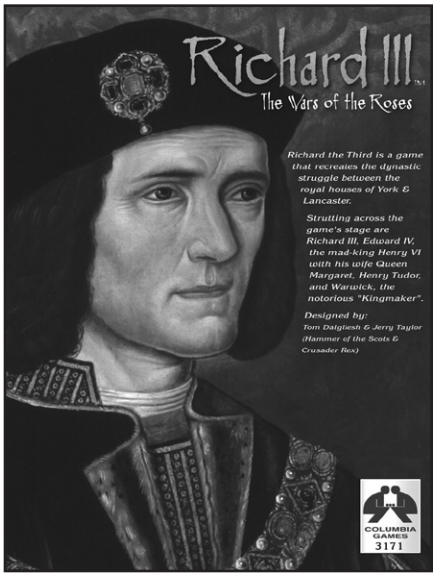
RICHARD III



INTRODUCTION

The Wars of the Roses lasted thirty-two years, from 1455–86. However, it was not a continuous war. Battles tended to be bloody, and neither side could afford to maintain a permanent army of any size. Most military campaigns lasted only a few months, separated by 6-12 years of uneasy peace.

PLAYERS

The game is intended for two players. One player represents the House of Lancaster (red), the other the House of York (white). During the game, either player may hold the throne and is called the KING. The other player is called the PRETENDER. These roles can change more than once. The game starts with the *House of Lancaster* as KING, and the *House of York* as PRETENDER.

THE CARDS

The game has twenty-five (25) cards, nineteen (19) ACTION cards and six (6) EVENT cards. At the beginning of each CAMPAIGN, the cards are shuffled, and seven (7) cards are dealt *face-down* to each player. The remaining cards are not used this campaign.

CONTENTS

- Game Map
- 63 blocks (31 red, 31 white, 1 black).
- Label sheet (for blocks)
- Cards (25)
- Dice (4)
- Rules

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 *facedown*. 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 plays 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 5.4. 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.



Henry of Lancaster
Henry VI, 1421–1471

But all his mind is bent to holiness
To number Ave Marias on his beads
His champions are the prophets and apostles
His weapons holy saws of sacred writ.

Henry VI Part II, Act I, Scene III.

Rulebook Organization
This rulebook is formatted so that the sidebar (this column) contains examples, clarifications, and historical commentary to help you understand and enjoy this game.

Margaret of Anjou
Henry VI was not a warrior king, but his dynamic queen, Margaret of Anjou, made up for his lack. Ruthless and driven to preserve the throne for her son, she was defeated only with the death of Prince Edward at Tewkesbury in 1471. Margaret is listed on the Henry VI block which would otherwise be rated C2.

Richard III
It is possible to play this game and never have the Duke of Gloucester become Richard III. History is changed with each game.

Richard, Duke of York died at the Battle of Wakefield in 1460. His eldest son became Edward IV a few months later. If York had survived Wakefield, he would likely have become Richard III in 1461. This often happens in this game.

Gloucester was the youngest of York's four sons. It took the brutal murder of Rutland by Lord Clifford (after Wakefield), the execution of Clarence for treason, and the early death at age 40 of Edward IV to bring him the crown. Even then he had to overcome a little matter of two princes, sons of Edward IV. Gloucester has a very good chance of becoming king in this game, perhaps as Richard IV, but he may also die in battle before gaining the crown.

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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 or 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.

2.71 Ireland

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

2.72 Scotland

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

2.8 SEAS

2.81 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*.

2.82 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).

2.83 Ports

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



Richard Plantagenet
Duke of York, 1411 –1460

And, by my soul, this pale and angry rose
As cognizance of my blood-drinking hate
Will I forever, and my faction wear
Until it wither with me to my grave
Or flourish to the height of my decree.

Henry VI Part I, Act II, Scene IV.

Shields
Most noble shields depict heraldic arms, sometimes in the simplified form found on banners and worn by retainers. A major exception is the *House of York* who are all shown bearing the famous *Sun in Spendor* badge of Edward IV. Their actual arms are too similar to those of the *House of Lancaster.* We have also given historical badges to three Nevilles (Kent, Salisbury, Warwick) and to the Earls of Pembroke and Devon.

Royal Shields
Three of the five Lancaster royal shields are home to specific heirs. For example, Dorset is the home shield for Somerset, but becomes available to any Lancastrian heir should Somerset be killed.

Battle Sites
The main battles of the war are shown on the map, red for Lancastrian victories and white for Yorkist victories.

Castles & Towns
The small orange circles are significant castles and towns. They are included only for historical interest.

Cathedrals
The church had huge landholdings and bishops often had the right to raise troops. Loyalty was an issue since many bishops were younger sons of powerful nobles. For example, a *Bourchier* was Archbishop of Canterbury, and a *Neville* became Archbishop of York.

Exile Areas
Movement to/from Exile requires a Sea Move except for Scotland. None of them can be attacked

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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
Tis 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.

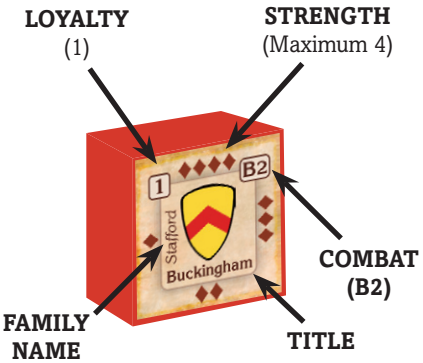
Fog-of-War

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**



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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 LANCASTER (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: *Wilts*
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 Hastings: *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.



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

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: www.columbiagames.com.

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 Movment.

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.

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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 APØ 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 redeal. 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 once 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 areas.

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 connecting Sea Zone.

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*** and deploy 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 hewn 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.

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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 BATTLE TURNS

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 WILTS 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.



Richard Plantagenet
Duke of Gloucester
Richard III, 1452-1485

Conscience is but a word that cowards use
Devis'd at first to keep the strong in awe
Our strong arms be our conscience, swords our law
March on, join bravely, let us to the pell-mell
If not to heaven, then hand in hand to hell.

Richard III, Act V, Scene III

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 NORTHUMBERLAND 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 NORFOLK 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 occured 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.

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- Border limits apply to retreating blocks ***each*** Battle Round.
- Blocks that cannot retreat when required are eliminated.

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 overstacked, one exile (owner choice) goes to the pool on reset.



Henry Tudor
Henry VII, 1457–1509

This pretty lad will prove our country's bliss
His looks are full of peaceful magesty
His head by nature fram'd to wear a crown
His hand to wield a sceptre; and himself
Likely in time to bless a regal throne.

Henry VI Part 3, Act IV, Scene VI.

Example Game Turn

•**Deploy** forces as per 4.4 and 4.5.

Game Turn 1

•**Card Play:** York 3, Lancaster 3. Cards are tied, but PRETENDER (York) is Player 1 on ties.

•**York (Player 1):** Sea Move WARWICK & SALISBURY from *Calais* to *East Anglia* (port to port so both sea moves cost 1 AP). Recruit NORFOLK noble and NORWICH Levy in *East Anglia* to complete 3 actions.

•**Lancaster (Player 2):** Move OXFORD block to Middlesex. Move BEAUMONT block to Middlesex. BOMBARD is recruited and deployed in Middlesex.

•**Supply Phase:** No battles were created. Neither player has supply problems. Both players now play one new card and another Game Turn is played.

Battle Treachery

Several battles were decided by treachery. The *Battle of Northumberland* ended with a Yorkist victory after Lord Gray, defending the Lancastrian left, switched to support York.

Most famous of all was the *Battle of Bosworth Field* where Stanley defected to the Lancastrian side before the battle, and Northumberland, declined to fight on a pretext that took one third of Richard III's army out of the fight.

Defecting Nobles

Unlike ***Hammer of the Scots,*** nobles in this game can only change sides from a Battle Treachery roll. They do not automatically switch sides if killed. Instead, heirs, roses, and Nevilles are permanently dead, and the others return to the owner's pool.

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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.

CREDITS

Game Design: *Tom Dalgliesh*, *Jerry Taylor*

Developer: *Grant Dalgliesh*

Art/Graphics: *National Portrait Gallery*, *Mark Mahaffey*, *Tom Dalgliesh*

Contributors: *Kevin Duke*, *Stan Hilinski*, *Mark Kwasny*, *Nate Merchant*, *Bill Powers*, *David Rayner*, *Joe Schweninger*, *Mike Spurlock*

COLUMBIA GAMES, INC
POB 3457, BLAINE
WA 98231 USA
360/366-2228
800/636-3631 (toll free)

For game updates and discussion, see:
www.columbiagames.com

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