

Kingmaker

Number of Players: the recommended maximum is 7. Divide 36 cards evenly from Crown Deck & return remainder to the deck. Play starts with the player who controls the Chancellor of England; or if no Chancellor, who controls the senior Bishop in this order: Canterbury, York, Durham, Carlisle, Lincoln, Norwich; otherwise who has the most troops.

Object of the Game: either have the *sole* crowned king (except Henry VI) of either Royal House for *4 turns*, **or**, if time limit reached first then Parliament is called & winner is the faction with the most votes in both houses. *The Chancellor does not vote in this case; he can in a normal Parliament. See at right.*

Parliament Votes

HOUSE OF COMMONS total of 156 votes

Royal Heirs

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
Town (except Calais, Swansea, open town)	3

Nobles

Neville	3
Percy	2
Beaufort	2
Mowbray	2
All other titled Nobles	1

HOUSE OF LORDS total of 82 votes

Royal Heirs

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

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Competing Royal Houses

Line of Succession

		Starting Location	Grid Coordinate	Permanent Garrison
↓	House of Lancaster  <i>White Roses</i>			
1	Henry VI <i>in City</i>	London	F5	300
2	Margaret of Anjou <i>in Royal Castle</i>	Fotheringhay	D5	200
3	Edward, Prince of Wales <i>in Town</i>	Coventry	E4	200
↓	House of York  <i>Red Roses</i>			
1	Richard, Duke of York <i>in City</i>	York <i>City</i>	C4	300
2	Edward, Earl of March <i>in Royal Castle</i>	Harlech	D2	200
3	George, Duke of Clarence <i>in Town</i>	Cardigan	E1	200 *
4	Richard, Duke of Gloucester <i>in Town</i>	Calais	G6**	200

*An Open Town (black gate) so no need to besiege unless if occupied by an enemy faction
 **A ship needed to get to Calais must then be besieged by 200 troops (if no enemy faction)

The Garrison is for the *place* not the royal piece; garrison size for a City, Town or Royal Castle is 100 *per tower* (2 or 3) whereas a Noble Castle (heraldic shield) has just 100.

Player's Turn Sequence

1. Draw from Event deck & acted upon by *all* players.
2. All, some or none of the player's counters are moved.
3. Any battles or sieges are resolved.
4. Parliament may be summoned by the sole king or the Chancellor of England if there is no sole king.
5. A royal heir first in a royal house may be crowned king; must be in Cathedral with a Noble possessing Archbishop or two Bishops.
6. A card is drawn from the top of the Crown deck & may be played immediately or kept hidden & played any time.

Battle Sequence

1. The player designates which Noble(s) he is attacking & which Noble(s) he is using in the attack.
2. Both players add the total strength in troops of their Noble(s) involved & are compared as a ratio.
3. Attacker draws from the Event deck referring to the pink half.
4. a. If the ratio 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 is less than that printed on the card then the battle is indecisive and there is no victor
- c. If the card reads *Bad Weather Delays Attack then no attack occurs* and the Nobles remain where they are.
5. The card also lists Nobles killed if participating & even if indecisive. Their loss does not alter the battle. Discard card.

Siege Sequence

of a town, city and castle, "*place*"
 To enter a place not under his control, he must capture it by siege. Add to the place's garrison any opposing player's troops that are in the town (only one faction may add to the defense):

1. Attacking player may only besiege a place if he can stack nobles to *match* the strength of the garrison & one faction.
2. Attacker draws an Event card to see if any of the participating Nobles are killed. The ratio is ignored & card is discarded.
3. Siege is always successful & the place plus all Nobles & royal heirs inside are captured unless delayed by "Bad Weather." Then the place is termed "under siege" and *occupants* (not garrison) may only sally forth with outside reinforcements to do battle or the besieging force's strength falls below *match* (due to an Event or another faction's battle).

Historical Background

From 1455, two branches of the royal family, the House of York and the House of Lancaster fought each several times other for the English throne, each believing they had a rightful claim. The end of the War of the Roses came when fourth in the Lancastrian line, Henry Tudor fought Richard III at the Battle of Bosworth in 1485. Many of King Richard's supporters changed



sides and he was killed. Henry was then given the crown that Richard had been wearing over his helmet and Henry was crowned King Henry VII. He married Elizabeth of York (the daughter of the previous King Edward IV and sister to the two princes murdered in the Tower of London). This united the two families & he joined the red and white roses to make the new Tudor rose.