Event deck is shuffled thoroughly. The Event deck is placed on the board in the place indicated. A discard pile is next to the Event cards. As soon as an Event card is *played* (not necessarily when it is drawn), it is placed here. The Event deck is reshuffled when all the cards have been drawn: The Event deck cannot be reviewed during play.

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

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

1. All Nobles and Wizards are placed face up.
2. All title cards are assigned to each *Untitled* Noble, a noble that doesn't have a title listed on his Crown deck card. Each Noble can have one and only one title. All unused titles are placed in Chancery. Wizards may not have titles.
3. All office cards are assigned to *Titled* Nobles; those with either a title listed on their card or assigned a title. Each Titled Noble can have one and only one Office. Office cards that cannot be assigned are placed in Chancery.
4. All town, mercenary, non-human and ship cards are assigned without restrictions. Town and ship cards are assigned to the Faction as a whole, but mercenary and non-human cards *must* be placed with a Noble or a Wizard.



Note: Any player not receiving a Noble or a Wizard card in the deal draws cards until (s) he receives one. The other cards drawn after the deal are reshuffled into the Crown deck. *Every player must start the game with at least one Noble or*





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Wizard. Once a Crown card has been assigned to a Noble it may not be transferred or removed back to the players hand, except where outline later in the rules.

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

Setting out Counters:

The eight royal heirs are placed in the following locations:

House of Lancaster

Henry VI - London

Margaret of Anjou - Coventry

Edward, Prince of Wales - Kenilworth

House of York

Richard, Duke of York - York

Edward, Earl of March - Harlech

Edmund, Earl of Rutland - Ireland

George, Duke of Clarence - Cardigan

Richard, Duke of Gloucester - Calais

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

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

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

SEQUENCE OF PLAY:

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

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

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

Combat Phase - Any battles or sieges are resolved.

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

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

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





CHANCE PHASE

Act on the card.

Something that needs explanation:

Commission

A "Writ of summons to Parliament" can be used as a commission, sending someone else to respond to a summoning. A Noble(s) can be substituted for the noble summoned to a raid or revolt on an Event card. The commissioned Noble(s) must be equal to or greater in strength than the specified Noble being summoned. Each Noble summoned on the Event card must have a "writ" issued for a commission.

Each time an Embassy card is drawn, the entire deck of Crown cards are reshuffled (adding the discard pile). This does away with the predictability. You may also wish to reshuffle the crown deck after every Parliament.



MOVEMENT PHASE

Noble & Wizard Counters

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

Royal Heir Counters

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

Ship Counters

A ship may move up to 5 squares in a turn. A ship may stay at sea unless forced into port by an Event card. A ship's movement may not be blocked while at sea. It may never move over land but may enter a friendly or unfortified port. A port is counted as a separate square in movement. A ship may move along an estuary to reach a port. A ship may never enter an unfriendly or neutral port unless ordered there by an Event card or when attempting to besiege it with her passengers. A ship that occupies or involuntarily enters a neutral port may leave in its turn. A ship that occupies or involuntarily enters an unfriendly port may leave only with permission of the player controlling the port.

Sea Transportation

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

To embark (pick up) a Noble or Wizard counter, a ship must occupy a friendly or unfortified port.. A ship may embark any Noble or Wizard 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) or Wizard travelling on a ship at sea can *never* exceed the carrying capacity of the ship, printed on the ship's counter. The troop



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strength of Noble(s) or Wizard can be split between two or more ships as long as they, travel together.

To disembark (drop off) Noble or Wizard 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 or Wizard counter(s) in a neutral or unfriendly port her passengers must participate in a siege of the port.

Passengers of a ship who involuntarily enter a neutral or unfriendly port must attempt to siege the port. If unable to siege this port then they must disembark from the ship and remain in the open.

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

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

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

Stacking

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

Town, Cities, and Castles.

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

COMBAT PHASE

Combat occurs when two forces from opposing factions occupy the same region. Rules concerning occupation of towns, castles and so on remain the same as basic Kingmaker.

The army that moved into the region last is considered the attacker.

Combat is resolved on the tabletop using miniatures and the Warmaster rules.

Army selection

A Noble automatically has 1 regiment of Knights with him at all times.

A Title, such as Duke of Dunnywold, grants the Noble another regiment of Knights.

An Office, such as Keeper of the Royal Wossname, grants the Noble another regiment of Knights.

Thus, a Noble will have either 1, 2 or 3 regiments of Knights with him for free at all times, and these replenish themselves between battles if destroyed.



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No further Knights may be purchased.

When it comes to the battlefield, you may elect to have your Knights fight dismounted. When used this way substitute the Heavy Infantry miniatures for the mounted Knight miniatures. You may also take as many stands of Stakes as there are heavy infantry stands for free.

Any other human troops may be purchased at standard (Warmaster) costs.

Every Noble has a value printed on his card, as does every Title and Office. Mercenary forces also have values. These values are multiplied by 10 to give the points available (in Warmaster terms) to purchase troops.

Similarly, the default garrison values are also multiplied by 10. Thus: a 200 point town has a garrison equivalent to 2000 Warmaster points.

Non-humans are picky who they will fight with. Non-humans that do not cooperate may be held in the same *faction*, but cannot be in the same *army*.

Any non-human forces that cannot be incorporated into an army because of these racial prejudices are placed into Chancery to be allocated during sittings of Parliament.

The following table shows the prejudices:

	Elves	Dwarfs	Goblins	Trolls	Ogres	Giants	Eagles	Ents
Elves	✓						✓	✓
Dwarfs		✓						
Goblins			✓	✓	✓	✓		
Trolls			✓	✓	✓	✓		
Ogres			✓	✓	✓	✓		
Giants			✓	✓	✓	✓		
Eagles	✓						✓	✓
Ents	✓						✓	✓
Undead	✓		✓	✓	✓	✓		
Dragons	✓		✓	✓	✓	✓		

Example:

Runcible has a base value of 20, and he has the Title of Earl of Scott's Bottom, with a value of 50. He also has a mercenary force of 50.

Therefore he has $(20 + 50 + 50) * 10$, or 1200 points with which to buy human forces, in addition to the 2 regiments of Knights he receives for free by being both nobly born, and an Earl to boot.





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Scouting

Players may purchase Light Cavalry, a specific type of unit drawn from AncientMaster. In addition to their battlefield abilities, light cavalry may scout the territory surrounding the parent army. The normal movement range of the army may be scouted: 5 cross-country regions, or any distance along an open road. Any opposing army or army-garrisoned location may be investigated. The army with the greater number of light cavalry may examine their opponent's specific current order-of-battle.

Further, the army with the greater number of light cavalry may use the scouting information to avoid a battle. If attacked (by the enemy army occupying the same region) the scout-heavy army may slip away into any adjacent region that they may normally occupy.

Ambushes

An army with *twice* as many light cavalry as their opponent may bring that army to battle under more favourable circumstances. In this instance the defending army is the one with the least light cavalry. The defender must set up along the centre of the table in line of march; that is: the defending army must have at least 2/3rds of its force in column. The rest may be outriding to either side to a distance of 20cm from the main body.

The attacking army sets up second on one side only and attacks from there. There are no other restrictions.





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Battlefield terrain

The Kingmaker board indicates what the predominant terrain is in each region. This terrain type: open, hilly, forested, must dominate 2/3rds of the table. Villages and roads shown on the map are replicated on the table. Where a region has a river as a border, then a river section (a tributary to the one on the map) is also placed on the board. Castles, keeps, cathedrals and cities are handled by the Siege rules and are not replicated on the table.

Specific terrain set up is determined by player consensus.

Note the following terrain implications:

- ~ Villages imply cultivated land, and possibly hedges and or stone fences.
- ~ Rivers imply bridges and or fords.
- ~ Hills imply trees. Not necessarily great wooded sections, but at least some areas of vegetation.
- ~ Open areas without villages also imply some wooded sections.
- ~ Roads through forests imply cleared sections along their sides. Cavalry still cannot enter forest, but they had to arrive for the battle. Once there at least a 20cm clear space along the main road must exist.
- ~ Coastal regions imply a coastline.



Pre-battle defections

Non-humans, as well as being finicky as to who they will fight with, also become unsettled if they have to fight their own kind (unlike humans, who will fight with and against anyone). If the opposing armies both have non-humans of the same type, there is a chance that one or more of the regiments may change sides immediately.

Check for defections on a regiment-by-regiment basis. A regiment changes sides if it throws a 6 on a D6. For every regiment that defects a +1 penalty is applied. Thus, once one goes, it makes it more likely that the rest will follow.

Note that this allows the possibility that non-humans will change sides both ways. Inscrutable and mysterious, that's what they are!

In the distressing situation where Nobles from the same faction come together to fight and their armies contain non-humans that would normally not cooperate, then all offended non-human regiments quit the field to Chancery.



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Command

Nobles are the leaders on the field. Each card has been modified to show the command rating, ranging from 8 to 10. The player decides which of the Nobles in his army, if there is more than one, is the Commander in Chief.

Heroes may be purchased, and these all have a command rating of 8.

Measuring defeat

Players may withdraw forces from the table. They must fight this out as a withdrawal, with every regiment leaving the table being 'saved'. This action represents a defeat, but may save a larger portion of their army for another day. If both players withdraw forces from the table, the army that withdrew the largest number of stands is considered to have admitted defeat. Otherwise, victory is measured by the standard Warmaster 50% breakpoint system.

Defeat on the tabletop occurs the moment the breakpoint is reached. It is assumed at this point that the remnants of the defeated army escape as best they can.

The defeated army must retreat out of the region. One space if overland, or up to five spaces along a road (other rules notwithstanding).



Death of Nobles

Following the tabletop battle resolution, an Event card is drawn as per Kingmaker rules. The odds are ignored, but any Noble named on the card that took part in the battle has been killed. This is regardless of whether they were on the winning or losing side.

When a Noble has been killed, his counter is removed from the board and his card plus all awards are returned to the appropriate place (Crown deck discard or Chancery).



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Capture of Nobles

A Noble is captured on the tabletop if his piece is: contacted by Knights, or by a unit that has a Noble, Wizard or Hero attached to it. Otherwise he evades as usual.

Capture of the commander in chief of an army is an automatic victory for the captors.

Nobles are captured as usual if they are within a besieged location that falls.

Any Noble(s) captured in successful combat may be ransomed back to the losing player for some consideration (either by transfer or trade and gifts). A ransomed Noble must be returned with any title and office cards possessed prior to combat. Any Noble not ransomed in the turn of capture must be executed and removed from play.

Loss of troops and replacements

Mercenaries and non-human troops that are destroyed on the tabletop have their cards taken out of the faction's hand and are placed in the Discard pile.

Troops that come to an army by virtue of a Title, an Office, or a Possession have losses made good on their next turn. A Noble always has the full number of troops owed to him by virtue of his position at the start of his turn. The exception is a Noble's retinue of Knights, even if they are shattered in a battle: they reform again before the next battle.

Regiments of any sort that lose stands on the tabletop but are not destroyed outright are recruited back to full strength by the next battle.





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Continuation of troops

Troops selected to be in an army remain in existence between battles unless destroyed. In other words: the regiments you selected to be in a force are the same regiments you must field in each battle unless they are destroyed on the tabletop. If they are destroyed on the tabletop, and their value is part of the Noble's prerogative by virtue of title, office or possession, then alternate regiments may be raised as replacements at the start of your *next* turn. If forced to battle again before your next turn you must fight with the depleted force.

Units destroyed in battle are subtracted first from any extra 'mercenary' cards the Noble has before reducing prerogative troops.

Siege

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

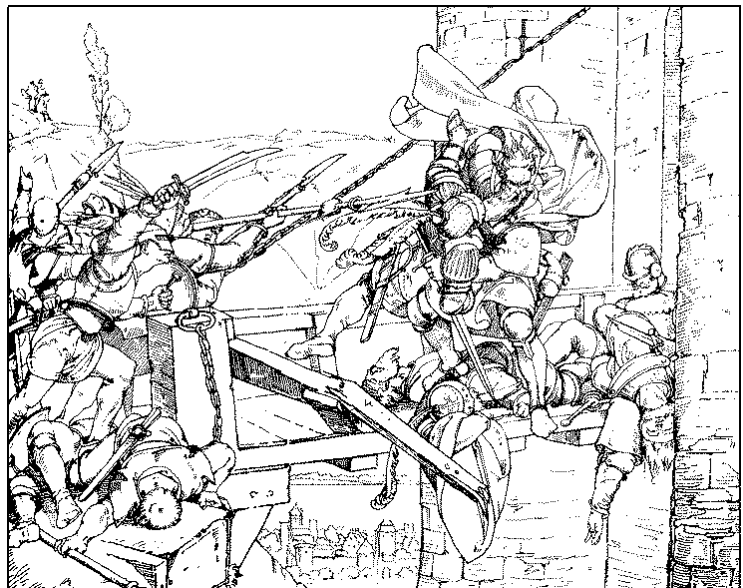
Three steps must be followed to procure and resolve a siege.

1. The attacking player must allocate as many Nobles in a stack to the siege as needed to maintain at least an equivalent strength to the garrison of the defending town, city or castle. Any Noble(s) inside may add their strength to the garrison. If more than one player's noble(s) are inside, only one faction (defenders' choice) may add to the defence. If an attacking player cannot collect enough Nobles to match at least the defending strength of the town, city or castle, he may not besiege it.
2. The attacking player draws the top card from the Event deck to determine if any of the participating Nobles are killed. The odds ratio is ignored. The Event card is placed on the discard pile.

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

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

A faction that desires to besiege, relieve or enter any town, city or castle already "under siege" must first battle the original besieger. If successful they may





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either assume the place of the original besieger or enter the town, city or castle if friendly.

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

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

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

Capture of Royal Heirs

A royal heir is captured by a faction when one or more noble counters of that faction occupies the same open area of a region, 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.



Plague

If plague strikes an area where a Noble and his force are located then unlike standard Kingmaker the Noble is not killed outright. Instead, test every regiment affected with a D6. On a throw of 1, or 2 the regiment is destroyed.

Losses may be replaced on the player's following turn if they are part of his prerogative by virtue of Title, Office or Possession. Otherwise, in the case of mercenaries or non-humans, they expire to the Discard pile.





PARLIAMENT PHASE

Calling Parliament

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

1. The King or Chancellor must occupy an unfortified town, town or city (not castle) excluding Calais or one under siege, which is to be the location of the Parliament.
2. A "writ" card must be presented to another player's noble or Wizard summoning him to Parliament. More Nobles may be summoned using other "writ" cards (one "writ" for each Noble to be summoned).
3. Each Noble and Wizard summoned by a "writ" card must immediately move to the Parliament location ignoring movement limitations.
4. Any Noble or Wizard not summoned may voluntarily move to Parliament ignoring movement limitations. A Noble or Wizard 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 or Wizard's troop strength. A ship transporting Nobles or Wizards to Parliament must end its movement at any friendly or unfortified port on the mainland.



Counting Votes

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



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

Distributing Cards

- The player summoning Parliament may propose one recipient for each card drawn from Chancery. Any card which cannot be allocated as a result of a disapproval in either Commons or Lords are given for distribution to the next player in the following order:
 - Player whose faction controls the largest total vote in both Houses.
 - Player whose faction controls the second largest total vote in both Houses.
 - 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.

Voting on Cards Distributed

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



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2. A proposed recipient need not accept the title, or office being offered to him. If refused, the awarding player may choose another recipient.
3. A player receiving a title, or office card may not utilize its vote (if any) in the Parliament in progress.
4. 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 unfavoured House are considered executed (cannot be counted at all).
5. All office and title cards that cannot be allocated are placed in the Crown deck discard pile.
6. If during Parliament there are two crowned Kings in play (not necessarily attending Parliament), a vote is taken for Parliamentary support for one or the other before any other business is begun. Support is determined by the most votes in both Houses. This supported Crowned royal heir must act as sole King in *ALL* respects upon conclusion of Parliament until his voted support is lost when another player crowns another heir as King according to the rules. If support is not given to either Crowned heir, Neither can act as the sole King.



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

CORONATION PHASE

1. Only the senior surviving member of a royal house can be proclaimed and crowned King.
2. The senior royal heir to be crowned King must occupy a cathedral with one or more Nobles possessing either an archbishop or two bishop cards.

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



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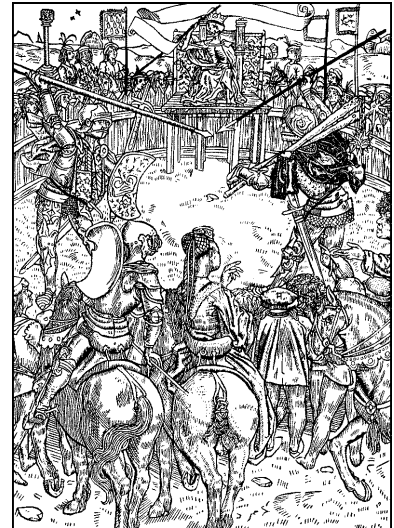
CROWN DECK PHASE

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

VICTORY CONDITIONS

There are two ways to win, a player must control the last royal heir in the game and (s)he must be crowned King or The player who can obtain a majority vote (half the total vote plus one) in the House of Commons and the most votes in the House of Lords to support a Crowned royal heir under his control as the one and only King of England, he is declared the winner.

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



House of Lancaster

King Henry VI
Margaret of Anjou (Henry's wife)

Edward, Prince of Wales (Their son)
Beaufort (if other heirs in the line are killed – see note)

House of York

Richard, Duke of York
Edward, Earl of March (Richard's eldest son)
Edmund, Earl of Rutland
George, Duke of Clarence (Richard's third son)
Richard, Duke of Gloucester (Richard's youngest son)

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

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

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

If crowned his faction may not control a royal heir of the other house. If the last crowned royal heir on the board is a Lancastrian, the player controlling him is declared the winner whether Beaufort is in play or not. If the last crowned royal heir on the board is a Yorkist, the player controlling him is declared the winner if Beaufort is not in play.



APPENDIX 1

Transfer

1. Town, ship, and mercenary cards (hereafter referred to as transferables) allocated to a Noble or Wizard or royal heir counter(s) accompanying a force may be transferred voluntarily to any other Noble(s) or Wizards occupying the same square at any time provided that the transferred card(s) is not utilized in the turn of transfer. The Nobles or Wizards need not belong to the same faction.
2. Transfereables and royal heir counters are involuntarily transferred to an unfriendly faction if they were awarded to or accompanied a Noble captured or executed by that faction as a result of combat. The transfereables must be distributed among the *victorious* Noble(s) immediately upon transfer.
3. A town card is involuntarily transferred to an unfriendly faction if the town named on the card was captured by that faction.
4. Noble, and title cards (hereafter referred to as non-transfereables) can never be transferred either voluntarily or involuntarily. If a Noble is executed, his card goes to the Crown deck discard and any awarded titles, offices and bishops go into Chancery.
5. Any captured town, city or castle may be transferred voluntarily by the controlling player to another faction as long as at least one representative Noble or Wizard of each faction is in the same square. Ships, towns, cities or castles named on a nontransferable may also be voluntarily transferred (*never* involuntarily) to another Noble or Wizard in the same square. The parent card cannot accompany the transfer.
6. A player may give or trade any unplayed card (in his hand). The recipient may not allocate a traded card to a Noble or Wizard who is involved in combat in the turn of the trade. Cards given or traded need not be played immediately.

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



APPENDIX 2

The Black Cauldron

This ancient artefact is a powerful device for raising the dead. It is not a battlefield weapon, though any Noble or Wizard may transport it. Only a Wizard may evoke the powers of The Black Cauldron.

During the player's turn, the Wizard in possession of The Black Cauldron may use it to create 100 points of undead regiments selected from the following choices:

- ~ Skeletons,
- ~ Skeleton archers,
- ~ Skeletal cavalry.

Additionally, the Wizard may attempt to reanimate the bones of a giant once per turn. To do this they must roll a 6 on a D6. If they are successful a skeletal giant (bone giant) is formed, otherwise the cauldron produces nothing this turn. The throw may be modified by +1 if the Wizard also possess the Necromantic Spell Book.

Regiments produced by The Black Cauldron may be assigned to armies within the faction, or they may remain with the Wizard. Undead regiments destroyed or reduced by combat are not replaced or rejuvenated between battles or turns.

Any Wizard can destroy the cauldron once it has been captured. Successfully besieging the stronghold where it is held will capture it, as will defeating the force that it is with, if in the open.

Spell Books

These artefacts are repositories of arcane knowledge. Only a Wizard may use the knowledge, though any character may carry such a book.

Spell books may be traded or used as ransom.

Elf and Goblin spell books

These books simply give knowledge of the battlefield spells known by these races. A Wizard in possession of these books may cast spells from these lists in addition to the standard human (Empire) spells.

Dwarf Word of Power

This tit-bit of information is the anti-magical word that nullifies spells, as per the Runesmith. A Wizard in possession of this information may use the Word of Power in addition to the standard human spell list.

Necromantic spell book

This book gives information on the evil spells known by the necromancers, and allows the Wizard to cast spells from the Undead spell list.

Undead raised using these spells last only for the duration of the battle.



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APPENDIX 3

Human troops available

	Attacks	Hits	Save	Cost	Notes
INFANTRY					
Peasants	3	3	0	30	1
Light Infantry	3/1	3	0	40	2
Medium Infantry	3	3	6	45	3
Heavy Infantry	3	3	5	0	4
Doppelsoldner Company	4	3	*	25	5
Arquebusiers	3/1	3	0	65	6
Bowmen	3/1	3	0	55	7
Longbow men	3/1	3	0	65	8
Religious Fanatics	5	3	0	70	9
Pikemen	3	3	0	60	10
CAVALRY					
Light Cavalry	3/1	3	6	85	11
Medium Cavalry	3	3	5	90	12
Horse Archers	3/1	3	6	80	13
Reiters	3/1	3	5	95	14
HEAVY EQUIPMENT					
Cannon	1 / 2 +b	2	0	85	15
Organ Guns	1 / 6-3-1	2	0	50	16
War wagon	3/3	4	4	130	17
Catapult	1 / 3	3	0	75	
Ballista	1 / 3	2	0	65	29
Field Fortifications	0	2	5	10	18
Hero	Character	+1	0	0	19

Non-Human troops available – distributed by Crown card

		Attacks	Hits	Save	Cost	Notes	Source
ORCS & GOBLINS							
Orc Warriors	Infantry	4	3	6+	60		OG
Black Orcs	Infantry	4	4	5+	110		OG
Wolf riders	Cavalry	2/1	3	6+	60	11	OG
ELVES							
Spearmen	Infantry	3	3	5+	60		HE
Archers	Infantry	3/1	3	6+	75	8	HE
Reavers	Cavalry	3/1	3	6+	100	11	HE
DWARFS							
Handgunners	Infantry	3/1	4	6+	90	6	D
Rangers	Infantry	3/1	4	5+	110	20	D



Troops from The Black Cauldron or the Necromantic Spell Book

		Attacks	Hits	Save	Cost	Notes	Source
Skeletons	Infantry	2	3	6+	30	21	U
Skeleton bowmen	Infantry	2/1	3	0	35	21	U
Skeleton cavalry	Cavalry	2	3	5+	60	21	U
Skeletal giant	Monster	6	4	4+	125	21, 22	U

Monsters available – distributed by Crown card

		Attacks	Hits	Save	Cost	Notes	Source
Trolls	Infantry	5	3	5+	110	23	OG
Ogres	Infantry	4	4	5+	105	24	OG
Giant	Monster	8	8	5+	150	25	OG
Ent	Monster	4	6	4+	125	26	WE
Giant Eagles	Monster	2	3	4+	70	27	WE
Dragon	Monster	6/3	6	4+	350	28	HE

1 GW Peasants. The backbone of every army, armed with simple weapons. -1 to command roll unless part of a brigade containing units other than peasants. Can only use initiative to evade. No charge bonus.

2 Unarmoured infantry armed with some missile weapons. 15cm shooting range. 360 degree shooting. Light Infantry have the ability to 'skirmish'. This means that they can shoot before they move. They can even shoot before they move on initiative. If they shoot before they move they cannot also shoot in the shooting phase.

3 GW Halberdiers, Men-at-Arms, or Axemen. Generic foot soldiers.

4 These miniatures may be used if you elect to fight your Knights dismounted. They cannot be bought like regular units, as they are part of a Noble's allocation by right of birth, title or office.

5 GW Skirmisher. Stand added to a unit. Can be removed as any other stand of the unit, but is ignored for stand lost command modifier. Its position is ignored regarding irregular formations.

6 GW Handgunners. Count enemy armour class as 1 less.

7 GW Crossbowmen or Bowmen.

8 GW High Elf Archers. +1 to shooting attacks - hits on 3, 4, 5, or 6 in the open.

9 GW Flagellants. Always use initiative to charge - cannot be given orders instead. Never use initiative to evade. Cannot be driven back by shooting. Do not roll for drive-backs. Must pursue where possible. Do not suffer terror.

10 Pikemen may only make full moves when evading, being driven back, retreating or, when it started and ended its movement in column formation, and did not change its facing and did not move more than half of its forward movement to the side (oblique). In column the first and second stands count as attacking, and the third stand (only) supports.

11 15cm shooting range. 360 degree shooting. Light cavalry have the ability to 'skirmish'. This means that they can shoot before they move. They can even shoot before they move on initiative. If they shoot before they move they cannot also shoot in the shooting phase.



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12 GW Squires. Standard medium cavalry. The default cavalry, just as Medium Infantry are the default infantry.

13 15cm shooting range. 360 degree shooting.

14 GW Pistoleers. 15cm shooting, 360 degree shooting. Reiters may fire their weapons just prior to contact when charging. Hits are carried forward into melee.

15 Range 60 cm. Treats defended targets as in the open and fortified targets as defended. Ignores armour. Ball bounces 5cm from end of first stand hit doing 1 attack per additional stand hit. Fires grape shot when charged, no penetration and target saves as normal. Cannot use initiative to charge.

16 GW Hellblasters. Up to 10 cm 6 attacks, up to 20 cm 3 attacks and up to 30 cm 1 attack. Reduces armour by 1. Cannot use initiative to charge.

17 Can not charge. Move 20 cm. Range 30 cm, 360 degrees firing arc with save 1 worse. Not stockaded treat like ordinary artillery. Stockaded after stockade order: Counts as fortified. Cannot be driven back, still roll to test for confusion. No sides or rear. Will neither pursue nor retreat. Enemy unit that wins a round of combat can still continue to fight by remaining in contact or fall back as usual. If he continues to fight then he must move stands that are not already fighting frontally into contact with any accessible edge of the War Wagon exactly as in a normal pursuit. Because stockaded War Wagons do not retreat the enemy will gain no bonus for pursuing in subsequent rounds of combat.

18 Field fortifications are stakes, earthworks or pits prepared immediately prior to battle. These measures are not permanent fortifications. They are included here as it indicates a specific tactic that a commander may pursue, and therefore must be considered ahead of time. Field fortifications placed directly in front of a unit, with stand contact, grant that a unit a 'defended' status. The unit is only hit on a 5 or 6. The cost is per stand length of fieldworks. The hits and saves are for destruction by artillery or monsters only, otherwise they are indestructible.

19 All Heroes have a command rating of 8.

20 Can pursue any retreating enemy.

21 All undead: never act on initiative, only move when ordered, unaffected by command penalty for enemy proximity, unaffected by command penalty for terror, unaffected by Confusion rule.

22 Causes terror. -1 command penalty, even when attached to a unit as a brigade.

23 Trolls. -1 command penalty, even when attached to a unit as a brigade. In each round of combat, after stands are removed, can regenerate one hit.

24 Ogres. Must use initiative to charge humans (not Dwarfs or Elves) if within 20cm at start of command phase.

25 Giant. Must always be given a separate order. Cannot be brigaded with non-giants. If order fails – test giant's response (pg. 137). Causes terror. If 4-7 hits accumulated in one turn, max hits and attacks reduced to 4 for rest of battle.

26 Cannot be brigaded with non-Ents. Causes terror. Vulnerable to fire-attacks, which inflict double damage.

27 Can fly up to 100cm.

28 Can fly up to 100cm. Can shoot fire to range of 20cm at single target. Cause terror. If 3-5 hits accumulated in a single round, max hits and attacks reduced to 3 for rest of battle.

29 +1 to shooting attacks. Hits on a 3, 4, 5 or 6 in the open.



APPENDIX 4

Warmaster house-rules

Support

Support is counted before stand removal.

Supporting shooting

Stands within 5cm of a unit being charged may also shoot at the charger.

Shooting

Confused units may only shoot at the closest enemy. Other units may shoot at any enemy within a 45° arc of their front, or anywhere if they have 360° shooting. Some common sense is required here – for example a unit would always shoot at the closest enemy within 10cm (initiative range) rather than a more distant one.

Woods

Light cavalry and any infantry may enter woods, but any enemy they encounter there are counted as Defended. Other cavalry, artillery or machines may not enter woods or, more accurately, they are militarily ineffective when in woods and so are for practical purposes banned from entering.

Elves count as Fortified when in woods.

Hills

Dwarfs count as Fortified when in hills. Hills do not impede movement, but do impede line of sight.

Shooting units may shoot over friend or foe to a distant enemy if they are on a higher tier of hills.

Rivers

The default kind of river may be forded anywhere, but a unit ceases its move when it comes to it. That is: it takes two moves to cross a river – one to arrive at its banks, and another to move onwards. Streams or creeks that do not cause this penalty must be identified at the start of a battle. Larger rivers may only be crossed at bridges or designated fords. Knowledge of the location of the fords is determined prior to battle.

Bridges, unless stated otherwise are only one stand, whether infantry, cavalry, artillery or monster, wide.

Impassable terrain

Some terrain, such as swamps, extra craggy hills and so on may be declared impassable. The players prior to the battle commencing agree this designation.

In addition, some terrain may be considered impassable to all except light infantry, dwarfs or elves, with the agreement of the players.

Flanking and flank attacks

The flank of a unit is drawn from 45° to the side of the stand.

To attack a flank, the attacking unit must start its move within the flank zone of the target unit. Pursuing units may lap around flanks normally.

Obliques and changes of facing

A unit may oblique when moving within a 45° to its front. Outside of this arc it must alter its facing to the new direction.

A unit loses 50% of its movement allowance by about-facing, otherwise movement is calculated by the standard 'stand moved furthest' rule.