



RULES

Summary

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

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

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

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

Setting Up The Game

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

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


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

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

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

Character Sheets

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



Constitution and Charisma are generated using the following table:

Dice Result Characteristic Score

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

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

Strength/Guile affects the Outcome of Battles
Constitution affects the length of time characters will live in the game

Charisma affects Rebellions and brings cash rewards/penalties for female characters in marriage

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

Using The King and Prince Pieces

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

The Sequence of Play

- A) DYNASTIC SEQUENCE:
 - Births
 - Survival
 - Marriages
 - Announcements
- B) INTERPHASE
 - Taxation
 - Placing Resources
 - Removing Famine
 - Counters
 - Removing Rebellions by payment
 - Maintaining Forces
 - Raising Forces
- C) MOVEMENT:
 - Event
 - Movement
 - Event
 - Movement
- D) CASHING IN RESOURCES

The Dynastic Sequence - Birth

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

The Dynastic Sequence - Death

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

Succession

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

The order of Succession is as follows:

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

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

the third son, and so on;

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

the second daughter, and so on.

A female character who becomes Queen is always controlled by that country's player; if she is married, and controlled by another player when she becomes Queen, she is returned to her original player, along with her husband - the Consort - and any children of the marriage.

If the new Queen is married to a King, or a character who becomes King, a Dynastic Union takes place, and the player of the male character takes control of both countries.

Disputed Succession

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

Penalties for Passing Over A Legitimate Heir

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

Procedure In The Case of a Minor Ascending The Throne

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

The Dynastic Sequence - Marriage

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

A bride's Guile score should be added to her husband's Strength score.

Brides with positive or negative Charisma scores bring a cash bonus/penalty to their husband's player of 30 Crowns x the Charisma score.

A character marrying a King or Queen or a character who later becomes King or Queen brings a 100 Crowns bonus to his or her Dynasty.

Marriage Contracts

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

End of Dynastic Sequence

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

The Interphase - Taxation

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

The Interphase - Placing Resources

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

The Interphase - Maintaining and Raising Armies and Fleets

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

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

In the First 5-year Turn players should place Army/Fleet counters they raise anywhere in their Home Provinces,

placing them one at a time, and taking it in turn round the table.

The Movement Phase - Player Order

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

The Movement Phase - Events

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

EVENT TABLE

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

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

The Movement Phase - Movement

Armies, Kings & Princes may move up to 3 Provinces each Movement Turn.

Fleets may move up to 3 Sea Areas, and may carry up to 6 Army counters or Royal pieces, and any number of Resource Items.

Resource Items may move up to 4 Provinces each Movement Turn.

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

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

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

- controls those provinces; or
- has another player's permission to move freely through his or her country as a result of a Marriage Contract;

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

A player can capture another player's Resource Items by:

- by capturing the province in which they are located;
- by confiscating any that are in transit through the player's Country;



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

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

Controlling Provinces

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

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

Combat

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

- (a) Before the battle takes place, there may be one or more pre-battle rolls. See Effects of the Presence of Royal Pieces below.
- (b) Combat between the surviving forces of each player is then resolved. Each player should make a single die roll, and remove casualties from the opposing Force.

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

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

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

** Only if The King is present, otherwise 0

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

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

Effects of the Presence of Royal Pieces

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

Fleeing from Combat

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

Retreating

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

Surrender

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

Capitals

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

To The Winner... The Spoils

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

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

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

Naval Combat

There is no naval combat in the game.

Cashing-In Resource Items

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

Ending The Game

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