

Lancaster

THE NEW LAWS



NEW LAWS – THAT IS WHAT THE COUNTRY NEEDS!

NOW THERE ARE 18 NEW LAWS FOR THE PLAYERS TO VOTE ON.

REPLACE THE LAWS OF THE BASIC GAME OR DIVERSIFY YOUR GAME OF LANCASTER WITH AN INTERESTING COMBINATION OF OLD AND NEW LAWS.

Game components

• 18 new law cards

Please see the detailed description of the new laws on the back of this rules sheet.

Changes during setup

PARLIAMENT

The new laws may enter the game in 2 different ways:

1st option „The game with the new laws“

Replace all law cards of the basic game with the new law cards. Leave the old laws in the box, they are not used for this game.

2nd option „The game with variable combinations“

You may combine the old and new laws. When using this option, replace the „old“ cards with the new cards step-by-step.

Sort the old and new law cards separately by their numbers on the back. For each group from 0 to 4 use either the old or the new law cards to build the draw pile. Put all remaining law cards back into the game box.

If the players want a random combination they use the following method:

For each group (0 to 4) and one after the other, put one old and one new card in the linen bag.

Then, draw one of the two cards. This card indicates if old or new cards are used for that group.

Again, put all remaining cards back into the game box.

Setup of the parliament board and the sequence of play remain unchanged.



Summary of the new law cards

0



Players gain 1 voting marker for each conflict they are involved in with at least 1 of their own knights.



The player owning the most squires behind their screen gains 1 gold and 1 voting marker.
In case of a tie for the most squires all tied players receive this reward.



The player owning the most gold gains 1 squire and 1 voting marker.
In case of a tie for the most gold all tied players receive this reward.

1



Each player not owning any nobleman tile receives 1 gold, 1 squire, and 1 voting marker.



Players may deploy 1 squire from their personal supply to 1 conflict for each conflict to which they have deployed at least 1 of their own knights.
The squire joins the player's knight, thus increasing their strength by 1. Players entitled to deploy several squires place them all at once at conflicts in which they are involved, allocating them as they wish. This is done in player order, beginning with the start player. After scoring, these squires return to the general supply – even if France is the winner.



Players receive 1 squire from the general supply for each of their own deployed knights of strength 1.



Players may buy 1 extension tile for 4 gold and add it to their castle. Players may buy more than 1 extension tile.
Put the gold in the general supply

2



Players gain 3 power points for each knight deployed at their own castle.



The player retaining the most voting markers after the 3rd scoring may upgrade one of their knights..
In case of a tie for the most voting markers all tied players may do so.
All retained voting markers are put back to the general supply only after the 3 current laws have been applied. Any voting markers obtained during this round by current law are not considered and kept for the next game round.



Players gain 3 power points if they have deployed both their knights of strength 2.



Players must pay 1 gold for each county to which they have deployed 1 of their knights.
Players simply take back to their court any single knight for which they do not want to pay or cannot do so. Players decide in player order, beginning with the start player.

3



Players gain 5 power points for every 2 counties to which they have deployed their own knights.



Players must return 1 squire to the general supply for each existing extension of their castle.
Players have to flip each extension for which they do not want to pay this charge or cannot do so. Players decide in player order, beginning with the start player. These extensions are flipped back after scoring all castles

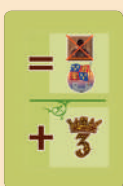


Players may exchange gold for squires or squires for gold as many times as they wish at an exchange ratio of 2:1.



Players gain 3 power points for every 2 squires supporting their own knights in one or more counties.

4



Players gain 3 power points for each county without any nobleman tile to which they have deployed 1 of their own knights.



Players may expend a batch of 1 gold, 1 squire and 1 voting marker for 3 power points as many times as they wish.
Players may use only any voting markers retained after voting has taken place. Players decide in player order, beginning with the start player. Voting markers obtained by current law during this round may **not** be used.



The player who has deployed the most knights to conflicts gains 5 power points.
In case of a tie for the most knights all tied players receive this reward.