1.0 GAME TURNS

The game consists of three (3) Campaigns, each of seven (7) Game Turns, for a total of twenty-one Game Turns. A Political Turn links the campaigns.

Each Game Turn has four (4) Phases, played in the sequence below.

1.1 CARD PHASE

Each player starts a Game Turn by playing one (1) card face-down. The cards are then revealed. The player with the higher card is Player 1 that Game Turn. The Pretender is Player 1 on ties.

Event cards have a special action defined on the card. The player of an Event card is always Player 1. If both players are Event cards, the AP values on the two cards determines Player 1, but if still tied, the Pretender is Player 1.

Note: Players must play a card, but can do nothing if desired. Actions cannot be saved for future use.

1.2 ACTION PHASE (5.0)

Player 1 plays, then Player 2. Card values (Ø-4) equal Action Points (AP). Each Action Point allows:

• 1 Move: any/all blocks in one area may move one or two areas, but must stop if entering an enemy-occupied area. See 5.0.
• 1 Recruit: Choose one block from your pool and deploy at full strength on the map. See 5.0. Blocks cannot move in the same turn they are recruited. Choose them after all movement is complete, or place them face-down until you have completed all movement.

Example: Card AP3 allows 3 Moves, or 2 Moves and 1 Recruit, or 1 Move and 2 Recruits, or 3 Recruits.

1.3 BATTLE PHASE (6.0)

After both players have completed all movement, battles are fought by opposing blocks in the same area. They are fought one at a time in any sequence determined by Player 1.

1.4 SUPPLY PHASE (7.0)

Players simultaneously determine if Supply Limits (7.1) and Exile Limits (7.2) apply. Take losses as necessary. Repeat phases 1–4 until all seven (7) cards are played.
2.0 MAPBOARD
The mapboard depicts England and Wales in the 15th century. The Lancaster player sits at the north edge of the map, the York player at the south edge.

2.1 AREAS
The map is divided into areas to govern the movement and location of blocks. Areas are separated by yellow, blue, or red borders (5.21) which restrict movement.

Areas can be Friendly, Enemy, Vacant, or Contested. Changes to area control are effective immediately. Friendly: area occupied by one or more of your blocks. Enemy: area occupied by one or more enemy blocks. Vacant: area containing no blocks. Contested: area containing blocks of both players, awaiting Battle Resolution.

2.2 SHIELDS
The major estates for nobles are indicated by shields. Some areas contain shields for two or more different nobles, and some nobles have shields in two or more different areas.

Shields provide a combat benefit of +1 firepower (B2=B3) for their noble(s) when defending (not attacking). The defensive benefit applies for the Defender, even if the noble moves there this Game Turn, or defects during battle.

When two or more heirs defend a shield (or Crown: see 2.3) only the senior heir present at the instant of fire gains the combat benefit.

York has three shields on the map. Any York heir can use any of them as home shields. Lancaster has five shields, but three of them are specific: Exeter (Cornwall), Somerset (Dorset), and Richmond (Pembroke). A Lancaster heir can use these shields only if the assigned noble is dead.

2.3 CROWNS
Some areas contain a Crown symbol. Each crown provides the same defensive benefits of a shield (2.2) to the current King of one royal heir. Important: The senior royal heir in a battle is +2 firepower defending his shield and a crown. Hence, Exeter defends Cornwall at A3, but a more senior heir, if present, would get the crown +1 instead.

2.4 CITIES
Seven cities are shown on the map: Bristol, Coventry, London, Newcastle, Norwich, Salisbury, and York – four cities favor Lancaster (red names) and three favor York (white names). Each city has a specific levy block. Levies are +1 firepower (C3=C4) when defending their city.

2.5 CATHEDRALS
Two cathedrals exist, Canterbury and York, the centers of the two archdioceses. The associated church block is +1 firepower when defending its cathedral.

2.6 WALES
Wales consists of four areas: Pembroke, Caernarvon, Powys, & Glamorgan. These areas can be freely used by either player. They are not exile areas. The Welsh block is +1 firepower (A2=A3) when defending any of the four areas of Wales.

2.7 EXILE
Each player has two exile areas:
Lancaster: France & Scotland
York: Calais & Ireland

These areas can never be attacked or entered by the enemy player.

2.7.1 Ireland
Ireland is home for the Irish block. Movement to/from Ireland requires a Sea Move (5.3) through the Irish Sea zone.

2.7.2 Scotland
Scotland is home for the Scots block. Lancaster blocks can enter Scotland by move, retreat, or regroup.

2.8 SEAS
2.8.1 Sea Zones
There are three Sea Zones: North Sea, English Channel, and Irish Sea. Kent separates the North Sea from the English Channel. Cornwall separates the English Channel from the Irish Sea. Scotland separates the North Sea from the Irish Sea.

2.8.2 Islands
The Isle of Wight and Anglesey are unplayable islands. The Isle of Man contains one of two shields for Lord Stanley. Movement to/from this island requires a Sea Move (5.3).

2.8.3 Ports
All coastal areas contain minor ports, but several contain a ship symbol that designates a major port. Ports improve Sea Movement (5.3).
3.0 ARMIES

One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

White: House of York (31)
Red: House of Lancaster (31)
Black: Rebel (1)

3.1 BLOCK DATA

3.11 Strength
The current strength of a block is the number of diamonds on the top edge when the block stands upright. Blocks can have a maximum strength of 4, 3, or 2.

Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. The sidebar shows the same noble block (Salisbury) at strength 3, 2, and 1.

3.12 Combat Rating
The Combat Rating is indicated by a letter and number, such as A2 or B3. The letter (initiative) determines when a block has a battle turn. All A blocks go first, then all B blocks, then all C blocks. The number (firepower) indicates the maximum roll that will score a hit. See 6.4.

3.13 Loyalty
Some blocks have a Loyalty Rating, noted on the top left of the block. Blocks with a crown in that location are heirs. Blocks with a red or white rose are loyalists who never defect. Blocks with Loyalty Ratings of 1, 2, or 3 may defect with a successful Treachery Roll (6.9).

IMPORTANT: Some blocks have different Loyalty Ratings for the two sides. For example, Rivers has Loyalty 1 as a Lancastrian, but Loyalty 2 as a Yorkist.

NEVILLES: This powerful family is represented by three (3) blocks: Warwick, Salisbury, and Kent. They have a special family Loyalty Rating. See 6.91.

3.14 Name & Title
In most cases the family name is given vertically to the left of the shield. If there is no family name then it is the same as the title (such as Stanley).

3.2 BLOCK TYPES

3.21 Heirs
Both sides have five (5) heirs to the throne, each with a crown symbol.
Heirs are ranked from 1 (senior) to 5 (junior) on the lower right. The current senior heir of each player is the KING or PRETENDER as applicable. Heirs of the KING are called royal heirs. An heir has +1 firepower (A3=A4) defending his shield. A royal heir is also +1 defending a crown.

3.22 Nobles
Nobles are identified by shields. The blocks represent the noble and his armed retinue. Nobles bearing a red rose (top left) are always loyal to the House of Lancaster; those bearing a white rose are always loyal to the House of York.
Non-rose nobles can support either side. There are two versions of these blocks, red when loyal to the House of Lancaster, and white when loyal to the House of York. Only one of these blocks can be in play at the same time. Nobles have +1 firepower (B2=B3) when defending their shield(s).

3.23 Church
Two blocks, Canterbury and York, represent the power and influence of the church. Each counts as one noble for Usurpation. These blocks have +1 firepower (C2=C3) when defending their cathedral.

3.24 Levies
Both players have one levy block for each city of their color, plus a Bombard. Levies start in each player's pool and are deployed on the map as noted in 5.4. Levies have +1 firepower (C2=C3) when defending their city.

3.25 Mercenaries
Both players have three (3) Mercenaries:
Lancaster: French, Scots, Welsh.
York: Burgundian, Calais, and Irish.

3.26 Rebel
Black block that fights for the Pretender.

Edward Plantagenet
Earl of March, Edward IV, 1442–83

Dazzle mine eyes, or do I see three suns
Tu wondrous strange, the like yet never heard
I think it cites us, brother, to the field
That we the sons of brave Plantagenet
Each one already blazing by our meeds
Should join our lights together
And overshine the earth.

Henry VI Part 3, Act II, Scene I.

Label Sheet
The upper labels on the die-cut sheet are for YORK (white blocks) and lower labels for LANCASTER (red blocks). The Rebel label in the middle row, separates the two sides and goes on the black block.

Fog-of-War
Surprise is an exciting aspect of this game. Except when fighting a battle, active blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

STEP REDUCTION

Strength 3  Strength 2  Strength 1

LOYALTY
(1)

STRENGTH
(Maximum 4)

FAMILY NAME

COMBAT (B2)

TITLE
4.0 SETUP

The game is divided into three (3) Campaigns of seven (7) Game Turns. Each campaign is linked by a Political Turn (8.0). Choose sides, Lancaster or York.

4.1 DEPLOYMENT

Both players deploy blocks in the areas noted. Blocks are deployed upright at full strength.

4.2 POOL

Each player maintains a pool off-map that contains blocks to be recruited. These blocks stand upright, unseen by your opponent. Recruits are chosen from your pool and deployed on the mapboard as indicated in 5.4.

4.3 HOUSE OF LANCASHIRE (1460)

Henry VI (King): Middlesex
Duke of Somerset: Dorset
Duke of Exeter: Cornwall
Earl of Devon: Cornwall
Earl of Pembroke: Pembroke (Wales)
Earl of Wiltshire: Wilt
Earl of Oxford: Essex
Viscount Beaumont: Lincoln
Lord Clifford: North Yorks
French Mercenary: France
Scots Mercenary: Scotland

Duke of Buckingham: Pool
Earl of Northumberland: Pool
Earl of Shrewsbury: Pool
Earl of Westmoreland: Pool
Lord Rivers: Pool
Lord Stanley: Pool
Bristol (levy): Pool
Coventry (levy): Pool
Newcastle (levy): Pool
York (levy): Pool
York (church): Pool
Bombard: Pool
Welsh Mercenary: Pool
Prince Edward: Minor
Earl of Richmond: Minor
Canterbury (church): Enemy Noble
Duke of Clarence: Enemy Noble
Earl of Warwick: Enemy Noble
Earl of Salisbury: Enemy Noble
Earl of Kent: Enemy Noble

4.4 HOUSE OF YORK (1460)

Duke of York (Pretender): Ireland
Earl of Rutland: Ireland
Irish Mercenary: Ireland

Earl of March: Calais
Earl of Warwick: Calais
Earl of Salisbury: Calais
Earl of Kent: Calais
Calais Mercenary: Calais
Burgundian Mercenary: Calais

Duke of Norfolk: Pool
Duke of Suffolk: Pool
Earl of Arundel: Pool
Earl of Essex: Pool
Earl of Worcester: Pool
Lord Hasting: Pool
Lord Herbert: Pool
Canterbury (church): Pool
London (levy): Pool
Norwich (levy): Pool
Salisbury (levy): Pool
Bombard: Pool
Rebel: Pool

Duke of Clarence: Minor
Duke of Gloucester: Minor

Duke of Exeter: Enemy Noble
Duke of Buckingham: Enemy Noble
Earl of Northumberland: Enemy Noble
Earl of Westmoreland: Enemy Noble
Earl of Shrewsbury: Enemy Noble
Lord Rivers: Enemy Noble
Lord Stanley: Enemy Noble
York (church): Enemy Noble

4.5 MINOR HEIRS

Both players start the game with three (3) heirs in play. Absent are Clarence and Gloucester for York, and Prince Edward and Richmond for Lancaster. These heirs are minors when the game starts.

When an heir is killed, the most senior minor heir enters play (see 6.82) at the beginning of the next Supply Phase. Note that Prince Edward is Lancastrian heir #2.

4.6 ENEMY NOBLES

Blocks listed as Enemy Noble have two versions, one York and one Lancaster. The enemy version starts the game as an enemy block, but can change sides with Treachery Rolls (6.9). Keep your version off-map along the east edge of the map until a defection occurs.

SCENARIOS

Players have the option to start the game with Campaign 2 or Campaign 3 for historical interest or just to play a shorter game. Scenarios can be found for these on our website:


Optionally, email info@columbiagames.com and we will return a PDF of these scenarios.

EVENT CARDS

Surprise: Move one group. Border Limit is +1 to cross all borders. May be used for normal Sea Movement.

Force March: Move one group. Blocks can move up to 3 areas and may attack. Sea Movement not allowed. Border Limits apply.

Muster: Designate one friendly or vacant area. Any/all friendly blocks can move normally to reach the muster area. Sea Movement not allowed.

Piracy: APs must be used for Sea Moves. Attacking is allowed, but no port-to-port bonus. Attacking blocks can only Retreat/Regroup to a friendly/vacant coastal area in the same sea zone. Retreat/Regroup limits are the same as Sea Move limits.

Treason: Move one group. One Treachery roll can be made in any battle (started by you or the enemy player) before it begins. The King, Pretender, or Warwick need not be present.

Plague: Choose one enemy city area. All blocks there lose one step, even if eliminated.

Henry Holland

Duke of Exeter, 1430–75

Oh piteous spectacle! Oh bloody times! Whilst lions war, and battle for their dens Poor harmless lambs abide their enmity.

Henry VI Part 3, Act II, Scene V
5.0 ACTIONS

5.1 CARDS
Movement is controlled by the available Action Points (AP) on the card played. There are 25 cards in the game, 6xAP2, 7xAP3, 6xAP4, and 6 Event cards.

Event cards have a special action defined on the card. Both the AP value and event are played, but the APs must be used only for that event. Event card priority still applies – e.g. event card AP0 has higher priority than a normal AP4.

A hand that totals AP13 (or less), including Event Cards, constitutes a mulligan. A player holding a mulligan may show that hand and request a redial. This can only be done once per campaign. The opponent may choose to keep his own cards or not. Reshuffle all available cards.

5.2 LAND MOVES
For one (1) Action Point, a player may activate any/all blocks in one area for land movement. Blocks move one or two areas. Active blocks may move to the same or different areas as desired.

Blocks may pass freely through friendly blocks, but must stop and fight a battle when they enter an enemy or contested area. Blocks only move one per turn, except to Retreat or Regroup.

5.21 Border Limits
The maximum number of blocks that can cross any border per Game Turn depends on its color:
Yellow: 4 blocks
Blue: 3 blocks
Red: 2 blocks (must stop).

Border limits apply to each player. Both players can move two blocks across the same red border. Note that blocks must stop after crossing a Red border.

EXAMPLE: Five (5) blocks in Middlesex wish to move to Oxford. Four (4) can move directly to Oxford while one (1) must move via Leicester or Sussex.

5.22 Pinning
Blocks entering an enemy-occupied area are Attacking; the enemy blocks are Defending.

Attacking blocks (excluding Reserves) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. The “unpinned” blocks may move normally and even attack, but cannot cross any border used by enemy blocks to enter that battle.

5.3 SEA MOVES
Each AP allows one (1) block to move from one coastal area to another friendly or vacant coastal area within the same Sea Zone (2.81). This is a separate AP expenditure from a Land Move.

Blocks must start and end their Sea Move in a coastal area (or exile). They cannot also move by land in the same turn.

Blocks can Sea Move only to friendly or vacant coastal areas, not to enemy or contested Sea Zones.

Blocks in Calais can Sea Move to areas on the English Channel or North Sea. Blocks in France can Sea Move to areas on the English Channel or Irish Sea.

Blocks located in Cornwall, Kent, and Scotland may Sea Move to areas on either the English Channel or Irish Sea.

Blocks cannot Sea Move to/from Hereford, Gloucester, or South Yorks. They can Sea Move to Middlesex.

Blocks cannot Retreat/Regroup by Sea Move unless using the Piracy card.

The Scots, Welsh, Rebel, and City Levy blocks can never Sea Move.

5.31 Ports
A player can Sea Move two blocks for AP1 when moving from one major port (2.83) to another major port. Both blocks must start in the same major port and move to one Major Port.

5.4 RECRUITS
Players may spend any/all Action Points (AP) to recruit blocks from their pool. Recruited blocks can NOT move in the turn they are built. Choose one (1) block per AP. Deploy recruits at full strength. They do not have to be revealed.

Nobles: deploy in a friendly or vacant area containing their shield.
Church: deploy in a friendly or vacant area containing their cathedral.
Levies: deploy in a friendly or vacant area containing their city.
Bombard: deploy in any friendly city area.
Rebel: deploy in any vacant area, but not an exile area.
Mercenaries: Five mercenaries always start in an exile location. They are recruited simply by moving them normally. The Welsh start in the Lancastrian pool and deploy in any friendly or vacant area of Wales.

IMPORTANT: players MAY NOT add steps to existing blocks during a campaign.

George Plantagenet
Duke of Clarence, 1449–78

When we saw our sunshine made thy spring
And that thy summer bred us no increase
We set the axe to thy usurping root
And know thou, since we hath begun to strike
We'll never leave 'til we hath beun thee down
Or bath'd thy growing with our heated bloods.
Henry VI Part 3, Act II, Scene II

Move Example
For 1AP, a player may move any/all East Anglia blocks to one or more of Essex, Middlesex, Rutland, Leicester, and Lincoln. The river border limits 3 blocks crossing directly to Rutland, although 3 more could get there via Essex.

Pinning Example
Five (5) blocks defend Chester. Three (3) blocks attack from Derby and one (1) from Warwick. Assuming the Derby blocks are the Main Attack, a total of 3 blocks in Chester are pinned, but 2 are unpinned and may leave except via the Derby or Warwick borders.

Estuaries
Blocks in Glamorgan seeking to march to Somerset, must first move to Hereford, then to Gloucester, then to Somerset.

Blocks cannot move from Glamorgan to Somerset, East Yorks to Lincoln, or Kent to Essex. They can make these moves only by Sea Move.

Blocks cannot Sea Move to South Yorks, Hereford, or Gloucester, but Middlesex (London) is a port.

Sea Zones
Blocks in Cornwall can Sea Move to any friendly or vacant area on the English Channel or the Irish Sea. Blocks in Kent can Sea Move to any friendly or vacant area on the English Channel or the North Sea. Blocks in Scotland can Sea Move to any friendly or vacant area on the North or Irish seas.

Sea Moves Example
AP2 could allow 4 blocks to Sea Move from Calais to Sandwich, or to any other port in the English Channel or North Sea zones. Two blocks could also go to one port and two blocks to another port. Two blocks could also go to one port, and one block to a non-port area.
6.0 BATTLES

6.1 BATTLE SEQUENCE

Battles are fought one by one after all moves are completed. Player 1 determines which battle to fight first. Reveal blocks in that battle by tipping them forward to maintain current strength. After the battle is completed, stand all blocks upright, then Player 1 selects the next battle.

6.2 BATTLETurnS

Each block has one Battle Turn per Battle Round. In its turn, a block may either Fire, Retreat, or Pass, except Retreat is not allowed in Round 1. The sequence of turns depends on combat ratings. “A” blocks go before “B” blocks, then “C” blocks. Defending “A” blocks go before Attacking “A” blocks, and so on.

EXCEPTION: Bombards are A3 for round 1, but D3 in later rounds. They never get A3 if they enter a battle as Reserves.

After all blocks have taken one Battle Turn, one Battle Round has been fought. Battles are fought for a maximum of four (4) battle rounds. Attacking blocks must retreat during Round 4 in their normal battle turn.

6.3 BATTLE RESERVES

A player may attack via one, two or three different borders, up to the limits of each border. Attacking via four different borders is prohibited. Blocks crossing the various borders need not start their turn in the same area.

One border (attacker choice) must be declared the Main Attack. Blocks using other borders are placed in Reserve.

EXAMPLE 1: York has 2 blocks in Wiltz and 4 in Kent. Both groups attack Sussex. The Attacker declares the Kent group his Main Attack.

EXAMPLE 2: Lancaster has 1 block in each of Middlesex, Oxford, and Gloucester. Expending AP3, these blocks combine for a Main Attack against 2 York blocks in Sussex via the Oxford/Sussex river border.

Reserve blocks may not fire, retreat, or take hits in Round 1. They arrive at the start of Round 2 to take normal turns.

EXCEPTION: If all Round 1 blocks are eliminated, Reserve blocks for that side immediately deploy. They cannot fire until Round 2, but take hits normally from unfired enemy blocks during Round 1.

CONTROL changes if all defending blocks are eliminated in Round 1. The Defender is now the Attacker for further combat, and must retreat in Round 4 if necessary.

Blocks moved by Player 2 to reinforce a battle started by Player 1 are Reserves. A maximum of two different borders are allowed and reserves arrive to fight starting in Round 2.

EXAMPLE: York player attacks Essex from Rutland with 3 blocks (main attack) and from Middlesex with 2 blocks. Lancastrian player has 2 blocks defending Essex, but moves 3 blocks from East Anglia to Essex. Round 1 has 3 Rutland blocks attacking 2 defending Essex blocks. The Middlesex and East Anglia blocks are Reserves that arrive for Round 2.

6.4 BATTLE HITS

Each block in its Battle Turn rolls as many dice as its current Strength. A hit is scored for each die roll equal to or lower than the block’s Combat Rating.

EXAMPLE: Stanley 3 rolls 3 dice. He has B2 combat: all rolls of 1 & 2 are hits, otherwise misses.

All hits by one block are applied immediately to the enemy block with the highest current Strength. If a block is eliminated, surplus hits apply to the next highest Strength enemy block, etc. If two or more blocks have the highest Strength, the owner chooses which to reduce.

Blocks defending their shields, crowns, cathedrals, and cities have a defensive benefit of +1 firepower. See: 2.2/2.3.

6.5 HEIR CHARGES

The senior heir present in each battle at the instant of fire has the option to Charge. The charging heir fires at a named enemy block at normal firepower. Surplus hits are forfeit. If the target survives the charge, it gets one bonus fire (normal firepower) at the charging block immediately.

6.6 RETREATS

Each block may retreat (instead of attacking) on its Battle Turn, except blocks can never retreat on Battle Round 1.

• Blocks must retreat to adjacent friendly or vacant areas. They may retreat to multiple adjacent areas via different borders.
• Blocks may not retreat via borders that were used by the enemy player to enter the battle. When both players have crossed the same border, only Player 2 may retreat via this border.

Recruiting
Some areas contain two or three deployment symbols. For example, Northumberland contains a shield (Northumberland) and a City (Newcastle). The Lancastrian could expend 2AP and recruit the noble NORTHUMBLED AND THE NEWCASTLE levy in the same turn. Similarly, East Anglia contains two shields and one city. Here the York player could spend 3AP and raise three blocks from his pool – the nobles NORTHERN and SUFFOLK, plus the NORWICH levy.

Battle Example
Herbert (A2) and Clarence (B2) attack Rivers (B2). The Battle Turn sequence for each round is: Herbert (A2), Rivers (B2), and Clarence (B2).

Battle Hits
Unlike most block games, all hits from one firing block are applied to the highest strength enemy block. Only if that block is eliminated do surplus hits carry over to the next strongest block.

This can result in one key enemy block being eliminated by one devastating fire, not unlike what happened to the Duke of York, Warwick, and Richard III.

Attacker/Defender
Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.

Pursuit
Many casualties occurred from pursuit. This is naturally handled by the game system. A block wishing to retreat must await its normal battle turn. If the Defender survives three battle rounds, the Attacker must retreat during round 4, but takes fire from Defender blocks that have an earlier battle turn.
6.7 REGROUPS
   When a battle ends the victor (Attacker or Defender) may Regroup. All victorious blocks (including any in Reserve) may move to any adjacent friendly or vacant areas, never to enemy or contested areas. Border Limits (5.21) apply.

6.8 ELIMINATED BLOCKS
6.81 The King is Dead
   The King is dead; long live the King! The senior royal heir becomes King at his current location (even exile) and strength at the beginning of the next Supply Phase. The location of the new King must be announced. If the senior royal heir is a minor, see 6.82.

6.82 Death of an Heir
   Heirs are permanently eliminated when killed. The enemy player keeps them off-map as a record of the game.
   When an heir is killed, the senior minor enters play at the beginning of the next Supply Phase.
   Royal heirs enter in any friendly or vacant Crown area. Pretender heirs enter in either Exile area.

6.83 Death of a Noble
   Rose nobles are permanently eliminated. Other nobles (and church) go to the owner pool face-down. They cannot be recruited again this campaign.
   EXCEPTION: The Neville blocks Kent, Salisbury, and Warwick, are permanently killed.

6.84 Death of a Levy
   Eliminated City levies and Bombards go to the owner pool face-down. They cannot be recruited again this campaign.

6.85 Death of a Mercenary
   Eliminated mercenaries go to their home area face-down, except the Welsh go face-down to the Lancastrian pool. Mercenaries cannot be recruited again this campaign.

6.86 Death of a Rebel
   The Rebel if eliminated goes to the Pretender pool face-down. It cannot be recruited again this campaign.

6.9 TREACHERY ROLLS
   Some nobles were unreliable on the battlefield and several upset victories resulted from treachery.
   The King, Warwick, and Pretender may each attempt one (1) Treachery Roll per battle (if present). A Treachery Roll is made in a normal Battle Turn instead of firing or retreating. Choose an enemy block (not in Reserve) and roll as many dice as the target’s Loyalty Rating. If all numbers (not the total) rolled are even the block defects to your Reserve at current strength and fights normally starting next round.
   EXAMPLE: Treachery Roll is made by the King to convert Northumberland, loyalty 2. Two dice are rolled. If both numbers are even, Northumberland defects.
   The same block can receive three Treachery Rolls in one battle, such as one each from the Traitor card, the Pretender, and Warwick. A Treachery Roll cannot be made to regain a defected block in the same battle.

6.91 Warwick
   Kent and Salisbury have a small “Warwick” shield instead of a Loyalty Rating. These blocks have a Loyalty Rating of 2, but only 1 if Warwick is making the Treachery Roll.
   Warwick cannot make a treachery roll on Northumberland or Westmoreland.

7.0 SUPPLY PHASE
7.1 SUPPLY LIMITS
   Each area can supply up to four (4) blocks without penalty. When more than four blocks exist in one area in the Supply Phase, each surplus block (owner choice) is reduced one step. Blocks eliminated by supply limit are treated as per 6.8.
   CITIES: The Supply Limit in areas containing a city is five (5) blocks.

7.2 EXILE LIMITS
   Calais and France can each supply up to four (4) blocks, plus local mercenaries. Ireland and Scotland can supply two (2) blocks plus the local mercenary.
   Extra blocks (owner choice) are subject to normal Supply Penalty. Extra blocks (owner choice) are also sent to the player pool during Campaign Reset (8.5). Hence, with three York blocks in Ireland, but the Irish block is absent, one exile is subject to one step loss each Supply Phase. If still overstaked, one exile (owner choice) goes to the pool on reset.
8.0 POLITICAL TURN

A campaign ends when all seven (7) Game Turns have been played.

A Political Turn is now played during which the Pretender can usurp the throne, and armies prepare for the next campaign. Play the political actions in the exact order given.

8.1 LEVIES DISBAND

Levies, Bombards, and Welsh return to the owner's pool. Mercenaries return to their home areas. Rebel block disbands.

8.2 USURPATION

Usurpation occurs when the Pretender controls a majority of nobles and heirs. Each church block counts as one (1) noble. Occupation of London (Middlesex) also counts as one (1) noble.

Exclude any blocks in exile, Isle of Man, or the pool. Ties are won by the King.

If Usurpation occurs, the Pretender's senior heir becomes King. The former King is deposed and must go to exile as the Pretender.

8.3 PRETENDER GOES HOME

The Pretender and his heirs on map must go to exile. Nobles/church on map go to their own shield/cathedral, but if enemy-occupied, then to the friendly pool.

NOTE: Warwick cannot return to Calais if Lancastrian. Subject to Exile Limits (7.2), nobles Salisbury and Kent (if Yorkist) may also go to Calais if their shield(s) are enemy-occupied. These three Nevilles may also go to each other's shields if their owner is dead.

8.4 KING GOES HOME

The King and royal heirs on map return to their shield or any crown area. Nobles/Church on map go to their own shield/cathedral, but if enemy-occupied, then to the friendly pool.

IMPORTANT: For both players, blocks currently in exile must remain in exile.

8.5 CAMPAIGN RESET

All face-down blocks in the pool stand-up and are available to be recruited in the upcoming campaign. Move the Rebel block to the Pretender pool. All blocks in the pool and on the map are raised to full strength.

Shuffle all 25 cards and deal seven (7) to each player for the next campaign.

9.0 VICTORY

Eliminate all five (5) enemy heirs for an instant victory. Otherwise, after the third Campaign, play through Usurpation (8.2) of the Political Turn. Whoever is King wins the game.

9.1 CLARENCE & EXETER

Two heirs, Exeter (Lancaster) and Clarence (York) are subject to Treachery rolls and can defect to the other side. They cannot defect if they are the King or Pretender. If they do defect:

• They are not heirs for their new side, just nobles who count for usurpation.
• They are not heirs (or nobles) for their original side, but regain that status if they defect back to that side.
• They can be executed (eliminated) during any Supply Phase to ensure they never defect back to their original side.
• No minor heir is activated to replace them unless that heir is killed or executed.
• When required to go home as an enemy noble, Exeter goes to Cornwall, and Clarence to any vacant York shield, otherwise to the friendly pool.

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