**RULES SUMMARY (SHORT)**

**BLOCKS!: RICHARD III** is the digital adaptation of the famous boardgame from Columbia Games, Richard the Third, an epic two-player wargame that recreates the 15th century, bloody dynastic struggle between the royal houses of Lancaster and York for the throne of England.

**OBJECTIVE:** The player's goal is to become King at the end of the last Political Turn in the scenario he is playing. This comes via eliminating all five enemy heirs and/or win control of the powerful nobles of England. The Lancastrians start the game holding the throne, and the Yorkists are in exile as Pretendent, ready to invade. Kingship can be won or lost several times during the game. Winning battles and acquiring control of Nobles (via control of their seats) and key cities is essential to achieving this goal.

In hotseat play, while one player is entering his moves at the computer, the other player should be seated elsewhere.

**SCENARIOS:** There are 3 scenarios in the game, each with a different number of campaigns, but each campaign is made of 7 turns.

**GAME TURNS AND PHASES:** Cards Phase, Action Phase, Battle Phase, Supply Phase

Card Phase: select the card you want to play. Higher Action Point value card plays first. Ties solved in favor of Pretender. Event cards always have precedence over Action Point cards.

Action Phase: in sequence (winner of Card Phase first), move armies (blocks) or recruit new ones. When an event card is played, apply events instructions.

Battle Phase: in each area with armies of both sides, battles must be resolved. They last a maximum of 3 rounds. After battles, loser retreats and winner may regroup.

Supply Phase: inflicts hits on armies in excess of supply allowance.

**POLITICAL TURN:** at the end of the campaign, check to see if Kingship changes, return nobles and king to home seats, disband levies, and reset units. If another campaign follows, it starts now. Otherwise, King in last political turn wins the game.
Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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I - INTRODUCTION

Based on the story of the War of the Roses, BLOCKS!: RICHARD III is a grand strategy game for 1-2 players.

BLOCKS!: RICHARD III features the building of troops, their movement and combat over England and Wales with the ultimate goal of keeping or taking the Throne of England during the Wars of the Roses era, a period of time stretching between 1460 and 1485 AD.

**NB: The Wars of the Roses** lasted thirty-two years, from 1455–86. However, it was not a continuous war. Battles tended to be bloody, and neither side could afford to maintain a permanent army of any size. Most military campaigns lasted only a few months, separated by 6-12 years of uneasy peace.

The game is intended for two players. One player represents the House of Lancaster (red), the other the House of York (white).

- During the game, either player may hold the throne and is called the King.
- The other player is called the Pretender.
- These roles can change more than once.

The main campaign scenario game (1460) starts with the House of Lancaster as King, and the House of York as Pretender.

**Margaret of Anjou**

Henry VI was not a warrior king, but his dynamic queen, Margaret of Anjou, made up for his lack. Ruthless and driven to preserve the throne for her son, she was defeated only with the death of Prince Edward at Tewkesbury in 1471. Margaret is listed on the Henry VI block which would otherwise be rated C2.

**Richard III**

It is possible to play this game and never have the Duke of Gloucester become Richard III. History is changed with each game.

Richard, Duke of York died at the Battle of Wakefield in 1460. His eldest son became Edward IV a few months later. If York had survived Wakefield, he would likely have become Richard III in 1461. This often happens in this game.

Gloucester was the youngest of York’s four sons. It took the brutal murder of Rutland by Lord Clifford (after Wakefield), the execution of Clarence for treason, and the early death at age 40 of Edward IV to bring him the crown. Even then he had to overcome a little matter of two princes, sons of Edward IV. Gloucester has a very good chance of becoming king in this game, perhaps as Richard IV, but he may also die in battle before gaining the crown.

**Henry of Lancaster**

Henry VI, 1421–1471

But all his mind is bent to holiness To number Ave Maria on his beads His champions are the prophets and apostles His weapons holy saws of sacred writ.

Henry VI Part II, Act I, Scene III.

II – MAIN MENU

Once the developer's and publisher’s logs have been displayed, the game’s Main Menu is displayed and from there you can reach the game or its options.

This menu allows to select a new scenario to be played (New Game), to resume the last game played where you stopped it (Continue), to load a previously saved game (Load Game), set the various game options (Options) or abandon the game (Quit).

2.1 Load (and Save)

This load function allows you to both load a previously saved game (see illustration 2.1 a below) and save an
ongoing game (during your game, while clicking on the Menu button, see section IV below).

You can rename your saves by double clicking on their names in the boxes presented in the save window.

Please note that the game automatically offers an autosave (a game is saved automatically at the start of every phase).

2.2 Options
The Option menu seen in Illustration 2.2 below can be reached from the main menu page. There, a few of the gaming options can be adjusted, such as language changes (NB: to validate a language change, the game must be restarted), screen resolution adjustment, sounds and music.

2.3 New Game (a.k.a Scenarios)
There are 3 in this version of the game. You can select from the scenario menu (Illustration 2.3), and for each of them you can see a very short summery right below the descriptive and decorative picture.

The Wars of the Roses 1460 Scenario
A historical scenario in which, as the game begins in 1460, the two players will run 3 complete campaigns to decide if one of them is the victor.

Each of the three (3) Campaigns has seven (7) Game Turns, for a total of twenty-one Game Turns. A Political Turn links the campaigns.

The Wars of the Roses 1470 Scenario
A historical scenario in which, as the game begins in 1467, the two players will run 2 complete campaigns to decide if one of them is the victor.

Each of the two (2) Campaigns has seven (7) Game Turns, for a total of fourteen Game Turns. A Political Turn links the two campaigns.

The Wars of the Roses 1480 Scenario
A historical scenario in which, as the game begins in 1480, the two players will run 1 complete campaign to decide if one of them is the victor.

The single (1) Campaign has seven (7) Game Turns. A Political Turn concludes that campaign.

III – PLAYERS AND AI

Each of the 2 sides (York and Lancastrian) can be controlled by either a player or the AI

The AI (Artificial Intelligence) will make the major powers not represented by players active (if selected as computer-controlled) and give them the means to win the game according to the selected difficulty level of the currently played scenario

There are currently three AI difficulty settings: normal, aggressive and balanced

- In Normal level, AI plays exactly like a player would (no specific advantage)
- In Aggressive level, the AI has increased advantages that make it more competitive.
- In Balanced level, the AI has a few advantages to offset not being a human....
Once you have selected a scenario in the menu, just click on the START GAME button to launch the game.

After a brief loading, you shall arrive on the main map and interface where the game is played. Hereafter are the necessary explanations about these.

### 4.0 The Interface

Please refer to the numbers in **Illustration 4.1** above for the following description.

- **Top Campaign Information 1**: this line is used to summarize which campaign you are currently playing among the potential three, the campaign’s year and which turn of the campaign it is (out of how many turns are in the campaign, base being 7 in this game).

- **Return to Main Menu 2**: the MENU button takes you back to the main menu, and in particular the save procedure.

- **Sides 3**: the shields of each side are displayed, with LANCASTER on the left and YORK on the right. The figures on each sides of the respective shields are the current campaign score (Nobles you control). The side holding Kingship is indicated with a crown symbol besides it.

- **Phase Bar 4**: the shields on the left are there to remind you which side is currently active. The phase title or indication is displayed in the middle of the bar.

- **If you want more explanations and/or advice on the phase, click on the ? 5 button.**
  When you are done with the phase (or can’t do anything more), the DONE 6 button turns orange: click on it to proceed to the next phase.

- **Map** is located in the middle of the screen. See next section for details. You can zoom in or out by using your mouse wheel.

- **Units Pools 7**: the units that are not yet in play for each side are located on the side of the map. As a convention, the Lancaster (red) player “sits” at the bottom left edge of the map, the York (white) player at top right edge, and their respecting units’ pools are located there.

- **Unused Cards Deck 8**: the cards that have not be drawn by the players are left face-down there, on the ‘table’ next to the board. See also C below.

- **Played Cards** by both sides already are placed face up next to the units’ pools.

### 4.1 The Map
The mapboard depicts England and Wales in the 15th century. In the computer game, the Lancaster player “sits” at the bottom left edge of the map, the York player at top right edge.

4.1.1 AREAS
The map is divided into areas to govern the movement and location of blocks. Areas are separated by yellow, blue, or red borders (5.21) which restrict movement.

Areas can be Friendly, Enemy, Vacant, or Contested. Changes to area control are effective immediately.

Friendly: area occupied by one or more of your blocks.
Enemy: area occupied by one or more enemy blocks.
Vacant: area containing no blocks.
Contested: area containing blocks of both players, awaiting Battle Resolution.

4.1.2 SHIELDS
The major estates for nobles are indicated by shields. Some areas contain shields for two or more different nobles, and some nobles have shields in two or more different areas.

Shields provide a combat benefit of +1 firepower (B2=B3) for their noble(s) when defending (not attacking).

The defensive benefit applies for the Defender, even if the noble moves there this Game Turn, or defects during battle.

York has three shields on the map. Any York heir can use any of them as home shields.

Lancaster has five shields, but three of them are specific: Exeter (Cornwall), Somerset (Dorset), and Richmond (Pembroke).

Shields
Most noble shields depict heraldic arms, sometimes in the simplified form found on banners and worn by retainers. A major exception is the House of York who are all shown bearing the famous “Sun in Spendor” badge of Edward IV. Their actual arms are too similar to those of the House of Lancaster.
We have also given historical badges to three Nevilles (Kent, Salisbury, Warwick) and to the Earls of Pembroke and Devon.

4.1.3 CROWNS
Some areas contain a Crown symbol. Each crown provides the same defensive benefits of a shield (2.2) to the current King or one royal heir.

4.1.4 CITIES
Seven cities are shown on the map: Bristol, Coventry, London, Newcastle, Norwich, Salisbury, and York. In all scenarios, four cities favor Lancaster (red names) and three favor York (white names).

Each city has a specific levy block. Levies are +1 firepower (C3=C4) when defending their city.

4.1.5 CATHEDRALS
Two cathedrals exist, Canterbury and York, the centers of the two archdioceses.

The associated church block is +1 firepower when defending its cathedral.

Cathedrals
The church had huge landholdings and bishops often had the right to raise troops. Loyalty was an issue since many bishops were younger sons of powerful nobles. For example, a Bourchier was Archbishop of Canterbury, and a Neville became Archbishop of York.

4.1.6 WALES
Wales consists of four areas: Pembroke, Caernarvon, Powys, & Glamorgan. These areas can be freely used by either player. They are not exile areas.

The Welsh block is +1 firepower (A2=A3) when defending any of the four areas of Wales.

4.1.7 EXILE
Each player has two exile areas:

Lancaster: France & Scotland
York: Calais & Ireland

These areas can never be attacked or entered by the enemy player.

Exile Areas
Movement to/from Exile requires a Sea Move except for Scotland. None of them can be attacked.

4.1.7.1 Ireland
Ireland is home for the Irish block. Movement to/from Ireland requires a Sea Move (6.3) through the Irish Sea zone.

4.1.7.2 Scotland
Scotland is home for the Scots block. Lancaster blocks can enter Scotland by move, retreat, or regroup.

4.1.8 SEAS
4.1.8.1 Sea Zones
There are three Sea Zones: North Sea, English Channel, and Irish Sea. Kent separates the North Sea from the English Channel. Cornwall separates the English Channel from the Irish Sea. Scotland separates the North Sea from the Irish Sea.

4.1.8.2 Islands
The Isle of Wight and Anglesey are unplayable islands. The Isle of Man contains one of two shields for Lord Stanley. Movement to/from this island requires a Sea Move (6.3).

4.1.8.3 Ports
All coastal areas contain minor ports, but several contain a ship symbol that designates a major port. If a city is a major port, it has also an anchor symbol.

Ports improve Sea Movement (6.3).

Richard Plantagenet
Duke of York, 1411–1460

And, by my soul, this pale and angry rose As cognizance of my blood-drinking hate Will I forever, and my faction wear Until it wither with me to my grave Or flourish to the height of my decree.

Henry VI Part I, Act II, Scene IV.

Royal Shields
Three of the five Lancaster royal shields are home to specific heirs. For example, Dorset is the home shield for Somerset, but becomes available to any Lancastrian heir should Somerset be killed.

4.2 The Cards
The game has twenty-five (25) cards, nineteen (19) Action cards and six (6) Event cards. See section 6.0 below. At the beginning of each Campaign, the cards are shuffled, and seven (7) cards are dealt face-down to each player. The remaining cards are not used the campaign and go on the side of the board as indicated above.

4.3 The Armies
Armies are also called BLOCKS (hence the title of the engine). In this game, Blocks are of mainly two colors, one for each side, plus a black/dark grey color for the rebels, and their respective total quantities are as follows:

- **White**: House of York (31)
- **Red**: House of Lancaster (31)
- **Black**: Rebel (1)

4.3.1 BLOCK DATA

### 4.3.1.1 Strength

The current strength of a block is the number of squares on the top edge of the block. Blocks can have a maximum strength of 4, 3, or 2. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

For each hit taken in combat, the block’s strength is reduced by coloring one of the squares in dark red.

### 4.3.1.2 Combat Rating

The Combat Rating is indicated by a letter and number, such as A2 or B3. The letter (initiative) determines when a block has a battle turn.

All A blocks go first, then all B blocks, then all C blocks.

The number (firepower) indicates the maximum roll that will score a hit. See 7.4.

### 4.3.1.3 Loyalty

Some blocks have a Loyalty Rating, noted on the top left of the block via a black rose.

- Blocks with a crown in that location are heirs.
- Blocks with a red or white rose are loyalists who never defect.
- Blocks with Loyalty Ratings of 1, 2, or 3 may defect with a successful Treachery Roll (8.9).

**IMPORTANT**: Some blocks have different Loyalty Ratings for the two sides. For example, Rivers has Loyalty 1 as a Lancastrian, but Loyalty 2 as a Yorkist.

#### NEVILLES

This powerful family is represented by three (3) blocks: Warwick, Salisbury, and Kent. They have a special family Loyalty Rating. See: 8.9.1.

### 4.3.1.4 Name & Title

In most cases the family name is given as an extra information in the unit tooltip.

If there is no family name then it is the same as the title (such as Stanley).

4.3.2 BLOCK TYPES
4.3.2.1 Heirs
Both sides have five (5) heirs to the throne, each with a crown symbol (usually associated with a shield) and displaying a head portrait rather than a soldier.

Heirs are ranked from I (1, senior) to V (5, junior) and their rank is identified by Roman figures as shown here:

I  II  III  IV  V

The current senior heir of each player is the King or Pretender as applicable. Heirs of the King are called royal heirs.

- Heirs are crucial for victory (see 10)
- An heir has +1 firepower (A3=A4) defending his shield.

4.3.2.2 Nobles
Nobles are identified by soldiers (knights or men-at-arms) and associated shields. The blocks represent the noble and his armed retinue.

Nobles bearing a red rose (top left) are always loyal to the House of Lancaster; those bearing a white rose are always loyal to the House of York.

- Non-rose nobles can support either side. There are two versions of these blocks, red when loyal to the House of Lancaster, and white when loyal to the House of York. Only one of these blocks can be in play at the same time.
- Nobles have +1 firepower (B2=B3) when defending their shield(s).

4.3.2.3 Church
Two blocks, Canterbury and York, represent the power and influence of the church. The shields associated to them displays a bishop mitra.

- Each counts as one noble for Usurpation.
- These blocks have +1 firepower (C2=C3) when defending their cathedral.

4.3.2.4 Levies
Both players have one levy block for each city of their color, plus a Bombard.

Levies usually show an infantryman in white tunic and the associated shield has a city symbol.

Levies start in each player’s pool and are deployed on the map in the city region (if city is friendly to the player).

- Levies have +1 firepower (C2=C3) when defending their city.

4.3.2.5 Mercenaries
Both players have three (3) Mercenaries:

Lancaster: French, Scots, Welsh.
York: Burgundian, Calais, and Irish.

Mercenaries show a gold or silver coin next to their shield as a reminder of their status.

4.3.2.6 Rebel
Black block that fights for the Pretender (only)

Edward Plantagenet Earl of March, Edward IV, 1442–83

Dazzle mine eyes, or do I see three suns Tis wondrous strange, the like never heard I think it cites us, brother, to the field That we the sons of brave Plantagenet Each one already blazing by our meeds Should join our lights together And overshine the earth.

Henry VI Part 3, Act II, Scene I.
4.4 Setup and Pools
At the start of each scenario, in the initial campaign, army blocks are always at full strength

4.4.1 DEPLOYMENT
Both players blocks are automatically deployed by the campaign setup, no player action is required. Your own blocks are deployed upright at full strength. You can’t see the details of your opponent’s blocks.

4.4.2 POOL
Each player maintains a pool off-map that contains blocks to be recruited as show below.

These blocks stand upright, unseen by your opponent. Leave the mouse hovering over a block to see a tooltip with more details as shown below.

To quickly find out which area can allow which recruits (to see if available or not), click on the region.

It will let you know which recruits are available and, if the region is not controlled it will be displayed in red color (you cannot recruit in regions that you don’t control).

Recruits are chosen from your pool and deployed on the mapboard as indicated in section 6.4. hereafter.
4.4.4 MINOR HEIRS
Both players start the game with three (3) heirs in play. Absent are Clarence and Gloucester for York, and Prince Edward and Richmond for Lancaster. These heirs are minors when the game starts. See section 10 Victory below.

When an heir is killed, the most senior minor heir enters play (see 7.8.2) at the beginning of the next Supply Phase. Note that Prince Edward is Lancastrian heir #2.

4.4.5 ENEMY NOBLES
Blocks listed as Enemy Noble have two versions, one York and one Lancaster. The enemy version starts the game as an enemy block, but can change sides with Treachery Rolls (7.9). Initially, your version is kept off-map along the east edge of the map until a defection occurs.

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Henry Holland
Duke of Exeter, 1430–75
Oh piteous spectacle! Oh bloody times! Whilst lions war, and battle for their dens Poor harmless lambs abide their enmity.
Henry VI Part 3, Act II, Scene V

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4.4.6 HOUSE OF LANCASTER (1460)
Henry VI (King): Middlesex
Duke of Somerset: Dorset
Duke of Exeter: Cornwall
Earl of Devon: Cornwall
Earl of Pembroke: Pembroke (Wales)
Earl of Wiltshire: Wilt
Earl of Oxford: Essex
Viscount Beaumont: Lincoln
Lord Clifford: North Yorks
French Mercenary: France
Scots Mercenary: Scotland
Duke of Buckingham: Pool
Earl of Northumberland: Pool
Earl of Shrewsbury: Pool
Earl of Westmoreland: Pool
Lord Rivers: Pool
Earl of Richmond: Pool
Bristol (levy): Pool
Coventry (levy): Pool
Newcastle (levy): Pool
York (levy): Pool
Bombard: Pool
Welsh Mercenary: Pool
Prince Edward: Minor
Earl of Richmond: Minor
Canterbury (church): Enemy Noble
Duke of Clarence: Enemy Noble
Earl of Warwick: Enemy Noble
Earl of Salisbury: Enemy Noble
Earl of Kent: Enemy Noble

4.4.7 HOUSE OF YORK (1460)
Duke of York (Pretender): Ireland
Earl of Rutland: Ireland
Irish Mercenary: Ireland
Earl of March: Calais
Earl of Warwick: Calais
Earl of Salisbury: Calais
Earl of Kent: Calais
Calais Mercenary: Calais
Burgundian Mercenary: Calais
Duke of Norfolk: Pool
Duke of Suffolk: Pool
Earl of Arundel: Pool
Earl of Essex: Pool
Earl of Worcester: Pool
Lord Hastings: Pool
Lord Herbert: Pool
Canterbury (church): Pool
London (levy): Pool
Norwich (levy): Pool
Salisbury (levy): Pool
Bombard: Pool
Rebel: Pool
Duke of Clarence: Minor
Duke of Gloucester: Minor
Duke of Exeter: Enemy Noble
Duke of Buckingham: Enemy Noble
Earl of Northumberland: Enemy Noble
Earl of Westmoreland: Enemy Noble
Earl of Shrewsbury: Enemy Noble
Lord Rivers: Enemy Noble
Lord Stanley: Enemy Noble
York (church): Enemy Noble
V - TURN & SEQUENCE

5.1 Game Turns
The game consists of UP TO three (3) Campaigns, each of seven (7) Game Turns, for a maximum total of twenty-one Game Turns. A Political Turn links the campaigns.

Each Game Turn has four (4) Phases, played in the sequence below.

5.2 Turn Sequence

5.2.1 CARD PHASE
Each player starts a Game Turn by playing one (1) card facedown. The cards are then revealed. The player with the higher card is Player 1 that Game Turn. The Pretender is Player 1 on ties.

The player going first has its card displayed larger than his opponent’s

Case of Event Cards
Event cards have a special action defined on the card. The player of an Event card is always Player 1.

If both plays are Event cards, the AP values on the two cards determines Player 1, but if still tied, the Pretender is Player 1.

NOTE: Players must play a card, but can do nothing if desire
5.2.2 ACTION PHASE (see 6.0)

Player 1 plays, then Player 2. Card values (Ø-4) equal Action Points (AP). Events effects come extra.

Each Action Point allows:

• **1 Move**: any/all blocks in one area may move one or two areas, but must stop if entering an enemy-occupied area. See 6.2 / 6.3.

• **1 Recruit**: Choose one block from your pool and deploy at full strength on the map. See 6.4. Blocks cannot move in the same turn they are recruited.

  **Tip**: Choose them after all movement is complete.

**Example**
Card AP3 allows 3 Moves, or 2 Moves and 1 Recruit, or 1 Move and 2 Recruits, or 3 Recruits.

5.2.3 BATTLE PHASE (see 6.0)

After both players have completed all movement, battles are fought by opposing blocks in the same area. They are fought one at a time in any sequence determined by Player 1.

To select a battle, just click on the highlighted region.

5.2.4 SUPPLY PHASE (see 7.0)

Supply Limits (8.1) and Exile Limits (8.2), if applicable, are immediately implemented. If necessary, players will be prompted to take losses as necessary.

Repeat ALL phases above until all seven (7) cards are played.

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VI – Actions

6.1 Cards

Movement is controlled by the available Action Points (AP) on the card played.

There are 25 cards in the game, with 19 Action Cards (6xAP2, 7xAP3, 6xAP4), and 6 Event cards.

**Action**

- **Activation 3**
  - You can spend 3 activation points

  ![Activation 3 Card](image)

  x6

- **Activation 3**
  - You can spend 3 activation points

  ![Activation 3 Card](image)

  x7

- **Activation 4**
  - You can spend 4 activation points

  ![Activation 4 Card](image)

  x6

**Event**

- **Muster**
  - Designate one friendly or vacant area.
  - Any/all friendly blocks can move normally.
  - Air movement is not allowed.

  ![Muster Card](image)

  x1

- **Piracy**
  - Any movement is not allowed.

  ![Piracy Card](image)

  x1

- **Plague**
  - Choose one enemy city/area.
  - All enemy blocks there lose one self, even if eliminated.

  ![Plague Card](image)

  x1

- **Surprise**
  - Move one group border limit is +1 to oben all borders yellow.

  ![Surprise Card](image)

  x1

- **Treason**
  - Move one group. One treachery roll can be made before battle begins.

  ![Treason Card](image)

  x1

- **Forced March**
  - Move one group. Blocks can move up to 3 areas and may attack.

  ![Forced March Card](image)

  x1

**Event cards** have a special action defined on the card. Both the AP value and event are played, but the APs must be used only for that event. Event card priority still applies (e.g., event card AP0 has higher priority than a normal AP4).
EVENT CARDS

Surprise: Move one group. Border Limit is +1 to cross all borders. May be used for normal Sea Movement.

Force March: Move one group. Blocks can move up to 3 areas and may attack. Sea Movement not allowed. Border Limits apply.

Muster: Designate one friendly or vacant area. Any/all friendly blocks can move normally to reach the muster area. Sea Movement not allowed.

Piracy: APs must be used for Sea Moves. Attacking is allowed, but no port-to-port bonus. Attacking blocks can only Retreat/Regroup to a friendly/vacant coastal area in the same sea zone. Retreat/Regroup limits are the same as Sea Move limits.

Treason: Move one group. One Treachery roll can be made in any battle (started by you or the enemy player) before it begins. The King, Pretender, or Warwick need not be present.

Plague: Choose one enemy city area. All blocks there lose one step, even if eliminated.

6.2 Land Moves

For one (1) Action Point, a player may activate any/all blocks in one area for land movement. Blocks move one or two areas. Active blocks may move to the same or different areas as desired.

Blocks may pass freely through friendly blocks, but must stop and fight a battle when they enter an enemy or contested area. Blocks only move once per turn, except to Retreat or Regroup.

6.2.1 Border Limits

The maximum number of blocks that can cross any border per Game Turn depends on its color (see Section 4 above):

- Yellow: 4 blocks
- Blue: 3 blocks
- Red: 2 blocks (must stop).

Border limits apply to each player. Both players can move two blocks across the same red border. Note that blocks must stop after crossing a Red border.

Example

Five (5) blocks in Middlesex wish to move to Oxford. Four (4) can move directly to Oxford while one (1) must move via Leicester or Sussex.
6.2.2 Pinning
Blocks entering an enemy-occupied area are Attacking; the enemy blocks are Defending. Attacking blocks (excluding Reserves) prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. The "unpinned" blocks may move normally and even attack, but cannot cross any border used by enemy blocks to enter that battle.

6.3 Sea Moves
Each AP allows one (1) block to move from one coastal area to another friendly or vacant coastal area within the same Sea Zone. This is a separate AP expenditure from a Land Move.

Blocks must start and end their Sea Move in a coastal area (or exile). They cannot also move by land in the same turn.

Blocks can Sea Move only to friendly or vacant coastal areas, not to enemy or contested areas.

6.3.2 Geographical Limitations
Blocks in Calais can Sea Move to areas on the English Channel or North Sea.
Blocks in France can Sea Move to areas on the English Channel or Irish Sea.
Blocks located in Cornwall, Kent, and Scotland may Sea Move to areas on either connecting Sea Zone.
Blocks cannot Sea Move to/from Hereford, Gloucester, or South Yorks. They can Sea Move to Middlesex.

6.3.2 Other Limitations
Blocks cannot Retreat/Regroup by Sea Move unless using the Piracy card.

The Scots, Welsh, Rebel, and City Levy blocks can never Sea Move.

6.3.2 Ports
A player can Sea Move two blocks for AP1 when moving from one major port (4.1.8.3) to another major port. Both blocks must start in the same major port and move to one Major Port.

Calais and Kent are both Major Ports, so 2 Block may sea move there for 1 Action Point.
6.4 Recruits
Players may spend any/all Action Points (AP) to recruit blocks from their pool. Recruited blocks can NOT move in the turn they are built. Choose and deploy one (1) block per AP. Recruits deploy at full strength.

- **Nobles**: deploy in a friendly or vacant area containing their shield.
- **Church**: deploy in a friendly or vacant area containing their cathedral.
- **Levies**: deploy in a friendly or vacant area containing their city.
- **Bombard**: deploy in any friendly city area.
- **Rebel**: deploy in any vacant area, but not an exile area.
- **Mercenaries**: Mercenaries always start in an exile location. They are recruited normally. The Welsh is in the Lancastrian pool and deploy in any friendly or vacant area of Wales.

**IMPORTANT:** players may NOT add steps to existing blocks during a campaign.

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Some areas contain two or three deployment symbols. For example, Northumberland contains a shield (Northumberland) and a City (Newcastle). The Lancastrian could expend 2AP and recruit the noble Northumberland and the Newcastle levy in the same turn. Similarly, East Anglia contains two shields and one city. Here the York player could spend 3AP and raise three blocks from his pool – the nobles Norfolk and Suffolk, plus the Norwich levy.

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**Move Example**
For 1 AP a player may move any/all East Anglia blocks to one or more of Essex, Middlesex, Rutland, Leicester, and Lincoln. The river border limits 3 blocks crossing directly to Rutland, although 3 more could get there via Essex.

**Pinning Example**
Five (5) blocks defend Chester. Three (3) blocks attack from Derby and one (1) from Warwick. Assuming the Derby blocks are the Main Attack, a total of 3 blocks in Chester are pinned, but 2 are unpinned and may leave except via the Derby or Warwick borders.

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**Estuaries**
Blocks in Glamorgan seeking to march to Somerset, must first move to Hereford, then to Gloucester, then to Somerset.
Blocks cannot move from Glamorgan to Somerset, East Yorks to Lincoln, or Kent to Essex. They can make these moves only by Sea Move.
Blocks cannot Sea Move to South Yorks, Hereford, or Gloucester, but Middlesex (London) is a port.

**Sea Zones**
Blocks in Cornwall can Sea Move to any friendly or vacant area on the English Channel or the Irish Sea.
Blocks in Kent can Sea Move to any friendly or vacant area on the English Channel or the North Sea.
Blocks in Scotland can Sea Move to any friendly or vacant area on the North or Irish seas.

**Sea Moves Example**
AP2 could allow 4 blocks to Sea Move from Calais to Sandwich, or to any other port in the English Channel or North Sea zones. Two blocks could also go to one port and two blocks to another port. Two blocks could also go to one port, and one block to a non-port area.

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**George Plantagenet**
**Duke of Clarence, 1449–78**

*When we saw our sunshine made thy spring And that thy summer bred us no increase We set the axe to thy usurping root And know thou, since we hath begun to strike We’ll never leave ’til we hath hewn thee down Or bath’d thy growing with our heated bloods.*

Henry VI Part 3, Act II, Scene II
VII – BATTLES

When battles are launched, selecting the battle location will open the battle board.

The board displays as many columns as there are different initiatives, and places the blocks in those columns on the lines that correspond to their current strength. Blocks eliminated during the battle will receive a red X (and an animation) and will be put on the side (i.e., disappear from the board).

The total number of rounds, as well as the current one, is displayed in the middle of the board, separating the two sides.

Each block that is active is highlighted, and rolls dice. The dice are colored in red (failed) or green (success) depending on the comparison of the number obtained with the current firepower of the block.

7.1 Battle Sequence

Battles are fought one by one after all moves are completed. Player 1 determines which battle to fight first.

To select a battle, just click on the highlighted region you want to start with, until all battles are solved.

7.2 Battle Turns

Each block has one Battle Turn per Battle Round. In its turn, a block may either Fire, Retreat, or Pass, except Retreat is not allowed in Round 1.

The sequence of turns depends on combat ratings. “A” blocks go before “B” blocks, then “C” blocks. Defending “A” blocks go before Attacking “A” blocks, and so on.

EXCEPTION: Bombards are A3 for round 1, but D3 in later rounds. They never get A3 if they enter a battle as Reserves.

After all blocks have taken one Battle Turn, one Battle Round has been fought.

Battles are fought for a maximum of four (4) battle rounds. Attacking blocks must retreat during Round 4 in their normal battle turn.

7.3 Battle Reserves

A player may attack via one, two or three different borders, up to the limits of each border. Attacking via four different borders is prohibited. Blocks crossing the various borders need not start their turn in the same area.

One border (attacker choice) must be declared the Main Attack. Blocks using other borders are placed in Reserve.
Example 1
York has 2 blocks in Wilts and 4 in Kent. Both groups attack Sussex. The Attacker declares the Kent group his Main Attack.

Example 2
Lancaster has 1 block in each of Middlesex, Oxford, and Gloucester. Expending AP3, these blocks combine for a Main Attack against 2 York blocks in Sussex via the Oxford/Sussex river border. Reserve blocks may not fire, retreat, or take hits in Round 1. They arrive at the start of Round 2 to take normal turns.

Exception: If all Round 1 blocks are eliminated, Reserve blocks for that side immediately deploy. They cannot fire until Round 2, but take hits normally from unfired enemy blocks during Round 1.

Blocks moved by Player 2 to reinforce a battle started by Player 1 are Reserves. A maximum of two different borders are allowed and reserves arrive to fight starting in Round 2.

Example
York player attacks Essex from Rutland with 3 blocks (main attack) and from Middlesex with 2 blocks. Lancastrian player has 2 blocks defending Essex, but moves 3 blocks from East Anglia to Essex. Round 1 has 3 Rutland blocks attacking 2 defending Essex blocks. The Middlesex and East Anglia blocks are Reserves that arrive for Round 2.

7.4 Battle Hits
Each block in its Battle Turn rolls as many dice as its current Strength. A hit is scored for each die roll equal to or lower than the block’s Combat Rating.

Example
Stanley 3 rolls 3 dice. He has B2 combat: all rolls of 1 & 2 are hits, otherwise misses.

All hits by one block are applied immediately to the enemy block with the highest current Strength. If a block is eliminated, surplus hits apply to the next highest Strength enemy block, etc. If two or more blocks have the highest Strength, the owner chooses which to reduce.

Blocks defending their shields, crowns, cathedrals, and cities have a defensive benefit of +1 firepower. See Seats in 4.2.2/4.2.3.

7.5 Heir Charges
The senior heir present in each battle at the instant of fire has the option to Charge.

The charging heir fires at an enemy block at normal firepower. Surplus hits are forfeit.

If the target survives the charge, it gets one bonus fire (normal firepower) at the charging block immediately.

7.6 Retreats
Each block may retreat (instead of attacking) on its Battle Turn, except blocks can never retreat on Battle Round 1.

- Blocks must retreat to adjacent friendly or vacant areas. They may retreat to multiple adjacent areas via different borders.
- Blocks may not retreat via borders that were used by the enemy player to enter the battle. When both players have crossed the same border, only Player 2 may retreat via this border.
- Border limits apply to retreating blocks each Battle Round.
- Blocks that cannot retreat when required are eliminated.

Battle Example
Herbert (A2) and Clarence (B2) attack Rivers (B2). The Battle Turn sequence for each round is: Herbert (A2), Rivers (B2), and Clarence (B2).

Battle Hits
Unlike most block games, all hits from one firing block are applied to the highest strength enemy block. Only if that block is eliminated do surplus hits carry over to the next strongest block. This can result in one key enemy block being eliminated by one devastating fire, not unlike what happened to the Duke of York, Warwick, and Richard III.

Attacker/Defender
Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.
Pursuit
Many casualties occurred from pursuit. This is naturally handled by the game system. A block wishing to retreat must await its normal battle turn. If the Defender survives three battle rounds, the Attacker must retreat during round 4, but takes fire from Defender blocks that have an earlier battle turn.

7.7 Regroups
When a battle ends the victor (Attacker or Defender) may Regroup. All victorious blocks (including any in Reserve) may move to any adjacent friendly or vacant areas, never to enemy or contested areas. Border Limits (see 6.2.1 above) apply.

7.8 Eliminated Blocks
Eliminated blocks are displayed with a RED X on top of them, and placed on the side of the board.

7.8.1 The King is Dead
The King is dead; long live the King! The senior royal heir becomes king at his current location (even exile) and strength at the beginning of the next Supply Phase.

7.8.2 Death of an Heir
Heirs are permanently eliminated when killed. They are kept off-map with a red X on top as a record of the game.

When an heir is killed, the most senior of the minor heirs (if available) enters play at the beginning of the next Supply Phase.

7.8.3 Death of a Noble
Rose nobles (i.e. loyal ones) are permanently eliminated.

Other nobles (and church) go to the owner pool face-down. They cannot be recruited again this campaign but will in the next.

EXCEPTION: The Neville blocks Kent, Salisbury, and Warwick, are permanently killed.

7.8.4 Death of a Levy
Eliminated City levies and Bombards go to the owner pool face-down. They cannot be recruited again this campaign.

7.8.5 Death of a Mercenary
Eliminated mercenaries go to their home area face-down, except the Welsh go face-down to the Lancastrian pool. Mercenaries cannot be recruited again this campaign.

7.8.6 Death of a Rebel
The Rebel if eliminated goes to the Pretender pool face-down. It cannot be recruited again this campaign.

7.9 Treachery Rolls
Some nobles were unreliable on the battlefield and several upset victories resulted from treachery.

The King, Pretender and Warwick may each attempt one (1) Treachery Roll per battle (if present).

Note: to ease recognition, Warwick is showing a head in a Knight helmet (to differentiate it from other nobles and heirs/royals).

A Treachery Roll is made in a normal Battle Turn instead of firing or retreating. Choose an enemy block (not in Reserve) and roll as many dice as the target's Loyalty Rating. If all numbers (not the total) rolled are EVEN the block defects to your Reserve at current strength and fights normally starting next round.

Example
Treachery Roll is made by the King to convert Northumberland, loyalty 2. Two dice are rolled. If both numbers are even, Northumberland defects.

The same block can receive three Treachery Rolls in one battle, such as one each from the Traitor card, the Pretender, and Warwick. A Treachery Roll cannot be made to regain a defected block in the same battle.
Battle Treachery
Several battles were decided by treachery. The Battle of Northumberland ended with a Yorkist victory after Lord Gray, defending the Lancastrian left, switched to support York.

Most famous of all was the Battle of Bosworth Field where Stanley defected to the Lancastrian side before the battle, and Northumberland, declined to fight on a pretext that took one third of Richard III's army out of the fight.

Henry Tudor
Henry VII, 1457–1509
This pretty lad will prove our country's bliss His looks are full of peaceful majesty His head by nature fram'd to wear a crown His hand to wield a sceptre; and himself Likely in time to bless a regal throne.
Henry VI Part 3, Act IV, Scene VI.

Richard Plantagenet, Duke of Gloucester
(Richard III, 1452-1485)
Conscience is but a word that cowards use Devis'd at first to keep the strong in awe Our strong arms be our conscience, swords our law March on, join bravely, let us to the pell-mell If not to heaven, then hand in hand to hell.
Richard III, Act V, Scene III

8.1 Supply Limits
Each area can supply up to four (4) blocks without penalty. When more than four blocks exist in one area in the Supply Phase, each surplus block (owner choice) is reduced one step. Blocks eliminated by supply limit are treated as per 7.8.

CITIES: The Supply Limit in areas containing a city is five (5) blocks.

8.2 Exile Limits
Calais and France can each supply up to four (4) blocks, plus local mercenaries. Ireland and Scotland can supply two (2) blocks plus the local mercenary. Extra blocks (owner choice) are subject to normal Supply Penalty.

Extra blocks (owner choice) are also sent to the player pool during Campaign Reset. Hence, with three York blocks in Ireland, but the Irish block is absent, one exile is subject to one step loss each Supply Phase. If still overstaked, one exile (owner choice) goes to the pool on reset.

7.9.1 Warwick
Kent and Salisbury have a small "Warwick" shield instead of a Loyalty Rating. These blocks have a Loyalty Rating of 2, but only 1 if Warwick is making the Treachery Roll.
A campaign ends when all seven (7) Game Turns have been played.

A Political Turn is now played during which the Pretender can usurp the throne, and armies prepare for the next campaign. The play of the political actions takes place in the exact order given in the following sections.
9.1 Levies Disbands
Levies, Bombards, and Welsh return to the owner’s pool. Mercenaries return to their home areas. Rebel block disbands.

9.2 Usurpation
Usurpation occurs when the Pretender controls a majority of nobles and heirs.

Usurpation calculation is made as follows:
- Each church block counts as one (1) noble.
- Occupation of London (Middlesex) also counts as one (1) noble.
- Exclude any blocks in exile, Isle of Man, or the pool.
- Ties are won by the King.

If Usurpation occurs, the Pretender’s senior heir becomes King. The former King is deposed and must go to exile as the Pretender.

9.3 Pretender Goes Home
The Pretender and his heirs on map must go to exile.
Nobles/church on map go to their own shield/cathedral, but if enemy-occupied, then to the friendly pool.

9.4 King Goes Home
The King and royal heirs on map return to their shield (if any) or any crown area otherwise.
Nobles/Church on map go to their own shield/cathedral, but if enemy-occupied, then to the friendly pool.
IMPORTANT: For both players, blocks currently in exile must remain in exile.

9.5 Campaign Reset
When a new campaign starts, the following occurs:
- All face-down blocks in the pool are reset to full strength and available to be recruited in the upcoming campaign.
- The Rebel block is moved to the Pretender pool.
- All blocks on the map are raised to full strength.
- All the 25 cards are reshuffled and seven (7) ones are dealt to each player for the next campaign.

X – VICTORY
You can win the game in two ways:
- Eliminate all five (5) enemy heirs for an instant victory.
- Otherwise, after the third Campaign, play through Usurpation (9.2) of the Political Turn. Whoever is King wins the game.
10.1 Clarence & Exeter (Heirs)
Two heirs, Exeter (Lancaster) and Clarence (York) are subject to Treachery rolls and can defect to the other side. They cannot defect if they are the King or Pretender. If they do defect:

- They are not heirs for their new side, just nobles who count for usurpation.
- They are not heirs (or nobles) for their original side, but regain that status if they defect back to that side.
- They can be executed (eliminated) during any Supply Phase to ensure they never defect back to their original side.
- No minor heir is activated to replace them unless that heir is killed or executed.
- When required to go home as an enemy noble, Exeter goes to Cornwall, and Clarence to any vacant York shield, otherwise to the friendly pool.

XI – CREDITS

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