

Swords Over Scotland Rules

The British leaving was just the beginning. The year is 1314 and now turmoil has descended upon Scotland and each of you are aspiring leaders seeking to unite the clans and gain dominance over Scotland. This game combines bingo with area control in a unique, zero-luck battle game. For 2-4 players ages 8+, Swords Over Scotland takes 60-90 minutes to play.

Components:

1 board; 10 victory point tokens; 4 sets of 21 differently colored player cubes; 4 player boards; 12 deployment cards; 12 pairs of glory cards; 7 blue cubes (the pics), 1 blue wall, 1 blue meeple; 1 first player marker

Set-Up:

1. Place the game board in the middle of the table
2. Set one double sided victory point token in each of the areas on the board. For a 2-3 player game, use the lower value, for 4 player use the higher value side.
3. Give each player a set of differently colored cubes and a player board
4. Shuffle the deployment cards and set the stack number side up on the board over the "4"
5. Shuffle 12 unique glory card and randomly flip over 3 of them next to the board. Find the matching "reminder card" to also set out. Return the rest of the cards to the box. For your first game, I recommend playing with The Crown, Edinburgh Castle, and A Bloody Banner.
6. Pull out additional blue components depending on these glory cards dealt in the beginning of the game and return the rest of the components to the box. See *glory card glossary*.
7. Set the first player marker in front of the player who has most recently heard a bagpipe.
8. Now, in turn order, players will go clockwise around the table placing, one at a time, 4 of their colored cubes onto the map in any region of their choosing. They may place all their cubes in one area, all in different areas, or somewhere in-between. They may also place cubes in areas opponent's placed cubes.



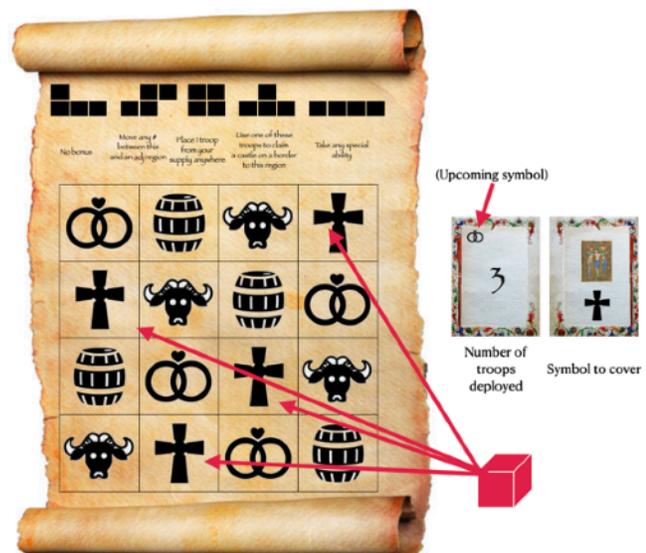
Play:

The start player flips over the top card of the deployment deck onto the space to its right. This forms a pair of cards with a symbol and a number. Now do the following steps:

1 Place Cubes (resolved simultaneously):

Players place one of their cubes from their supply onto their player board on a matching symbol. If you have no symbols of that type left uncovered, they do nothing.

Important: If you have no cubes left in your supply, you must pull one from the regions on the board, castles you control, or even the glory cards.



2 Deploy (resolved clockwise in turn order):

Whenever a player places a fourth cube in a grouping of 4 or more orthogonally connected cubes, this will make a “formation.”

When a formation is created, the player must first pull from the formation a number of cubes—as shown on the paired number card—and place them onto the map in a region where they have at least one cube. Then, the player must resolve the corresponding special action as detailed below:

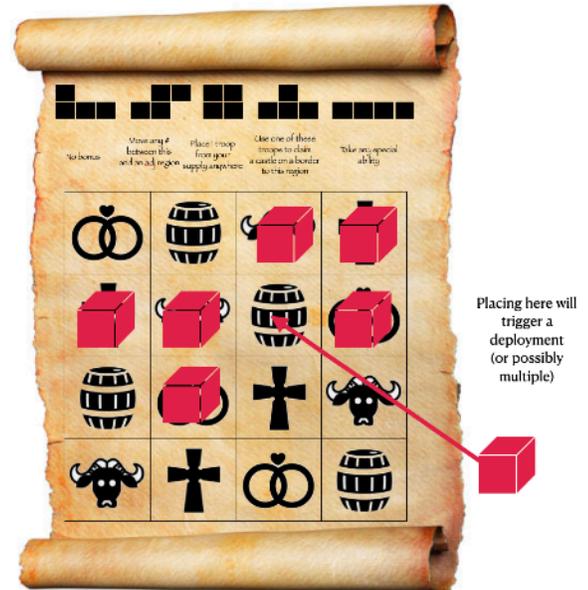
L-shape: no special ability.

S-shape: the player moves any number of cubes between the region they placed in and an adjacent region. Some parts of the map are connected over water by a dashed line. These are also considered adjacent.

Box-shape: the player places, from their supply, a cube onto any region on the board.

T-shape: the player uses one of the pieces in the region they deployed into to take over a castle on the border of this region and an adjacent region. If there are no empty castles available, they may kick out another opponent’s piece, occupy that castle, and return the piece to their opponent’s supply.

Line-shape: the player chooses any of the bonuses listed above.



Note: it is possible for players to form patterns that will trigger multiple deployments. When this happens, they resolve each separately on their turn and may affect different board regions.

3 Battle (order determined by lead player):

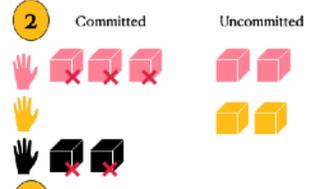
When troops in a region from two or more players meet or exceed the number on the point token in that region a battle is triggered. Now do the following:

- 1) Players look to inhabited castles on the border. Starting in turn order and working clockwise, each player must remove a cube color of their choice from the battle for each castle they occupy. If removing cubes causes only one player to be left, the remaining player automatically wins and you can skip phase 2-3. If removing cubes causes no player to be left, it’s counted as a loss for both players.
- 2) Players now take all cubes of their color in hand. They will commit any number (none, some, or all) of these cubes to the battle. The committed cubes they place in their hand and hold out over the table. On the count of three, all players reveal their committed troops. **Important:** All cubes that are committed to the battle are returned to their player’s supply.
- 3) Resolve:

A battle is triggered (2 or more players in a region exceeding 10)



Each player with a castle kills a cube of their choice



All players choose how many troops to commit. All committed troops are killed



Pink commits most and claims territory (+10 points), yellow retreats to neighboring region, black assigns 1 of killed troop to a Glory Card



- **Winner:** the person who contributed the most cubes wins the battle and immediately score the points shown on the point token. They then place any uncommitted troops back into this region. Committed cubes are returned to their supply.
- **Loser(s):** the player(s) who contributed less cubes retreat with any uncommitted cubes to adjacent territories (in doing so this may cause another battle). Also, committed cubes may either be returned to the supply and/or assigned to glory cards—the person with the most cubes on a glory card gets that special ability until they no longer have majority. If you claim a glory card, take the reminder card and place in front of you.
- **Ties:** if there are ties, treat all players as losers in the battle. However, if there is a third place, non-tied player who committed at least 1 troop, they win the battle.

When a battle is concluded, the winning player now takes the start player marker and will lead the round until the next battle is resolved.

Round/Game End:

- Play in this way until you have gone through all 12 deployment cards. When the 12th card is flipped over, there is a 4 printed on the board indicating that players now deploy 4 if they successfully create a formation this turn.
- At the end of the round, score each territory according to the point chips. Award points to whoever holds the majority. If there is a tie for a region, no players score it. However, if there is a third place, non-tied player, with at least 1 cube there, they receive the points.
- The **game ends after three rounds** are resolved. The player with the most points is the winner. In the case of a tie, the player who has the most cubes on the board is the winner.

Glory Cards

Glory cards bring replayability to the game, an increase of nuanced strategy, and also an opportunity for losing players to catch up. Each alters the game or the base rules in some subtle way. You will only play with 3 each game.

- **Setup:** Each glory card has a pair of matching cards. One will be fixed next to the board for players to place troops next to in order to bid for majority. The other “reminder card” will be handed to players and kept until they lose majority as a reminder to them and other players of their unique power. Also each glory card specifies “setup” in italics if you need to pull out additional components during setup.
- **Ties:** In the case of ties, when “the Crown” is not in play, all tied players do not receive the benefit; however, if there is a third place, non-tied player, they receive the benefit.
- **Blue components:** Any additional blue components related to Glory Cards stay on the board when players are tied or out bid for control.

Bagpipes: “When you win a battle, gain 4 additional points.”

A Bloody Banner: “You control the picts” When you gain control of the picts, add these blue cubes to your supply as though they were your own. Also deploy and battle with them as though they were your own. However, as soon as someone takes out bids you for majority, remove them from your player board and your supply and return them to the side of the game board. *Setup: take the 7 blue cubes and put them to the side of the board.*

Cardinal “When a battle takes place here, you commit troops after seeing how many your opponents commit.” All players reveal their hands as normal except you, and then you choose how many to commit. The controlling player may move the cardinal to another region whenever they add another cube to this card. *Setup: take the blue meeple and put it to the side of the board.*

The Crown: “You win ties.” This supersedes all other tie rules, i.e. when tied in a region in round end scoring, control over the other glory cards, and even game end ties.

Druid: “Heal 1 committed troop.” Instead of returning 1 committed troop to your supply, you may add it back to the territory (if you’re the winner) or as part of your retreating force (if you’re the loser).

Drums: “When you lose a battle, gain 2 points.”

Edinburgh Castle: “Counts as a castle in each region in battle.” This functions as a castle that affects every territory on the board. Similar to other castles, this gives you an automatic kill in phase 1 of Battle.

Hadrian’s Wall: “Add 1 wall segment to any border. Only your troops may move through that border.” Add the blue wall segment to any border, including connected sea borders, and now only your troops may move through it via deployment actions and retreats. The controlling player may move the Hadrian’s Wall whenever they add another cube to this card. If no one controls this and it remains on the board, all players are blocked from moving troops through it.
Set up: take the blue wall and put it to the side of the board.

Long Sword: “You may add 1 troop from your supply before a battle.” You must declare this before phase two in battle. If you don’t have any troops left in your supply, you may remove one from the board, castles, or glory cards in order to use this effect.

Merchant’s Outpost: “Each time you deploy, you may move one resource from your player board.” Resolve this after you place cubes on the board and take your deployment special action. You may do this to cause another deployment.

Tapestry: “Declare one type of resource. It is wild.” When you claim this glory card, place one of your cubes on one of the four icons. This icon is now wild for you and when it comes up during phase one, treat this as itself or one of any other resource. You may change this wild whenever you put a new cube on this card.

Quaich: “Opponents must always commit at least half (rounded up) of their troops in their battle with you.”