

Lords of Scotland

A Game by Richard James

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98 Clan Cards
1 Initiative Card
1 Rules Sheet

Gameplay

Players: 2 - 5
Age: 12+
Time: 35min

Strength Bloodline Rank

Reading the Cards

Each card contains the following information:

1. Rank - Each card represents a clan of Scotland. Its unique rank among the clans is displayed in the upper right corner of the card and may be used to break ties.

2. Bloodline - Each clan belongs to one of the eight normal bloodlines or to the royal Bruce bloodline. The name of a clan's bloodline, the portrait of its chief, its clan tartan, badge and color are displayed on each card. During the game, armies composed of two or more clans all from the same bloodline fight at double strength.

3. Strength - A clan's strength is listed in the upper left corner of each card. At the end of each skirmish, the army with the highest total strength wins the right to claim the first supporter. During the skirmish, strength determines whether or not you can activate the clan's power. A clan's strength value also represents its value when claimed as a supporter.

4. Power - There are nine different powers in the game corresponding to the eight normal bloodlines and the royal Bruce bloodline. If, when you play a clan from your hand, there is no clan already in the skirmish with a lower strength, you may activate the clan's special power described on the left side of the card.



Setting up the Game

- Give the Victor's Initiative card to the oldest player.
- Set aside the two Clan Bruce cards. Once you have played the game a couple times, you may add them back in for more challenging play.
- Shuffle all the remaining cards together.
- Deal out five cards to each player (lord).
- Create a draw pile with the rest of the cards.
- Take the top five cards from the draw pile and place all of them face-down side by side to the right of the draw pile to form the 'Recruit Pile'.
- Take a number of cards from the top of the draw pile equal to the number of players and place them face-up side by side to the left of the draw pile in a direction horizontal to the draw pile to form the 'Supporter Pile'.
- Make a space for a discard pile on one of the other sides of the draw pile.
- The lord with the Victor's Initiative card goes first.

Example of Setup >>>
(4 players)



The Goal of the Game

Be the first to acquire forty strength worth of supporters and claim the throne.

How to Play

You acquire the support you need to win the game by winning skirmishes against your rivals. A skirmish is five consecutive rounds of play. During each round of a skirmish, you have the opportunity to either build up your army by playing cards from your hand or recruit clans to fight for you by drawing cards from the recruit pile. At the end of the five rounds, each lord gets to claim a supporter in order of highest strength army to lowest. Then you discard all the clans you mustered and begin a new skirmish.

On Your Turn

During each round of each skirmish, when it is your turn, you may either:

- Recruit a Clan** - Draw any card from the recruit pile and replace it with a card from the draw pile. If the card you took was face-up, place the replacement card face-up as well. You may only recruit a clan if you have fewer than ten cards in your hand. **OR...**
- Muster a Clan** - Play a card in front of you either FACE-UP or FACE-DOWN to add it to your army for the current skirmish. If you play your card face-up and there is no other card in the skirmish with a LOWER strength than your card, then you may immediately activate the power described on the card.

On Your Turn (continued)

After you have either recruited a clan or mustered a clan and/or activated its power, your turn is over and it is the next lord's turn (in clockwise order).

**** Special Rule:** If you have the Victor's Initiative card, then you must turn one face-down card in the recruit pile face-up before you take your action on your turn each round.

The End of a Skirmish

At the end of each skirmish, flip over all face-down clans in the skirmish and total up the strength of all the clans in each lord's army. Double the total of any army if the army contains more than one clan and ALL clans in the army are from the same bloodline. If your army has the highest total strength, you win the skirmish. Collect one of the clans in the supporter pile, and set that card aside in your victory pile to keep track of how many points you have. Then, in the order of the second highest value army to the lowest value army, each other lord claims a supporter and places it aside in that lord's victory pile. If there is ever a tie between two or more lords, the lord who controls the highest ranking clan in the skirmish wins the tie. Once all clans in the supporter pile have been claimed, discard all of the cards in the recruit pile and all the cards which were mustered into the skirmish. Then replace the cards in both the supporter and recruit piles with new cards from the draw pile (arrange them like as you did when you first set up the game) and start a new skirmish. The lord who won the skirmish takes the first turn in the next skirmish. Give that lord the Victor's Initiative card.

The End of the Game

Continue taking turns and completing skirmishes until someone accumulates forty or more strength worth of supporters. At that point, the lord with the most strength of support wins. If two or more lords are tied, then the lord who placed higher in the final skirmish wins.

Clan Powers

Each clan has a game-altering power written sideways on the left side of the card. When you play a clan face-up, you may activate its clan power if, and only if, there are no other face-up clans in the skirmish with a LOWER strength at that time. Most effects need to be resolved immediately and require you to make a choice after you play the clan. Some powers, on the other hand, only take effect at the end of the skirmish. Once activated, these powers will take effect even if another clan with a lower strength than yours is played afterward. However, the effect will occur for you only if you control the clan at the end of the skirmish and if the clan remains in play. If, unfortunately, your clan belongs to another lord's army at the end of the skirmish, then its effect will occur for that lord instead. Clans which are played face-down do not activate powers.

List of Clan Powers

Discard another Clan: Discard one other clan in this skirmish.

Swap with a Supporter: Switch this clan with one of the clans in the supporter pile.

Swap with another Clan: Switch this clan with another clan in this skirmish.

Draw a Card: Draw a card from the draw pile.

Do not discard this Clan: Do not discard this clan at the end of this skirmish.

Muster another Clan: Muster an additional clan immediately after this clan.

Copy another power: Copy the power of any face-up clan in this skirmish.

Join each Bloodline: This clan counts as the same bloodline as all other clans.

Claim two Supporters: If you control this clan at the end of the skirmish, claim two clans in the supporter pile instead of one. This power is not cumulative.

Rules Clarifications

- If the draw pile runs out of cards, reshuffle the discard pile and create a new draw pile.
- You may look at the face-down clans in your army at any time.
- You must have at least one clan in your army at the end of a skirmish to claim a supporter.
- If there are no supporters left to be claimed when it is your turn to claim a supporter, you claim no supporters this skirmish.
- If one or more supporters are not claimed at the end of a skirmish, discard them and replace them with new supporters.
- If all the clans in the supporter pile you draw at the start of a new skirmish have the same strength, discard them immediately and replace them with new ones.
- A clan's power only activates on the turn that it is played. If it begins the skirmish in play or comes into your possession through a swap, its power does not activate.
- Copying the power of another clan does not negate the power of the copied clan.

Alternative Rules for Games with 4 or 5 Players

If you are playing with four or more players, then a clan's power activates as long as there is no other clan **of the same bloodline** in the skirmish with a strength equal to or less than the strength of your clan. Basically, when determining if a clan's power activates in a game with four or more players, ignore the strength of any card in a different bloodline.

Credits

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