



A Crown of Paper-Reference Card



Nomination

Both choose a host, add 1D6 to Host's Commander Forwardness #- higher moves first. (Tie: Audacious, Old Soldier trumps, in that order)

Movement

Hosts move same # as commander Forwardness. Uncommitted: Roll 1D6 after nomination; 4-6= no move that turn. 1-3= move points (within Forwardness limits)

Highway (gold)= +1, if whole move is spent on Hwy.
Poor (brown)= -1, if any part of move is spent on Poor.
Normal= No effect, 1 movement point per space entered.

Evasion

Both sides (evader and pursuer) roll 1D6; commander with higher Forwardness # adds difference between his # and his opponents. Higher score gets his will.
Audacious: +1

Forced March

host completes normal move; then roll 1D6: if lower than commander's Forwardness #, add two move points (movement only- no recruitment, etc.)

Recruitment

Costs 1 movement point per host. Commanders with Well-Wishers or Influence in the shire may recruit Well-Wishers in full; 1D6 Array troops recruited (up to Infl.#, and Shire Assessment limits).

Recruiting Inactive Magnates

Political Stance:	Cause is "Down the Rebels"	Cause is "Evil Councillors, Avaunt"	Cause is "John Amend-All"	Cause is any other
Uncommitted	9+	11+	12+	10+
Well-Wisher	7+	9+	10+	8+
Committed	5+	7+	8+	6+

Modifiers:

- Campaign Confidence modifier (if any)
- Influence- any single Active Magnate in the shire where inactive Magnate is being raised may add his influence to the roll. Conversely, a single enemy Magnate in the shire may deduct their Influence from the roll.

The Cause

Down the Rebels: When recruiting Array contingents in Discontented Shires, there is a -1 to Influence. Any Host with the King has +2 influence towards Array and +1 for Inactive Magnate recruitment.

Evil Councillors, Avaunt! Array Recruitment is as normal. Inactive magnates' recruitment numbers are as listed on the ACOP Reference Card.

Presumptuous Peers! Recruitment is as normal.

John Amend-All: All Magnates may attempt to recruit Array contingents in any Discontented Shire with a +1 influence- even if they usually have no influence in the shire. Does not apply if the King is present in that shire.

Dieu et Mon Droit: King or Claimant adds one to influence in all shires where he has no influence.

Revenge: As "Presumptuous Peers" but Magnates listed as "Anti" a member of the enemy faction add one to influence in all shires where they have influence, and any such magnates are recruited as one level higher in commitment if Inactive at start.

Campaign Confidence



Flee into Exile!

-2 Influence
-1 Forwardness
(not Audacious)

-1 Influence

+1 Influence

MODIFIERS:
(+/-1: Winner/Loser)

Host Avoids Battle: -1 Avoider's faction
 Win/Lose Skirmish: +/-1
 Win/Lose Minor Battle: +/- 3
 Win/Lose Major Battle: +/- 2
 Suffer desertion behind Walls: -2

Peer Killed/Captured: +/-1
 Claimant Killed/Captured: +/- 3
 Gain/Lose London: +/-2
 Magnates Flee: +/- 1
 Special: (see scenario cards)