

Kingmaker II - Vassal Module

V1.0 Player Guide

Introduction

It is assumed that players are familiar with the Vassal module system for playing a board game and its provision of, for example, right-click activated card and counter pop-up menus.

This Guide is designed to assist players in applying the system to the board game “Kingmaker: The Royal Relaunch” (published 2023) referred to hereinafter as “Kingmaker II”. Users should note that the module is not an official product endorsed by Gibsons Games Ltd but has been made with permission from the company.

A) Game set-up

This is conducted by a player, chosen for the purpose as Set-up Umpire, in the area to the right of the Main Map Board - see separate guide. (This player joins the game as “Umpire” and accesses the Set-up Guide from the Help menu).



The diagram above illustrates the play area when setting up a game for 4 Players. 2-, 3- and 5-player games will have a similar arrangement. Once set-up has been completed, the area to the right of the map board has no function other than to indicate turn order by faction but can be used as spare space.

B) Vassal Toolbar



This provides players with the facilities they will need to play the game. The tabs shown follow on from five standard Vassal tabs and are, from the left:

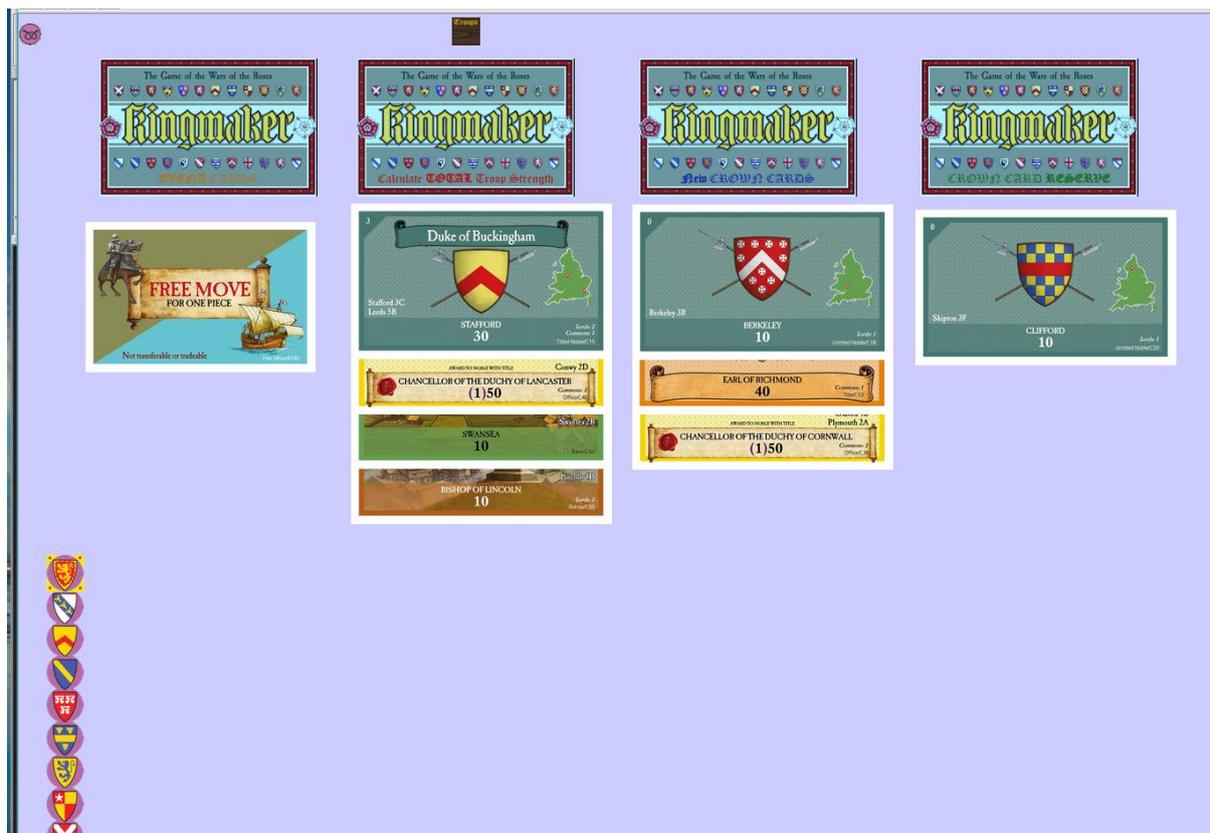
1. The **Player Aid Cards** (Succession/Sequence of Play/Prestige Points, Terrain, Combat Odds, Locations) and **Faction Preset Cards**.
2. The five **Faction Boards** (Knot, Sun, Portcullis, Boar’s Head and Crescent) provide each player with an area to hold the cards, counters and markers which belong to their faction.

These Boards can be accessed by opposing players but only the owner will be able to manipulate the contents.

3. The **Markers** (see page 4 of board game rules): Stack, Alliance, Besieged, King's Peace and Battle markers.
4. The **Ship** counters - one reversible counter for each ship in the game that can be outlined in a faction colour (Right click and select "Choose Faction - Up" or "Choose Faction - Down" to cycle through factions). Ship counters are reversible to indicate their presence in a port, just as in the board game. Right click and select "Flip" to switch the counter between its two sides. There is also a selection which sends the ship to its home port.
5. Five more standard Vassal tabs.
6. Toggle to highlight Noble & Royal counters on the map board for ease of locating.
7. Highlight "Reset" button in case highlights get out of sequence (switches highlighting off).
8. A final (unused) Vassal standard "Moved" tab.

C) The Faction Board

1. **Crown Cards** The Faction Board (FB) will contain the appropriate cards for the pre-set faction. The player should sort his cards into the layout he prefers which should also make clear to opponents which noble owns which other crown cards. An example (Knot/Stafford faction), is shown below:



2. **Card Positions** Near the top of each FB are four positions, showing the Kingmaker logo, which receive or allow actions to be performed on game cards.
 - a. The first position is to receive any Event Cards that are usable by the owner (e.g. Free Move).
 - b. The second receives Crown Cards sent by the owner from within his faction area and will calculate the total troops contributed by these cards and display it on a red tab. This is useful when working out which cards to involve in a possible battle/siege. **NOTE:**

Hovering the mouse cursor over a crown card stack will display the total troop strength of the stack.

- c. The third position receives any Crown Cards sent, for example, from the Crown Deck at the end of a turn.
 - d. The fourth position receives and stores any Crown Cards owned by the faction but not yet declared as being part of it. Such cards should remain face-down and thus invisible to opponents. In order to view such cards privately, the owner should right click on the card and select "Manipulate Card", then "Peek" from the pop-up menu. The card remains hidden from any opponent.
3. **Total Troops Box** Just above the 2nd Card Position is a small, brown box. This is for the faction owner to record for opponent information, as the game progresses, his grand total troop strength. Right click on the box and enter the total strength of all your declared Crown Cards in the text box that appears. As you gain and lose cards, adjust this value.
 4. **Faction Markers** In the top left hand corner of your FB is a supply of Faction Markers to be used as required on the map board e.g. to identify locations owned by the faction. Drag a counter from the supply to the map board as required. If this supply is exhausted, Right click on any marker and select "Clone" to produce more.
 5. **Noble Counters** are contained in a column on the left side of your Faction Box. Double-click on the top counter to expand for ease of selection. To put a counter in play at game start or when the noble is first declared, right click on the counter and select the "Send to..." home location to which you wish to have him start his activities. This will automatically place the counter in that location (useful in initial games of Kingmaker 2nd if you are unfamiliar with 15th Century English geography) See also B6 above.

Noble counters are reversible to indicate their occupation of a location, just as in the board game. Right click and select "Flip" to switch the counter between its two sides.

- D) **Card Deck Information** Just above or below the main card stacks is information on the number of cards remaining in the deck. This is a game aid to assist in predicting when a deck is approaching exhaustion and may be requiring replenishment. The Event Deck contains the Prestige Victory Card and its position in the deck is also indicated.

