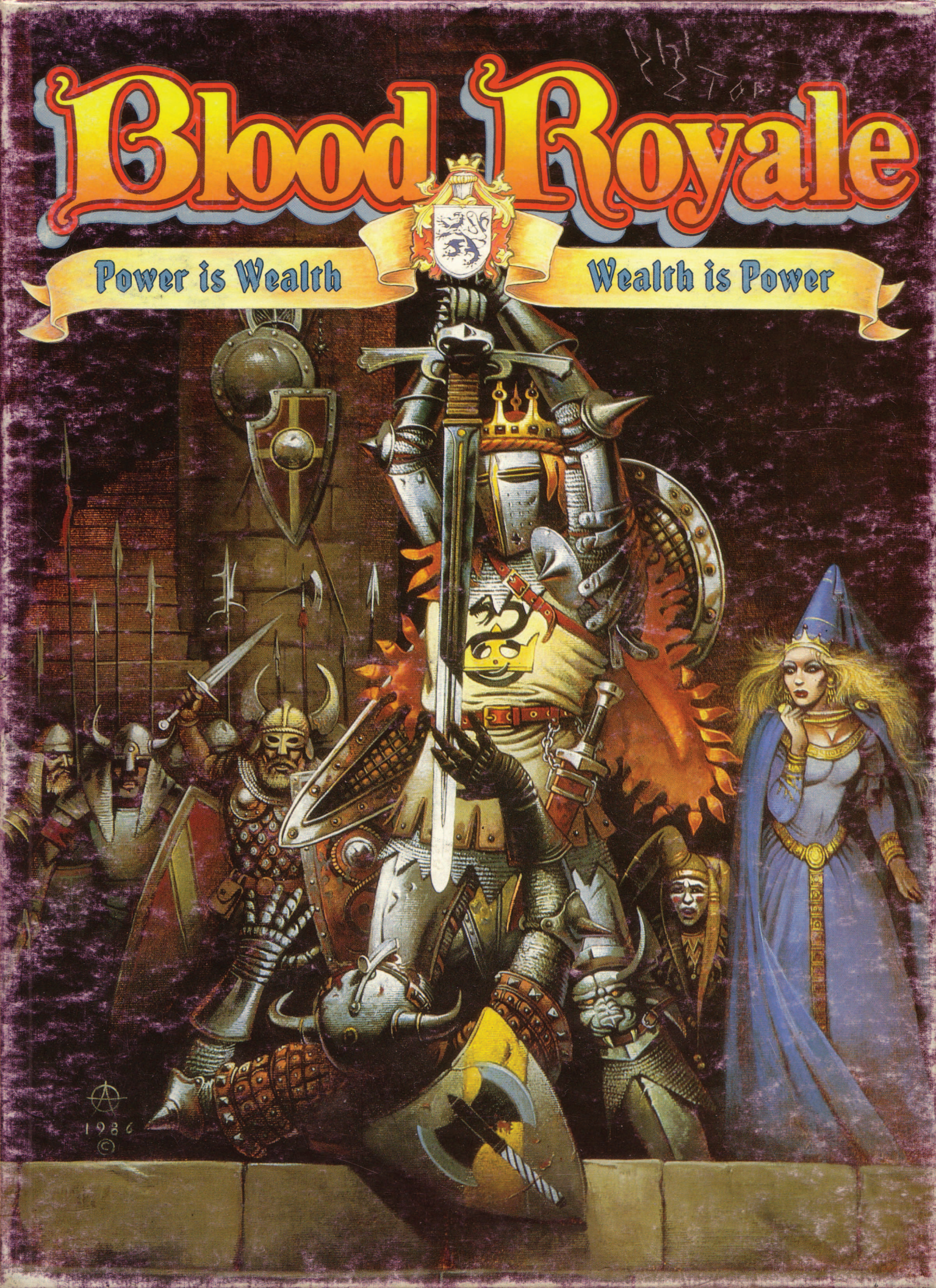
Blood Royale
Power is Wealth
Wealth is Power
1986
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Blood Royale

Power is Wealth — Wealth is Power



To be the most powerful of monarchs, you need money. Money to raise armies, money to bribe enemies, money to pay for the marriages of your children. You are the head of a powerful Dynasty, ruler of one of the great Kingdoms of Europe. Ranged against you are equally powerful monarchs, with the same aims - conquest, trade and a secure Dynasty.

Blood Royale is a game of treachery, double-dealing, power politics and open warfare. The aim of the game is to become the wealthiest ruling family in 13th century Europe, and the means of gaining that wealth are the Princes and daughters of your Dynasty and the armies they control.

A comprehensive and well-illustrated set of rules - based on a set of simple core rules, fully detailed with examples and clarifications - allows you to control all the affairs of your Dynasty. You will arrange marriages for your children, to make alliances and secure deals. You will tax the people of your Kingdom, control their trade and find your financial fortunes ebbing and flowing as events take their toll. And you will fight wars against your enemies, to protect your homelands and to take theirs.

Blood Royale is not a role-playing game, or a boardgame, or a simulation game or a wargame - it is all four. Packed inside this box you will find all you need to fulfill your dream of conquest:

- A six-piece, full-colour board, featuring a map of 13th century Europe.
- 30 plastic playing pieces, to represent Kings and Princes.
- Over 250 counters, to show armies, famines, rebellions and trade goods.
- 96 plastic coins, the currency of *Blood Royale*.
- A pad of bearer bonds to represent high denominations.
- A pad of character sheets, to record individual characters.
- A pad of marriage contracts, on which treaties are recorded.
- A pack of 63 Event Cards, which lead to opportunity or mishap.
- 3 six-sided dice and 1 ten-sided die.
- A 24pp rulebook, with designers notes and hints on play.



A GAMES WORKSHOP PRODUCT

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PLAYERS 3-5
AGES 12 to adult
BOX ART ©1987 Christos Achilleos

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MADE IN ENGLAND

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Blood Royale

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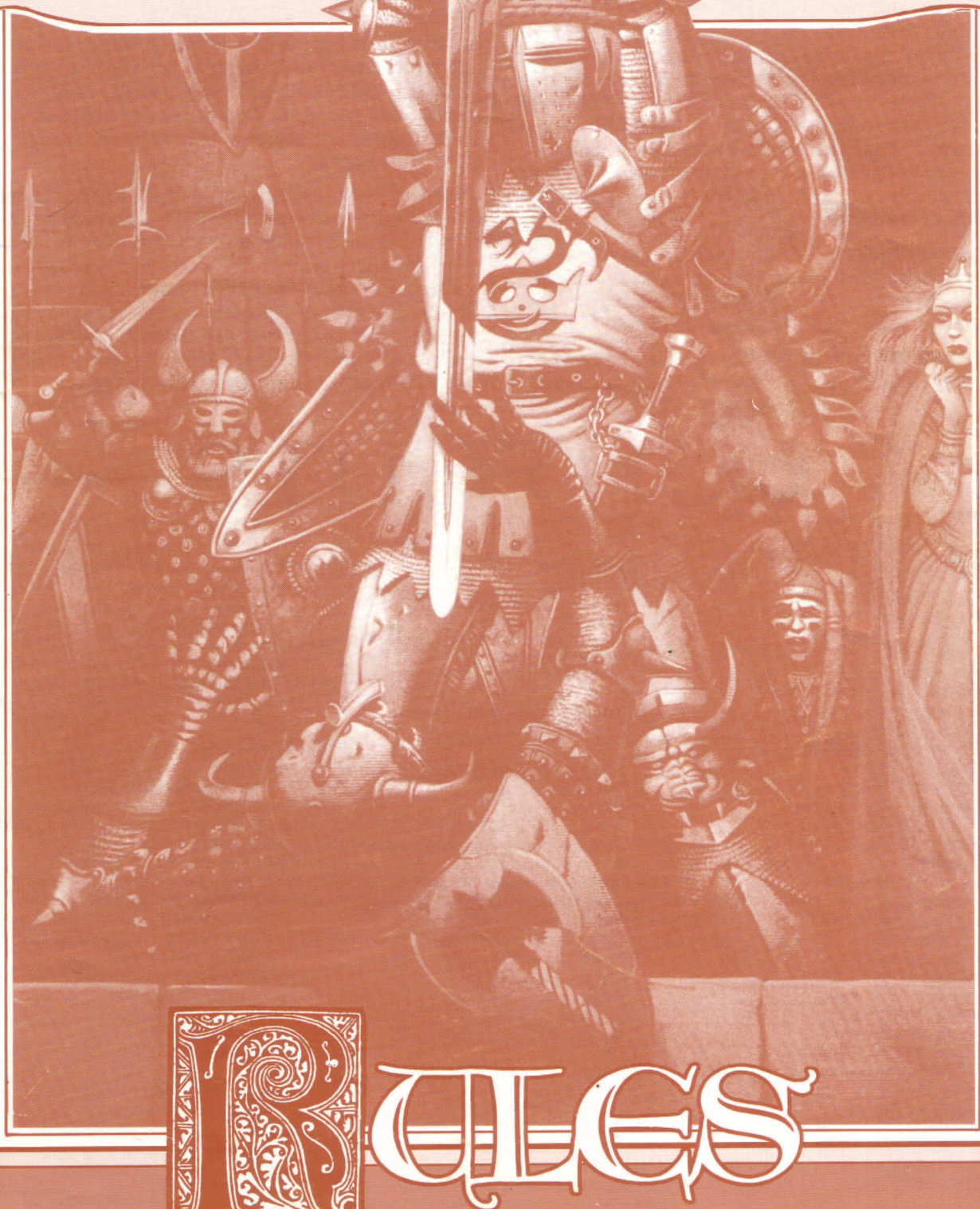

RULES

Blood Royale

Power is Wealth — Wealth is Power

A game of dynastic conflict
by Derek Carver

INTRODUCTION

Blood Royale is a game of treachery, double-dealing, power-politics, dynastic aggrandisement and open warfare, set in the world of 14th century Europe. It is a strategic-level political 'wargame', with a high level of player interaction, and almost unlimited scope for co-operation and deception, alliances and treachery. It is also similar to conventional boardgames, whereby players can pursue objectives based on trade, finance and planning. Since the game is played out with individual characters, it is even a game of roleplaying, with each player representing the abstract concept of a Royal Dynasty.

Each player's object is to increase the power of his realm and his exchequer, and to secure his Dynastic line. This is done by trade, military adventuring, and by arranging marriages for his children.

Blood Royale has been designed to be played by beginners and experienced players. The Basic Game introduces most of the concepts which govern the way Blood Royale is played, and allows players to quickly come to grip with the rules. The Optional Rules present some ideas for ways in which the game might be built on, allowing for a greater level of complexity. Many players will be able to develop further ideas of their own.

3 to 5 players can play Blood Royale. Most games will last from three to four hours, with each turn representing a five-year period lasting about half an hour. However, if the players choose, they can make the game last for as long as they like.

Blood Royale is not a wargame as such. Although conflict is a permanent feature, combat is normally restricted to skirmishing rather than all-out war. As was the case during the period in which the game is set, the most successful countries will be those who fight small, short wars to achieve specific goals... and win them.

Neither is Blood Royale a simulation. The game is intended to have the 'feel' of 14th century Europe, but the countries depicted conform to their present-day appearance, rather than to the actual geography of the time, and the divisions of each country have been simplified. Also, the very nature of the game means that players will not be playing the actual characters of the period. So - be warned; both history and geography have been tampered with!

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COMPONENTS

Within this box you should find the following components:

A six-piece, jig-cut playing board, showing a map of Western Europe, and additional game information.

1 King piece for each country (five in all)
5 Prince pieces for each country (twenty-five in all)
20 Army counters for each country (one hundred in all)
4 Ship counters for each country (twenty in all).
One sheet of 30 stickers

These playing pieces and counters are colour coded for the different countries: Green (England), Purple (Italy), Yellow (Spain), Blue (France) and Orange (Germany).

Fifteen 'metals' resource counters
Fifteen 'cloths' resource counters
Fifteen 'foodstuffs' resource counters
Ten semi-luxury resource counters
Five luxury resource counters

12 Famine Markers
18 Rebellion Markers
25 Control Markers
15 Neutral Markers (Optional rules)
2 Mercenary Captain counters (Optional Rules)
10 Neutral Army counters (Optional Rules)

1 Year Turn Marker
5 Player Order counters

96 coins, in the following denominations:
4x 50 Crowns, 12x 25 Crowns, 16x 10 Crowns (silver)
24x 5 Crowns, 16x 3 Crowns, 24x 1 Crown (bronze)
A pad of 100 Crown notes

A pad of character sheets
A pad of Marriage Contracts

One pack of 63 Event Cards (Optional Rules)

4 dice - 3 six-sided dice, and 1 ten-sided dice

This rulebook...

You will certainly find it useful to have a supply of scrap paper and some pens or pencils handy. Some record keeping is necessary in this game.

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If any components are damaged or missing please write to: Blood Royale, Games Workshop, Chewton Street, Hill Top, Eastwood, Nottinghamshire NG16 3HY, and indicate which components are missing or damaged.

Questions about this game will be answered by Games Workshop if accompanied by an A5-sized, stamped, self-addressed envelope or 2 international reply coupons. Questions must be typed or legibly printed. Please try to ask your questions in such a way that they can be answered 'yes' or 'no', or so that they can be answered with a short reference. Although we welcome and enjoy comments and suggestions about the game system, we cannot promise to respond to questions on theory or design intent.

CREDITS

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Graphic Design: (everything else) Charles 'Dewbury' Elliott and Bil 'Gobbledigook' Sedgwick

THE BASIC GAME

(1) Game Equipment

The Map

The playing surface of Blood Royale is a map representing Western and Central Europe, showing the countries of England, Spain, France, Germany and Italy. The border of each country is depicted in a particular colour, as follows:

Green	England
Yellow	Spain
Blue	France
Orange	Germany
Purple	Italy

Each country is divided into ten provinces. These provinces affect many parts of the game. Control of a Province is governed by the rules in Section 17. Certain Provinces carry an additional marker, which will be one of the following:

Capital 

Food resource area 

Metal resource area 

Semi-luxury resource area 

Cloth resource area 

Luxury resource area 

Each Capital serves as the location of the Dynastic court, and as a castle (see Capitals (18)). Each resource area is the source of the relevant resource, which will be produced each turn for the purposes of trade (see Placing Resource Items (12)).

The Turn Record Chart

The Turn Record Chart serves two functions; first it shows which year the current turn is, and second it is used to store Army counters that have been removed from the map due to combat or plague.

The Year Track Marker should be placed on the year coloumn, so that the current turn's year is showing just above it. At the end of each turn, it should be moved down the coloumn so that the year for the next turn is showing.

Army counters that have been removed from the map due to combat or plague are not available to be rebuilt during the next turn, players will have to wait 10 years before they can replace these loses. To keep track of which Army counters cannot be rebuilt players should use the Dead Army Counters boxes on the map-board in the following manner:

At the start of the Interphase any Army counters that are in the box with the 'Year Ending' number corresponding to the last digit of the current turn are taken out of the box and placed beside the gameboard.

During the Movement Phase, any Army counters that are removed from the map are placed in the box with the 'Year Ending' number corresponding to the last digit of the current turn. (see example 1)

The Holy Land box is only used with the *Optional Rules*, ignore it when playing the basic game.

Example 1

It is the 1335 Turn. In the 'Year Ending - 0' box are 8 Army counters, and in the 'Year Ending - 5' box are 4 Army counters. During the Interphase of the 1335 turn the 4 Army counters in the 'Year Ending - 5' box are returned to the respective players force pools.

In the Movement Phase of the 1335 Turn a total of 12 Army counters are lost due to combat. These are placed in the 'Year Ending - 5' box on the mapboard. They will return to the players force pools at the start of the Interphase of the 1345 turn.

Note: 1

*The Capital, Mercenary Captain and Neutral Army are **not** used in the Basic game.*
Some of the resource items have a black background. These should not be treated differently in the basic Game. The background distinguishes these Resource Items for use with Optional Rule (I).

The Dice:
*Blood Royale includes 3 six-sided dice (numbered 1 to 6) and 1 ten-sided dice (numbered 1 to 10). The ten-sided dice is only **ever** used when rolling on the Ramdom Province Table*

Note 2

If there are less than 5 players, the rules in Section 23 should be read before play starts.

The Playing Pieces *(See Note 1)*

Certain playing pieces are colour-coded, and can only be used by the player running that country:

Capitals



Fleets



Army Counters



Control Counters



Order Counters



King Pieces



Prince Pieces



Before playing the game for the first time, the plastic pieces need to have their stickers affixed. Each set of six identically-coloured plastic pieces has a set of six stickers, marked 'K' and '1', '2', '3', '4' and '5'. Peel the stickers off the backing sheet, and fix to the plastic pieces.

The remaining pieces are usable by any player:

Resource Items











Mercenary Captain



Neutral Army



Neutral Province



Famine



Rebellion



Year Turn



Money

There are two types of money in the game; plastic coins and paper notes.

Coins:
Bronze: 1 Crown 3 Crowns 5 Crowns



Silver: 10 Crowns 25 Crowns 50 Crowns

Paper Money: 100 Crown notes



The use of the various game pieces will be described in the relevant sections of the rules.

(2) Setting Up The Game *(See Note 2)*

Each player controls a country and a family Dynasty. To begin the game, each player should select the country he controls. This can be done by any agreed method, although the simplest things is for each player to draw one King piece from a cup or other container, and to take that country. You can then place the King piece in the capital.

Place the playing area on a suitable surface, and arrange the players so that each is sitting conveniently for the country he or she controls.

Each player should then take the other colour-coded pieces for the country they control, and place them conveniently to hand in front of them (if this is the first game with this new set, you will need to place the stickers on the playing pieces; each country should have one King 'K', and 5 Princes '1-5'.)

The Year Turn marker should be placed in the 1300 box on the Year Track. The other counters and the Marriage Contracts should be placed somewhere close to hand. Ignore the Event Cards and the counters from the Advanced Game.

Place the money in a convenient place to one side of the board. This money forms the bank or Treasury, into which payments will be made for players' Armies, Fleets, etc, and from which they will draw revenue.

Each player will require three characters to begin the game with. These characters will be recorded on the Character Sheets provided. The three starting characters in each Dynasty are:

A King aged 25 (born in 1275)
A Queen aged 20 (born in 1280)
One child, aged 5 (born 1295). The child's sex should be determined by rolling a die: on a result of 1-3 the character is male, on a 4-6, female.

Fill out the character sheets as in the example that follows. You will have to choose a Dynastic name for your family and Christian names for all the members of the family (there are some suggested names at the end of these rules). Each character must then be given the three Characteristic ratings. For the King and Queen these can be regarded as Normal. For the child, you must establish the characteristics by rolling three dice, three times, and comparing the result to the following table:

Dice Result	Characteristic Score
3-5	-2
6-8	-1
9-12	0 (Normal)
13-15	+1
16-18	+2

(See Example 2)

(3). Winning The Game

Before the game starts, players should decide how long it will last. You can either play for a set period of 'real' time (eg, three hours), or for a set period of 'game' time (measured in units of five years). As a guide, each five year turn should take about 20-30 minutes - although your first game is bound to be much slower than this.

At the end of the game, the player with the most money wins. A final cashing in of resources is allowed after the last turn (see Ending The Game (22)).

If you wish to play a sequence of games, each following on from the last, each player should record the amount on money he or she has at the end of a session, and the winner of each session will then be the player who has increased his or her wealth by the greatest percentage.

(4). The Sequence of Play

A) DYNASTIC SEQUENCE:
- Births
- Survival
- Marriages
- Announcements

B) INTERPHASE
- Taxation
- Placing Resources
- Removing Famine counters
- Removing Rebellions by payment
- Maintaining Forces
- Raising Forces

C) MOVEMENT:
- Event
- Movement
- Event
- Movement
- (Event)
- (Movement)

D) CASHING IN RESOURCES

(5). A Full Game Turn

A: Each game turn start with the Dynastic Sequence.

First, players will establish whether any children have been born to marriages in their Dynasty. If this happens, a Character Sheet should be created for the new character (see Birth (6)).

Example 2

Paul will be controlling Germany. He takes 3 Character Sheets, and fills two of them as follows:

Sex M Name JOHANN No. 1st Dawn No. K
Dynasty HAPSBURG Parents ~
Year of Birth 1270 Titles ~

Constitution O
Charisma O
Strength/Guile O

Characteristic Scores
3-5 : -2 13-15 : +1
6-8 : -1 16-18 : +2
9-12 : normal

Born	1270	
Age	Year	SR
15	1285	3+
20	1290	4+
25	1295	4+

30	1300	4+	55		7+	80		10+
35		4+	60		8+	85		11+
40		4+	65		9+	90		11+
45		5+	70		10+	95		11+
50		6+	75		10+	100		11+

Sex F Name ELIZABETH No. — Dawn No. —
Dynasty Parents ~
Year of Birth 1275 Titles ~

Constitution O
Charisma O
Strength/Guile O

Characteristic Scores
3-5 : -2 13-15 : +1
6-8 : -1 16-18 : +2
9-12 : normal

Born	1275	
Age	Year	SR
15	1290	3+
20	1295	4+
25	1300	4+

30		4+	55		7+	80		10+
35		4+	60		8+	85		11+
40		4+	65		9+	90		11+
45		5+	70		10+	95		11+
50		6+	75		10+	100		11+

He has chosen the Dynastic name 'Hapsburg'. This name will appear on most of the Character Sheets of characters he controls during the game. Queen Elizabeth is not a 'Hapsburg', since she married into the family. Since this character has no background, Paul leaves the Dynastic Name space on her sheet blank. Later, wives will carry the Dynastic name of the family they were born into (see The Dynastic Sequence - Marriage (8)). Also, Paul leaves the 'Mother' and 'Father' spaces blank on these characters.

The 'Titles' space is also left blank - this is an option from the Advanced game.

Paul rolls three dice three times, and uses the table to discover the child's characteristics, as follows:

Paul rolls: 6 10 18
Scores: -1 0 +2

He then rolls one die to determine the child's sex, getting a 5. The child is female, and Paul fills her Character Sheet in as follows:

Sex F Name ANNA No. Dawn No. —
Dynasty HAPSBURG Parents JOHANN & ELIZABETH.
Year of Birth 1295 Titles —

Constitution -1
Charisma O
Strength/Guile +2



Characteristic Scores
3-5 : -2 13-15 : +1
6-8 : -1 16-18 : +2
9-12 : normal

Born	1295	
Age	Year	SR
15	1310	3+
20		4+
25		4+

30		4+	55		7+	80		10+
35		4+	60		8+	85		11+
40		4+	65		9+	90		11+
45		5+	70		10+	95		11+
50		6+	75		10+	100		11+

Anna has the Dynastic name of Hapsburg, and Johann and Elizabeth as her parents. To see how the Characteristics affect the game, see The Dynastic Sequence - Birth (6).



Also, players will need to see if their characters survive the turn, by making a Survival Roll (see Death). Characters who fail this roll are removed from the game. Should a reigning monarch die, his/her successor will ascend the throne (see Succession (9)).

Third, players arrange marriages for their Dynasty's children (see Marriages (8)). Characters cannot actually marry until they are 15 years old, although marriages can be arranged for them at any time - even before they are born!

At the end of the Dynastic Sequence, players must Announce the events that have occurred within their Dynasty. They must give a verbal report to all the other players of the Births, Marriages and Deaths (including the succession of any new rulers), so that players who were otherwise occupied with their own affairs will know what is going on. At this point, any widows (except Queens) are returned to their original ruling house (see Deaths (7)). Players should also announce the Characteristic Scores for new characters born that year. These scores are never secret, and should be revealed for other characters if requested.

B: There follows the Interphase. This comprises:

1. Taxation
2. Placing of New Resources
3. Removal of Famine Markers
4. Removal of Rebellion markers at a cost of 15 crowns per province
5. Maintaining existing armies and fleets
6. Raising new armies and fleets.

During the first turn only items 1, 2 and 6 apply.

As with the Dynastic Sequence, all the players can perform these actions at the same time, although each player must go through points 1-6 in the sequence in order (taxation, raising new resources, removal of famine tokens, removal of rebellion tokens (optional), maintaining armies/fleets, raising armies/fleets).

C: Then come the Movement Turns. These should take place in the following order:

1. The 5 Player Order markers should be placed in a cup or similar container, and a player should draw one, and show it to the other players. The country indicated by the marker will play through the Movement Phase first.
2. The player of the country revealed by this draw then rolls one dice, and compares the result to the Events Table (see Events (15)). The Event occurs immediately.
3. The first player takes his or her turn to move and resolve any attacks (see Movement (16) and Combat (19)).
4. The first player then draws another Player Order Marker from the container, to establish the second player (the drawn Markers should be placed to one side until they have all been drawn). The second player then takes his or her turn to move and resolve combat, and to draw the next Player Order Marker. This continues until all players have taken a turn to move and resolve combat.
5. The Player Order Markers are then returned to the container, and steps 1-4 should be followed through a second time, with the first player making the roll for Events, and each player taking a turn to move and resolve any combats.

In a 3-player game, players should repeat steps 1-4, for a third round of Events, Movement and Combat.

D: The Full Game Turn ends with Cashing In Resources (see Ending The Game (22)

(6). The Dynastic Sequence - Birth

Each Player rolls two dice for each married couple in their Dynasty. On a result of 7 or higher, a child is born in that Year Turn.

During the Dynastic Sequence, players have the chance to increase the size of their Dynasties through births. Each married couple controlled by a player is capable of producing children, so long as the female partner is 50 years old or younger (although Birth rolls should not be made if either partner is being held prisoner).

Each five-year turn, during the Dynastic Sequence, each player with married couples within his or her Dynasty may make Birth Rolls for each wife aged 50 years or younger. To discover if a birth has taken place within that marriage, the player should roll two dice. If the result is 7 or more, a child has been born.

The player may then make up to two more additional die rolls for each married couple (regardless or not their first die roll was successful). Each of these additional rolls takes one point away from the wife's Constitution Characteristic (see below) for that 5-year turn only. In other words, excessive child-bearing lessens the mother's chance of survival.

The births generated by this process do not represent all the live births a female character has during her life, since a great many children born in the 14th Century did not survive to become adults. This process represents only those births where the children will live to be 15 years old. Players will note that no Survival Rolls have to be made for a character until he or she has reached the age of 15.

Character Sheets

For each new character brought into the game, the player must fill out a character sheet.

As explained under Setting Up (2), three character sheets have to be made out to start the game. Each time there is a birth, the controlling player must also make out new character sheets for these new characters.

To explain the procedure fully we will describe the making of a Character Sheet for a newly born child. Having made a successful Birth Roll, the player should then roll a single die to establish the sex of the child. On a result of 1-3, the new character is male, and on a 4-6 result, the character is female. Players may make this sex determination die roll before they decide whether or not to make additional Birth die rolls (see above - a family producing too many girls might choose to make an extra effort in the hope of producing a boy to ensure a trouble-free Succession).

The player should then roll three dice three times to generate the Characteristics for the new character. Compare the resulting dice score to the following table to find the Characteristic scores for Strength/Guile, Constitution and Charisma.

Dice Result	Characteristic Score
3-5	-2
6-8	-1
9-12	0 (normal)
13-15	+1
16-18	+2

The character sheet can then be completed, as follows:

YEAR OF BIRTH: This can be filled in with the date of the current turn (ie, 1300 for the first turn, 1305 for the second turn, etc) as indicated by the turn track. *(See Note 3)*

Note 3

If more than one child is born to the same parents during the same year (ie, the player makes additional Birth Rolls), the Year of Birth space on the character sheet of the second child should be filled in with a date one year later than the current turn (ie, 1301 in the first turn, 1306 in the second, etc), and a third child's Year of Birth should be two years later. This is important when it comes to determining Succession to the Throne.

Note 4

Unlike the Year of Birth space, the Year Track should only carry the dates of successive game turns. Thus, for the second child born to a married couple in the year 1320, the player would write 1321 in the Year of Birth space, but 1320, 1325, 1330 and 1335 in the first four spaces of the Year Track.

BORN: The top box on the Character Sheet's year track should be filled in with the year of the current turn (1300 in the first turn, etc). Each successive box underneath should be filled in with the year of successive turns (1305, 1310, 1315 etc), at least up until the year in which the child is 15. As the character ages, additional dates should be filled in as required. *(See Note 4)*

SEX: As determined above.

NAME: Each child must be given a Christian name of the player's choice.

DYNASTY: Write the name of the father's Dynasty, followed by the mother's and father's names. A child will normally carry the father's Dynastic name, although the children of a female character who is a Queen in her own right will carry her Dynastic name.

TITLE: This space is not used in the Basic Game.

CHARACTERISTICS - Strength/Guile, Constitution, Charisma: As determined above. The importance of the different characteristics is explained below.

PRINCE NUMBER: This refers to the playing piece which is used to represent a male character when moving about the board. It should read either 'K' for the King, or be numbered 1-5 to match one of the playing pieces for that country. It should not be filled in when the child is first born, but only when a male child reaches the age of 20.

When a royal male character reaches the age of 20, he must be placed on the board in a Home Province, using one of the numbered Prince pieces (see Using The Prince Pieces, below). He can subsequently be moved, and can command Army counters in battle.

Effects of Characteristics

Strength/Guile affects the Outcome of Battles
Constitution affects the length of time characters will live in the game. Charisma affects Rebellions and brings cash rewards/penalties for female characters in marriage

STRENGTH/GUILE: Boys have the former and girls the latter. This affects a male character's performance in battle (see Combat (19)). His wife's rating is added to (or subtracted from) his. Since characters can never be rated higher than +2 or lower than -2, if a wife's score would modify the husband's score outside of this range, the excess is ignored. *(See Example 3)*

CONSTITUTION: This affects the character's chances of Survival. A -2 score means that the character is unhealthy whilst at the other end of the scale +2 means that the character is healthy and should be long lived (see Death (7)).

CHARISMA: This represents the character's popularity. A -2 means that rebellions are most likely wherever that character goes, whereas +2 implies popular support and far less chance of rebellions (see Events (15)).

In addition, if Brides have a Charisma score of +1, their husband's Dynasty will receive 30 Crowns from the Treasury at the time of their wedding (this becomes 60 Crowns if the bride is +2). Conversely, a character marrying a girl with -1 Charisma will cost his Dynasty 30 Crowns (which becomes 60 Crowns for a -2 score - see Marriage (8)).

Using The Prince Pieces

As stated above, whenever a male character in a Dynasty reaches the age of 20, the player should place a Prince piece on the board in a Home Province. The player should record the Prince Number on the playing piece on the Prince's Character Sheet.

If there are already five Prince playing pieces of that Dynasty on the board, the 'new' Prince cannot be placed on the board. That character remains in the capital, and may not be moved. If a King or Prince dies and a playing piece is freed, the oldest Prince not represented by a piece should now use the one that has been freed.

If a Prince character of one Dynasty becomes controlled by the player of another Dynasty (because of a Marriage Contract or the play of an Event Card), his playing piece should be swapped for one of the 'new' Dynasty, and the change in the playing piece recorded. If there is no free playing piece of the 'new' Dynasty, the character cannot be represented on the board, is assumed to be moved to the 'new' Dynasty's capital, and cannot move until a piece becomes available.

(7). The Dynastic Sequence - Death

Each turn, players should make Survival Rolls for all adult characters. If the roll is failed, the character dies and is removed from the game.

In the second part of the Dynastic Sequence, Survival Rolls are made for all characters in a player's Dynasty aged 15 or older. This will determine which characters will survive for a further five years (ie, go forward to the forthcoming Movement Rounds).

On the Character Sheet's, the players should record the current year in successive boxes on the Year Track. This immediately shows, to the left, how old the character is. It also shows, to the right, the number the player is required to roll on two dice for that character to survive the Dynastic Sequence. Thus a character born in 1310 would be 25 in 1335, and would have to make a Survival Roll of 4 or more to stay in the game.

Each player rolls 2 dice for each character, clearly indicating which character he or she is rolling for. The result of this die roll must be modified by any plus or minus from that character's constitution score (and this must include any additional penalty a female character has through attempting to produce additional children that turn). *(See Example 4)*

Survival Rolls may also be required for characters suffering the effects of Plague (see Events (15)) or as a result of defeat in Battle (see Combat (19)).

If a character does not survive, his or her Character Sheet is torn or crossed through, and any playing piece used to represent that character on the board is removed. Any Marriage Contract still in effect through that character's marriage is terminated. If a dead character leaves a surviving spouse who came originally from another Dynasty, that character is returned (see Marriage (8)), with one exception. The widow of a King is simply retired from the game (Queen mothers cannot re-marry).

If a King or Queen dies, a new Monarch comes to the Throne (see Succession (9)).

If a Dynasty dies out, a player may start a new Dynasty, following the rules under Setting Up (2). The new Dynasty starts with the money left by the previous one, and controls the Provinces left under the control of the previous Dynasty. *(See Note 5)*

(8). The Dynastic Sequence - Marriage

Players may arrange marriages for any unmarried adult characters. These marriages should be the subject of a Marriage Contract.

All characters can enter into marriage from the age of 15. When the 'wedding' takes place, the player with the female character passes her character sheet to the player with the male character, who will decide on all future actions for that character (until either partner dies - see below). Marriages can be arranged before either partner is 15 - even before characters have been born! - but the Marriage Contract only becomes binding once the characters are actually wed, which cannot be before they are both 15 or older.

Because the game embraces just a small number of families, the only other restriction on marriages is that

Example 3=

Mathilde (-2 Guile) marries Francisco (-1 Strength). Francisco is now effectively -2 in combat. The Spanish player now has an even more useless war-leader - so there had better have been some good reason why he married her in the first place...

Example 4=

A mother aged 30 needs 4 or more to survive. She started with a Constitution of +1, but has made two additional attempts to produce children, reducing her Constitution for that turn to -1. The player rolls 7, which is modified to 6. She has rolled higher than the required 4, and so survives.

Note 5=

Survival rolls are not required for children born that turn, nor for children aged 5 or 10. Characters automatically survive to the age of 15.

If you are beginning players, it is advised that you do not make Survival Rolls for your King until the 1310 turn at the earliest. This will avoid the slight possibility of a King dying in the first turns, whilst you are still mastering the basic routines.

two characters carrying the same Dynastic name may not marry. In the right circumstances, this might mean, for example, that a man could marry his niece or even his grandchild, but we have to turn a blind eye to this!

Marriage Contracts

Marriage Contracts are binding agreements between players, and should be written out on the blank Marriage Contracts provided.

Marriages can be - and usually are - subject to a Marriage Contract. The nature of these contracts is extremely varied. They can cover agreements about trade, safe passage of trade, non-aggression, exchange of land, exchange of goods, money, etc. Anything is permitted in a Marriage Contract that does not contravene the game rules. These contracts cannot be broken under any circumstances. For as long as the marriage exists (ie, whilst both partners remain alive), the conditions of the Marriage Contract apply.

There may be circumstances in which a player finds it impossible to meet one of the conditions of a Marriage Contract that is entered into in good faith. Obviously, if Player A has agreed to send a clothing trade item to Player B each turn as part of a marriage treaty, and subsequently loses the supply centre that produces that item, then that player is going to find it very difficult to meet that obligation. Similarly, if Player A agrees a mutual non-aggression clause with Player B, and a mutual support in time of war clause with Player C, that player is going to be in grave difficulty if Player B declares war on C.

There is no penalty if a player becomes incapable of meeting an obligation in a Marriage Contract through no fault of his or her own. However, players may never place themselves deliberately in such a situation. In the examples above, Player A may not sell the clothing trade good to another player as long as it is contracted to another player. With a bit of experience, players will learn to include clauses in the contract which allow for the possibility of a later problem. Player A could state that the clothing trade item will be sent to Player B for as long as the supply centre is in Player A's hands (which would have the beneficial effect of ensuring that B assisted him in holding onto it); likewise, Player A could exclude support for any war between B and C when signing the mutual support treaty with C.

Players should also make every effort to fulfil the Marriage Contract. Stalling or finding excuses not to do something that is part of a Marriage Contract, even if this places the player at a disadvantage, is against the spirit of the game.

The details of the Marriage Contract should be written on the blank Contracts provided. The terms must be precise. If there is a fixed term for any clause, this must be clearly stated. Likewise, if there is a starting date for a part of the agreement (such as a regular exchange of Trade Items), this should be recorded as part of the Contract. *(See Example 5)*



Example 5

THIS IS TO CERTIFY

The Marriage of: HENRY VIII

To: ANNE

In the year: 1385

The Marriage is to be celebrated according to the following conditions:

1, FRANCE AND ENGLAND WILL TRADE ONE CLOTH FOR ONE FOOD EVERY 10 YEARS.

2, NEITHER FRANCE NOR ENGLAND WILL ATTACK ONE ANOTHER.

3, BOTH COUNTRIES WILL NOT STOP THE MOVEMENT OF OTHERS ARMIES OR FLEETS.

The Effects of Characteristics

A bride's Guile score should be added to her husband's Strength score.
Brides with positive or negative Charisma scores bring a cash bonus/penalty to their husband's player of 30 Crowns x the Charisma score.
A character marrying a King or Queen or a character who later becomes King or Queen brings a 100 Crowns bonus to his or her Dynasty.

Brides confer additional military strength bonuses/penalties to their husbands in accordance to their Guile rating (see Birth - Characteristics (6)). A bride with a +2 Guile score who married a character with a 0 (normal) Strength rating, would make him effectively +2 as long as the Marriage lasted (see Combat (19)). However, a bride can never modify a husband's score above +2 or below -2.

Brides with a positive Charisma score bring a cash benefit to their husbands, and those with a minus rating bring a cash penalty. At the time of the wedding, a bride with a +1 score confers a 30 Crown benefit on the player of the male character, and a bride with +2 Charisma confers a 60 Crown benefit. This can be thought of as a donation from the happy people of the player's country. If the bride has a negative score, then the player of the male character must pay 30 Crowns to the Treasury for a -1 Charisma bride, and 60 Crowns for a -2 Charisma bride. This represents the extra money that has to be spent for anyone in the country to recognise that this was such a good idea...

If a bride marries a King or a Prince who later becomes a King, the player from whose Dynasty she came receives 100 Crowns from the Treasury, either at the time of the marriage or when the male character succeeds to the throne. The same applies to a male child who marries a Queen or a Princess who becomes a Queen in her own right (ie, succeeds to her Dynastic throne). The people of the player's country are showing their delight at such a fortunate match.

Marriage and the Succession

Players must guard against losing control of their Dynasty's Crown through another player's character inheriting the Throne.

Each player must try to protect the interests of his or her Dynasty. If a player is short of sons (or his sons are somewhat sickly!), he must look to his daughters. If they are to marry, the player can try to ensure that the Marriage Contract includes a clause that says that the prince relinquishes any claim to his own Dynastic throne, and that any children of the marriage will be brought up as part of the bride's Dynasty.

If the two players agree that the husband will join the female character's Dynasty, the husband's character sheet should be given to the player of the female character. He can fight as a prince of her country and any children of the marriage - whether they carry his Dynastic name or his wife's - will be treated just as if they were the children of a male character. This could lead to situations where a Prince did battle against his father - history has many examples of this!

Should a married female character ascend the throne, her husband will become Consort, and - if not already the case - the player controlling the Queen's original Dynasty will take control of the Queen, her Consort, and any children of the marriage. The only benefit to the male character's original player is the 100 Crown payment for a marriage to a monarch (see above).

If a player finds no other player will provide him with a marriage under these conditions, he may end up without a Kingdom, and another player may end up with characters ruling two Kingdoms (see Succession - Controlling Two Countries (9)).

Marriages and Children

The children of a marriage are always brought up by the male character's Dynasty, except where the Marriage Contract says otherwise, or in cases where the wife becomes Queen of her original country (see Succession (9)).

(9). Succession

When a King dies, the next-in-line comes to the Throne.

In the majority of cases, the act of succession is quite straightforward. The King dies and his eldest son becomes King.

But on the occasions where there is no obvious candidate for the throne, it is necessary to search wider for the successor (making use of the parents' names and Year of Birth information on the Character Sheets).

The order of Succession is as follows:

The eldest son then down through his family, boys and then girls;
The second son and down through his family - first the boys then the girls;
The third son, and so on;
The eldest daughter and down through the sons in her family, then the girls;
The second daughter, and so on.

(See Example 6)

If no successor can be traced, the King is assumed to have a relative, who can then be created and played by that Dynasty's player. This relative is 5 years younger than the deceased King (or 20 years old - whichever is the older), is married to a wife 5 years younger than himself, and has a child for every five years of their marriage, starting from when the male character was 20. The player should create Character Sheets for the new royal family.

When a Prince ascends the throne, the controlling player should at once exchange the King piece for the Prince's piece on the board. The King piece can either be placed in the capital, in the province where the Prince was before the Succession, or in the province where the previous King was. The change in the piece representing the character should be recorded on the character sheet (by substituting a 'K' for the prince's number).

Female Succession

A female character who becomes Queen is always controlled by that country's player; if she is married, and controlled by another player when she becomes Queen, she is returned to her original player, along with her husband - the Consort - and any children of the marriage.
If the new Queen is married to a King, or a character who becomes King, a Dynastic Union takes place, and the player of the male character takes control of both countries.

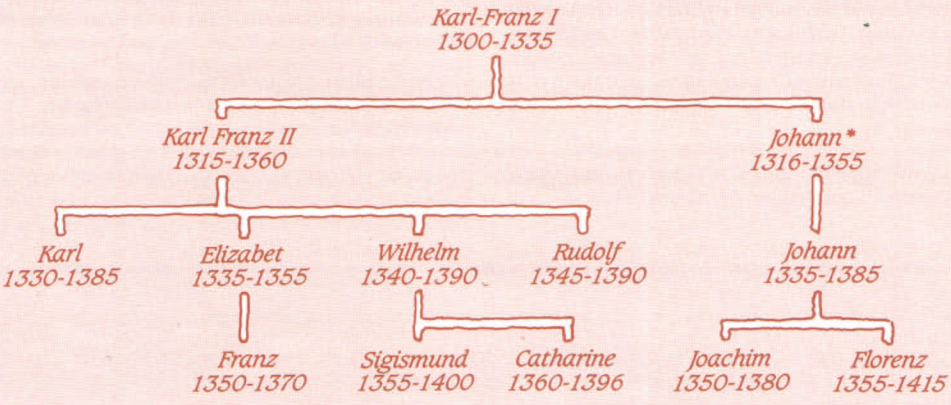
When a Queen ascends the throne, the rules of Succession become slightly more complicated. The King piece is removed from the board, since the Queen may never leave her capital. Her Charisma rating is still used for Rebellions (see Events (15)), and she performs all other functions of a King, though she may not be moved from the capital, or lead armies.

In addition, if the Queen is married, and controlled by aNother player at the time she inherits the throne, she is returned to her original Dynasty at once. She brings any unmarried children from the marriage, and her husband, who is then Prince Consort. His Prince piece is swapped for one in the Queen's country's colour, and this is placed in the Queen's capital. To all intents and purposes, all these characters are now controlled as normal by the Queen's player.

If a married Queen dies, her Consort is returned to his original Dynasty, in the same way as most female characters return to their original Dynasty when their husbands die (see Marriage (8)). The children of the marriage stay with the late Queen's player.

The exception to all this is when the Queen is married to a King, or to a character who becomes King of another country. In this case, control of the King, Queen, and all children of the marriage remains or reverts to the male character's player. In such a case, too, a Dynastic Union would have taken place, and the male character's player

Example 6



German Family Tree

** Note Johann the Elder's Date of Birth. He was born as the result of a second roll by the German player, in the same turn as Karl-Franz, and has one added to his Year of Birth to show this. This also shows that he would only inherit the Throne after his elder brother.*

When King Karl-Franz I dies in 1335, the order of succession is (1) Karl-Franz II, (2) Karl, (3) Elizabet, (4) Johann the Elder, (5) Johann the Younger.

When King Karl-Franz II dies in 1360, the order of succession is (1) Karl, (2) Wilhelm, (3) Sigismund, (4) Catharine, (5) Rudolf, (6) Franz, (7) Johann the Younger, (7) Joachim, (9) Florenz. When King Karl dies in 1385, the order of succession is (1) Wilhelm, (2) Sigismund, and his heirs in turn, (3) Catharine and her heirs, (4) Rudolf, (5) Florenz and her heirs.



would be in control of two countries (see below). To avoid this, a player may pass over a female character as a Queen, in a Disputed Succession (see below).

Disputed Succession

Players may choose to pass the rightful heir to the throne in only two circumstances; if the character is a prisoner, or if the character is a female, and married to a foreign character (and controlled by another player as a result). There are penalties for doing so.

A player can pass over a character who is the legitimate heir to the throne in certain rare circumstances. These are when:

a) the heir is a prisoner in another country, or
b) the heir is a female character controlled by another player as a result of a Marriage.

There are likely to be penalties to be paid in the form of unrest at home or antagonism from abroad, but a player might feel these were preferable to allowing the succession to follow a female line, or to allowing a King to come to the throne when he is a captive.

If the heir is a prisoner, and the player does not pass over that character, the player will be running an increased risk of Rebellion through the King being away from the Capital (see Events (15)).

Players are more likely to want to pass over a female character for the Succession, when she is married to a Foreign King, or a Foreign Prince who might come to inherit his own Throne.

Normally, a female character who comes to the Throne would be returned to her original Dynasty, bringing with her her Consort and any children of the marriage. By compensation, all the other player receives is the 100 Crowns for having a character married to a Monarch (see above and Marriage and the Succession (8)). However, the complication arises when the Consort is a King, or becomes King while still married to the female character. In this case, a Dynastic Union has taken place, and the player with the male character will have gained control of both countries (see Controlling Two Countries, below).

A player with a female character who is likely to ascend the throne (ie, is the heir presumptive) can attempt to insist on a clause in any potential Marriage Contract whereby the husband renounces any claim to the throne of his home country. In this way, the husband will come to live with the female character, and will become Consort if she becomes Queen; the children of the marriage will also remain within the mother's Dynasty.

(See Example 7)

These rules only apply for matters of Succession when a reigning Monarch dies. Monarchs may not abdicate, nor be deposed.

Penalties for Passing Over A Legitimate Heir

If a player passes over a legitimate heir, all other male characters in his or her Dynasty receive a -1 Penalty to Strength. Male characters in the Dynasty controlling the passed-over character have a +1 bonus to Strength when in combat with the 'usurper' Dynasty.

If a player passes over an heir to the Throne because she is a female character married into another Dynasty, all male characters in the player's Dynasty fight with a -1 penalty to their Strength score (which can reduce a character's Strength below -2; see Birth - Effects of Characteristics (6)) for as long as the legitimate heir to the throne, or her heirs, is still alive. This represents the resistance of the country's population to the wrongful succession.

Additionally, the Dynasty controlling the rightful heir has a +1 bonus to Strength for all its characters whenever they are fighting the 'usurper' Dynasty. This penalty too is retained by the player's Dynasty for as long as the legitimate heir to the throne, or her heirs, is still alive.

A player controlling a passed-over character must agree to renounce the claim of a passed-over character, or her heirs, as part of a Marriage Contract with the 'usurper' Dynasty. Alternatively, it is possible for there to be a rival claimant to the throne for the rest of the game - making the player's task permanently difficult. It would be as well to arrange for a marriage contract by which the rival renounces the claim as soon as possible (this dropping of the claim would last even after the end of the Marriage Contract).

If a player chooses to pass over a rightful male heir who is being held prisoner by another player, all his or her male characters fight with the -1 Strength penalty, as outlined above. Additionally, the Monarch receives a penalty to his or her Charisma score, representing the factions that will cause trouble once they have been given a 'cause'. The player should roll a die. A result of 1-3 means the new monarch's Charisma is reduced by -1, and a result of 4-6 reduces it by -2 (this may reduce the character's Charisma score to -3 or -4!). This penalty cannot be inherited by any of the new monarch's heirs, but can reduce the monarch's Charisma below -2.

(See Example 8)

Controlling Two Countries

If a Dynastic Union takes place, because the Queen of one country is married to the King of another, the male character's player will control both countries.

For the player controlling two countries, there are obvious advantages, and some disadvantages. The player controlling the 'annexed' country has complete control over it (and can therefore tax, raise trade items, raise troops, etc). Existing Army and Fleet counters on the map remain in play, controlled now by the new player. The Player Order marker for the controlled country should



Example 7

In 1375, King Louis of France dies, leaving his daughter, Isabelle, to become Queen. A long time ago, before it looked likely that she might become heir, she married Carlos of Spain, a nephew of King Miguel, and they have had a child, Fernando.

The French player is now faced with a difficult choice. If he allows Isabelle to become Queen, the Spanish player will return her character sheet, along with Carlos - who will become Consort - and Fernando's, who will be heir to the Throne. Spain will receive 100 Crowns for having a character married to a Monarch as some sort of compensation.

However, the French player is faced with the danger of losing control of France if he does this. If King Miguel dies, Carlos is his heir, and if he becomes King of Spain, the two thrones will be joined in a Dynastic Union, and control of both countries will be given to the male character's player (Spain).

Therefore the French player chooses to pass over Isabelle's claim, in favour of the next in line, Louis' younger brother, Henri. Isabelle remains as a character controlled by the Spanish player.

be placed to one side; in the Movement Phase the Army and Fleet counters will be moved at the same time as those of the controlling country.

However, the unrest a foreign ruler causes will have a negative effect. Apply a -2 modifier on the monarch's Charisma when rolling for Rebellion in any Home Province in the annexed country (this can reduce a character's Charisma below -2 - see Events (15)). This continues for as long as the country is ruled by a 'foreign' monarch (ie, a character who is controlled by a different player).

Also, the foreign monarch may raise only 1 Army per controlled Province, and not two.

Since Rebellion can be costly, and might even spread into the player's own country, and since the annexed country might be more difficult to defend, a player in this position might prefer to abandon any rights to it, and allow a new Monarch to be established by the 'landless' player. The player must return all Home Provinces (but not captured ones, necessarily), unless a Marriage Contract can be arranged which ceded certain Provinces to his or her control.

If a player lost control of country because his or her Dynasty died-out, the player should be allowed to establish a new Dynasty, following the procedure followed when no heir can be found (see above).

On the other hand, if a player remains landless for any length of time, he or she is in real difficulties, though the player might have hopes of regaining the throne through normal rules of Succession. In the meantime, that player can only continue in the game as a Baronial Dynasty. At the time the player loses control of his or her country, he or she will still have control of the Dynasty's money, and any Prince counters on the map. He or she would still be part of the Dynastic Sequence, but could only Raise Taxes or Trade Items with the express permission of another player, who would forfeit the income from his own Tax or Trade revenues. The aim of such a player would have to be to place one of his children in an advantageous marriage, which inherited a throne from another player through the normal rules of succession. The odds on this happening twice in a game are very slight, however, and the player could be effectively out of the game. *(See Example 9)*

Procedure In The Case of a Minor Ascending The Throne

If a character who is less than 15 years old inherits the throne, the player should establish a Regent, who will be regarded as 'King' as far as the rules are concerned.

If the legitimate heir to the Throne is less than 15, a Regency is established. The player can bring in any other character to act as Regent (if he or she is of age). If none are available, a baron or cousin of the late King is created. He is 5 years younger than the late King (or 30 years old, whichever is older), and characteristic die rolls are made for him.

If an existing character is made Regent, he or she merely assumes the role of King and all its vested powers until the true King reaches 15. At that time, the character reverts to his normal role. If a character was created to be made Regent, he is simply retired from the game at this stage. He has no wife, does not marry and produces no children as far as the game is concerned.

(10). End of Dynastic Sequence

Players should inform each other of all Births, Deaths and Marriages which took place during the Dynastic Phase.

At the end of the Dynastic Sequence, players must Announce what has happened to their Royal House. In other words, they must give a verbal report on Births, Deaths and Marriages, so that players who have been otherwise occupied with their own affairs know what has been happening. It is at this stage that any the brides of dead Princes (or the husbands of deceased female characters) are returned to their original Dynasty.

Players must include the information about new characters' Characteristic scores. These are never kept secret.

(11). The Interphase - Taxation

Players tax the Provinces they control; they may tax them at either 5 Crowns or 7 Crowns per province.

During the Taxation phase each player receives 5 Crowns for each province he controls (see Controlling Provinces (17)), that is not affected by Famine or Rebellion (see Events (15)). Players may - if they wish - increase their tax revenue by taking 7 Crowns per province; if they choose this option, they must apply a -2 modifier when determining if a Rebellion breaks out during the Event section of the Movement Phase. Players must tax all their Provinces at either the 5 Crown or the 7 Crown rate - they may not tax provinces at different rates.

Players should record their Taxation levels on scrap paper and reveal their decisions simultaneously.

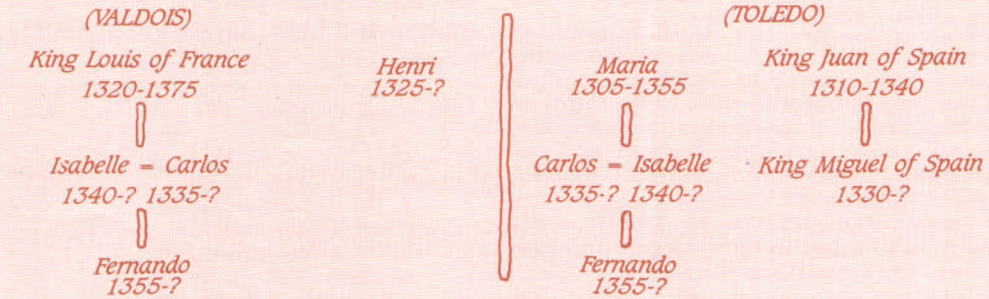
(12). The Interphase - Placing Resources

Players should place one Resource Item on each of the relevant Resource Areas on the board. No Resource Item should be placed in an area affected by Famine.

Example 8

Continuing example 7 above, having made the decision to pass over a rightful heir, the French player now has a -1 modifier on all male characters' Strength for as long as Isabelle or any of her heirs are still alive. and have not renounced their claim. The Spanish player will have a +1 bonus for his male character's Strength for the same period, whenever he is in combat with the French. The French player decides he must obtain a Marriage Contract with Spain as soon as possible, in which Isabelle renounces her claim.

Example 9



Continuing the example of the succession of Isabelle to the throne, the French player could allow Isabelle to become Queen, in the hope that she dies quickly, and that Fernando has no heirs. If this happens, when Fernando dies, Henri or his heirs will inherit the throne - the Succession cannot pass through Carlos to the rest of the Spanish Dynasty, since Carlos never had any claim to the throne (ie, Succession is not granted through marriage, only through Birth). In the meantime, the Valois player would act as a Baronial Dynasty, and Spain would control two countries:

Certain provinces are considered to be Resource Areas. They are marked on the board with the appropriate symbol, signifying that they are major producers or importers of basic commodities - food, metal or cloth goods etc - or of finished goods - semi-luxury or luxury items.

During the Placing Resources part of the Interphase, players should place the appropriate Resource Counters on every Resource Area which is not affected by Famine (see Events (15)). Therefore, a maximum total of nine 'basic', two semi-luxury and one luxury Trade Item counters will be placed on the board each Interphase.

Resource Item counters are placed on the board during the Interphase even if the Resource Area still contains previously-placed counters. Only Famine - signified by a Famine marker - automatically stops the production of Resource Items in that province. Players may, however, choose to destroy Resource Items in any Province they control during any Movement Phase, prior to the resolution of any Combat.

(13). The Interphase - Maintaining and Raising Armies and Fleets

Each player must pay 2 crowns for each Army counter and Fleet they have on the map. The player may raise new Armies or Fleets by paying 5 crowns.

In the Maintaining Forces part of the Interphase, each player must pay 2 Crowns to maintain each of the Armies and Fleets he or she has on the map. This money is paid into the Treasury. Any Army Counters or fleets that are not maintained are removed from the map. When a player pays maintainence for some, but not all, of their Army counters or fleets, the player may decide which are to be removed.

Each player may increase the size of his forces and replace losses by paying 5 Crowns for each additional Army and Fleet he wishes to place on the map. Each country has a maximum of 20 Army and 4 Fleet counters, this being the maximum force any player can deploy on the board (unless, under the rules of Succession, a player comes to control more than one Kingdom).

New armies are placed in the Capital and Fleets in any coastal Home Province (ie, a province of his original country that he still controls, ignoring any provinces gained at the expense of other countries). Additionally, a player may never bring additional Armies onto the map if that would increase the number of armies he has deployed to a figure greater than two times the number of Home Provinces he currently controls and which are not in Rebellion. However, if the number of Armies already on the map exceeds two times the number of controlled Home Provinces at any time, the player is not forced to remove Armies from the map.

Troops raised as replacement for losses are drawn from the stock of Army Counters to the side of the board. Players may not raise troops from the Army counters on the Year Track. Instead, at the beginning of the Interphase, players may recover Army counters from the space representing the current year on the Year Track, and place them at the side of the board. This off-map 'pool' of Army counters represents the full potential of the country to raise troops. For a full description of how the Turn Record Chart works (see Game Equipment (1)).

(See Note 6)

(14). Movement Phase - Player Order

In the Movement Phase, the players move in a strict sequence known as the Player Order. Each player, in turn, moves and resolves combat for their Army Counters, Royal Pieces, Fleets and Resource Markers.
The Player Order is decided using the colour-coded Player Order markers, using the following procedure:

1. The 5 Player Order markers should be placed in a cup or similar container, and a player should draw one, and show it to the other players. The country indicated by the marker will play through the Movement Phase first.
2. The player of the country revealed by this draw then rolls one dice, and compares the result to the Events Table (see Events (15)). The Event occurs immediately.
3. The first player takes his or her turn to move and resolve any attacks (see Movement (16) and Combat (19)).
4. The first player then draws another Player Order Marker from the container, to establish the second player (the drawn Markers should be placed to one side until they have all been drawn). The second player then takes his or her turn to move and resolve combat, and to draw the next Player Order marker. This continues until all players have taken a turn to move and resolve combat.
5. The Player Order markers are then returned to the container, and steps 1-4 should be followed through a second time, with the first player making the roll for Events, and each player taking a turn to move and resolve any combats.

Note that their is only one event per Movement Phase, not one event per player.

(15). The Movement Phase - Events

The first player rolls a dice and compares the result with the Events Table. The Event takes place immediately. Plague destroys armies, and characters away from the capital make Survival Rolls at -1.
Army counters must be moved from areas affected by Famine; no Trade Items will be raised in a Famine area next turn; No counters can be moved into or through the area.
Rebellion areas may not be taxed; Trade Items are not raised in Rebellion areas; Trade Items may not be moved through Rebellion areas without accompanying Army counters.
Ships at sea in an area affected by Storms are lost on a die roll of 1-2.

During each Movement Phase, before any Movement is made, the first player (determined at the beginning of the Movement Phase) rolls one die to determine if an event has taken place that 5-year Turn. There is only one Event per Movement Phase. The result is as follows:

EVENT TABLE

Die Result	Event
1	PLAGUE
2	FAMINE
3	REBELLION
4	STORMS
5	No Effect
6	Roll again, and if the result is: 1-3 FAMINE 4-6 REBELLION

Effects of Events

PLAGUE: A second die roll is made to establish how many provinces are affected by the Plague. The players will then need to establish which provinces are affected, by rolling on the Random Provinces table (see below).

Note 6

At the beginning of the Maintain/Raise troops part of the Interphase in the First 5-year Turn (1300), no Army counters exist on the board - therefore all must be Raised. Players should Raise the troops they require, spending money to do so, and place these troops in front of them. If a player finds other players have placed him or her at a disadvantage by the numbers they have recruited, he or she may raise additional Army/Fleet counters, and this should continue until all players are satisfied - or broke! At this point, the Army/Fleet counters can be placed on the board. In this first turn, instead of them all being placed in the capital, players should place Army/Fleet counters they raise anywhere in their Home Provinces, placing them one at a time, and taking it in turn round the table.

All Army counters in a Province affected by Plague must be removed and placed on the Turn Record Chart (seeGame Equipment (1)). A King or Prince in a Province affected by Plague must make a Survival Roll (see Death (7)), subtracting one from the die roll. Characters who fail this roll are removed from the game in the same way as if they had died in the Dynastic Phase. Characters (not Armies) resident in their capital are never affected by Plague.

FAMINE: A second roll is made to establish how many provinces are affected by Famine. The players will then need to establish which provinces are affected, by rolling on the Random Provinces table (see below). Place a Famine marker in every Province affected by Famine.

All Army units in a Province affected by Famine must evacuate the Province during their next Movement turn. No Army counters may be moved through a Province affected by Famine, and the Province produces no Taxes or Resource Items during the next Interphase. Famine markers are removed after Taxes have been raised and Resource Items placed.

REBELLION: Each player rolls a die once for each province he owns, and modifies the result by considering any of the following circumstances which apply. No die roll is made for a province containing 4 or more Army units (a King or Prince piece counting as one unit).

The following circumstances modify the die roll:

The Monarch's Charisma rating is applied to all die rolls;

If the Monarch is away from his capital, a -1 modifier is applied to all die rolls;

If there has been additional Taxation (see The Interphase - Taxation (11)), a -2 modifier is applied to all die rolls;

If a Royal Male is present in the province (represented by the Prince's numbered pawn), his Charisma rating is also applied to the die roll for that Province;

If an adjacent province* is in Revolt from a previous round, a -1 modifier is applied.

The Monarch's charisma can be affected by a Disputed Succession (see Succession (9)).

A roll of 1 or less (after adjustment) means that a Rebellion has occurred in that Province. Place a Rebellion marker in the Province.

A rebellion is automatically put down, and the marker removed, if 4 Army counters are moved into the Province and remain there at the end of a Movement turn (the marker is removed during the Combat section of the Movement Phase). King or Prince pieces count as 1 Army counter. Rebellion markers can also be removed by payment of 15 Crowns per marker during the next Interphase, after Taxes have been raised and Resource Items placed. A Province marked with a Rebellion marker produces no Taxes or new Resource Items during the next Interphase.

Army counters, and Trade Items accompanied by Army counters, may move normally though a Province affected by Rebellion. Unaccompanied Resource Items may not be moved into or out of a Province affected by Rebellion.

STORMS: For each Fleet at sea (ie, not placed on the coast), roll one die. On a roll of 1 or 2, the Fleet and all its contents are lost. The Fleet is returned to the side of the board. Any Army counters lost are placed on the Year Track as if they had been lost in Combat (see (19)). Resource Items are returned to the side of the board. Any Royal characters aboard the Fleet when it was lost die.

Random Provinces Table

To establish the location of a Famine or Plague Event, roll a six-sided die, and then the ten-sided die. If the same Province is rolled twice, ignore the second roll and roll again. *(see table below)*

(16). The Movement Phase - Movement

Armies may move up to 3 Provinces each Movement Turn.
Fleets may move up to 3 Sea Areas, and may carry up to 6 Army counters or Royal pieces, and any number of Resource Items.
Resource Items may move up to 4 Provinces each Movement Turn.

Armies, Kings and Princes

Army counters, and Kings and Princes pieces may be moved up to 3 Provinces during the Movement phase by the owning player, provided that:

(a) the player controls those provinces; or

(b) the provinces are friendly to the moving player (ie, the owning player either grants permission verbally, or access is permitted through the terms of a Marriage Contract);

As soon as Movement takes the piece/counters into an unfriendly country, those pieces must stop Movement at once, no matter how many Provinces they have already moved.

Embarkation and Disembarkation costs one Movement point out of the possible 3.

If any country controls both Kent and Calais, Army counters and Kings and Princes pieces may be moved

* which must be in the same Kingdom (ie, controlled by the same player) - Calais counts as adjacent to Kent

Random Provinces Table

10 Sided Die	6 sided Die: 1 England	2 France	3 Germany	4 Italy	5 Spain	6
1	Essex	Champagne	Saxony	Tuscany	Castile	Roll again
2	Lancashire	Flanders	Friesland	Piedmont	Galicia	
3	Yorkshire	Brittany	Brand'burg	Lombardy	Asturias	
4	Warwicks	Normandy	Lorraine	Venice	Navarre	
5	E.Anglia	Aquitaine	Franconia	Liguria	Aragon	
6	Herefdshre	Anjou	Bohemia	Parma	Portugal	
7	Cornwall	Burgundy	Moravia	Romagna	La Mancha	
8	Wessex	Bordeaux	Swabia	Umbria	Algarve	
9	Kent	Angouleme	Bavaria	Sicily	Andalusia	
10	Calais	Dauphine	Carinthia	Apulia	Granada	



across the Channel at a cost of 1 Movement point if no unfriendly Fleets are at sea in that Sea Area. No Fleet is needed to accomplish this move.

Fleets

Fleets may move 3 sea areas. Putting to sea costs one Movement Point (ie, moving from the coast into the sea area is considered as being one move). Once a Fleet has put to sea, it can be placed in that sea area (in which case it is 'at sea'), or anywhere on the coast of that area (in which case it is 'in port'. This means that a Fleet could leave Cornwall and place itself in Herefordshire, Wessex, Normandy, Brittany, Aquitaine or Bordeaux for one Movement Point.

A Fleet can carry a maximum of 6 Army counters and King or Prince pieces combined, and an unlimited number of resources.

Players may combine land and sea movement, so long as the counters/pieces involved have sufficient Movement points. Royal pieces, Army counters and Resource Items do not count Sea Areas they move through when aboard a Fleet. Therefore, an Army counter or a Resource Item can be moved into a Province, embarked on a Fleet, moved 3 Sea Areas by the Fleet, and debarked at the other end.

If a Fleet at sea encounters Fleets from another player's country, and that opposing force is greater in size than theirs, that Fleet's movement must cease for that turn (Fleets in port have no effect on this, they must be at sea). No battle ensues. Movement may continue in the following turn. Fleets from two or more players may not be combined to prevent the movement of another player's Fleet.

Fleets may seek refuge in the country of any player. Permission may be given at the time, or as a result of a Marriage Contract. If permission is given, any Army counters on board remain there, and have no effect on the control of the Province in which they have docked. They are affected by Plague, should that break out in the Province, and if there is Famine they must put to sea at the earliest opportunity.

If a Fleet has no permission to dock, and has no Army counters aboard with which to launch an invasion, it may not dock.

Resource Items

A player may move any Resource unit up to 4 provinces during the Movement Phase provided that he or she:

(a) controls those provinces;
(b) has another player's permission to move freely through his or her country as a result of a Marriage Contract (verbal permission is not enough);

Failing the above, a Resource Item must cease movement once it enters another country, even though that country may be prepared in its turn to continue its movement. If a Resource Item is transferred across a frontier in this way, the receiving player may move the Resource Item up to another four Provinces, subject to the same restrictions, during his or her turn. Also a Resource Item may be placed on the coast of a Province by one player, who may give permission to another player to embark and ship the resources in their turn.

A player can capture another player's Resource Items by any of the following methods:

(a) by capturing the province in which they are located;
(b) by confiscating any that are in transit through the player's Country;
(c) by capturing a capital in which they are being held.

If a Resource Item is accompanied by an Army counter, that army must be defeated in battle before the Resource Item can be captured (see Combat (19)).
(See Example 10)

(17). Controlling Provinces

Control of Provinces is signified by Control markers. A player may place a Control marker on a Province solely occupied by his or her Army counters at the end of a Movement Phase.

A player can be said to be controlling a Province if:

(a) it is one of that player's Home Provinces (ie, one he or she controlled at the beginning of the game), and is unoccupied by any other player's control markers;

(b) it is other than a Home Province, and is occupied by the control markers of that player.

Control of a Province affects Taxation, the ownership of Trade Items when they are first placed upon the board, Rebellion and Movement.

The Provinces of Denmark, Wales and Poland, though marked on the map, may never be controlled by any player. Players may never move pieces or counters into or through these Provinces.

When a player first gains control of a Province, it should be marked with one of that player's control markers. This is not necessary when the Province is one of that player's Home Provinces.

Control of a Province is gained when the following conditions occur. If a player occupies a Province that



Example 10

It is Player A's turn during the Movement Phase. He has a Prince piece and three Army counters in Kent, three Army counters and a Fleet (on the coast) in Essex, the King and three Army counters in Calais and one Army counter and one Food Trade Item in Lancashire.

Player A moves as follows. First, he moves the Army counter and the Trade Item from Lancashire 2 Provinces to Essex (2 Movement points). All the counters now in Essex embark on the Fleet (1 Movement point), and sail to Friesland (1 Movement point), where the Trade Item is disembarked (1 Movement point). The Fleet puts back to sea (1 Movement point) and sails to the coast of Normandy (1 Movement point). The Fleet has completed its allowed Movement, as has the Army from Lancashire. The Trade Item may be moved no further by Player A, since it is now in a Province controlled by another player, but the German player may move it on if his or her turn follows on from Player A's.

The Army counters that started in Essex have used only one Movement point (embarking). They use another disembarking, but may move no further since they are now in an unfriendly Province (the French player is being very negative about this invasion).

The Prince and the 3 Army counters in Kent cross the Channel (1 Movement point). The Prince and one Army then move through Calais to Normandy (2 Movement Points). The King, the Army counters brought over by the Prince and the three Army counters in Calais move to Champagne (1 Movement Point). Since the Province is hostile (!), the King's army must halt in Champagne.

was previously controlled by another player with one or more Army counters at the end of a Movement phase, and there are no Army counters belonging to any other players in the Province, that player is entitled to (but does not have to) place a control marker in that Province, unless prohibited from doing so by a Marriage Contract.

(18). Capitals

A player's capital is also a Castle. The Capital counts as 10 Strength points in defence.

A country's capital is considered to be the permanent base for those of his or her characters who are not represented by royal pieces. The capital is also a castle, and gives the owning player an advantage in combat.

The capital is considered to have a Strength equivalent to 10 Army counters. This represents both the defences of the castle and a garrison of troops. Additional Army counters can be placed in the Castle which will add to its Strength (however, once an attack is under way, additional troops cannot be brought into the Castle; they are considered to be camped outside, and can be attacked separately - see Combat (19)).

A Castle's Strength can be gradually depleted by Combat during the Movement rounds of a single turn, but - if still uncaptured - it returns to full Strength (ie, 10) at the beginning of the next Interphase.

The Province in which a capital is situated cannot be captured unless the 'castle' is taken.

If the capital is taken, the defeated player may nominate any other controlled Home Province to be his or her capital, and should place his or her Capital Marker in that Province. This new Capital would not be considered to be a castle. Once a castle is destroyed, it may not be rebuilt. The Capital Marker is removed as soon as a player recaptures his or her original Capital.

If the 'new' Capital is captured, the Marker should be replaced in another controlled Home Province. If a time ever comes when a player has no controlled Home Province in which to locate a Capital, all other Provinces they control are returned to their original owners, and the player must continue as a Baronial Dynasty (see Succession - Controlling Two Countries (9)).

The ruler of a country which loses or has lost its capital should have his or her Charisma score reduced by 1 until the capital is retaken. This adjustment may not take the minimum/maximum Charisma score outside of the normal +2 - -2 range.

All characters in a Dynasty other than those represented on the map by King/Prince pieces are assumed to be in the capital at all times. If the capital falls as the result of combat, they automatically escape to the new Capital.

(19). Combat

When two or more players have Army counters in a Province, combat may take place. Players make a die roll, and the opposing player loses Army counters, which are placed on the Turn Record Chart.

Combat can take place at the end of *each player's* movement phase, whenever Army counters of two or more players are present in a Province. Either player may declare an attack, in which case he or she is deemed the Attacker, and the other player the Defender. The moving player decides if they wish to attack first; if they decline the non-moving player may elect to attack.

All the Royal pieces and Army counters in the Province take part in the battle. Combat is conducted as follows:

(a) Before the battle takes place, there may be one or more pre-battle rolls to reflect the advantages gained by a superior Royal leader. See the sub-section Effects of the Presence of Royal Pieces below.

(b) Combat between the surviving forces of each player is then resolved. Each player should make a single die roll, and remove casualties from the opposing front-line Force, as explained below. All these die rolls are considered to be simultaneous, even though the rolls will be made one after the other in practice.

The effect of the die roll is summarised on the following table:

Die Roll	Number of Army counters					
	1	2	3	4	5	6+
1	1	1	1	1	1	1
2	0	2	2	2	2	2
3	0	0	3	3	3	3
4	0	0	0	4	4	4
5	0	0	0	0	5*	5*
6	0	0	0	0	0	6**

* Only if a King or Prince is present, otherwise 0
** Only if The King is present, otherwise 0

Cross-reference the number of Army counters in the army (a King or Prince counts as one Army counter) with the die roll; the result is the number of casualties which must be removed by the other player. Casualties removed in this way are placed on the Turn Record Chart (see Game Equipment (1)).

Battles continue - with Rounds of both players making simultaneous die rolls - until one side or the other is eliminated, surrenders, or flees the field. The victors remain in the Province in which the battle took place; fleeing losers may be moved by their owning player to any adjoining Province (where they could, theoretically, be attacked again by any unfriendly Army counters there).

It will be noted that the optimum size for any force is four Army counters (although the presence of Royal pieces may change players' minds on this!). If a smaller number of Army counters is deployed in a force, the greater the chance that that force will have no effect.

Effects of the Presence of Royal Pieces

A King or Prince with a positive or negative Strength score has an effect on the outcome of a battle, even before the battle itself takes place. If a Royal Piece with a +1 Strength score is part of an army in a Province, he gets one free die roll before the battle starts with which he can inflict casualties. On a resultof 1-4 (if there are at least four Army counters present), 1-4 casualties are removed from the opposing force. If the roll is 5 or 6, or more than the number of Army counters in the force, no casualties are inflicted.

If the Royal character has a +2 Strength score, he gets two pre-battle rolls. If the Royal character has a minus rating, the opponent gets the pre-battle rolls. The opposing player cannot retaliate to these free rolls.

For the purposes of these pre-battle rolls, the Royal piece does not count as an extra 'man', and does not alter the maximum casualties which can be inflicted. These two bonuses only count for the main battle.

Although no single Royal Piece can accumulate more than +2 or -2 on his Strength score, if there is more than one Royal piece on the same side, they can co-operate to give that side more than 2 free rolls in this pre-battle phase (this also applies to free rolls gained by the opponent's minus ratings). If a King is present on either side, his Strength bonus/penalty must be counted. Any Princes present may be counted at the owning players discretion. However, when there are only Princes present on one side, all their bonuses/penalties must be counted.

Only one side makes the pre-battle roll. Where both sides are entitled to pre-battle rolls, these should cancel out.

(See Example 11)

Example 11=

France and Italy are at war. France invades Lombardy, led by the King (Strength +1) and the Crown Prince (Strength -1). Italy's defence is led by 2 Princes (Strength +1 and -1). France must count the King's bonus, but has a choice as to whether the Prince is counted - obviously he chooses not to count the Crown Prince. So France is entitled to one pre-battle roll. Italy must count both Princes, so the penalty and the bonus cancel out. The end result is that France will make one pre-battle roll. If the weaker Italian Prince had not been present, both Italy and France would have been entitled to pre-battle rolls, so they would have cancelled each other out.

In the battle proper, if a Royal Prince is present, he counts as one Army counter for die roll purposes, and the maximum number of casualties the Force can inflict increases from 4 to 5 (though once the Force drops below 5, this advantage is lost).

If a King is present in a Force, he counts as one Army counter, and the maximum casualties the Force can inflict increases to 6.

If a Royal piece is present at a battle, and that character's army suffers casualties which wipe out its total strength (including the Royal piece), the Royal character must suffer the consequences; he will be captured or killed. The player should make a Survival Roll for the character, subtracting one from the die roll. If the result is that he would have died, the character is removed from the game in the usual way (see Death (7)). If he survives this roll, the character is captured (see below). Captured characters may not be killed.

Fleeing From Battle

A Royal character can escape from a battle at any time, even if he is the only surviving 'unit' in an army after casualties are removed. A Royal character can be retreated to any neighbouring Province in which there are only Army counters from his own country, or none at all.

If a King or Prince wishes to make good his escape before Combat starts, he is not permitted to make use of his Strength bonus. If his Strength rating is taken into consideration in the pre-battle rolls, the Royal Charater must remain for at least one round of combat.

Retreating

At the start of a Round of combat, either player may choose to retreat with his or her surviving Army counters. The opposing player is allowed one free attack. Retreating forces may move to any neighbouring Provinces, regardless of the presence of other Army counters. They may not attack Army counters in that Province, but may be attacked.

Surrender

At the end of a Round of combat, either player may offer surrender to the other side. Terms may be negotiated, or the players may be unable to agree. If the latter, the battle continues. If the former, the surrendering player must comply with the surrender terms as they affect the pieces/counters in that army and the Province in which the battle is fought. Any other arrangements can be conveniently 'forgotten' once the beaten army leaves the field.

Surrendered Royal characters may not be killed (although Army counters can be), though they may be Ransomed (see below).



Captured Royal Characters

As mentioned above, Royal characters can be captured in a number of ways. If the character survives a Survival Roll (where applicable), he or she can be captured by the victorious player(s)' army, and held for Ransom.

A captured royal character can be immediately transported to the victorious player's Capital. The object would be to Ransom the character in some way that would be beneficial for the captor. He or she could demand money, Trade Items, an advantageous Marriage Contract, anything which the other player can give within the limits of the rules. As soon as the captor is satisfied, the character can be returned to the capital of his or her own country.

No Birth rolls can be made for children for that character whilst he or she is prisoner, of course. Should the character inherit the throne whilst still a prisoner, the captive's player could pass over him or her for the succession, following the rules for Penalties as if the character were still controlled by his or her normal Dynasty.

Capitals

As stated above, Capitals count as the equivalent of 10 Army counters in combat. Only the defending player may count a Capital as part of his force; they may not be included in the Attacking force. A Capital can take casualties like normal Army counters, but these should be recorded on a piece of paper. Only when the Capital is reduced to 0 is it removed from the battle - it is considered destroyed.

Army counters inside a Capital need not take casualties until the Capital is destroyed, or may be removed as casualties to prevent the Capital's destruction. Army counters outside a capital may be attacked separately, without the Defender counting the Capital as part of his or her force. The defender must announce at the beginning of a battle whether his Army counters are inside the Capital or not; Army counters inside a Capital may not retreat.

Note that a castle which takes damage in one or more battles is assumed to be repaired during the next Interphase, and starts each Movement Phase with a Strength of 10.

To The Winner... The Spoils

Any Resource Items located with the forces of the losing player are captured when he or she is defeated in the battle, even if the loser manages to retreat.

(See Example 12)

Alliances

At various times in the game, players may enter into formal (ie, bound by a Marriage Contract) and informal Alliances. All Alliances that involve joint military ventures must be made in writing. This affects combat as follows:

During the Movement Phase, whichever member of an Alliance moves before the other (as determined at the outset of the phase), may omit to move any troops which are to be involved in the joint battle plan. The last Alliance member to move then moves all the troops covered by the Alliance treaty. Combat is conducted as agreed in the treaty (ie, the players should agree who it to make the die rolls for the combined forces).

Alliances can be broken at any time (unless covered by a Marriage Contract). A player may refuse to move his or her military units at the time when the Alliance's battle plan calls for them to be moved, if circumstances have changed in such a way that the previous plan is inadvisable. There is no penalty for this, beyond the possibility of upsetting your former Alliance partner(s)...

Naval Combat

There is no naval combat in the game. If a province is captured with enemy Fleets in port, they must be moved away during the owner's first turn (they are considered to be stood-off shore together with their contents).

Some players might be tempted to introduce naval combat into the game, but this has been purposely omitted from the rules because naval combat was not a feature of the 14th Century, and - setting aside this objection - its introduction would push the game further towards wargaming.

(20). Negotiations

In order to prevent the game from getting bogged down in negotiations these should be restricted to 'men on the spot'. In other words, two armies have to confront one another or a trading piece has to move to a province and then negotiate its passage. If no agreement is reached the move is wasted. Players should not indulge in 'radio' communication between heads of state prior to making a move.

Obviously, the above only applies to Negotiations conducted outside of the Dynastic Phase.

Foreign Intervention

A Monarch can enlist foreign aid under any terms agreed. If this involves military assistance (to put down rebellions, for example), the monarch's Charisma score is reduced by 1. This can have the effect of reducing a monarch's Charisma below -2.

Foreign assistance can be agreed as part of a Marriage Contract (in which case the conditions are binding), or as part of a more informal arrangement. The rules for Alliances (see Combat (19)) apply for the purposes of Movement and Combat when a Monarch accepts foreign intervention, except that the player controlling the Monarch should make all moves and combat die rolls for the foreign troops, until such time as their normal owner chooses to take control of them. Inviting foreign troops onto your soil without guarantees of their behaviour is a dangerous thing to do.

(21). Cashing-In Resource Items

A player with Resource Markers at their capital may cash them in and add the money raised to their treasury.

If a player can transport Resource Items to his or her Capital, they may be 'cashed-in' at the end of any 5-year Turn, including the one in which they arrive at the capital. The basic goods are represented by metals, cloths and food resource markers. A player who has one each of these three basic Resource Items in his or her Capital can cash them in to the Treasury at the end of any 5-year Turn for 50 Crowns. They can only be cashed in as a set (or sets) of 3.

If a player cashes in one each of the three basic Trade Items, plus one semi-luxury Trade Item, he or she receives a total of 80 Crowns from the Treasury.

If a player cashes in one each of the three basic Trade Items, plus one semi-luxury Trade Item, plus one luxury Trade Item, he or she receives a total of 120 Crowns from the Treasury.

These are the only combinations in which Trade Items can be traded in for cash. Any surplus, or any sets which the player does not wish to cash in (because he or she is hoping to add a semi-luxury or luxury Trade Item to them) may be held in the Capital until the player is able to and wishes to cash them, or until they are traded to another player. Players can hold on to Resource Items as long as they wish in the hope of improving the value of their 'set'.

(22). Ending The Game

At the end of the agreed time, the game is terminated. Players may cash in any sets of Resource items they have in their Capitals (see Cashing-In Resource Items (21)). The player with the most money is the winner.

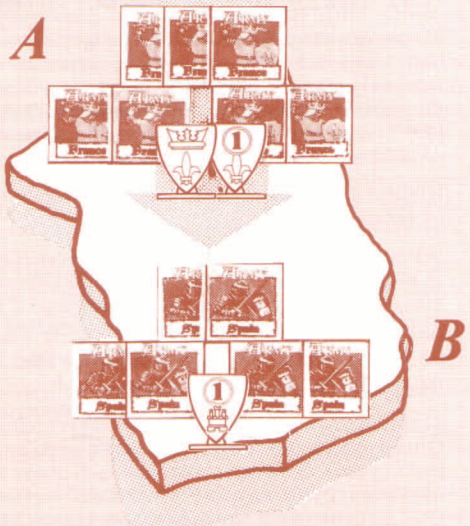
Alternatively, at the beginning of the game players could set a monetary victory target (eg, 800 Crowns). A player with this sum or more after the 'Cashing-In' Phase of a turn is declared the winner. If more than one player has more than 800 Crowns, the player with the most wins.

Example 12

Player A (France) invades Navarre. He has a total Strength of 7 Army counters, lead by a +2 Strength King and a +1 Strength Prince. Player B (Spain) has 6 Army counters and a +2 Strength Prince.

Before combat commences, the French have one free die roll, the net difference between the Strengths of his Royal pieces (+3) and the Spanish player's (+2). Player A makes this roll, and - much to his disappointment - the result is a 5. This falls outside the range 1-4, and thus there is no effect.

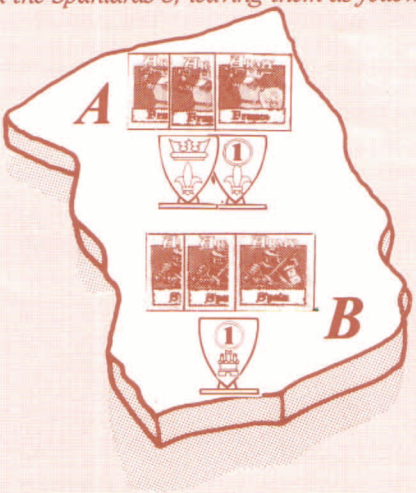
The field of battle looks like this:



France: *7 Army counters, 1 King, 1 Prince*
Spain: *6 Army counters, 1 Prince*

Player A rolls: 3 *Player B rolls: 4.*

This results in the French suffering 4 casualties, and the Spaniards 3, leaving them as follows:



France: *3 Army counters, 1 King, 1 Prince*
Spain: *3 Army counters, 1 Prince*

In the second round, the French player rolls a 6, and the Spanish player rolls a 5. No casualties are caused. Although the French player's King is present, the maximum casualties his reduced army can cause is now only 5. Likewise, with a Prince and three Army counters, the Spanish player may only cause a maximum of four casualties.

In the third round, the French player rolls a 3, and the Spanish player a 1. The French lose one Army counter, the Spanish lose all theirs, leaving only the Prince. If the French player had rolled a 4 or 5, the Spanish Prince would have had to make a Survival roll to see if he was captured or killed. Instead the Prince is able to escape, which the Spanish player chooses to have him do.





(23). Special Rules For Less Than Five Players

Four Players

Although obviously best suited to five players, Blood Royale can be played with a smaller number. If there are four players, one particular change is required in the rules. England becomes a non-player country, much the same as Poland, Denmark or Wales in the 5- player game. It is completely out-of-bounds to all players. Players may not move counters or pieces into or through the English provinces (not even Calais).

Experienced players might choose to alter this rule so that the 'odd- country-out' is selected at the beginning of the game. In addition players may agree that the country is not 'out-of-bounds' and that anyone may invade it (possibly making France the odd-one out, so that all the players can expand into France, if they desire). This option may unbalance the game, however; a 'neutral' Italy, for example, gives Germany the chance to swallow up Lombardy, in which case the German player has all three Basic Resources, and need never trade.

Whichever country is chosen, the players need to re-balance the Basic Resources:

If England is the non-player country, Andalusia should be considered as a Food Resource Area, instead of Cloth;

If France is the non-player country, Bavaria should be considered as a Semi-Luxury Resource Area, instead of Metals;

If Germany is the non-player country, Warwickshire should be considered to be a Metals Resource Area, instead of Food;

If Italy is the non-player country, Bavaria should be considered as a Semi-Luxury Resource Area, instead of Metals;
and if Spain is the non-player country, Lancashire should be considered to be a Semi-Luxury Resource Area, instead of Food

Combat With 'Non-Player' Countries (Optional)

In a game with four players, it is possible that players will want to attack a Province which is part of the fifth 'neutral' country (ie, one not being run by one of the players).

When using this option, at the outset of the game, Army counters should be placed in the 'neutral' country as outlined below for the 3-player game. If a player invades the 'neutral' country, that country will defend each invaded Province only with the forces present there. 'Neutral' Army counters never move. Battles are fought following the normal Combat rules, with the 'neutral' country having rolls made for it by the player to the left of the invader. 'Neutral' countries always defend, never flee and never surrender. There are no royal pieces.

Controlling Neutral Provinces (Optional)

For games with less than 5 players only, players may raise 1 Army counter from any controlled Province in a 'neutral' country.

Three Players

Preparation: Allow a free selection from all five countries (do not exclude England). Players may draw lots and choose the country they play, or decide their countries randomly. Because certain combinations of countries will be seen to unbalance the game, players might decide to limit the choice; each combination has its own set of challenges. Beware of combinations which allow one player to immediately gain control of Resource Areas producing the three Basic Trade Items.

The 20 Army counters of each of the 'neutral' countries are then distributed as follows: 4 in each Province containing a Resource Area, 2 in the Capital and 1 in each other Province.

Dynastic Sequence: Create an additional 'aristocratic' family, who will be available for making marriages. At the beginning of the game there should be a five year old child (determine sex and characteristics normally), and during each turn from 1300 onwards, one player should make two birth rolls to see if additional children are born (there is no need to make Survival Rolls for the 'parents', who do not feature in the game).

Survival rules are made as the children become old enough.

When the children become old enough to be considered as marriage partners, players may make bids to secure the match. Interested players announce their wish to secure the child as a marriage partner for one of their characters, and pay the Treasury 10 Crowns as a sign of serious intent. They then write the amount of their bid on paper. When this is completed, all players reveal their offers and the highest bid secures the match. That player pays the Treasury the amount bid, and takes the character from this additional family into his or her own Dynasty. Male children from the 'aristocratic' family always join their wife's Dynasty.

Resources: It is assumed that the 'neutral' countries make use of their own Resources. Although Resources are placed in 'neutral' countries during the Interphase, they are removed at the end of the first Movement round if not captured first.

Movement: There are three Movement rounds instead of two.

Combat: If a player moves any Army counters into a 'neutral' Province, he must attack the defending forces of that Province (if any). The die rolls for the defending army are made by the player to the left of the invader. Combat proceeds as normal. Neutral Army counters are not placed on the Year Track when killed. If, at the end of Combat, a Neutral Province has not been captured, the number of Army counters in the Province should be returned to full strength.

Controlling Neutral Provinces: Players may raise 1 Army counter from any controlled Province in a 'neutral' country.

(24). The Degree of Secrecy in the Game

Players may keep the details of Marriage Contracts a secret (although some details will become obvious through what follows) and they may also conceal the amount of cash they have. They may not keep the characteristics of Royal children secret, but must give this information upon request.

It is best if a simultaneous decision is made on the subject of taxation.

When it comes to raising armies and fleets, if you decide to raise, say, only 4 armies but your neighbour raises 8, you are at liberty to raise further armies, if you wish. This continues until all players are satisfied.

(25). Special Rules and Advice for the Beginning of the Game

At the beginning of the game, each player has a King and Queen, and a child. The King and Queen are 'normal' in every respect, which means that each player is in charge of a country with ten provinces ruled over by Kings and Queens of identical age and characteristics. At this stage, the only differences between the countries will be the sexes and characteristics of the children. These children could range from the strong and healthy to the weak and sickly!

Later in the game, you will want to arrange marriages in order to establish firm treaties with other players, hopefully negotiated to your advantage. But, at this stage,

you cannot seal these arrangements, because no child is yet old enough (and new players to the game would be at the mercy of older hands in these negotiations!).

You can then carry out your first action in the Dynastic Sequence, finding out if your King and Queen produced any children in 1300. As you will see from the rules, you can make three die rolls (and, if successful, produce three children), but there is the greater danger of the Queen dying if you roll more than once. If children are born, Character sheets have to be made out for them.

You then have to make a Survival Roll for all adult characters. In effect, this means only your King and Queen in the first turn (and - optionally - not even the King, if you are not yet experienced players of this game). To survive, your King will have to roll 4 or more on two dice (his Constitution being normal). Your Queen will also have to roll 4 or more, although this might be 1 or 2 higher if you have tried more than once to obtain a child. Should the Queen die, you will have to wait until a bride is available when one of the children in the game reaches 15. If your King dies, one of your child characters becomes ruler and a Regent is invented.

You then receive your Taxes of 5 Crowns per province, optionally boosting this to 7 Crowns a Province if you are prepared to run the greater risk of Rebellion. Unless you intend to be aggressive, or fear that another player might be, you would be well advised not to tax high in the first turn, as you run a very real risk of Rebellion. Once you have a Monarch with high Charisma, this risk is reduced.

You then buy your armies and fleets. The maximum you will be able to afford if you taxed normally is 10. In the rest of the game, Army counters are always brought on in the capital, but for the first turn they can be placed anywhere in the Kingdom - players should place their Army counters on the map in order. You might consider it wise to protect all your borders, as they are all vulnerable at this stage, and opponents need only send a single army into a vacant province to capture it. There is no secrecy. Also remember - once bought you cannot return them, nor can you buy more once players have started placing Army counters on the map.

Keep in mind that Blood Royale is not a wargame. If players continuously indulge in conflict, the winner will almost always be the player that stayed relatively peaceful. One has only to consider the economics to realise this. Each owned province brings in an income of 5 (or 7) Crowns per five years. Every Army counter raised to achieve this costs 5 Crowns, plus 2 Crowns for each turn's maintenance. Three (or four) Army counters garrisoning a captured Province against counter-attack cost more than can be raised in Tax. And each Army counter lost while capturing a province means an extra outlay of 3 Crowns (5 to raise troops rather than 2 to maintain) to replace when the time comes, not to mention the potential problems of having them out of the game for a whole turn.

But conflict will occur. A cheap victory may only have a marginal positive effect on your own economy, but it will have a much greater negative effect on your opponent's. Most conflict, however, will almost certainly be connected with securing trade. Each 5 year turn sees the introduction of up to 250 Crowns worth of Trade Items - 50 per player. If you lose out on trade, your chances of winning are slim. Even so, you should try to tie trade up with marriage contracts rather than combat.

Rebellion is a facet of the game that should never be underestimated. As was typical of the 14th century, armies abroad tended to lose everything they had gained by having to be brought home in order to put down unrest. Sending the Monarch abroad is always a danger, unless he or she is very high in Charisma.

So, what must you look for in a marriage contract? For certain countries - especially France - a non-aggression treaty with England is of considerable use. Armies are limited and expensive, so a secure border is of major advantage.

At the same time, it is in other players' interests to prevent France from getting this security - and they might even consider having a contract with England that prevents France getting such an alliance.

Italy can also be troublesome, unless other players can persuade Spain, for example, to provide a permanent threat to Italy's south. And Italy is bound to be Germany's first target, given that Lombardy and Veneto are so close. The mere existence of such a threat forces Italy to keep troops at home.

These are just a few examples of the need to secure borders and to give other players something to think about so that they leave you alone.

It will be seen that no single country in the game commands all of the three Basic Resources Items. They must trade. Furthermore, there are not enough Resource Items to go round. So, these deals should rate very highly on the list of priorities. Securing trade also means ensuring that you can get the goods to your capital. A player who regrets the terms of a Marriage Contract he agreed with you might minimise the effect by making it difficult for you to get the Resource Items home.

Do not underestimate in any way the power of such things as marriageable children with 12 Strength/Guile or daughters with +2 Constitution. These place you in a strong bargaining position. Similarly, you are in a strong position if you are seeking a bride for your heir to the throne. Sometimes it is worth hanging on to these children rather than marrying them off early.

Although it is a temptation to have extra dice rolls for children, you must remember that - should the wife die - a most useful marriage contract will be terminated. Then again, maybe it gets you out of a bad one. There is one exception to this. The death of the original Queen does not terminate any contract and it is an advantage to have quite a large Royal Family early in the game.

OPTIONAL RULES

The following Optional Rules introduce new aspects to Blood Royale, which players of the game may find more challenging. It is recommended that all players enjoy several games before adopting any of these options.

The Optional Rules need not be taken in total. Players may introduce the ideas of Neutral Provinces, or Event Cards, or Governing Provinces, and exclude the other ideas in this section. Obviously, players should decide which rules they will choose to introduce before play commences. Make a note from the following checklist of which Optional Rules are in force at the beginning of the game, so that disputes can be settled.

Optional Rules

(A) Four Character Start
(B) Characteristic Rolls for all Starting Characters
(C) Disputed Succession
(D) Movement of Trade Items
(E) Event Cards
(F) Neutral Provinces
(G) Governing Provinces
(H) Extra Event/Movement Phase
(I) Changing Capitals/Resource Areas

(A) The Four Character Start

To speed the development of the Dynastic Aspects of the game, each player begins with four characters instead of three. These are:

A King aged 30 (born in 1270)
A Queen aged 25 (born in 1275)
Two children, one aged 10 and one aged 5 (born 1290 and 1295 respectively)



These characters should be created before the game starts, in the normal fashion. The effect will be to make players negotiate marriages earlier in the game.

(B) Characteristic Rolls for the King and Queen

Instead of all the starting Kings and Queens having 'Normal' characteristics, players generate these in the normal way. Since it could be disastrous for a player to begin the game with a King or Queen with a low Constitution score, and then to have one of the initial parents die in the first round, this option should not be used unless players agree that no Survival rolls will be made for the King or Queen in the first round.

(C) Disputed Succession

The normal rules for succession allow players to pass over female characters and Princes imprisoned by other players. Otherwise, when a King dies, the next-in-line comes to the Throne. Players risk rebellion and long-term war through passing over a legitimate heir.

This principle can be extended to allow players to pass over any legitimate heir at the time a King dies. Players are still most likely to want to pass over the legitimate heir when it would lead to a female character who was married into another Dynasty or an imprisoned Prince coming to the throne. However, players might also wish to prevent a weak King coming to power, or to establish a junior, but more powerful branch of the royal family as the legitimate Dynasty.

The penalties for passing over a character are as outlined in Succession - Penalties for Passing Over a Legitimate Heir (9). All characters in the player's Dynasty fight with a -1 penalty to their Strength score for as long as the legitimate heir to the throne, or his or her heirs, is still alive. Additionally, the Dynasty controlling the rightful heir has a 1l bonus to Strength for all its characters whenever they are fighting the 'usurper' Dynasty.

As in the Basic Rules, if the passed-over character is one who could not have been passed over according to the basic rules of Succession, the new monarch also has a penalty to his or her Charisma score. This represents the followers of the 'deposed' character causing trouble. Once the decision has been made and the new Monarch is on the throne, the player should roll a die. A result of 1-3 means the new monarch's Charisma is reduced by -1, and a result of 4-6 reduces it by -2 (this may reduce the character's Charisma score to -3 or -4!). This penalty cannot be inherited by any of the new monarch's heirs, but can reduce the monarch's Charisma below -2.



This additional penalty is only taken if the character is not one who could have been passed over according to the normal rules of the game.

In all cases, the player controlling the 'deposed' character must pass the character (along with his or her spouse and any children) to the player on his or her left, to be controlled by that Dynasty from now on. The character is now in exile, and the receiving Dynasty receives the +1 Strength bonus fighting the 'usurper'. If the 'deposed' character already lives with another Dynasty (as a married woman), this rule does not apply.

(D) Movement of Trade Items

With this option, Trade Items are not actually moved about the board. Instead, during the Movement Phase, players may announce their intention to ship Trade Items from Province A to Province B. If no player objects, the player must then move the Trade Item as stated. If any player does object, the owning player must show which route he or she wishes the Trade Item to take. If he or she can show a route by which the Trade Item cannot be intercepted (see below), the movement of the Item takes place immediately. If the route can be intercepted, the players involved must resolve the interception attempt(s) in the order in which they would occur along the route.

A Trade Item can be intercepted if it:

(a) Passes through a province which contains Army counters of another country;
(b) Passes through a sea area in which there are more Fleet counters of the intercepting country than of the owning country;

If an interception is possible, the owning player must throw one die, adding the following modifiers:

+1 for each intercepting Army counter;

+2 for each intercepting Fleet counter (count these only if they are in excess of the number of the owning player's Fleet counters in the same Sea Area);

-1 for each 15 Crowns the owning player pays to the Treasury before the die roll;*

+1 for each 20 Crowns the intercepting player pays to the Treasury before the die roll.*

* The owning player should state how much he will spend before the intercepting player.

If the modified result is 6 or more, possession of the Trade Item passes to the intercepting player.

Trade Items may still not be moved through a province with a Famine or Rebellion marker; no route can be traced through such a province.

(E) Event Cards

The Event Die roll should be replaced with the drawing of an Event Card. The cards allow for a greater variety of events, and present the different countries with varying problems, opportunities and goals. If you use the Event Cards, you should either also use Optional Rule (H) - Governing Provinces - or be aware that certain cards refer to opportunities to inherit titles to certain Provinces. These cards should be read as allowing the characters a chance to gain marriageable characters, money or trade items, as appropriate.

During the Events section of the Movement Phase, the first player (determined at the beginning of the Movement Phase) should draw a card. The instructions on the card should be followed precisely.

Cards which have long-term effects should be kept by the player until all the instructions on the card have been followed. When this has occurred, the card should be placed on a discard pile.

Certain concepts introduced by the cards are further discussed below:

Shuffles

Certain cards instruct the drawing player to shuffle the Event Cards. When he or she has completed all the instructions on the card (or as many as possible), the player should gather the remaining Event Cards and the discard deck, shuffle them together, and replace them face down.

Rebellions

If rule (G) regarding Titles and Governing Provinces are being used, the Rebellion die roll should also be modified by the Charisma scores of both the Governor and his wife (if the Governor is indeed male; the same does not apply if the Governor is female).

The Rebellion roll in the Capital should be modified by the scores of all Princes present. If the result is a Rebellion,

half of that country's current cash in hand should be returned to the Treasury. This only applies to the Capital.

If a neutral province is indicated by the Random Provinces Table, that rebellion does not take place. Do not re-roll on the Random Provinces Table.

Trade Items cannot trace a route through a Province carrying a Rebellion marker.

Storms

Many of the Event Cards have a reference on the bottom to Storms, followed by a range of numbers (1, 1-2, etc). If a card with such a reference is drawn during the Events Phase, roll one die. If the result falls within the range on the card, the Storms Event will occur in addition to the Event on the card. See the Basic Rules.

Bidding and Investing

On several of the Event Cards, players are given the option to bid or invest Crowns in order to make an Event happen or to stop it from happening. Note the distinction between the two.

Bidding means that all the players, starting with the player who drew the card and proceeding clockwise, should take part in an auction; one player will succeed when all the others have passed. The winning player has the advantage of the card, and should pay the sum in Crowns he or she bid to the Treasury.

Investing means that all the players should secretly record how many Crowns they wish to spend to secure the advantage from the card, and these amounts should be revealed simultaneously. The player investing the largest amount has the advantage of the card. All players then pay the amount of the investment in Crowns to the Treasury.

Inheritance of Neutral Provinces /Kingdoms

Certain Event Cards allow Dynasties to 'take control' of Provinces and Kingdoms not normally involved in the game through marriage. Players invest Resource Items or Crowns to attract a marriage which will allow one of them to inherit the title of that Province/Kingdom.

All such titles introduced into the game in this way can be inherited in the normal way (see Governing Provinces (H)). A player whose Dynasty already included the King of England could take advantage of card 31 and have the same character - or another - marry the heir to the King of Denmark.

With cards 31 and 33, players invest Crowns to make the match, and the rules for Investing (above) should be followed. For cards 30 and 32, players invest Resource Items. For the purposes of these cards, all Resource Items count equally.

Also regarding cards 30 and 32, the titles to be inherited are for Provinces normally part of another player's Kingdom - namely, Spain. If the Optional Rules for Governing Provinces are being used, the title being granted is a 'noble' title, and final control of the province continues to rest with the existing reigning monarch (see Governing Provinces (G)). If a Governor already exists for the Province, the card is ignored.

Finally, for cards 31 and 33, as well as creating character sheets for the Prince, the successful player may also place a Royal Piece on the board in his or her Capital, following the normal rules. This Prince can lead armies, Govern Provinces, etc. However, no children should be produced for the marriage; these are assumed to be part of the ruling Danish/Polish Dynasty, not the player's.

Fighting Neutrals

If the rules for Neutral Provinces are used, players may find themselves wishing to wage war against them. Also, the arrival of the Free Companies, or other military events inspired by Event Cards, might draw them into war with forces which are not under the control of another player.

Whenever a player has to fight a battle with a Neutral Army, the Neutral Army counters should be used. The player to the left of the player involved in the battle should roll the dice for the Neutral Army.

Unless directed by Event Cards, Neutral Armies never move from the Province in which they start. Unless Event Cards say otherwise, Neutral Armies always defend, never retreat and never surrender. If they capture a Royal character, Neutrals ransom him for 100 Crowns.

For Event Card 3, Free Companies, roll one die and halve the score, rounding up. This is the number of Free Companies available. They remain upon the board until destroyed in Combat or by Plague.

For Event Cards 10 - War With the Welsh, 11 - War With the Swabians, 12 War With the Burgundians, 13 - War With Aragon and 14 - War With the Moors, the number of Neutral Armies that appear is stated on the card. At the end of the last Movement Phase in that turn, these counters are removed. If a Neutral conquers a Province, that Province becomes Neutral as well.

For Event Cards 51 - Albigensian Crusade and 61 - Crusade, the number of Neutral Armies that appear is stated on the card. The Cathar rebels remain until the end of the last Movement Phase in that turn; unless defeated, the Cathars will make the Dauphine a Neutral Province. The Saracens should be removed at the end of the last Movement Phase in that turn.

Pretenders and Bastards

Cards 18-22 allow for characters to leave the Dynasty of their birth, and join another player's characters. The character sheet should be passed to the player on the left, and a Royal playing piece of the appropriate Dynasty substituted. Characters can only become Pretenders if they are at least 15 years old, and if they are not the only male child of the monarch. A Pretender's wife (though not a husband, who should be returned to his original Dynasty) and any children less than 15 years old should also be passed to the player on the left. The new owning player may use the character as if he or she were a member of his/her own Dynasty from then on, perhaps even marrying the character to someone in his own Dynasty (no Marriage Contract would be made).

For a 'bribe' of 50 Crowns, the Pretender's original Dynasty may 'buy back' the character, his wife and any children. All sins are forgiven.

A Pretender character or any of his or her heirs may inherit the throne through the normal rules while still controlled by a 'foreign' Dynasty (the 'claim' should be inherited in exactly the same way as any normal title). The player who has been controlling the disputed country up to that point may pass over the Pretender's claim (see Succession (9) and Optional Rule (C) above), or becomes a Baronial player in the normal way.

If a player controlling a Pretender actually managed to conquer the whole of the disputed country by military means, he or she could either set the Pretender up as a separate monarch (still controlled by that Dynasty, of course), or play safe and rule the conquered area just like any other. Pretenders rarely get what they think they deserve...

Cards 38 and 39 allow for the creation of bastard sons of unmarried Kings. These characters are passed to the player on the right, who controls them from now on. Any time the character lands in a Province of his father's Kingdoms, there is an immediate Rebellion roll. If a female character ever comes to the throne while the bastard lives, every Province in the Kingdom must be checked for Rebellion.



Bastards' claims can never be inherited, even though the character can marry and have children. The player operating the character may control the character as he or she wishes, including marrying the character to a female in his or her own Dynasty.

(F) Neutral Provinces

Neutral Provinces are those which are controlled by none of the players in a game. With this option, ten such Provinces are marked at the beginning of the game, using the Neutral markers. These are:

England:	Yorkshire, East Anglia
France:	Burgundy, France
Germany:	Friesland, Swabia
Italy:	Piedmont, Sicily
Spain:	Aragon, Portugal

Neutral Provinces may also be created during the course of the game. Certain Event Cards may, in the right circumstances, cause a Province to become Neutral.

All Neutral Provinces are considered to have a garrison. When a Province is invaded, place two Neutral Army counters on the map in the relevant Province. This force will defend the Province, with the player to the left of the invader making dice rolls on its behalf. The Province cannot be occupied until both the defending Army counters are defeated.

If the Province would have been part of that player's country in the Basic Game, it becomes a Home Province after conquest.

Neutral Provinces do not raise taxes. They do not raise Resource Items, or allow them to be transported through. They do not invade neighbouring Provinces, unless directed to do so by an Event Card.

Once conquered, a Province which has been Neutral is subject to the normal rules.

(G) Governing Provinces

This optional rule allows players to make more use of their Prince characters, without having to go to war.

At any time during the Dynastic Phase, or as directed by an Event Card, a player may choose to bring a Province into the direct ownership of his or her Dynastic house by making a Prince the 'Governor' of the Province. To do this, the player announces which character will be given the title, and which Province the decision affects. The Province must be one controlled by the player at that moment. Only a Prince (aged at least 15) can be created Governor of a Province (unless directed by an Event card; also, female characters and children may inherit the title later, following the normal rules for inheritance).

Note: All Provinces not so Governed are considered to be under the direct control of the King for the purposes of this game, and the normal game rules continue to apply.

The player should record on the Character Sheet that that Prince now holds a noble title - this should read something like Duke of Liguria, Earl of Wessex, etc.

This title may be inherited in exactly the same way as the rank of King, following the rules of Succession. This may cause the title to leave the Dynasty in which it started, and may even lead to a situation where a Province is governed by Prince of one Dynasty, and controlled by the King of another.

The rules for Succession (see Basic Game (9)) do not apply in the following areas. The King of the relevant country (ie, that in which the Province is situated at the time) may choose to dispute the normal succession. If this only affects the player's own Dynasty (ie, the Province is governed by a member of the same Dynasty as the King), a Rebellion marker should be placed on that Province, but otherwise the King's wishes are followed. If the disputed succession involves another player's Dynasty, then not only is the Rebellion marker placed in that Province, but Rebellion Die Rolls must be made, with normal modifiers, for the whole Kingdom. Medieval nobles were very careful about their rights when it came to the Crown - even if this meant 'sticking up' for foreigners!

Characters may Govern more than one Province.

If a minor inherits a title, the 'Regent' will be monarch. No new character is created.

Titles and Governorship to a Province affect the game in the following areas:

- Characteristics
- Raising Taxes
- Commanding Troops
- Raising Trade Items
- Events

Characteristics

The player should immediately give the character a +1 bonus to his or her Strength/Guile characteristic. This may take the characteristic above +2. This bonus may only be taken once, no matter how many Provinces the character Governs.

Raising Taxes in a Governed Province

In a medieval country, taxes were mostly gathered on behalf of the monarch by Provincial nobility. This gives the noble some power, since he or she may raise local taxes by the same authority, and could even choose to withhold all or some of the tax revenue from the monarch.

With this option, the King of each country sets the rate of tax for the whole country as usual. However, any Province governed by a character raises 2 Crowns extra (ie, either 7 or 9 Crowns).

A Provincial Governor from a foreign Dynasty would keep those 2 Crowns for his or her own Dynasty. The Governor may also refuse to pay all or some of the 5 or 7 Crowns Royal Taxes for that Province to the Crown, in which case the governing player should take the money from the Treasury. There is no penalty for doing so (except that the King isn't likely to be very grateful...).

Also, whenever the Provincial Lord is actually present in that Province, the taxes raised from there should be modified by his or her Charisma. This additional profit/loss being taken by the governing player.

Commanding Troops in a Governed Province

The rules for Maintaining and Raising Armies remain the same as for the Basic Game. However, the Governor of a Province is considered to be the commander of any Army counters located in that Province. So long as the Governor is a Prince aged 15+, is present with the Army counters, and so long as the King is not, the Governor controls the Army counters for the purposes of Movement and Combat, even if this means the Army is under the control of a foreign Prince.

A Provincial Governor in command of such Army counters may either obey the instructions of his or her monarch, in which case the Movement turn will proceed as normal, or he or she may disobey. A Provincial Governor does not have complete control over these troops, however, and may only command them while they remain in the Province. If they move further than this, the Army counters revert to the control of the King.

Raising Trade Items in a Governed Province

In a Resource Area Province, a Governor may raise more than one Trade Item during the Interphase, or may hinder trade to such an extent that Trade Items are lost. This may only occur if the Governor is present in the Province. A dice should be thrown during the Raise Trade Items part of the Interphase, and the Governor's Charisma should be added to it. If the result is 7 or more, the Province produces an additional Trade Item, which should be placed there immediately. If the result is 0 or less, the normal production in the Province is affected, and the normal Trade Item is not placed.



Events in a Governed Province
A Governor is presumed to live in the Province or Provinces he or she controls for some or all of the 5-Year Turn. Therefore, if an Event occurs in a Province, it should be assumed that it affects the Governor, and his or her family as well, if applicable.

If a Plague event occurs in such a Province, the Governor, his or her wife or husband, and any children aged 15 or younger, must make Survival Rolls. The player should add 1 to the dice roll for each additional Province the Governor controls that is not affected by Plague.

If a Rebellion event occurs, the Governor's Charisma will count as a modifier in the Province in which he or she is located. However, it should also be used as a modifier in the Governed Province, as should that of the Governor's spouse.

(H) Extra Event/Movement Phase

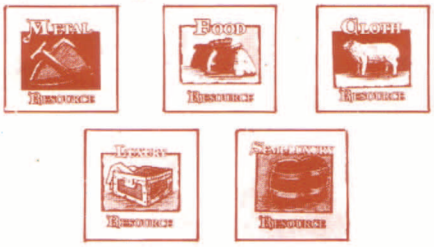
With this Option, a third Event/Movement Phase is introduced. This option allows for more Movement and Combat. The third Phase is conducted in the same way as the normal two.

(I) Changing Initial Capitals and/or Resource Areas

After a while players may find that they are becoming too accustomed to the normal pattern of play in game. This might prove to be a particular disadvantage when a new player joins a group of more experienced players.

One way of revitalising the game is to move the locations of the Resource Areas and/or Capitals. By doing so, players will change the emphasis of different Provinces, and open up many new possibilities.

The Capital Markers, and the special Resource Item counters are used for this Option. Resource Areas should be changed before Capitals. Obviously the markers actually on the map are redundant with this option.



The Resource Areas are changed by using the Random Provinces table (see Events (14)). Roll a six-sided and the ten-sided die to generate the location of each Resource Area, obeying the following rules.

(i) Place the Luxury Resource Area first, then the Semi-Luxury areas, then the Cloth, Metals and Food areas.

(ii) No Province may have more than one Marker.

(iii) No country may have more than three Markers of all types, and no country can have a full set of the three basic resources.

(iv) The Luxury and the two Semi-luxury Markers must be in three different countries.

(v) No country should have more than 2 Basic Resources of the same type.

If the Capitals are to be moved, the same system is used with the additional rule that the Capital may not be placed in a Province in which there is a Resource Area.

If the rules for Neutral Provinces are being used, players must agree what will happen if a Resource Area is re-located in a Neutral Province.

Design Notes - The Optional Rules and Strategy Hints

More than anything else, what you can achieve by negotiation and diplomacy will be longer lasting than what you can achieve by military means. Trade can be conducted swiftly over long distances, reducing the necessity for military adventure to secure trade routes, and the efficient governing of provinces will depend even more on the quality of the marriages you have arranged. There is a finite capacity for each country to expand; once that is reached, there are no reserves with which you can hold off attacks. Therefore, the collapse of a militarily aggressive country is often much more spectacular than its rise.

However, in the early turns, the obvious target for aggression are the Neutral Provinces you can turn into Home Provinces (Yorkshire and East Anglia for England, and so on). Because these are only defended with 2 Army counters each (the Neutral army), and each player can deploy up to 8 at the beginning of the game, it is obvious that you can outnumber any neutral Province's army easily. However, without any Marriage Contracts, nobody can afford to trust the other players. While Germany lines up to invade Swabia, Italy might take Bavaria and France Lorraine. Neither of these Provinces would have any garrison.

So, be prepared to wait if you don't think you can trust the others. After three turns, you should have the capacity to bring your army up to full strength and the insurance of one or two Marriage Contracts.

At the same time, don't ignore the Neutrals. The continental ones are in important locations, and the tax is going to be useful in a longer game. Also, Swabia, Burgundy, Aragon and Granada have Event Cards which turn them into aggressive states. Aragon is the odd one out in this foursome; although it is a 'Spanish' Province, it directs its aggression against Italy (Sicily). A reason for Italy to interfere in Spain?

Other Provinces have important roles in the Event Cards as well. It isn't 'unsporting' for players to be aware of the places where Famine is more of a threat or that Aragon and Portugal can be gained through marriage. Some Provinces are definitely more desirable than others, but no two games of Blood Royale will have the same Provinces at centre-stage.

The rules for Titles and Governed Provinces allow for interesting decisions. A +2 Charisma/-2 Strength Prince isn't any use in a war, but as Governor of one or more Provinces is going to be very useful. Extra tax revenues, possibly extra Resource Items, and the lesser likelihood of Rebellion might lead to more much-needed income. The problem would be if the Prince had an heir with -2 Charisma, or - worse, perhaps - the 'Duchy' was inherited by a rival Dynasty. Suddenly that income is partially controlled by somebody else, and the only time you can risk stopping it is when you have a +2 Charisma King or a large, idle army.

Note that the rule about Rebellions in the capital means that it is risky just keeping the useless members of the family at home. If Rebellion breaks out in the capital, half your cash must be returned to the Treasury.

Finally, a few tips for the playing of each country:

England: England is normally a sure bet for the militarily unadventurous, particularly since the Scots, the Welsh and a few rebellions will normally make life very hazardous if troops are overseas. Without a long land frontier, it is a safe bet that invasion will be a rarity. England might - therefore - be the country to gamble on attacking its neighbouring neutral Provinces (Yorkshire and East Anglia) first, sheltering behind a strong fleet and an





alliance with France or Germany. Calais is a problem. Either secure it by a Marriage Contract with France, or forget it, unless your plan is to expand in France. Keep France and Germany off your back or (better) at war with each other, and make a treaty with Spain or Germany for those important cloth items (either would love your food surplus). If you must venture overseas, attack Bordeaux while France is at war with Germany, or Andalusia while Spain is occupied elsewhere.

France: France needs allies, and your policy has to be to secure at least two of those borders against attack. England might be one to approach; after all, you aren't going to gain much from an early war, except Calais. Your second choice ought to be dictated by the defence of your Resource Areas. The Dauphine is very exposed - beware of an Italian-Spanish alliance or (worse!) a German-Spanish marriage. Bordeaux and Aquitaine are very tempting for Spain, also. Either make an alliance with Spain (you need Metals and Spain needs Food) and go east (if you intend to be aggressive at all), or find some way to fend off England, Italy and Germany while you go all out for Spain, possibly with Italian help (you don't actually need that Semi-Luxury in La Mancha; Italy is not a natural trading ally since you are both looking for metals, but the Italians need some guarantee against Germany). The neutral Provinces, Flanders and Burgundy, might be best left as buffers for a while at the beginning; if you are going to be warlike, try and reduce the threat on one of those borders.

Germany: The big temptation is to go for that Luxury in Venice. Even if you don't actually move troops after it, you can use your presence to bully Italy into an advantageous deal for Luxuries and Food in exchange for Metals. You only need Italy as an ally if you are going to invade England and don't want your back stabbed. On the other hand, a quickly weakened Italy, with Venice and Lombardy in German hands, would leave you very strong for phase two. Alternatively, you can either attack your other natural enemy, France, to make sure Lorraine is secure and to steal the Dauphine, or make the surprise move into England. Whichever, you must make sure Italy and France are not allied, and you must use your surplus Metal to get Food, either from Italy or France. Bottle up one, and deal with the other; that is the simple basis for German strategy. The neutrals should only be taken as part of that strategy; Swabia is in the heart of the main trouble zone in the game, around Swabia, Burgundy and Piedmont.

Italy: Once the big problem of Germany is solved, Italy can look forward to some opportunities. Those Luxuries from Venice are going to be in big demand. An alliance with Spain to supply Luxuries for Semi- Luxuries and Metals might be a big money-spinner, but virtually any country which quickly collects sets of four Trade Items will want to talk with you. Italy can easily get by without war, but must beware the threat of invasion. Be particularly aware of German-Spanish alliances. France is not a natural trading ally, but a military alliance might be necessary, and you can always swap Luxuries for Semi-Luxuries. If you are going to be aggressive, you need to ally with one of your northern neighbours against the other, although it is possible to have some spectacular successes by a sudden attack on an otherwise occupied Spain. If things are quiet, snatch Sicily, which no-one will mind. Only try for Piedmont if you are allied with France or Germany and they don't feel threatened.

Spain: You should be looking for Food and Luxury Items to win the game, which makes your normal focus of attention go towards Aquitaine or a trade deal with England or Italy. If the military option is preferred, the classic strategy is to ally with Germany and sieze Angouleme - cutting off the Dauphine and facing France with war on two fronts. Then take Aquitaine, and stop there, before Germany gets too close. The alternatives for adventurous players are sea invasions of Italy or England. The former isn't very attractive - Germany will move on Venice and Lombardy, with the Trade Items you want, if it sees Italy crumble - but it might be easy territory to conquer. All that Food in England is an unbearable temptation, and you can certainly not afford England to just sit there and reap trading profits. But Spain does have a problem then if rebellions break out...

Some Tips For Naming Dynasties and Characters

England - Dynastic Names
Plantagenet, Tudor, York, Lancaster, Essex, Percy

Christian Names
Edward, John, Edmund, Alfred, William, Stephen
Mary, Elizabeth, Anne, Mary, Maud, Mathilde

France - Dynastic Names
Anjou, Martel, Bourbon, Guise, Angevin, Nevers

Christian Names
Jean, Louis, William, Robert, Charles, Henri
Louise, Marie, Charlotte, Isabelle, Odette, Philippa

Germany - Dynastic Names
Hapsburg, Welf, Wettin, Wittlesbach, Hohenzollern, Luxemburg

Christian Names
Maximillian, Charles, Ferdinand, Frederick, Karl, Wilhelm
Anna, Mary, Florenz, Catharine, Elizabet, Mathilde

Italy - Dynastic Names
Visconti, Medici, Ordelaffi, Orsini, Savoy, Sforza

Christian Names
Luigi, Giovanni, Giuseppe, Bernadino, Bartolomeo, Francis
Carlotta, Julianna, Maria, Anna, Blanche, Joanna

Spain - Dynastic Names
de Silva, de Idiaquez, Fajardo, de Mendoza, de Guzman, Toledo

Christian Names
Juan, Fernando, Carlos, Francisco, Sebastian, Miguel
Carlotta, Isabella, Maria, Jeanne, Eugenia, Sofia

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RULES Summary

The first time you read the main rulebook don't feel you have to learn it all. Just skim through it, making sure you understand how to set up the game, the character sheets, and the sequence of play. Then set up the game and play your first game using this Rules Summary, which covers all the most important rules. If a situation occurs that is not on the Summary, or which you don't fully understand, refer back to the main rulebook for a full description of how the rule works.

If you haven't played a game like **Blood Royale** before, you're probably looking at the rulebook in horror thinking "I'll never be able to understand all these rules!" DON'T BE PUT OFF! **Blood Royale** is really quite a simple game, and an experienced player will be able to get a group of novices starting their first turn within 15 minutes or so.

The vast bulk of the rulebook covers special cases that won't occur all that often in play. When you are dealing with Dynastic Families and lines of succession some very funny things can happen - just read a history book of the period and you'll see how complex things became in real life! In the main rulebook we've tried to cover all the things that *could* happen during play, but a lot of them will only happen once per game at the most. That's why you should just skim through the main rules the first time you read them. Don't feel you have to learn all the rules to play the game, if a situation occurs that isn't on the rules summary, just look it up as it happens.

This being said, your first game of **Blood Royale** will be slower than normal, as you learn how to use the basic game rules. You'll find that play speeds up as you get the hang of things.

Setting Up The Game

Note: If there are less than 5 players, the rules in Section 22 of the Main Rulebook should be read before play starts.

Blood Royal can be played for a certain number of turns or a set period of 'real' time, which should be decided before the players begin the game.

Each player controls a country and a family Dynasty. Each players Royal Family consists of:

A King aged 25 (born in 1275)
A Queen aged 20 (born in 1280)
One child, aged 5 (born 1295).

Character sheets should be drawn up for each of these characters, the king counter is placed on the player's capital, and then play starts with the Births part of the Dynastic Sequence.

Character Sheets

For each new character brought into the game, the player must fill out a character sheet. Strength/Guile,



Constitution and Charisma are generated using the following table:

Dice Result Characteristic Score.

3-5	-2	13-15	+1
6-8	-1	16-18	+2
9-12	0		

Note: The King and Queen with which a player starts the game always have characteristics of 0.

Strength/Guile affects the Outcome of Battles
Constitution affects the length of time characters will live in the game
Charisma affects Rebellions and brings cash rewards/penalties for female characters in marriage

Roll one die. On a 1-3, the character is male, on a 4-6, female. Then fill in the other entries on the character sheet (refer to the main rules the first time you do this).

Using The King and Prince Pieces

Whenever a male character in a Dynasty reaches the age of 20, place a Prince piece on the board in a Home Province and record the piece's letter on the Prince's character sheet. Prince Pieces may move, and affect combat. Similarly, when a male character becomes King replace their Prince Piece (if they have one) with the King Piece and record this information on the King's character sheet.

The Sequence of Play

A) DYNASTIC SEQUENCE:
- Births
- Survival
- Marriages
- Announcements

B) INTERPHASE
- Taxation
- Placing Resources
- Removing Famine Counters
- Removing Rebellions by payment
- Maintaining Forces
- Raising Forces

C) MOVEMENT:
- Event
- Movement
- Event
- Movement

D) CASHING IN RESOURCES

The Dynastic Sequence - Birth

Each Player rolls two dice for each married couple in their Dynasty. On a result of 7 or higher, a child is born in that Year Turn. The player may then make up to two additional die rolls for each married couple, but each extra roll reduces the wife's chance of surviving the year.

The Dynastic Sequence - Death

Each turn, players should make Survival Rolls for all adult characters on two dice. If the roll is failed, the character dies and is removed from the game. Characters automatically survive to the age of 15. The roll is modified by the character's constitution. Female characters who have taken extra birth rolls reduce their constitution by -1 per extra roll.

Succession

When a King dies, the next-in-line comes to the Throne.

The order of Succession is as follows:

The eldest son, then down through his family - first the boys and then girls;

the second son and down through his family - first the boys then the girls;

the third son, and so on;

the eldest daughter and down through the sons in her family, then the girls;

the second daughter, and so on.

A female character who becomes Queen is always controlled by that country's player; if she is married, and controlled by another player when she becomes Queen, she is returned to her original player, along with her husband - the Consort - and any children of the marriage.
If the new Queen is married to a King, or a character who becomes King, a Dynastic Union takes place, and the player of the male character takes control of both countries.

Disputed Succession

Players may choose to pass the rightful heir to the throne in only two circumstances; if the character is a prisoner, or if the character is a female, and married to a foreign character (and controlled by another player as a result). There are penalties for doing so.

Penalties for Passing Over A Legitimate Heir

If a player passes over a legitimate heir, all other male characters in his or her Dynasty receive a -1 Penalty to Strength. Male characters in the Dynasty controlling the passed-over character have a +1 bonus to Strength when in combat with the 'usurper' Dynasty.

Procedure In The Case of a Minor Ascending The Throne

If a character who is less than 15 years old inherits the throne, the player should establish a Regent, who will be regarded as 'King' as far as the rules are concerned.

The Dynastic Sequence - Marriage

Players may arrange marriages for any unmarried adult characters. These marriages should be the subject of a Marriage Contract. All characters can enter into marriage from the age of 15. When the 'wedding' takes place, the player with the female character passes her character sheet to the player with the male character. Two characters carrying the same Dynastic name may not marry.

A bride's Guile score should be added to her husband's Strength score.
Brides with positive or negative Charisma scores bring a cash bonus/penalty to their husband's player of 30 Crowns x the Charisma score.
A character marrying a King or Queen or a character who later becomes King or Queen brings a 100 Crowns bonus to his or her Dynasty.

Marriage Contracts

Marriage Contracts are binding agreements between players, and should be written out on the blank Marriage Contracts provided. Anything is permitted in a Marriage Contract that does not contravene the game rules. These contracts cannot be broken under any circumstances. The conditions of the Marriage Contract apply until one of the partners dies.

End of Dynastic Sequence

Players should inform each other of all Births, Deaths and Marriages which took place during the Dynastic Phase.

The Interphase - Taxation

Players tax the Provinces they control; they may tax them at either 5 Crowns or 7 Crowns per province. Provinces taxed at the higher rate are more likely to suffer a rebellion. All provinces must be taxed at the same rate. Players should record their Taxation levels on scrap paper and reveal their decisions simultaneously.

The Interphase - Placing Resources

Players should place one Resource Item on each of the relevant Resource Areas on the board. No Resource Item should be placed in an area affected by Famine.

The Interphase - Maintaining and Raising Armies and Fleets

Each player must pay 2 Crowns to maintain each of the Armies and Fleets he or she has on the map. This money is paid into the Treasury.

It costs 5 Crowns for each new Army and Fleet a player wishes to place on the map. New armies are placed in the Capital and Fleets in any coastal Home Province. A player may never have a number of Armies greater than two times the number of Home Provinces he currently controls and which are not in Rebellion.

In the First 5-year Turn players should place Army/Fleet counters they raise anywhere in their Home Provinces, placing them one at a time, and taking it in turn round the table.

The Movement Phase - Player Order

The Player Order markers are placed in a container and are drawn out one at a time. When their marker is drawn from the container, each player must move and resolve combat. The first player to have their marker revealed should resolve the Event for that Movement Phase.

The Movement Phase - Events

The first player rolls a dice and compares the result with the Events Table. The Event takes place immediately.

EVENT TABLE

Die Result	Event		
1	PLAGUE	6	Roll again, and if
2	FAMINE		the result is:
3	REBELLION		
4	STORMS	1-3	FAMINE
5	No Effect	4-6	REBELLION

Refer to the rules to find the effects of any events.

The Movement Phase - Movement

Armies, Kings & Princes may move up to 3 Provinces each Movement Turn.
Fleets may move up to 3 Sea Areas, and may carry up to 6 Army counters or Royal pieces, and any number of Resource Items.
Resource Items may move up to 4 Provinces each Movement Turn.

Armies, Kings & Princes must stop moving as soon as they enter a province controlled by another player, unless that player gives them permission to carry on moving.

If a Fleet at sea encounters Fleets from another player's country, and that opposing force is greater in size than theirs, that Fleet's movement must cease for that turn. Fleets from two or more players may not be combined to prevent the movement of another player's Fleet.

A player may move any Resource unit up to 4 provinces during the Movement Phase provided that he or she:
(a) controls those provinces; or
(b) has another player's permission to move freely through his or her country as a result of a Marriage Contract;

If a Resource Item is transferred across a frontier, the receiving player may move the Resource Item up to another four Provinces during his or her turn. A Resource Item may be placed on the coast of a Province by one player, and embarked and shipped by another.

A player can capture another player's Resource Items by:
(a) by capturing the province in which they are located;
(b) by confiscating any that are in transit through the player's Country;



If a Resource Item is accompanied by an Army counter, that army must be defeated in battle before the Resource Item can be captured (see Combat (19)).

Controlling Provinces

Control of captured Provinces is signified by Control markers. Players are always assumed to control their Home Provinces unless another players Control marker is in the Province. A player may place a Control marker on a Province solely occupied by his or her Army counters at the end of a Movement Phase. Control of a Province affects Taxation, the ownership of Trade Items when they are first placed upon the board, Rebellion and Movement.

The Provinces of Denmark, Wales and Poland, though marked on the map, may never be controlled by any player. Players may never move pieces or counters into or through these Provinces.

Combat

When two or more players have Army counters in a Province, combat may take place.

(a) Before the battle takes place, there may be one or more pre- battle rolls. See Effects of the Presence of Royal Pieces below.

(b) Combat between the surviving forces of each player is then resolved. Each player should make a single die roll, and remove casualties from the opposing Force.

The effect of the die roll is summarised on the following table:

Die Roll	Number of Army counters					
	1	2	3	4	5	6+
1	1	1	1	1	1	1
2	0	2	2	2	2	2
3	0	0	3	3	3	3
4	0	0	0	4	4	4
5	0	0	0	0	5*	5*
6	0	0	0	0	0	6**

* Only if a King or Prince is present, otherwise 0
** Only if The King is present, otherwise 0

Cross-reference the number of Army counters in the army (a King or Prince counts as one Army counter) with the die roll; the result is the number of casualties which must be removed by the other player. Casualties are placed on the Year Track in the space 10 Years on from the date of the battle.

Battles continue - with Rounds of both players making simultaneous die rolls - until one side or the other is eliminated, surrenders, or flees the field.

Effects of the Presence of Royal Pieces

A Royal Piece with +1 Strength is allowed one free die roll before the battle starts. If the Royal character has a +2 Strength score, he gets two pre-battle rolls. If the Royal character has a minus rating, the opponent gets the pre-battle rolls. Only one side makes the pre-battle roll. Where both sides are entitled to pre-battle rolls, these should cancel out.

The free rolls should be taken on the battle table above, except that rolls of 5 or 6 never inflict any casualties and Royal pieces do not count as an Army counter.

Fleeing from Combat

A Royal piece can be retreated to any adjacent Province that does not hold Army counters belonging to another player.

Retreating

At the start of a Round of combat, either player may choose to retreat with his or her surviving Army counters. The opposing player is allowed one free attack.

Surrender

At the end of a Round of combat, either player may offer surrender to the other side. Surrendered Royal characters may not be killed (although Army counters can be), though they may be Ransomed (see below).

Capitals

Capitals count as the equivalent of 10 Army counters in combat but only the defending player may count a Capital as part of his force. Refer to the main rules if a players Capital is ever captured.

To The Winner... The Spoils

Any Resource Items with the forces of the losing player are captured, even if the loser manages to retreat.

If a Royal piece is present at a battle, and that character's army suffers casualties which wipe out its total strength the player should make a Survival Roll for the character, subtracting one from the die roll. If he survives this roll, the character is captured (see below). Captured characters may not be killed.

A captured royal character can be immediately transported to the victorious player's Capital to be Ransomed. No Birth rolls can be made for children for that character whilst he is prisoner.

Naval Combat

There is no naval combat in the game.

Cashing-In Resource Items

Resource Items at a Capital may be 'cashed-in' at the end a Turn. The player receives 50 crowns for a set of one of each of the basic resources; 80 crowns for a set of basic resources and a semi-luxury resource; or 120 crowns for a set of basic resources, a semi-luxury resource and a luxury resource.

Ending The Game

At the end of the agreed time, the game is over. Players may cash in any sets of Resource items they have in their Capitals. The player with the most money is the winner.

How to Play Blood Royale with Metal Miniatures

Painting

The miniatures in the 3-D Blood Royale deal are supplied unpainted, and you will need to paint them in order to use them in the game. You can paint Citadel Miniatures with any enamel or acrylic paint, but the Citadel Colour paint range is specially formulated to use with Citadel Miniatures and is highly recommended. Citadel Colour is available from all good hobby stores, or direct from the Mail Order address above.

First of all separate out the Neutral Army miniatures and the Mercenary Captain miniatures and put them to one side. Then divide the remaining miniatures into 5 sets, one each for England, Germany, France, Spain and Italy. Each set will consist of:

1 King, 5 Princes and 5 Armies.

There are two ways to paint your miniatures; the *quick and easy way*, or the *realistic way*.

To paint your miniatures the quick and easy way, simply paint all the miniatures in a set the colour corresponding to the country they represent. For example, all of the miniatures in England's set would be painted green. Next you have to number the Prince miniatures from 1 to 5, and then do the same for the Army miniatures. You can do this by painting the following symbols on the miniature's' shields in white paint:



Finally you should paint all of the Neutral Army miniatures and the Mercenary Captain miniatures red, and then number 5 of the neutral Army miniatures as above. Let the paint dry and you're ready to play!

To paint your miniatures the realistic way takes a lot more work, and should really only be attempted if you have some experience of painting Citadel Miniatures already. If you want to paint your miniatures the realistic way, but are not sure how to go about it, you will find that the *Citadel Journal* and *White Dwarf* magazine (available from good hobby stores, or direct from the Mail Order address above) have useful articles on how to paint Citadel Miniatures. What you must do is paint the miniatures just as if you were painting a miniature for your collection, but leaving the shield blank. Once all the miniatures have been painted they should be split into sets as above, and the shields should be painted the colour of the country the represent. Finally the shields of the Princes and Armies should be numbered as above.

Kings, Princes, Mercenary Captains and Neutral Armies

To use these miniatures in your game simply replace the card counters with the metal miniatures. When a neutral Army is led by a King or Prince, use one of the numbered Neutral Army miniatures to represent the Royal Piece and record the information on a piece of scrap paper.

Army Miniatures

NOTE: In the rules that follow ***Army Miniature*** *refers to the metal miniature supplied with the 3-D Blood Royale Deal, and* ***Army counter*** *refers to the cardboard counters supplied with the game.*

Each Army miniature is used to show the location of one or more Army counters on the game board. The exact number is kept hidden from the all except the controlling player by recording the information on the Army Roster printed below, or a piece of scrap paper. Owners of Blood Royale are given permission to photocopy the Army Roster for their personal use.

At any time during the game the player may remove any number of Army counters from a Province and replace them with an Army miniature. When this is done, the number of Army counters 'in' the miniature should be recorded on the Army Roster. The Army miniature can move just like an Army counter, obeying all the normal game rules. The player may 'drop off' or 'pick up' Army counters in provinces as it moves, updating the Army Roster as they do so. If an Army miniature is in a players Capital they may raise Army counters and place them 'into' the Army miniature immediately, recording the information on the Army Roster.

An Army miniature must have at least one Army counter 'in' it to remain on the mapboard. If at any time an Army miniature has no Army counters remaining in it, it should be removed from the board. In addition, a player may remove the Army miniature and replace it with its Army counters at any time.

If a player has two or more Army miniatures in the same Province, then he or she is allowed to swop Army counters between the Army miniatures, updating the Army Roster as they do so.

Only Army counters may be placed 'in' an Army miniature, all other counters (such as Fleets or Resource markers) must remain on the game board.

A player never has to reveal how many Army counters are in an Army miniature *except* during combat. The momoment a player declares an attack in a Province, both players must immediately reveal the number of Army counters in their force.

3-D Blood Royale - Players' Notes

The use of Army miniatures in a game of Blood Royale allows for all kinds of new, sneaky, ploys. Players should take special note of the rule that allows players to 'swap' Army counters between Army miniatures in the same Province. Use of this rule allows a player to keep their opponents unsure of where their main force actualy is on the board. A more risky tactic is to place your King piece with a 'dummy' Army, containing only one or two counters, in a threatening position. As your opponent reacts to this perceived threat, your real attack force can hit the weakened defences in a completely different area of the board. Above all, use the Army miniatures to keep your opponents off balance and unsure of your intentions. As long as you can keep them reacting to your moves and possible threats you will be in control of the game.

Army Roster

Year										
Army Miniature 1										
Army Miniature 2										
Army Miniature 3										
Army Miniature 4										
Army Miniature 5										
Total Counters available										

Permission is given to photocopy this table

3-D Blood Royale



You can convert your Blood Royale game into a stunning three-dimensional gaming experience simply by sending off for the **3-D Blood Royale Deal**. You get:

5 'King' Metal Miniatures
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That's 67 of Citadel's fine metal miniatures*, all for the special low price of £25.00, post free in the UK! To order your 3-D Blood Royale Deal, simply send a cheque or postal order, made payable to Games Workshop Ltd, to:

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Overseas customers should add 33% for Carriage.

* Metal Miniatures are not toys and are not suitable for children under 12 years of age. They contain lead which may be harmful if chewed or swallowed.


England
Yorkshire
Lancashire
E. Anglia
Warwickshire
Essex
Herefordshire
Kent
Wessex
Cornwall

Blood Royale

Power is Wealth — Wealth is Power

Combat Table

Number of Army Counters

	1	2	3	4	5	6+
1	1	1	1	1	1	1
2	0	2	2	2	2	2
3	0	0	3	3	3	3
4	0	0	0	4	4	4
5	0	0	0	0	5*	5*
6	0	0	0	0	0	6**

*Only if a King or Prince is present, otherwise 0

** Only if the King is present, otherwise 0

Event Table

Die	Event
1	PLAGUE
2	FAMINE
3	REBELLION
4	STORMS
5	No Effect
6	Roll again: 1-3 FAMINE 4-6 REBELLION

Random Province Table

Ten Sided Die	Six Sided Die 1 England	2 France	3 Germany	4 Italy	5 Spain	6
1	Essex	Champagne	Saxony	Tuscany	Castile	ROLL AGAIN
2	Lancashire	Flanders	Friesland	Piedmont	Galicia	
3	Yorkshire	Brittany	Brand'burg	Lombardy	Asturias	
4	Warwicks	Normandy	Lorraine	Venice	Navarrre	
5	E. Anglia	Aquitaine	Franconia	Liguria	Aragon	
6	Hereford'	Anjou	Bohemia	Parma	Portugal	
7	Cornwall	Burgundy	Moravia	Romagna	La Mancha	
8	Wessex	Bordeaux	Swabia	Umbria	Algarve	
9	Kent	Angouleme	Bavaria	Sicily	Andalucia	
10	Calais	Dauphine	Carinthia	Apulia	Granada	


Metal Resource Site


Food Resource Site


Cloth Resource Site


Semi-Luxury Resource Site


Luxury Resource Site


Capital



Saxony



Brandenburg



Germany

Friesland


France
Calais
Normandy
Champaigne
Brittany
Anjou
Aquitaine
Bordeaux
Angouleme
Year
Dead Army Counters
1300
1305
1310
Year Ending - 0


Bohemia
Franconia
Moravia
Loraine
Bavaria
Swabia
Carinthia
Piedmont
Lombardy
Venice
Liguria
Parma

1315	
1320	
1325	
1330	
1335	
1340	
1345	
1350	Year Ending - 5
1355	
1360	
1365	
1370	
1375	
1380	
1385	
1390	
1395	

Turn Record Chart

Navarre

Aragon

Asturias

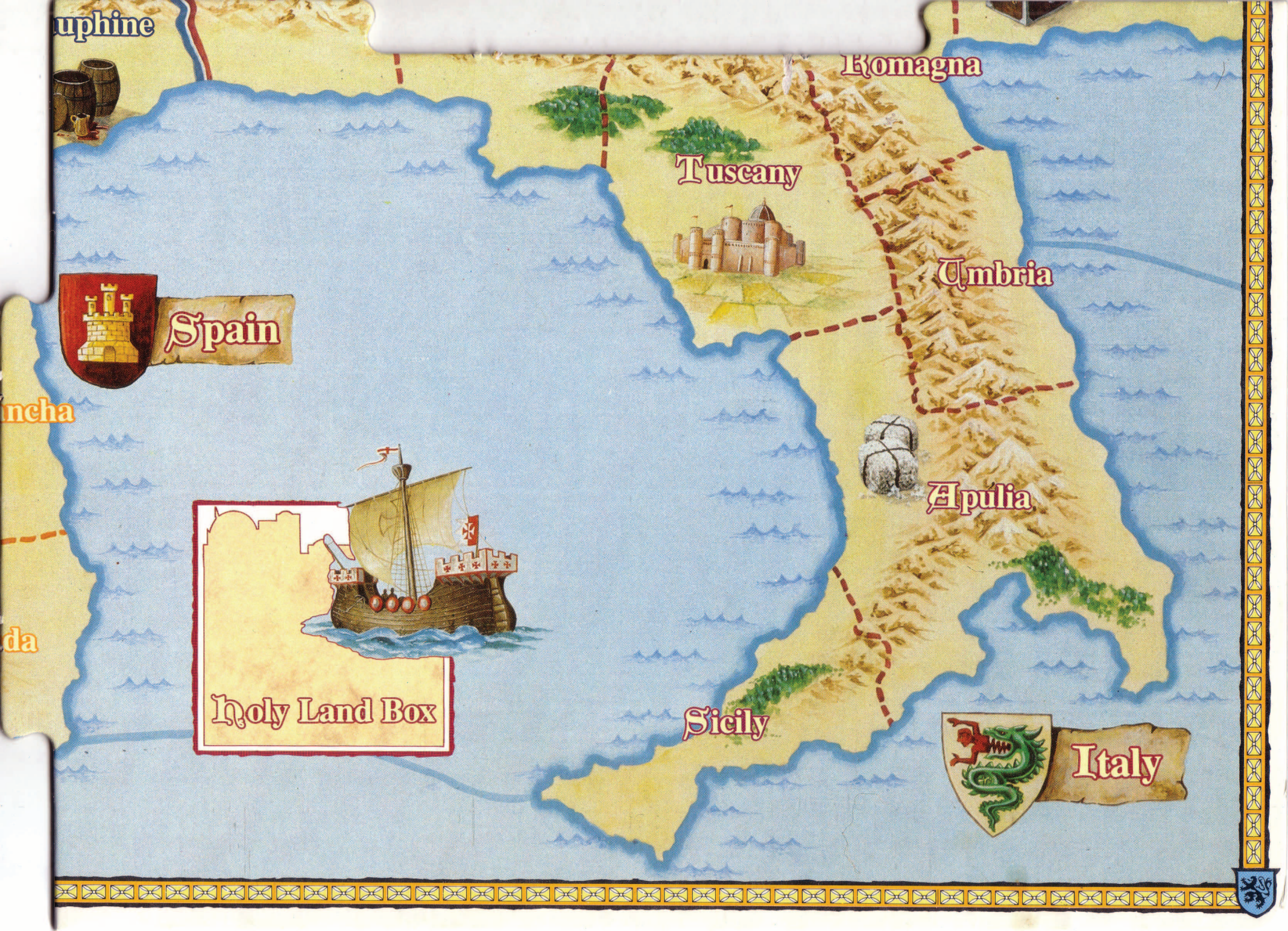
Galacia

Castile

Portugal

Andalusia

Algarve


uphine
Romagna
Tuscany
Umbria
Spain
ncha
Apulia
da
Holy Land Box
Sicily
Italy

Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game .

Storms: 1-2

01



Pope Claims Supremacy

The Pope demands that all Church Property should be exempt from Tax. All players must repay 1 Crown for each province they control, or face the possibility of rebellion. After all players have announced how much Tax they will repay (all, none or anything in between), each player who has not repaid 1 Crown for every Province should roll two dice, subtracting the number of Provinces where Tax is not repaid, adding or subtracting the Monarch's Charisma as appropriate. A result of 7+ means no rebellions occur. If the result is less than 7, make Rebellion rolls in all Provinces.

02

Free Companies

1-3 Free Companies are loose in Europe. Players should invest Crowns to hire their services, the player bidding the most having the right to place them anywhere on the map he or she chooses. They may be used as mercenaries, and moved by the owning player as any normal Army counter. They cost nothing to maintain, but the player owning the Province in which they finish each Movement Phase must pay 5 Crowns to the Treasury or place a Famine marker in that province.

Storms: 1

03

Hanseatic League Formed

Cities in the province of Friesland threaten to group together to form a trading/defence bloc. The German player should roll a die. If the result is 1 or less, the League results in more excise revenue, and the owning player (if any) should draw 10 Crowns from the Treasury. If the result is 5 or greater, the League announces its independence. Friesland becomes neutral. The German player can add or subtract (his or her choice) one to or from the die roll for each 5 Crowns he pays to the Treasury, paying the money and choosing to add or subtract to the roll before it is made.

04

Italian Civil War

Food shortages in Italy cause the threat revolt. In the next Events Phase, the Italian player must roll one die. He or she can subtract two from the die roll for each Food Resource Item or 10 Crowns paid to the Treasury before the die roll is made, but if the result is 2 or higher, the rebellion occurs. A rebellion will reduce the size of the Italian army by 4 (remove the counters from the map); subtract one from the Charisma of the Italian monarch, and cause Rebellions (no roll needed) in Sicily and Apulia (even if these are held by another monarch).

05

Jacquerie Peasants' Uprising in France

There is unrest in France. Next Events Phase, the French player should roll a die. The result is the number of provinces in which the peasants' have arisen, selected in order from: Normandy, Brittany, Anjou, Aquitaine, Champagne, Bordeaux. The French player may subtract one from the die roll for each 5 Crowns he pays to the Treasury before the die roll is made. A modified score of 0 or less means no rebellions take place. Check for Rebellion in each province affected. If 3 or more revolting provinces are owned by one player, the Monarch of that country loses 1 Charisma.

06

Peasants' Uprising in England

There is unrest in England. Next Events Phase, the English player should roll a die. The result is the number of provinces in which the peasants' have arisen, selected in order from: Norfolk, Essex, Kent, Warwick, Wessex, Northumberland. The English player may subtract one from the die roll for each 5 Crowns he pays to the Treasury before the die roll is made. A modified score of 0 or less means no Rebellions take place. Check for Rebellion in each province affected. If 3 or more revolting provinces are owned by one player, the Monarch of that country loses 1 Charisma.

07

Dynastic Split in Spain

The union holding Spain together is failing. At the beginning of the next Events Phase, the Spanish player should roll one die. If the result is 2 or more, Aragon becomes neutral, and Spain must remove 2 Army counters from the map. The Spanish player may subtract one from the die roll for each 5 Crowns he pays to the Treasury before the die roll is made. If Spain has an unmarried Crown Prince or Princess with +1 Guile or Charisma, Spain may be re-united by a marriage to the 12 Constitution ruler of Aragon (create a character). Spain may not use force to get Aragon back.

08

War With The Scots

The Scots are seeking their independence. In the next Events Phase, the English player should roll one die. The result is the number of Army counters he or she must remove from the map to the Year track, as if they had been killed in Combat. The English player may subtract one from the die roll for each 5 Crowns paid to the Treasury before the die roll is made. A modified score of 0 or less means no casualties are taken.

Storms: 1-2

09

War With The Welsh

The Welsh threaten Herefordshire. In the next Events Phase, the English player should roll one die. If the result is 3 or more, the attack takes place. The player controlling Herefordshire must then remove 2 Army counters from the map and Wales will attack the province with a +1 Strength King and 3 Army counters. If Herefordshire is neutral, it remains so after this conquest (ie, this card has no effect). The English player may subtract 1 from the die roll for each 5 Crowns paid to the Treasury before the roll is made. Wales cannot be invaded.

10

War With The Swabians

The Swabians threaten Franconia. In the next Events Phase, the German player should roll one die. If the result is 3 or more, the attack takes place. The player controlling Franconia must then remove 2 Army counters from the map, and Swabia will attack the province with a +1 Strength Prince and 3 Army counters. If Franconia is neutral, it remains so after this conquest (ie, this card has no effect).

If Swabia is not neutral by the next Events Phase, ignore this card.

11

War With The Burgandians

The Burgandians threaten Anjou. In the next Events Phase, the French player should roll one die. If the result is 3 or more, the attack takes place. The player controlling Anjou must then remove 2 Army counters from the map, and Burgundy will attack the province with a +1 Strength Prince and 3 Army counters. If Anjou is neutral, it remains so after this conquest (ie, this card has no effect).

If Burgundy is not neutral by the next Events Phase, ignore this card.

12

War With Aragon

Aragon threatens Sicily. In the next Events Phase, the Italian player should roll one die. If the result is 4 or more, the attack takes place. The player controlling Sicily must then remove 2 Army counters from the map, and Aragon will attack the province with a +1 Strength Prince and 3 Army counters. If Sicily is neutral, it remains so after this conquest (ie, this card has no effect).

If Swabia is not neutral by the next Events Phase, ignore this card.

13

War With The Moors

The Moors in Granada threaten the province of Andalusia. In the next Events Phase, the Spanish player should roll one die. If the result is 3 or more, the attack takes place. The player controlling Andalusia must then remove 2 Army counters from the map and Granada will attack Andalusia with a 0 Strength Monarch and 5 Army counters. If Andalusia is neutral, it remains so after this conquest (ie, this card has no effect).

If Granada is not neutral by the next Events Phase, ignore this card.

14

German Cities Demand Trade Powers

The German cities are demanding the right to handle their own Trade. In the next Events Phase, the German player should roll one die. If the result is 1-5, no Trade Items will be produced in Germany in the following Interphase. The German player may add one to the die roll for each 7 Crowns paid to the Treasury before the roll is made

Storms: 1-2

15

Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic game .

Storms: 1-3

16



Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game .

17



Italian Pretender!

The youngest child of the Italian Monarch has been pursuaded to seek the throne. At the beginning of the next Dynastic Sequence, the character should be passed to the player to the left of the Italian player. That player can control the character as if he/she were a member of that Dynasty from then on. If the character becomes King/Queen, the Italian player may pass over the Pretender's claim as normal, or accept the claim and operate as a baron. The Italian player can buy back the Pretender by paying 50 Crowns to the Treasury at the beginning of any Dynastic Sequence

18

Spanish Pretender!

The youngest child of the Spanish Monarch has been pursuaded to seek the throne. At the beginning of the next Dynastic Sequence, the character should be passed to the player to the left of the Spanish player. That player can control the character as if he/she were a member of that Dynasty from then on. If the character becomes King/Queen, the Spanish player may pass over the Pretender's claim as normal, or accept the claim and operate as a baron. The Spanish player can buy back the Pretender by paying 50 Crowns to the Treasury at the beginning of any Dynastic Sequence

19

German Pretender!

The youngest child of the German Monarch has been pursuaded to seek the throne. At the beginning of the next Dynastic Sequence, the character should be passed to the player to the left of the German player. That player can control the character as if he/she were a member of that Dynasty from then on. If the character becomes King/Queen, the German player may pass over the Pretender's claim as normal, or accept the claim and operate as a baron. The German player can buy back the Pretender by paying 50 Crowns to the Treasury at the beginning of any Dynastic Sequence

20

English Pretender!

The youngest child of the English Monarch has been pursuaded to seek the throne. At the beginning of the next Dynastic Sequence, the character should be passed to the player to the left of the English player. That player can control the character as if he/she were a member of that Dynasty from then on. If the character becomes King/Queen, the English player may pass over the Pretender's claim as normal, or accept the claim and operate as a baron. The English player can buy back the Pretender by paying 50 Crowns to the Treasury at the beginning of any Dynastic Sequence

21

French Pretender!

The youngest child of the French Monarch has been pursuaded to seek the throne. At the beginning of the next Dynastic Sequence, the character should be passed to the player to the left of the French player. That player can control the character as if he/she were a member of that Dynasty from then on. If the character becomes King/Queen, the French player may pass over the Pretender's claim as normal, or accept the claim and operate as a baron. The French player can buy back the Pretender by paying 50 Crowns to the Treasury at the beginning of any Dynastic Sequence

22

Plague!

The Black Death has broken out. Follow the normal rules for Plague in the Basic Game.

Storms: 1-3

23



Plague!

The Black Death has broken out. Follow the normal rules for Plague in the Basic Game.

Storms: 1-4

24



Famine!

Crops have failed in parts of Europe. Roll a dice to determine how many provinces are affected, and select them in order from the following list: Bordeaux, Lorraine, Apulia, La Mancha, Lancashire, Anjou. Place famine markers on affected provinces, and follow the instructions for Famines in the rulebook. Additionally, if affected, Anjou becomes Neutral.

Storms: 1-3

25

Famine!

Crops have failed in parts of Europe. Roll a dice to determine how many provinces are affected, and select them in order from the following list: Moravia, Romagna, Galicia, Kent, Angouleme, Friesland. Place famine markers on affected provinces, and follow the instructions for Famines in the rulebook. Additionally, if affected, Friesland becomes Neutral.

Storms: 1-3

26

Famine!

Crops have failed in parts of Europe. Roll a dice to determine how many provinces are affected, and select them in order from the following list: Sicily, Aragon, Wessex, Aquitaine, Swabia, Apulia. Place famine markers on affected provinces, and follow the instructions for Famines in the rulebook. Additionally, if affected, Sicily, and Aragon become Neutral.

Storms: 1-5

27

Famine!

Crops have failed in parts of Europe. Roll a dice to determine how many provinces are affected, and select them in order from the following list: Algarve, Northumberland, the Dauphine, Bohemia, Parma, Granada. Place famine markers on affected provinces, and follow the instructions for Famines in the rulebook. Additionally, if affected, Northumberland becomes Neutral.

Storms: 1-2

28

Famine!

Crops have failed in parts of Europe. Roll a dice to determine how many provinces are affected, and select them in order from the following list: Wales, Normandy, Moravia, Piedmont, Andalusia, Calais. Place famine markers on affected provinces, and follow the instructions for Famines in the rulebook.

29

Portugal Offers Hand of Heir

The King of Portugal wants a husband for his 15 year old daughter. She is Constitution +1, Guile +2, and heir to the throne. The King will pay a 40 Crown dowry. Next Events phase, players should secretly invest Trade Items to win her hand; whoever bids the most, wins her hand. In the event of a tie, determine the winner randomly. The player should create character records for the bride and the 40 year old King (Normal Constitution). When the King dies, she will become Queen and Portugal will pass to the player's Dynasty. If Portugal is not neutral, this will cause a Rebellion.

30

Denmark Looks for Bride for Heir

The King of Denmark is looking for a bride for his 15 year old son. He is Strength +1 Constitution -1, Charisma -1, and heir to the throne. The King wants a good dowry. Players should invest Crowns in secret to secure the marriage. Whoever bids the most, makes the marriage (if there is a draw, the daughter with the highest Charisma wins, or highest Guile if still equal), and should create character records for the Prince and the 60 year old King (Normal CON). When the King dies, the son will become King of Denmark, and pay 10 Crowns each Interphase to the player's Dynasty.

31

Aragon Offers Hand of Daughter

The Duke of Aragon offers the hand of his 15 year old daughter in marriage. She has normal characteristics. She is third in line to succeed him, and there is a 35 Crown dowry. Players should secretly invest Trade Items to win her hand, whoever bids the most winning (if there is a draw, determine the winner randomly). He or she should then create character records for her and the 50 year old King (Normal Characteristics). When the King dies, the daughter succeeds him on a roll of 8+, and Aragon will pass to the player's Dynasty. If Aragon is not neutral, this will cause a Rebellion.

32

Poland Looks for Bride for Son

The King of Poland is looking for a bride for his 15 year old son. He is +2 Constitution, +1 Charisma, and is second in line to the throne. The King wants a good dowry. Players should secretly invest Crowns to secure the marriage. Whoever bids the most makes the marriage (if there is a draw, the daughter with the highest Charisma wins, or highest Guile if still tied) should create character records for the Prince and the 25 year old King (-2 Constitution). When the King dies, the son will become King on a roll of 8+ and Poland will pay 15 Crowns each Interphase to the player's Dynasty.

33

Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game.

34



Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game.

Storms: 1-2

35



Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game.

Shuffle the Event pack

36



Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game.

Shuffle the Event pack

37



Bastard

All players with unmarried Kings should make immediate Birth rolls. If successful, the King has sired a bastard son. A character sheet should be created and passed to the player on the right, who controls the character from now on. If the bastard lands in a home province of his country of origin, make a Rebellion roll. If the King dies without leaving a male heir, make Rebellion rolls for all home provinces. The bastard can only become King by eliminating all other heirs aged 15+.

38

Bastard

All players with unmarried Kings should make immediate Birth rolls. If successful, the King has sired a bastard son. A character sheet should be created and passed to the player on the right, who controls the character from now on. If the bastard lands in a home province of his country of origin, make a Rebellion roll. If the King dies without leaving a male heir, make Rebellion rolls for all home provinces. The bastard can only become King by eliminating all other heirs aged 15+.

39

Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game

40



Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game

41



Baron Demands to Marry into Royal Family

A powerful noble demands the hand of the oldest unmarried Royal female from any Dynasty (if there is more than one of the same age, he demands the bride with the highest Constitution, or Guile if still tied). The player may refuse, and make a Rebellion roll for a Random province, or accept. The Baron is 30 years old, +1 Strength, +2 Charisma, and may be used by the player as if he were a Royal piece (ie, a pawn should be allocated to him), but no children of the marriage should be recorded

42

Baron Demands to Marry into Royal Family

A powerful noble demands the hand of the oldest unmarried Royal female from any Dynasty (if there is more than one of the same age, he demands the bride with the highest Constitution, or Guile if still tied. The player may refuse, and make a Rebellion roll for a Random province, or accept. The Baron is 20 years old, +3 Charisma, and may be used by the player as if he were a Royal piece (ie, a pawn should be allocated to him), but no children of the marriage should be recorded

Storms: 1-2

43

Baron Demands to Marry into Royal Family

A powerful noble demands the hand of the oldest unmarried Royal female from any Dynasty (if there is more than one of the same age, he demands the bride with the highest Constitution, or Guile if still tied. The player may refuse, and make a Rebellion roll for a Random province, or accept. The Baron is 30 years old, +1 Charisma, +2 Constitution, and may be used by the player as if he were a Royal piece (ie, a pawn should be allocated to him), but no children of the marriage should be recorded

44

Prince Demands Title

The oldest male Royal character who is not a King, and who holds no other title, demands a province to govern. If there is more than one eligible Prince, the one with the highest Charisma makes the demand (if still tied, all tied Princes make the demand). The Prince can be given any Title that Dynasty's player wishes, but must involve lordship of a Province (ie, Duke of Saxony, Count of Anjou, etc). See the Optional Rules for Controlling Provinces.

45

Prince Demands Title

The oldest male Royal character who is not a King, and who holds no other title, demands a province to govern. If there is more than one eligible Prince, the one with the highest Charisma makes the demand (if still tied, all tied Princes make the demand). The Prince can be given any Title that Dynasty's player wishes, but must involve lordship of a Province (ie, Duke of Saxony, Count of Anjou, etc). See the Optional Rules for Controlling Provinces.

Storms: 1-4

46

Prince Demands Title

The oldest male Royal character who is not a King, and who holds no other title, demands a province to govern. If there is more than one eligible Prince, the one with the highest Charisma makes the demand (if still tied, all tied Princes make the demand). The Prince can be given any Title that Dynasty's player wishes, but must involve lordship of a Province (ie, Duke of Saxony, Count of Anjou, etc). See the Optional Rules for Controlling Provinces.

47

Baron Offers Daughter's Hand

A Baron offers the hand of his 15 year old daughter in marriage to any 15 or 20 year old Prince with a +1 or +2 Charisma. She is -1 Guile, +1 Constitution, and the Baron is offering a 40 Crowns dowry. If there are two or more such Princes, the Prince with the highest Strength wins her hand. If there are no such Princes, the daughter will be married elsewhere - ignore this card.

Storms: 1-3

48

Baron Offers Daughter's Hand

A Baron offers the hand of his 20 year old daughter in marriage to any 20, 25 or 30 year old Prince with +1 or +2 Strength. She is +1 Guile, -1 Constitution, and the Baron is offering a 50 Crowns dowry. If there are two or more such Princes, the Prince with the lowest Constitution wins her hand. If there are no such Princes, the daughter will be married elsewhere - ignore this card.

Storms: 1-2

49

Baron Offers Daughter's Hand

A Baron offers the hand of his 30 year old daughter in marriage to the oldest Royal male character. She has normal characteristics, and the Baron is offering a 40 Crowns dowry. If there are two or more such Princes, the Prince with the least money wins her hand. If there are no such Princes, the daughter will be married elsewhere - ignore this card.

Storms: 1-3

50

Albigensian Crusade

The Pope demands the Cathar heresy in the Dauphine be stamped out. The King with the greatest Strength (if there is a tie, decide which King randomly) must move an army there in the next Movement turn. If provinces en route are controlled by other players, they must allow the army to pass. The Cathars' 4 Army counters must be defeated to end the Crusade. If the player fails, he must try again each turn, until he succeeds. All provinces through which the Crusaders pass must have a Famine marker placed upon them. If the Cathars are not conquered, the Dauphine becomes Neutral.

51

Famous Mercenary Captain Offers Services

A famous captain offers his swords. Each player should secretly invest Crowns to hire him. Whoever bids the most can place the Mercenary Captain counter with a Royal piece during the next Interphase. He adds +2 to that character's Strength, even if this takes it above +2. Each Interphase thereafter, the player must roll 9+ on two dice (adding 1 to the dice for each 5 Crowns paid to the Treasury before the roll), or the Captain deserts. If the unmodified Defection roll is 4 or less, the Mercenary Captain dies.

52

Famous Mercenary Captain Offers Services

A famous captain offers his swords. Each player should secretly invest Crowns to hire him. Whoever bids the most can place the Mercenary Captain counter with a Royal piece during the next Interphase. He adds +2 to that character's Strength, even if this takes it above +2. Each Interphase thereafter, the player must roll 9+ on two dice (adding 1 to the dice for each 5 Crowns paid to the Treasury before the roll), or the Captain deserts. If the unmodified Defection roll is 4 or less, the Mercenary Captain dies.

53

Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game

Storms: 1-4

54



Rebellion

Unrest breaks out in parts of Europe. Follow the normal rules for Rebellions in the Basic Game

Storms: 1-3

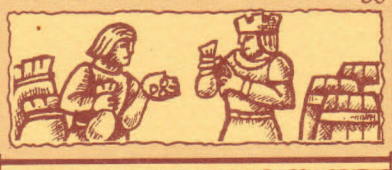
55



Trade Boom

Additional profit has been brought in from increased trade. In the next Cashing-In of Resources Phase, all players may add 10 Crowns to the value of any Trade Items cashed in.

56



Trade Boom

Additional profit has been brought in from increased trade. In the next Cashing-In of Resources Phase, all players may add 10 Crowns to the value of any Trade Items cashed in.

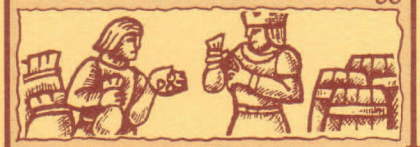
57



Trade Boom

Additional profit has been brought in from increased trade. In the next Cashing-In of Resources Phase, all players may add 20 Crowns to the value of any Trade Items cashed in.

58



Trade Boom

Additional profit has been brought in from increased trade. In the next Cashing-In of Resources Phase, all players may add 20 Crowns to the value of any Trade Items cashed in.

59



Trade Boom

Additional profit has been brought in from increased trade. In the next Cashing-In of Resources Phase, all players may add 30 Crowns to the value of any Trade Items cashed in.

60



Crusade!

The Pope has called a Crusade. The King with the greatest Strength (if there is a tie, all tied monarchs) is called to lead it. He may refuse, in which case he is excommunicated on a roll of 7+ (include Charisma bonus/penalty). If the player(s) agree to the Crusade, the King and a chosen number of Army counters must move to the Holy Lands, where they will Combat a +1 Strength Saracen Prince with 6 Army counters. If the Saracens are defeated, the player earns 100 Crowns. If a player's King is captured, he will be ransomed for 100 Crowns.

61

Opportunity to Found New University

An opportunity has arisen to found a new University in Cologne (Germany). Players should bid an amount in Crowns secretly (ie, by writing the amount on a piece of paper), this amount being donation they will make to found the University. The player bidding the highest amount should pay that amount into the Treasury. In return, that player's Monarch receives a +1 bonus to his or her Charisma

Storms: 1-4

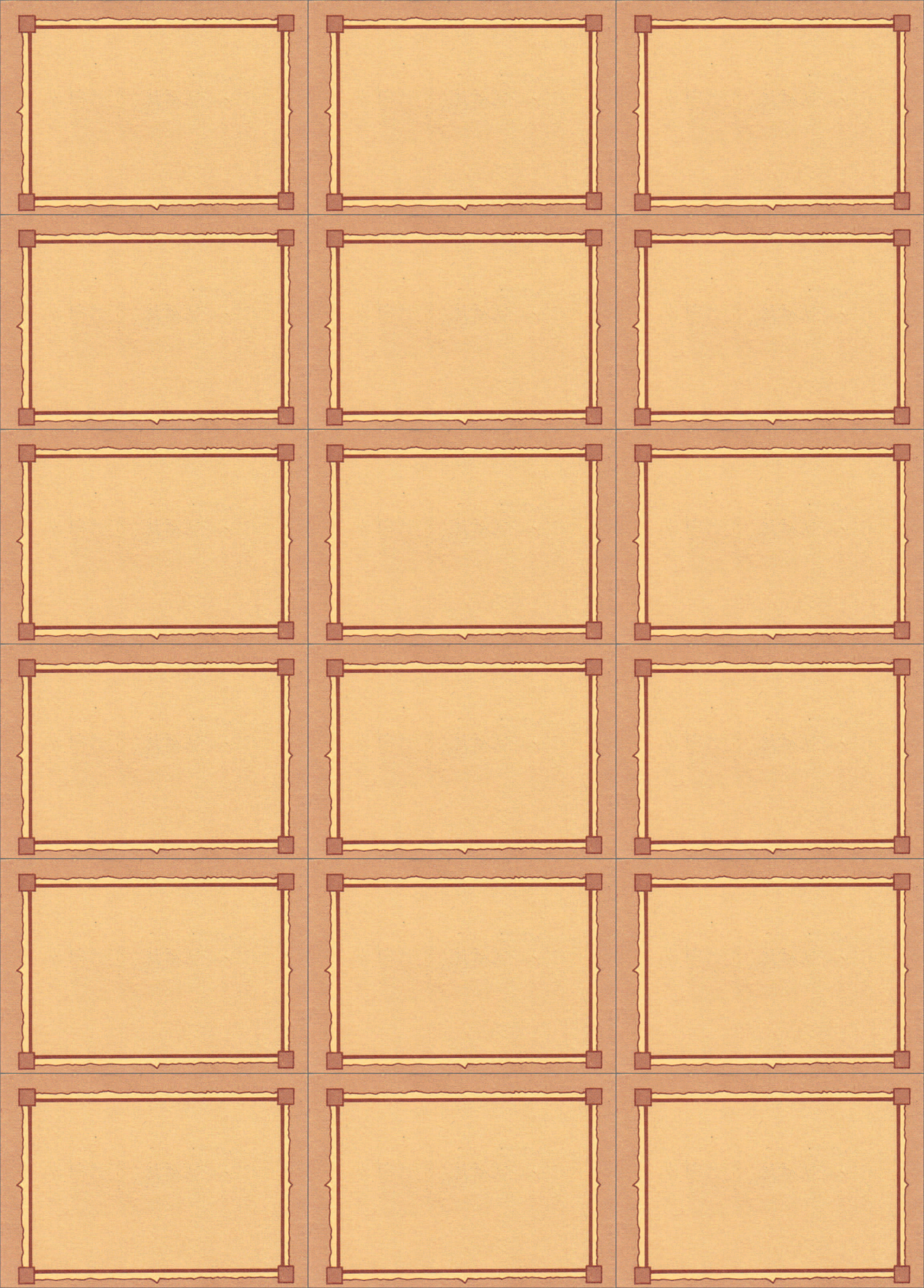
62

Opportunity to Found New University

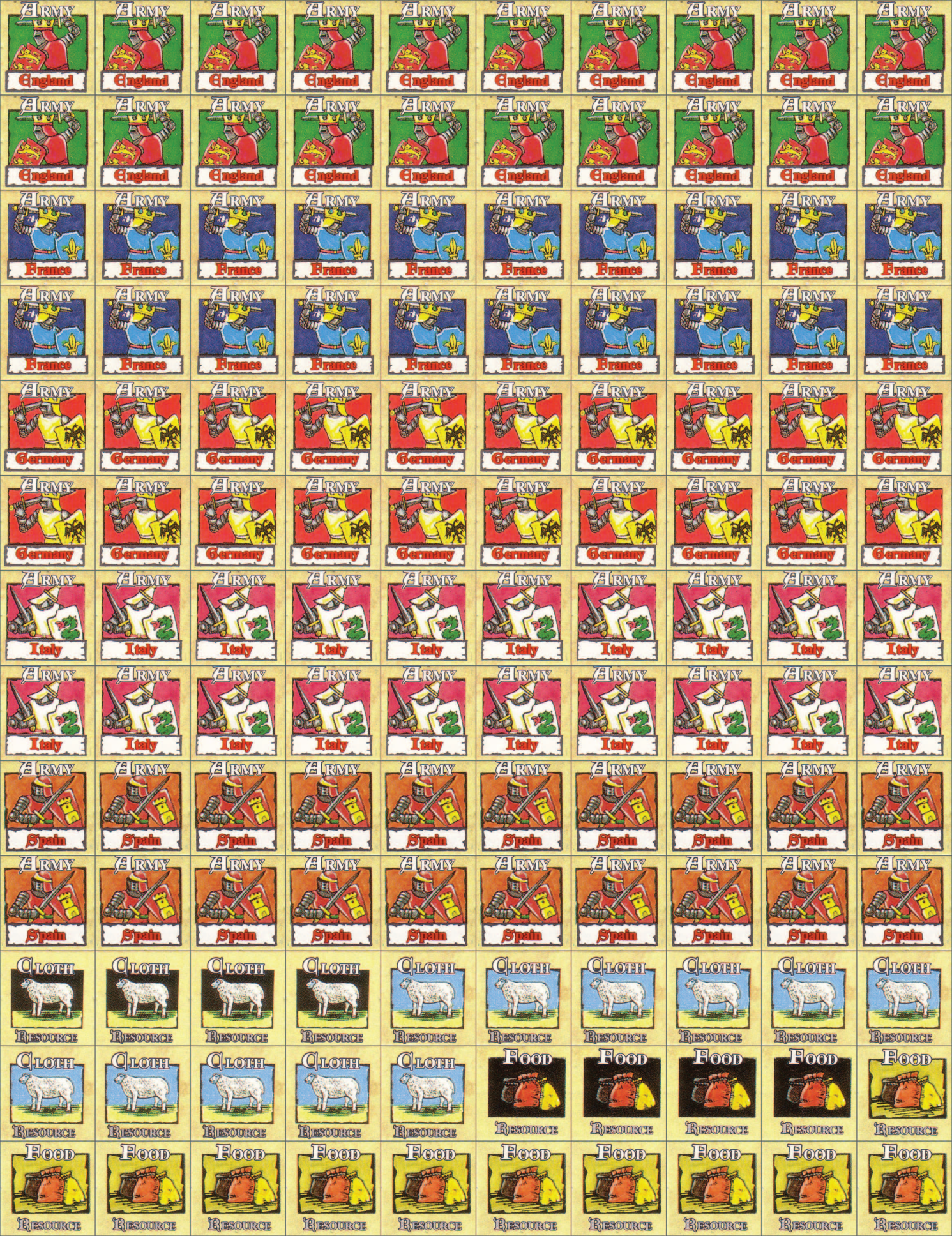
An opportunity has arisen to found a new University in Ferrara (Italy). Players should bid an amount in Crowns secretly (ie, by writing the amount on a piece of paper), this amount being donation they will make to found the University. The player bidding the highest amount should pay that amount into the Treasury. In return, that player's Monarch receives a +1 bonus to his or her Charisma

Storms: 1-4

63




Blood Royale
Event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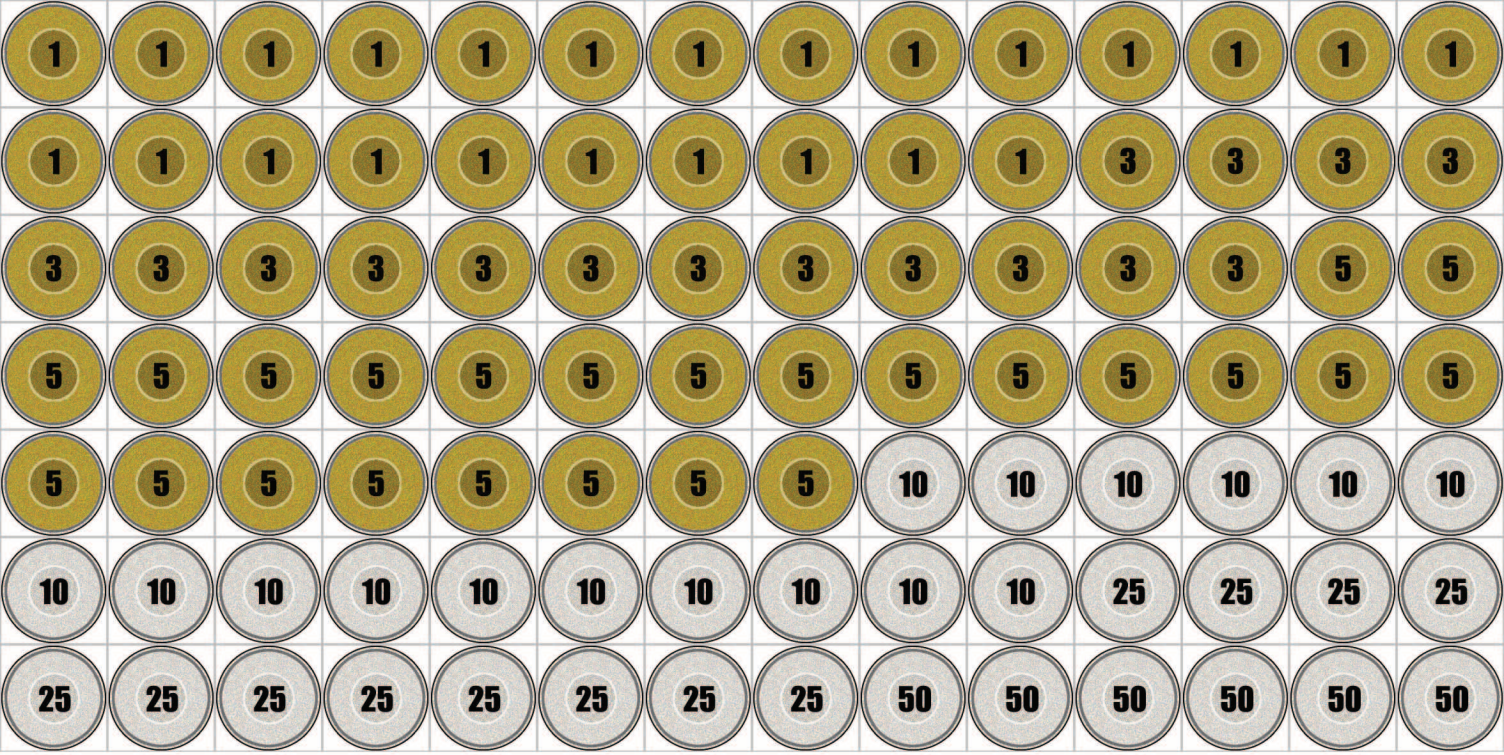
Germany
Italy
Spain
Neutral
Province
Mercenary
Captain
Army
Neutral
Year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Fleet England
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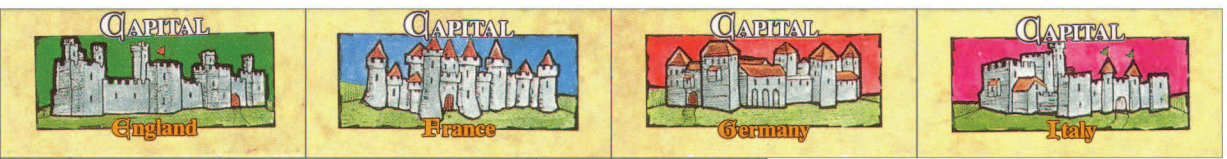
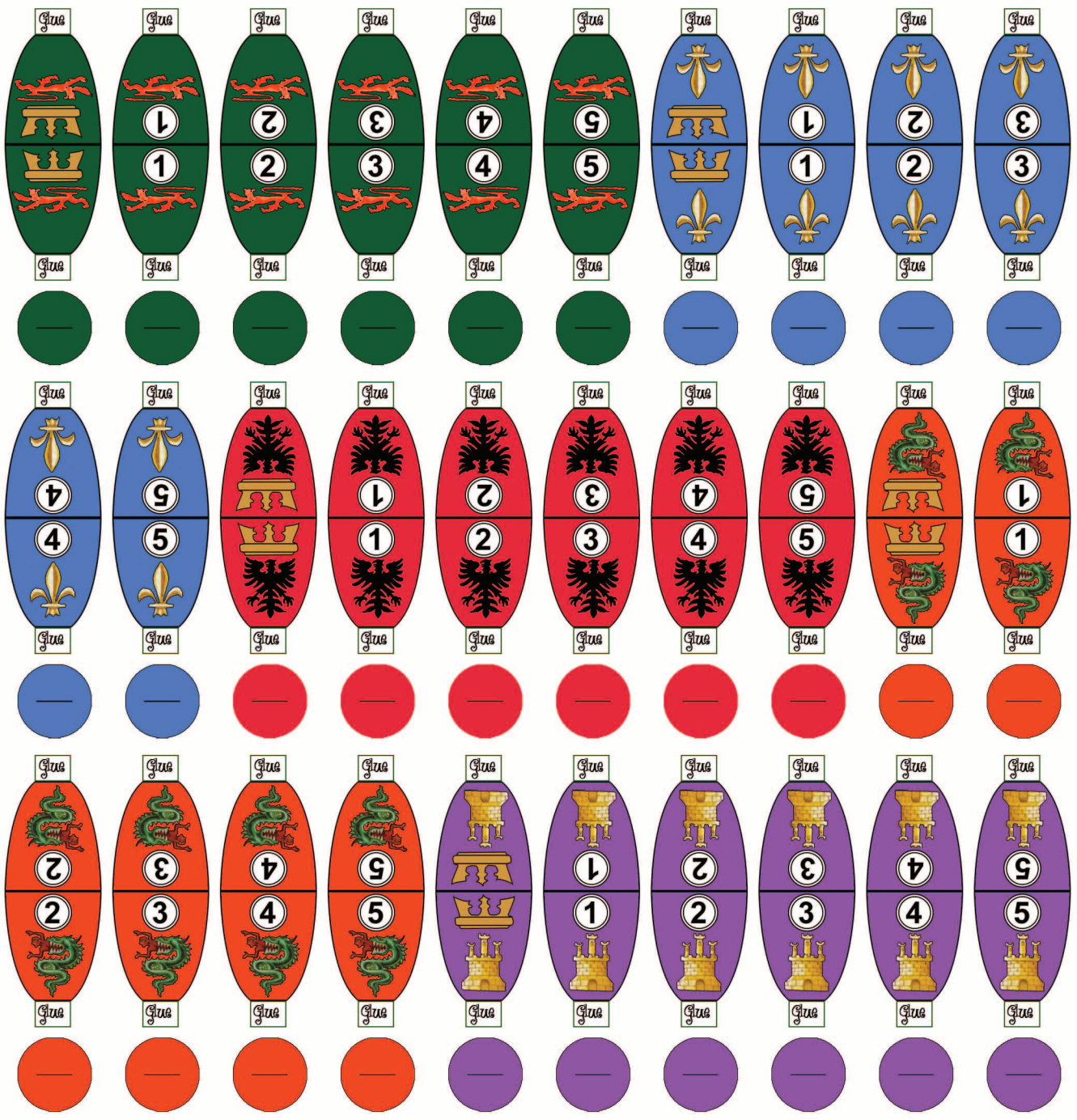
Fleet Spain


Capital England
Capital France
Capital Germany
Capital Italy


Capital Spain
Fleet Spain
Fleet Spain


Glue

Beazel Bond

The Mercantile Bank of the Medici Family
promises to pay the bearer the sum of ~

100 Crowns

in Pursuance thereof
witness my seal

Edward Medici



Beazel Bond

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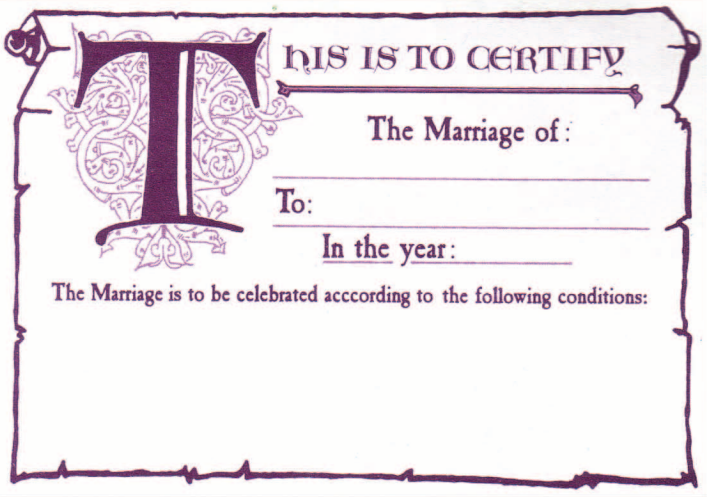
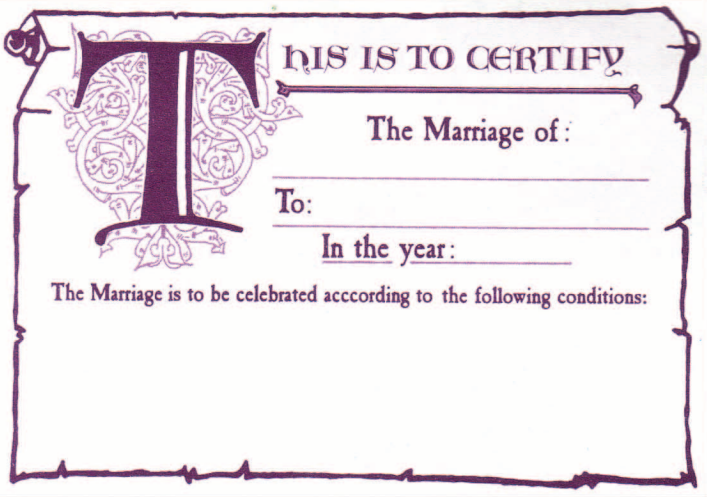

This is to certify
The Marriage of:
To:
In the year:
The Marriage is to be celebrated acccording to the following conditions: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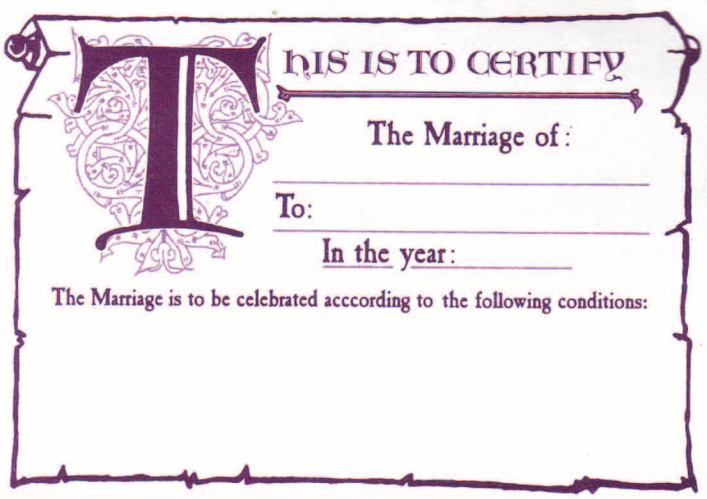
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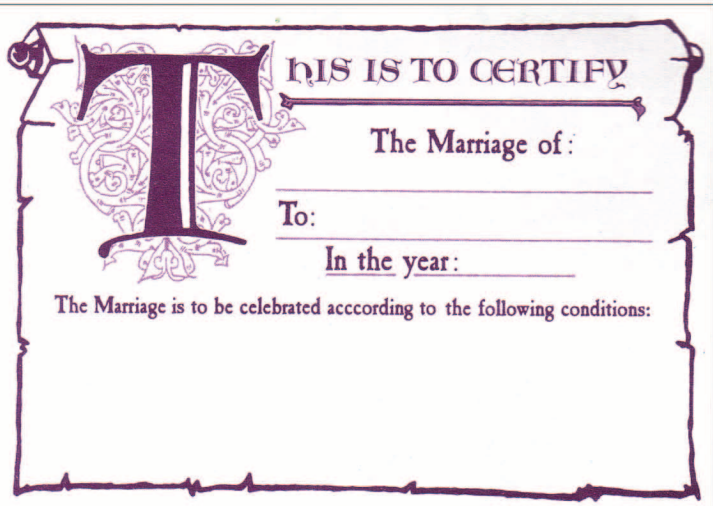
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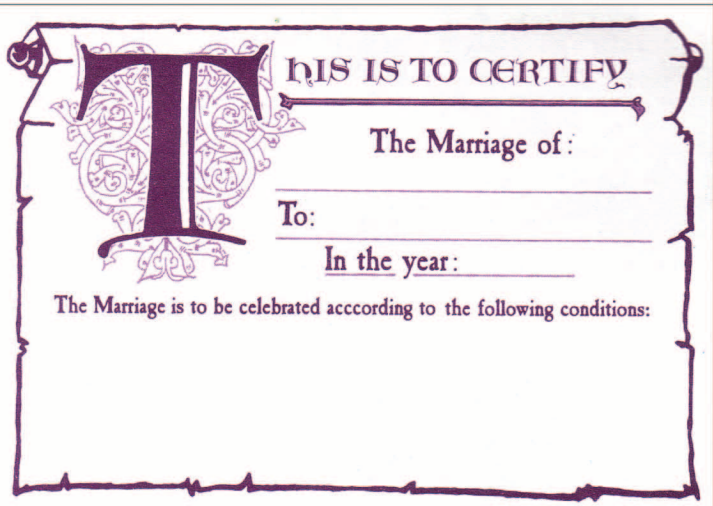
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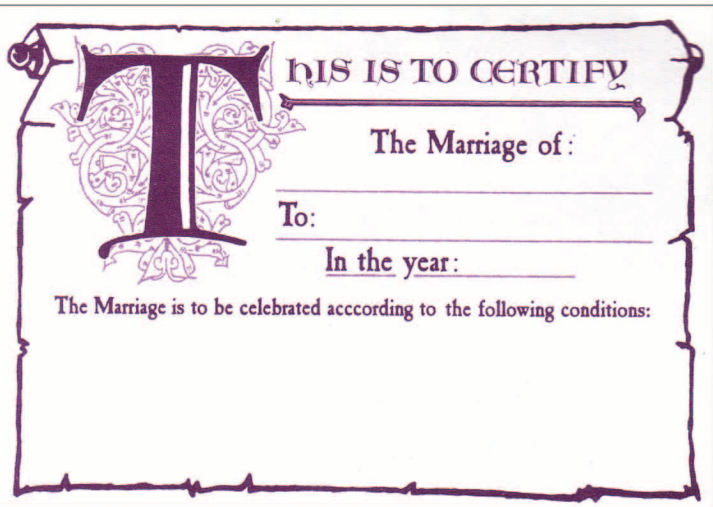
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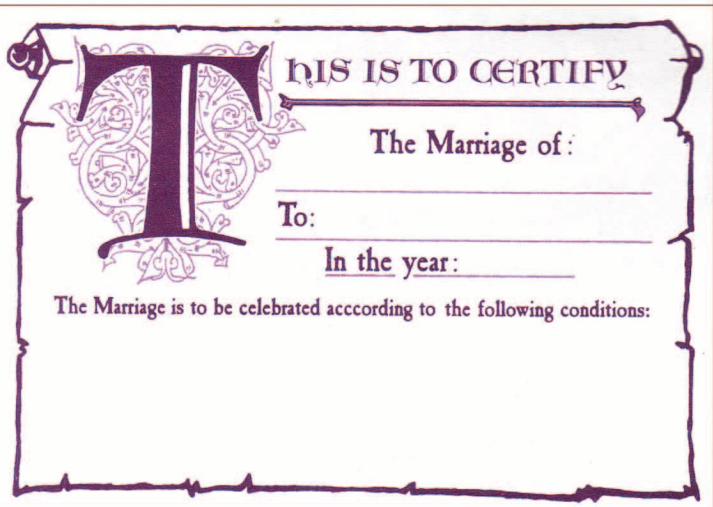
This is to certify
The Marriage of:
To:
In the year:
The Marriage is to be celebrated acccording to the following conditions:

Sex Name
Dynasty
Year of Birth

Parents
Titles

No. Pawn No.

Constitution
Charisma
Strength/Guile

Characteristic Scores
3-5 : -2 13-15 : +1
6-8 : -1 16-18 : +2
9-12 : normal

Born		
Age	Year	SR
15		3+
20		4+
25		4+

30		4+
35		4+
40		4+
45		5+
50		6+

55		7+
60		8+
65		9+
70		10+
75		10+

80		10+
85		11+
90		11+
95		11+
100		11+

Sex Name
Dynasty
Year of Birth

Parents
Titles

No. Pawn No.

Constitution
Charisma
Strength/Guile

Characteristic Scores
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50		6+

55		7+
60		8+
65		9+
70		10+
75		10+

80		10+
85		11+
90		11+
95		11+
100		11+

Sex Name
Dynasty
Year of Birth

Parents
Titles

No. Pawn No.

Constitution
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80		10+
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Dynasty
Year of Birth

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Dynasty
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Dynasty
Year of Birth

Parents
Titles

No. Pawn No.

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90		11+
95		11+
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Dynasty
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60		8+
65		9+
70		10+
75		10+

80		10+
85		11+
90		11+
95		11+
100		11+

Games Workshop's Blood Royale
PDF Version scanned by Number 6

Notes on this pdf version

Event Cards
There are 63 event cards plus 1 spare in the original set. To fill up the pages there are 6 blanks included on the fourth page of event card fronts. There is also a full page of blanks that you can optionally print along with an extra page of backs if you need to replace lost/stolen/damaged/burned/flushed etc cards or if you want to customise the game and create your own cards.

The Money Coins
The money coins were missing from the original game, so alternative coins were created in Photoshop. They all have square borders around them so you can cut them out simply as square tokens or you can cut them out as circular coins. There are two extra 50 Silver Crown coins included.

The 100 Crown Notes
There are 10 of these on each sheet. The original game contains a pad of 50 Notes. Print as many as these as you need.

The Counters
All the counters are one-sided and should be printed onto (good quality) paper and then glued onto thick card (about 1mm). There is only 1 year-turn counter in the original game but 2 spares are included here.

The King & Prince Playing Pieces
As these were 3-D pieces, they could not be scanned, so I have created:

King & Prince Playing Piece Cut-Outs
Cut out each Shield section and each Base section. Glue the Bases to thick card. Glue the Shield sections to think card. Leave to dry. Fold the Shield sections in half along the middle line and unfold. Put glue on the reverse side of the Shield Sections but ***not*** under the flap sections that says glue. Fold the Shield section in half again and glue together, but do ***not*** glue the rectangular flaps together (there shouldn't be any glue on them anyway). Leave to dry.

Cut out the slits in the bases using a modelling knife if possible. Insert the Shield sections into the bases by pushing the two flaps (held together) into the slit. Put glue on the rectangular flaps of the Shield sections where it says glue and glue the flaps to the underside of the base. Leave to dry.

Marriage Certificates & Character Sheets
There are roughly about 100 Marriage Certs and 180 to 200 Character sheets in the original game. Just print out as many sheets as you need. These were reduced in size by 95% to fit 8 on a page.

Bounden To The See Of Rome

Religion in *Blood Royale* By Paul Cockburn & Jervis Johnson

We are so much bounden to the See of Rome that we cannot do too much honour to it…For we received from that See our Crown Imperial.[1]

Henry VIII, King of England 1491-1547

Now that you've played your first two or three games of *Blood Royale* and realised what a doddle it is, we thought we would add a few more ideas, just to give the game a few little extras. So, courtesy of Paul, 'Aren't History Books Expensive' Cockburn and Jervis, 'You Can't Expect Me To Write Rules About That' Johnson, here are some rules for adding the Church, the Papacy. and a lot more scope to your game…

The Medieval Papacy

Long before they started kissing airport tarmac, Popes were noted for a very different attitude towards the countries of the world. They thought they ruled them. Kings and Emperors were in charge of taxes and armies and cities, but the Church was the word of God, and the Pope was the spokesman. Therefore much of the history of relations between the Church and the secular states of Europe was fraught with difficulty.

The theory that Kings held their thrones only with the blessing of the Papacy took off from about the 8th Century, and solidified in the 12th. By the time of Innocent 111 (1198-1216), the Papacy was in head-on collision with the Holy Roman Empire (Germany). By, the 1300s, successive Popes had convinced themselves that they had the final authority on just about anything, and meddled constantly in the affairs of sovereign powers.

Against this, medieval monarchs struggled to impose their own authority. The arguments raged over church lands, tithes, the appointment of bishops and the Pope's demand that only those monarchs blessed by the Apostolic See ruled with the authority of God. In some countries this was tantamount to undermining the King's ability to rule.

On the other side of the coin, the Papacy had great weaknesses of its own. Its independence was threatened by the lack of a secure territorial base, and by its need for loyal monarchs prepared to fight crusades. Spain and France both dominated the Papacy for long periods of time. Also, if the Church fell into disunity, the way was open for the foundation of anti-popes, who set up rival organisations, often duplicating all the functions of the original. The internecine strife this caused left the Church powerless to intervene.

For a game like *Blood Royale*, the full complexities of the medieval Church cannot be detailed. But it is possible to cause players the right kind of anxiety by introducing a few simple rules that duplicate some of the actions of the Church. And so…

[1] An alternate source for the quote is *The Life of Sir Thomas More, Part III* (by More's son-in-law, William Roper, first published circa 1556). More is defending himself from accusations of treason: « [...] Nay (quoth his Grace) that it shall not, we are so much bounden unto the See of Rome, that we cannot do too much honour unto it. [...] ». The full text can be found at http://www.krecker.com/tmore.html

Rules For Religion in Blood Royale

Setting Up

At the start of the game, one player should make up a character sheet for a 'Pope' character born in 1250. The Pope is not controlled by any player at the start of the game. In addition, each player receives a 'Cardinal' character (assumed to be the Uncle of the King) born in 1365, with Strength and Charisma scores of 0 and a Constitution of + 2. See below for rules on Cardinals.

The players will need to prepare a deck of *Vote Cards* for use if a *Conclave* is held. Use an ordinary pick of playing cards and sort out 3 'fives', 2 'tens' and one ace from the deck, representing 5, 10, and 15 point Votes respectively.

1 . The Clergy

When a male character reaches the age of 15, the controlling player may decide to have him join the clergy. Older characters may also join the clergy, as long as they are not married. This should be recorded by writing a C next to the Prince number space on the character sheet.

Characters who have joined the clergy may not marry, and do not receive a Prince piece when they reach the age of 20 (if they already have a Prince piece, it should be removed from the board). Any titles they may have are retained and the character still modifies rebellion rolls, taxation, and so on for the Province that goes with the title.

Neither the King, his eldest son or his son's eldest son may join the clergy. A character in the clergy may not become king and must be passed over. There is no penalty for passing over a character in this way. Any character, as long as he is not the Pope, may renounce the clergy and return to being a 'normal' character at any time. Characters who have renounced the clergy may rejoin later.

i. Bishops

A male character in the clergy may be made into a Bishop during the Marriages part of the Dynastic Sequence. The player controlling the character pays 30 crowns to the Papal Treasury to make the character into a Bishop, and can then record the fact in the Titles space on the character sheet.

In the taxation part of the Interphase, each Bishop receives 5 crowns (plus or minus the character's Charisma) which may be added to the controlling player's treasury.

ii. Cardinals

To become a Cardinal, a character must already be a Bishop and must be at least 30 years old. Cardinals are appointed by the Pope in the Marriage part of the Dynastic Sequence. If the pope is controlled by a player, that player decides which eligible characters become Cardinals. If the Pope is not controlled by a player, use the following procedure to find out if a character becomes a Cardinal:

1. All the players should record which of their characters they nominate to become a Cardinal. This information should be written on a piece of scrap paper and revealed simultaneously.
2. Players must roll two six-sided dice for each character they have nominated, and need a 10 or greater to succeed. This dice roll can he modified by +1 or -1 by each Bishop who was not nominated that turn, and by each Cardinal. Any player can influence the dice roll, but for each character whose influence is used they must pay 5 crowns to the Papal Treasury before the dice are rolled.
3. If the player succeeds with the dice roll, the nominated character becomes a Cardinal, which should be recorded on the title space of the character sheet.

In the taxation part of the Interphase, each Cardinal receives 5 crowns (plus or minus the character's Charisma) which may be added to the controlling player's treasury.

2. The See of Rome

i. The Papal Treasury

Money given to the Papal Treasury should be recorded on a piece of scrap paper. The total is not secret, and any player may look at it at any time. In addition to money received from the players for Bishops and Cardinals, the Pope receives 2 crowns from *every* Province on the board during the Taxation part of the Interphase (unless the player controlling the Province decides to keep the money for himself; see *4. Heresy!*).

After taxes have been collected, one player should roll a six-sided die and multiply the score by 10. This total is then subtracted from the Papal Treasury (to a minimum of 0) to represent the expenses incurred in running the Papacy (those missionaries cost money, you know!).

ii. The Pope

The Pope is treated just like any other character, except he may not marry or be given titles. The Papacy never controls any territory, and may never trade. When the Pope dies, a *Conclave* must be held to elect the new Pope, which may result in the Pope being a character controlled by one of the players. Such Popes are known as *Controlled Popes*.

Controlled Popes obey all of the rules that apply to normal Popes. In addition, they must renounce any and all titles they hold. A player who has a Controlled Pope can do any of the following in the Marriages part of the Dynastic Sequence:

- The Controlled Pope may decide which eligible characters become Cardinals.
- A Controlled Pope can refuse to ratify a coronation. Until the new monarch pays 50 crowns to the Papal Treasury, he suffers a -1 penalty to his Charisma.
- A Controlled Pope can refuse to ratify a marriage if one of the characters getting married has been married before. The marriage cannot take place (and the marriage contract will not come into effect) until the marriage is ratified.
- A Controlled Pope can allow characters with the same Dynastic name to marry, with the exception that children may not marry either of their parents, grandchildren may not marry their grandparents, and brothers and sisters may not marry each other[2]. Both characters in such a marriage suffer a -1 modifier to their Charisma, and any children they may have suffer a -1 modifier to their Constitution.

Ignore the Crusade event card while there is a Controlled Pope. Instead, the Controlled Pope may call a Crusade as and when he wishes. If a Controlled Pope calls a Crusade, he may not call another for at least 10 years. The Crusade works in exactly the same way as the Crusade on the Event Card.

[2] Put another way, characters may marry if their genealogical distance is at least three. Genealogical distance is measured by counting the number of descent lines needed to reach one from the other.

iii. The Conclave

When a Pope dies, a Conclave must he held immediately to elect the new Pope. Use the following procedure:

1. Each player may nominate *one* Cardinal character he controls who is at least 40 years old to be the new Pope. In addition a 'non-player' Cardinal character sheet should be drawn up, rolling characteristics as normal. This character will be 45 years old.
2. The players may bid for either the 10 or 15 vote cards. Each player should record which card he is bidding for (either 10 or 15) and how much he is bidding on a piece of scrap paper. Reveal the choices simultaneously. Players may only make one bid each, but do not have to bid if they do not want to. The player who bids the most for the 15 vote card receives it, and the two players who bid the most for the 10 vote cards receive one each. In the case of a tie, roll a die to see who gets the card. Any cards which were not bid for and the three 5 vote cards are arranged in a stack, with the highest value card on the top and the lowest value card on the bottom.
3. The players must now decide the order of popularity of the nominated candidates. Roll a six-sided die for each candidate and add his Charisma. The character with the highest score is the most popular candidate, the character with the second highest score the second most popular and so on. In the case of a tie, decide randomly which character is more popular.
4. Each player who bought a vote card must now allocate it to a character. Each player also receives one vote for each Cardinal he controls who has *not* been nominated. The choices should be recorded on a piece of scrap paper, and revealed simultaneously. Any vote cards which were not bought should be dealt out, one per candidate, in the order of popularity. If any cards are left over once all characters have received one card, deal a second card to each character, starting with the most popular, and so on until there are no vote cards left.
5. Count up the Votes each character has received. If one character has over 50% of the total votes, he has won and is elected Pope. If not go to 6.
6. The character with the least number of votes must drop out. In the case of a tie, decide randomly which character drops out. Any 'bought' vote cards allocated to a character who drops out should be re-allocated by the player who bought them, as can any votes from players' Cardinals. Any other vote cards should be distributed to the most popular remaining candidates, as in 4. Return to 5.

3. Get Thee to a Nunnery

i. The Nunnery

Players controlling female characters who are not married and never have been, must despatch them to a nunnery when they reach the age of 35. At the end of the Marriages part of the Dynastic Sequence, any such characters are sent to the nunnery, and the controlling player must pay 50 crowns the Papal Treasury.

All rules that apply to male characters in the clergy also apply to female characters in a nunnery, except that female characters may never become Bishops or Cardinals.

ii. Mother Superiors

A female character in a nunnery who is at least 40 years old may be made into a Mother Superior during the Marriages part of the Dynastic Sequence. The player controlling the character pays 20 crowns to the Papal Treasury to make the character into a Mother Superior, and can then record the fact in the Titles space on the character sheet.

In the taxation part of the Interphase, each Mother Superior receives 5 crowns (plus or minus the character's Charisma) which may be added to the controlling player's treasury.

4. Heresy!

i. Taxation

Any player may decide to keep the church's taxes for a Province they control for the Crown. The instant they do so they will be declared Heretic by the Pope (even a Controlled Pope). All characters in a Dynasty belonging to the heretical player suffer a -1 modifier to their Charisma. In addition, the Pope must *fund* any non-heretical player who fights at least one round of combat with the heretical player and does not *retreat*, by paying them 5 crowns from the Papal Treasury per Army counter that took part in the combat.

As soon as a player repays to the Papal Treasury all the Church taxes he has taken, he stops being a heretic.[3]

ii. Schism

At any time during the game, two players may jointly declare a schism and set up an anti-pope. The anti-pope may be any Cardinal character controlled by either of the players. There may only ever be one anti-pope at any one time.[4]

As soon as a schism is declared, all players must *back* either the Pope or anti-pope. A player with a Controlled Pope must back him, and the players who started the schism must back the anti-pope. All other players have a free choice. During a schism, characters from a dynasty backing one side cannot marry characters from a dynasty backing the other. Players may not decide to 'change sides' during the schism.

As long as the schism lasts there are, in effect, two papacies running side by side. All the rules above still apply for the Pope and the anti-pope, with the following amendments:

1.i Bishops. Players backing the anti-pope pay the 30 crowns to the anti-pope's treasury.

1. ii Cardinals. Players backing the anti-pope have Cardinals appointed by him, and pay any money for so doing to his treasury (see below).

2. i Papal Treasury. The anti-pope has his own Papal Treasury. The Pope and anti-pope receive Church taxes only from Provinces controlled by players who are backing them. In addition, both Popes only receive 1 crown per province instead of 2. A separate papacy expenses roll should be made for each.

2. ii The Pope. The Pope & anti-pope may only affect characters controlled by players who are backing them. Neither Pope may call a crusade.

2. iii The Conclave. If either Pope dies, a conclave is held but only those players backing the deceased may take part.

3. i The Nunnery. Players backing the anti-pope pay the 50 crowns to the anti-pope's treasury.

3. ii Mother Superiors. Players backing the anti-pope pay the 20 crowns to the anti-pope's treasury.

4. i Taxation. Players who withhold church taxes only receive 1 crown per province. The Pope or anti-pope will only fund attacks by players who are backing them.

---

[3] It would be more correct to speak of the character being *excommunicated* rather than branded a heretic.

[4] Not historically accurate. Between 1409 and 1415 there were three Popes: Gregory XII (in Rome), Benedict XIII (in Avignon) and Alexander V (1409-1410) / John XXIII (1410-1415) (both also in Rome). See for example http://www.netspace.net.au/~rod/trivial/pope.htm .

The schism will not end until a Controlled Pope or anti-pope concedes defeat and declares the schism over. The treasury of the defeated pope or anti-pope is lost, and all the clergy belonging to players that backed him become 'normal' characters. In addition, each player who backed the defeated Pope or anti-pope must pay 50 crowns to the Papal Treasury of the winning side of the schism. Play then returns to normal.

Paul Cockburn & Jervis Johnson