

Age of Arthur

Rules of Play

Version: February 26, 2006

Overview

This is a DBA campaign for 2-8 players, simulating the era of the Saxon invasion of England.

Each campaign turn represents a large amount of time, from 1 month to several years, and is executed with card play. When the campaign card play results in a war, it is played out as a DBA game with all players participating.

The campaign map depicts Arthurian Britain, divided into *provinces* for ease of game play. Each player represents a petty king of the period, and has a home province which can never be taken away and which provides his base army. In games with less than 8 players, the home provinces without players assigned become regular provinces.

All provinces in the game are classed as *British* or *Saxon* (and occasionally *Irish*), indicating who the dominant populace are. This classification affects card play and army composition. All provinces begin as *British*, unless you expect the game to last only a few turns, in which case you should make some or all of the provinces along the Saxon Shore into *Saxon* provinces.

Equipment

You'll need the following things to play this game:

- A printout of the map
- Colored markers for claims and ownership.
- Colored huts to indicate the population of each province (British, Saxon, Irish).
- A collection of 3-4 Expendables elements.
- The usual DBA stuff: dice, rulers, terrain, armies, camps, etc.

The Map

The map depicts the majority of Britain in the era of the post-Roman Saxon, Angle, and Jute invasions.

The map is divided into provinces for purposes of game play. These provinces are grouped into British petty kingdoms at the start of the game. Assign one kingdom to each player before the game. The number of players must limit the size of the map, so ignore all provinces that weren't owned at the start of the game.

One province in each kingdom is marked in bold italic type. This is the *home province* of that kingdom, and it can never change hands (the original owner will always own it).

The Cards

The cards provided with these rules are meant to be printed on 8.5"x11" (US letter) heavy cardstock and cut into 2"x3.5" cards (i.e., business cards).

Each player has a *base hand* of the following cards: *Establish Claim*, *Raid*, *Renounce Claim*, *Saxon Settlement*, and *Cassus Belli*. All the base hand cards have purple title bars.

Before the game, separate out all the base hand cards, deal a complete set to each player, and remove any remaining base hand cards from the game. Set the *Pendragon* and *Bretwalda*

cards next to the map, where they may be claimed. Shuffle the remaining cards into a deck; this deck is called the *Winds of Change*. Each player should draw two cards from the *Winds of Change*, to make a hand of 7 cards.

Turn Sequence

Play goes around the table clockwise. During his turn, each player chooses two cards from his hand and, one at a time, either plays or discards them.

Cards with dark titles (the player's base hand) are never discarded, but go back into a player's hand after they are played.

All discards are face up, and the discard pile may be examined at any time.

Unless it says otherwise on the card, all cards are discarded after they are played.

After playing his cards, the player draws from the *Winds of Change* deck to replace any *Winds of Change* cards he played or discarded.

On the first turn of the game, each player must play his *Establish Claim* card. No player may play *Cassus Belli* until the 3rd turn. *Cassus Belli* may only be played if it has been two full turns since the last time it was played (by any player), and the last player who played it has taken two turns.

Claims

This game revolves around claims, to territory and to titles (*Pendragon* and *Bretwalda*).

A claim is a declaration of future inheritance. When a claim is played, nothing changes; just mark the claim on the map or card. A claim is resolved when another card causes it to be (such as *Renounce Claim*) or when a war ends with a clear victor.

If two or more players are able to exercise a claim to the same thing at the same time (e.g., they both have claims to the same province and then win a war together), they may choose to work it out, otherwise the high roller gets the prize, and the other players keep their claims.

A player may never possess the home province of another player. The only way to control the home province of another player is to make the other player your vassal.

Armies.

Each player's home province gives him a base army of 6 elements, the composition of which differs depending on whether he is Saxon or British, and how well-trained his infantry (called *pedyt*) are if he is British.

In addition to the base army, each player gets foot elements for each province he controls. The type of element levied will depend on the type of province:

- British provinces provide 1 element of pedyt Sp.
- All Saxon provinces provide 2 elements of Saxon warbands, classed as Wb.

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The base home army of a British ruler is 1 Cv, 1 LH, 1 Ps, and 3 pedyt (see below for DBA classification of pedyt).

The base home army of a Saxon ruler is 4 Wb, 1 Ps and 1 element that may be either Wb or Ps (player's choice at the beginning of every war). A Saxon ruler's general must always be a Wb.

At the beginning of the game, all British home army pedyt are classified as Ax. Since the Roman influence on military tactics is a dying art, these Ax may never be replaced. If they are destroyed in battle, their replacements will be classed as Sp. A player may voluntarily convert his Ax to Sp, but they may never convert back. A player may never have more Ax in his army than he started with. Pedyt levied from a player's provinces are always Sp.

In battle, a player may assign any element of his base army except Ps or LH to be his general.

Expendables

The *Hammer of the Gods* card allows a player to add an element of Expendables to his army. In combat, an Expendable element is treated like a Scythed Chariot.

There is a limited number of Expendables available, and each can only be used once. For games with 4 or fewer players, keep a pool of 3 Expendables; for games with more than 4 players, keep a pool of 4 Expendables.

Ideally, each element of Expendables should depict something different: stampeding cattle, burning logs pushed by a figure or two, a wagon on fire, a pack of wardogs, etc.

War

When *Cassus Belli* is played, a war will start. The player declaring war and his declared enemy become the C-in-Cs of each side of the war.

Go around the table clockwise from the player declaring war. Each player must choose a side to fight on, and declare himself a member of that side.

If there are 6 or more players, a player may start a second, simultaneous war instead of choosing a side in the existing war. Only one player may declare a second war (there can't be 3 wars in one turn). The player declaring a second war must choose an enemy, but may not choose either of the C-in-Cs of the first declared war. The declared enemy in the second war cannot participate in the first war, even if he has already chosen sides.

After all players have chosen sides (and wars, if more than one), the defending leader(s) must choose whether to fight a battle or stand a siege.

If a battle is to be fought, see **Battles** below and fight a DBA battle. If a siege is to be waged, see **Sieges** below. If either event ends in a draw, neither side wins and the war must be started again in another round to achieve a decisive result.

When a war ends with a clear winner, all claims are upheld or negated:

- The victors gain ownership of all provinces and/or offices they have claimed from the losers.
- All claims by losing players against possessions of winning players are automatically renounced.

The victors in one war cannot exercise claims on the losers in another simultaneous war. Should more than one war occur at the same time, each player must choose carefully which war to participate in.

Losses in troops do not carry over to the next turn, but are repaired immediately upon the end of the war.

After a war ends, *Cassus Belli* may not be played again until after play has proceeded twice around the table, and the player who started the last war (by playing *Cassus Belli*) has played two more turns.

Battles

Sometimes (hopefully, most of the time), a war will result in a battle. This is resolved by playing a game of DBA, using the 2.2 Big Battles rules.

All players participating in the battle levy their troops according to their army composition at the time of the war (i.e., when the *Cassus Belli* card is resolved).

Use these modifications to the Big Battles rules :

- **Command Structure.** A player who started the war (e.g., played *Cassus Belli* or is defending against it, or the overlord of either one) becomes the C-in-C, and chooses terrain and relative positions of commands, and rolls/allocates PIP dice.
- **Loaning Elements.** A player may "loan" elements to an ally or C-in-C's command for the duration of a battle. These elements become a part of the command they are loaned to, but they will become demoralized if their owner's ruler is killed.
- **March Moves.** All elements are allowed to march move (i.e., move a second, third, or further time in the same turn). A march move may not come closer than 300p to enemy elements, except that Wb and Sp may end their second move (i.e., the first march move) in contact, overlap, or rear support, and Ps may end any march move in the first bound in contact, overlap, or rear support. A march move by Wb or Sp (or a group including Wb or Sp) costs 1 extra PIP unless it ends in contact with enemy.
- **Pip Dice.** A British C-in-C can allocate PIP dice to other British ally generals, but Saxon players must roll their own dice and Saxon C-in-Cs cannot roll or allocate dice for any of their allied commanders.

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- **Dying personalities.** Any time a player loses a personality element (a general, a *Warlord*, a *Warrior Prince*, etc.) roll a die: on an odd result, the personality has died. See **Death** below.
- **Retreat.** A player may voluntarily demoralize his command if he wishes to. Voluntarily demoralized elements act just like other demoralized elements, fleeing toward the rear of the table, requiring PIPs to be held, etc. Also, a player may save his own elements from destruction by moving them off his own edge of the table. Elements voluntarily moved off in this manner count as lost during the battle, but are not destroyed.
- **Time Limit.** No battle can last more than 10 rounds, each round being a pair of DBA turns (one turn for each side). At the end of the 10th round, the battle ends as a draw if neither army is demoralized.

Sieges

When a player opts to stand siege instead of fighting a battle, allies on both sides may choose to go home instead of participating. Allies of the attacking side may also leave after any round of the siege. An ally who leaves before the siege is finished may not resolve any claims at the end of the war.

A siege is played in rounds. Each round, each side rolls one die, and the low roller must do the following:

- Lose one element from the army of each player in his force. If the element lost was a personality, check to see if that personality died. See **Dying Personalities** above.
- Each personality still present must roll greater than a 1 on a single die to avoid dying of disease.

The besieged side gets a +2 bonus to the die every round; each round after the first, the attacking side gets a cumulative +1 bonus to the die (e.g., on the fifth round, the attacking side would have a +4 bonus, but the defending side would still have a +2 bonus). The besieged side loses immediately when:

- The besieging side's die score is at least double that of the besieged side;
- The besieged side has lost more than 2/3 of its elements.

After any round, the attacking side may voluntarily lift the siege, ending the war in a draw. The attacking army must automatically lift the siege if it loses more than half its elements.

Before any round, the besieged side may opt to sally and fight a field battle.

Rank

Each player has a rank, which will determine the outcome of ties, victory if time is called, etc. Rank is expressed as a numerical score. Add up the following:

- +1 for having a British ruler.
- +1 for each province the player owns.
- +1 for each *Warlord* the player controls.
- +2 for each vassal the player controls.
- +3 for the *Bretwalda* card.
- +3 for the *Pendragon* card.

In cases where ranks are tied, players dice off. Rank is not static – it is determined anytime it is necessary to do so.

Death

Rulers can die, during a battle or because of a card event. It is assumed that all rulers have heirs who take over in the event of their deaths, so a player is never knocked out of the game when his ruler dies.

Cards which are attached to a ruler are discarded when he dies. Such cards will say “discard when ruler dies” or something similar.

A ruler's heirs inherit his claims, so a player's claims are unaffected by his ruler's death.

All claims against a player's provinces and titles are immediately exercised when his ruler dies. However, the player may retain a free claim to each province and title he loses.

If multiple players have claims on a province or title when it's current ruler dies, that province or title becomes unowned until after the next war.

Personalities (such as a *Warlord* or *Warrior Prince*) can also die in battle if their elements are destroyed. If a personality dies, discard the card which created him.

Fealty

Some cards will make a player the *lord* of another, who becomes his *vassal*. Lord and vassal have a special relationship called *fealty*, with some limitations:

- Neither lord nor vassal may make claims on each others' lands.
- A player who is already a lord loses his lord status if he becomes a vassal. All of his vassals become the vassals of the new lord.

Victory

The game ends when one player becomes *Pendragon* or *Bretwalda* and has all other players as his vassals (in which case, he wins), or when time is called (in which case the winner is the player with the highest rank).





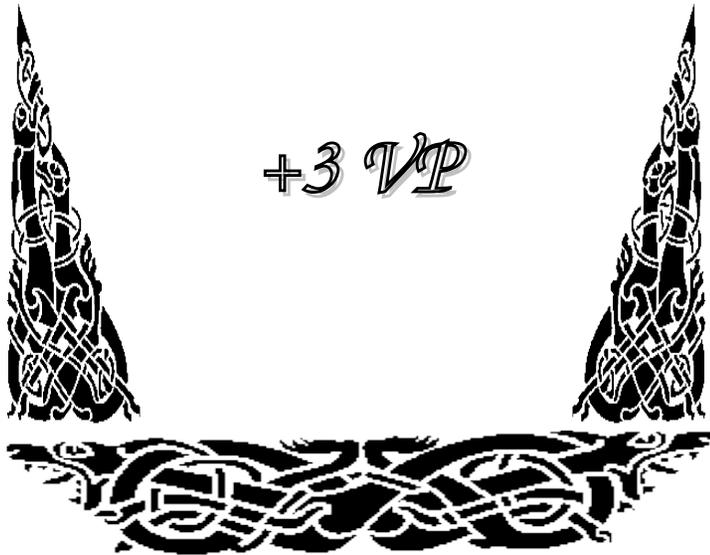
Bretwalda



This card may only be held by a Saxon player. That player's ruler is the king of all Saxons.

That player's Wb general always gets the second rank bonus in combat, even if there is no second rank element behind it.

This card may be claimed by another Saxon player just like a province. If more than one player has claimed this card, it goes to the claiming player with the highest rank.



Pendragon

This card may only be held by a British player. That player's ruler is the High King of the Britons.

The player gets a Kn element, which may move 400p and dismount as Sp before battle. This element *must* be the player's general in battle.

This card may be claimed by another British player just like a province. If more than one player has claimed this card, it goes to the claiming player with the highest rank.



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- +1 for each *Warlord* the player controls.
- +2 for each vassal the player controls.
- +3 for the *Bretwalda* card.
- +3 for the *Pendragon* card.

Renounce Claim

Give up any number of existing claims to other player's provinces. If a renounced claim was the stated reason for a *Cassus Belli* played this round, the *Cassus Belli* is negated.

Return this card to your hand after playing it.

Raid

Your troops pillage a neighboring province.

Set aside one stand of your troops (anything except Ps or LH) as your raiders. Choose an opponent's province neighboring one of your own.

Neither the raiding troops nor the raided province may contribute troops to a war until your next turn. If the raided province is a home province, the victim must only set aside 2 stands of his base army.

Mark the raided province, and return this card to your hand.

Establish Claim

Claim a province owned by another player as your own. It must border a province you already own. You may not claim the home province of another player.

Return this card to your hand after playing it.

Saxon Settlement

Pick a British province you own and convert it to a Saxon province. The province chosen must either be on the Saxon Shore or next to an existing Saxon province.

From now on, this province provides 2 Saxon warbands instead of 1 British pedyt element.

Return this card to your hand after playing it.

Cassus Belli

Start a war.

To declare war, you must either have a claim on one of your enemy's provinces, or he must have a claim on one of yours.

Return this card to your hand after playing it.

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To declare war, you must either have a claim on one of your enemy's provinces, or he must have a claim on one of yours.

Return this card to your hand after playing it.

The Roman Way

Choose a British player (it can be you). That player's ruler is a lover of all things Roman, and has decided to train his troops in the Roman ways of war.

That player may convert any number of his base army Sp into Ax.

This card remains in play until the ruler dies.

Rebellion

Play only if you are a vassal.

Ignore vassal status while in play. Discard after next war. If you defeated your lord, you are no longer a vassal. If he defeated you or you fought as his ally, you resume your vassal status.

Migrating Saxons

Choose a province belonging to another player. This province becomes Saxon.

The province chosen must be adjacent to an existing Saxon province or on the Saxon Shore.

From now on, this province provides Saxon warbands instead of British pedyt.

Claim to the Throne

Choose another player. You now have a claim to become his lord.

If you become the lord of the *Pendragon*, you become the *Pendragon* and take the *Pendragon* card into your own possession.

Leave this card in play until the claim is resolved, then discard it.

Migrating Britons

Choose a province (it can be yours). This province becomes British. It will provide 1 pedyt element to the owner's army hereafter.

Saxon Usurper

Choose a player who has more Saxon provinces than British provinces (it can be yourself). His ruler is deposed by the local Saxons and replaced with a Saxon usurper.

The player's home province becomes a Saxon province. The player's ruler is considered to have died (renouncing all claims and losing all special cards in play).

Rebellion

Play only if you are a vassal.

Ignore vassal status while in play. Discard after next war. If you defeated your lord, you are no longer a vassal. If he defeated you or you fought as his ally, you resume your vassal status.

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Choose a province belonging to another player. This province becomes Saxon.

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If you become the lord of the *Pendragon*, you become the *Pendragon* and take the *Pendragon* card into your own possession.

Leave this card in play until the claim is resolved, then discard it.

Migrating Britons

Choose a province (it can be yours). This province becomes British. It will provide 1 pedyt element to the owner's army hereafter.

Schooled in War

Pick a player (it can be yourself). That player's general gets one free PIP each turn for any move including the general's element.

Discard if the ruler dies.

If this card is played on a player who already has *Fool in War* in play, discard both cards..

Sly Fox

Pick a player (it can be yourself). That player's side may choose to be the attacker or defender in battle, regardless who started the war.

Discard if the ruler dies.

This card cannot be played on a player who already has *Dumb Ox* in play.

The Brave

Pick a player (it can be yourself). That player may ignore recoil results with his general's element while this card is in play.

Discard if the ruler dies.

Legendary Prowess

Pick a player (it can be yourself). While this card is in play, that player's general adds +1 to any close combat die roll he loses.

Discard if the ruler dies.

Fall of the Mighty

Pick a player (it can be yourself). His ruler dies prematurely.

All claims on his provinces are immediately resolved. All of his claims are automatically renounced.

Any card which modified the ruler's abilities is discarded.

Fool in War

Pick a player (it can be yourself). Any move involving his general's element costs 1 extra PIP while this card is in play.

Discard if the ruler dies.

This card cannot be played on a player who already has *Schooled in War* in play.

Dumb Ox

Pick a player (it can be yourself). That player's enemies may choose to be the attacker or defender in any battle in which he participates, regardless who started the war.

Discard if the ruler dies.

This card cannot be played on a player who already has *Sly Fox* in play.

The Knave

Pick a player (it can be yourself). His general's element flees instead of recoiling while this card is in play.

Discard if the ruler dies.

Legendary Clumsiness

Pick a player (it can be yourself). While this card is in play, that player's general suffers -1 to any close combat die roll he wins.

Discard if the ruler dies.

For Whom the Bell Tolls

Pick a player (it can be yourself). His ruler dies.

All claims on his provinces are immediately resolved, but there is no effect on the player's own claims (his will was very clear, and upheld).

Any card which modified the ruler's abilities is discarded.

Out of the Monastery

Pick a player (it can be you). His ruler's brother contests his inheritance.

Pick another player (except you). This player now has a claim to become the above player's lord.

Leave this card in play until the claim is resolved, then discard it.

Merlin

You may look at one other player's cards. You may also do both of the following (or do one of them twice):

- Swap a *Winds of Change* card with that player.
- Force that player to put down a card that cannot be played until after his next play.

Remains in play until your ruler dies.

Saxon Hater

Pick a player whose ruler is a Briton. He may not play his *Saxon Settlement* card. He cannot use any Saxon elements in his own army. When taking sides in a war, he must choose the side with no Saxons, if possible. His allies may not bring Saxon elements to aid him.

Discard if the ruler dies.

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Discard if the ruler dies.

Cast Out the Saxons!

Start a war against a player with a Saxon ruler. Treat as *Cassus Belli* except as specified on this card.

Your army may not contain any Saxon elements, but the armies of your allies may.

If you win the war, the loser's ruler becomes a Briton and your vassal.

Unexpected Inheritance

Pick a player (besides yourself). Give that player a claim to a province he doesn't own which borders his demesne.

Saxons Unite!

Play only on a Saxon ruler (it can be you).

If the ruler fights in a war, the other side may not use any Saxon troops in the battle.

Discard after the next war this ruler participates in.

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If the ruler fights in a war, the other side may not use any Saxon troops in the battle.

Discard after the next war this ruler participates in.

Britons Unite!

Play only if your ruler is a Briton.

If you fight in a war, no Saxon rulers on the opposing side may use British troops.

Discard after next war (whether you participate or not).

Britons Unite!

Play only if your ruler is a Briton.

If you fight in a war, no Saxon rulers on the opposing side may use British troops.

Discard after next war (whether you participate or not).

Treachery

Remove one claim against any of your provinces.

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Reshuffle

Play immediately

Reshuffle the Winds of Change deck immediately (do not wait for your next turn).

Include this card and all discards in the reshuffle.

After reshuffling, draw again.

Hill People

Play only on a ruler who is British (it can be you).

That ruler gets 1 extra stand of Ps.

Discard if the ruler becomes Saxon.

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Hill People

Play only on a ruler who is British (it can be you).

That ruler gets 1 extra stand of Ps.

Discard if the ruler becomes Saxon.

Warlord

+1 VP

Play on any province you own.
That province provides two extra stands of troops (the same kind it already provides).

This card remains in play until the *Warlord* dies.

Before each battle, the player must name one element as the band of the *Warlord*. If that element is lost, roll for leader death as with any leader. The *Warlord* may also be killed by *The Fall of the Mighty* or *For Whom The Bell Tolls*.

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+1 VP

Play on any province you own.
That province provides two extra stands of troops (the same kind it already provides).

This card remains in play until the *Warlord* dies.

Before each battle, the player must name one element as the band of the *Warlord*. If that element is lost, roll for leader death as with any leader. The *Warlord* may also be killed by *The Fall of the Mighty* or *For Whom The Bell Tolls*.

Warrior Prince

A skilled leader rises to prominence in your entourage.

In any battle, name any one element as the band of the *Warrior Prince*. Once per turn, a move including that element costs -1 PIPs.

Discard if ruler dies, or if the *Warrior Prince* is killed in battle.

Men of the Hearth

Play on any ruler (it can be you).

That ruler gets 1 extra stand of some kind of foot he already possesses (Sp, Wb or Ps – player's choice).

Discard if ruler dies.

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Discard if ruler dies.

Men of the Hearth

Play on any ruler (it can be you).

That ruler gets 1 extra stand of some kind of foot he already possesses (Sp, Wb or Ps – player's choice).

Discard if ruler dies.

Irish Subjects

Pick an Irish province bordering your kingdom. These Irish become your subjects.

In all future wars, this province provides 2 Wb.

This province may now be claimed like any other.

Irish Scourge

Irish raid from across the sea.

Pick any non-home province on the Irish Sea. That province provides no troops in a war this turn.

This card remains in play until the next war. Every turn, you may pick a new province to be affected.

Discard after next war.

Irish Friends

Play only on a player with a province bordering the Irish Sea (it can be you).

That ruler gets 1 extra stand of Irish Wb.

Discard if the ruler dies.

Irish Invaders

Pick any province (except a home province) along the Irish Sea. Irish raiders invade and settle permanently.

The named province no longer belongs to any player, and may not be claimed by anyone.

Assassin

Pick a player. You try to assassinate his ruler.

Roll a die; on an even result, you succeed and his ruler dies.

Roll again. On an odd result, your plot is uncovered, and you lose all claims you have outstanding.

Long Ships

Play only if your ruler is Saxon. Saxon raiders help your cause.

Pick any non-home province on the Saxon Shore or British Sea. That province provides no troops in a war this turn.

This card remains in play until the next war. Every turn, you may pick a new province to be affected.

Discard after next war.

Northerners

Play only on a Saxon ruler (it can be you). A band of kinsmen comes to Britain to render aid in exchange for land.

That player gets 1 Bd element next time he fights a war against a British opponent.

Discard after next war.

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That player gets 1 Bd element next time he fights a war against a British opponent.

Discard after next war.

Night of the Long Knives

At a conference of Saxon and British leaders, the Saxons attempt to assassinate their British counterparts.

Each player with a British ruler must roll a die. On an odd result, his ruler dies.

After playing this card, remove it from the game (it can't happen twice).

Long Ships

Play only if your ruler is Saxon. Saxon raiders help your cause.

Pick any non-home province on the Saxon Shore or British Sea. That province provides no troops in a war this turn.

This card remains in play until the next war. Every turn, you may pick a new province to be affected.

Discard after next war.

Sorcery

Play during deployment

Your wizards cast especially effective curses in the lull before the battle.

You may either increase your own break point by 1, or reduce one enemy player's break point by 1.

Discard at end of battle.

Dragon's Breath

Play before deployment

A thick fog obscures the battlefield while the troops form up.

Place both camps on the table, then put up a screen between the armies and deploy both simultaneously, in secret.

Charisma

You get 2 extra stands of pedyt if your ruler is British (player's choice of Sp or Ps) or 2 extra stands of Wb if he's Saxon.

Discard if the ruler is killed.

Hammer of the Gods

Play during battle

You try a surprise tactic to break the enemy shieldwall.

Add 1 element of heavy foot to your forces. When this element contacts an enemy or moves faster than a heavy foot element, reveal this card and replace the foot element with an element of Expendables from those available. See the rules on **Expendables** for more details. Remove this card from play after the last Expendable element is gone.

Discard immediately after use.

Grassfire

Play during battle

You create an impassable line of fire and smoke in clear terrain. The line must originate from one of your elements, and extend in a straight line in any direction for up to 3 element widths.

Each turn, before all other movement, roll a die. On an even result, the line of fire moves 100p forward. On a roll of 1, the fire goes out.

Any element touched by the fire immediately flees directly away from it. The fire will not enter any terrain feature except hills.

Discard at end of battle.

Ambush!

Play during battle

Immediately redeploy up to 3 elements to a spot inside or behind a terrain feature, anywhere on the table. Neither the ambushing elements nor the hiding place can have been visible by enemy elements at any time before this card is played. The ambushing elements are still considered unsighted if they have been behind other elements or a blocking terrain feature since the beginning of the battle.

Discard after ambush is revealed.

Hidden ditch

Play during battle

Any elements you choose have a concealed ditch dug in front of them where they deployed. This ditch disappears as soon as the elements move, recoil or flee.

All elements deployed behind the hidden ditch get a +1 in combat to their original front facing.

This card does not have to be played until the first element to use it is contacted by an enemy.

Discard at end of battle.

Plashing

Play during battle

Any elements you deploy within woods have concealed plashing in front of them where they deployed. This plashing disappears as soon as the elements move, recoil or flee.

All elements deployed behind the plashing get a +1 in combat to their original front facing.

Discard at end of battle.

Steal a march

Play during battle

This turn, all of your march moves may end in contact.

In addition, march moves by your Sp and Wb do not cost an extra PIP.

Discard at the end of the battle turn.

Knights of Renown

Play only on a British ruler (it can be you).

That ruler gets 1 extra stand of Cv.

Discard if ruler dies.

Knights of Renown

Play only on a British ruler (it can be you).

That ruler gets 1 extra stand of Cv.

Discard if ruler dies.

Knights Errant

You get 1 extra stand of Cv.

Discard after the next war.

Knights Errant

You get 1 extra stand of Cv.

Discard after the next war.