Plantagenet

The Wars of the Roses, 1450-1500

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1.0 Introduction

Plantagenet is a "card driven" game (CDG) that simulates the turbulent latter half of 15th Century England. During that period, two rival royal houses, Lancaster and York, fought over the throne. When the dust had finally settled, both houses were extinct and the first of the Tudor kings, Henry VII, was in power. Contrary to what chroniclers of the period would have one believe, particularly the arch-Tudor propagandist William Shakespeare, the period of the Wars of the Roses was not drenched in blood. The "wars" were primarily political, and the battles fought were efforts to beat down the rise of opposing views among the nobility and gentry as to which house would be best suited to wear the English crown. Intrigue, not the sword, ruled England during the upheaval that resulted in the fall of the Plantagenet line.

2.0 Game Components

1 Rules Manual
1 22x34 inch Map
2 Sheets of Die-Cut Counters (540 total)
2 Decks of 55 Intrigue Cards
2 Six-sided Dice (Red and White)

3.0 The Map

The map sheet provided with the game represents England during the latter half of the 15th century. Unlike other "Card Driven" games, the map uses both hexes and areas to regulate movement, depending upon the game mechanics in play.

3.1 Areas – The map is subdivided into areas that coincide with historical counties. A dashed red border and possibly river terrain or the borders between Wales or Scotland surround each of these areas. As a visual aid, one hex per area has a thicker outline.

3.1.1 York – York is the largest area on the map. In order to properly manage movement through York, it has been subdivided into three areas, each surrounded by the county's red border as well as blue borders to indicate its subdivisions. These subdivisions are used only for the regulation of movement. When York is controlled, it is assumed that all three subdivisions are controlled. No subdivision may be independently controlled.

3.1.2 Wales – Wales was part of England at the time of the Wars of the Roses, but tended to operate independently. For this reason, an additional "national" boundary separates it from the rest of England. This boundary does not have any impact on movement or area control. It simply specifies the group of areas to its West as those comprising Wales.

3.1.3 The Tower of London – The Tower is treated as its own area on the map. It is accessed through the London area.

3.1.4 Foreign Territories – Four separate countries were to a lesser or greater extent involved with the struggles during the Wars of the Roses: Scotland, Ireland, Burgundy and France. These four countries are indicated on the map by holding boxes.

3.1.5.1 Combat – Unless specified otherwise via an Event Card, no combat is allowed in a Foreign Territory. Armies may not be moved to Foreign Territories in order to engage opposing forces. Certain events allow armies to be moved overseas to affect diplomatic status.

3.1.5.2 Movement – The Foreign Territories may only be accessed via specific areas (unless excepted by Events or specific rules). Both Burgundy and France are accessible via Calais. France is accessible via the Channel Islands. Ireland is accessible via the Isle of Mann. Scotland is accessible via Carlisle and Bamburgh.

3.1.5.3 Diplomacy – Each Foreign Territory carries a diplomatic track. This track indicates the current diplomatic status between a territory and one of the warring factions. Only one faction may hold diplomatic status with a territory at a time.

3.1.6 Control – At any time, each area is under one of three control statuses: Friendly controlled, Neutral or Enemy controlled. Foreign territories are Wary, Friendly or Allied. These statuses will change often during the course of the game. The status of any area is indicated by the presence of a side's Control Marker, either in the area or on a Foreign Territory's diplomatic track.

3.2 Force Pools – Boxes are provided on the game map into which purchased forces are placed and maintained until called into play during a Campaign.

3.3 Tracks – Several tracks (Legitimacy, Treasury, Turn, etc) are available on the map to maintain play information.

4.0 Overview of Play

The game is played through ten turns, each representing the passage of five years. Each of these turns is broken down into five impulses where participants play cards to effect results (good or bad). Although the time scale within a turn is quite fluid, one can make the assumption that the play of a card by

each player represents the passage of a single year of time (each faction's activities during that period).

At any time during a turn, but only once per turn, one of the players may initiate a "Campaign Season." This automatically happens at the end of a turn if neither player initiates one. During a Campaign, the scale of the game shifts from political and strategic to an operational level where forces are maneuvered on the map for the purpose of combat. A Campaign lasts generally from three to five turns, although this can be increased through certain events. The time scale during a Campaign can be measured in days and weeks.

As play progresses through each turn, one side or the other must meet historically defined goals. Failure to do so results in Legitimacy swings to the opposing side. A sufficiently large swing will result in an automatic victory. These goals mold play to properly simulate the period and provide the flavor necessary for players to understand what is being simulated. Ultimately, players will experience the turbulence and drastic swings in power that define the period of the Wars of the Roses.

5.0 Setting up the Game

Plantagenet can be played in several different ways. It can be played in two short scenarios (the rise of Edward IV or the fall of Richard III) or in its full ten-turn scenario depicting the entire period. In addition, players can play out one of several historical campaigns depicting the military activities of the period. After players have determined how much of the game they want to play, they should refer to the Scenarios and Campaigns section at the end of the rules and follow the set up instructions provided.

6.0 The Intrigue Deck

The deck of cards provided with the game is referred to as the "Intrigue Deck" and it is the engine that drives the game. The Intrigue Deck is broken up into two separate decks, the "Lancastrian" deck and the "Yorkist" deck. When playing the full scenario, only the Lancastrian deck is used initially. Once Edward the IV is crowned, the Yorkist deck is shuffled with whatever remains of the Lancastrian deck. When the last card of the Intrigue deck is drawn, reshuffle the discarded cards and form a new deck.

Each card in the Intrigue deck can be used for several different purposes.

6.1 Intrigue Cards – The number in the upper left corner represents the number of Intrigue points the card provides when played. When used as an Intrigue card, players may spend a number of Intrigue points up to, but not exceeding this value.

6.2 Event Cards – Cards that include the word "Event" in the dark bar near the top of the card are played as events that affect the course of the game. Participants may play cards as Event cards rather than as intrigue cards. In some cases, these cards must be played as events or if played as events may only be played once.

6.2.1 Event Player – The color of the circle surrounding the Intrigue point value indicates which player can play an event. Only the Yorkist player can play an Event card marked with a white circle. Only the Lancastrian player can play an Event card marked with a red circle. Either player can play an Event card marked with a red-white, split circle.

6.2.2 Must Play Cards – Several events must be played during the course of the game. These cards include the text "Must Play" and have their titles printed in red. In some instances, the play of these events is only possible after one or more prerequisites have been fulfilled. If a player draws a Must Play card and the prerequisites have not been completed, the card may only be used as an Intrigue card.

6.2.2.1 Timing – Must Play cards may be played at any time during a turn, but they must be played by the end of the turn on which they are drawn (exception: Plot Cards). Discarded cards may be examined and discarding Must Play cards results in the immediate loss of the player discarding one.

6.2.2.2 Opposing Cards – When forced to play an opponent's Must Play card (an Event card of their opponent's color), the person playing the card may use the card's Intrigue points before or after the Event is resolved (at the card player's option).

6.2.3 Plot Cards – A player may carry one card over into the next turn. This card is placed facedown when cards are discarded, prior to dealing new hands. This card must be played at some point during that turn. Failure to play a Plot card results in the loss of the game.

6.2.4 Play Once Cards – Several events may only be played once during a game. These cards include the text "Only Playable Once" and their events are ignored when drawn after their first play. Play Once cards may only be used as Intrigue cards after their event has been played. Once these events have been played, a marker is placed on the Event Track to indicate the event no longer being playable.

6.2.5 Playing Events – When an event card is played, read the event definition and follow it precisely. Where conflicts might arise between the standard rules and event definitions, the event wording takes precedence.

6.3 Noble Cards – Cards that include the word "Noble" in the dark bar near the top of the card are played as Noble units. The play of nobles provides a means to move forces around the map board and to control its areas. The word "Noble" refers specifically to non-royal leaders.

6.3.1 Noble Leader Placement – When a Noble card is played the corresponding leader unit is placed on the map,

either in an area indicated on the card played or with any royal leader. In addition, the player playing the Noble card gains the number of Intrigue points indicated on the card to play during that impulse.

6.3.2 Placing Enemy Nobles – Noble cards are "must play" cards and follow the same restrictions for Event cards only if the Noble is question is an opposing noble. Players always have the option of playing a friendly or neutral Noble card.

6.3.3 Noble Armies – Each Noble card includes an army holding box for maintaining the forces assigned to him during a Campaign. When played, set the Noble card in front of the player to whose faction the noble will belong (regardless of which actually played the card). If the noble is killed in battle, eliminate any forces under the noble's control and place the Noble card in the discard pile.

6.4 Response Cards – Cards that include the word "Response" in the dark bar near the top of the card may be played at nearly any time. The text of the Event on the card specifies when the card can be played.

6.5 Battle Cards – Cards that include the word "Battle" in the dark bar near the top of the card may be played before, during or after a battle to affect its outcome. The timing of when a Battle card may be played is described in its wording. Battle cards do not necessarily have to be played during a Campaign phase, as certain Events allow battles to take place during standard impulses.

6.6 Knights and Mercenaries – Several cards have the name of a noble or a type of mercenary written in the vertical bar on the left side of an Intrigue card. These cards may be played at the outset of a campaign to add knights or mercenaries to an army.

7.0 Sequence of Play

Each scenario is played out through a number of turns defined by the scenario chosen. Each of these turns is made up of three phases: a Maintenance phase, an Impulse phase and a potential Campaign phase.

7.1 Maintenance Phase – The first tasks that must be completed during a turn is the upkeep of a faction's forces. Where applicable, players complete these tasks simultaneously.

7.1.1 Turn Track Maintenance – Place or move the Turn marker to indicate the current year. If the turn marker enters a space containing royal leaders (heirs), these units are available for recruitment. Any non-recruited heirs from previous turns are placed on top of those that can be recruited in the current turn.

7.1.2 Treasury Determination – At the beginning of each turn, players determine the size of their treasuries. Any treasury remaining from the previous turn is lost (it is assumed that any money not spent for serious issues is lost frivolously by the heads of each faction). Players then set their Treasury Markers on the Treasury Track in the location whose number equals the number of areas (not Foreign Territories) they control. The player who controls Calais adds an additional five points to his Treasury.

7.1.3 Force Pool Maintenance – Any troops remaining in a player's Force Pool must be maintained. Each player reduces their Treasury by the number of units in their Force Pool. Each unit that cannot be maintained through the Treasury may be maintained through losses on the Legitimacy track on a one-for-one basis. Units not maintained are eliminated.

7.1.4 Garrison Maintenance – Any troops assigned to garrison duty must be maintained. Each player reduces their Treasury by the number of units on Garrison duty. Units that cannot be maintained in this fashion are eliminated.

7.15 Calais Maintenance – Calais is the last toehold that England maintains on the Continent. Maintaining it is an expensive proposition. The player who controls Calais must roll on the Calais Maintenance Table and reduce his Treasury by the amount indicated. If unable to pay this amount, remove its control marker (Calais becomes neutral).

7.16 Foreign Expulsion – Each leader currently occupying a foreign territory must roll a die. If the roll is greater than two (2), move the leader to a friendly or neutral Port area or another (at least) friendly Foreign Territory and reduce the controlling player's Legitimacy level by the amount by which the roll was missed. The die roll is reduced by the current diplomatic level (if any) as well as by any number of Treasury points expended. If there are no areas or territories to which the expelled leader can travel, roll a die and subtract one from the result if the leader is a royal leader. If the result is a 6, the leader is killed (discard his card). If the result is a 5, the leader is captured and the opposing player places the leader in any fortified hex under a Captured marker.

7.17 Discard and Deal Cards – Players discard any remaining cards from the previous turn. Each player may optionally retain a Plot card (the Lancastrian player makes this decision first, followed by the Yorkist player). This card is placed facedown in front of the player and must be played during the current turn. Failure to play this card results in the loss of the game. Deal four or five cards to each player. A player only receives four cards if they carry over a card from the previous turn.

7.17 Impulse Track Maintenance – Place the Impulse Track marker in the first box of the Impulse Track with its "Campaign Initiated" side down.

7.2 Impulse Phase – the Impulse Phase is comprised of five impulses. In each impulse, both players play a single card from their hands as either an Intrigue card or as an Event card. Alternatively, a player may avoid playing a card by invoking

the "One Intrigue" option. After each player has played one card or used the "One Intrigue" option, advance the Impulse marker to the next space on the Impulse Track.

7.2.1 Playing Intrigue – During a single impulse a player may play an Intrigue card and use the points indicated to accomplish one or more actions. These actions are described under the section on using Intrigue Cards. If Intrigue is used to initiate a Campaign, flip the marker on the Intrigue Track to its "Campaign Initiated" side.

7.2.2 Playing Events – During a single impulse a player may play an Event card. If a player holds one or more opposing nobles or Must Play events, all but one of these cards must be played. The remaining card may be retained and played during the following turn as a Plot card.

7.2.3 One Intrigue Option – Rather than playing an Intrigue or Event card, a player may invoke this option. When doing so, the player receives a single Intrigue point to complete one action that costs no more than one Intrigue point to complete. Players will do this when they want to carry Battle or Knight/Mercenaries cards into the Campaign phase or a Plot card into the next turn.

7.3 Campaign Phase – After five impulses have been completed and the Impulse marker still remains with its "Campaign Initiated" side down, a Campaign is automatically initiated. When a Campaign is initiated in this manner, the campaign lasts for three rounds, unless extended through the play of Response cards.

7.4 Ending the Turn – After the tenth Impulse action has been taken, and the "Campaign Initiated" side of the Impulse marker is face-up, the current turn has ended. Otherwise, the turn ends after the completion of the Campaign phase.

8.0 Intrigue Points

Intrigue points may be used for a large variety of activities. What follows is a list of how they may be spent.

8.1 Campaign Initiation – A player may initiate a Campaign by expending three, four or five Intrigue points. The number of points spent indicates the number of turns the campaign will last (three, four or five turns). Flip the Impulse marker to its "Campaign Initiated" side. Only one campaign may be run per turn.

8.2 Control – One Intrigue point may be used to place a control marker in a currently neutral (no control marker) area that contains a friendly leader. One Intrigue point may also be used to remove an enemy control marker in an area that contains a friendly leader and does not contain an unreduced fortification. For each area whose control is gained or lost in this fashion, a side's Legitimacy is adjusted upwards or downwards, respectively.

8.3 Coronation – If there is no sole king in England, a royal leader may be crowned king. This action costs one Intrigue point. Check the section on Coronations for more detail.

8.4 Defection – One or more Intrigue points may be played to attempt to cause the defection of an opposing Noble. Any leader that does not have an asterisk (*) as their Loyalty rating is subject to defection. A noble defects when a die is rolled and the modified result is greater than the noble's Loyalty rating. The number of Intrigue points played is added to the die roll. Treasury points may not be used to modify this roll. An unmodified roll of '1' is always a failure.

8.5 Diplomacy – One or more Intrigue points are required to attempt to improve friendly or degrade enemy relations with a foreign country (see Diplomacy) provided a friendly leader is present.

8.6 Escape and Execution – Leaders who are currently under captivity may attempt to escape or be executed by their captors at a cost of one Intrigue point.

8.7 Garrison Placement – For each Intrigue spent, move one Men-at-Arms unit from the Force Pool into a friendly fortified area containing a friendly leader. The garrison units are placed in a hex containing the fortification under a "Garrison" marker.

8.8 Heir Check – Any number of Intrigue points on a single Intrigue card may be played to bring the next royal heir into play. Play an Intrigue card and specify how many Intrigue points will be expended in the check. A die roll less than or equal to the number of points expended brings the next heir into play. Place the heir within any friendly area or with any royal leader. Treasury points may not be used to modify this roll.

8.9 Moonstruck King – When the "Moonstruck King" event is played, Henry VI becomes incapacitated and the Duke of York takes over as the "Protector." In order to regain his faculties, Henry must pay one Intrigue point and roll a die. If the result is less than or equal to the current number of impulses in which Henry has been incapacitated, he has recovered his senses. Treasury points may not be used to modify this roll.

8.10 Non-Campaign Movement – One Intrigue point may be spent to move one Army to an adjacent area or through any number of friendly areas if along a road (see Strategic Movement). Three Intrigue points may be used to move one Army by sea from a friendly port to a friendly or neutral port (See Naval Movement).

8.11 Recruitment – Units may be "recruited" through the play of Intrigue points. The type of unit recruited "costs" a certain number of Intrigue points. To recruit a specific type of unit, spend the number if Intrigue points specified on the Recruitment Table and roll a die to determine the number of

units recruited. Place these units in the Force Pool. See the Recruitment section for more detail.

8.12 Siege – One Intrigue point may be used to allow a single die roll on the Siege table to attempt to reduce an enemy-controlled stronghold in an area that contains a friendly leader.

9.0 Treasury

Wealth was a key factor in prosecuting the Wars of the Roses. The wealthiest nobles led the factions, often purchasing the support they required. Parliament had little to do with the day-to-day conflict between the warring families and was known to actively support both. A side's wealth is determined by the support of the Commons. The more areas a side controls, the wealthier it is.

9.1 Determining Treasury – At the beginning of each turn, each side adds up the number of areas it controls. The side controlling Calais adds an additional five points to his or her total (each area is worth one point, where Calais is worth six). This total is the Treasury each side has at the beginning of a turn and each should place their Treasury marker accordingly. Treasury points may also be gained or lost through the play of Events.

9.2 Treasury Points – Treasury points have two functions. They are used to maintain the troop units and to influence the results of die rolls.

9.2.1 Troop Maintenance – Treasury points are used during the Maintenance phase to pay for troops in the Force Pool and on Garrison duty. The inability to pay for these troops results in their elimination and possibly a loss of Legitimacy.

9.2.2 Die Roll Modifiers – Unless specified otherwise, Treasury points may be spent to modify non-combat related die rolls in favor of or against the roller. For the most part, Treasury points are modifiers to non-combat related die rolls. When spending Treasury points to modify die rolls, the roller spends whatever amount desired, and then the non-roller may spend any amount he or she wishes to counter the initial amount spent. Finally, the roller may spend any additional amount as a counteraction.

9.2.3 Unspent Treasury – At the end of a turn, any unspent Treasury points are lost. Treasury points may not be accumulated from turn to turn. It is assumed that the nobles controlling this wealth, when not spending it to advance their own agendas are spending it to advance their own pleasure.

10.0 Leaders

Leaders are the basic type of units that move about the map during play. These units are moved to assist in converting areas to a faction's control, to conduct diplomatic missions to foreign territories and ultimately to engage in combat during a

Campaign phase. There are two types of Leaders: Royal and Noble.

10.1 Royal Leaders – Royal leaders include the members of the two families vying for control of the English crown. Royal leaders do not have accompanying Noble cards in the Intrigue deck. Each Royal leader has an Army Track on the map.

10.2 Noble Leaders – Nobles are those individuals friendly to a Royal family's cause. Depending upon game play, these leaders may switch sides one or more times. Noble leaders each have a representative Noble card in the Intrigue deck. These cards are placed face-up in front of the player currently controlling the Nobles in play, and each has an Army Track printed on it.

10.3 Leader Ratings – Each Leader in the game is rated with three characteristics on their individual pieces, from top to bottom:

10.3.1 Loyalty – Loyalty represents the likelihood that a leader will switch sides. The higher the rating, the more loyal the leader is to a particular faction. If this rating is listed as an asterisk, the leader either never switch sides or will only do so under special circumstances. Fauconberg: 5

10.3.2 Command – Command represents the number of combat units the leader may control during a Campaign. These units are stacked on the leader's Army Track. Generally, Royal leaders have the added benefit of being able to control Noble leaders within a single army. The reverse is usually not the case (exception: Warwick, the "King Maker"). Fauconberg: 2

10.3.3 Tactical – The Tactical rating is an indication of the leader's combat ability. Fauconberg: 3

10.3.4 Quality – Quality is a general measure of a leader's initiative and his (or her, in the case of Margaret of Anjou) ability to manage an army. Fauconberg: 6

10.3.5 Leader Forces – When involved in any combat, leaders automatically receive a default number of Men-at-Arms units in addition to what they can draw from the Force Pool. Royal leaders automatically received two Men-at-Arms units. Noble leaders automatically receive one Men-at-Arms unit.

11.0 Strategic Movement

During the Impulse phase, leaders are moved about the map through the use of Intrigue points or Events. Leaders are moved in one of three ways: using Area, Road or Sea movement.

11.1 Area Movement – The expense of one Intrigue point allows a leader to be moved from his current area into any adjacent area. The leader's location within that area is not

expressly relevant during Area movement, although it may be very important immediately prior to the initiation of a Campaign. Place the leader in any hex desired within an adjacent area when using Area movement. When activating a leader that is currently carrying one or more other leaders, the other leaders may be activated using the same Intrigue point to move independently (e.g. a stack of leaders can split up and move in different directions). When activated, any Royal leader (and Warwick) may pick up one or more leaders in their area. Place these leaders on the "carrying" leader's holding box or card.

11.2 Road Movement – The expense of one Intrigue point allows a leader to be moved through any number of friendly or neutral areas, provided that a common road runs through each area. When using Road movement, a leader may not enter an enemy controlled area. A unit must stop in a friendly area containing fortifications under enemy siege when using road movement. Like Area movement, the moving leader may be placed in any hex of the destination area.

11.3 Sea Movement – Activating a leader to move by sea costs one Intrigue point. Only one sea move may be made per Intrigue card played. Leaders may move by sea from any friendly port to any other friendly port on the same or adjacent sea zone. Leaders may move by sea from specific friendly ports to foreign territories, and vice versa. Ireland is accessible via the Isle of Mann. France is accessible via the Channel Islands. Calais is part of both the North Sea and English Channel sea zones and is accessible to both France and Burgundy.

11.3.1 Sea Invasions – The "Invasion of France" card allows a leader to Muster troops into an area containing a Port (see Deployment). When making a move with troops, an Attrition die roll is required, with one troop unit eliminated per '6' rolled.

11.3.2 Naval Interception – When a faction opts to make a Sea Move the opposing faction, if they have a noble located in a port area within the same sea zone, may attempt a naval interception. A successful naval interception results in the cancellation of the opposing faction's sea move after any required attrition rolls have been made (during a Sea Invasion). To intercept a moving force, a die is rolled. The Lancastrians succeed on rolling a '1.' The Yorkists succeed upon rolling a '1' or a '2.' Lord Fauconberg (regardless of faction) succeeds upon rolling a '1' through '3.' The Duke of Warwick (regardless of faction) succeeds upon rolling a '1' through '5.' These die rolls may be modified by Treasury points. A roll of '6' always fails.

12.0 Recruitment

During the Wars of the Roses, there were no standing armies in the same fashion that armies existed on the Continent. Forces were gathered together when one side or other found the time right to pick a fight. When a battle was in the making,

calls were placed for local forces and favors or indentures were called in from allied nobles. In game terms, these forces are called in during a skirmish or at the outset of a Campaign. The recruitment process in Plantagenet does not simulate the gathering of forces. Instead, it represents laying the foundation to acquire forces when they are needed. The deployment process involves converting these promises into actual forces.

12.1 Recruitment Cost – Recruiting units is accomplished through the use of Intrigue points. Each type of unit costs one or more intrigue points, the "better" units costing more. When a unit is purchased, roll a die on the Recruitment table and cross-reference the result with the column corresponding to the unit type being recruited. Add the resulting number of units to the Force Pool. Treasury points may be used to modify a recruitment die roll.

12.2 Unit Types – Only a few types of units may be directly recruited: Longbowmen, Billmen, Men-at-Arms and Spears. All other unit types listed on the Recruitment table are deployed through the play of cards or at the outset of a battle.

13.0 Deployment

Generally, units are deployed en masse at the beginning of a Campaign. Deployment involves moving units from the Force Pool and assigning them to individual leaders. Campaign deployments are described in detail in the Campaign section of the rules. There are several instances where deployments are possible outside of a Campaign. These are described below:

13.1 Garrisons – Garrisons are groups of soldiers assigned to defend a fortification during enemy siege.

13.1.1 Deploying a Garrison – Garrisons may be deployed into fortification hexes when a leader is present in the fortification's area. One Men-at-Arms unit is moved into the fortification hex from the Force Pool per Intrigue point expended. Place a "Garrison" marker on top of units assigned to garrison duty.

13.1.2 Fortification Capacity – Some fortifications are printed on the map along with a number in a yellow box. This number is the "fortification value" and is the quantity of Men-at-Arms units that can be deployed within the fortification as a garrison. Fortifications that do not have this number printed along side them are assumed to have a fortification value of '1' (only one Men-at-Arms unit may be deployed within as a garrison).

13.1.3 Garrison Immobility – A garrison, once deployed, may never move. A garrison may never take part in a battle during a Campaign phase, even if the battle takes place in or adjacent to the fortification hex.

13.1.4 Garrison Maintenance – During the Maintenance phase, any garrisons in play must be maintained by spending

one Treasury point per garrison unit. Failure to maintain a garrison unit results in its elimination.

13.2 Mustering – Mustering involves calling up troops outside of a Campaign phase. This occurs at the outset of a Sea Invasion and when a battle results as part of an Interception event.

13.2.1 Muster Table – When a muster is called for, roll a die on the Muster table and cross reference the result with the mustering leader's Command rating. The die roll is modified by the mustering leader's Quality rating (before the roll) as well as Treasury points (after the roll). The result is the maximum number of units selected from the Force Pool and added to the leader's Army track. A leader may select fewer units if desired.

13.2.2 Muster Type – Depending upon the activity that results in a muster, only specific types of units may be selected from the Force Pool. If none of the requisite units are available, each leader receives his default Men-at-Arms units (two for royal leaders and one for noble leaders) only.

13.2.3 Muster Duration – A muster only lasts until the current action is completed. Once the invasion or interception is complete, all mustered units are eliminated. They have been paid or their indenture fulfilled.

14.0 Sieges

During the Wars of the Roses, sieges (in the classic sense) were rare. Most keeps of the period were little more than beefed up manor houses that could not withstand a siege for more than a few days. There are several instances of major siege efforts on castles in Wales and the Northern Marches, as these areas were the only ones prone to invasion and therefore protected by works of substance. For the most part, sieges involved little more than the threat of damaging a noble's home and the latter submitting.

14.1 Fortifications – Some areas on the map include a hex with a "fortification" symbol. These areas are defined as "fortified" and the symbol hex indicates where the fortification is located.

14.1.1 Fortification Value – Each fortification hex has a fortification value of at least '1.' Those with values greater than one are printed with a fortification value in a yellow or red box along side the fortification symbol. A fortification value in a red box has no bearing on the strength of the fortification itself. It's simply a mnemonic to indicate Calais as worth its fortification value in additional Treasury and Legitimacy points.

14.1.2 Fortification Capacity – A fortification can hold a number of Men-at-Arms units equal to its fortification value as a garrison.

14.1.3 Fortified Area Conversion – An enemy controlled, fortified area may not be converted to neutral control until the fortification has been reduced.

14.2 Siege Requirements – A siege may be conducted in any enemy fortified area free of enemy leaders, provided at least one friendly leader is within the area.

14.3 Conducting Sieges – To conduct a siege, spend one Intrigue point and roll a die. If the result is greater than the fortification value, the fortification is reduced. Indicate a reduced fortification with a "Reduced" marker. Reduce the die roll by the number of garrison units within and Treasury points spent (both prior to the die roll). If the roll fails, mark the fortification with an "Under Siege" marker. The Under Siege marker provides an additional die roll modifier applied toward future attempts. For each failed attempt, increase the Under Siege marker to a maximum of '+3.'

14.4 Siege Losses – For each '1' rolled when resolving a siege, eliminate one garrison unit, if available. A successful siege roll eliminates all Garrison units.

15.0 Diplomacy

Both the Lancastrians and the Yorkists sought assistance and safe haven from foreign powers during the Wars of the Roses. The Yorkists maintained a strong relationship with Ireland. The Lancastrians maintained good relations with the Scottish court, mostly based upon promises of mutual support. In addition, two great continental powers at war, France and Burgundy lent support as both safe havens and sources of mercenary soldiers. To gain and keep the English crown, assistance from abroad is vital. These rules describe how to gain support of foreign territories.

15.1 Holding Boxes – Each of the four foreign territories are represented on the map by large holding boxes.

15.2 Diplomacy Tracks – Within each holding box is a small track for maintaining the current diplomatic status between a single faction and the foreign territory in question. The track indicates three levels: Wary, Friendly and Allied. Each box in the Diplomacy track contains a number (1 through 3). This number indicates the number of Intrigue Points that must be spent to attempt to advance a faction's relations with that territory. After expending the Intrigue Points required, a die is rolled. If the result is a '6' (or higher), the diplomatic level is moved. Prior to rolling, treasury points may be expended to add a die roll modifier of +1 per point spent. A faction's Relations may be reduced in a reciprocal manner, with the number if intrigue required in reducing a faction's Relations being equal to the number in the next downward diplomatic level.

15.3 Moving to a Foreign Territory – To adjust relations in a foreign territory, a faction must send a representative to the territory's "court." This is accomplished by moving any leader

from a specific location across an adjacent border or by sea to the foreign territory in question. Ireland is reachable by sea from the Isle of Mann. France is reachable by sea from the Channel Islands. Both France and Burgundy are reachable from Calais. Scotland is reachable via Carlisle and Berwick (any hex adjacent to Berwick if it is in Scottish hands) or by sea from any North Sea port.

15.4 France and Burgundy – Until the second Treaty of Arras was signed, these two countries were in continual conflict. This conflict is represented by limitations on a faction's ability to increase their Relations with both of these countries. When a faction **increases** their relations with either France or Burgundy, their relations with the other territory is immediately decreased by the same amount. **Decreasing** a faction's relations does not result in an increase.

15.5 Mercenaries – A leader located in a foreign territory may recruit Mercenaries. Play the appropriate Mercenary card and roll on the Recruitment table for the specific unit type. Modify the roll by Treasury points and the current diplomatic level (adding if relations have been established, subtracting if the opposing side maintains relations).

16.0 Campaigning

The Wars of the Roses can best be described by a long period of peace and prosperity, interrupted by moments of extreme violence. The goal of the Wars was to control the crown with the consent of the Commons. Continual havoc and pillaging was the last thing the royal factions desired. Still, when issues had to be settled and problems resolved once and for all, arms were taken up and blood shed.

16.1 Campaign Phases – Only one Campaign may take place per game turn. By default, a Campaign phase is begun after the turn's last impulse has been resolved. Either player, however, may initiate a Campaign phase earlier in the turn by playing an Intrigue card valued '3' or higher. If a Campaign is begun earlier in the turn, flip the Impulse marker to its "Campaign Initiated" side. If a Campaign phase is initiated during an impulse, no Campaign takes place at the end of the turn.

16.2 Campaign Length – A Campaign phase lasts a number of Campaign Turns. The minimum number of turns a Campaign phase will last is three (3). When a Campaign is initiated during an impulse, the Intrigue value of the card played determines the exact length of the Campaign: three, four or five turns.

16.3 Initial Deployment – At the beginning of a Campaign phase, players attach as many units as desired from the Force Pool to leaders currently in play (regardless of their location). Add a Men-at-Arms unit to each leader currently in play. Any leader currently "carried" by another is placed on the map in the same hex as the carrying leader.

16.4 Campaign Turn Sequence – A Campaign phase is played out in a series of Campaign turns. During each turn, leaders are activated for movement and combat. When both players decline to (or cannot) activate units, the turn ends. Once the set number of Campaign turns has been completed, the Campaign phase ends and standard play is resumed.

16.4.1 Initiative Roll – Both sides roll a die. If there is a Sole King, that faction wins any ties, otherwise ties are won by the Yorkists. The side winning the initiative roll may opt to pass (16.4.2), move a force (16.4.3-.5) or battle an adjacent enemy force (16.4.6-.7). When initiated with an Intrigue card, the side initiating a Campaign phase automatically wins the first initiative roll.

16.4.2 Passing – If a player cannot or does not want to activate a leader for movement or combat, he may pass the initiative to his opponent. If his opponent does not want to activate a leader, his opponent may pass the initiative back. Finally, the initial player may activate units or pass again. If there are three consecutive passes, the turn proceeds to the Recovery step.

16.4.3 Force Activation – The side that won the initiative selects a leader with a Fatigue value of less than 4 and rolls a die. The result is added to the leader's Quality value. The total represents the number of movement points that leader has during that activation to move his (or her) forces.

16.4.4 Attrition – Each time a leader is activated, there is a chance that his forces will diminish owing to fatigue and desertion. When a leader is activated place a Fatigue marker with him with its 'no check' side up. Upon subsequent activations, flip the marker to its +0 side or replace it with a +1 marker. Flip a +1 marker to its +2 side. A leader with a +2 marker may not be activated.

16.4.4.1 Attrition Check –When activating a leader marked with a Fatigue maker of +0 or higher, a die is rolled for each unit in his Army. Add the value of the Fatigue marker to each die roll. If the modified result is a '6' the unit has suffered attrition and is eliminated.

16.4.4.2 Impulse Attrition – There are several occasions where attrition rolls may be required outside of a Campaign phase (ex: Sea Invasions). These are handled in the same manner as a standard attrition roll. Roll a die for each unit; add any modifiers to each roll and on each '6' result, eliminate a unit.

16.4.5 Movement – Movement of a force during a Campaign phase is done through the use of the map's hex grid. Forces are moved from hex to hex, expending movement points as they are moved. Hexes may not be skipped, and a unit may always move to a minimum of one adjacent non-sea hex, regardless of its movement cost.

16.4.5.1 Terrain Costs – While moving, leaders spend their movement points acquired when activated. Moving into a

"clear" hex costs two movement points. Moving into a "woods" hex costs three points. Moving into a "rough or moor" hex costs four points. Moving into a mountain hex costs five points.

16.4.5.2 Roads – A force may move into any hex at a cost of one movement point so long as the force follows a road from its current hex into the adjacent hex, across a hex-side bisected by the road.

16.4.5.3 Zones Of Control – The six hexes surrounding a leader's hex constitute his "Zone Of Control" (ZOC). An adjacent hex is not part of a ZOC if it is separated from the leader's hex by a river hex side (even if bisected by a road). A leader must stop when it moves into a ZOC. A leader beginning its activation in a ZOC may not move into another ZOC hex until it has entered a non-ZOC hex. Other leaders or their own ZOCs never cancel ZOC hexes.

16.4.5.4 Flight into Exile – An army located in a port hex when activated during a Campaign phase has the option to flee into exile.

16.4.5.4.1 Move To Foreign Territory – A leader may make a normal naval move to a foreign territory adjacent to the sea zone touched by his port location. Make an attrition roll (5-6) for all accompanying combat units. A leader may move to a non-adjacent foreign territory, but automatically loses all accompanying combat units. A leader may move to Scotland through Carlisle or Berwick (or any hex adjacent to Berwick if it is under Scottish control).

16.4.5.4.2 Returning To England – A leader may not return to England in the same Campaign turn in which he fled. When activated, he may return with accompanying combat units to an adjacent port (only). Transporting combat units from a foreign territory costs one Treasury point per unit, and an attrition roll (+1) must be made after the crossing.

16.4.5.5 Carrying Leaders – Generally, every leader on the board must activate and move independently. The only exception is Henry VI, who can be added to any leader's Holding box as if he were a combat unit. Henry may not command any troops of his own when carried in this fashion. Henry VI may be redeployed at the beginning of the next Campaign turn with troops in the same location as the carrying leader.

16.4.6 Combat – When a friendly force is adjacent to an enemy force, combat may occur. Combat is always voluntary for an active leader. A leader at a Fatigue level of +2 may not attack, but may be attacked without penalty. All leaders involved in an attack increase their Fatigue levels by +1. To execute a battle, follow these steps:

16.4.6.1 Withdraw Into Fortification – If the defending force occupies a fortification hex, Leaders and Men-at-Arms may withdraw into the fortification to avoid combat. The Fortification Capacity is in effect during this withdrawal. Any units that cannot enter the fortification are eliminated. Men-at-Arms withdrawing into a fortification become part of its garrison and may not move for the remainder of the turn (as if they had been deployed there). A leader may exit the fortification during a later activation, but retains any fatigue level he may have acquired.

16.4.6.1 Determine Main Force – Select the hex containing the "main force." The leader (and attached leaders) in this hex is automatically committed to battle all units in the adjacent "target" hex. Add a fatigue marker to this leader or increase his current fatigue marker by one level.

16.4.6.2 Determine Subsidiary Forces – Select each additional hex adjacent to the same target hex that contains friendly leaders. These additional hexes contain "subsidiary forces." Roll a die for each subsidiary force to see whether it joins the battle. The die roll must be less than or equal to the Quality rating of the leader in the main force, minus the smallest number of movement points from the main force to a subsidiary force. When counting movement points, the movement path may move through ZOC hexes, but not through the target hex. Regardless of whether the subsidiary force successfully joins the battle, add a fatigue marker to its leader or increase a current fatigue marker by one level.

16.4.6.3 Levies – Each side rolls a die on the Levy recruitment table for each controlled area adjacent to the battle area. If the battle area is neutral, both sides make an additional Levy roll, otherwise the side controlling the area makes two additional Levy rolls. If a Knight card (see below) is played that is resident to the battle area, that player gains an additional Levy roll. Sum the Levy results to determine how many Levies are available to each side during the battle. Treasury points may not be used to modify levy rolls.

16.4.6.4 Mercenaries – The attacker plays any number of Mercenary cards from their hand, followed by the defender. Each then rolls on the appropriate Mercenary column to determine the number available for battle. These units are added to any leader's Army holding box and may count in excess of their Command rating. Treasury points may be used to modify rolls for Mercenaries.

16.4.6.5 Knights – The attacker plays any number of Knight cards from their hand, followed by the defender. Each then rolls on the Knights table to determine the number available for the battle. These units are added to any leader's Army holding box and may count in excess of their Command rating. Treasury points may be used to modify rolls for Knights. Playing a Knight card that includes a 5 Intrigue value automatically gains a +1 on the die roll.

16.4.6.6 Committed Leaders – Each player (attacker first) may select one leader for commitment to the battle. This leader affects the morale of the attacking force. Committed leaders run a greater risk of death or capture.

16.4.6.7 Deploy Forces – Both players place their combat units on the Battle Board. A unit is placed in the column corresponding to its initial Morale rating. Players then check to see if any of these units can be moved up or down the track into better or worse Morale columns thus:

Attacker:
+1 shift for each attacking Foot unit that does not have a corresponding defending Polearm.
+1 shift for each attacking Spear unit that does not have a corresponding defending Pikeman unit.
+/- the difference in the committed Leader's Tactical values.
- current fatigue level.
+ modifiers from Battle Cards.

Defender:
+1 for each defending Polearm that does not have a corresponding attacking Foot unit.
+1 for each defending Pikeman unit that does not have a corresponding defending Spear unit.
+ modifiers owing to Terrain effects
- current fatigue level.
+ modifiers from Battle Cards.

Units cannot be advanced further than the 8 column or lower than the 0 column.

16.4.6.8 Missile Fire – Each player resolves Missile combat, the defender first followed by the attacker. Selecting a Missile unit and rolling a die resolves missile fire. If the result is greater than or equal to the unit's Missile Rating, a hit is scored against an opposing unit of the most numerous types. If there are several types of units with equally large numbers, the firing player selects the affected group. A hit unit must make a Morale check, modified by the amount by which the Missile attack was made. If this modified roll is less than or equal to the unit's Morale, it is Disrupted and moved down one column. If the result is 1 or 2 higher than the unit's Morale, it is placed into the Waving box. If the result is 3 or higher, it is placed into the Eliminated box. This process is completed for every Missile unit that is not Wavering or Eliminated. Once complete, the Melee process begins.

16.4.6.9 Melee – Each side resolves Melee simultaneously. First, a ratio between the numbers of non-wavering or eliminated units is determined, rounding down in favor of the defender. For example, if 5 units are attacking 3 units, both sides use the 1-1 column on the Combat Results Table. On the other hand, if 3 units were attacking 5, the attacker would use the 1-2 table and the defender the 1-1 table. Each player rolls a die and checks the results in the appropriate column. The results are applied against all non-eliminated units thus:

D: Disrupted. All units move down one column. Units in the Wavering box are eliminated. Units in the 0 column are moved to the Wavering box.

M: Morale Check. All units must roll a die and add the modifier indicated to the roll. If the modified roll is less than

or equal to their current Morale, they are disrupted. If the roll exceeds current Morale by 1 or 2, the unit is placed into the Wavering box. If the roll exceeds current Morale by 3 or more, the unit is placed into the Eliminated box. Units currently in the Wavering box must roll as well and are assumed to have a Morale level of 0.

After the first round of Melee, each side declares whether or not they will retreat. The defender has the first option. If neither side opts to retreat, another round of Melee is fought, beginning with the determining of the odds ratio. This process repeats until either a side retreats or is eliminated.

16.4.6.10 Casualty Effects – At the conclusion of a battle, increase an army's Fatigue level by +1 if its majority is wavering and/or eliminated. Increase an army's Fatigue level by +2 if it is completely wavering.

16.4.6.11 Killing and Capturing Nobles – At the conclusion of a battle, roll a die for each leader present. Modify each die roll thus:

-2 if the battle victor
+1 if the leader was committed
+1 if majority of army wavering and/or eliminated
+2 if majority of army eliminated

If the modified die roll is greater than a leader's Quality, he is either killed or captured. Roll another die. If the result is a 6, the leader is killed. Any other roll results in capture only for the losing side (victorious leaders are never captured). Captured leaders are moved to any castle hex friendly to the victorious side and placed under a Captured marker.

16.4.6.11.1 Escape – A noble may attempt to escape by playing one Intrigue point during an Impulse and rolling a die greater than the castle's current fortification level. This die roll is reduced by the size of a local garrison. Modify the die roll with Treasury points. An escaped leader is placed anywhere within the fortified area.

16.4.6.11.2 Execution – An enemy leader in captivity may be executed if a friendly leader occupies the fortification hex and one Intrigue point is spent. When a leader is executed, the side controlling the dead leader immediately neutralizes a number of enemy controlled areas equal to the Loyalty rating of the executed leader (or six in the case of a unit with an '*' as their Loyalty rating).

16.4.6.11.3 Margaret of Anjou – Margaret of Anjou may never be executed (under any circumstances). If she receives a "Killed" result in battle, she goes immediately into exile in either Scotland or France. If Margaret is captured before Edward (Prince of Wales) is available, roll a die. On a roll of '6' (modified by Treasury points) Edward is removed from the game.

16.4.6.12 Reorganization – After a battle is complete, remove all Levies and eliminated units. Return remaining units to

leader Army holding boxes. Any units that cannot be added to an Army holding box without being in excess of a leader's Command rating are eliminated. Units assigned to leaders already marked with fatigue markers automatically assume that level of fatigue (regardless of which leader they may have been originally stacked with).

16.4.6.13 Retreat – A leader that loses a battle must retreat. A retreating leader may move a number of hexes away from the battle hex equal to the leader's Quality rating plus two (2), and must move at least three (3) hexes. A retreating leader may not move through an enemy ZOC nor may it retreat through an enemy leader. A retreating leader may not move into or through an otherwise prohibited hex. Failure to adhere to these rules causes attrition rolls at the leader's current fatigue level. A leader may retreat across the border into Scotland as if following "Flight Into Exile" (16.4.5.4), adding the enemy's current support level to attrition rolls.

16.4.6.14 Spoils of War – A victorious army that eliminates their opponent immediately converts the area in which the battle took place to their control.

16.4.7 Lone Leaders – A lone leader is very vulnerable to capture. A moving army may enter a hex containing a lone leader. When this happens, the lone leader rolls against capture (as in 16.4.6.9). If the leader escapes, he or she retreats normally. The moving player may continue his move with any remaining movement points.

16.4.8 Recovery – After three passes have been called, the current Campaign turn ends. All fatigued leaders attempt to recover. Roll a die for each leader and check the Recovery table to determine the levels of fatigue removed. Reduce the die roll by one if a leader occupies an enemy controlled area or if an enemy leader occupies the same area. Increase the die roll if the leader occupies a friendly area. Leaders in foreign territories automatically recover all fatigue.

16.4.9 Redeployment – Units that were not deployed from the Force Pool at the beginning of the Campaign phase may be added to leaders occupying friendly areas or foreign territories. Additional mercenary units may be deployed to leaders in foreign territories.

17.0 Sole King and Protector

Whenever there is only one royal leader who has been crowned king (or begins the game crowned in the case of Henry VI) and occupies any area within England, he is assumed to be the sole king.

17.1 No Sole King – There is no sole king when either the only leader currently crowned has been captured, is in exile or is incapacitated. There is no sole king when both players control a leader who has been crowned and both are located in areas within England.

17.2 Benefits – The sole king automatically wins any initiative ties during a campaign phase and may play event cards specifically noted as usable only by the sole king. At game end, the player controlling the sole king is the winner (this does not necessarily apply toward automatic victory levels).

17.3 The Protector – When Henry VI has been incapacitated; Richard of York attains "Protector" status. This status continues until Henry VI returns to play. The "Protector" acts as if he were sole king in all respects. Also, when Richard first attains protector status, Calais is immediately converted to Yorkist control. This control remains until converted by force back to Lancastrian control or until Warwick changes allegiance.

18.0 Coronation

The ultimate goal of Plantagenet is to be the last remaining sole king in the game. To accomplish this, you'll have to ensure that your royal leaders are crowned.

18.1 Crowning Conditions – The leading royal noble of either house may be crowned king under four specific conditions. If all of these conditions are met, flip the royal leader over to its crowned side upon expending at least three Intrigue points. A crowned leader retains this status until he dies.

1) There is currently no sole king,
2) The leading noble occupies a controlled area containing a cathedral,
3) The faction has at least as much legitimacy as its opponent, and
4) A die is rolled and the result is less than or equal to the number of Intrigue points played.

18.2 Royal Succession – The order in which royal leaders may be crowned is fixed as follows:

- **Lancastrians**:
  1) Edward, Prince of Wales
  2) Henry Tudor
  3) Pretender

- **Yorkists**:
  1) Edward, Earl of March
  2) Richard, Duke of Gloucester
  3) Pretender

18.3 Limitations – Henry VI begins the game crowned and Richard of York may never be crowned. Richard of Gloucester may not be crowned until the "Malmsey Wine" event has been played. A royal noble must die before the next noble in succession may be crowned. Pretenders are created through the play of Event cards after all heirs in a family have been killed.

18.4 Edward IV – Once Edward, Earl of March is crowned, the latter half of the Wars of the Roses begins. As part of Edward's "coronation ceremony," shuffle the Yorkist deck together with whatever remains of the Lancastrian deck. Do not shuffle any cards played up to that point (discards) in with these cards.

19.0 Warwick, The King Maker

Much of the success of the Yorkists during the early Wars of the Roses can be attributed directly to the involvement of the Neville family (the wealthiest of the realm) and its most talented son, Richard Neville, the Earl of Warwick. Warwick's leadership and military and political prowess garnered him the nickname "The King Maker" as he led Edward Plantagenet to the throne, but at a price. Once Edward IV was firmly in place, he proved himself "his own man" and not one to be directed by a vassal. This did not sit well with Warwick and the final straw was broken when the King eloped with Elizabeth Wydeville. Warwick and many of the Neville-related Yorkist nobles changed their allegiance. Simulating Warwick's change of support is initiated by the play of the "Elizabeth Wydeville" event. When played, immediately flip Warwick to his Lancastrian side and make the following adjustments:

1) Convert the area in which Warwick (if in play) resides to Lancastrian control. Modify legitimacy levels to reflect this change.
2) Flip Lord Montagu (if in play) to his Lancastrian side and convert the area he occupies to Lancastrian control. Modify legitimacy levels to reflect this change.
3) Make a loyalty role for Lord Fauconberg (if in play). If he fails, flip him to his Lancastrian side. If Fauconberg flips, convert the area in which he resides to Lancastrian control. Modify legitimacy levels to reflect this change.
4) Convert Calais, Warwick, Carlisle and Newcastle to Lancastrian control. Modify legitimacy levels to reflect this change.
5) Roll a die and reduce Yorkist legitimacy by the result.
6) Convert Bamburgh to Yorkist control. Modify legitimacy levels to reflect this change.
7) Flip Northumberland (if in play) to his Yorkist side.

20.0 Scenarios

The scenarios listed below indicate different wars (using all the rules) or campaigns (using just the campaigning rules) that can be played based upon how much time players want to spend at the table. Each scenario provides its own setup information and victory conditions.

20.1 The Wars of the Roses – This scenario depicts the entire period of the Wars of the Roses and takes the longest to complete.

Game Turns: 10 (Start on Turn 1)

Initial Setup: Henry VI and Margret of Anjou (London), Richard of York (Beaumaris).

The Yorkists begin with the Jack Cade Rebellion card and a dealt hand of four cards. The Lancastrians receive a dealt hand of five cards.

Standard Victory – The ultimate goal of *Plantagenet* is for your side to control the sole king at game's end. If there is no sole king at game's end, and if one side has ten or more legitimacy points than his opponent, he is declared the winner. Any other result is a draw.

Automatic Victory – There are several instances where a "sudden death" victory can occur.

1) If either side controls a sole king, has a legitimacy level of at least 30 and has at least ten more legitimacy points than his opponent, that side wins immediately.
2) At the end of the third turn if Richard of York is still in England, and the Yorkists have at least 30 legitimacy points, the Yorkists win. Parliament has ousted Henry VI and placed Richard of York on the throne.
3) At the end of the fourth turn if Richard of York is still in England, the Yorkists win. Henry has accepted the council of Richard of York and sent the Duke of Somerset to the Tower. For good this time!
4) At the end of the sixth turn, if Edward is not crowned the Lancastrians win. Margaret of Anjou has maintained control of the realm and rules through her chosen successor.

20.2 The End of the Plantagenets – This is a shortened version of the game that depicts the Wars of the Roses from the point where Edward IV was crowned to the end of the period.

Game Turns: 4 (Start on Turn 7)

Initial Setup: ???

Standard Victory – The ultimate goal of *Plantagenet* is for your side to control the sole king at game's end. If there is no sole king at game's end, and if one side has ten or more legitimacy points than his opponent, he is declared the winner. Any other result is a draw.

Tracks
Campaign Turn

Units & Markers
Captured

Card Types
Regular (Black Text)
Must Play (Red Text)
Put noble locations on cards

<u>**Tables**</u>
Leader Captured