

Kingmaker House Rules

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Important: See for credits and commentary:

<http://www.phys.cwru.edu/~covault/KingmakerHouseRules.html>

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Note that “details” are confined to a last two sections on Parliament and “Rules Clarifications”.

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1 Kingmaker: Basic Concepts

- The historical setting of the game is the War of the Roses: Two competing house families: the Lancastrians vs. Yorkists: Each family claims the throne.
- Royal Heirs are puppets controlled by Factions of Nobles. Each player represents a Faction of Nobles. Nobles are represented by tokens on the map and simultaneously by Crown Cards played on the table.
- Maximum one Title per Noble (some Nobles are already Titled). Maximum one Office per Titled Noble. Titles and Offices give extra power but Event Cards can force Titled and Offices Nobles to move, disrupting plans.
- The goal of the game is to take control of the last surviving Royal Heir, crowned King of England.
- Royal Heirs are represented by tokens on the board. They can be captured or killed. The next-in-line in either family house may be crowned King. The King may call Parliament, etc. At any given time there may be zero, one, or two Kings.
- Crown cards representing Titles, Offices, Bishops, Mercenaries, and Ships **and also Cities, Towns, and Royal Heirs** are each always assigned to individual Nobles within a given faction.
- Player Turns consist of Six Phases: (1) Chance Events, (2) Movement (on land or by sea), (3) Combat: (Open Battle or Siege), (4) Parliament (5) Coronation, and finally (6) Crown card draw.
- Unlimited stacking into a combined Force. No Force may attack or defend more than once per Combat Phase. Extra defenses associated with permanent Garrisons exist inside Fortified Towns, Castles, and Cities but this advantage is somewhat offset by lost flexibility and the risk of plague.
- Combat is fairly simple. **House Rules strongly encourage attacks over defense and encourage quick aggressive play vs. defensive “turtling”.**
- Parliament may be called by a sole King or the Chancellor of England. Parliament rules are a bit complicated but are basically designed to effectively redistribute power and to “re-boot” player map positioning, thus breaking up large forces. **Generally, participation in Parliament is compulsory, see section 7.**
- **House Rules: Four hour time-limit from start of first turn with Alternate victory conditions. Combat rules allow for successful attacks with minority forces.**

2 Kingmaker: Player Turn Phases (Quick Summary:)

1. **Chance Event Phase:** Draw one Event card. All players must follow instructions. Only Nobles who are Under Siege are excused from relocating as instructed.
2. **Movement phase:**
 - **Land Movement:** Up to five squares, adjacent or diagonal, (must stop if you enter a Forest square), or unlimited movement along an unobstructed road (but must stop outside an any **Unfriendly** Fortress, (see Section 8.4.)
 - **Sea Movement:** Three parts: *(1)* Embark a Force if the Ship is at an Open or Friendly Port, *(2)* Ships move up to five sea squares, adjacent or diagonal, (leaving Port to start a Ship move and entering a Port to end Ship movement each count as one sea-square of Ship movement), and *(3)* Disembark forces if movement ends in a Port. Note that Ships with Forces may enter only an Open, Friendly, or Besiegable Port. See Section 8.6.
3. **Combat Phase:** Attacking and defending forces are identified. Two types:
 - **Battle:** Draw one Event card. A “Bad Weather Delays Attack” card means that the Battle is **canceled**. *Otherwise roll on Battle Combat Table to resolve Battle. Once the Battle is Resolved, then also roll for Battle deaths for all Nobles and Royal Heirs that participated in the battle.* Captured Nobles may ransom for their freedom.
 - **Siege:** Forces inside a Fortified Town, Castle or City may be Besieged. Garrison strength is added to defending Forces. *Attacker must have at least 50% of combined defenders Forces to Lay Siege, or at least 100% to successfully Conclude the Siege.* See Section 6 for details. Also roll for combat deaths of Nobles and Royal Heirs, as above. Siege may be laid from forces aboard Ships, see Section 8.6.
4. **Parliament Phase:** Sole King or alternatively Chancellor of England (with a the required Event card) may call Parliament within limits. One Writ card required for summons. *Writ cards also can be used to Excuse attendance. All non-Excused Nobles must attend Parliament.* Cards in Chancellery are distributed in accordance with parliamentary votes. *Nobles must generally return to Home Castles after Parliament.* See Section 7 for details.
5. **Coronation Phase:** A Royal Heir may be crowned King if next-in-line and if located at a Cathedral with either one Archbishop or two Bishops in attendance.
6. **Crown Deck Phase:** Player draws one card. *Nobles and Town/City/Castle control cards drawn must be put into play immediately.* Otherwise drawn Crown Cards may optionally be kept in hand or played immediately, *A maximum of up to two cards may be held in a player’s hand unplayed at any one time.* Crown Cards in hand may be played at **any time** except during Active Combat.

3 Kingmaker: Victory Conditions (House Variants:)

The game will be played at a lively pace, with no significant stalling permitted for **with a fixed time limit (4 hours)**. We define several victory conditions for declaring a winner as follows:

- **Complete and Utter Victory:** If at any time, a given player controls a Sole Crowned King and *all* other Royal Heirs are dead, that player wins. See special rule for Beaufort. This victory condition immediately ends the game.
- **Major Royal Victory:** When the time limit to end the game is reached, if a given player controls the last remaining (uncrowned) Royal Heir and *all* other Royal Heirs are dead, this player wins. See special rule for Beaufort.
- **Major Parliamentary Victory:** When the time limit to end the game is reached, if a given player controls a Crowned King, and that player *also* directly controls a true outright majority (50% or more) of all votes cast in the House of Commons, and also a plurality (the highest single player vote count) of all votes cast in the House of Lords, this player is declared the sole winner of the game.
- **Split Victory:** When the time limit to end the game is reached, the two factions with (a) the most votes cast in the House of Commons and (b) the most votes cast in the House of Lords are declared equal co-winners corresponding to a **Minor Split Victory**. If one single faction has the most votes in both of each of the two houses, then that player is declared the sole winner, corresponding to an **Alternate Minor Victory**.

The “No Elimination” Rule:

Note that if a player loses **all** Nobles he is not out of the game. Instead, he is dealt Crown Cards one at a time until he receives one Noble, then he must play all cards as possible, returning unusable cards to the Chancellery. The same rule applies to any player that wishes to join the game late.

4 Kingmaker: Setup, Succession, and Special Rule for Beaufort

Setup: Temporarily remove Constable of the Tower of London from crown card deck. Deal 35 or 36 cards. If one player has no nobles then keep dealing to that player until a Noble appears. Unusable card are returned to Chancellery.

House of Lancaster:

1. HENRY of Lancaster (Henry IV, King of England, *starts in London*).
2. MARGARET Regent of Anjou, (*starts in Fotheringhay*).
3. EDWARD of Lancaster, (*starts in Coventry*).
4. Beaufort (only if in play and only if all other Lancastrians are dead, see note below)

House of York:

1. RICHARD of York, (*starts in York*).
2. EDWARD of March, (*starts in Harlech*).
3. GEORGE of Clarence, (*starts in Cardigan*).
4. RICHARD of Gloucester, (*starts in Calais*).

Special Rule for Beaufort:

If all three of the Lancastrians Royal Heirs are killed, and if Beaufort (a Noble) is in play (face up on the board) then Beaufort instantly also becomes a the Last Lancastrian Royal Heir and he retains that status until such time that the game ends or Beaufort is killed. Note that Beaufort can only be killed in battle, as a Noble, regardless of his status as an Heir or King.

The basic idea is that Beaufort counts as a Royal Heir if any only if all other Lancastrian Heirs are dead and Beaufort is in play. Otherwise, Beaufort is simply a regular Noble.

Examples of the Special Rule for Beaufort:

- The last Royal Heir on the board is EDWARD of Lancaster, crowned King. That player wins whether Beaufort is in play or not.
- The last Royal Heir on the board is GEORGE of Clarence (a Yorkists) crowned King. If Beaufort is not in play, then that player wins. If Beaufort is in play, then Beaufort is effectively the last Lancastrian Heir and so play continues until *either* Beaufort is killed *or* GEORGE of Clarence is killed and Beaufort is crowned King.

5 Kingmaker: Important House Variant Rules:

We play Avalon Hill (1st edition) with House Rules. Here we outline the key variants relative to the standard rules. Some details are described in following sections.

1. **Two Crown Card Maximum:** A maximum of two hidden Crown Cards may be held in hand, unplayed, by any player at any time.
2. For any player who *draws* either a *Noble* or a *Town/City/Castle* Control Crown Card, the drawn card must be put into play *immediately*.
3. **All** captured Royal Heirs **must** be assigned to one particular specific Noble using custom “*Royal Heir Cards*” which are placed next to the controlling Noble.
4. **All** Crown cards in play **must** be assigned to one particular Noble.
5. **Definition:** a *Fortress* is a Fortified Town, City, Royal Castle, or Castle. Each controlled Fortress **must** be unambiguously assigned to one particular specific Noble. See Section 8.1 for details.
6. **Plantagenet: Royal Guards:** Plantagenet: cards are *not* Nobles but are considered extra force points associated with the “Royal Guard”. The Plantagenet cards must be immediately assigned to the one specific Noble who is in control of a Crowned King from either House. The Plantagenet card must be immediately surrendered if control of the King is lost by any mechanism.
7. **Heirs must return to Mainland Rule:** A Royal Heir may *only* be taken from the *mainland* by Ship provided the Heir is debarked onto the *mainland* before the end of movement phase of that player’s **subsequent** turn. See section 8.6 for details.
8. Nobles and Royal Heirs **must** always respond to instructions from Event Cards – unless they are Under Siege – regardless of any movement restrictions. See section 8.3 for details.
9. **Embassy Re-shuffle:** The Event card deck **must** be combined with the discard pile and reshuffled immediately subsequent to any “Embassy” event card.
10. **Storms at Sea:** Each Ship rolls percentile: 96-00 destroyed by Gales at sea. Ships must take refuge in the nearest Open or Friendly port. If the nearest port is Unfriendly (no permission given to land), then roll again 96-00 destroyed trying to get to each subsequent further port. See Section 8.6 for details.
11. **Alliances:** Forces that are already in the same square *and* that did not participate in any Combat whatsoever during their player’s *prior* turn *may* optionally negotiate to be in **an Alliance** with either an Attacking or Defending Force in that same square – they add to total. Note if an Alliance is offered it may not be declined. No Alliance is allowed with Under-Siege Forces except for Forces that are in Defensive Garrison Alliance (see Section 8.5) or unless such forces Sally Forth to Attack outside the Fortress.
12. Crown Cards may **not** be played to assignment for any Noble Under Siege. Crown cards may **not** be given to a Noble who is attempting to Lay Siege to a port Fortress from a Ship.

13. **French Foot-soldiers** (100 points) are shuffled normally into the deck but can only be used **once** and only in an **Attack**. French Foot-soldiers can Never be used in Defense. Once used they return to the Crown Discard pile.
14. **Player Actions Restricted During Active Combat:** For either a Battle in the open or an attempt to Successfully Conclude a Siege: The attacker's drawing of an Event Card to "Check the Weather" corresponds to the point of initiating Active Combat. From this point forward, Heirs may not be killed and Crown Cards in hand may be neither traded nor played until after the Combat result is resolved. Note that if an attacker draws an Event Card to 'Check the Weather', either for Battle or Siege, and if that Event Card is either a *Writ* or a *Free Move* card, then the attacker should **keep the card and draw again to Check the Weather**.
15. **Open Battle:** Attacks can be initiated at *any* attacker/defender point ratio. Force ratios are calculated and the attacker rolls percentile dice and consults Battle Combat Table.¹
16. **Battle Results:** In the event of a Victory, all of the defending forces are captured or killed according to the Battle Table. In the event the Attack Fails, all surviving attacking forces must retreat to their home castles. Also every player who has Nobles or Heirs in the battle must throw saving rolls (percentile) against death due to battle.
17. Note that in general, if the Attacking Force gets a Victory, the Attacker automatically gains immediate control of any surviving Royal Heirs in possession of the Defenders. Exception: If *all* of the Attacking Nobles die due to Battle deaths, then any such Heirs that were controlled by the losing Defender are to be "left the open" under no Faction's control. In contrast, if the Attack Fails, surviving Attacking Nobles retain control of any Heirs – unless *all* Attacking Nobles die, in which case control is gained by any surviving Defending forces.
18. **Laying Siege:** Siege may be waged if the attacking forces are at least 50% of the defending forces including Fortress Garrison Bonus. After three turns, the Fortress Garrison is reduced to 1/4 strength. A Siege may be successfully concluded if the attacking force has at least 100% of the defending forces including Fortress Garrison Bonus. See section 6 for details on house rules on Siege Battle.
19. **Ransom:** Surviving Nobles captured in either Battle or Siege may negotiate for their release in accordance with trade and transfer rules (see section 8.7). Deals may include intangibles such as promises of future transfers, but intangibles are **not** enforceable. Nobles that successfully Ransom must *immediately* return to a Home Castle. Nobles that fail to win Ransom are immediately killed: all Titles, Offices and Bishops are placed in Chancellery, all other cards in possession are placed in Crown Deck Discard. Towns, cities and castles in the direct control of any killed Noble are considered **neutral** and all forces within must be *immediately expelled* into the open square.
20. **Road Movement** is generally unlimited up to encounter with an Unfriendly Fortress. However, a *single* Noble with *both* a Free Move card *and* a Bishop may play the card to attain unrestricted road movement unimpeded through Unfriendly Fortresses. See Section 8.4.

¹However attack at less than (1:4) can only be initiated by a force consisting of a single *untitled* Noble (an "Assassin"). Such an attack *always* fails and only one selected Noble or Heir in the defending force is subject to possible death.

21. **Ship Movement** All Fortress Ports are considered **“Friendly”** to Empty ships. Empty ships may *always* move into or out of any Port. Embarking/Debarking from a Fortress Port must be done by Forces that move from/to the inside of the Port Fortress to/from the ship only. See Section 8.6.
22. **Ship capacity limits** generally apply with one exception: Every ship has the capacity to transport at least one Noble, regardless of that one Noble’s troop strength.
23. **Forces may Besiege by Ship.** This is the *only* mechanism for ships to debark forces at Unfriendly Fortress Ports. However, if the Siege is Broken, then all Nobles and Heirs from the attacking Ship are killed. See Section 8.6.
24. **Limits on Transferring Bishop Cards:** There are no restrictions on assigning Bishops to Nobles drawn directly by a player or played from a player’s own Crown Card hand. Multiple Bishops may be assigned to one Noble. However, no **transfers** are allowed to Nobles who already have one or more Bishops. See section 8.7 for details on Trade and Transfer.
25. **Setup:** All “Advanced Game” cards used *except* (a) King’s Pardons (b) the ship Le Lucas, (c) the two Plantagenet cards (which set aside and are subsequently assigned to whichever Nobles control Kings of either House) and (d) Event and Crown Cards associated with both Calais and Ireland. Exception to the exception: the Plague in Calais Event card remains in the game. The Office Constable of the Tower of London Crown Card is removed from the initial draw of 36 (or 35) Crown Cards, but it is returned and re-shuffled into Crown Card deck before play starts.
26. **Stanley gets a Ship Rule:** Stanley, whenever he appears in the game, has instant possession and control of one Ship, Le Lucas. The home port is Douglas, (not Whitby).

6 Kingmaker: Siege Combat (House Variants:)

A Siege may be laid upon a defending Castle, fortified Town, or City as follows:

1. **If Attacking force troop strength is *at least matches* net Defending force (including permanent Garrison and any Defensive Garrison Allies):** The attacker *may* attempt to **successfully Conclude the Siege** as follows:
 - The attacker draws an event card and reads the weather report only:
 - If “Bad Weather Delays Attack” is drawn, the Siege is not Concluded. The Fortress is now “Under Siege”. If the Fortress was *already* under siege, then the Siege *Holds* and continues one more turn.
 - If *not* “Bad Weather Delays Attack” then the Siege is automatically Successfully Concluded. Roll on “Major Victory” for death of every Noble and Royal Heir on both sides. All surviving Defending Nobles and Heirs are automatically Captured.
2. **If Attacking force is *at least 50%* of Defending force (including Garrison and any Defensive Garrison Allies):** then attacking force may elect to “Lay Siege” as follows:
 - No attack occurs. No event card is drawn.
 - The Fortress is automatically considered “Under Siege” until the Siege is either Concluded or Broken. No Noble inside the Fortress may leave.
 - Use “Under Siege” card to keep track of the turns Under Siege.
 - Crown Cards cannot be subsequently added to forces Under Siege. Forces Under Siege cannot respond to Event Cards and cannot be Summoned to Parliament with a Writ.
3. **At the start the Attacker’s Combat Phase of the Third Turn of the Siege:**
 - The permanent Garrison bonus is reduced to 1/4 nominal strength and remains so while the Siege holds. This reduction does not apply to regular defending Forces
 - Attacker may elect to attempt to Conclude the Siege as in Step (1), if able, or may elect to continue to Hold the Siege, if able.
4. **Any Siege that has been Laid may may be Broken as follows:**
 - The Attacking player may elect to declare the Siege as Broken at any time.
 - The Siege is Broken if any type of Victory in open battle is won against the Besieging Force by *any* Relieving Force.
 - Relieving Forces may also include Forces “sallying forth” from inside the Fortress to engage in Open Battle. Any Victory Breaks the Siege. Forces that achieve a “No Victory” result may optionally return to the Fortress, which remains Under Siege.
 - The Siege may also be Broken if the Besieging Force is reduced to a troop strength of less than 50% of the net defensive Forces at *any time* due to Nobles being killed or moved from the Siege force for any reason including player movement, Event Cards, and obligation to attend Parliament.
 - Once the Siege is Broken, the Garrison bonus immediately returns to full value.
 - If the Besieging Force includes troops arriving into a Fortress Port by sea, then those troops are killed if the Siege is Broken before it can be Successfully Concluded. See Section 8.6

7 Kingmaker: Parliament Rules (House Variants:)

Parliament is probably the most intricate and byzantine part of the game. The basic idea is that the person who Calls Parliament has a great opportunity to redistribute power by doling out Titles and Offices from the Chancellery Crown deck. But there are checks and balances on this power. Another by-product of Parliament is that it tends to “re-start” the game, ending most Sieges and sending most Nobles back to their Home Castles with an enforced turn of inaction during the King’s Peace. The Writ and Free Move cards provide critical exceptions.

7.1 Calling Parliament

- A Sole King can call Parliament on any given turn, excepting as restricted below. The King must possess at least one Writ card to call Parliament.
- The Chancellor of England may also call Parliament only if the player is in possession of a “Chancellor May Call Parliament” Event card **and** there is no Sole King, excepting as restricted below. (Note: Parliament Event Cards may be held, traded and used when needed.) The Chancellor must **also** possess at least one **Writ** card to Call Parliament. Important clarification: At the start of the game, there exist a Sole King, Henry.
- Restriction to the above: Parliament may *not* be called during the King’s Peace, nor may it be called by any player during the first three turns immediately subsequent to the King’s Peace. Nor may it be called more than twice per game by any one King or Chancellor.
- In order to Call Parliament, the King or Chancellor must occupy an unfortified Town, Town, or City (not a Castle) on the mainland (not an island or Calais). The Town or City must be Controlled by the Calling player and must not be Under Siege.
- The player Calling Parliament must present a summons of Writ to exactly one Noble controlled by *another player*. Movement and Ship movement restrictions do not apply. The summoned Noble **must** attend Parliament and cannot be Excused. A Noble in a Force that is Under Siege cannot be summoned.
- For all **other** Nobles, attendance at Parliament is generally **compulsory** unless an Excuse is issued or that Noble remains in a Force that is Under Siege.
- After the summons has been issued but before movement to Parliament occurs, any Noble controlled by another player who has not been explicitly summoned by Writ may elect to ask to be **Excused** from attending Parliament by playing one Writ card.²
- Also Nobles which – in principle – would require sea movement to attend Parliament may *also* request an Excuse (with no Writ card required).
- Important: *All Nobles from the Faction of the Noble Calling Parliament cannot be Excused and must attend.*
- After all Excuses have been submitted, the King/Chancellor may **Revoke** any Excuses by playing additional Writ card for *each* Excuse to be *Revoked*. All Nobles with Excuses who have been Revoked are no longer Excused and **must** attend Parliament.

²Excuses are declared one player at a time, going clockwise starting from the player to the left of the player who called Parliament.

- All Nobles (except for those who retain an un-Revoked Excuses and those who continue to remain Under Siege) must now move immediately to the location of Parliament. There are no land or sea movement restrictions for Nobles to travel to Parliament. If a Siege is Broken as a result of troop reductions due to the Calling of Parliament then all formerly Besieged Nobles are also obligated to attend Parliament with no Excuses permitted. Force tokens and associated Crown Cards should be positioned in front of each player to make clear which Nobles are in attendance, and which are Excused.
- Any Ship at sea or otherwise off the mainland must immediately be placed in the nearest Open or Friendly mainland port. Exception: Any Ships which are at sea that are Controlled by and/or are transporting one or more **exclusively** Excused Nobles only (no others) may optionally remain in position.
- **People's Parliament:** If a “**Parliament Must Be Summoned if there is No Sole King**” event card is drawn **and** there is no Sole King, **and also** there is no King's Peace in effect **and also** there has been no Parliament called for the past three turns **then** Movement and Battle phases are canceled for this player's turn and **Parliament Must Be Called Immediately by the card-drawing player**. If needed, the player will first move the one Noble that can travel the shortest possible distance by land to an Unfortified or Friendly Town or City where Parliament will be located. In this special case no Writ cards are issued, all Sieges are automatically considered Broken, and **all Nobles must attend Parliament in person** (no Excuses are allowed). The player who draws the Event Card acts as the leader of Parliament as above.

7.2 Proposals, Debate, Voting, and Assignment

- Each faction will total up votes in both the House of Commons (for all Nobles) and the House of Lords (those in attendance at Parliament only). Each Factions vote total shall be tallied on a card with the totals clearly visible to the other players. All votes tallies should be completed and verified before any Chancellery assignments commence or any other votes are made. Note: care should be taken to correctly tally votes associated with Towns and Cities that have been captured by or transferred to other Factions.
- The player calling Parliament collects the Crown Cards from the Chancellery, and first selects all **Bishop cards** and assigns them in any order, one at a time, to any Noble *in attendance* at Parliament, but with the constraint that a Bishop may not be assigned to any Noble that already has assigned one or more Bishops. No vote is taken on the assignment of Bishops. **All Bishops must be assigned if possible**. Any unassigned Bishops are returned to the Chancellery.
- The player calling Parliament then selects any subset of the remaining Crown Cards from the Chancellery to be distributed. The selected cards are ordered, first all Titles, followed by all Offices. Then, one-at-a-time, in the selected order, the player calling Parliament proposes that the these Titles and then Offices be assigned to other Nobles, as possible. Titles and Offices may be proposed for assignment to **any** Noble who is eligible to receive these, whether they are attending Parliament or not. Exception: no cards may be assigned to any Noble who remains Under Siege.
- Immediately following the reading of each proposed assignment, that assignment is considered for **debate** and then is **voted** on. Players are allowed at least two-minutes to debate and/or negotiate deals (by open or secret negotiation). However, once the two-minutes are up, the player who called Parliament (or, alternatively, any other two players, one “so moving”, and one “seconding”) may “Call the Vote” at which point all players must cast their votes. All of a given players votes are cast by pushing forward a single face-down card indicating a ‘yea’ or ‘nay’ vote. Players who do not push forward a card when called are considered to have abstained from voting.

- Proposed assignments of individual Titles and Offices must be approved by majority of votes cast of **both houses** of Parliament (Lords and Commons). A tie vote fails.
- Any Titles or Offices not selected for assignment or not approved for assignment are given to the next player, who now serves as the new leader of Parliament, and who conducts a second round of selections, proposed assignments and voting, following by a third round of assignments. The order for this process is as follows:
 1. The First Round is conducted by the ***Player Calling Parliament*** (usually the Sole King or Chancellor)
 2. The Second Round is conducted by the player with with the ***most votes in the House of Commons***. *In the very unlikely event of an exact tie, the Second Round round is skipped.*
 3. The Third and Final Round is conducted by the single player with the Noble in Attendance who controls the ***most senior Bishop***, as determined by “Lords” points listed on the crown card. Note that any Bishop cards that have been distributed earlier during this same Parliament are ***not*** eligible. *In the very unlikely event that no clear senior Bishop can be identified, either because such cards are not in play and/or because of an exact tie, the Third and Final Round is skipped.*
- Note that after the first two assignment rounds with votes, the assignments are finally passed to the third player (who controls the senior Bishop) for the third and final round. This time all remaining cards are selected for assignment and the assignments made by the third player go into effect ***without requiring any voting approval***. However any and all cards that can possibly be assigned to some eligible Noble **must** be so assigned. Again, no cards maybe be assigned to Nobles Under Siege.
- At the conclusion of all possible assignments (or in the event that the Third Round of Parliament is skipped), any remaining unassigned Crown Cards are returned to the Chancellery.

7.3 Other Business at Parliament

- **Optional Vote to Declare King Illegitimate:** Before Parliament is dismissed, in the particular case that there are two Crowned Kings (but *not* if one of these Kings is Beaufort), then a Noble that controls either King and is in Attendance at Parliament may ask for a vote to have the enemy King declared **Illegitimate**. Any player with Nobles that control Heirs from only one Royal House (Lancastrians or Yorkists) **must** vote in alliance with their controlled Royal Heirs. Any player that controls either no Heirs or that controls Heirs from both Royal Houses is free to vote as they wish. The motion succeeds only upon winning the vote in both houses of Parliament, as usual. If the King is declared **Illegitimate** then that Heir is no longer King and that Heir is also now positioned **last** in the Line of Succession for that Royal House (but not below Beaufort if Lancastrian). If the vote **fails** then the Noble who called for the vote must immediately transfer control of the King to another Noble and is also stripped of all Titles and Offices. These are returned to the Chancellery. If the vote fails **and** the Enemy King is in Attendance at Parliament, then that Noble is also immediately *killed*.
- **Optional Transfers of Title:** Before Parliament is dismissed, Titles may be transferred between any two mutually agreeing Nobles both attendance but also only with the additional majority of votes cast in both houses of Parliament. The vote proceeds in a normal fashion.
- **Optional Transfers of Office:** Before Parliament is dismissed, Offices may be transferred between any two mutually agreeing Nobles in attendance but also only with the additional approval of the player summoning Parliament.

7.4 Returning From Parliament

- All Nobles *in attendance at Parliament* are obligated to return to one of their Home Castles when Parliament ends. ³ Movement restrictions and sea movement are not considered. If a Noble does not have control of at least one Home Castle, (or if said Castle is Under Siege) he must be placed in an open square surrounding one of his captured Home Castles.
- All Ships must be moved to their Home Ports immediately after Parliament. Any forces that remained on these Ships must immediately disembark into the open square for that Home Port. Exception: Ships that are both Controlled by an Excused Noble *and* are transporting only Excused Noble troops **must** stay in place.
- If a player has a “**Free Move**” card, that card may be optionally played so as to allow one **single Noble** (not the whole Force) to remain at the location of Parliament. Alternatively, a Free Move card may be played to prevent a Ship that this player controls from returning to Home Port. In this case, the Ship remains in place. *Also, the one Noble that called Parliament may optionally stay in place as if a Free Move Card had been played, but with no card required. Any Nobles or Ships that remain in place as above are henceforth considered Excused Nobles and may move and attack normally, see exceptions below:*
- **King’s Peace:** This applies for the period of one full turn following the conclusion of Parliament up through just prior to the Chance Event phase of the person who called Parliament. During this time movement and combat are restricted as follows:
 1. No combat whatsoever is permitted within the square where Parliament was held.
 2. Nobles that have returned to their Home Castle may neither move nor may than initiate any attack whatsoever during the King’s Peace.
 3. Nobles that returned to the open square outside an enemy-controlled Home Castle may not move, but they may optionally attempt to Lay Siege to the enemy-occupied Castle. This is the only permitted move or attack. Note: a returning Noble may **not** join forces with a Continuing Siege that is already in progress.
 4. No Ship that has returned to its Home Port may embark, disembark, or move.
 5. No Noble that has returned from Parliament and is positioned either inside their own Home Castle or in open square outside an enemy-controlled Home Castle may be attacked by any other player whatsoever.
 6. **Special Event Card Exception:** If a Noble (including the King) who has returned from Parliament is called to a **new** position on the board in response to instructions from an Event Card, that Noble will move immediately as instructed. At this point the status of the Noble becomes that of “Excused” and that Noble may henceforth move and attack other Excused Nobles, and/or may be attacked likewise.
 7. Forces that consist of Exclusively Excused Nobles either because they were Excused from Parliament or because of the play of a Free Move card at the end of Parliament are free to move and attack normally during the King’s Peace, except that they may not initiate combat with Returning Nobles. Any Siege that was not Broken by the Call of Parliament continues normally, except that Returning Nobles may not join the Siege on either side during the King’s Peace.

All special movement and combat restrictions above are immediately lifted at the conclusion of the King’s Peace.

³Players move Nobles to selected Home Castles one player at a time, going clockwise starting from the player to the left of the player who called Parliament.

8 Kingmaker: Clarifications on House Rules:

8.1 Rules for Control of Fortresses

- **Definition:** a *Fortress* is a Fortified Town, City, Royal Castle, or Castle.
- **Control** of any Fortress must be unambiguously assigned to one specific Noble in a given faction. Control of and Fortress captured by siege battle or transferred from another player **must** be clearly indicated by both factional map Control Tokens and with either green Fortress control Crown Cards (if in play) or custom “*Fortress Control Cards*” that should be stacked with the other Crown Cards assigned to the controlling Noble.
- If a Crown Card is drawn that includes a dark-green-highlighted Fortress card that is **not neutral** (i.e., already in the possession of some other player’s Noble for any reasons) then that card **must** be *immediately* handed over to the faction in control of that Fortress and assigned to that Noble.
- If Crown Card is played that is *not* a dark-green Fortress control card but *implies* control of a Fortress that is already in control of another player’s Noble, then the Controlling Noble *retains control* of that Fortress until such time that control has been lost due to battle or death, at which time the Fortress becomes Neutral.

8.2 Friendly vs. Unfriendly Fortresses:

At the start of a player’s movement phase but before movement is initiated, the status of any relevant Fortress is determined as either **Friendly** or **Unfriendly** as follows:

- If the Fortress is directly *Controlled* by that player, then it is automatically **Friendly**.
- An **Open Town** (uncontrolled) is also defined as **Friendly** if it is unoccupied.
- If the Fortress is Neutral (i.e., not controlled by any other player), then it is automatically **Unfriendly**.
- If the Fortress is *Controlled by another player* then by default that Fortress is **Unfriendly**. However, the moving player may negotiate with the controlling player to request that the Fortress be declared **Friendly** for the remainder of the player movement phase. Once so declared, the declaration may not be reversed.
- **Event Cards:** A similar dynamic applies when Nobles and Ships are sent to Fortresses and/or Fortress Ports by Event Cards. In this case, the relevant Fortress is declared Friendly or Unfriendly only for the purposes of responding to the card. A Noble who is sent to an Unfriendly Fortress must be positioned in the open square next to the Fortress.

8.3 Movement in response to an Event Card

- Nobles and Royal Heirs **must** always respond to instructions from Event Cards – unless they are Under Siege – regardless of any movement restrictions.
- If the responding Nobles and/or Royal Heirs are on a Ship, then the Ship must be moved to the nearest Friendly or Unfortified Port and all forces must immediately Debarck.
- Nobles and Royal Heirs who are not on the mainland and not on a Ship must nonetheless move in accordance with the the requirements of an Event Card. (Here we assume that some kind of boat has been temporarily conscripted for the purposes of transport.)

- If a Noble must move in response to an Event Card, an accompanying Heir may optionally be left behind in the possession of another Noble that is part of the same Force.
- If the King is called to a location, then the controlling Noble **must** accompany the King. Other Nobles that are part of the same Force **may** also accompany the King. If the King is **not** controlled (e.g., Henry in London), the King moves as instructed without escort.

8.4 Road movement:

- Road movement along a road is unimpeded through any **Friendly** Fortress.
- Road movement must stop at the square where the movement encounters an **Unfriendly Fortress**. *Exception:* A player who possesses a **Free Move** card *and* who has a Noble that has direct control over at least one **Bishop** may (optionally) play the Free Move card to allow for **unimpeded road movement** through any and all Unfriendly Fortresses for just the one Noble only.

8.5 Entering a Fortress: Defensive Garrison Alliance

- A player may move Nobles into a Friendly Fortress. If the Fortress is Controlled by another player, then the entering force immediately enters a **Defensive Garrison Alliance** with the controlling player. In this case the entering player's forces will automatically be added to the defense in case of Attack by Siege. Regular Fortress capacity rules apply.
- Forces that are within a Defensive Garrison Alliance cannot take any action except for the following: The Forces may move out of the Fortress on that player's movement phase and may subsequently take any normally allowed action except that they may not Attack the Fortress during the Battle phase of that same turn. A Heir may *not* be crowned King if in control of a Noble who is part of a Defensive Garrison Alliance. Normal transfer and trade rules apply (see section 8.7.)
- Forces that are in Defensive Garrison Alliance must respond to Event Cards unless the Fortress is Under Siege.
- Forces that are in Defensive Garrison Alliance may optionally join in Alliance with Forces that "Sally Forth" from a Fortress under Siege. They may not join forces in alliance with the Attacking Forces. If the Battle results in No Victory, they may optionally return to the Castle to resume their status in Defensive Garrison Alliance or they may stay in the open. If they stay in the open they may take any normal action except they may **not** Attack the Fortress during their next turn. If Defensive Garrison Alliance forces choose **not** to Sally Forth and the Sallying Forth forces are defeated, then control of the Fortress is retained by the original owner and the Defensive Garrison Alliance force continues contribute to the defense of the Fortress (and can take no other action since while the Fortress remains Under Siege). Defensive Garrison Alliance forces may **never** "sally forth" on their own and may not take control of the Fortress in the absence of the Forces that Control the Fortress. However, they may leave the Fortress during their normal movement phase if the Siege is subsequently Broken for any reason.

8.6 Ship Movement, Embarking, Debarking, Laying Siege

- Ship movement from one sea square to another is never impeded. A Force can never participate in **both** land movement and ship movement on the same movement phase. In other words, Embarking forces must *already* be at Port before the Ship moves from Port to Sea. Likewise a force that is Debarked from a Ship moving into Port cannot move again during that same turn.

- Ships traveling without Royal Heirs may enter ports on islands and/or Calais in accordance with normal ship movement rules. Ships traveling with Royal Heirs must Debarck on the **mainland**. Ships may **never** enter port in Ireland, Scotland, or the Continent.
- A Royal Heir may *only* be taken from the **mainland** by Ship provided the Heir is debarked onto the **mainland** before the end of movement phase of that player's **subsequent** turn. Failure to do so results in the death of the Heir. When Richard of Gloucester is captured in Calais, he must be brought to the mainland within the next *two turns' movement phases*, or he dies.⁴
- Ship movement and Force movement (Embark/Debarck) is never impeded to/from a Port that that is not also Fortress. Such Port are called **Unfortified Ports**.
- An Empty Ship (carrying no Forces) sees all Fortress Ports as "Friendly." An empty ship may **always** move unimpeded from Port to Sea or from Sea to Port.
- **Embarking a Force and Moving a Ship from a Fortress Port:**
 - A Force may **embark** onto any Friendly Ship from any **Friendly** Fortress Port **only** if that Force is already located inside the Fortress. Forces may not move from an open square to embark on a ship that is in Fortress Port.
 - A Ship with Forces may only move from Port to Sea from a **Friendly** Fortress Port.
- **Debarcking a Force from a Ship moving into a Fortress Port:**
 - A Ship may *enter and debarck* a Force into any **Friendly** Fortress Port. If the Fortress is Controlled by another player, then the Force is considered to have immediately entered the Fortress in a Defensive Garrison Alliance.
 - If the port is both **Besiegable and Unfriendly** then a ship may move into that Port.⁵ However, that force **must** immediately Lay Siege to the Fortress upon the Combat phase. See below.
- **Laying Siege from a Ship:** If Forces from a Ship are attempting to Lay Siege to an opposing Fortified port, then all members of that Force on that Ship **must** continue to Lay Siege until the Siege successfully Concludes or is Broken. During the Siege, Forces in the Besieging Ship are (somewhat paradoxically) also considered "Under Siege" for purposes of responding to Event Cards and/or being Called to Parliament. In the event that the Siege is Broken, (or otherwise fails), all Nobles and Heirs in the Besieging Ship are immediately killed. Exception: if a Siege is Broken due to the Calling of Parliament, then the Besieging forces are **not killed** and instead must attend Parliament.
- **Ship Movement in Response to Event Cards:** Ships responding to **Storms at Sea**, or **Event cards that compel the movement of Nobles being transported** must enter the nearest Unfortified or Friendly Port. Ships may not enter Unfriendly Fortress Ports. All Forces being transported must immediately Debarck into the Fortress. Storms at Sea: roll additional 96-00 risk Ship lost to Storms for each Unfriendly port that must be passed by to get to an otherwise accessible port: "Nearest" determined by squares moved only.
- **Ship movement During and After Parliament:**

⁴**Exception:** A Royal Heir may be taken to the island that contains Carisbrooke but only if the player already had control of the Castle. In this case, Carisbrooke is considered "part of the mainland".

⁵Besiegable means either meeting the "at least 50% of defending forces" rule, or joining a Siege that is already in progress.

- At the Call of Parliament, Ships at sea and also every Ship located within an off-mainland port must immediately be placed in the nearest Unfortified or Friendly mainland port. All Forces on ship must either Debark at Port and/or be moved immediately to Parliament. Exception: Any Ships which are Controlled by and/or are transporting one or more **exclusively** Excused Nobles only (no others) may optionally remain in position.
- At the conclusion of Parliament, all Ships must be moved to their Home Ports. **First Exception:** Ships that are both Controlled by an Excused Noble *and* are at sea transporting exclusively Excused Nobles **must** stay in place. **Second Exception:** If a player has a “Free Move” card, that card may be optionally played prevent a Ship that this player controls from returning to the Ship’s Home Port. In this case, the Ship remains in place.

8.7 Trade and Transfer Rules:

Here we clarify the rules governing trade and transfer of cards and tokens between players:

- **Never transferable:** Nobles.
- **Transferable between any two Players at any time Except During Active Combat:** Crown Cards in Hand, Free Move cards, Writ Cards, Chancellor May Call Parliament cards. Restrictions: A player may retain a maximum of two unused Crown Cards in Hand at any time. If a player has more than two Crown Cards in Hand by transfer or draw, the player must immediately Play or Discard down to two Crown Cards in Hand.
- **Transferable between any two Nobles at any time Except During Active Combat:** City, Town and Castle Cards, Ship cards, control of Towns, Cities, Castles, or Ships. Restrictions: Control of Ship at sea persists with the original Noble until Ship reaches a port. Note: *In practice these transfer rules imply that a Noble would be “prudent” to transfer cities, towns and ships to the control of non-combatant Nobles before entering battle, if possible.* Note that transfers of control of Towns and Cities is facilitated by the re-assignment of Green Town/City/Castle Crown Cards and/or custom “Fortress Control Cards”.
- **Transferable between any two Nobles occupying the same square at any time Except During Active Combat:** Bishop cards, Mercenary Cards, and Royal Heirs. Restrictions: A Bishop card may not be transferred to a Noble that already has one or more Bishops. Royal Heirs of two opposing families may not both be held by the same player’s Nobles for more than two full turns.
- **Transferable between any two Nobles only during Parliament:** (by mutual consent): Titles and Offices. Restrictions: Both Nobles must be in Attendance at Parliament. The transfer of a Title must also be approved by a majority of votes cast from both houses. The Transfer of an Office must also be approved by the player who called Parliament.