RICHARD I THE LION-HEART



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RICHARD I THE LIONHEART

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1) Introduction

Richard I of England had led the Third Crusade to the Holy Land. On completing the Crusade, Richard journeyed toward home, but was kidnapped en route and held for ransom by Leopold of Austria. There, Richard languished for over a year.

Philip II of France, a fellow crusader, took advantage of Richard's absence and attempted to conquer Richard's Norman holdings. Philip was aided in this venture by Richard's traitorous brother, John. However, on Richard's freedom, John was quick to seek his brother's side for mercy and forgiveness (which was given by his noble brother). Faced with his perfidious ally, Philip quickly sought to consolidate his Norman position and to await Richard's return to Normandy.

On his return to England, Richard smashed the lingering rebellion in his kingdom and set sail for France, there to confront Philip. Vernueil was under siege by Philip as Richard landed at Balfleur.

Richard I the Lionheart commences on the return of Richard I to France. Players can simulate the campaign of Richard to retake his Norman castles from Philip and to secure Richard's other French holdings. Historically, Richard was victorious and had nearly succeeded in recovering Normandy and putting Philip to flight. Richard's untimely death in 1199 quickly led to the collapse of his French inheritance.

2) Game Components

a. Game Equipment provided (one each):

17 x 21 game map
Sheet of 108 die cut cardboard counters
Rulebook
9 x 6 plastic ziplock bag
Record Track Sheet
Chart of Tables

b. Game Equipment Needed, but not provided:

Pencils and paper
A six-sided die

c. The Map

The map presents the northwest region of France, where the campaign took place. A hexagonal grid has been superimposed to regulate counter placement, movement, and combat. A dark dotted line separates Philip's holdings from the fiefdoms which Richard held. Richard's fiefdoms are divided by light, dotted lines. See the terrain effects chart to identify the terrain features on the map and to determine their effect on combat and movement. Chalus is the name of the only castle in Limousin. Gisors, Dieppe, Loches, and Issoudun are controlled by the French player at the start of the game. See the terrain effects chart to determine the control of the Norman castles at the beginning of the game.

d. Counters

The 108 die cut unit counters provided with the game are used either on the map or on the Troop Record Track, as indicated below. Counters for the vassals are colored grey; Richard's (English) red; Philip's (French) blue, and the other markers white.

Counters used on the map

Leaders

King

Combat Bonus

Other



Name

Movement Factor



Additional Strength in Strongholds

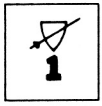
Knave

Strength



Knight

Strength

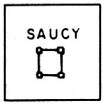


Other Counters

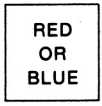
Siege Train



Saucy Fortress



Opposing Control Marker



Counters used on the Troop Record Track

Leader Knave Strength Markers

for "1" track 

Leader

Track

for "10" track 

for "100" track 

Leader Knight Strength Markers

for "1" track 

Leader

Track

for "10" track 

Combat bonus: the die roll modifier from the leader participating in combat (see 7a below).

Movement factor: the number of movement points the leader may move each turn.

Leader: the counter on the board representing the troop strength.

Track: the appropriate track of the Troop Record Track on which the counter is used.

e. Record Tracks and Tables

Separate sheets have been provided which contain the Record Tracks and the various tables needed to play the game. The Record Track sheet has two tracks: the Troop Record Track which uses the Leader Strength counters to record the strength of the troops commanded by each leader, and the Turn Record Tracks, which use two markers to record the month and year of each turn.

3) Preparation for Play

a. Set Up

Place the map between the players and the Record Track Chart alongside so that both the players may easily use it. Turn markers should be placed on the "1194" and "May" boxes of the Turn Record Tracks, and the Leader Strength markers of all the leaders should be placed on the "zero" boxes of the appropriate Track of the Troop Record Track. Richard's Knave Strength "10" counter should be placed on "40", and Philip's Knave Strength "10" counter should be placed on "50" (i.e., Richard starts with 40, and Philip with 50 knaves). All of the English and French leader counters and the Siege Train counters are placed on the map where indicated on the Political and Leader Table ("PLT") as specified by the initial position column.

Each player starts the game with fifty Ducats. Players are responsible for keeping a record of the size of their treasury on a separate sheet of paper.

b. The Initial Play Sequence

After set up, the players begin the game with the following opening sequence:

i. Purchasing phase: Each player may purchase either diplomacy influence points, troops (knights and knaves), or both, at the cost indicated on the Cost Table (see 6b below).

ii. Loyalty determination phase: A six-sided die modified by the diplomacy influence points (see 6b and c below), is rolled for each Vassal and allied Leader. If the result indicated on the Political and Leader Table indicates that the Vassal is actively supporting a player, the appropriate actions are taken (see 6c and d below).

iii. Players then begin the monthly sequence of play with the May, 1199 turn.

4) Sequence of Play

a. The Monthly Turn Sequence:

i. The Papal Truce Phase: Either player may roll for a Papal truce (only one die roll is made for both players).

ii. English Phase:

A. Purchase — Phasing player may purchase supplies for Siege Train.

B. Movement — The phasing player may move his leaders and Siege Train.

C. Combat — Combat is resolved in the following order:

I. Open Field Combat — resolved in the following sequence:

1. Retreat before combat — pursuit allowed.
2. Kings may request to parley.
3. First round of combat.
4. Retreat allowed — pursuit allowed.
5. Second round of combat.
6. Side suffering most casualties must retreat — no pursuit allowed and Siege Trains may retreat.

II. Assault — Phasing player may assault stronghold.

1. Kings may request to parley.
2. Assault takes place.

III. Siege

1. Kings may request to parley.
2. Phasing player rolls to see whether the stronghold surrenders.

iii. French Phase: The French player purchases, moves, resolves combat in the same order as the English.

iv. The monthly turn marker is moved to the next month (or moved from the November Turn to the Winter Turn). On the Winter Turn, also move the year marker to the next year and proceed with the Winter Turn Sequence. Otherwise use the Monthly Turn Sequence.

b. Winter Turn Sequence:

i. Redeployment: Each player may reposition leaders anywhere on the map so long as no hostile territory need be crossed.

ii. Tax Collection: Each player collects taxes from his holdings.

iii. Purchasing: Players may purchase troops, diplomacy influence points, and replacement Siege Trains. However, each player may have only one Siege Train. Additionally, maintenance costs may be paid for existing troops (see Cost Table).

iv. The monthly turn marker is advanced to March and play continues with the Monthly Turn Sequence.

c. The game ends when any of the following events occurs:

1. Richard dies (see Richard Death Roll paragraph 8h).

2. Richard or Philip is captured.

3. All the strongholds of Normandy are possessed by either player before the movement portion of his turn.

4. The year 1200 is reached.

5) Leaders

Only leaders and Siege Trains may move on the map. Each leader may lead a contingent of troops up to the number of strength points of troops indicated on the PLT under "max troops". Each knave and each knight counts as one strength point (s.p.). A record of the number of troops assigned to each leader is kept on the Troop Record Track. Unled troops may only remain in strongholds (either castles or fortresses) to augment their intrinsic strength of five.

The number of troops under the command of a leader is recorded on the Troop Record Track by placing that leader's Strength Markers on the appropriate boxes. For example, Richard is leading a contingent of 150 knaves and 50 knights. They would be recorded by having Richard's "100" Knave Strength counter on "100", , his "10" Knave Strength counter on "50", his "1" Knave Strength counter on "0", his "10" Knight Strength counter on "50", and his "1" Knight Strength counter on "0". Note that Richard could not lead any more troops because the number of troop s.p. that he is leading (200: 150 knaves and 50 knights) just equals his maximum troop strength (200 - see PLT). Troops may be shifted to and from strongholds and leaders any time they are in the same hex. However, no troops may ever be transferred from a Vassal.

6) Diplomacy and Purchasing

a. Taxes: Taxes are collected during the Winter Turn. After the redeployment phase, players first collect the taxes indicated on the PLT from their countries. The players then collect taxes from the fortresses in Philip's domains which they control (crediting the number of Ducats specified on the map). Note that Paris yields ten Ducats to Richard, thirty to Philip. Then the players collect taxes from Touraine (five Ducats for each fortress controlled) and from Normandy (twelve Ducats for each fortress controlled, including the "Chateau Gaillard" (the Saucy Fortress)).

Players also collect taxes (during Winter Turns only) from loyal Vassal provinces other than Normandy and Touraine, after the loyalty of the Vassal has been determined. A player may collect taxes from a Vassal province only if the Vassal is actively loyal to the player's side, was not overtaxed the year before, and does not have an unopposed opposing leader in its province.

The amount of each player's taxes is added to the cumulative treasury maintained by the player on a separate sheet of paper.

b. Purchasing: Each player may purchase troops, influence points, and Siege Trains by expending the applicable cost (according to the Cost Table) and reducing his Treasury (on the separate sheet of paper). Purchases can only be made during the Purchasing Phase of each Winter Turn and during the Initial Play Sequence. In addition, each player *must* pay the maintenance costs for the existing troops during each Winter Turn (see the Cost Table for the required maintenance costs). Richard may also purchase the "Chateau Gaillard" (Saucy Fortress) and place it in Normandy at the end of the next Winter Turn.

i. Immediately upon purchase, troops are allocated to leaders or are placed in strongholds on the map. If the maintenance costs of existing troops are not paid, those troops who are not maintained are eliminated; of course no new troops may be purchased.

ii. Players may have only one Siege Train.

iii. Influence points are allocated when purchased to either Vassal provinces or allied leaders. The English player may not allocate more influence points to a vassal or leader than the number under the "Maximum Influence - Richard" column on the PLT; in the same manner, the French player may not allocate to any vassal or leader more than the number under the "Maximum Influence - Philip" column.

c. Diplomacy: The influence points reflect the cost of the diplomatic effort in the provinces. After the Purchasing Phase, a die is rolled for each Vassal and each allied leader; the die is modified by adding on to the roll for each influence point purchased by the French player and subtracting one for each English influence point. The result is compared to the "die roll needed" columns on the PLT. If the result equals or exceeds the number under Philip, the Vassal rebels (or leader becomes involved) and joins Philip. If the result equals or is less than the number under Richard, the Vassal or leader fully and actively supports Richard. Otherwise, the Vassal remains neutral (or leader remains neutral). Vassals reconquered the previous year or whose leaders lose more than half strength due to combat, may not rebel. A player that received active support from a Vassal may additionally add one (or subtract one) from the diplomacy die roll in addition to the normal modifiers of influence points. Vassals who rebelled in the previous year and rebel again are brought up to their full initial troop strength. Actively supporting or rebelling Vassals contribute the number of knaves appearing under the column "initial troops". If the province is rebelling, a leader (a lettered Baron counter) is placed with these troops on the map where indicated on the PLT. If the Vassal is supporting Richard, the initial troops are added to Richard's Strength total. Allied leaders appear with the initial troops indicated on an edge hex as indicated on the PLT.

d. Vassals: Rebelling Vassals may be reconquered by the English player by reducing all the strongholds in the province and being unopposed by any leader in that province. Reconquered provinces may not rebel during the next Winter Turn, but they may support Richard. When provinces rebel, every stronghold (except in Normandy and Touraine) becomes French and an opposing control marker is placed

on all strongholds to signify its French control. Should the Baron of a province lose more than half of his initial troop contingent, the province may not rebel the next Winter Turn. Should a province which had supported Richard become neutral, Richard's troop total is reduced by half (rounded down) of the initial troop allotment of the province. Provinces containing only one side's leader may not rebel to the other side.

e. Allied leaders: Allied leaders may switch sides should the diplomacy determination roll indicate such a change. They are placed with their initial troops in the nearest friendly stronghold if they are with opposing leaders. If the leaders become neutral, they are removed from the map. In any case, the player from whom the leader defected, deducts one half of the initial troop strength rounded down. If Sancho becomes neutral during a Winter Turn, he may not reenter the game.

7) Movement

a. Regular Movement

Leaders (with their contingents) may move any, all or none of their movement factors each turn. Movement costs for entering hexes or crossing river hexsides are shown on the Terrain Effects Chart. Siege Trains have a movement factor of six and may never move more than six movement points a turn. Units must stop upon entering a hex containing an opposing castle, fortress, or force. Leaders without troops which are not in a stronghold are immediately captured, without any effect on movement, upon the entry of a force (a leader with troops) into the hex. Siege Trains are similarly immediately destroyed. The zones of control exerted by strongholds have no effect whatsoever on movement, but they interdict supply (see section 9 below).

Any leader may move with the King at the King's movement rate — even after already having moved in that turn. They may join the King at any time during the movement of the King. Once having moved with the King, a leader may not move further in that turn.

b. Forced March

Richard and Philip may attempt to force march after their regular movement has ended. Richard may attempt to force march twice a year. Philip may attempt to force march once a year. A player must make his normal movement first and then may announce his intention to force march. To force march, roll a die and consult the Forced March Table. The King may then move the additional movement points indicated.

c. Redeployment

During the Redeployment Phase of the Winter Turn, each player may redeploy his units anywhere on the board. The only restriction is that the French leaders and allies may not enter or move from non-rebelling or reconquered provinces and the English player's units may not move through rebel or French lands.

8) Combat

There are three types of Combat: open field combat, assaults on strongholds, and sieges, which are to be resolved in that order. So long as there are troops enough in the hex, all three types of combats may take place in the same hex in the same turn.

a. Open Field Combat

Open field combat may occur whenever two leaders with contingents are in the same hex. A leader in a stronghold may choose not to fight. If neither player retreats and there is not a successful parley, then field combat must occur. Field combat is fought in two rounds. After the second round, the side taking the most casualties must retreat, but may not be pursued and they make take their Siege Trains with them. Between the two rounds, a side may also retreat, but may be pursued.

Each field combat round is resolved by each player inflicting casualties on his opponent. For every ten knaves on his side, a player may make one knave attack. Should there be excess knaves, a player may make one partial knave attack (for instance 12 knaves would make literally 1.2 knave attacks). Knights attack at three times their strength point value (6 knights may make 1.8 knight attacks) except in woods, where they attack at a strength equal to their s.p. There is one attack per every ten knight s.p. (after tripling) and one partial knight attack is allowed.

For each knave attack, the player must roll the attack on the knave vs. knave table, unless there are only knights left to attack, at which time he may use the knave vs. knight table. Before the player rolls the attack, he must state which row he is attacking under (A, B, or C — reflecting strategies from "all or nothing" to attrition). The die roll for each attack is modified by two possible factors. If the phasing player's force just entered the hex across a river hexside, one is subtracted from the die roll. A leader may add his combat bonus to the die roll for all the troops in his contingent when they attack — but not on defense. The modified die roll, with the row selection, gives the result on the table in tenths. For full attacks, just multiply the result by ten to find the number of casualties inflicted on the opponent. On partial attacks, multiply the number of strength points attacking by the result (which is in tenths) and round to the nearest integral value (.5's are rounded up to 1.0) to find the casualties inflicted.

Knight attacks are resolved in the same manner only that the player may freely choose either the knight vs. knave or the knight vs. knight table.

b. Assault on Strongholds

After all field combats have been resolved, a player may decide to assault the stronghold in the hex. The intrinsic strength of the stronghold is five. Any additional troops in the stronghold add their strength points to the defense. The total defense factors in a castle is doubled. The total in a fortress is tripled. A fortress may only be assaulted with a Siege Train in the hex. To resolve assaults, the forces of the assaulting player are totaled and the assaulting and defending units are compared and reduced to an odds ratio (odds are rounded in favor of the defender). The odds are increased to the next highest ratio if a Siege Train is used against a castle. Assaults may not take place at odds less than 1-1. A die is rolled and is modified the leader's combat bonus (subtract if the leader is defending; add if the leader is attacking). The result is cross indexed with the odds ratio to find the number of casualties inflicted on each side. The number on the left side is the number of casualties that the attacker suffers; if an "E" appears, the attacking force is eliminated. The right side number is the casualties suffered by the defenders; again if an "E" appears there, the defending force is eliminated (and leaders captured). Casualties are of non-modified strength points and when all of the defending strength points are eliminated, the stronghold changes hands and the opposing control marker should be placed or removed as appropriate. All the leaders in a reduced stronghold are captured, and the intrinsic strength of the stronghold must be replaced (see c below).

c. Siege

Any leader whose forces exceed the combined strength of the stronghold and its occupants, may lay the stronghold under siege and may after all assaults and field combats have been resolved, roll to see whether the stronghold surrenders. The die roll may be modified according to the Siege Table. The number of months at the top of the table refers to months of continuous siege rolls on the stronghold (castle or fortress), but including the three months of the Winter Turn (when there are no rolls). A siege is broken whenever the number of strength points in a stronghold exceeds the sieging force's strength during the siege portion of the turn when the die would have been rolled. Leaders entering the hex with relief forces must undergo both combat rounds before they may enter the stronghold.

An "SS" result means that all the leaders and strength points, including the intrinsic strength points of the stronghold may leave the stronghold and join the *nearest* leader or unbesieged fortress. If the besieging player chooses, he may deny safe conduct and the siege continues. If the besieging player accepts the result, the stronghold must then have its intrinsic strength restored immediately, either by reducing the besieging player's strength total by five knaves and/or knights or by expending five Ducats (if he has the money). If a player chooses not to restore a stronghold, a ruin marker is placed on the site. A ruin gives no benefit to an occupant. Either player may restore a ruined stronghold by moving a leader to the site and expending five Ducats or troop strength points. The intrinsic strength of a castle taken by storm must be restored.

An "S" result means that the intrinsic strength remains in the stronghold, but all troops in the stronghold are removed from play and the besieged leaders are captured. The "S" result does not require an expenditure of troops or Ducats to restore the intrinsic strength of the stronghold. In both cases, the stronghold changes hands. In every case in which a stronghold changes hands, a marker should be placed (or removed) to indicate that the normal controlling player does not (or does) control the stronghold.

d. Parlay

Before any combat involving a King, the player having a King present in the hex may call for a parley. If the other player does not wish to listen, the player may roll a die; on a roll of 3-6 the parley must take place. The player may then offer money, castles, and/or fortresses to his opponent in order to call off the combat for one turn. If the offer includes a stronghold in the province in which the negotiation takes place, it must be accepted. If the surrendered stronghold gives the control of a province, the province may not support the surrendering player for a year. Hostages (i.e., leaders) may be offered as security for a promise to pay money during the next Winter Sequence. If hostages are accepted, the player may demand the minimum ransom for a captured leader before any expenditure during the next year's Winter Turn and the ransom must be paid.

e. Papal Truce

At the beginning of any monthly turn, either player may request a truce. To determine whether a truce has been granted, roll a die and consult table "A" of the Papal Truce Tables. The truce may only be rolled once every turn.

While the truce is in effect, neither player may conduct combat against the other, with the sole exception that Vassals may conduct combat against the English *outside* of their province and the English player may conduct combat against any Vassal outside his province. The English player may not move through strongholds of rebelling Vassals.

f. Retreats

Before open field combat and between open field combat rounds, a player may elect to retreat. He must retreat after the second round of open field combat if he has suffered the greater number of casualties. Retreats may not be made across river or bridge hexsides or through his opponent. If the phasing player's forces had just moved into the hex, those forces must retreat through the hex from which they entered unless it was a river or bridge hexside, in which case the player must retreat through either one of the two hexes adjacent to both the battle hex and the entry hex. Defending forces must retreat through the opposite to the moving player's entry hex, or, if not possible, through the two other adjacent hexes. A defending player may retreat into strongholds; an attacking player (who had just moved into the hex) may move into a stronghold only if the player had survived two combat rounds. If a player attacked out of a stronghold, then there is no requirement for retreats on either player in the sense that a player may retreat into any six adjoining hexes and may retreat immediately back into the stronghold. If a player is forced to retreat across a river or bridge hexside, or through an opponent, his forces are eliminated instead, and his leaders captured. Siege Trains may retreat only after its forces have survived two field combat rounds.

Players who *elect* to retreat must undergo pursuit. During pursuit, knights of the opposing player make one field combat round attack at triple normal open field combat strength (each knight representing 9 combat factors, 3 factors in woods) without the possibility of suffering casualties. All field combat die modifiers apply. Further, if the pursuing player has more knights in the hex than the withdrawing player, the pursuing player may attempt to capture the leader. For each extra knight by which the pursuing player exceeds his opponent, the pursuing player may roll a die to attempt to capture the retreating leader. If he rolls a six (without any modifications to the die roll) the leader is captured. A maximum of six die rolls are allowed per leader. A King may only be captured after all his other leaders in the hex have been captured. The surviving troops of a captured leader are placed in the nearest stronghold or leader.

If a player is forced to retreat, there is no pursuit and the Siege Train may also be retreated. The Siege Train is otherwise left behind and destroyed (when a player elects to retreat). Remember that a player can be forced to retreat only after he has endured two rounds of combat and has suffered more casualties.

g. Leader Capture

A capture of a King immediately ends the game. Leaders may be captured by being in a stronghold that surrenders without safe conduct, by pursuit, by not being able to retreat (because of river hexsides), or by being without troops and not in a stronghold in the same hex as an opponent's force. A player who has captured a leader must free him upon being paid fifty Ducats ransom and may insist on his opponent paying twenty Ducats to free him, provided that the opposing player has the money. A player with a captured leader may force the other player to pay the twenty Ducats at any time and has priority before any other expenditure. Leaders may also be freed subject to any other terms to which the players agree. A King may give his leaders as hostages in promise for future payment of a sum.

h. Richard's Death Roll

Because of his recklessness, Richard was constantly putting himself in danger. For this reason, two dice are rolled for each time Richard participates (be in the same hex as) in field combat, assault, or the initiation of a siege during the English combat phase. Richard's number starts at fifteen. One is added to the number every

Winter Turn. One is subtracted after every death die roll. If the die roll exceeds Richard's number, Richard dies. Richard's number can never fall below eight. Richard's death roll may never take place during the French phase (that is, Richard may leave a stronghold to engage a force in the same hex during the French combat phase without the death roll). The French player may, in the English phase, force Richard to make a death roll by leaving a stronghold to engage him in field combat. Pursuit of a retreat before combat does not make Richard take a death roll. Richard makes only one death roll per turn. Richard only has to make one death roll for a continuous siege. Another roll must be made if the siege was broken and Richard reestablishes the siege.

9) Supply

All units must trace lines of supply to a friendly fortress or Siege Train no more than five *hexes* away. The lines may not be traced through the zones of control exerted by opposing strongholds. Castles exert a zone of control into the six adjacent hexes. Fortresses exert a zone of control not only into the six adjacent hexes, but also into the twelve hexes adjacent to them (i.e., a "two hex" radius zone of control). Friendly strongholds negate the zones of control of opposing strongholds. Supply may be traced into a zone of control (i.e., a force occupying one of the hexes of a zone of control may be in supply as long as the line of hexes to his supply source are free of zones of control). Strongholds under siege do not exert zones of control.

An army out of supply for two or more months fights at half strength. On the third and each subsequent consecutive month out of supply, one tenth of the army's strength points are lost, fractions being rounded up. Leaders are never lost because of supply. Vassals (and their contingents) are never out of supply and are not subject to the supply restrictions.

10) Siege Trains

Each player begins the game with a Siege Train. If at any point in the game, the Siege Train is alone in the same hex as an opposing force and not in a stronghold, the Siege Train is immediately destroyed. It may be rebuilt in the next Winter Turn.

Players may draw supply from the Siege Train provided that enough supplies were purchased when the Siege Train was in supply. A player may purchase one month's supply for ten knaves or five knights for one Ducat. There is no limit to the amount of supplies that may be bought. A Siege Train must supply all friendly troops who would otherwise be out of supply without the five hex supply range. All of the supplies in a destroyed Siege Train are lost.

11) Victory Conditions

If the year 1200 is reached, the player with the higher income from sources on the map (as would be determined in a Winter Turn without diplomacy) is the marginal winner.

Decisive victories are won by the French player if Richard dies, if Richard is captured, or if the French player controls all the strongholds in Normandy before his movement phase.

Decisive victories are won by the English player if he captures Philip or if he controls all of the stronghold in Normandy before his movement phase.

Designer's Notes

I always wanted to see a game concerning Richard's campaign in France. Historically, it was a beautifully balanced chess game which proved why Richard should be considered one of a handful of great medieval commanders.

As the campaign is not well known, a brief description of the historical events may be of interest: Richard, on returning from the Crusades, had been captured by Leopold of Austria. This gave Philip II, Augustus of France the opportunity for which he had been waiting. Working with Richard's traitorous brother, John, as an ally, Philip attempted to secure the Duchy of Normandy and make inroads into Richard's other French holdings. He was opposed by the many lords who were still loyal to Richard.

When Richard was ransomed out of captivity by his loyal followers, Philip redoubled his efforts to strengthen his hold on Normandy before Richard's retribution could descend on him. After two months of securing his English holdings, Richard sailed for France leaving Walter Hubert, the Archbishop of Canterbury, to administer his English lands.

Philip was besieging Verneuil when Richard landed at Barfleur. John promptly betrayed Philip and returned to Richard to beg forgiveness and pardon which was royally bestowed. Believing Richard to be many miles away, Philip was caught by surprise when Richard came upon him like a thunderbolt.

Abandoning his siege artillery, Philip barely managed to escape. In the next couple of weeks, while Philip managed to reduce a small Norman castle, Richard moved south and with his ally, Sancho of Navarre, stormed and took the fortress of Limoges. Philip attempted to move on Richard's rear, but Richard, anticipating this, turned and mauled Philip's army at the battle of Freteval on July 4, 1194. Richard then moved south to punish Angoumois and Limousin for helping Philip.

The French position further deteriorated in 1195 when Dieppe and several smaller castles fell to Richard and his allies. Philip appealed to the pope for a truce which was granted. During the truce period, Richard built the great "Chateau Gaillard" (Saucy Fortress), one of the great military structures of the time. Richard also used his fine diplomatic abilities to gain Raymond of Toulouse who had previously helped Philip, as an ally.

War erupted in September 1198 as the castles surrounding the French fortress of Gisors fell into Richard's hands. Further, Richard gained Baldwin of Flanders as an ally, and caught Philip's army in a pincer movement outside Amiens. Forced to sue for peace, Philip, while refusing to relinquish Gisors, reputed his claims to Touraine and Maine.

Early in 1199 Richard again moved south to once again punish the rebellious barons of Limousin, Angoumois, and La Marche. On the evening of March 26, 1199, Richard, while watching the siege of Chalus Chambrol, was hit by a crossbow bolt. The wound became gangrenous. Richard died on April 7, 1199.

The Angevin domains were now in the hands of John. He was certainly not the diplomat Richard was, much less the military leader. As a result, the English position deteriorated so that within five years almost nothing was left of the Angevin French possessions; Aquitaine and Calais being the exceptions.

CREDITS
Design and Development: Todd Fisher
Front Cover Art: Darch Clampett
Playtesters: Mayfair Wargamers

TURN RECORD TRACKS TROOP

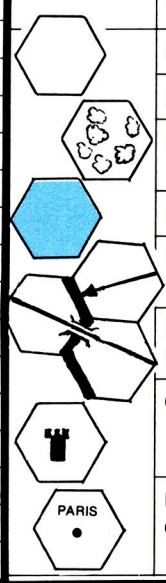
TURN		TROOP	
NOVEMBER	1200 GAME END	90	9
OCTOBER	1199	80	8
SEPTEMBER	1198	70	7
AUGUST	1197	60	6
JULY	1196	50	5
JUNE	1195	40	4
MAY START	1194 START	30	3
APRIL		200	20	2
MARCH		100	10	1
WINTER		0	0	0

RICHARD I THE LION-HEART TABLES

FIELD COMBAT RESULTS TABLE

Modified Die Roll		−1/0	1	2	3	4	5	6	7	8
Knave vs. Knave	A	—	—	—	.1	.2	.3	.3	.3	.4
	B	—	—	.1	.1	.2	.2	.3	.3	.4
	C	—	.1	.1	.1	.2	.2	.2	.2	.3
Knight vs. Knave	A	—	—	—	.3	.4	.5	.6	.6	.7
	B	—	—	.2	.3	.4	.4	.5	.5	.6
	C	—	.2	.2	.3	.3	.4	.4	.4	.5
Knight vs. Knight	A	—	—	—	.1	.2	.3	.3	.3	.4
	B	—	—	.1	.1	.2	.2	.3	.3	.4
	C	—	.1	.1	.1	.2	.2	.2	.2	.3
Knave vs. Knight	A	—	—	—	—	—	—	—	.2	.3
	B	—	—	—	—	—	—	.1	.1	.2
	C	—	—	—	—	—	.1	.1	.1	.1

TERRAIN EFFECTS TABLE



Type	Movement Cost	Combat Effects
Clear	1 M.P.	None
Road	½ M.P.	None
Forest	3 M.P.	Knights are reduced to 1 Strength Point effectiveness
Sea	Prohibited	None
River Hexside	Additional 2 M.P.	Column shift left if attacking army crossed hexside
Bridge Hexside	No additional M.P.	Same as river
Castle	Opponent halts upon entry; defender doubled on Assault; 5 inherent Strength Points. Richard's castles are solid black; all others are Philip's.	
Fortress or City	Opponent halts upon entry; defender tripled during Assault; −2 on die during siege; 5 inherent Strength Points	

PAPAL TRUCE TABLE

Table A	Die Roll					
	1	2	3	4	5	6
Effect	roll on Table B	one month truce	no effect	no effect	no effect	no effect
Table B	**Die Roll**					
	1	2	3	4	5	6
Effect	one month truce	two month truce	truce until winter	truce until winter	one year truce	one year truce plus a die roll of months

ASSAULT TABLE

	1-1	2-1	3-1	4-1	5-1	6-1
−1	6/0	6/0	5/0	5/0	4/0	4/0
0	5/0	5/0	4/0	4/0	3/0	3/0
1	4/0	4/0	4/0	3/0	3/0	3/1
2	3/0	3/0	3/0	3/0	3/1	2/1
3	3/0	3/1	3/1	2/1	2/3	2/3
4	3/1	3/2	2/3	2/2	2/4	2/6
5	3/3	3/3	2/4	2/5	2/6	2/E
6	2/3	2/4	2/5	2/6	2/E	1/E
7	2/4	2/5	2/6	2/E	1/E	0/E
8	2/E	2/E	1/E	1/E	0/E	0/E

Shift one column to the right if Siege Train is used against castle.

Assaults against fortresses may not be attempted without Siege Trains.

SIEGE TABLE

	Months				
	0-1	2-3	4-5	6+	Siege Table Modifiers
1	H	H	H	H	Fortress −2 to the die
2	H	H	H1	H2	Friendly army in province: −1 to the die
3	H	H1	H2	SS	Philip or Richard besieging: +1 to the die
4	H1	H1	SS	S	Neutral Vassal - no friendly army in province: +1 to the die
5	SS	SS	S	S	
6	SS	S	S	S	

FORCED MARCH TABLE

Die Roll	1	2	3	4	5	6
Additional Movement Pts.	0	0	1	2	3	6

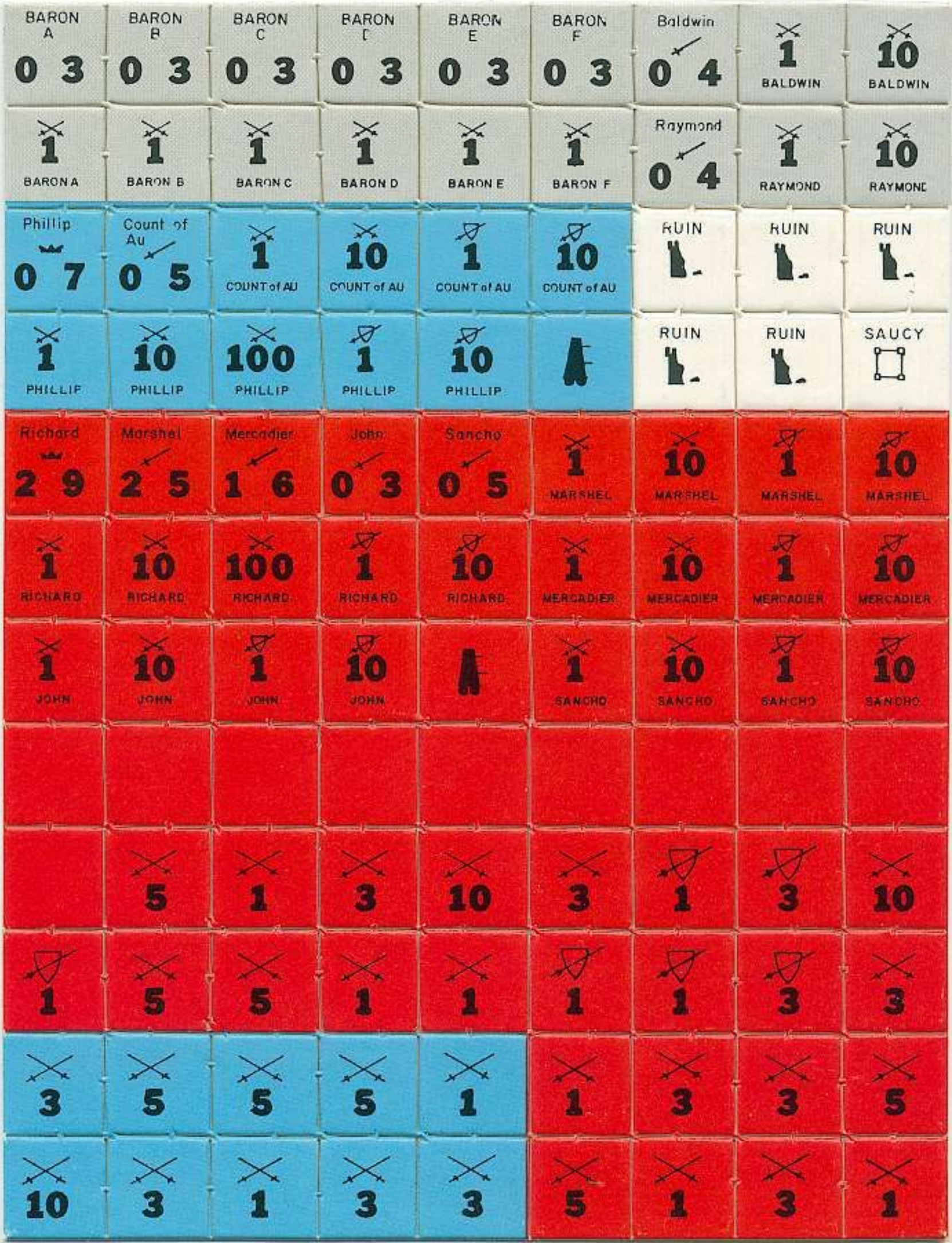
COST TABLE

Item	Purchase	Upkeep
Knave per Strength Point	1 Ducat	½ Ducat
Knight per Strength Point	5 Ducats	4 Ducats
Siege Train	25 Ducats	—
Saucy Fortress	75 Ducats	—
Rebuild Castle	5 Ducats	—
Rebuild Fortress	5 Ducats	—
Diplomacy influence points	1 Ducat per influence point	

POLITICAL AND LEADER TABLE

Province	Diplomacy: Max. Influence Philip	Diplomacy: Max. Influence Richard	Diplomacy: Die Roll Philip	Diplomacy: Die Roll Richard	Taxes Philip	Taxes Richard	Over Tax	Initial Troops	Leader	Movement Points	Combat Bonus	Max. Troop Leadership	Initial Placement
England	—	—	—	—	0	60	—	40	Richard	9	2	200	Barfleur
									John	3	0	20	Rouen
									Mercadier	6	1	50	Barfleur
									Marshal	5	2	20	Barfleur
									Siege Train	6	—	—	Barfleur
France	—	—	—	—	100	0	—	50	Philip	7	0	200	Vernueil - hex 1710
									Count of Au	4	0	40	Dieppe
									Siege Train	6	—	—	Vernueil - hex 1710
Vassals													
Angoumois	2	1	5	−3	10	10	15	10	*	3	0	10	Angouleme
Anjou	2	2	7	0	5	5	5	2	*	3	0	10	Angers
Auvergne	1	1	6	1	5	5	5	2	*	3	0	10	Clermont
Berry	2	2	6	−2	5	5	5	2	*	3	0	10	Any hex in province
Brittany	2	3	6	−2	5	5	10	5	*	3	0	10	Nantes
Limousin	2	1	5	−3	10	10	15	10	*	3	0	10	Hex 1533
Maine	2	3	8	0	5	5	5	2	*	3	0	10	Le Mans
Marche	3	4	6	0	5	5	5	2	*	3	0	10	Limoges
Normandy	4	2	10	3	72	72	0	10	*	3	0	10	Any fortress in province
Poitou	2	3	10	2	0	20	0	10	*	3	0	10	Poitiers or Niort
Saintonge	4	2	10	3	0	30	0	5	*	3	0	10	La Rochelle or Saintes
Touraine	3	2	8	2	20	20	20	10	*	3	0	10	Any fortress in province
Allies													
Baldwin	5	5	7	1	—	—	—	25	Baldwin	4	0	40	South edge east of hex 1734
Raymond	4	5	5	1	—	—	—	15	Raymond	4	0	30	North edge
Sancho	0	0	—	5	—	—	—	10	Sancho	5	0	25	South edge west of hex 1833

*Unnamed leaders - use the lettered (A-F) Baron counters


BARON A
BARON B
BARON C
BARON D
BARON E
BARON F
Baldwin
BALDWIN
BALDWIN
BARON A
BARON B
BARON C
BARON D
BARON E
BARON F
Raymond
RAYMOND
RAYMOND
Phillip
Count of Au
COUNT of AU
COUNT of AU
COUNT of AU
COUNT of AU
RUIN
RUIN
RUIN
PHILLIP
PHILLIP
PHILLIP
PHILLIP
PHILLIP
RUIN
RUIN
SAUCY
Richard
Marshel
Mercadier
John
Sancho
MARSHEL
MARSHEL
MARSHEL
MARSHEL
RICHARD
RICHARD
RICHARD
RICHARD
RICHARD
MERCADIER
MERCADIER
MERCADIER
MERCADIER
JOHN
JOHN
JOHN
JOHN
SANCHO
SANCHO
SANCHO
SANCHO

3	1	3	1	10	5	1	5	
1	3	1	1	1	3	1	3	1
5	1	3	10	3	3	1	5	10
3	5	5	1	5	3	1	1	5

RICHARD I THE LION-HEART

Bartleur
Dieppe
Amiens
Gisors
Rouen
Les Andelys
NORMANDY
Caen
Verneuil
Paris
Chartres
Sens
Le Mans
MAINE
Orleans
ANJOU
Angers
BRITTANY
Nantes
Tours
Chinon
Loches
TOURAINE
Bourges
Issoudun
Nevers
POITOU
Poitiers
BERRY
Niort
La Rochelle
SAINTONGE
LIMOUSIN
Angoulême
Saintes
ANGOUMOIS
MARCHE
Limoges
AUVERGNE
Clermont

Mayfair Games, Inc. Errata

RICHARD I THE LIONHEART

1. Game starts with the May, 1194 (not 1199) turn.
2. The "B" row of the Knight attacking Knave Field Combat Table should have a "-" under the "1" die roll & ".2" under "2".
3. Map Errata:
   - The hexsides between hexes 1222 & 1322, between hexes 1322 & 1421, and between hexes 1331 & 1330 are bridge river hexsides.
   - Fortresses in Philip's domains (which are not Richard's) yeild five ducats per year in taxes with the exception of Paris which yeilds ten ducats to Richard (should he occupy it) and thirty to Philip. The Fortresses should be printed accordingly.
4. Counter Errata: "Marshel" should be spelled Marshal.

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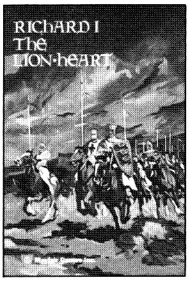

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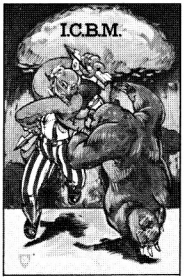

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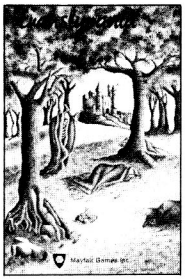

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