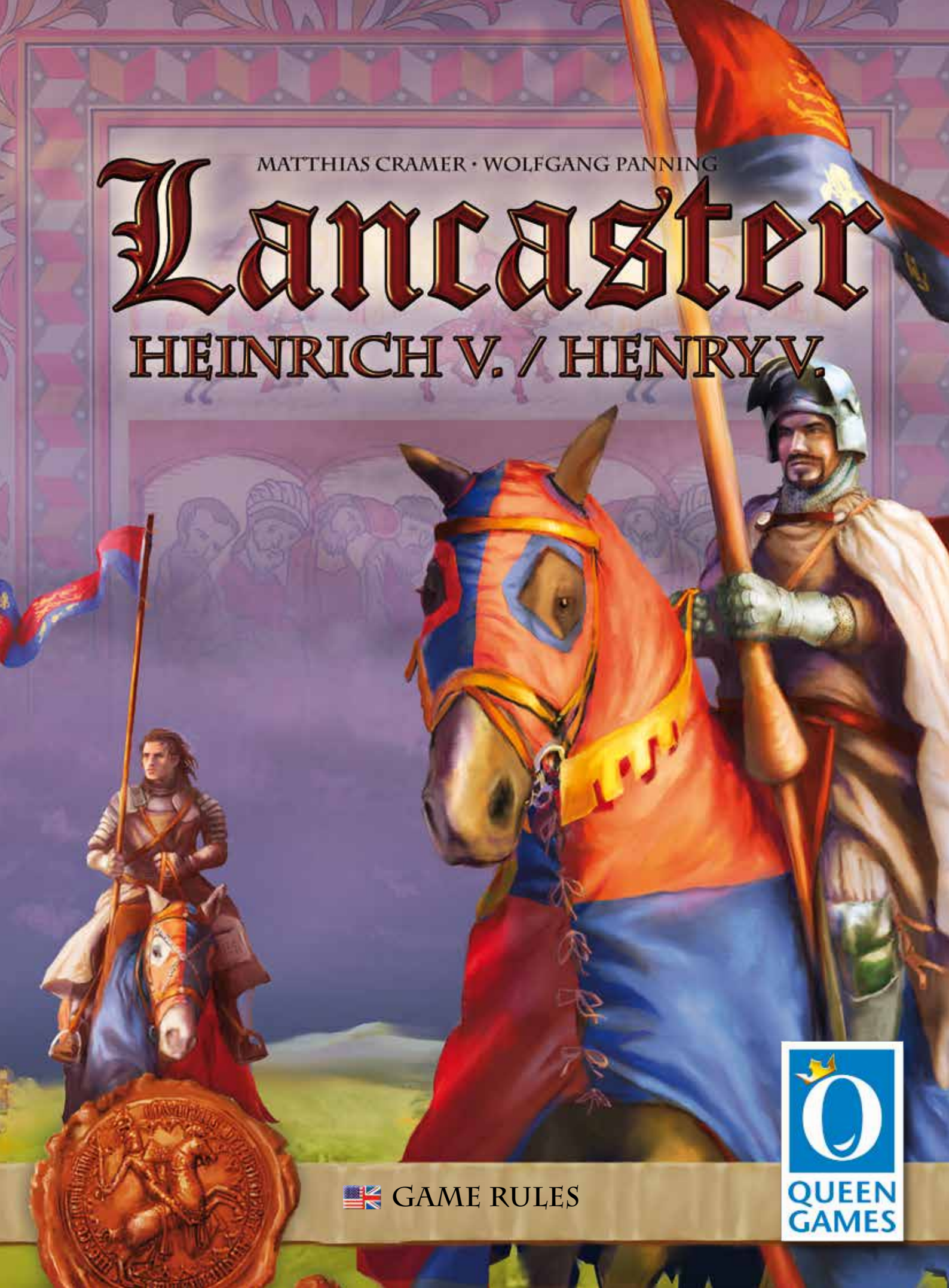
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MATTHIAS CRAMER · WOLFGANG PANNING

Lancaster

THE SECOND EXPANSION

HENRY V – THE POWER OF THE KING



At the King's Court

New offices are to be filled!

The Lords apply for the most favored offices of the country – in search of power and privileges.

You can play "Henry V – The Power of the King" only in combination with the "Lancaster" basic game. "At the King's Court" and „The King's Resentment" can be played separately as well as in combination with each other. In addition, 8 new laws can be used when playing with both expansions.

This rules booklet explains all modifications of the basic rules. All other basic rules remain unchanged.

New components and set-up modifications

Before your first game, you must affix the stickers of the archers and the Tudor knights to 3 each of the 6 brown wooden discs. In addition, you must affix one bishop sticker to each of the 9 black wooden discs, and one lord sticker of the player colors to each of the remaining 5 discs.

- **Regal board** – place this board below the Parliament board.
- **8 privileges** – place the privileges (2 shields, 3 archers and 3 Tudor knights) on their supply spaces of the regal board.
- **24 regal seals** – place them on their designated supply space.
- **3 office cards** – place them next to the regal board.
- **9 bishops** – place a certain number of bishops on the regal board according to the number of players:

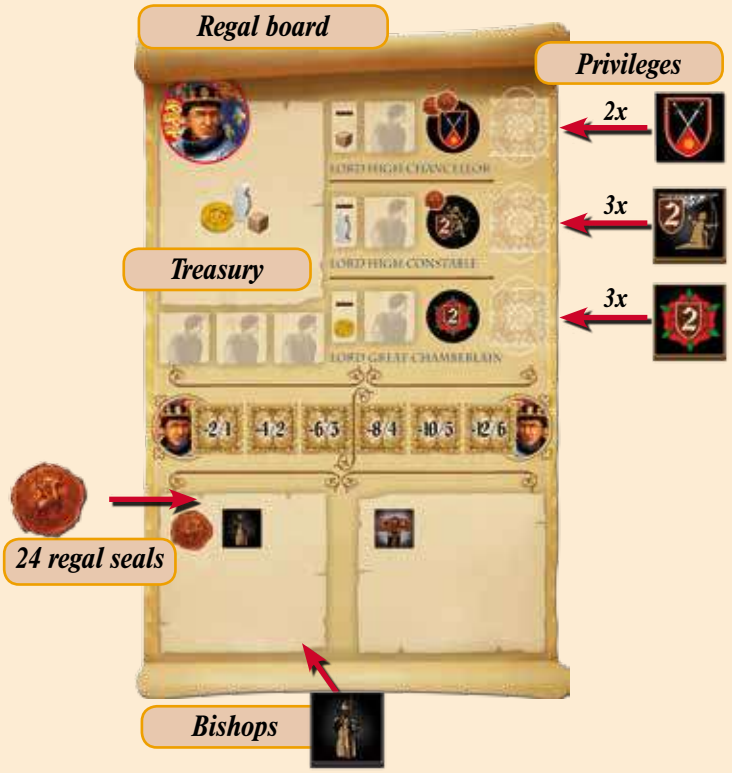


2/3 players ..... 5 bishops
4 players ..... 7 bishops
5 players ..... 9 bishops

- **5 lord tokens** – give each player 1 lord token of their player color. Each player places their lord token on the coat of arms icon of their castle board.

Unlike the basic game, each player receives 2 voting markers to start.





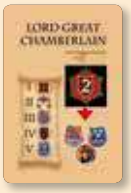
The office cards:



Lord High Chancellor



Lord High Constable



Lord Great Chamberlain

Sequence of play modifications

„At the King's Court" affects the game play of phases 1 and 3. During phase 1, the players apply for the new offices of the country. During phase 3, the offices and privileges are distributed, which the players can use during the next game round.

Phase 1: Place knights or the lord

The active player places one of his own knights or his own lord. Then the next player performs his turn, until all players have placed all their knights and lords.

The lord **must** be placed at the king's court. There are two options: The lord may apply for an office or he may enter the treasury.

The lord applies for an office

Three different offices are at the players' disposal. Each applicant must pay a specific tribute.

Office	Tribute
Lord High Chancellor	1 voting marker
Lord High Constable	1 squire
Lord Great Chamberlain	1 gold

The player places his lord token on the lord space of his choice and pays the corresponding tribute into the treasury. He may support his lord with as many knights and bishops as he wants want.

The player must stack all of his tokens on the lord space, with the lord himself on top. The lord and all bishops have strength 1 each, while the knights contribute their individual strengths. **A player may not boost his application later.**

An applying lord may be **expelled** from the lord space by a more powerful applicant (higher stack).

The **expelled** player takes his lord token and all supporting tokens back to his court, to be placed again later in player order. The tribute paid remains in the treasury.

The **expelling** player stacks his tokens on that lord space and pays the demanded tribute into the treasury.

The lord enters the treasury

When a lord enters the treasury, he may **immediately** claim all **voting markers,** all **squires,** or all **gold** currently available in the treasury.

Lords inside the treasury cannot be expelled and thus do not need any support.



Yellow applies for the office of the Lord High Chancellor. He places his lord token on the regal board and pays 1 voting marker as tribute into the treasury.

Note: Players can obtain bishops during phase 3.



Blue applies for the office of the Lord High Chancellor as well. He supports his lord with a knight with strength 2 and places both tokens on the regal board. In addition, he pays 1 voting marker as tribute into the treasury.

Yellow takes his lord back to his court. He does not regain his voting marker; it remains in the treasury.



Red enters the treasury and immediately claims the two voting markers from the treasury.

Phase 3: Rewards

The **offices are filled** before the counties, castles and conflicts are evaluated.

The players whose lords occupy the lord spaces receive the matching office cards, the privilege (1x) and regal seals, if granted. Each **privilege can be used only** during the next game round and requires one of that player's own knights to use.

The players keep any regal seals hidden behind their screen – these are worth power points at the end of the game. If there was no applicant for a certain office, the former office holder keeps that office card, receiving the privilege and seals again, if granted. After the offices have been filled, these players take their lord token and any supporting bishops and knights back to their court. Supporting Tudor knights go back to the general supply.



Blue has been appointed to the office of the Lord High Chancellor. He receives 2 seals, 1 shield and that office card. He takes his lord and his knight back to his court and keeps the seals behind his screen. He places the shield and the office card before him. Red takes her lord back to her court.

Note: If a player does not use his privilege during the next game round, he returns it unused to the supply at the end of that game round.

A summary of offices and the associated privileges

Lord High Chancellor *receives 2 seals, 1 shield*

The player places the **shield** in a **county together** with his knight. This knight **cannot be expelled.** Once the evaluation is done, return the shield to the regal board.

During the 5th game round the Lord High Chancellor receives 2 seals, but no shield.



Blue places his shield in Stafford together with his knight with strength 2. This knight cannot be expelled from Stafford during this game round.

Lord High Constable *receives 1 seal, 1 archer*

The player deploys his **archer** to a **conflict** with France **together** with his knight. The knight is placed on the topmost empty knight's space, as usual, and the archer **must** be placed on the free knight's space immediately below. If the knight is placed on the lowest knight's space, the player cannot deploy his archer to this conflict. The archer's strength is 2 and he cannot be reinforced.

When resolving the conflicts the archer is assigned his own rank. The player who had placed the archer gains the power points for this rank.

- **England wins the conflict:** Return the archer to the archer's supply space.
- **France wins the conflict** …
  … **with the first battle:** Move the archer, the conflict card and the involved knights down to the lower row, as usual. The archer still belongs to this player during the next game round, even if the player loses this office.



Example 1: Green deploys his knight with strength 1 together with his archer to the conflict.



Example 2: Green deploys only his knight with strength 1. He cannot deploy his archer because there is no free space below his knight's space.



England is defeated. The archer is moved to the conflict row below together with the knights and the conflict card.

… **with the second battle:** Return the archer to the archer‘s supply space.

During the 5th game round the Lord High Constable receives 1 seal, but no archer.

Lord Great Chamberlain *receives no seals, 1 Tudor knight*

The **Tudor knight** has **strength 2** and is placed **together with that player’s knight** in a **county,** at a **conflict** or as **reinforcement of the player’s lord** at the king’s court. He accompanies the knight until that knight goes back to the player‘s court; the Tudor knight then returns to the Tudor knight‘s supply space. In a **county,** the Tudor knight adds his strength to the knight’s strength in order to meet the required minimum strength. **If France wins the first battle of a conflict,** move the Tudor knight together with his knight down to the lower row. If France also wins **the second battle,** return the Tudor knight to the Tudor knight‘s supply space.

During the 5th game round the Lord Great Chamberlain receives the Tudor knight. During final scoring, the Tudor knight adds his strength to the total strength of that player’s knighthood.

The Tudor knight supports …



… the lord at the king’s court.

… the knight in a county.

… the knight in a conflict.

Note: From Dorset, the Tudor knight joins his knight in a conflict with France.

The bishops

Whenever a player may “upgrade” one of his knights, he may take a bishop instead. This option is not available if all bishops have been taken. **A player may not own more than 3 bishops.**



Each bishop has strength 1. He can be placed **only** together with the player’s own lord on a lord’s space at the king’s court.

Final scoring

Bishops and seals are worth power points at the end of the game. Each player multiplies the number of his black tokens (lord + number of bishops) by the number of his own seals.

Example: At the end of the game, Blue owns 2 bishops and 8 seals. These are worth 24 power points:

1 lord + 2 bishops = 3 black tokens

3 x 8 seals = 24 power points

Special rules for a 2 player game

- The players keep their seals visible.
- Each player additionally receives the lord of his ally.
- The player’s own lord and his ally’s lord cannot expel each other when applying for an office.
- The lord of a player’s ally does not pay any tribute when applying for an office. The allied knights can support only their allied lord – the player‘s own knights can support only the player‘s lord only. If an allied lord enters the treasury, he removes all voting markers or all squires or all gold and returns these to the general supply.
- An ally can hold an office and receives the corresponding privilege – but no seals. The players must keep their own and their ally’s offices strictly separate. Always place an office card next to its holder’s castle board. Privileges may be used only together with knights or the lord of that office’s holder.
- Each time an ally may upgrade one of his knights, they he take a bishop from the supply and remove him from the game instead.

The King‘s Resentment



The players feel the king‘s wrath after each lost conflict. Lack of support results in dishonor, which can be extinguished only with the help of the tower.

New components and set-up modifications

- **Regal board** – place this board below the Parliament board.
- **38 dishonor markers** – place these markers on the dishonor track of the regal board, depending on the number of players as follows:

  2 players .....**2 dishonor markers** per space
  3 players .....**3 dishonor markers** per space
  4 & 5 players.....**4 dishonor markers** per space

  Place all remaining dishonor markers in the appropriate supply box on the regal board.
- **1 tower** – place the tower somewhere on the game board within easy reach of all players.

Depending on the number of players, fill the tower as follows:

2 players...1 knight with strength 4 of a non-player color

3 players...1 knight with strength 3 of a non-player color

4 players...1 knight with strength 2 of a non-player color

5 players...no knight



Dishonor track

Supply box for dishonor markers





Assemble the 4 pieces of the tower before you start playing.

Sequence of play modifications

“The King‘s Resentment” affects the game play of phases 1 and 3. During phase 1, the players may annihilate dishonor markers; during phase 3 the players receive dishonor markers. In order to stick to the sequence of play, we start with phase 1.

Phase 1: Place knights

As of now, there is **one more location** where the players can place their knights: **The tower.**

The tower can contain knights with a total strength of 7.

The active player may drop 1 of his knights inside the tower; then, he disposes of **1 dishonor marker for each strength point** of the knight he dropped inside the tower. He returns these markers to their supply box on the regal board.

If the player has **fewer markers** than the number of strength points of his knight, he returns **all of his dishonor markers** to the supply box.

A player may drop a knight inside the tower even if he has no dishonor markers at all.

Once the knight tokens are stacked as high as the edge of the tower’s walls, no further knight can be dropped inside the tower.
A player may not drop a knight inside the tower if the token would protrude over the walls.



The green knight protrudes over the tower’s walls.

Note: You may not drop a Tudor knight inside the tower.



Green drops a knight with strength 3 inside the tower and immediately returns 3 dishonor markers to the supply box.

Phase 3: Rewards

Counties

Prior to evaluating the counties, the tower is cleared and the knights go back to their owners' court. The knight of the non-player color remains inside the tower.

Conflicts

For **each** lost conflict, the players who contributed no knights to that conflict receive dishonor markers.

All affected players receive **1 dishonor marker** from the dishonor track of the regal board. Remove the stacks one after the other from left to right. If all stacks have been removed from the track, players receive dishonor markers from the dishonor supply box.

All players keep their **dishonor markers hidden** behind their screen.





Yellow is not involved in the conflict and receives 1 dishonor marker, which he keeps behind his screen.

If the number of dishonor markers should not be sufficient, record them on a piece of paper. Their number is not limited.

Final scoring

At the end of the final scoring, dishonor markers generate negative power points.

Each player moves his power point marker one space back on the power point track for each of his dishonor markers.

Additionally, the player with the most dishonor markers moves his power point marker back on the power point track a number of spaces equal to the larger negative number on the rightmost visible space of the dishonor track. The player with the next most dishonor markers moves his power point marker back on the power point track a number of spaces equal to the smaller negative number on the rightmost visible space of the dishonor track.

Ties are broken by the higher number of voting markers. If this does not break the tie, use the basic rule for ties concerning knighthood.

Special rules for a 2 player game

- The players keep their dishonor markers visible.
- Allies do not receive dishonor markers.
- The players may drop allied knights inside the tower, but cannot annihilate dishonor markers for these knights.
- During final scoring, only the larger negative number of the rightmost visible space is deducted; ignore the smaller negative number on that space.

Example of how to resolve dishonor markers during final scoring:





With 4 dishonor markers at the end of the game, Yellow has the most. He moves his power point marker 10 spaces back (6 dishonor track + 4 dishonor markers).



With 3 dishonor markers at the end of the game, Green has the next most. He moves his power point marker 6 spaces back (3 dishonor track + 3 dishonor markers).





Both Red and Blue have 2 dishonor markers each. They each move their power point markers back 2 spaces.

The Laws of the King

You can play with "Laws of the King" only if you use both "At the King's Court" and "The King's Resentment"

Components

- **8 new law cards** – you can play "Laws of the king" only when playing with this entire expansion.

Set-up modifications

Parliament

You may combine "Laws of the King" with the laws of the **basic game** or with the **1st expansion, "The New Laws".**

There are 2 options:

1st option – play with "Laws of the King"

Use the laws of the basic game. Remove the laws with numbers 2 or 3 on the back and replace them with "Laws of the King".



The "2" group



The "3" group

2nd option – play with variable combinations of laws

If you own the expansion "The New Laws", you may use the new laws from that expansion as explained in that rulebook. You may combine any groups of laws.

Set-up of the **parliament board** and the sequence of play remain **unchanged.**

Summary of the laws of the king

2



The player owning the most squires must dispose of 2 squires. The player owning the most gold must dispose of 3 gold.

In case of a tie for the most squires, all tied players are affected. The same applies to players tied for the most gold. Only squires and gold behind the players' screens are taken into account.



The player owning the fewest dishonor markers gains 5 power points.

In case of a tie for fewest dishonor markers, all tied players gain 5 power points.



Each player who does not have any bishops may return one of their dishonor markers to the dishonor marker supply.



For each seal he disposes of, a player receives 2 squires and 1 gold from the general supply. Beginning with the start player, all players decide in turn order if and how many seals they want to dispose of.

3



The player owning the most voting markers after the third voting receives 1 regal seal.

In case of a tie for the most voting markers, all tied players receive 1 seal.

Players return their voting markers to the general supply only after all 3 current laws have been applied. Any voting markers the players gained during this game round by way of the applicable laws do not count for this law; the players keep these for use during the next game round.



The player owning the most squires receives 3 power points. The player owning the most gold receives 3 power points. In case of a tie for the most squires, all tied players gain 3 power points. The same applies to players tied for the most gold. Only squires and gold behind the players' screens are taken into account.



Each player receives 1 dishonor marker for each 2 counties to which he currently has his knights deployed.



Each player gains 3 power points for each of his knights inside the tower.

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