

Chronicle IV  
Hammer  
of the  
Scots



Rulebook



# Chronicle 4 - Hammer of the Scots

3-4 Players.

Using this Chronicle adds 10 minutes to the game time.

It is a hard-to-play Chronicle.



## Overview

The Englishmen join the game – rejoice all of Scotland! Edward I (1239 – 1307), also known as Edward Longshanks and the Hammer of the Scots (Latin: Malleus Scotorum), was King of England from 1272 to 1307. Some Clan Leaders learned to use their influence with the Englishmen to gain advantages. This Chronicle adds an additional Playing Piece – the Englishman - to the Rondel. Players can learn to control it by picking the right Landmark Cards and using a new track on the Market to control the Englishman.

## Contents

1 playing piece Englishman, 1 Market Overlay, 1 England Token.



4 new Tiles and corresponding Landmark cards: Loch Lomond, Glenfinnan Church, Glenfinnan Monument and General Wade's Military Roads.

## Setup Modifications

Shuffle the new Tiles into the Tilestacks indicated on their reverse side.

Add the new Landmark Cards to the pile of Landmark cards.

Add the Market Overlay below the last row of the Market and place 1 gold on the leftmost field.

The Englishmen come in the form of an additional Playing Piece ("The Englishman") that is placed on the Rondel instead of the first A Tile. Place the England token below the Englishman.

Setup: Playing Piece 1 – PP2 – (PP3) – (PP4) – (Die) – S Tiles - Englishman and England Token - A Tiles - Empty Space

## New Rules

The first player to move over the Englishman or to buy 1 of the new Landmark Cards gains control of the England token. The player who is in control of the England token can use the Englishman as an additional Playing Piece when it's the Englishman's turn. The bad news is that this additional move costs Coins. A new England Market row is added to the Market below the normal Market. Whenever a player uses the Englishman, he places 1, 2 or 3 coins on the England Market row, just like when buying resources. The player still has to pay the cost of taking Tiles, even when taking them with the Englishman. *The extra turn the Englishman gives does not trigger Loch Ness or other effects in your turn - you just use the Tile taken by the Englishman.* The Englishman cannot take a Tile of the Hammer of the Scots expansion (General Wade's Military Roads, Loch Lomond, Glenfinnan Monument, Glenfinnan Church)

If the player cannot or does not want to use the Englishman in this way, the player can move the Englishman ahead to any Tile and place the chosen Tile in the Discard Pile. Then the player takes the rightmost stack of Coins from the England Market row. If there is no money on the Market row, the player discards the Tile but receives no Coins.

The control of the England token changes when a player buys 1 of the 4 Landmark Cards showing the England Token Symbol. The player receives the England token.

## New Tiles and Landmarks

Each of the 4 new Tiles comes with the corresponding Landmark Card that grants control of the England token. These tiles have additional effects:

**Glenfinnan Church** allows the player to exchange a Whisky Cask for 4 Victory Points when activated.

**Glenfinnan Monument** gains 3 Victory Points when activated. Unfortunately it costs a Scotsman.

**General Wade's Military Roads** has a one-time effect of receiving a Scotsman with it.

## New Activations and effects



Gain control of the England token immediately. You can now use the Englishman according to the rules until you lose control of the England Token again.



Return 1 Whisky cask to the pool to receive 4 Victory Points.

## Using the Die?

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



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