



The David J. Mortimer Cousins' War



A game for 2 players aged 12+, taking 30 minutes.

The Wars of the Roses were fought between the Houses of York and Lancaster for over 3 decades during the 15th century in England. The houses were both branches of the royal family, therefore the Wars were originally known as "The Cousins' War". Each player represents one of the houses as they fight battles and gain influence to control England.

COMPONENTS

- 1 game board
- 17 Action cards
- 1 Play Aid card
- 12 red cubes
(Lancaster)
- 12 white cubes
(York)
- 2 blue cubes
(French)
- 1 black cylinder
(Round marker)
- 3 six-sided dice

OBJECTIVE

The objective of the game is to gain control of England. This can be achieved in 1 of 3 ways:



At the end of any Round, if a player controls all 3 Regions of England, they win.



At the end of Round 5, the player who controls the most Regions wins.

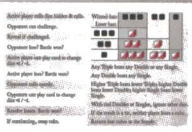
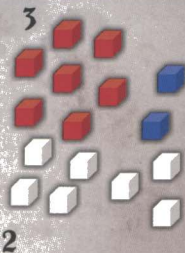


If at the end of Round 5 both players control the same number of Regions, the player who won the most battles wins.

Control of a Region is shown by having the most cubes in that Region.

SETTING UP

- 1 Place the game board on the playing area and put the Round marker (black cylinder) on the number 1.
- 2 Put the Play Aid card handy, so that both players can refer to it.
- 3 Put all of the cubes (red, white and blue) together as the Supply beside the board.
- 4 Put the 3 dice next to the Supply.
- 5 Place 1 red and 1 white cube from the Supply into each Region.
- 6 Each player picks a side and takes 2 cubes of their chosen colour from the Supply (white for York and red for Lancaster) to create a Reserve.
- 7 Shuffle the Action cards and deal 6 to each player. Put the rest of the cards in the box without looking at them; these cards aren't needed until next Round.



Lancaster player's hand



York
player's hand



Space for face up
discard pile.



Space for the Battle
card that will be the
current Battlefield

GAME BOARD

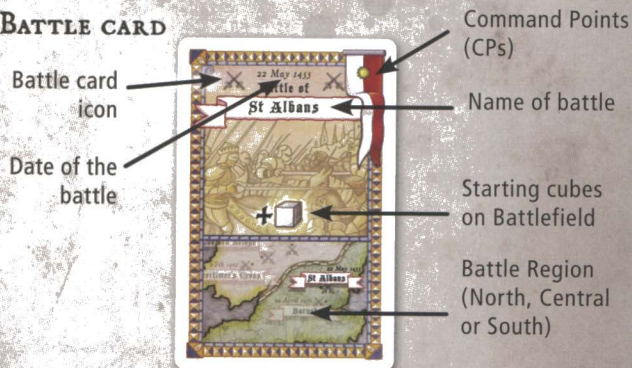
The map of England and Wales on the game board is broken into 3 Regions: North, Central and South. The battle sites on the Battle cards are printed on the board, so that players can see the location of each battle.

At the top of the board is a track to record the current Round you are playing.

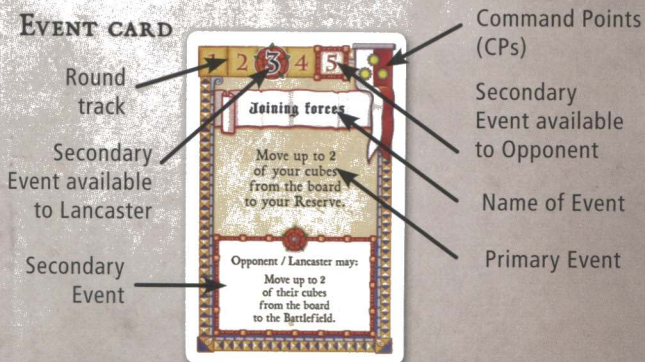
ACTION CARDS

There are 2 types of Action card: Battle cards and Event cards.

BATTLE CARD



EVENT CARD



GAME SEQUENCE

The game is played over a maximum of 5 Rounds, with each representing between 5 and 10 years of the Cousins' War. Each Round involves gaining influence across England and preparing for a climactic battle.

Each Round has 7 phases as follows:

- 1 Deal Action cards
 - 2 Swap 1 Action card with opponent
 - 3 Determine Battlefield
 - 4 Play Action cards
 - 5 Resolve battle
 - 6 Victory check
 - 7 Clean-up
- If no winner is declared in phase 6, continue to a new Round after phase 7.

DESCRIPTION OF A ROUND

When a player is playing a card, that player is the Active player and the other player is the Opponent.

1 DEAL ACTION CARDS

Don't do this in Round 1, as Action cards were dealt during Setting Up!

One of the players takes the deck of Action cards next to the Supply and shuffles them. They then deal cards face down to each player until each player is holding 6 cards, which they take into their hand to look at. Either player may be holding a card from the previous Round, meaning they would be dealt 5 cards. Put the rest of the cards in the box without looking at them; these cards aren't needed until next Round.

2 SWAP 1 ACTION CARD WITH OPPONENT

Both players simultaneously pick 1 card from their hand to pass to their opponent face down, which they then add to their hand.

3 DETERMINE BATTLEFIELD

Simultaneously, both players must pick a Battle card from their hand, if they can, and place it face down in the playing area. If a player does not have a Battle card in their hand, they must choose 1 of their Event cards that doesn't have a rose or a box on this Round's number. The chosen cards are then revealed.

The Battle card with the earliest year is the selected Battlefield for this Round and is placed by the board, orientated so the player who played it has the bottom of the card nearest to them. Place the other card, whether Battle card or Event card, in the discard pile.

Each Battle card shows how many cubes each player must add to their side of the Battlefield. Take the cubes from the Supply or the player's Reserve at the choice of the owning player, and place them on the half of the Battlefield card closest to the owning player. If no cubes are in their Reserve or the Supply then no cube is placed.

4 PLAY ACTION CARDS

Starting with the player whose Battle card is being used as the Battlefield, players take it in turns to play an Action card. When each player has played 4 cards, this phase is complete. Both players will have 1 card left in hand at the end of this phase.

When playing an Action card, the Active player can either carry out its Primary Event or gain its Command Points (CPs) to spend on Actions. An Event or Action must be executed; you cannot pass and simply discard a card.

After it has been played, place the card in the discard pile.

Using a card as an Event

If the Active player is using the card as an Event, carry out all the instructions on the Primary Event (top half of the card). If you cannot do so, for example because cubes are not in the right place, you cannot carry out the Event and must use the card for its CPs.

Joining forces

Move up to 2 of your cubes from the board to your Reserve.

Using a card for its Command Points

When using the card for its CPs, the Active player may only spend the points on 1 of the 5 types of Action described below. Any unused CPs are lost. The 5 different Actions are:

-  Gain Troops in the Reserve
-  Add Troops to the Battlefield
-  Move influence
-  Place influence
-  Remove Opponent's influence

Gain Troops in the Reserve

The player may take a number of their cubes up to the CP value of the card from the Supply and place them in their Reserve.

Add Troops to the Battlefield

The player may add a number of cubes up to the CP value of the card from their Reserve to their side of the Battlefield.

Move influence

The player chooses 1 of the 3 Regions on the board. They may then move a number of cubes up to the CP value of the card into the selected Region from adjacent Regions. If the player selects the Central Region, cubes can be moved in from the North and/or the South.



Place influence

A player may attempt to add a number of cubes from their Reserve straight to the board. The CP value of the card determines the number of attempts they may make. Only 1 cube can be added in each Region.

Each attempt is carried out as follows: First the player takes a cube from their Reserve and places it in the target Region. They then roll 1 of the dice. If the number rolled is greater than the number of cubes the player has in the Region, they have successfully added the cube. If it is equal to that number, the cube is returned to their Reserve. If it is lower than that number, the cube is placed in the Supply.

Remove Opponent's influence

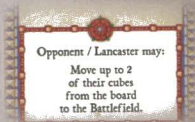
A player may attempt to remove 1 of the Opponent's cubes from the board. The CP value of the card determines the number of attempts they may have to remove the chosen cube from the Region.

Each attempt is carried out as follows: First the player names the target Region. They then roll 1 of the dice. If the number rolled is less than the number of cubes the Opponent has in the Region, they have successfully removed the cube. Place it in the Supply. If it is equal to that number, the cube is returned to their Opponent's Reserve. If it is higher than that number, the attempt fails and no change occurs.

Once a cube has been removed from the board, any remaining CPs are lost.

Secondary Event

Once the Active player has used an Event card to either perform the Primary Event or to spend CPs, the players must check to see if the Secondary Event is available to the Opponent.



If the Event card's Round number matching the current Round has the Opponent's rose on it, or the number is in a thick square box, the Opponent may choose to execute the Secondary Event. Carry out all the instructions on the Secondary Event. If the Opponent cannot do so, for example because cubes are not in the right place, the Opponent cannot carry out the Secondary Event.

5 RESOLVE BATTLE

If at any stage during this phase only 1 player has cubes on the Battlefield, they have won the battle. If only 1 player has cubes on the Battlefield at the start, they win the battle automatically. This still counts as winning the battle, and the winner keeps the Battle card.

If both players have cubes on their side of the Battlefield, the battle continues until only 1 player has cubes remaining.

Players will alternate being the Active player. At the start of the phase, the Active player is the one with the most influence in the relevant Battle Region on the board. If this is a tie, the player who successfully played the Battle card being used as the Battlefield is the Active player.

If a player controls the blue French cubes, these act as cubes on that player's side in the battle, but when that player loses cubes, these are the first to be discarded back to the Supply.

Battle sequence

- I The Active player rolls the 3 dice secretly and looks at the result without revealing it to the Opponent.
- II The Active player then declares their result. This declaration can be either a Single X, a Double X or a Triple X, where X is any number between 1 and 6 (see example on p11). The Active player may declare anything; however, they must be prepared to prove their declaration or suffer the consequences.

III The Opponent then decides whether or not to believe the declaration. If the Opponent believes it, the result is accepted, and the Active player picks up the dice without revealing them and passes them to the Opponent; skip step **IV**. If the Opponent doesn't believe the declaration, they challenge it and ask to see the dice.

IV Skip this step if the Opponent chose not to challenge the declaration. If the Opponent challenged the declaration, the Active player reveals their roll. Then follow these steps:

A If the declaration was true, the Opponent discards a cube from their side of the Battlefield. Then go on to step **V**.

B If the declaration was false, the Active player may play their final Action card to change the dice. For each CP on the card, the player may adjust 1 die by +1 or -1. Only 1 CP can be used for each die, and the dice cannot be moved above 6 or below 1. If the changed dice match the declaration, the declaration stands and goes into step **V**. If the final dice, with or without the play of the card, don't match the declaration, the Active player discards a cube from the Battlefield, and the final dice result (not the declaration) goes into step **V**.

V If only 1 player now has cubes on the Battlefield, they have won the battle. Otherwise, the Opponent takes the dice and rolls them openly. If they still have their card left, they may change the dice as described above. The results are then compared. A Triple always beats a Double or a Single; a Double beats a Single. If the same type of result is rolled, the player with the lowest value of that type loses 1 cube from the Battlefield. If it is a tie, neither player loses a cube (with tied Doubles or tied Singles the other dice are ignored). When a Triple beats a Double or a Double beats a Single, the loser discards 2 cubes from the Battlefield. If a Triple beats a Single, the loser discards 3 cubes. See Play Aid card.

VI If only 1 player remains on the Battlefield, they have won the battle, otherwise the Opponent now becomes the Active player, and the battle sequence begins again.

Battle sequence example

Oscar has 2 blue cubes and 2 red cubes on his side, while Beth has 3 white cubes. Oscar controls the Region with the Battlefield, so is the Active player in the first battle sequence. He secretly rolls the 3 dice and scores 2, 4 and 5. He declares that he has rolled Double 5. Beth doesn't believe this, so challenges. Oscar shows the 245, so the declaration was false. However, Oscar plays his remaining Action card and adds 1 to the 4 roll, so now he has 255, which matches his declaration. He's still in with a chance. Beth doesn't lose a cube, even though Oscar matched his declaration, because the challenge was correct. Beth now rolls the dice openly. She rolls 1, 3 and 3. Fortunately, she has kept a 3 CP card as her Action card, so she can adjust her dice to 222 (note that she couldn't make it 333, because the 1 can only be adjusted by +1). Beth's Triple 3 beats Oscar's Double 5, because any Triple beats a Double. Oscar has to lose 2 cubes, so the French cubes are moved back to the Supply.

Now Beth has the upper hand, and in the next battle sequence she is the Active player. She rolls the 3 dice: 146. She declares that she has rolled Double 4 (even though she knows she cannot change the result). Oscar believes her, so Beth scoops up the dice, and Oscar rolls them openly. He rolls: 336. Unfortunately, he cannot adjust the dice, and he has failed to beat Double 4! However, he did roll a Double, so only loses 1 cube. The battle continues...

After the battle

The winner places the cubes of their colour from the Battlefield into either the Battle Region or an adjacent Region on the board, or back into their own Reserve. Only 1 Region may be chosen to place in, but the cubes may be split between the chosen Region and the Reserve. Any blue cubes remaining are returned to the Supply. Finally, the winner places the Battle card into their Reserve to keep for the remainder of the game to show how many battles they have won.

6 VICTORY CHECK

If 1 player controls all 3 Regions, they are declared the winner, and the game ends.

If it is the 5th Round, and 1 player controls more Regions than their opponent, they are declared the winner, and the game ends. If the number of Regions controlled at the end of the 5th Round is the same, the player who won the most battles, as shown by having the most Battle cards in their Reserve, is the winner.

If it is not the 5th Round, and no winner has been established, continue to phase 7.

7 CLEAN-UP

If either player is still holding an Action card, they may choose to keep this card in their hand or place it on the discard pile.

One player then takes the discard pile and the cards previously set aside in the box, shuffles them to create a deck and places it next to the Supply. Remember to shuffle in all the Action cards except any single Action card a player might have chosen to keep between Rounds, and any Battle cards from battles that have already been resolved.

Move the Round marker to the next number.

A new Round begins.



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CREDITS

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