

During the Campaign Reset (8.5) of every turn before new cards are dealt follow these steps:

PLEDGE OF LOYALTY

In case the usurpation occurred this turn the KING rolls one die. On roll 4-6 nothing happens. On roll 1-3 he names that number of enemy non rose Nobles on the map. One try for each. If he is not on the map, nothing happens. Roll for each of them as many dice as is the Noble's Loyalty Rating (Treachery roll). If all numbers (not the total) rolled for specific Noble are EVEN he pledges the loyalty to the new KING and defects to his side. Replace the blocks. The new blocks are placed following the rules 8.3 or 8.4.

EVENTS

Players alternate rolling a die for a total of three times in the following order: KING, PRETENDER, KING. Immediately apply the result of the Random Events Table after each roll:

Die roll	Event
1	<p>Queen's Witchcraft</p> <p>It was rumored that the Queen used her witchcraft to curse some of your heirs. The event has no effect but you should fear for your future!</p> <p><i>Titulus Regius, the document issued by the Parliament of England in 1484 among other statements claims that Elizabeth Woodville and her mother used witchcraft. Some accusations against her mother also happened during her reign as the Queen of England.</i></p>
2	<p>Kingmaker's Treason</p> <p>Earl of Warwick unsatisfied with his current projection of power defects to other side. Replace the block. The new block is placed following the rules 8.3 or 8.4. If both players roll "2" Kingmaker changes his opinion twice and stays on his current side.</p> <p><i>The Kingmaker Richard Neville, 16th Earl of Warwick was not satisfied with his political influence during the reign of Edward IV. He stood against the king he very much helped create for several times. His actions culminated into the Battle of Barnet in 1471 during which he was killed.</i></p>
3	<p>Trial for Treason</p> <p>Roll for your heir that is subject of Treachery roll (EXETER or CLARENCE) as many dice as is his Loyalty Rating. If all numbers (not the total) rolled are EVEN the heir is sentenced to death and executed for treason. Remove both blocks (red and white) from the game. Ignore this event if you are PRETENDER or if the subject of Treachery roll is the KING.</p> <p><i>Edward IV's younger brother George, Duke of Clarence was put on trial for treason and executed in 1478.</i></p>
4	<p>Death of His Grace</p> <p>Your current senior heir (KING or the PRETENDER) dies of fatal illness. Remove the block from the game. In case of KING the next senior heir becomes new KING immediately. The new block is placed following the rules 8.3 or 8.4.</p> <p><i>Edward IV died of unknown illness in 1483. It was during the peaceful period as Edward did not face any further rebellions after his inauguration and the Lancastrian line had been nearly extinguished.</i></p>
5	<p>Attempt to Disgrace the King</p> <p>Your opponent names one non rose Noble on the map. One try. If he is not on the map, nothing happens. That Noble tries to spread rumors about the king to spark the rebellion against him, but he is caught and executed. Remove both blocks (red and white) from the game. Also your opponent may place Rebel block in any vacant or friendly area to him if not already on the map. Ignore this event if you are PRETENDER.</p> <p><i>Henry Stafford, 2nd Duke of Buckingham sparked the rebellion against Richard III in 1483. He spread the rumors about the king murdering two young sons of Edward IV (famous legend of the Princes in the Tower).</i></p>
6	<p>Double Game</p> <p>Your opponent names one non rose Noble on the map. One try. If he is not on the map, nothing happens. That Noble may begin to play double game now. He is subject of immediate Treachery roll. Roll as many dice as is his Loyalty Rating. If all numbers (not the total) rolled are EVEN the noble defects to other side. Replace the block. The new block is placed following the rules 8.3 or 8.4.</p> <p><i>Sir William Stanley, and Henry Percy, 4th Earl of Northumberland betrayed the king and played double game during the Henry Tudor's successful attempt to defeat Richard III in 1485. They have waited who is going to be probably winning. Stanley than joined Tudor during the Battle of Bosworth. Northumberland being Richard's reserve in the battle just didn't fight for any side.</i></p>

NOTES

I believe Tom Dalglish's and Jerry Taylor's Richard III captures the Wars of the Roses in a very simple elegant manner. The only thing I was missing in the game were historical events that happened when swords and long bows were silent. These events often fueled the continuing conflict with new causes to fight for. I wanted to get these into the game somehow, but I didn't want to introduce any complex set of rules to preserve the original elegance of the game. I hope these few rules and the simple table adds to the historical narrative of Richard III. Be aware it will bring more unpredictability, chaos and possible unbalance of the sides. Historically it seemed that the Yorks have achieved ultimate victory after the battle of Towton (1461). But then all bad rolls (2-6) happened to the Yorks creating the conditions for Henry Tudor's victory.

CREDITS

Variant Design: Petr Mojžiš