

Kingmaker Variant July 2013

1. If any faction holds the sole King *except Henry* (unless if Henry is the only one from his faction on the board including the bastard) for 4 consecutive turns, they win the game. This often forces a scramble for alliances or a big battle before someone reaches the 4th turn.

To keep track of the 4 turns, a player who has the Reigning King collects event cards as he draws them at the start of his turn. If a Reigning King begins his turn on any space not on the landmass of England, he does not collect an event card for this Victory Condition and loses a previously saved card. Once he collects the 4th card and acts on the event, he wins if the king survives the event. If he loses the king to another player, he must discard the cards.

2. Time limit 2 hours (or as agreed) and then if not won by then normally, call an automatic parliament.

At the final parliament all players can play what-

ever they have in hand, and all nobles can then attend, regardless of their access to ships. The Chancery is not used, and there is no voting. The winner is the player controlling the most votes in the two houses combined. This tends to encourage players to attack cities and towns that control votes in the commons throughout the game.

Having the sole King for under 4 turns when the turn limit occur gives a big boost to your votes in Parliament, so it is unusual for the Sole King to lose at the time-limit parliament. So the fact that a time limit is in effect doesn't devalue the King.

3. A Writ can be used to force an overseas Royal back to England or lose his throne (or claim to the throne). The Royal is given 4 turns to show up or be lost.
4. If an alliance takes the sole king (or any royal) from a player, then the player with greatest number of troops will take possession of the royal(s). He may award a royal to another alliance member based on a mutually agreed deal: for example awarding offices or towns.

GRID LOCATION TABLE

Name	Location	Description
Abingdon	F-4	Unfortified town
Alnwick	A-4	Castle
Appleby	B-3	Castle
Arundel	G-5	Castle
Ashby	D-4	Unfortified town
Bamburgh	A-4	Royal Castle, Port
Barnet	F-5	Unfortified town
Bath	F-3	Unfortified town
Beaumaris	D-1	Royal castle, island, Port
Belvoir	D-4	Castle
Berkeley	F-3	Castle
Berwick	A-3	Town, Port
Beverly	C-5	Unfortified town
Blackheath	F-5	Unfortified town
Bodmin	G-1	Unfortified town
Boston	D-5	Unfortified town, Port
Brecon	E-2	Unfortified town
Bristol	F-3	City, Port
Burton	D-4	Unfortified town
Bury (St. Edmunds)	E-6	Unfortified town
Caernarvon	D-2	Royal Castle, Port
Caister	D-6	Unfortified town, Port
Calais	G-6	Town, Port, Square
Canterbury	F-6	Town, Cathedral
Cardiff	F-2	Unfortified town, Port
Cardigan	E-1	Open Town
Carisbrooke	G-4	Royal Castle, Port
Carlisle	A-3	Town, Cathedral
Castle Rising	D-6	Castle
Chester	D-3	Town, Cathedral
Cheviots	A-3	Range of Hills
Chichester	G-4	Unfortified town, Port
Chillingham	A-3	Castle
Chirk	D-2	Castle
Cockermouth	B-2	Castle
Colchester	F-6	Town, Port
Compton	G-2	Castle
Conisborough	C-4	Castle
Continent	G-6	Foreign areas of Europe; a Port
Conway	D-2	Royal Castle
Corfe	G-3	Castle, Port
Coventry	E-4	Town, Cathedral
Dartmouth	G-2	Unfortified town, Port
Daventry	E-4	Unfortified town
Denbigh	D-2	Castle
Devon and Cornwall	G-1, G-2	Counties
Douglas	B-1	Castle, Port
Dover	F-6	Royal Castle, Port
Durham	B-4	Town, Cathedral
Eccleshall	D-3	Unfortified town
Exeter	G-2	Town, Cathedral, Port
Farnham	F-4	Castle
Fotheringhay	D-5	Royal Castle
Framlingham	E-6	Castle
Grantham	D-4	Unfortified town
Harlech	D-2	Royal Castle
Helmsley	C-4	Castle
Hereford	E-3	Open Town
Ipswich	E-6	Town, Port
Ireland	B-1	Tip of Ireland, a Port
Kingston	C-5	Open Town, Port
Kenilworth	E-3	Royal Castle
Kimbolton	E-5	Castle
Lancaster	C-3	Town
Leeds	F-6	Castle
Leicester	D-4	Town

Name	Location	Description
Lichfield	D-3	Unfortified town
Lincoln	D-5	Town, Cathedral
Llanstephan	F-1	Castle
London	F-5	City, Cathedral, Port
Ludlow	E-3	Castle
Lynn	D-5	Town, Port
Maldon	F-6	Unfortified town, Port
Masham	C-4	Castle
Milford Haven	F-1	Unfortified town, Port
Newark	D-4	Town
Newbury	F-4	Unfortified town
Newcastle Castle	D-3	Castle
Newcastle Town	A-4	Town
Northampton	E-4	Town
Norwich	D-6	City, Cathedral
Nottingham	D-4	Town
Ogmore	F-2	Castle
Okehampton	G-2	Castle
Oxford	F-4	Town
Penzance	G-1	Unfortified town, Port
Pevensey	G-5	Royal Castle, Port
Pleshy	E-5	Castle
Plymouth	G-2	Town, Port
Preston	C-3	Unfortified town, Port
Raby	B-4	Castle
Ravenser	C-5	Unfortified town, Port
Rhuddlan	D-2	Royal Castle
Richmond	B-3	Castle
Rochester	F-5	Unfortified town, Port
Rockingham	E-4	Castle
Rotherham	D-4	Unfortified town
Royston	E-5	Unfortified town
Rye	G-6	Unfortified town, Port
Sandal	C-4	Castle
Salisbury	G-3	Unfortified town, Cathedral
Scotland	A-1, A-2, A-3	North of Cheviots
Shrewsbury	D-3	Town
Southampton	G-4	Town, Port
St. Albans	E-5	Unfortified town
St. Davids	E-1	Unfortified town, Cathedral
Stokestay	E-3	Castle
Swansea	F-2	Town, Port
Tattershall	D-5	Castle
Taunton	G-2	Unfortified town
Tees	B-4	River
Trent	C-5	River
Tewkesbury	E-5	Unfortified town
Thetford	D-5	Unfortified town
Tickhill	D-4	Castle
Towton	C-4	Unfortified town
Tutbury	D-4	Castle
Usk	F-3	Castle
Wales	D-1, D-2, D-3	Recently independent, Now part
	E-1, E-2, F-1	of England
	F-2, F-3	
Wakefield	C-4	Unfortified town
Wallingford	F-4	Royal Castle
Warwick	E-4	Castle
Wells	F-3	Unfortified town, Cathedral
Weymouth	G-3	Unfortified town, Port
Whitby	B-5	Unfortified town, Port
Wingfield	E-6	Castle
Windsor	F-5	Royal Castle
Wressle	C-4	Castle
York	C-4	City, Cathedral