

# 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  
Senior Bishop**  
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.