

# HAMMER OF THE SCOTS

2002	2 Players	120 Mins.	Medieval / Wargame
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## Object

Hammer of the Scots is set during the first half of the Wars of Scottish Independence (1297-1314). One player takes the role of the Scots while the second player takes the role of the English. Each side is attempting to either hold onto or win over the majority of nobles that live in Scotland. Players will achieve victory through moving strategically into regions and overpowering their opponent in battles. The player who has the majority of nobles in their control by the end of the game is the winner. The game can also end early if one player controls all of the nobles by the end of a turn, or if the chosen Scottish king or King Edward II are eliminated in battle.

## Setup

- Unfold the board onto the table.
- Each player chooses a side. The English receives the red blocks and the Scottish receive the blue blocks.
- Note that all blocks are placed on the board with their stickered side facing away from their opponent. This way, their opponent will never know the true identity of a block while it is standing on the board.
- Each block shows its strength on the borders of the block (shown as pips). When a block is stood upright (so that the text can be read) the block will also be at full strength (with the full number of pips on the top edge of the block). As a block takes hits, the block is rotated 90 degrees, reducing that block by one strength with each hit. When placing blocks on the board during setup, all blocks are placed so that they are at full strength.
- The English player takes all of their nobles and removes the 'Bruce' and 'Galloway' blocks, placing them face-up to the side of the board. They then place all of their remaining nobles on the board. Nobles can be recognized by the image of heraldic arms on each block, and a name that matches one of the regions on the board. Each noble block goes into the region that matches their name. Note that both the Bruce and Comyn factions have two regions that feature their name. The Comyn block is placed in Badenoch. (Note: Although these nobles are currently aligned with the English, each noble has an allegiance to one of the prominent leaders in Scotland. Those nobles with green centres are loyal to the Bruce faction. Nobles with yellow centres are loyal to the Comyn faction.)
- Take both the 'Cumbria' and 'Northumber' infantry blocks. Cumbria is placed in Lothian and Northumber is placed in Mantieth.
- Shuffle the remaining red blocks face-down (making sure not to include the 'Bruce' and 'Galloway' blocks). From these 13 blocks, randomly draw 4 blocks, placing them at full strength in England.
- The Scottish player starts with less pieces on the board. He should first organize all of his nobles face-up to the side of the board. Players should note that both players have matching blocks representing each of the nobles in the game. Nobles will often defect from one side to another as the war continues. When a noble defects, its block is removed from the board and replaced by its matching block in the opponent's colour. (Note that one noble, Moray, is controlled solely by the Scottish. A staunch supporter of independence, Moray will never defect to the English.) As such, there will never be a time where both players' blocks for the same noble will be on the board.
- The Scottish player also places their 'French' block and 'King' block face-up to the side of the board. They will come in later in the game.
- From the remaining blocks, they place the following pieces on the board: 'Bruce' goes into Annan, 'Galloway' goes to Galloway, 'Wallace', 'Douglas' and 'Barclay' go to Fife, 'Moray' and 'Fraser' go to Moray, and 'Grant' goes to Strathspey. The remaining 7 blocks are shuffled face-down as a supply for the Scottish.

- Place the turn order marker on the '1297' year.
- Shuffle the deck of cards and place them face-down in a stack. Each player then receives 5 cards from the deck. A player can look at their own cards but should make sure their opponent does not see their cards.
- *Note that this setup describes the 'Braveheart' scenario. Another scenario ('The Bruce') can be found on page 7 of the rulebook.*

### Rules of Play

- The game is played over a series of years (usually 9). Each year has 1 to 5 rounds. In each round, there are three phases: 1) Card Phase; 2) Move Phase; and 3) Battle Phase. There is also a Wintering Phase that occurs when each year ends. Players play multiple rounds until they either run out of cards or both have played Event cards (more later). The current year will end after completing the Wintering Phase and then a new year will begin. The game continues until either a player has achieved one of the immediate victory conditions (more later) or when the final year has concluded, with a winner being determined at that point.

#### **Phase 1: Card Phase**

- Each player selects one card from their hand. This card is kept secret until both player have chosen a card. Then, both cards are revealed.
- If both players have played a Movement card (with a number between 1-3) then the player who played the highest number (3 being the highest) goes first. If both players played the same Movement card, then the English player goes first.
- If one player played an Event card, then this player is the first player. If both players played an Event card, then the English player is the first player.
- If a player played an Event card, they resolve the effects of that Event before the next player takes their turn.
- If both players played an Event card, the English player resolves their card before the Scottish player. Then, the year immediately ends, with players moving directly into the Wintering Phase (more later).
- Note that a player never needs to make any movements using a Movement card or enact the Event when playing an Event card. However, they must still choose and play a card, even if they do not wish to use it.

#### **Phase 2: Movement Phase**

- Each player takes their entire Movement phase before the next player takes theirs.
- Movement cards show a number: either 1, 2, or 3. This is the number of Groups that a player can order to move. Groups are any number of blocks of one colour in one region.
- Each block in an ordered Group can move up to its movement value. It is not necessary to move all blocks or even move them into the same region. The active player can thus move none, some, or all of their blocks into one or more regions (following normal movement rules). Note that a block can only be moved once per round. (Exception: blocks that have moved can still retreat or regroup in the Battle Phase. More later.)
- Each block shows its movement value in the lower-left corner (either a 2 or a 3). This is the maximum number of regions that a block can enter during its movement.
- Blocks may freely move through regions that contain other friendly units, but they must immediately stop movement when they enter a region that contains blocks of their opponent.
- There are two different coloured types of borders: green and red. Up to 6 units of one side can cross a green border per Movement Phase while a red border allows only up to 2 units to cross. This limit applies to each player individually.
- Typically, a unit crossing a green border can continue to move into an adjacent region if it has movement points left. When a unit moves through a red border into a region, they must immediately stop moving even if they have movement points left.

- The dashed border line at the bottom of the map represents the Anglo-Scottish border. Blocks entering England must immediately stop their movement. In addition, when a single block moves either into or out of England, this counts as activating an entire group. Thus, if a player played a '3' Movement card in Phase 1, they could move three individual blocks either into or out of England.
- Moving into regions can change their control status immediately. When a region only has units from one side, it is said that region is a 'friendly' region to that player and an 'enemy' region to the other player. A "contested" region is when both player have blocks in one region and will Battle during phase 3. A "neutral" region is one that does not contain blocks from either side.
- When a player moves blocks into a region that already contains blocks of their opponent, they are said to be "attacking" this region. The player with blocks inside this region is the "defender". When a player moves blocks into a region occupied by enemy blocks, these friendly blocks "pin" the enemy blocks. For every attacking block in the region at the end of movement, this prevents one defending block from leaving the region during that player's movement (if they are player 2). Note then that a player could move one or more blocks out if the attacker had less blocks in the region than the defender. Every defending block that could not be matched one-for-one with an attacking block can leave. The player controlling the defending blocks chooses which blocks are unpinned and thus can be moved this round. Defending blocks cannot leave through the border(s) that the attacker entered the target region from.
- When a player moves blocks from one Group into an adjacent enemy region, these blocks are known as the "Main Attack Group". Any other blocks that come from adjacent regions after the Main Attack Group has already moved in, or any blocks that come from regions that are not adjacent to the target region, are the "Reserved Attack Group". The Main Attack Group should be placed inside the region while the blocks of the Reserved Attack Group should be placed on the border of the region which they are coming from. The Main Attack Group is revealed during the first round of combat in a Battle. The Reserve Attack Group is revealed only in the second round of combat.
- The player whose region is being attacked may also wish to send reinforcements from their side into that region to support the defending blocks. These blocks are also placed in the reserve (on the border which they are entering the region) and like the attackers they are not introduced into Round 2 of combat.
- After a player has made all of their allowed moves, the next player performs their Movement Phase. Note that it is never necessary for a player to spend all (or any) of their Movement Points.

### **Phase 3: Battles**

- Each battle situation on the board is fought one after the other, which each battle fully resolving before the next battle takes place. Player 1 decides the order of the battles (whether they are the attacker or defender).
- All blocks of the Main Attack Group (not reserves) are laid down so that their top edge faces their opponent. This way, each block's strength can still be tracked, rotating the block when it takes hits. Players may wish to organize their units by their combat initiative letter (A's, B's, and C's).
- When blocks from 'Wales' or 'Ulster' are revealed during battle (only 3 exists in the game, all controlled by the English), then the English player must roll a die for each one. One a roll of 1-4, there is no effect. On a roll of 5-6, the block goes back into the player's draw pool. (This represents the tenuous allegiance of these two factions in the war against Scotland.)
- All blocks with an 'A' initiative attack first, followed by 'B', and lastly 'C'. If units exist on each side that share an initiative letter, the defender rolls before the attacker.
- Each block that is currently battling rolls a number of dice equal to its current strength (between 1 and 4). Once the dice are rolled, hits are determined. The number beside the block's initiative value is its hit value. For every roll that matches or is less than that number is a successful hit. (For example, a defending block with 'strength 4' and a combat value of 'A3' performs the first combat and will roll 4 dice, hitting on any die that shows 1-3.)

- After a block has rolled its combat, the opposing player must immediately take the hits. Each hit is resolved individually, with the hit being taken by the strongest block of their opponent. (If two or more blocks have the same strength, the owning player decides which block takes the hit.) As each hit is resolved one-by-one, a block that just took a hit may at this point no longer be the strongest and so the second hit (if any) will be taken by the currently strongest block in that Group.
- When a noble is defending (not attacking) its Home area, its hit value is increased by one. (For example, a unit whose value is 'B2' may be considered 'B3' when defending.)
- If combat reduces a non-noble block to 'Strength 0', then it is immediately removed from the board and placed face-down back into that player's pool (and may be re-drawn later on). (Note: non-noble blocks with a cross are immediately removed from the game when they die in Battle and are not placed back into the player's pool. Note that if a block with a cross is removed for any other reason, it goes back into the player's pool.)
- If combat reduces a noble block to 'Strength 0', it is immediately removed from the board and replaced by their opponent's matching noble block at 'Strength 1' into the reserves for that battle (where it may combat starting in Round 2).
- After the first round of combat is over (with both the attacker and defender's Main Groups performing combat) both players introduce their Reserves to the battle. Then, two more combat rounds can be taken (or end prematurely when either side is completely eliminated).

### **Retreating**

- When a block is to perform combat, it may instead retreat. Blocks may retreat only to friendly or neutral regions. When more than one block is to retreat at the same time and the player decides to retreat them to different regions, they may flip them back up so that their identity is not known during the retreat.
- Blocks cannot retreat into regions where the attacker came from. If both players travelled through the same border, then only player 2 can retreat through this border.
- English blocks may not retreat into Scotland from England. Likewise, Scottish blocks cannot retreat into England from Scotland.
- After the third round of combat, the attacking player must retreat (following all normal retreat rules) if the defender still has blocks in the contested region.
- Blocks that cannot retreat when they need to are eliminated.
- Border limits also apply during retreats. They only apply during each Combat round and during the mandatory retreat at the end of the third round.

### **Combat Resolution**

- There may be instances where the attacker defeats the defending blocks in round 1, but the defender has blocks in the reserves to begin their combat in round 2. In this case the original attacker now becomes the defender of that region, with the original defender becoming the attacker. As such, even if an attacking or defending Main Group is eliminated, their reserve forces can still enter combat during round 2. If combat doesn't resolve by the end of round 3, the attacking blocks (which were originally the defending blocks) must still retreat, as normal.
- When a battle ends, the victor may "regroup". This simply means that each victorious block may choose to stay in the once-contested region, or may move into any adjacent friendly or neutral region. (They must still follow border limit rules, but may cross into regions that the original attacker came from if that region is now empty.)

### **Additional combat rules**

- Because it is possible for both players to enter enemy regions during their movement, player 1 will at times be the attacker and the defender when resolving each region for combat.
- As with English blocks entering Scotland, Scottish blocks entering England must spend 1 Group order point to move each block in.

If one or more Scottish blocks occupy England at the end of the Combat Phase, the English player must eliminate 1 (max) non-noble block from anywhere on the board (this is called a 'Border Raid'). If the English player only has noble blocks on the board, then no block is eliminated.

- (Note: if a 'Truce' Event is in effect, the Scottish cannot Border Raid England. However, if there are already Scottish blocks in England, Border Raid rules continue to take effect.)
- When all combat is complete, play continues with the next round, starting with Phase 1. If players have played all of their cards then they immediately move to the Wintering steps (more later).

#### **Norse block**

- The Norse block (one on the Scottish side) moves and attacks separately from other blocks. As such it costs 1 Group Order point to move it.
- The Norse block can only move from one coastal region to any other coastal region on the board. It may move to empty or friendly regions, or into an enemy region, becoming either the sole block in the Main Attack Group or part of the reserves.
- If the Norse retreat or regroup, it may do so to any friendly (not empty) coastal area.
- The Norse can never enter England or use the 'Sea Move' Event card.

#### **English Kings**

- The English King (King Edward) comes into the game either during setup (if it is one of the face-down blocks drawn from the Pool to be placed in England) or during the Wintering Phase (more later).
- The Edward block has strength, movement, and combat values like normal blocks.
- The block represents either King Edward or King Edward II. If King Edward is in the game and is killed or the game reaches the end of the year 1306, the Edward block represents King Edward II.
- When the block is King Edward II, it cannot winter in Scotland (more later).
- If King Edward II is eliminated, the Scottish immediately win the game.

#### **Scottish Kings**

- The Scottish do not have a King at the beginning of the game. Once per game the Scots may crown a king. There are three candidates for the throne: Bruce, Comyn, and Balliol.
- If a Scottish king is crowned and later on is killed, the game ends immediately with a win for English.
- For Bruce or Comyn to become king: a) Wallace must be dead; b) The candidate must be located in Fife; and c) The Scottish player must play any Event card, announcing "Coronation" instead of following the printed event. The King block is then placed in Fife at full strength. The candidate block still remains in play (representing another member of that faction).
- If Bruce becomes king, all Comyn-aligned nobles (except Moray) immediately defect to the English. If Comyn becomes king, all Bruce-aligned nobles immediately defect to the English. Any resulting battle is fought immediately with the defecting noble(s) as the attacker. (Battles are fought normally.)
- For Balliol to become king: a) he can only become king in or after the year 1301; b) the French knight must be on the map; and c) The Scottish player must play any Event card, announcing "Return of the King" instead of following the printed event. The King block is then placed at full strength in the same region that contains the French knight.
- If Balliol becomes king, all Bruce-aligned nobles immediately defect to the English. Any resulting battle is fought immediately with the defecting noble(s) as the attacker. (Battles are fought normally.)
- *Historically Balliol was the king of Scotland until 1296, when he abdicated the throne under duress of English forces and eventually made his way to France. In real life, Balliol never returned to Scotland and Bruce became the next king in 1306, shortly after murdering Comyn .*
- (Note: if both players play an Event card and the Scottish had the intention of using their Event card to crown a king, they may wait until the English resolve their event before they choose to either use their Event card for its printed effects, or for coronation.)

## Wintering

- Wintering only occurs at the end of the turn after both players have played all 5 of their cards or at the end of the Card Phase when both players have played Event cards. At this point, the Wintering steps are followed before the next Year begins. The players follow these steps:
- --- 1) The English player moves all English nobles to their Home regions. If there are enemy blocks in its Home region then it defects to the Scottish side, keeping its same strength.
- --- 2) The Scottish player moves all Scottish nobles to their Home regions. If there are enemy blocks in its Home region then it defects to the English side, keeping its same strength. (Note: Moray may choose to either stay in the same region, move to its Home region (if friendly or neutral), or disband (go back into the Pool). As Bruce and Comyn have two Home regions, they may go to either (as long as it is friendly or neutral). If both Home regions are enemy-occupied, then the English choose which region the block goes to and then defects it to the English side.
- --- 3) The Scottish King may move to any friendly or neutral region with a Cathedral (indicated by the cross surrounding the region's 'Castle Limit' number). The King may also choose to either stay in its current region or disband.
- --- 4) All blocks in England (English and Scottish) must disband.
- --- 5) If located in Scotland, Edward I may winter there or disband. Edward I cannot winter in two consecutive years (he must disband if he wintered in Scotland the year before). Edward I cannot winter at the end of the year 1306. Edward II can never winter. Neither king can winter in England.
- --- 5a) All English blocks in the same region of Edward I (if he is wintering in Scotland) can remain in that region (except nobles), regardless of that region's Castle Limit (more later). This alters both steps 6 and 7, covered below.
- --- 6) All English Archers, Knights, and the 'Hobelars' block must disband. Archers are recognized by the double-arrow symbol on their block. Knights are recognized by the Cross of St. George on a shield.
- --- 7) English Infantry (including Wales and Ulster) may remain in Scotland or disband. They must follow the region's Castle Limit. Each region has a printed number. If there are more blocks in this region than this number, then the blocks exceed this region's Castle Limit. The English player must disband blocks until the number of blocks is less than or equal to that region's Castle Limit. Regions without Castle Limits cannot hold any blocks during wintering. (Exception: Wallace can stay in Selkirk Forest; Edward I can winter with blocks in regions without a Castle Limit).
- --- 8) Scottish blocks remain in their region, subject to Castle Limits, or disband. Non-noble blocks that exceed Castle Limits must disband. If a region contains a cathedral, that region's Castle Limit is increased +1 for the Scottish. (There is no Cathedral benefit for the English, who must follow normal Castle Limits.)
- --- 8a) Wallace may move to Selkirk Forest (unless it is enemy occupied). If he does, he regains 2 strength.
- --- 9) If the Scottish control 8 or more nobles, they add the French knight to the Scottish draw pool.
- --- 10) The Scottish player checks each friendly region's Castle Limit value (adding +1 to that value if the region contains a cathedral). This is also the value of Replacement Points (RP) for that region. Mix the draw pool thoroughly. For each RP the Scottish player may: a) draw one block from the pool and deploy it in the same region at Strength 1; or b) add +1 Strength to any existing block in that region. It is possible to deploy a block and then add strength to it if there are enough RP. During this step, Castle Limits for blocks must still be adhered to. (Note: if the Norse or French block is drawn from the pool for a region that is inland, put it aside and draw another block, mixing it back in afterwards.)
- --- 11) The English player also uses RP for their regions. However, they cannot deploy blocks. They may only add strength to existing blocks.
- --- 12) The English player mixes their draw pool thoroughly. Then, they draw one half (round up) of their blocks and deploy them at full strength in England. (This is known as a "feudal levy")

- --- 13) Shuffle the deck of cards (including discards) into a new deck. Then deal 5 cards out to each player.
- --- 14) Move the Year marker to the next year. If the marker is already at the last year for the current scenario, then the game ends and victory is determined. Otherwise, proceed to Step 1 as normal.

#### **Victory**

- At the end of a scenario, each player checks to see if they have the majority of nobles. The player with the most nobles on their side is the winner. In the case that both players control 7 nobles (a tie) then the Scots win if Wallace is on the board. If Wallace is dead or in the draw pool, then the English wins.
- A player may also win before the scenario is over. The English player wins immediately if the Scottish King is eliminated in battle. The Scottish player wins immediately if Edward II is eliminated in battle.
- A player may also win prematurely if they control all nobles on the board. This means that for the English player to win, Moray cannot be on the board (he must be dead or in the Draw Pool).

See page 4 for the optional Schiltroms variant.

See page 7 for The Bruce scenario.

See page 8 for Campaign rules and Tournament Play rules.

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