

# Hammer of the Scots

## Unit Players Aid (by Brent Lloyd)

### Scottish Notes:

<u>Block</u>	<u>Move</u>	<u>Combat</u>	<u>Mix</u>	<u>Winters</u>	<u>Notes</u>
Wallace	3	A3	1	Current Location or Selkirk Forest	Permanently removed from play if lost.
Bruce	2	B2/B3	1	Carrick or Annan	May be crowned King. (See below)
Comyn	2	B2/B3	1	Badenoch or Lochaber	May be crowned King. (See below)
Moray	2	B2/B3	1	Current Location or Moray	Permanently removed from play if lost in battle or from wintering. Only noble that may be lost due to wintering.
Nobles	2	B2/B3	14	At home	All defend their homes at B3. May not be lost due to wintering.
King	3	A3	1	Current Location or any Cathedral.	Decisive Loss for the Scots if the King is eliminated in battle. See below for crowning Balliol, Bruce or Comyn.
Archers	2	B2	1	Current Location	Always in Replacement pool if not in play already.
Cavalry	3	B1	1	Current Location	Always in Replacement pool if not in play already.
French Knights	2	B3	1	Current Location	Permanently removed from play if lost in battle or from wintering. Put in Replacement pool when Scots own 8 nobles. (Braveheart scenario)
Norse	2	A2	1	Current Location	Permanently removed from play if lost in battle or from wintering. Requires 1 movement point to be move (even grouped with others). May attack from any Scottish coastal area to any coastal area. May retreat to any Friendly (not Neutral) Scottish coastal area.
Infantry	2	C2 – C3	8	Current Location	Always in Replacement pool if not in play already. Schiltroms: Infantry battle at C3 unless English have archers. (optional)

King Balliol – May return in 1301 if:  
 The French Knight is alive and well in an area in Scotland. (Balliol joins the French Knights area.)  
 No other King has been crowned. (Wallace may still be alive.)  
 Scots must play any event card as a “Return of the King” card.

Bruce or Comyn - The candidate for crowning must be in the Fife area and Wallace must be dead.  
 If Bruce is crowned, all Comyn (Yellow Labeled) nobles defect to the English, except Moray.  
 If Comyn is crowned, all Bruce (Green Labeled) nobles defect to the English.  
 Scots must play any event card as a “Coronation” card.

### English Notes:

<u>Block</u>	<u>Move</u>	<u>Combat</u>	<u>Mix</u>	<u>Winters</u>	<u>Notes</u>
Edward I	3	B4	1	Replacement Pool or anywhere on map.	If the Edward I is eliminated, return to Replacement Pool as Edward II. May not winter anywhere on the map for 2 consecutive years. If Edward I winters in Scotland, no English levies are raised.
Edward II	3	B4	1	Replacement Pool	Decisive Loss for the English if the Edward is eliminated in battle. Edward I dies end 1306, Edward II replaces him as King starting 1307.
Bruce	2	B2/B3	1	Carrick or Annan	
Comyn	2	B2/B3	1	Badenoch or Lochaber	
Nobles	2	B2/B3	13	At home	All defend their homes at B3. May not be lost due to wintering.
Archers	2	B3	2	Replacement Pool	Always in Replacement pool if not in play already.
Knights	2	B3	3	Replacement Pool	Always in Replacement pool if not in play already.
Hobelar	3	A2	1	Replacement Pool	Always in Replacement pool if not in play already. Removed from play if lost in battle or from wintering.
Infantry	2	C2	6	Current Location	Always in Replacement pool if not in play already.
Ulster	2	C3	1	Current Location	Infantry with Green Cross. Roll 1d6: 1-4 Fight! 5-6 Retreat! Removed from play if lost in battle or from wintering.
Wales	2	C3	1	Current Location	Infantry with Red Dragon. Roll 1d6: 1-4 Fight! 5-6 Retreat! Removed from play if lost in battle or from wintering.