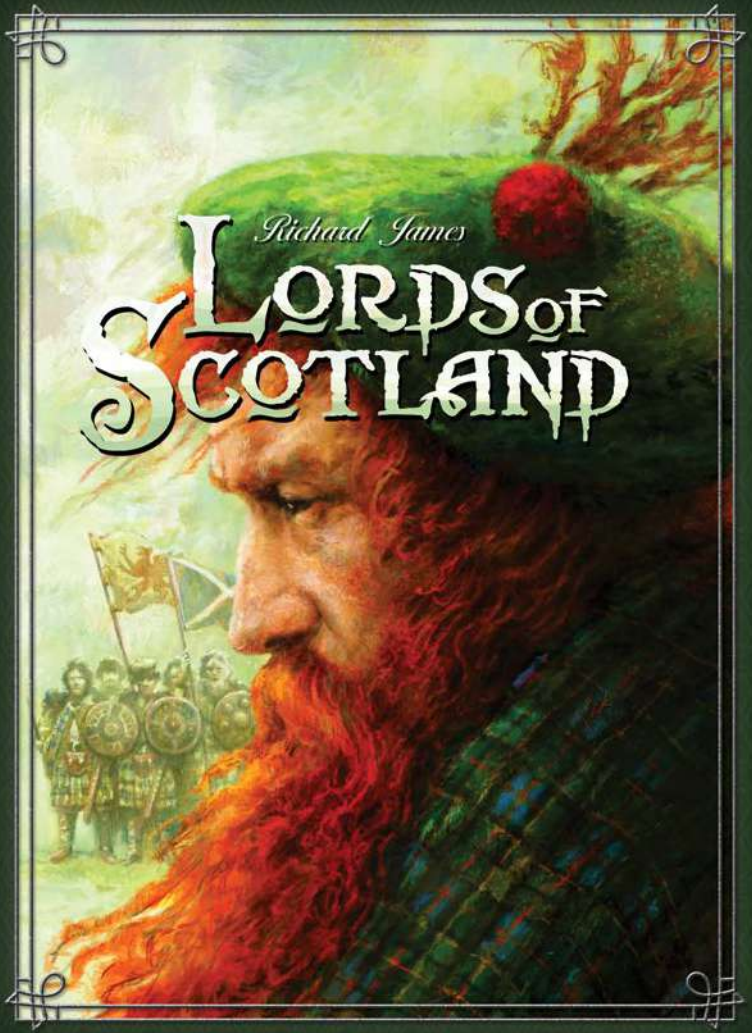
Richard James
Lords of Scotland

Content

98 cards
9 Clan tokens
1 Victor's Initiative token

Introduction

The throne of Scotland lies empty and the clans fight each other to lay claim to it.
As a Lord of Scotland, you are gathering the loyalty of clans by showing your prowess in battle.
Gather enough support and you will be able to claim the throne and be crowned king.

Reading the cards

A CLAN - Each card belongs to one of the eight normal Clans or to the royal Clan Bruce. The name of a Clan, the portrait of its chief, its Clan tartan, and badge are displayed on each card.

B RANK -Each card has a different rank. Its unique rank among the cards is displayed in the upper right corner and may be used to break ties. The larger the number, the higher its rank.

C STRENGTH - A card's strength is listed in the upper left corner. At the end of each round, the army with the highest total strength wins the right to claim the first Supporter. During the round, strength determines whether or not you can activate the Clan's power. A card's strength also represents its value towards victory when claimed as a Supporter.



D POWER - There are nine different powers in the game corresponding to the eight normal Clans and the royal Clan Bruce.

During the game, each card can have one of these functions:
Recruit - A card that may be added to your hand.
Follower - A card played from your hand into your army.
Supporter - A card taken as points into your victory pile.

Setting up the game

- Give the Victor's Initiative token to the oldest player.
- Set aside the two Clan Bruce cards. Once you have played the game a couple of times, you may add them back in for more challenging play.
- Shuffle all the remaining cards together.
- Deal out five cards to each player.
- Create a draw pile with the rest of the cards.
- Take the top five cards from the draw pile and place all of them face-down side by side to the right of the draw pile as **Recruits**.
- Take a number of cards from the top of the draw pile equal to the number of players and place them face-up side by side to the left of the draw pile in a direction horizontal to the draw pile. These cards are the **Supporters**.
- Make a space for a discard pile on one of the other sides of the draw pile.
- The player with the Victor's Initiative token goes first.



The Goal of the Game

Once 40 strength worth of Supporters is reached at the end of a round, the player with the highest strength claims the throne and wins the game.

How to Play

A game is played over a series of rounds, each representing a skirmish. Each skirmish is divided into five turns. During each turn, one after the other, each player will have two options: mustering a **Follower** by playing a card from their hand, or recruiting by drawing a card from the **Recruits**. Mustering lets you strengthen your army while recruiting gives you more cards to play. At the end of each round, each player gets to claim one **Supporter** in order of highest strength army to lowest. The mustered Followers, Recruits, and remaining Supporters are then discarded and a new round begins.

On Your Turn

Important: If you have the Victor's Initiative token, **at the beginning of each of your turns and before taking your action**, you must turn face-up one face-down Recruit. This helps identify which turn is being played. When the fifth Recruit is turned face-up, the last turn of the round is being played.

During each round, when it is your turn, you must either:

A. Recruit a card - Draw any card from the Recruits and add it to your hand. Replace that card with a card from the draw pile. If the Recruit you took was face-up, replace it with a face-up card. You may not recruit if you have ten cards in your hands

B. Muster a Follower - Play a card from your hand in front of you either FACE-UP or FACE-DOWN to add it to your army for the current skirmish. If you play your card face-up and there is no other card in the skirmish with a LOWER strength than your card, then you **may** immediately activate the power described on the card.

After you have either recruited a card, or mustered a Follower (and maybe activated its power), your turn is over and it is the next player's turn (in clockwise order).

The End of the Round

At the end of each round, flip over all face-down Followers in the skirmish and total up the strength of all the cards in each player's army. Double the total of any army if it contains more than one card and ALL cards in this army are from the same Clan.

If your army has the highest total strength, you win the round.

Collect one of the available Supporters, and set that card aside, face-up, in your victory pile to keep track of how many points you have. Then, in the order of the second highest value army to the lowest value army, each other player claims a Supporter and places it aside in their victory pile. A player without any Follower does not get to claim a Supporter. If there is ever a tie between two or more players, the player who controls the highest ranking Clan (the number found in the upper right corner of a card) in the skirmish wins the tie.



Sean
14 points



Roger
12 points



Judy
22 points

In this example, Judy has won the skirmish with 22 points (11 doubled to 22 for having her whole army composed of two or more cards from the same Clan). Roger has only one card and cannot qualify for the doubling. Sean has two cards from the same Clan, but the third card in his army is not from the same Clan. Had the 7:Makgill been from the Scott Clan, or an activated Bruce card, then his score would have been doubled.

Both players tie the skirmish with 12 strength. However, Pierce breaks the tie and wins the skirmish with his card that has a rank of 66, higher than all the other Clans in the skirmish.



Daniel



Pierce

Once every eligible player has claimed their Supporters, discard any remaining Supporters, all Recruits, and all Followers. Then replace with new Supporters and Recruits from the draw pile (arranged as described in the setup of the game) and start a new round. The player who won the previous round takes the first turn in the next round. Give that player the Victor's Initiative token.

The End of the Game

Continue completing rounds until someone accumulates 40 or more strength worth of Supporters. At that point, the player with the most strength from Supporters wins. If two or more players are tied, then the player who placed higher in the final round wins.

Clan Powers

Each Clan has a game-altering power written sideways on the left side of the card. When you play a card face-up during a muster action, you may activate its Clan power if, and only if, there are no other face-up Followers in the skirmish with a LOWER strength at that time. Most effects need to be resolved immediately after activation.

Some powers, on the other hand, only take effect at the end of the round. If activated, turn these cards sideways to show they have been activated. Once activated, these powers will take effect even if another Follower with a lower strength than yours is played afterward. However, the effect will occur for you only if you control the Follower at the end of the round and if the Follower remains in play. If, unfortunately, your Follower belongs to another player's army at the end of the round, then its effect will occur for that player instead.

Cards which are played face-down do not activate their powers.

Immediate Powers

Cockburn - Swap with a Supporter



When this card activates, you put it as a Supporter and then take a different Supporter card and place it in front of you. The card in front of you is now a Follower in your army and is thus counted towards your strength at the end of the round, while the card you put as a Supporter is not part of your army (it is a Supporter).

Fergusson - Swap with another Follower



Put this card in an opponent's army and take one of their Followers into your army. If you take a face-down card it remains face-down in your army.

Forsyth - Draw a Card



Take the top card of the draw pile and add it to your hand.

Makgill - Muster another Follower



Play another card from your hand to become a Follower in your army. This card may activate if the conditions are met and you choose to activate it. If you play another Makgill and it can activate, you may play another card and so on.

SCOTT - COPY ANOTHER FOLLOWER'S POWER



Copy the face-up power of any Follower. If you copy a Clan with an end-of-round power, use the matching Clan token and place it on the activated Scott card to remind players which Clan power was copied.



This card copies the Clan Cochrane power. At the end of the round, the player will thus be able to claim two supporters.

WEMYSS - DISCARD ANOTHER FOLLOWER



Discard a Follower from any army.

END-OF-ROUND POWERS

BRUCE - ANY CLAN



When activated, Clan Bruce cards are considered to be part of any Clan you wish at the end of the round. This helps strengthen armies and double their value. It does not gain the powers of the other Clans.

COCHRANE - CLAIM TWO SUPPORTERS



At the end of the round, when it is your turn to claim Supporters, take two instead of one. If you are the last player to choose and there is only one Supporter, take it. If you are not the last one, this means that the last player will not receive any Supporters

MACDONNELL - KEEP FOR ANOTHER ROUND



When the round ends, this card is not discarded but remains in play for the next round. Its power, however, cannot be activated again. After its first round, straighten it to show its power is no longer active.

Rules Clarification

- If the draw pile runs out of cards, reshuffle the discard pile and create a new draw pile.
- You may look at the face-down cards in your army at any time.
- You must have at least one Follower in your army at the end of a round to claim a Supporter.
- If there are no Supporters left to be claimed when it is your turn to claim a Supporter, you claim no Supporters this skirmish.
- If one or more Supporters are not claimed at the end of a skirmish, discard them and replace them with new Supporters.
- If all the Supporters you draw at the start of a new round have the same strength, discard them immediately and replace them with new ones.
- A Clan's power only activates on the turn it is played. If it begins the skirmish in play or comes into your possession through a swap, its power does not activate. Note, however, that an activated end-of-round power remains active if swapped.
- Copying the power of another Follower does not negate the power of the copied Follower.

Alternative Rules with 4 or 5 Players

If you are playing with four or five players, then a Clan's power activates as long as there is no other Follower **of the same Clan** in the skirmish with a **strength equal to or less** than the strength of your Follower. Basically, when determining if a Clan's power activates in a game with four or five players, ignore the strength of any Follower from a different Clan.

Credits

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