

Kingmaker Parliament Checklist:

Summons:

- One writ issued by Caller
- Excuses requested
- Excuses denied
- Everyone to Parliament
- Broken Sieges?
- Move boats to ports
- Complete Vote Tallies

Assignments:

- Bishops: by Caller**
all possible assignments
to nobles in attendance
- Voting Round 1: by Caller**
Titles, Offices, majority vote both houses
- Voting Round 2: by
Most Votes in Commons**
Titles, Offices, majority vote both houses
- Voting Round 3: by
Most Votes in Lords**
Titles, Offices, no vote
all possible assignments

Other Business:

- King Illegitimate?
- Transfer Title?
- Transfer Office?

Return:

- More excuses? (free move cards)
- Nobles to home castles
- Boats to home ports

Restrictions on Calling Parliament:

- King's Peace**
Unexcused nobles andships may not
move, attack, or be attacked.
 - One Full Turn**
 - Two Full Turns**
 - Three Full Turns**
- Parliament
may not be
called during
these times.