

Chronicle VI
The
Dubious Tome
of
Scottish History



Rulebook



Chronicle 6 - The Dubious Tome of Scottish History

2-4 Players.

Using this Chronicle adds 20 minutes to the game time.

It is a tricky-to-play Chronicle.



Overview

Scotland is not just beautiful scenery. It is a country with a deep history. This Chronicle connects important and interesting events to the landmarks where the events took place.

Contents

8 new Tiles (4 x Gathering A,B,C,D + Wallace Monument, Old Man of Storr, Dunvegan Castle, Fort George).

4 History of Scotland Landmark-Event cards (Wallace Monument, Old Man of Storr, Dunvegan Castle, Fort George).

11 Base Game Landmark-Event cards (replacing the original Landmark cards).

4 Hammer of the Scots Landmark-Event Cards (replacing the "Hammer of the Scots" Landmark cards if playing with that Chronicle).

Setup Modifications

Replace all the Landmark cards of the base game, and of other Chronicles you play with, with the Landmark-Event cards of the same name. Add the 4 History of Scotland Landmark-Event cards to the Landmarks.

Shuffle the 8 new Tiles into the respective Tilestacks during setup.

New Landmark-Event Cards

The Landmark-Event cards are now double sided and the front side is divided into a left and a right section. When a Landmark-Event card is taken, the left section is immediately triggered - just as when playing the base game.



Using the Die?

Remember that the Die never takes a Tile with a Chronicle Icon out of the game!

Triggering an event



An event can be triggered, when this icon is activated.

If the player owns a Landmark-Event Card that is not turned to the Event Side, then he can choose to trigger the Event:

- ▶ The effect on the right side of the Landmark-Event card is then triggered (see p. 25-27).
- ▶ The Landmark-Event card is turned to the Event side.

If a player cannot or does not want to trigger the right side effect on a Landmark-Event card when turning it over, he may do so.

"History of Scotland" Scoring

This Chronicle modifies the scoring of landmarks as follows: all Landmark-Event Cards count as Landmarks in terms of scoring, independent of the side they show. **However, each face-up Event side scores 1 additional point in all Landmark scorings, as indicated by the Icon below on each Event Side of the Landmark Cards.**



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The Events of "The Dubious Tome of Scottish History" Chronicle

Old Man of Storr (A)

A priest from Skye decided to travel to Rome and speak to the Pope himself to put an end to a quarrel about the exact date of Easter. Climbing the Storr early one dawn he performed a spell which raised the devil and transformed him into a horse. During the journey, the devil questioned the priest about the reason for the journey. The priest had to use all his wits to answer the questions truthfully but at the same time avoid mentioning the name of "God", which if uttered would break the spell resulting in the devil disappearing and the priest falling into the sea. The priest was successful and despite the devil's trickery, arrived in Rome, learnt the date of Easter and returned safely to Skye. The devil was so impressed with the cleverness of his adversary that on leaving he was heard to utter the ominous words: "until we meet again".

Landmark effect: Immediately take 2 Stone from the pool and place them on the Old Man of Storr Tile.

Event effect: Pay 1 Scotsman to use the new Scoring Table for Scotsmen in the Castle on the Event side for yourself until the end of the game instead of the normal Scoring Table.

Wallace Monument (B)

The tower stands on the Abbey Craig, a volcanic crag above Cambuskenneth Abbey, from which Wallace was said to have watched the gathering of the army of King Edward I of England, just before the Battle of Stirling Bridge in 1297.

Landmark effect: You may immediately activate all the Tiles in your territory. This replaces the activations that the Wallace Monument Tile would normally trigger. Each Tile can still only be activated once per turn.

Event effect: Turn 1 Landmark card to its Event Side. If you own "William Wallace" you score 4 Victory Points.

Dunvegan Castle (C)

According to tradition, Malcolm was the third chief (1296-1370) on the way back from a secret lover (the wife of a certain Fraser from Glenelg) when he was attacked by a wild highland cow in Glenelg. Armed only with a "Dirk" he killed the animal. As a reminder of his courageous deed, he kept one of the bull's horns. This horn is considered the clan's treasure, and it is customary for any male heir to empty this horn filled with Claret in one go. Malcolm's little affair in Glenelg is still unforgotten today.

Landmark effect: Immediately take 2 Sheep from the pool and place them on the Dunvegan Castle Tile.

Event effect: Immediately return 2 Cattle to the pool to gain 7 Victory Points.

Fort George (D)

Fort George is an 18th century fortress located northeast of Inverness in northeastern Scotland on a promontory on the Moray Firth. The fort is considered to be one of the most important, almost original preserved European constructions from this time. It was built to pacify the Scottish highlands after the Jacobite Uprising of 1745/1746 and replaced an earlier site destroyed when, under the guidance of a French pioneer officer named L'Epine, a blasting of the facility was prepared and the premature explosion of the charges killed L'Epine among others.

Landmark effect: Move any number of your Scotsmen into your Home Castle without paying movement points.

Event effect: Return 1 Scotsman to the supply to immediately remove 2 tiles from your home territory. The layout still has to be legal. If you remove an Overbuild Tile, all tiles in that position must be removed. If removing a Landmark Tile, you keep the Landmark Card. Any resources on the tiles are moved to your Clan Castle.

The events of the base game Landmark cards (replacement cards)

The Landmark effects on the replacement cards are identical to the base game Landmark card effects.

Loch Lochy (A)

The River Bull is a gentle, harmless creature, who would emerge from the lake into the pasture of cows.

Event effect: Immediately receive 1 Cattle and activate all your Animal Tiles

Donan Castle (A)

To pacify the rebellious Highlands, King James I travelled to Inverness in 1427. He invited all the Clan Chiefs under the assurance of free escort, but had them either imprisoned or executed immediately upon their arrival.

Event effect: Activate up to 2 different Tiles in the territory of other players. You receive the benefits, but still need to pay any activation costs.

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Castle Stalker (A)

In 1463, Sir John Stewart was keen to legitimise his son by getting married to the boy's Mother, a MacLaren, at Dunstaffnage when he was mortally wounded outside the church by Alan MacCoul, a renegade MacDougall, although he survived long enough to complete the marriage and legitimise his son, Dugald, who became the First Chief of Appin.

Event effect: Immediately return 1 Scotsman to your supply and choose 1 Tile from the Discard Pile. Build it in your Home Territory without paying its cost. If you choose a Person Tile, you still have to pay any road costs (see *Persons, Clan Markers and the Clan Board* on p. 15).

Inverness (B)

In 1562, the Queen of Scotland Mary Stuart was denied access to the city by the English governor in the Huntly Uprising. "Upon hearing of the danger of their princess, a great number of the ancient Scots, partly by persuasion, and partly of their own accord, flocked around her, particularly the Frasers and Monros, the bravest of these tribes. When the queen found herself sufficiently strong, she laid siege to the castle, which having neither a sufficient garrison, not being properly fortified for sustaining an attack, surrendered, when the commanders were executed, and the men dismissed" (History of Scotland, George Buchanan)

Event effect: Until the end of the game, use the new Scoring Table for Whisky on the Event side for yourself instead of the normal Scoring Table.

Loch Shiel (B)

In 1745, Bonnie Prince Charlie, also known as Charles I. set out with the Hochland Clans to an ultimately unsuccessful rebellion against English domination.

Event effect: Immediately return 1 Victory Point to the pool to receive 2 Scotsmen on Loch Shiel.

Duart Castle (B)

The castle is the headquarters of the MacLeans and is mentioned in 1390 as the dowry of the wife of the then clan chief Lachlan Lubanach Maclean. During the uprising of the Jacobites the Clan MacLean belonged to their supporters, and in the war of the three kingdoms to the royalists. During this phase Cromwell's troops besieged the fortress twice. During the second siege they lost three ships, one of which can be found today as a wreck in the waters outside the castle.

Event effect: Immediately gain 3 Victory Points. If you occupy Clan MacLean on the Clan Board, you may immediately make a one time trade as indicated on the Event card. You can use Clan Sinclair's effect for this trade.

Loch Ness (C)

In October 1871 or 1872, D. Mackenzie of Balnain reportedly saw an object resembling a log or an upturned boat "wriggling and churning up the water". The object moved slowly at first, disappearing at a faster speed. Mackenzie sent his story in a letter to Rupert Gould in 1934, shortly after popular interest in the monster increased.

Event effect: Immediately receive 1 Coin for each face up Event Side of a Landmark Card in your play area, including Loch Ness.

Armadale Castle (C)

A mansion house was first built here around 1790. In 1815 a Scottish baronial style mock-castle, intended for show rather than defense, designed by James Gillespie Graham, was built next to the house.

Event effect: Immediately return any number of Stone to the pool to receive 3 Victory Points per Stone returned.

Loch Morar (D)

Legend has it that the sighting of Mhorag announces the death of a member of the local branch of the MacDonald clan. It is also claimed that Loch Morar is connected to the lakes and rivers in the Great Glen, including Loch Ness, by a labyrinth of underground tunnels.

Event effect: Immediately return 2 Scotsmen to the supply to receive 9 Victory Points.



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Castle Moil (D)

The castle, an ancient seat of the Mackinnon clan, was a fortress commanding the strait of Kyle Akin between Skye and the mainland, through which all ships had to pass or else attempt the stormy passage of The Minch. According to that tradition, Alpin mac Ehdach's great-grandson Findanus, the 4th MacKinnon chief, brought Dunakin into the clan around the year 900 by marrying a Norse princess nicknamed "Saucy Mary". Findanus and his bride ran a heavy chain across the sound and levied a toll on all shipping vessels. The Princess lies buried on Beinn na Caillich on Skye, her face reputedly turned towards Norway.

Event effect: Immediately receive 2 Coins. You may move 1 Scotsman from anywhere in your Home Territory into your Home Castle for free.

Castle of Mey (D)

The spirit of the Green Lady haunts there. This is supposed to be the daughter of the 5th Earl of Caithness. She had fallen in love with a farmhand and was therefore locked up by her father on the castle's top floor. Out of heartache she threw herself to death from a window.

Event effect: Immediately return 1 Scotsman to your supply to remove 2 Tiles from your territory. The layout still has to be legal. If you remove an Overbuild Tile, all Tiles in that position must be removed. If removing a Landmark Tile, you keep the Landmark Card. Any resources on the Tile are moved to your Clan Castle.

The Events of "Hammer of the Scots" Chronicle (replacement cards)

Loch Lomond (A)

The poem Loch Lomond is said to be based on a letter the young soldier Donald McDonald of Clan Keppoch wrote to his lover Moira after the second Jacobite uprising of 1745, while waiting at Carlisle Castle for his execution for his participation in the uprising. Possibly based on this letter, Andrew Lang wrote his famous verses *The Bonnie Banks o' Loch Lomond*, which appeared around 1876. His poem has been set to music over the years and is today a traditional Scottish folk song which has become internationally known through the interpretation of the Scottish music group Runrig.

Event effect: Immediately take all the Coins from the England Market row.

Glenfinnan Church (B)

The Church of St Mary and St Finnan is situated in one of the most picturesque and historically significant areas in the Highlands; standing at the head of Loch Shiel, where Charles Edward Stuart raised his standard before the gathered clans.

Event effect: Immediately activate Glenfinnan Church and all its neighboring Tiles. No Tile may be activated more than once during a player's turn.

Glenfinnan Monument (C)

In fact, this was the beginning of the great uprising of the Jacobites, which ended sadly in Culloden. After a little over half a century, a certain romanticization of the events of that time began, so that a monument was finally erected here in 1815.

Event effect: You may immediately switch the places of the Englishman and a Tile on the Rondel. Pick a Tile on the Rondel, remove the Englishman from its current position and place it in the empty space from which you took the Tile. Place the Tile in the space where the Englishman was located before.

General Wade's Military Roads (D)

A network of military roads, sometimes called General Wade's Military Roads, was constructed in the Scottish Highlands during the middle part of the 18th century as part of an attempt by the British Government to bring order to a part of the country which had risen up in the Jacobite rebellion of 1715.

Event effect: Immediately place 1 Clan Marker for free on a purple colored clan field on the Clan Board. If none is available or you prefer not to place it, you may still turn over this card to its event side.

