

Movement Rules:

Playing a number card allows you to move that number of Groups. A Group is all the blocks in one area.

Exceptions: A given unit can only move once per turn. It costs one Group move to move a single unit either direction across the Scottish/English border. It costs one Group move to move the Norse unit – but they move to (and attack) any coastal space except England (they may never move inland).

Border limits: each player may move up to 6 units across a given black border and 2 units across a given red border in a single turn. Units in a Group may move to different areas or to the same area via different routes.

You must stop immediately after crossing a **red** border. You must stop if you encounter enemy units.

Border Raids: the English lose one block at the end of each turn the Scots “control England.”

Winter: Exact Order of Events:

1. English-controlled Nobles must go home. If home is enemy-controlled, Nobles switch sides at current CV.	6A: Remove all English blocks from board (even those in England) except Infantry and Nobles. Remove Infantry in excess of Castle (not Cathedral) rating.	Or 6B: as for 6A, except all blocks (any number) in the same area as Edward I (not II) may remain in Scotland. Edward may not stay two winters in a row.
2. Scottish-controlled Nobles do the same. Exception: Moray may go home or remain.		
3. Wallace may go to Selkirk Forest if neutral or friendly. He gains +2 CV there. The Scottish King may go to any friendly Cathedral.		
4. Remove Scot blocks in excess of Castle + Cathedral rating. A Noble may not be eliminated. (Exception: Moray)	7: English CV Reinforcement = Castle rating. No new blocks in Scotland.	
5. Scot CV reinforcement = Castle + Cathedral rating. May be new blocks, drawn randomly from facedown non-Noble group. Number of blocks in an area may not exceed Castle + Cathedral rating at any time during winter.	8A: Feudal levy: shuffle facedown non-Noble English blocks, draw half (round up). Place in England.	8B: NO feudal levy if option 6B is chosen.

Cards: the *average* hand has 7.2 points to move groups plus one event. There are five events: *Herald* (convert a Noble on a 1-4), *Pillage* (steal 2 CVs), *Victuals* (gain 3 CVs), *Sea Move*, & *Truce* (enemy may not attack).

Order of battle:	Type	English				Scots			
		Quantity	CV	Battle	Move	Quantity	CV	Battle	Move
Def. A Att. A Def. B Att. B Def. C Att. C Number after the letter = hit rolling that number or lower. (5s & 6s always miss.)	Wallace					1★	4CV	A3	Mv3
	Scot King					1★	4CV	A3	Mv3
	Norse					1	3CV	A2	Spec
	Cavalry	1	3CV	A2	Mv3	1	3CV	B1	Mv3
	Edward	1	4CV	B4	Mv3				
	Knights	2	4CV	B3	Mv2	1	4CV	B3	Mv2
	Knights	1	3CV	B3	Mv2				
	Archers	2	3CV	B3	Mv2	1	2CV	B2	Mv2
	Nobles	2	4CV	B2/B3 ‡	Mv2	2	4CV	B2/B3 ‡	Mv2
	Nobles	11	3CV	B2/B3 ‡	Mv2	12	3CV	B2/B3 ‡	Mv2
	Infantry					1	4CV	C3	Mv2
	Infantry	2*	3CV	C3	Mv2	1	3CV	C3	Mv2
	Infantry	3	4CV	C2	Mv2	3	4CV	C2	Mv2
	Infantry	3	3CV	C2	Mv2	3	3CV	C2	Mv2
		* = unreliable, only fight on a roll of 1-4				★ = both in play at same time is very rare			
Totals:		Quantity	Tot CV	CV × #	× Letter	Quantity	Tot CV	CV × #	× Letter
		28	92CV	215	376	28	91CV	199	365
‡ Noble = B3 only on defense in home area		* = counting only 2/3 value, below:				★ = counting only ½ value, below:			
		(27.3)	(90CV)	(209)	(370)	(27)	(87CV)	(187)	(329)