

Chronicle VII

Between a rock  
and  
a hard place



Rulebook





# Chronicle 7 - Between a Rock and a Hard Place

2-4 Players.

Using this Chronicle adds 10 minutes to the game time.

It is a medium-to-play Chronicle.



## Overview

Chronicle 7 adds a range of Scoring-Opportunities to the game, that take place in the Final Scoring Round.

## Contents

10 Great Glen Scoring Cards.

28 Voting Markers (16 x AYE, 12 x NAY).

## Setup Modifications

All the Scoring Cards are shuffled and 5 are randomly drawn.

They are placed face up next to the Rondel.

### 2 Players

Each player receives 3 AYE and 3 NAY Voting Markers. Players may, in one single vote of their choice, secretly choose 2 Voting Markers.

### 3 Players

Each player receives 3 AYE and 2 NAY Voting Markers.

### 4 Players

Each player receives 4 AYE and 3 NAY Voting Markers.

## New Rules

If a player takes a Person Tile, after placing the Clan Marker, a *Clan Assembly* is called.

The player who took the Person Tile must choose one Great Glen Scoring Card that was not voted on.

Each player secretly takes a AYE or NAY marker in his hand. They are revealed simultaneously and placed on the Scoring Card. If a Great Glen Scoring card receives more or equal AYE votes as NAY votes, the Scoring on the card will take place at the end of the game. If all 5 votes have taken place, there are no further votes when taking a Person Tile.

## Scoring

The scorings always award the player who has best performed at the task indicated on the Great Glen Scoring Card.

In case of a tie, the points are split between all tied players (rounded up).

### The Scoring cards:



The player with the most Sheep and Cattle in the Home Territory earns 10 Victory Points.



10 Victory Points are awarded to the player with the largest square of Tiles in the Home Territory (2x2, 3x3, 4x4, etc). The Home Territory does not need to be square shaped, it is enough if a section of the Home Territory is square shaped.



The player with the most Wood and Stone in the Home Territory earns 10 Victory Points.



The Number of sets of each

- Scotsman in Home Castle
- Whisky Cask
- Landmark Card and
- Person Tiles

is compared. The player with the highest number of sets is awarded 10 Victory Points. Castle Moll's effect counts for scoring sets.

**Example:** Janet has 3 Scotsmen in the Home Castle, 5 Whisky Casks, 4 Landmark Cards and 2 Persons. So she has 2 sets.




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10 Victory Points are awarded to the player with the most Castles with at least 1 Scotsman in them. This includes the Home Castle. If playing with the Penny Mobs Chronicle, this also includes Mike McCastle for the player controlling Mike McCastle.



The player with the highest number of Tiles with the Whisky  Symbol is awarded 10 Victory Points.



The player with the smallest Home Territory is awarded 10 Victory Points - to make the other players feel even worse.



The player with the most orthogonally connected pastures in the player's Home Territory is awarded 10 Victory Points.



The owner of the Scotsman in that player's Home Territory who is furthest from the Home Castle is awarded 10 Victory Points. Calculate Movement Points to get to the Home Castle to measure the distance.



If movement on the Rondel leads to a tile being discarded to the Discard Pile, it is instead discarded into the active players **personal Discard Pile**. Each player may have his own personal Discard Pile. This effect starts from the beginning of a game where this Scoring Card is available, even before it has been voted on! The player with the most tiles in his personal Discard Pile is awarded 10 Victory Points. If a player is allowed to take a Tile from the Discard Pile, that player may choose the Discard Pile of any player.

