

INTRODUCTION

Hammer of the Scots is a game of the Scottish Wars of Independence. One player plays the Scots, the other, the English. The object is to control a majority of nobles when a game ends.

There are two scenarios, *Braveheart* (1297–1305) and *The Bruce* (1306–1314). Each can be played as a separate game. There is also a *Campaign* game that extends over both periods.

GAME TURNS

The game is played in a series of years starting with either 1297 or 1306. Within each year are 1-5 Game Turns. Each Game Turn has three (3) phases, played in the sequence given.

[1] Card Phase (3.0)

Both players start every *year* with five (5) cards. They each play **one (1)** card *face down*. The cards are then revealed and the higher card becomes Player 1 (first move). Ties go to the *English* player.

[2] Move Phase (4.0)

Move Cards allow 1-3 GROUP MOVES. ALL friendly blocks in one area are a Group (except Norse, 4.7). Depending on Move Rate, blocks may move 2 or 3 areas per Move Phase, but must stop upon crossing a RED border or upon entering an enemy-occupied area. Player 1 moves first, then Player 2.

[3] Battle Phase (5.0)

Battles occur when enemy blocks are located in the same area. They are fought one by one in a sequence determined by Player 1.

After all battles are fought, repeat steps [1] to [3] until the Year ends.

• WINTER TURN (7.0)

After each Year ends, a Winter Turn is played where nobles return home (perhaps to switch sides) and blocks in excess of Castle Limits (1.2) disband. Then players receive replacements. Shuffle the deck and deal five new cards to each player.

1.0 MAPBOARD

The mapboard depicts Scotland and northern England. The English player sits at the southern edge of the mapboard, the Scottish player at the northern edge.

1.1 AREAS

The map is divided into areas to govern the location and movement of blocks. These areas are divided by green or red borders which restrict movement (see 4.3). Where there is no border - for instance, between Carrick and Argyll, or between Lothian and Fife - then blocks cannot move between those areas.

1.2 CASTLE LIMITS

Areas have a Castle Limit of 0-3. Castle Limits reflect the *economic* value of an area more than the strength of a particular castle. Some of the areas shown actually contained a dozen or more castles. Castle Limits define how many blocks can remain in an area over the winter and also equal the annual value of replacement steps in the area.

1.3 CATHEDRALS

Three areas (Strathspey, Lennox, and Fife) contain a cathedral. The Scottish church, with strong Celtic influences, staunchly supported the rebellion. A cathedral adds [+1] to the Scottish Castle Limit for the area, but it has no value to the English player. For example, Fife is worth [3] to the Scottish player, but only [2] to the English player. The Scots king may move to a friendly or neutral cathedral during winter.

1.4 NOBLE HOME AREAS

The home areas for all fourteen (14) Scottish nobles are indicated on the map by their heraldic shields. Hence, the heraldry on the BUCHAN block matches the heraldry on the BUCHAN area.

Nobles have a combat advantage (B2=B3) when they *defend* their home areas, even if they moved there this Game Turn, or defect during battle. Nobles do NOT have a combat advantage when they *attack* their Home Area.

BRUCE and COMYN have two Home Areas. BRUCE has *Annan* and *Carrick*. COMYN has *Badenoch* and *Lochaber*. Both Home Areas offer the same defensive benefits. Also see 7.12.

Rulebook Organization

This rulebook is formatted so that the sidebar (this column) contains definitions, examples, suggestions, optional rules, clarifications, and historical commentary to help you understand and enjoy this game.

Fog-of-War

Surprise is an exciting aspect of *Hammer of the Scots*. Except when fighting a battle, active blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Hammer of the Scots

Edward I directed that his tomb in Westminster Abbey be inscribed with the epitaph Scottorum Malleus - "Hammer of the Scots." Edward certainly intended to hammer the Scots into submission, but his blows served instead to forge a proud nation.

How the War Started

The Scottish Wars of Independence were actually triggered by events in Europe. In 1294, France managed through duplicity to seize control of the Duchy of Gascony, a major province nominally a part of France but retained by Edward I. War ensued, and the Scottish nobles, chafing under the humiliating rule of Edward I through his puppet - King John Balliol of Scotland - eagerly agreed to make common cause with the French.

Edward I, caught off guard by this uncharacteristic display of Scottish defiance, delayed his invasion of Flanders and moved to settle the rebellion north of the Tweed. But King Philip failed to live up to his side of the agreement - which called for an invasion of England should Edward move against Scotland - and the struggle did not last long. After a brutal siege and massacre of half the population of Berwick - Scotland's largest town at the time – Edward moved north to Dunbar. An attempt to break the siege of Dunbar ended with disaster when the smaller English force routed the Scots.

With the imprisonment of most of the Scottish nobility - including King John Balliol - and the complete annexation of Scotland by the English crown, Edward thought the affair over. He haughtily remarked upon leaving Scotland in 1296 that it was "good to be rid of shit." He would not be rid of the Scots for long.

Towns and Battle Sites

Most areas show important towns of the period. These are shown for historical interest only and do not affect game play. The main battles of the war are also shown.

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2.0 ARMIES

The wooden blocks represent English (red) and Scottish (blue) forces.

A sheet of die-cut labels is included. One label must be attached to the face of each block. Labels on the blue sheet go on the blue blocks, labels on the tan sheet go on the red blocks. Lightly position each label, ensure it is straight, and then press firmly to the block.

The blocks add surprise and secrecy to the game. When standing upright, block type and strength is hidden from the opponent.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of pips on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks vary in strength from 1 to 4. Some blocks have a maximum strength 4, some strength 3 or 2 steps. For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. The sidebar shows the same Noble block at strength 1, 2, and 3.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines when a block attacks. All **A** blocks attack first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

EXAMPLE: *A block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.*

2.13 Move Rating

A block's Move Rating (either 2 or 3) is indicated on its lower-left corner. This is the maximum number of areas the block may move per turn.

2.2 BLOCK TYPES

2.21 Leaders


Wallace


King

The Scots have two leader blocks, *Wallace* and the *King*. The English have one leader block (*Edward*) who represents Edward I until 1307 and then Edward II. Leaders are normal combat blocks, but have Move 3 and other advantages. See: 6.0.



2.22 Nobles

There are fourteen (14) Nobles, each identified by their heraldic arms. Nobles with green centers are loyal to the BRUCE faction. Nobles with yellow labels are loyal to the COMYN faction.

IMPORTANT: *Each noble (except Moray) has two blocks, one red and one blue. Only one block is play at a time: the Red version when that noble supports the English, and the Blue version when that noble supports the Scots. Control of nobles is the main victory condition in the game.*



2.23 Archers

Archers are identified by a small shield and cross of arrows. English archers are rated B3 and the Scots B2.


English


French

2.24 Knights

English knights have the Cross of St. George on a shield and a combat rating of **B3.** The Scots have one block of *French* knights rated **B3** who enter the game under special rules (7.61). Both sides also have one block of light cavalry rated **B1** (Scots) and **A2** (English).


English


Scots

2.25 Infantry

English infantry, identified by a Cross of St. George, are named after their counties. The English also have one Welsh (red dragon) and Ulster (green cross) infantry. Scottish Infantry, named after prominent clans, have the Cross of St. Andrew on an oval shield. Most infantry are rated **C2**, but a few are **C3**.



2.26 Norse

The NORSE block represents possible intervention by Norsemen who controlled much of the area north of Ross, including the Orkney and Shetland Islands. Warlike clans of Norse origin also ranged from the Outer Hebrides. The block has an A2 combat rating and special movement abilities and limitations. See 4.7.

ENGLAND

BLOCK	MOVE	COMBAT	MIX
King	3	B4	1
Archers	2	B3	2
Knights	2	B3	3
Hobelar	3	A2	1
Infantry	2	C2*	8
Nobles	2	B2/B3†	13

SCOTLAND

BLOCK	MOVE	COMBAT	MIX
Wallace	3	A3	1
King	3	A3	1
Archers	3	B2	1
Cavalry	3	B1	1
French	2	B3	1
Norse	(see 4.7)	A2	1
Infantry	2	C2*	8
Nobles	2	B2/B3†	14

* Some infantry are C3.

† Nobles fire at B3 *defending* their Home Area, even if they moved there this Game Turn or defected during battle.

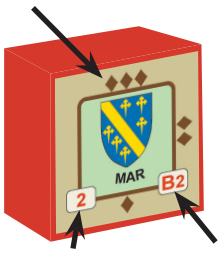
STEP REDUCTION



Strength 1 Strength 2 Strength 3

BLOCK DATA

STRENGTH
(Maximum 3)



MOVE (2) **COMBAT (B2)**

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3.0 THE CARDS

The game has twenty (20) MOVE and five (5) EVENT cards. At the beginning of each YEAR, ***all*** the cards are shuffled and five are dealt out *face-down* to each player. Players may then examine their cards.

3.1 CARD PLAY

Both players start a Game Turn by playing one card face-down. The cards are then revealed and the higher card determines PLAYER 1 for that Game Turn (English win ties).

3.11 Move Cards

Move Cards allow one, two, or three GROUP MOVES according to card value.

3.12 Event Cards

Event cards give a special action as noted on the card. EVENT cards are resolved first. The player of an Event card is Player 1.

If both players play an EVENT card, both events are resolved (English player first) and then the year ends.

4.0 MOVEMENT

Players are never compelled to Move. They must play a card, but can do nothing if desired. Moves cannot be saved.

Blocks may pass freely through friendly blocks, but must ***stop*** when they enter any area containing enemy block(s).

Blocks only move once per Game Turn, except to RETREAT or REGROUP.

4.1 INITIATIVE

Card values determine play order each Game Turn. The higher card (English win ties) is PLAYER 1 who ***must*** play first.

4.2 GROUP MOVES

ALL friendly blocks in one area are a Group (except Norse, 4.7). A player may move as many Groups as the card played. Hence, a Card 3 allows up to three Groups to move. A player can move any number of blocks in a Group to one or more areas within their Move Rating (2.13).

EXAMPLE: *With a group in Buchan a player may move blocks to one or more of Angus, Fife, Mar, Badenoch, Strathspey, Moray, or Atholl.*

4.3 BORDER LIMITS

There are two border colors: Green and Red. A maximum of six (6) blocks can cross a Green border, and two (2) can cross a Red border per Movement Phase. Blocks crossing a ***red*** border must stop.

Border limits are applied to each player – hence, both players can move two blocks across the same red border.

EXAMPLE: *If six blocks in BUCHAN move to ANGUS, two blocks in STRATHSPEY cannot also move to ANGUS. However, two blocks in MAR could also move to ANGUS.*

4.4 ANGLO-SCOTTISH BORDER

The Anglo-Scottish Border is a dashed red or green line. Blocks entering England must stop. Blocks must stop if they cross the red broken border into Teviot.

Each Move Point allows only ***one (1) block*** to cross the border (but they still fight as one group if attacking the same area). Thus, a 3-card allows 3 blocks to cross the border.

See also: Retreats/Regroups (5.5) and Border Raids (5.9).

4.5 AREA CONTROL

Areas can either be FRIENDLY, NEUTRAL, or ENEMY controlled. Changes to area control are effective ***immediately***.

Friendly: solely occupied by your blocks.

Enemy: occupied by opponent's blocks.

Contested: unresolved battles.

Neutral: vacant areas.

4.6 PINNING

In *Contested areas*, attacking blocks (including Reserves) prevent an equal number of defending blocks from moving.

The Defender (Player 2) chooses which blocks are pinned. The "unpinned" blocks may move normally and attack, **except** they cannot cross any border used by the enemy to enter the battle (including reserves).

EXAMPLE: *Six blocks occupy Buchan. They are attacked by 3 blocks from Angus and 2 blocks from Strathspey. A total of 5 blocks are pinned, but 1 may move (via Badenoch or Mar).*

4.7 NORSE MOVEMENT

The NORSE block moves and attacks separately from other blocks. It requires ***one (1)*** movement point to move all by itself. The Norse move by sea from a coastal area to any other coastal area and may attack. The Norse may Retreat or Regroup to any ***friendly*** coastal area (only).

The Norse can never enter England or use the Sea Move Card.

IMPORTANT: *A Norse move must be declared (both the origin and destination).*

Border Movement Example

The English play a Movement 2, which allows two (2) blocks to move across the Anglo-Scottish border. They move into Annan (vacant) and continue to attack into Galloway. Both English blocks arrive on Round 1 of the battle.

Card Play

Players may choose to pass when playing an event card but, like movement, effects **cannot** be saved for future use. Players may examine the cards their opponent has played this year.

The Black Douglas

One of the most romanticized figures of the war was James "The Black" Douglas, a ferocious warrior, daring guerrilla, and brilliant field commander who terrorized the enemy.

The stuff of Douglas' character was inherited from his father, the crusty Sir William Douglas. William was contemptuous of King John Balliol's supplication to the English crown and one of the few Scots never to bow to Edward. An early comrade of Wallace, Douglas was captured after the debacle at Irvine and died in the Tower of London in 1299.

His son was to avenge his death in spades. One of the Bruce's most trusted lieutenants, James Douglas proved his worth not only on the battlefield but during sieges as well. Douglas was adept at finding means of entry into even the best defended castles and fortresses, and was legendary for savage reprisals on garrison troops who fell into his hands.

On his deathbed Bruce asked Douglas to carry his heart into battle in the Holy Land where it could witness the defeat of the enemies of God. Accordingly, Douglas and a large company of Scottish knights set sail for Castile in 1330 where King Alfonso XI was conducting a campaign against the Moors of Grenada. Douglas, bearing Bruce's heart, was given command of an army at Tebas de Ardales on March 25. There, he and most of his men were slain after being cut-off from the main body of troops. The Moors finally accomplished what the English could not.

Earlier Editions

The green borders on the map were black in earlier editions of the game. Green and black borders have the same limit (6 blocks).

Norse in Battle

Because the Norse moves and attacks separately from other blocks, it is ***either*** the Main Attacker (alone), or joins the attack as a Reserve.

Norse moves must be declared because they do not close any borders for the English player.

Because area control changes immediately Norse retreat options may change due to the outcome of other battles or even due to other retreating blocks in the same battle.

5.0 BATTLES

5.1 BATTLE SEQUENCE

Battles are fought one by one after all movement is completed. Each battle must be completed before fighting the next battle. Player 1 determines which battle is fought first ***before*** examining any enemy blocks. Reveal blocks by tipping them forward to maintain current *strength*. After that battle is completed, return all blocks to upright mode, and Player 1 then selects the next battle but need not commit to any specific sequence of battles in advance.

5.2 CELTIC UNITY

Soldiers from Ulster or Wales were not entirely reliable on the battlefield. Each time Ulster and Welsh blocks (both Infantry and archers) are ***revealed in battle***, roll one die for each block.

1-4: No effect

5-6: Block goes into the Draw Pool

5.3 COMBAT ROUNDS

Battles are fought for a maximum of THREE (3) combat rounds. The ***attacker*** must retreat if a battle is not concluded by the end of the third round. Flip all blocks upright to hide retreat destinations.

5.31 Combat Turns

Each block has one Combat Turn per Combat Round. In its Combat Turn, a block may FIRE, RETREAT, OR PASS. The sequence of Combat Turns depends on combat ratings. All "A" blocks go before all "B" blocks, which go before all "C" blocks. Defending "A" blocks go before Attacking "A" blocks, and so on.

After all blocks have taken ***one*** Combat Turn, one Combat Round has been fought. Repeat the sequence for a second or third round as necessary.

EXAMPLE: *A Knight (B3) and an English Infantry (C2) attack a Scots noble (B2) and an infantry (C2). The combat sequence for each combat round is: Scots Noble, English Knight, Scots Infantry, English Infantry.*

5.32 Combat Reserves

A player may attack via ***different*** borders, or attack using two or three Group Moves. The Main Attack Group must be declared during movement; it must start in ONE area, move together, and enter the combat area across ONE border. All other attacking blocks are placed in reserve.

EXAMPLE: *The English player has 4 blocks in ANGUS and 2 in MAR. Both groups (two moves) attack BUCHAN. The Attacker declares the ANGUS group his Main Attack.*

Reserve blocks may not fire, retreat, or take hits in Round 1. Reserves are revealed at the beginning of Round 2 or remain hidden if the battle is over. Reserves arrive ***even*** if all other friendly blocks have been eliminated. Thereafter they take normal Combat Turns.

NOTE: *Battlefield Control changes if the Attacker eliminates all defenders in Round 1 before Defending reinforcements arrive. The original Attacker is now the Defender for Rounds 2 and 3. The **new** Attacker must retreat after the 3rd round if not victorious.*

5.33 Battle Reinforcements

All blocks moved by Player 2 to a *Contested area* (battle) are Reserves that arrive in Round 2.

EXAMPLE: *The English player attacks Buchan from Angus with 4 blocks where the Scots player has 2 blocks defending. The Scot moves 3 blocks from Moray to Buchan as reinforcements that arrive in Round 2.*

5.4 COMBAT RESOLUTION

Each block in its combat turn rolls as many dice as its current *Strength*. A hit is scored for each die roll equal to or lower than the block's Combat Rating.

EXAMPLE: *A Knight with 3 steps rolls 3 dice. Knights have B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 2, 4, & 5, the knight scores one hit and two misses.*

5.41 Battle Hits

Combat is not simultaneous. All hits are applied immediately. Enemy blocks are not targeted individually. Each hit is applied to the *strongest* enemy block. If two or more blocks share the highest Strength, the owner chooses which to reduce.

EXAMPLE: *An English block inflicts 3 hits. The Scottish player has Three 4-step blocks and must apply 1 hit to each block reducing them all to 3 steps.*

5.5 RETREATING

Each block may retreat (instead of attacking) on its normal Combat Turn.

- Blocks must retreat to adjacent *Friendly* or *Neutral* areas. Blocks cannot retreat to *Contested* or *Enemy* areas. Blocks may retreat to available area.
- If several blocks are eligible to retreat at the same time, flip them all upright to hide retreat destinations from the enemy.
- Border Limits apply to ***each*** Combat Round, to Regroups, and to the mandatory retreat after 3 rounds.

Schiltroms

The schiltrom was a formation that grouped footmen into a large hollow square (or oval) and armed them with long spears to resist the deadly charge of heavy horse. Reinforcements were often harbored in the middle of the formation so that men could be rushed to crumbling defensive lines when needed.

Invented by Wallace at Falkirk as a defensive tactic, Bruce improved them by employing battle-hardened veterans capable of moving and attacking in formation, an idea later refined by Swiss Pikemen to devastating effect. Although always vulnerable to massed ranged fire (whether from arrows or cannon), the schiltrom was a revolutionary tactic that reduced the power of knights on the battlefield.

❒ Schiltroms (optional rule)

To reflect the dynamics of battles involving Scottish schiltroms, all Scottish infantry fire at +1 (C3=C4) in battles when the English side has no archers.

The Longbow

The war was a proving ground for the English longbow, a weapon soon to terrorize the French during the 100 Years War. The longbow had a range of 350-400 yards, but the necessary draw weight of 100-175 pounds required great strength and extensive training. Edward I was the first to appreciate the potential for this terrible weapon and its ability to revolutionize the medieval battlefield.

Scottish archers were few and far between – the shortbowmen and slingers of Etterick Forest were no match for English longbowmen.

Attacker or Defender

Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.

Combat Reserves

Main Attack blocks must start the turn in the same area, move together, and cross the same border into battle. All other blocks are in Reserve. Main Attack blocks cannot be voluntarily placed in Reserve.

Put your main attack blocks in the area you are attacking and keep reserves on the borders they have used until they arrive.

Reserves subject to Celtic Unity rolls do not roll until they are revealed in Combat Round 2.

Closing Borders

Only blocks attacking or reinforcing an area close borders. A move by Player 1 that does not start a battle does not close any borders.

For example, Player 1 (Scot) **moves** two blocks from Badenoch into Atholl, leaving Badenoch empty. Player 2 (English) **attacks** Atholl. Either player may retreat via the Atholl-Badenoch border but whoever does so first, closes the border to the enemy.

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- Border Control: Blocks may ***not*** retreat through borders that were used by the ***enemy*** player to enter the ***battle***. If both players used the ***same*** border, only Player 2 may retreat through that border.
- Blocks that cannot retreat when required are eliminated (5.8).
- English blocks may not retreat/regroup into Scotland. Scottish blocks may not retreat/regroup into England.
- For Norse retreats/regroups see 4.7.

5.6 REGROUPING

When a battle ends the victor ***may*** immediately Regroup. All victorious blocks (including any in Reserve) may Regroup to **any** adjacent *Friendly* or *Neutral* area.

IMPORTANT: *All of the rules and limits of Retreating (5.5) apply to Regrouping, except Border Control.*

5.7 CAPTURING NOBLES

When a noble is eliminated in combat, it ***immediately*** switches to the enemy side (exchange block color) at strength 1 and is placed in Reserve. Captured nobles fight for their new side beginning in the next combat round.

EXCEPTION: *The Scots noble* MORAY *never changes allegiance. If killed in battle Moray is* ***permanently eliminated.***

5.8 ELIMINATED BLOCKS

When non-noble blocks are removed, they are placed in a player's **Draw Pool** and may return to the game during an English Feudal Levy or Scots Winter Build.

EXCEPTION: *If killed in battle or unable to retreat when required, blocks with a* ***black cross*** *(sidebar) are* ***permanently eliminated****. If these blocks are removed by the Pillage Card, Border Raids, or Winter Attrition they disband to the Draw Pool.*

5.9 BORDER RAIDS

The Scottish player may invade England (except during a Truce). It costs one (1) movement point per block to cross the border.

If one (1) or more Scots blocks occupy England, the English player must eliminate one (1) non-Noble block at the end of ***every*** Game Turn. The English player does not have to reveal which block is removed.

If the English player has only noble blocks on the board, no blocks are eliminated. Raiding blocks cannot winter in England.

6.0 KINGS

6.1 ENGLISH KINGS

The Edward block represents Edward I until killed in combat, or until the end of 1306. In either case it then becomes Edward II. The switch to Edward II has two effects:

- Edward II cannot winter (7.4) in Scotland.
- If the Edward II block is eliminated in *combat*, the Scots win a Sudden Death Victory (9.1).

6.2 SCOTTISH KINGS

The Scots do not have a King block at the start of play. Once per game the Scots may crown a king. There are three candidates for the throne: Bruce, Comyn, and Balliol. If a Scottish King is crowned and later killed in battle, the English win a sudden death victory (9.1).

6.21 Bruce or Comyn

To crown either Bruce or Comyn:

- Wallace must be dead.
- The candidate must be located in FIFE.
- The Scottish player must play ANY Event card, announcing "Coronation" instead of the normal events.

The King block is then placed in Fife at full strength. The candidate block remains in play, representing another family member under normal noble rules.

If *Bruce* becomes king, ALL *Comyn* nobles ***except Moray*** immediately defect to the English, or if *Comyn* becomes king, then ALL *Bruce* nobles immediately defect to the English. Any resulting battle is fought ***immediately*** with the defecting noble(s) as the attacker.

6.22 King Balliol

King Balliol, exiled in France, can return to the throne starting in 1301, provided no other king has been crowned. There are two conditions:

- The French knight must be on the map.
- The Scottish player must play ANY Event card, announcing *"Return of the King"* instead of the normal event.

Wallace may be dead or alive. The king block is immediately deployed at full strength with the French knight. All BRUCE nobles immediately defect to the English. Any resulting battle is fought ***immediately*** with the defecting noble(s) as the attacker.

Edward the Longshanks

Edward I was one of the leading monarchs of the Middle Ages. He was a noted pioneer of legal reforms; a great architect of administrative justice; an innovator of financial administration; and one of the founders of parliamentary government. European Kings and Popes held him in the highest esteem, and few monarchs ever dominated the English nobility like Edward.

The Song of Lewes, however, compares Edward to a brave lion - proud and fierce - but also unreliable and deceitful. In his later years, Edward's commitment to justice evolved into cruelty and judicial murder. He saw the Scottish war as a rebellion, not a war between nations, and therefore believed that chivalry did not apply. Gruesome executions and lawlessness characterized the war.

Edward's conduct was animated by a fierce determination to preserve, protect, and enhance his rights as King. Yet he was more a savvy opportunist than a Machiavellian strategist. It is doubtful that he had any grand designs on Scotland prior to the death of his cousin and ally King Alexander III of Scotland in 1286. But when he was asked by the leading men of Scotland to adjudicate the dispute between Bruce and Balliol for the vacant throne (known to historians as "the Great Cause"), he did not hesitate to assert a long-standing but dormant claim to sovereignty over Scotland.

A battle-hardened veteran of the Montfortian rebellions of 1263-1267, Pope Urban IV's crusade in 1270, and the Welsh wars of 1277, 1282-1283, and 1294-1295, Edward was a capable military commander and a brilliant mobilizer of men, equipment, and victuals. Scottish victories came only when Edward I was absent from Scotland or dead.

Black Cross Blocks

Scottish	English
• Wallace	• Hobelars
• Moray	• Edward I
• Norse	
• French Knights	

Defection Battles

Defection battles caused by a **CORONATION EVENT** or **HERALD CARD** are fought as normal battles (3 rounds maximum; victor can Regroup, etc.).

Coronation & English Event Card

If the English **also** play an event card it is resolved first (4.1). The Scots may wait until after the English turn to decide whether to use their card as a Coronation or as the listed event.

Raids and Truces

The Scots cannot initiate a Border Raid during a Truce even if England is empty. Scots blocks already in England can remain there during a Truce (and the English player would still have to remove a block).

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7.0 WINTERING

A game year ends if both players play an Event card at the same time, or after all five cards have been played. Cards are never carried forward into the next year.

When a Year ends, there is a special Winter Turn during which some blocks DISBAND (return to Draw Pool) and players prepare for the next year. Play the Winter actions in the ***exact*** order given.

7.1 NOBLES GO HOME

Nobles cannot disband.

First, all English nobles move to their Home Areas. If that area is enemy-occupied, the English noble defects to the Scots at current strength.

Then, all Scots nobles move to their Home Areas. If that area is enemy-occupied, the Scottish noble defects to the English at current strength.

EXCEPTION: *MORAY* ***may*** *move home or remain where located (subject to Castle Limit). He may also disband.*

7.12 Bruce & Comyn

Bruce and Comyn must move to ***either*** of two areas. They are only converted if ***both*** their Home Areas are enemy-occupied. The ***new owner*** may put the converted block in ***either*** Home Area.

7.2 SCOTTISH KING

The King may move to any Friendly or Neutral cathedral, remain where located (subject to the Castle Limit), or disband.

7.3 ENGLISH DISBANDING

All blocks in England must disband.

7.31 Knights, Archers & Hobelars

Archers, Knights, and Hobelars must disband (exception see 7.4).

7.32 English Infantry

Infantry (including Wales and Ulster) ***may*** remain in Scotland subject to Castle Limits or Disband. Infantry that exceed Castle Limits ***must*** disband (owner choice).

7.4 EDWARD WINTERING

If located in Scotland, Edward I may winter there or disband.

- Edward II may not winter in Scotland.
- Neither king may winter in England.
- Edward I cannot spend two consecutive winters in Scotland nor winter in Scotland in 1306.

If Edward I winters in Scotland, all red blocks (except Nobles) ***may*** winter with him regardless of the area's Castle Limit.

WARNING: *When Edward winters, there is no Feudal Levy this winter and England begins the next year empty.*

7.5 SCOTTISH DISBANDING

Scots blocks ***may*** remain in areas subject to Castle Limits or Disband. Non-noble blocks that exceed Castle Limits ***must*** disband (owner choice).

EXCEPTION: *Wallace* ***may*** *move to Selkirk (unless enemy occupied) where he gains 2 steps.*

7.6 WINTER BUILDS

A friendly area generates Replacement Points (RPs) equal to its Castle Limit (*Angus* = 2 RPs). A Cathedral adds +1RP to the Scottish Castle Limit for the area.

7.61 French Knights

If the Scots control 8+ nobles, add the French knights to the Scottish Draw Pool. Once drawn, the block remains in play until eliminated (5.8).

7.62 Scottish Builds

Each RP is used to either:

- Draw one block from the pool and deploy in the same area ***at strength 1.***
- Build one step on one existing block in the same area.

RPs can be used in any combination of Builds or Draws. Multiple steps may be added to one block. Players may add steps to blocks just drawn. RPs cannot be saved.

When drawing blocks, Castle Limits must be obeyed. Hence, no additional blocks can be added to Buchan if two blocks are already there.

If the Norse or French are drawn for Lanark or Badenoch (inland), draw a different block.

7.63 English Builds

The English player may use RPs generated by a Friendly area only to strengthen infantry or nobles located there. The English player cannot use RPs to deploy blocks from the English Draw Pool.

7.7 ENGLISH FEUDAL LEVY

The English player receives new blocks by a Feudal Levy, ***except*** when Edward I is wintering in Scotland.

- Shuffle all blocks (face-down) in the Draw Pool.
- Draw one half (round up) and deploy them at ***full strength*** in ENGLAND.

7.8 NEW CARDS

Shuffle the deck and deal out five new cards to each player and play the next year.

The Scottish Nobility

The elimination of a Scottish noble block in combat does not necessarily imply the death of that noble. Nobles were often captured in battle and held hostage to ensure the loyalty of retainers and heirs. Other times, after a brief imprisonment, captured nobles would be pardoned and allowed to go free upon a pledge of loyalty to their captors. The death of a noble on the battlefield meant a new feudal lord of the household, and newly empowered lords often had different ideas about the rebellion than their predecessors.

Beneath the real-politick, however, was a smoldering hatred for the English that could never be extinguished. Observed the English *Lanercost Chronicle,* a history of the war written at the time:

"In all these aforesaid campaigns the Scots were so divided among themselves that sometimes the father was on the Scottish side and the son on the English, and vice versa; also one brother might be with the Scots and another with the English; yea, even the same individual be first with one party and then with the other. But all those who were with the English were merely feigning, either because it was the stronger party, or in order to save the lands they possessed in England; for their hearts were always with their own people, although their persons might not be so."

The English Levy

By feudal custom, the English king would often petition his major nobles to raise an army, sometimes to fight in France, sometimes in Scotland, sometimes both. Economic and political realities, plus the demands of fighting in France (which was by far the more important of the two areas to the English king) meant that a major campaign into Scotland could not occur every year.

In game terms, the English player will only be able to mount a major campaign into Scotland with a high movement hand. With a good movement hand, it is possible to get as far north as MORAY in one year. However, wintering an army with Edward I at Mentieth or Fife is often the only practical way to campaign in the northern highlands.

Saving Replacements

Replacement steps cannot be saved. Any steps that cannot be used are forfeit.

Noble Home Areas

Nobles cannot disband even to make room for other blocks (except Moray).

8.0 SCENARIOS

8.1 BRAVEHEART

The Scottish nobility was reduced after the battle of Dunbar to abject servitude and humiliation. But in the ashes of defeat two courageous young men rose to continue the fight against tremendous odds.

William Wallace had turned brigand in 1294. His murderous guerrilla war against the English culminated in the sack of Lanark in 1297. Suddenly, the invincible English looked invincible no longer. Meanwhile, Andrew de Moray, a young knight from one of Scotland's major land-owning families in the north, launched a bloody uprising in the Highlands.

Scotland, already smoldering with discontent and sporadic resistance by the fall of 1296, flamed into open rebellion by the spring of 1297. It took Longshanks seven years to put out the fire lit by these two heroes.

DURATION

1297 through 1305, unless one side achieves a Sudden Death victory.

ENGLISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Nobles: All nobles (except *Bruce*, *Moray*, and *Galloway*) in home areas. Comyn is deployed in Badenoch.

Lothian: Cumbria Infantry.

Mentieth: Northumber Infantry.

England: Place the 13 other red blocks in the English Draw Pool face down and draw 4 blocks in England.

SCOTTISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Annan: *Bruce.*

Galloway: *Galloway.*

Fife: Wallace, Douglas, & Barclay.

Moray: *Moray*, Fraser.

Strathspey: Grant.

The Scottish King (6.2) and French Knights (7.61) are off map. Place the other 7 blue blocks in the Scottish Draw Pool face down.

8.2 THE BRUCE

After John Comyn's negotiated surrender to Longshanks in February 1304, an uneasy peace returned to Scotland. Robert Bruce had not supported Comyn's rebellion and resented Edward's betrayal of his promise to deliver him the Scottish throne. Bruce conspired with sympathetic nobles and the leadership of the Scottish church to seize the throne and inspire his countrymen to revolt, a task made easy when news spread of Wallace's brutal execution in August 1305.

Bruce and John Comyn met alone in a Dumfries church. They engaged in violent argument over the wisdom of Bruce's plans; it ended with Bruce's knife in Comyn's heart.

With the absolution of the Scottish clergy, Bruce was crowned at Scone on March 10, 1306, the 10th anniversary of the outbreak of the rebellion. Faced with civil war against Comyn loyalists and imminent attack from England, Bruce desperately assembled an army and prepared for the worst.

DURATION

1306 through 1314, unless one side achieves a Sudden Death victory.

ENGLISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Nobles: all 6 Comyn nobles (not Moray) in their home areas. *Comyn* is deployed in Badenoch.

Moray: Cumbria Infantry.

Mentieth: Mentieth, Northumber Infantry

Lothian: Durham Infantry.

Lanark: *Stewart*, Westmor Infantry.

England: Place the 11 other red blocks in the English Draw Pool face down and draw 6 blocks in England.

IMPORTANT: *Edward I dies at the end of 1306 and the king block then becomes Edward II (see 6.1). Edward I cannot winter in Scotland in 1306.*

SCOTTISH DEPLOYMENT

Deploy the blocks listed below at full strength on the mapboard:

Nobles: *Dunbar*, *Lennox*, *Atholl*, *Mar* in their home areas. Deploy *Bruce* in ***Carrick***.

Fife: King, Douglas, Barclay.

Lennox: Campbell.

Carrick: Lindsay.

Set aside Wallace and Moray (dead) The French Knights (7.61) are off map. Place the other 7 blue blocks in the Scottish Draw Pool face down.

Comyn & Bruce

The bitter struggle between the Bruce and Comyn factions for control of Scotland defined the conflict. Robert the Bruce was determined to win the Scottish throne that was - in his mind - wrongfully denied his family after King Alexander III's death in 1286. Bruce's changing allegiances during the first conflict (1297-1304) suggest that his main priority was possession of the crown, not national independence.

The Comyns, on the other hand, were the most powerful members of the Scottish "war party" and strong supporters of the exiled King John Balliol. This made them not only natural enemies of the Bruce but also implacable foes of the English. They led the rebellion against England after Wallace's defeat at Falkirk in 1298, and made reluctant peace with Edward in 1304 after the English king agreed they could keep their lands. Only when John "The Red" Comyn, the Lord of Badenoch, was murdered by Bruce in a Dumfries church in 1306 did the Comyns finally turn away from the cause of freedom and make firm alliance with the English.

The Auld Alliance

The Anglo-French conflict constrained Edward's ability to prosecute the war in Scotland. French King Philip's savage naval raids against English seaports in 1295 caused hysteria throughout the realm and ensured that England would concentrate her primary attention southward. The disastrous Flemish campaign in 1297, reinforced anxiety over affairs across the channel.

By 1302, rumors reached England that the French were planning to send the Count of Artois at the head of a large force of knights to return the exiled King John Balliol to the Scottish throne. Alarmed that the Balliol dynasty might be reestablished at his expense, Robert the Bruce defected from the rebellion and made common cause with Edward I, who promised that, should he ever reestablish English authority in Scotland, Bruce would be King.

On July 11, 1302, however, the threat of a French invasion of Scotland was squashed forever. 13,000 men of Flanders adopted the schiltrom tactics pioneered by Wallace at Falkirk and slaughtered 7,500 French horse at the battle of Courtrai. When news of the disaster reached Scotland, the heart went out of the rebellion and Edward confidently turned his full attention to finishing off Comyn and his allies. By 1304, the war – so nearly won by the rebellious Scots two years earlier – had ended. Another, however, was about to begin.

8.3 CAMPAIGN GAME

This game starts as per *Braveheart* scenario and is played until one player achieves victory. Extend game years beyond 1314 if necessary.

REMEMBER: *Edward I cannot winter in Scotland in 1306 and becomes Edward II in 1307.*

9.0 VICTORY

The object of the game is to control a majority of Nobles at the end of the scenario. In the Braveheart Scenario, a tie is possible if both players control seven nobles at the end of 1305. In this case, the Scots win if Wallace is on the map; the English win if Wallace is dead or in the Draw Pool.

9.1 Sudden Death

An instant victory occurs when:

- A player controls ALL nobles in play at the end of a Game Turn. *Remember:* Moray never defects to the English; he must be dead or in the Draw Pool for the English to win in this manner.
- The English player wins ***immediately*** if the Scottish King is eliminated in battle (5.8).
- The Scottish player wins ***immediately*** if the Edward II is eliminated in battle (5.8).

TOURNAMENT PLAY

The preferred method to establish sides for a Tourney is for all players to secretly bid one of E1, E2, E3, S1, S2, or S3.

Bids to play the English (E#) are for the number of years they will play with King Edward face-up in the Draw Pool, not eligible to be drawn, but still counting toward feudal levy size.

Bids to play the Scottish (S#) are how many extra blocks will be added to the English Feudal Levy in 1297, above the usual 4.

The tournament GM compares bids. Opposite bids cancel each other out and these players play against each other. Hence an E3 bid plays an S3 bid and neither effect applies.

Remaining bids are matched as closely as possible with the ***net*** effect being applied to the higher bidding player. Hence an E2 versus S1 game has a net of E1 and thus Edward is not in play for 1297.

Declaration of Arbroath, April 6, 1320

Yet if he [Robert the Bruce, King of Scotland] should give up what he has begun, and agree to make us or our kingdom subject to the King of England or the English, we should exert ourselves at once to drive him out as our enemy and a subverter of his own rights and ours, and make some other man who was well able to defend us our King; for, as long as but a hundred of us remain alive, never will we on any conditions be brought under English rule. It is in truth not for glory, nor for riches, nor honors that we are fighting, but for freedom – for that alone, which no honest man gives up but with life itself.

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