





## Kingmaker – The Winter of Discontent

*(With apologies to Mr. Shakespeare)*

O for a Muse of fire, that would ascend  
The brightest heaven of invention,  
A kingdom for a stage, princes to act  
And monarchs to behold the swelling scene!

But pardon, and gentles all,  
The flat unraised spirits that have dared  
On this unworthy scaffold to bring forth  
So great a project: can this cockpit hold  
The vasty fields of England? or may we cram  
Within this little screen the very casques  
That did affright the air at Tewkesbury?

O, pardon! But let us, ciphers to this great account,  
On your imaginary forces work.  
For 'tis your thoughts that now must deck our kings,  
Carry them here and there; jumping o'er times,  
Turning the accomplishment of many years  
Into an hour-glass

For the which supply,  
Admit us Chorus to this history;  
Who prologue-like your humble patience tame,  
Gently to play, kindly to judge, our game!





## Table of Contents

1. Forward
2. Strategic Overview - Map
3. House of Lancaster
4. House of York
5. France
6. Scotland
7. Ireland
8. Wales
9. Regional Powers, aka City States
10. Land Warfare
11. Naval Warfare
12. Mercenaries
13. Barbarians
14. New Buildings
15. Religion
16. Civilization V Rules Changes
17. Notes
18. TLDR



## Forward

Kingmaker as a Civilization V modification that simulates the dynastic struggle known as the Wars of the Roses – an intermittent civil war fought in England between 1450 and 1490. During this time, England was ruled by a weak and mentally unstable king, Henry VI, from the House of Lancaster. In response to the growing chaos, both at home and abroad, a rival claimant to the throne, Richard Plantagenet, Duke of York, began gathering allies in an attempt to press his own claim to the throne of England.

In this scenario, both competing houses of Lancaster and York seek to expand their influence over larger sections of England – to grow power, wealth, and control of those areas in order to successfully press the legitimacy of their claim to the throne. Ultimately, there can be only one king, all rivals must be eliminated.

The scenario begins in 1440, a decade before open hostilities occurred historically. This will allow players to begin gathering resources, technology, and forces in preparation for the growing storm on the horizon. The player can actually see great strides taking place in the development of the nation-state, rising from the ashes of the old fragmented, feudal system.

In addition to the main English rivals, other civilizations are included in the scenario, to allow greater variety of alternative viewpoints – to see how history could have changed even more, had nations on the borders of England sought to play a more active role in British affairs. Those civilizations include the French and Scots, as they did play a minor role in history during these wars. Also included are the native Irish and Welsh – to examine how native revolts may have changed events even more.



## Kingmaker Strategic Overview



Legend:

■ Lancastrian Lands

■ French Lands

■ Native Irish

■ Yorkist Lands

■ Scottish Lands

■ Native Welsh







## House of Lancaster



The leader of this house is Henry the Sixth – son of the victor of Agincourt, Henry the Fifth. He seeks to maintain his grip on the throne, despite the extreme piety drilled into him by guardians, as well as the mental health problems he inherited from his mother's family.

The House of Lancaster has 11 different noble land units available to use – see the “Land Units” section for further details. They may also build siege engines (Catapults, Trebuchets, and Bombards), and hire Mercenaries (qv.) if needed.

Lancaster Unique Trait: Royal Patronage. Regional Power influence degrades at half and recovers at twice the normal rate.

Lancaster has two unique buildings:

1. Royal Treasury: This building replaces the Armory. It provides +15 Experience, +10 Gold, and +1 Happiness.



1. Donjon: Requires walls. Unlike the Castle it replaces, it adds greater defensive strength to the city and contains a slot for a Great Work of Art







## House of York



The leader of this house is the Duke of York, Richard Plantagenet. He is a stern, unforgiving man who has been treated harshly by nobles close to King Henry VI. Originally, he only seeks to restore his reputation. However, he is ultimately forced to seek the crown to deal with his enemies.

The House of York has 13 different noble land units available to use – see the “Land Units” section for further details. They may also build siege engines (Catapults, Trebuchets, and Bombards), and hire Mercenaries (q.v.) if needed.

York Unique Trait: Militant Reputation. Provides +30% Combat Strength when fighting Regional Power units or attacking a Regional Power city itself.

York also has two unique buildings:

1. Battlements: Replaces Walls. Provides additional defense and hit points, while reducing spy stealing rate by 25% in the city.
2. Shambles Market: Replaces the Market. +8 Gold, +1 Food, and +1 Happiness.







## Kingdom of France



The French are led by Charles VII, also called the Victorious for freeing most of France from English control. He did much to unify the country and create a sense of French identity.

In this scenario, Charles wants to end English occupation on French soil once and for all. This means the conquest of the Pale of Calais. As he is surrounded by many other enemies, Charles has few resources available to prosecute this matter. He must also prepare in case the English choose to renew the Hundred Years War.

French Unique Trait: French Patriotism. Units receive a +15% attack bonus on French territory. Receive a free Gendarme unit when they discover Chivalry.

French UB: Palais. Replaces walls. Unlike the Castle it replaces, it adds less defensive strength to the city but more culture, and adds a slot for a Great Work of Art.



French UU: Gendarme. French unique unit, the Gendarme replaces the knight. It is maneuverable, inflicts high damage, but is vulnerable to Pikemen. It also receives the Heavy Charge Promotion when built.







## Kingdom of Scotland



The Scots are led by James II, a capable and successful king. He is popular with commoners, like most of the Stewarts. Although quite busy with the task of uniting the competing clans, he would like to take advantage of England's troubles to expand his realm.

**Scottish Unique Trait:** From Saving Comes Having. Save 25% off gold maintenance on all units and roads. Pay only 75% of the gold cost for tile purchases.

**Scottish UB:** Whisky Distillery. Replaces the Opera House. It increases the city's Culture and +1 Happiness.



**Scottish UU:** Highlander Spearman. Double movement through hills and +33% Combat Strength when attacking from hills.



**Scottish UU:** Highlander Longswordsmen. Double movement through hills and +33% Combat Strength when attacking from hills.







## Ireland



Historically, during the latter half of the fifteenth century, the native Irish were scattered, divided, and demoralized. They were dominated by the Norman lords, who came to Ireland a century after the conquest of England. The Wars of the Roses greatly weakened English control and interest in Ireland, providing an opportunity if a leader could be found who could challenge the king of England and the Irish Lordship.

Aidan O'Connor was the ruler of Connaught, a vast coiced in the Gaeltacht, the west of Ireland. He is possibly the only leader who could unite the native clans into a cohesive domain, capable of defending their lands from further English adventurism.

**Irish Unique Trait:** Druidic Heritage. +1 Faith per city with adjacent unimproved Forest. Bonus increases to +2 Faith in Cities with 3 or more adjacent unimproved Forest tiles.

**Irish UB:** Teach Tábhaime. The Public House. A Classical-era building unique to the Irish, replacing the Opera House. It increases the city's Culture and Happiness.



**Irish UU:** Kern. A heavy infantry unit which is stronger than the Longswordman, faster, takes less damage from archers, and is more effective against mounted units.







## Wales



Similar to the native Irish, the native Welsh during the fifteenth century lived under harsh English domination, which was largely a response to the widespread rebellion of the great Owain Glyndwr a century earlier. However, there were Welsh nobility who could possibly take advantage of England's troubles. Thomas ap Gruffydd ap Nicolas, the Earl of Cardiff was one of these nobles.

Had Thomas ap Gruffydd sought to raise rebellion, he could have caused significant difficulties for the competing English factions for the throne. The natural defensive terrain, and unique skills of the Welsh people would be a great asset for such an undertaking.

Welsh Unique Trait: Land of our Fathers. Free Monument in all cities. Iron resources provide double quantity.

Welsh UB: Caer. Requires Walls. Unlike the Castle it replaces it adds greater defensive strength to the city and contains a slot for a Great Work of Art.



Welsh UU: Cymru Longbowman. Replaces Crossbowman. The Cymru Longbowman is faster, ignores terrain cost and is more effective in rough terrain.





## Regional Powers – aka City States

During the fifteenth century in most of Europe, the Kings of a nation were greatly dependent on subordinate lords who held the lands for the sovereign – remnants of the ancient feudal system. These lords collected taxes, raised armies, and largely kept the peace for the king. As such, kings generally did not have large armies under their control, and needed to influence these lords – through gifts, threats, intimidation, etc. – to get them to accede to royal instruction.

Kingmaker seeks to implement this dynamic by using city states as “Regional Powers” or fiefdoms. The houses of Lancaster and York can attempt to gain tactical advantage over their rivals by making alliances with these Regional Powers, or by taking direct control of them, absorbing the city states into their lands.

Regional Powers can be incorporated by means of conquest, or through Diplomatic Intrigue. Diplomatic Intrigue is similar to Diplomatic Marriage in the normal game, the unique trait of the Austrians. By making alliance with a Regional Power for a certain period of time (18+ months), and a contribution of gold, the Regional Power, with all its cities, will become a permanent part of that leader's territory. Only the houses of Lancaster and York may use Diplomatic Intrigue.



## Regional Powers

In Kingmaker, there are eleven Regional Powers:

1. Duke of Exeter, John Holland. Maritime.  
*"Cor Unum, via Una"*  
Cities: Exeter, Plymouth,  
Bodmin, Penzanze



2. Duke of Somerset, Edmund Beaufort. Maritime.  
*"Mutare Vel Timere Spero"*  
Cities: Bristol



3. Duke of Norfolk, John de Mowbray. Mercantile.  
*"Sola Virtus Invicta"*  
Cities: Norfolk, Colchester, Thetford.



4. Duke of Buckingham, Humphry Stafford. Cultured.  
*"Fidei Coticula Crux"*  
Cities: Oxford, Windsor, St. Albans.



5. Earl of Northumberland, Henry Percy. Cultured.  
*"Esperance En Dieu"*  
Cities: Newcastle, Berwick, Carlisle.





## Regional Powers, cont'd.

6. Earl of Kent, William Neville. Cultured.

*"Foy Est Tout"*

Cities: Canterbury, Pevensey.



7. Earl of Northampton, William Bouchier. Mercantile.

*"Je Ne Cherche Qui Ung"*

Cities: Northampton, Nottingham, Boston.



8. Earl of Sussex, Robert Radclyffe. Maritime.

*"Foy Pour Devoir"*

Cities: Southampton, Chichester, Carisbrooke.



9. Earl of Worcester, John Tiptoft. Mercantile.

*"Un Inglese Italianato E Un Diavolo Incarnato"*

Cities: Coventry



10. The Welsh Marches, Edmund Mortimer. Cultured.

*"Sicut Regale"*

Cities: Hereford, Chester, Shrewsbury.



11. The Lordship of Ireland, James Butler, Duke of Ormond. Mercantile.

*"Comme Je Trouve"*

Cities: Kilkenny, Wexford, Cork.





## Land Warfare

Several additional units have been added to the scenario to give more contemporary flavor to the game. Additionally, many existing units have been modified to provide better balance.

**Contenders for the Throne:** Both houses of Lancaster and York contain leaders who are competing for the ultimate prize – the crown. They are known collectively as “Royal Heirs.” They are similar to Great Generals, but have melee combat strength, as well as additional capabilities/promotions that make them quite useful in leading armies.

**Houses of Lancaster and York Units:** These houses have five modified unit types that are unavailable to other civilizations. While there are similar types of units in the normal Civilization V game, these modified units are much more powerful, and expensive. The new unit types are Kingmakers (similar to Knights), Magnates (similar to Longswordsmen), Nobles (similar to Swordsmen), Gentlemen (similar to Pikemen), and Vassals (similar to Spearmen). These units represent noble families needed to support military action for each house.

Other nations (France, Scotland, Ireland, and Wales) have a senior military commander, similar to a Great General, but with additional promotions to make them more effective in combat. These units represent the sovereign of that nation.





## Land Warfare – Royal Heirs



Lancaster Heirs: The House of Lancaster has four senior leaders for their forces in battle:

King Henry VI: Current Sovereign of England. Senior member of the House of Lancaster. Provides no assistance in leading military formations, but can heal adjacent units.



Margaret d'Anjou: Consort to the Sovereign of England, a capable military leader, can heal adjacent units.



Edward Prince of Wales: Heir to the throne of England, a green commander.



Henry Tudor: A distant relation to the Sovereign of England, who is a capable leader in battle, has reconnaissance skills and siegecraft expertise.







## Land Warfare – Royal Heirs



Yorkist Heirs: The House of York also has four senior commanders for their forces:

Richard Plantagenet: Richard, Duke of York. Contender for the throne of England. Senior member of the House of York. A capable leader of military units, with reconnaissance skills.



Edward of March: Eldest son of the Duke of York, and a capable military leader, who has reconnaissance skills and siegecraft expertise.



George of Clarence: Second son of the Duke of York. Able to heal adjacent units.



Richard of Gloucester: The future Richard III, a capable leader in battle, who also has reconnaissance skills, and siegecraft expertise.







## Land Warfare – Lancaster/York



**Kingmakers:** These units are the most powerful in the game. They replace Knights, but with the following stats:

Cost: 200 (vice 120 normally)

Strength: 32 (vice 20 normally)

Moves: 5 (vice 4 normally)

These units require horses and are available with the discovery of Guilds. They receive the Heavy Charge and Move After Combat Promotions when built. Each house has two lords who are Kingmakers, and each lord can raise three companies of these units.

### Lancastrian Kingmakers

Lord Pole



Lord Mowbray



### Yorkist Kingmakers

Lord Neville



Lord Percy







## Land Warfare – Lancaster/York



Magnates: These units are heavy infantry, replacing Longswordsmen, but with the following stats:

Cost: 175 (vice 120 normally)

Strength: 30 (vice 21 normally)

Moves: 2 (vice 2 normally)

These units require iron and are available with the discovery of Metal Casting. They are built with the Shock, Drill, and Cover 1, as well as the Charge Promotions. Each house has two lords who are Magnates, and each lord can raise two companies of these units.

### Lancastrian Magnates

Lord Beaufort



Lord Stafford



### Yorkist Magnates

Lord Fitzalan



Lord Talbot







## Land Warfare – Lancaster/York



Nobles: These units are light infantry, replacing Swordsmen, but with the following stats:

Cost: 150 (vice 75 normally)

Strength: 24 (vice 14 normally)

Moves: 3 (vice 2 normally)

These units require iron and are available with the discovery of Iron Working. They are built with the Shock and Drill 1, together with the Blitz Promotions. Each house has two lords who are Nobles, and each lord can raise two companies of these units.

### Lancastrian Nobles

Lord Holland



Lord Stanley



### Yorkist Nobles

Lord Courtenay



Lord Grey







## Land Warfare – Lancaster/York



Gentlemen: These units are basic infantry, replacing Pikemen, but with the following stats:

Cost: 150 (vice 90 normally)

Strength: 26 (vice 16 normally)

Moves: 2 (vice 2 normally)

These units are available with the discovery of Civil Service. They are built with the Cover and Formation 1 Promotions. Each house has several lords who are Gentlemen, and each lord can raise two companies of these units.

### Lancastrian Gentlemen

Lord Clifford



Lord Roos



### Yorkist Gentlemen

Lord Bouchier



Lord Hastings



Lord Herbert



Lord Scrope







## Land Warfare – Lancaster/York



Vassals: These units are basic infantry, replacing Spearmen, but with the following stats:

Cost: 120 (vice 56 normally)

Strength: 21 (vice 11 normally)

Moves: 2 (vice 2 normally)

These units are available with the discovery of Bronze Working. They are built with the Formation 1 Promotion. Each house has three lords who are Vassals, and each lord can raise two companies of these units.

### Lancastrian Gentlemen

Lord Audley



Lord Berkley



Lord Greystoke



### Yorkist Gentlemen

Lord Cromwell



Lord Howard



Lord Tiptoft





## Land Warfare – France



The kingdom of France has one unique unit – the Gendarme, which replaces the Knight.

Cost: 150 (vice 120 normally)

Strength: 24 (vice 20 normally)

Moves: 4 (vice 4 normally)



These units require horses and are available with the discovery of Civil Service.

The Gendarme is maneuverable, inflicts high damage, but is vulnerable to Pikemen. It also receives the Heavy Charge promotion when built, which forces a defender to retreat when the Gendarme inflicts more damage than it receives. A defender who cannot retreat instead takes extra damage.





## Land Warfare – Scotland



The kingdom of Scotland has two unique units – the Highlander Spearman and the Highlander Longswordman. The Highlander Spearman has the following stats:

Cost: 70 (vice 56 normally)  
Strength: 14 (vice 11 normally)  
Moves: 2 (vice 2 normally)



These units are available with the discovery of Bronze Working.

The Highlander Longswordman has the following stats:

Cost: 120 (vice 120 normally)  
Strength: 20 (vice 21 normally)  
Moves: 2 (vice 2 normally)



These units require iron and are available with the discovery of Metal Casting.

Both units are created with a promotion allowing double movement through hills and +33% Combat Strength when attacking from hills.





## Land Warfare – Ireland



The native Irish have one unique unit – the Kem, which replaces the Longswordman. The Kem has the following stats:

Cost: 130 (vice 120 normally)

Strength: 24 (vice 21 normally)

Moves: 3 (vice 2 normally)



These units require iron and are available with the discovery of Metal Casting.

The Kem is stronger than the Longswordman it replaces, is faster, takes less damage from archers and is more effective against mounted units.





## Land Warfare – Wales



The native Welsh have one unique unit – the Cymru Longbowman, which replaces the Crossbowman. The Cymru Longbowman has the following stats:

Cost: 150 (vice 120 normally)

Strength: 13 (vice 13 normally)

Ranged Attack: 18 (vice 18 normally)

Moves: 3 (vice 2 normally)



These units are available with the discovery of Metal Casting.

The Cymru Longbowman is faster than the Crossbow it replaces, ignores terrain cost and is more effective in rough terrain.





## Land Warfare – New Units

The Wars of the Roses was fought before wide-spread use of gunpowder-based weapons were common. Some cannon were used during sieges but these were rare occurrences. Cannons were expensive, required significant expertise that was not common, and often as dangerous to those nearby as to the enemy – see what actually happened to King James II !

To better represent this awkward and inconsistent advance in warfare, an intermediate cannon unit is being added – the Bombard. The Bombard may be built by all civilizations, but requires an artillery foundry (see New Buildings section) in the city building the unit. The bombard has the following stats:

Cost: 500 (vice 185 for Cannon)

Strength: 10 (vice 14 for Cannon)

Ranged Attack: 20 (vice 20 for Cannon)

Moves: 2 (vice 2 for Cannon)



These units receive the usual promotions/limitations of other siege engines, but are also built with the “Indirect Fire” promotion. They become available with the discovery of Physics.





## Naval Warfare

The Kingmaker scenario includes four different ship types to add a naval element that was not present in the original board game.

**Cog:** A small ship, common in the Medieval era, with both a naval melee and an arrow-based ranged attack. Available at the start of the game for all civilizations. Only 6 may be built per player at any time.

*Cost: 40    Combat: 10    Ranged Attack: 5    Moves: 3*



**Hulk:** The Hulk is larger than the Cog, and a technological predecessor of the Canack and Caravel. It provides a naval melee attack. Available with the discovery of Sailing. Only 4 may be built.

*Cost: 100    Combat: 15    Moves: 4*





## Naval Warfare, cont'd.

Caravel: Fast Medieval Era naval melee unit. Available with the discovery of Optics. Only 4 may be built.

*Cost: 100    Combat: 15    Moves: 5*



Carack: Forerunner of all the great ships of the age of sail. Designed for ranged combat. Available with the discovery of Compass. Only 3 may be built.

*Cost: 250    Combat: 30    Ranged Attack: 40    Moves: 4*





## Mercenaries

As the houses of Lancaster and York have limits to the number of units they can build, mercenaries have been added in case a player would like to increase military power even further. These units are only available for purchase with gold, and may only be hired by the Lancaster or York player. They are available on the discovery of Currency. There are three mercenary units:

**Flemish Crossbowmen:** Mercenary archery company from the Low Countries, similar to the normal Crossbowman unit.



*Cost: 200   Strength: 13   Ranged Attack: 21   Moves: 2*

**Scots Archers:** Mercenary archery company from Scotland. Similar to the normal Composite Bowman unit.



*Cost: 60   Strength: 7   Ranged Attack: 11   Moves: 2*

**Saxon Spearmen:** Mercenary company of German spearmen, providing good defense against mounted units. Similar to the normal Spearman.



*Cost: 45   Strength: 11   Moves: 2*



## Barbarians

Vast areas of Great Britain and Ireland were unsettled during this time – with the rural populations still not fully recovered from the effects of the Black Death during the previous century. The resulting vacuum represents a limit to the rule of law in those areas. As a result, vagrants, thieves, rebels, pirates, legendary evils, and other outcasts from society hold sway, requiring constant attention from organized authorities, lest their lawlessness spread.

Kingmaker includes the normal assortment of barbarians, but adds a few more to localize the game to the superstitious wilds of the far north and western portions of British Isles. While a few of these may not be too intimidating to trained military units, they can still pillage and capture unwitting settlers and workers. Some of them can be at times formidable.

Enchanters: Ranged  
Combat 20, 3 Moves

Wizards: 18 Combat,  
3 Moves





## Barbarians, cont'd.

Druid Priest: 14 Combat, 2 Moves

Bears: 10 Combat, 2 Moves

Panthers: 8 Combat, 3 Moves

Snow Leopards: 8 Combat, 3 Moves

Wolfpacks: 8 Combat, 3 Moves





## Barbarians, cont'd.

Eagles: 10 Cbł, 3 Moves    Ravens: 8 Cbł, 2 Moves



Spiders: 8 Combat, 2 Moves





## New Buildings

As the time frame of the scenario is quite extended, the addition of several new buildings will assist in the growth of cities, adding production, food, science, and gold. The following are new buildings available to all playable civilizations:

**Agora:** Adds +1 Culture per every 2 Population, +1 Gold. Available when Drama is researched.



**Alchemist:** Adds +1 Science for each 2 population. Also adds +1 Gold. Available when Physics is researched.



**Apothecary:** Adds +1 Food and Science. Also adds 5% Food for the city. Available with Metal Casting.



**Artillery Foundry:** With the addition of the Bombard unit, a new building is required to demonstrate the rare, and expensive expertise required to build these new implements of war. This building is available at the discovery of Steel. It requires a Workshop already in the city. Adds +1 and 3% Production. Three allowed per player.





## New Buildings, cont'd.

**Bakery:** Adds +2 and 5% Food, adds +1 Happiness.  
Available when Pottery is researched.



**Blacksmith:** Provides +2 and 5% Production,  
Adds 25% Production while producing combat  
units. Requires 1 Iron. Available when Iron  
Working is researched.



**Brewery:** Adds +1 Food and Gold, +2 Happiness.  
Available at discovery of Pottery.



**Brickworks:** Adds +10% Production when making  
buildings. Available at Construction.



**Cisterns:** Allows 25% Food to be carried over  
when a new citizen is produced. Available  
when Masonry is discovered.



**Herbalist:** Adds +1 Food and Science, +as well  
as and additional 5% Science for the city.  
Available with the research of Philosophy.





## New Buildings, cont'd.

Inn: Adds +5% Gold and +1 Gold for each trade Route. Adds +1 Happiness. Available when Horseback Riding has been researched.



Potter: Adds +1 Production, as well as +1 Food. Available when Pottery is discovered.



Royal Hunting Grounds: Adds +2 Happiness, +1% Global Happiness. Available when Horseback Riding is discovered.



Weaver: Adds +1 Production. Also, adds +1 Gold for each source of Dye worked within the city. Available when Animal Husbandry is researched.





## Religion

Generally speaking, religion throughout the British Isles was firmly under the control of the Catholic Church in Rome. However, many challenges to that control were rising during the fifteenth and early sixteenth centuries. The Kingmaker scenario seeks to show this dynamic by adding three competing religious factions:

1. English Catholicism. The primary church, headquartered from London, fully supporting the King of England and his initiatives. Beliefs: God-King, Papal Primacy, Cathedrals, Defender of the Faith, and Charitable Missions.
2. Irish Catholicism. The Middle Ages saw several revivals of Celtic Christianity, and a renewed attempt at Irish independence would welcome a revival of the Irish Catholic Church as an effective alternative to domination by religious leaders in England. Beliefs: Fertility Rites, Tithe, Feed the World, Just War, and Evangelism.
3. Paganism. Centered in Scotland. Not necessarily a Mother Earth Goddess kind of a cult. Could be any alternative to Catholicism, such as Protestantism, Lollardy, Waldensians, etc. Beliefs: Religious Settlements, Interfaith Dialogue, Religious Center, Holy Order, and Underground Sect.



## Civilization V Rules Changes

- Monthly game turns, starting in 1440 A.D. Game is intended to last approximately 60 years (720 turns) max
- Games stops at the end of the Medieval Era. The "Future Tech" is called "Reconciliation" which provides increased score, and +1 to culture & gold each time it is researched
- Unhappiness per city reduced to zero
- Extra Happiness per Luxury raised to five
- Unhappiness per captured city lowered to zero
- Diplomatic Intrigue (Marriage) available to Lancaster & York
- Spies: One each upon entering Classical and Medieval eras
- Ships may cross oceans on researching Compass
- Map becomes visible upon researching Optics
- No limit to experience awarded for killing Barbarians
- Warriors are now called Militia
- Ships have build limits: Cog (6), Hulk (4), Caravel (4), Cannon (3). Caravels now move 5, and are available upon researching Optics
- Siege Engines have build limits: Catapult (3), Trebuchet (3), Bombards (8). Trebuchets are available upon researching Metal Casting
- The "Insta Heal" promotion has been eliminated
- The Scots cannot build Pikeman or Swordsman units. They are limited to their Unique Units for spears and swords
- The French may not build settlers
- These units have been removed from the game: Chariot Archer, Scout, Galleass, Trireme
- No city razing



## Rules Changes, cont'd.

- Workers now move 3, with work rate increased 300%
- The "Mercenary Army" Social Policy (Commerce) has been replaced by "Privatization," which reduces building maintenance costs by 33%
- Walls (including York's Battlements) and Barracks reduce enemy spy stealing rate by 25% each.
- For the Palace, an extra 15 Happiness added
- Many AI modifications from Delmar\_Esike's Artificial Unintelligence have been incorporated
- Gold Maintenance on Monuments and Shrines lowered to zero
- Each civ limited to 10 workers
- Research times extended, buildings and units not so much.
- The houses of Lancaster and York have four "heirs" – contenders for the English throne who act as Great Generals, although with certain promotions which enhance their effectiveness.
- Captured settlers remain settlers; artists, engineers, merchants, and scientists can be captured as well
- The Collective Rule policy has been changed – it will no longer provide a free settler



## Design Notes

The Kingmaker scenario is an effort to bring the old board game to life using the Civilization V gaming engine. The original game was primarily a war game, although the historical Wars of the Roses was more multi-dimensional than that. Civ V actually adds more of the political and economic factors that played a large part in how events turned out. Hopefully, this will make a more realistic and rewarding gaming experience.

The scenario attempts to capture the birth of the nation-state, in the way we understand the concept of a “country” in the modern sense. The antique feudal system was breaking down at this time – largely as a result of the Black Death, the plague a century before that greatly reduced the amount of labor to work the fields of the aristocracy. This allowed unskilled labor to become a much more powerful negotiating partner to rebuild a more equitable society. Monarchs were still beholden to local barons, earls, etc., but were developing the means to centralize control over ever growing areas of their domains. While the game takes this concept further than it occurred historically, it hopefully gives the player a better understanding of why some things happened historically which may not make much sense today.

Many “fanciful” additions to the scenario were added to help create a deeper, more rewarding playing experience. The heraldry was added to emphasize the decentralized manner in how military power was generated. It may be a little confusing at first, but it won't take long to learn the various shields/icons and start seeing “armies” in the way they operated at the time. There was little uniform about any of the units. They were raised locally by their controlling lord. Some were trained, some were not. Equipment types and quality varied widely. Even uniforms were uncommon, with most of the levee coming to battle in the clothes they worked the fields with.

These features also bring to light the real truth to what a “nation” was in the middle ages. We see historical maps with a country represented in one color across the entire domain. This was actually seldom the case. The idea of a “nation state” was still in its early days. True, there was a sovereign, who held considerable sway over many areas of life. However, he (or sometimes she) often held little actual power outside a very small territory. They were heavily dependent on the lords who had sworn fealty to them for their lands.



## Design Notes – cont'd.

The scenario is designed with much historical consideration, however, many other items have been added for the sake of balance, variety, and playability. While open hostilities begin in 1450, the scenario begins ten years before – in order for players to have some time to structure their research, military, cities, etc., in preparation for the coming wars. This is why so many cities are mere shells at the beginning. It is also why extra culture and gold are awarded at the start of the game – to allow players to structure their civ according to their own playstyles.

Lancaster: This civ is designed to show the challenges the crown of England faced – it was highly decentralized, with strategic interests across the map. Maintaining Calais is crucial to English pride. Ensuring the Pale of Dublin remains in English hands is the only hope to maintain any semblance of royal control over Ireland. True, the Yorkists are a threat, but they are not the only ones. Both France and Scotland will try to expand territories if they are not adequately defended. The Welsh are seething under the Penalty Laws enacted a century before. The Irish have never been completely subdued, and the Norman Irish lords entrusted to preserve royal influence have been quite difficult to control, often becoming “more Irish than the Irish themselves...”

York: This civ is designed to show some of the advantages and disadvantages Richard Plantagenet faced as he plotted to take the throne. His civ is more centralized and easier to defend, but he is poorer, and has less culture and gold than Henry VI. His reputation as an effective military leader engendered much fear among the peerage at the time. This is something he can use to his advantage in winning support of the Regional Powers.

France: Historically, all France hoped to achieve would be the conquest of Calais. They had no further ambitions on English soil. The threats of other continental powers is represented by the French only having one city to dedicate to British affairs.



## Design Notes – cont'd.

Scotland: The Scots did manage a few invasions of English territory, but were primarily involved in managing the feuding clans. The unworked areas of northern Scotland generate significant barbarian activity, roughly corresponding to the amount of effort the Scottish king would need to control wide-spread unrest in or near his territory.

Ireland: The native Irish posed little threat to English rule over Ireland during the Wars of the Roses. The Lordship of Ireland kept enough oversight to prevent any uniting of the various scattered and weak native leaders to build a challenge to the status quo. The scenario poses an alternate history, a great “what if” to add more variety to the game.

Wales: Similar to Ireland, the native Welsh were in no position to pose a threat to English domination of their lands. However, had some form of revolt happened, it would significantly alter how the fight for the English throne would have played out.

Build limits on ships and siege weapons – introduced to lower the overbuilding the AI constantly engages in. There is some historical precedence, as national navies at the time were quite small, and siege engines played a relatively small part in the Wars of the Roses.

Many of the basic changes were included to reduce the impact of Happiness on the overall game experience. It is still a factor, but a smaller one, allowing players to build as widely as they'd like – within reason, of course.

The added Barbarians are mostly for a little variety, a little fun. There may not have been actual wizards roaming the misty Scottish Highlands, but there may have been rumors or other reports that would cause concerned locals to compel their local lord to action. They also provide some balance to force the Scots and Irish to focus on something else besides nearby English units.



## TLDR

- Six playable civs: Lancaster, York, France, Scotland, Ireland, Wales
- Monthly turns, 1440 - 1500 A.D. (720 turns max) - Domination Victory only
- Science slowed, Buildings and Units not so much
- City States are "Regional Powers"
- Lancaster & York can use "Diplomatic Intrigue" (aka Diplomatic Marriage) to acquire Regional Powers
- Most units available earlier on the tech tree than the standard game
- Lancaster & York have much better / expensive units, but there is a limit to how many can be built. They can "buy" mercenaries if more units are needed
- Fourteen new buildings: Agora, Alchemist, Apothecary, Artillery Foundry, Bakery, Blacksmith, Brewery, Brickworks, Cistern, Herbalist, Inn, Potter, Royal Hunting Grounds, and Weaver



## Known Issues

- The Canack looks half sunk all the time. Needs complete rework to raise it in the water
- Some of the icons are a bit out of alignment at different resolutions
- Charles VII could be a little more offensive – no amount of tweaking traits, flavors, etc., seem to fix this
- The Kems could use a new icon, as could the Highlander Longswordman