

Swords Over Scotland Rules

The British leaving was just the beginning. The year is 1314 and now turmoil has descended upon Scotland. Each of you are aspiring leaders seeking to unite the clans and gain dominance over the land. 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 double sided victory point tokens
- 4 sets of 24 differently colored player cubes (troops)
- 4 player boards
- 4 player meeples in 4 colors
- 12 deployment cards
- 1 first player sword marker
- 8 glory cards
- 7 blue troops (the pict), 1 blue wall

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 regions 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 troops and a player board. Set your colored meeples in the corner of the board on "0."
4. Shuffle the deployment cards and set the stack number side up on the board over the "4"
5. Set the first player marker sword in front of the player who has most recently heard a bagpipe.
6. Now, in turn order, players will go clockwise around the table placing, one at a time, 4 of their colored troops onto the map in any region of their choosing. They may place all their troops in one region, all in different regions, or somewhere in-between. They may also place troops in regions occupied by opponent's placed troops, though never in such a way that would trigger a battle before the game begins (see page 3). Finally, they may not place troops into castles during set-up.
7. Shuffle 8 unique glory cards and flip over a number of them equal to the number of players. Return the rest of the cards to the box. Starting to the right of the first player and working counter clockwise, each player drafts one glory card and puts it in front of them. For your first game, it is recommended to play with some combination of **Bagpipes**, **Broad Sword**, **The Crown**, and **Edinburgh Castle** (up to all 4 depending on player count). Note: **Bloody Banner** and **Hadrians Wall** glory cards will call for additional blue pieces to set-up. Otherwise these pieces remain in the box.



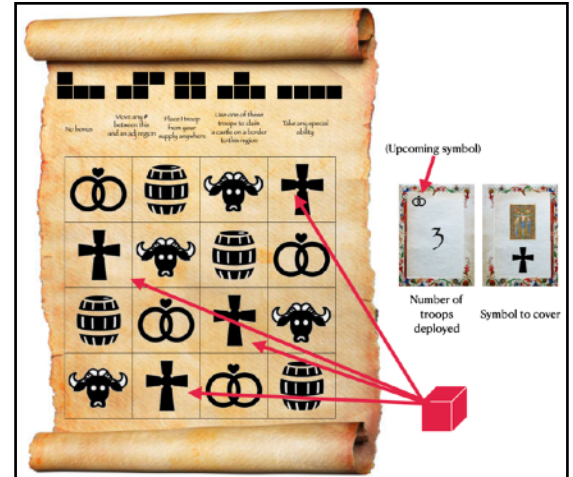
Play:

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 in this order:

1 Place Troops (resolved simultaneously):

Players place one of their cubes (troops) from their supply onto their player board on a matching symbol. If you have no symbols of that type left uncovered, you do nothing. If you have no troops left in your supply, you must pull one from the regions on the board or castles you control.

Note: To avoid others unintentionally cheating, you may use your hands to shield your player board from other players, as needed, so they can't see what you're planning in this phase.



2 Deploy (resolved clockwise starting with start player):

Whenever a player places a fourth troop in a grouping of 4 or more orthogonally connected troops, this will make a “formation.” When this happens, each player in turn order must announce “Alba gu bràth,” pronounced roughly as “Al a ba goo bra”. This translates to “Scotland Forever.” Alternatively, each player may simply announce “bingo.”

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

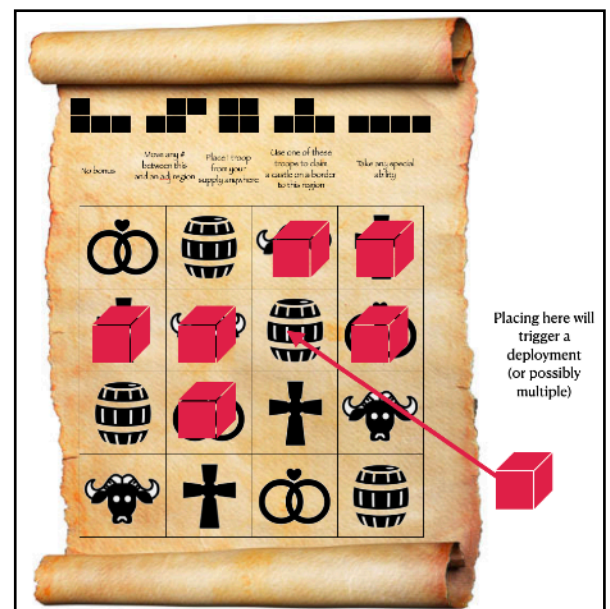
L-shape: no special ability.

S-shape: the player moves any number of troops 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 troop 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 to occupy that castle and then return the ejected piece to their opponent's supply.

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

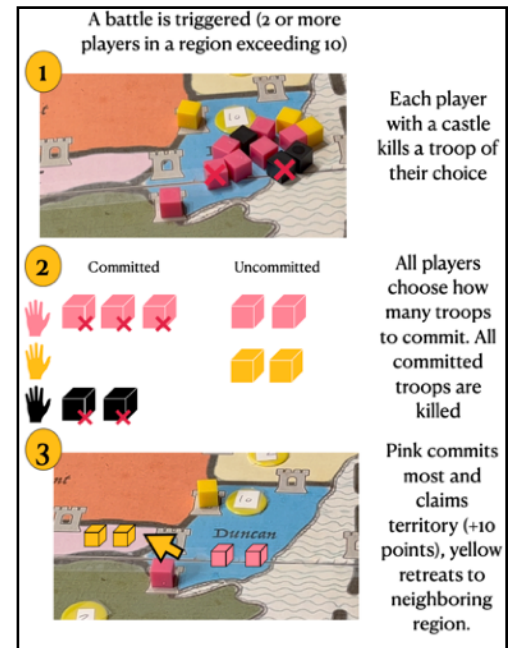


Note: it is possible for players to form patterns that will trigger multiple deployments. When this happens, they resolve each separately on their turn, pausing in-between each deployment to check to see if they still have a valid 4 or more cube formation. They may affect different board regions with these multiple deployments.

3 Battle (resolution order determined by start 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:

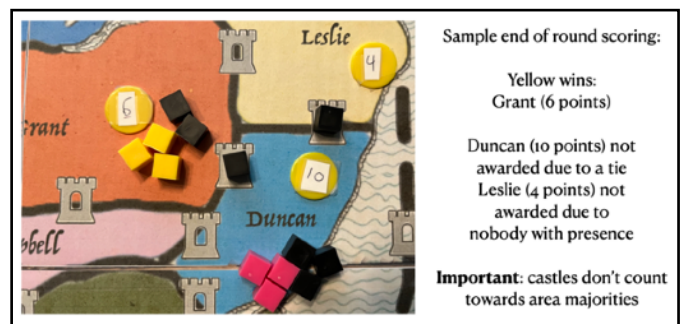
- 1) Players look to inhabited castles on the border. Starting in turn order and working clockwise, each player occupying castle(s) must remove a troop color of their choice from this battle for each castle they occupy. If removing troops causes only one player to be left, the remaining player automatically wins and you can skip phase 2-3. If removing troops causes no player to be left, it's counted as a loss for all players.
- 2) Players now take all remaining troops of their color in hand. They will commit any number (none, some, or all) of these troops to the battle. The committed troops they place in their hand and hold out over the table. On the count of three, all players reveal their committed troops. **Important:** All troops that are committed to the battle are killed and returned to their player's supply.
- 3) Resolve:
 - **Winner:** the person who contributed the most troops wins the battle and immediately score the points shown on the point token. They then place any uncommitted troops back into this region. Committed troops are returned to their supply.
 - **Loser(s):** the player(s) who contributed less troops retreat with any uncommitted troops to adjacent territories. In doing so, this may cause another battle.
 - **Ties:** if there are ties, treat all players as losers in the battle.



When a battle is concluded, the winning player now takes the start player sword 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 create a formation this turn.
- At the end of the round, score each territory according to the point chips. Award points shown on the chip to whoever holds the majority, award half the points to whoever holds the second most. If there is a tie for a majority, all tied players get half and no second place is awarded. If there is a tie for second, none of the tied players get points.
- Now, all players return their glory cards back to the center of the table. Starting with the player with the fewest points and working up to whoever has the most points, players will draft glory cards. If there is a tie for score, whoever is the start player or closest to them in turn order picks first. Skip glory card drafting at the end of the third round.
- 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 troops on the board is the winner.



Glory Card Glossary

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.

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

Bloody Banner: “You control the pict (blue pieces). Each pict counts as 2 troops when committed in battle.” When you gain control of the pict, add these blue troops to your supply as though they were your own and play with them as with any other troop. When committed to a battle, each pict is worth 2 troops. Note: pict still count as only 1 for purposes of determining when a battle is triggered and round end majority scoring. **Set-up:** *for initial set-up, take the 7 blue troops and put them into your supply. If pict change control at round end, leave any pict on the board (they are now controlled by the new player) and transfer any from your supply and player board to the new controlling player’s supply.*

Broad 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 a region or castle on the board to take this bonus effect.

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

Druid: “Heal up to 2 committed troops. Treat them as an uncommitted troops.” After resolving step 2 in battle, instead of returning two committed troop to your supply, you may add them back to the territory (if you’re the winner) or as part of your retreating force (if you’re the loser) as though they were uncommitted in battle.

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 the S-shape deployment ability and when you retreat after losing a battle. **Set-up:** *take the blue wall and put it on any border. If you retain control between rounds, you may move it at this time to a new border.*

Quaich: “Each time you deploy, on a 1 or 2, deploy an additional troop from your supply.” If there are no more troops on your player board nor your supply, you may pull one from the board to include in this deployment