

Chronicle VIII

The

Penny Mobs



Rulebook



Chronicle 8 - The Penny Mobs

2-4 Players. Using this chronicle adds 10 minutes to the game time.
It is a hard-to-play chronicle.



Overview

The Penny Mobs was the name used by the press to describe the early street gang active in Glasgow, Scotland, during the early 1870s. As the court system offered heavy fines as an alternative to imprisonment, gang members were often freed after a collection from the gang at a "penny a head" thus earning its name. Some of them fled into the Highlands.

Contents

9 Base Game Penny Mobsters marked S or B on the back.
7 Penny Mobsters for use in other Chronicles, with 2 Chronicle icons.
28 Pennies (with a -1 Victory Point and a +1 Victory Point side)
14 Tokens as listed in the Penny Mobster descriptions below.

Setup Modifications

Each player receives 7 Pennies with the -1 Victory Point side up and places them on the Home Castle. Take all Base Game Penny Mobsters. Add all Penny Mobsters with the Chronicle Icons of the Chronicles you choose to play.

Shuffle all Penny Mobsters and randomly choose:

- ▶ 6 Penny Mobsters when playing with 4 players
- ▶ 4 Penny Mobsters when playing with 3 players
- ▶ 3 Penny Mobsters when playing with 2 players

Of the chosen Penny Mobsters, place all of them with an S on the backside next to the Rondel face up. They are in prison. The Mobsters with a B on the backside are added to the prison when the first Tile of the B-stack is added to the Rondel. Return any unused Penny Mobsters to the game box.

Note: *Kenneth McSnitch, Fergus MacDarkie and Mike McCastle* are for games with 3+ players only!

New Rules

At the end of each player's turn, that player can either:

- ▶ Place 1 of their Pennies on a Penny Mobster in prison. The Penny is turned to the +1 Victory Point side. If there is no Penny Mobster in prison, no Penny can be placed.

OR

- ▶ Take 1 of the Penny Mobsters and all Pennies on them and place them in front of them.

If a Mobster is taken, that player gains control of him. The effect of the Penny Mobster is immediately activated.

Scoring

At the end of the game, the following Scoring is added to the Final Scoring phase:

- ▶ Each Penny Mobster costs Victory Points as indicated on the Penny Mobster.
- ▶ Each Penny on the -1 Victory Point side still in the player's possession costs 1 VP.
- ▶ Each Penny on the +1 Victory Point side gains 1 Victory Point.



The Penny Mobsters



Peggy McWander (S)

You receive the 2 Peggy McWander Markers when taking Peggy McWander.

In any of your future turns, you may place 1 (or both) Peggy McWander Markers on any unoccupied Clan Field on the Clan Board.

If another player wants to take a Clan Field with a Peggy McWander Marker on it, that player needs to pay the owner of Peggy McWander the indicated number of Coins or that player may not claim this Clan.

You may take this Clan Field without paying the Peggy McWander Marker cost, but you still need to pay any road cost. The Peggy McWander Marker is then discarded.



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Joe McDuff (S)



You receive the 3 Joe McDuff Markers when taking Joe McDuff.

In any of your future turns, you may spend 1 (or more) of your Joe McDuff Markers to take the highest stack of Coins from any 1 Market row. If playing with the *Hammer of the Scots* Chronicle, this includes the England Market row.



Bruce McMail (S)

You receive 3 Coins from the supply that you place on Bruce McMail.

If another player produces a resource by activating an Animal  Tile or Material Tile  you may decide to pay this player 1 of the Coins on Bruce McMail and take 1 produced resource *from this player*. Place this resource anywhere in your territory or sell it on the Market.



Peggy McLaird (S)

You receive the 3 Peggy McLaird Markers when taking Peggy McLaird.

In any of your future turns, you may spend 1 Peggy McLaird Marker to place on any Tile on the Rondel that is ahead of your Playing Piece. This Tile is reserved for you.

Another player can only take the reserved Tile, if he pays the Coin cost indicated on the Peggy McLaird Marker on the Tile. The owner of Peggy McLaird receives the Coins.

If no other player took the reserved Tile, you **must** take the reserved Tile on your next turn. You can not choose any other Tile. The owner of Peggy McLaird does not need to pay the cost on the Peggy McLaird Marker.

You need to be able to legally take a Tile you reserve when you reserve it. If you can, in your next turn, not legally take the Tile (because of changes in the Market supply, for example), turn over Peggy McLaird and discard any Peggy McLaird Markers left on Peggy McLaird. You can not use Peggy McLaird anymore. You still need to pay the penalty indicated on Peggy McLaird at the end of the game.

The Peggy McLaird Marker is then discarded.

When you end the game by moving on or over the *The End* Tile, you can not reserve another Tile, even if you have Peggy McLaird Markers left, because you need to be able to take the Tile to legally place a Peggy McLaird Marker.



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Kenneth McSnitch (S)

This mobster is for games **with 3 players or more**. You receive the Kenneth McSnitch Marker when taking Kenneth McSnitch. You may immediately (or in one of your later turns) place 1 of your Scotsmen (from the pool or your Territory) on any Tile in another player's territory. This Scotsman represents Kenneth McSnitch. Put the Kenneth McSnitch token below your Scotsmen to identify.

You can move Kenneth McSnitch by using Movement Points. If you move Kenneth McSnitch onto a Tile that contains resources, you may steal (take) 1 of the resources - unless the resources are guarded by an enemy Scotsman. If Kenneth McSnitch steals a resource, you may immediately place Kenneth McSnitch in another player's territory. If an enemy Scotsman enters the Tile of Kenneth McSnitch, then Kenneth McSnitch is immediately placed in another player's territory.



Fergus MacDarkie (S)

This mobster is for games **with 3 players or more**. You receive the Fergus MacDarkie Marker when taking Fergus MacDarkie. You may immediately (or in one of your later turns) place 1 of your Scotsmen on any Tile in another player's territory. This Scotsman represents Fergus MacDarkie. Put the Fergus MacDarkie token below your Scotsman to identify.

If a Tile is built orthogonally or diagonally next to the Tile Fergus MacDarkie is placed on, the player building the Tile has to pay you 1 Coin. The Coin is part of the cost to take the Tile. If the player cannot pay the Coin, he may not build the Tile here. Once you receive a Coin in this way, Fergus MacDarkie must be placed in another player's territory. If an enemy Scotsman enters the Tile of Fergus MacDarkie, then Fergus MacDarkie is immediately placed in another player's Territory.

Fergus MacDarkie cannot move by spending Movement Points.



Sibyl MacSponge (B)


After you take Sibyl MacSponge, whenever a player receives at least 6 Victory Points from a single source during his turn, that player has to give you 1 of those Victory Points. This ability can only be used once during each player's turn.

During the Scoring Rounds, whenever a player receives at least 6 Victory Points from a single source, this player has to give you 1 of those Victory Points. This can happen multiple times during each Scoring Phase, and multiple times with each player.



Derek Anderson (B)

Once per game, you may activate Derek Anderson during 1 of your turns to steal a Tile from any player and place it (legally) in any other player's Territory. The Tile does not activate itself nor any Tiles it is neighboring to when it is placed in a Territory in this way. The layout has to be legal in both the Territory the Tile is taken from and the Territory the Tile is added to. There does not need to be a Scotsman on a neighboring Tile when adding the moved Tile to a Territory in this way. All other Placement Rules need to be followed.

It is not allowed to steal a Trade  Tile in this way.

If an Overbuild Tile is moved, all overbuilt Tiles below the moved Tile are moved as well.

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Mike McCastle (B)

This mobster is for games **with 3 players or more**. You receive the Mike McCastle Marker when taking Mike McCastle. You may immediately (or in one of your later turns) place 1 of your Scotsmen in an enemy Home Castle. This Scotsman represents Mike McCastle. Put the Mike McCastle token below your Scotsman to identify.

During Scoring, 1 of the other player's Scotsmen in the Home Castle does not count towards the Scotsmen Scoring, but Mike McCastle counts as a Scotsman in your Home Castle. Mike McCastle cannot move. If the other player moves a Scotsman into his Home Castle, Mike McCastle needs to flee and is placed in another player's Home Castle at the choice of the owner of Mike McCastle.



Calum McQuack (B)

Calum McQuack joins your boat. Whenever your boat passes another player's boat and whenever another player's boat passes your boat, you may give that player 1 of your Pennies worth -1 Victory Point.

Once per game, when your boat reaches a Castle and receives a Reward Token, you may choose 1 marker and then randomly pick a second one. That means there might not be a bonus marker left for every player. Tough luck. Should have hurried.



Bully McMuscle (B)

Bully McMuscle joins your boat. When moving your boat, you may pass enemy boats without paying a Movement Point for the River Tile the other boat is on.

Once per game, when your boat reaches a Castle and receives a Reward Token, you may choose 1 marker and then randomly pick a second one. That means there might not be a bonus marker left for every player. Tough luck. Should have hurried.



Fraser McStarve (B)

Fraser loves The Haggis. Once per game, during the Haggis Scoring and before the Die is rolled, you steal 1 Haggis Token from a player of your choice. That player decides which Haggis Token he gives to you. You place the Haggis Token face down on your table.

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Oonagh McHagg (B)

Once per Haggis Scoring, you may decide to re-roll 1 of the 4 Haggis Die Rolls directly after the initial roll is made.



Elsbeth McTrick (S)

When moving over the mountain or before leaving the mountain, you can exchange 1 of the resources or coins on the mountain with 1 resource from the pool (Wood, Stone, Cattle, Sheep or Barley).



Erin MacMalt (B)

If moving over the Selling Single Cask Tile, you can sell to the left bonus Selling Space in addition to the right side Selling Space. You can hereby sell 2 casks when moving over the Selling Single Cask Tile.



John McClaim (S)

You receive the 3 John McClaim Markers when taking John McClaim. During any of your turns, you may place 1 or more John McClaim Markers on unturned Landmark Cards (not on their Event Side).

These Landmark Cards count as your Landmark Cards during Scoring and they do not count for the owning player.

If a player turns a Landmark Card with a John McClaim Marker on it to its Event side, the John McClaim Marker is removed permanently from the game.



