

CLAN FEUD

RULEBOOK



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Clan Feud Rules

Scotland's clans are at war, loyal only to themselves and the crown. But Mary Queen of Scots has been imprisoned by Elizabeth I in England and her infant son James declared King. Whoever controls the boy will be the true power in the realm – if they can hold him. Lead your clan to glory or infamy as you settle your clan feuds!

Components List

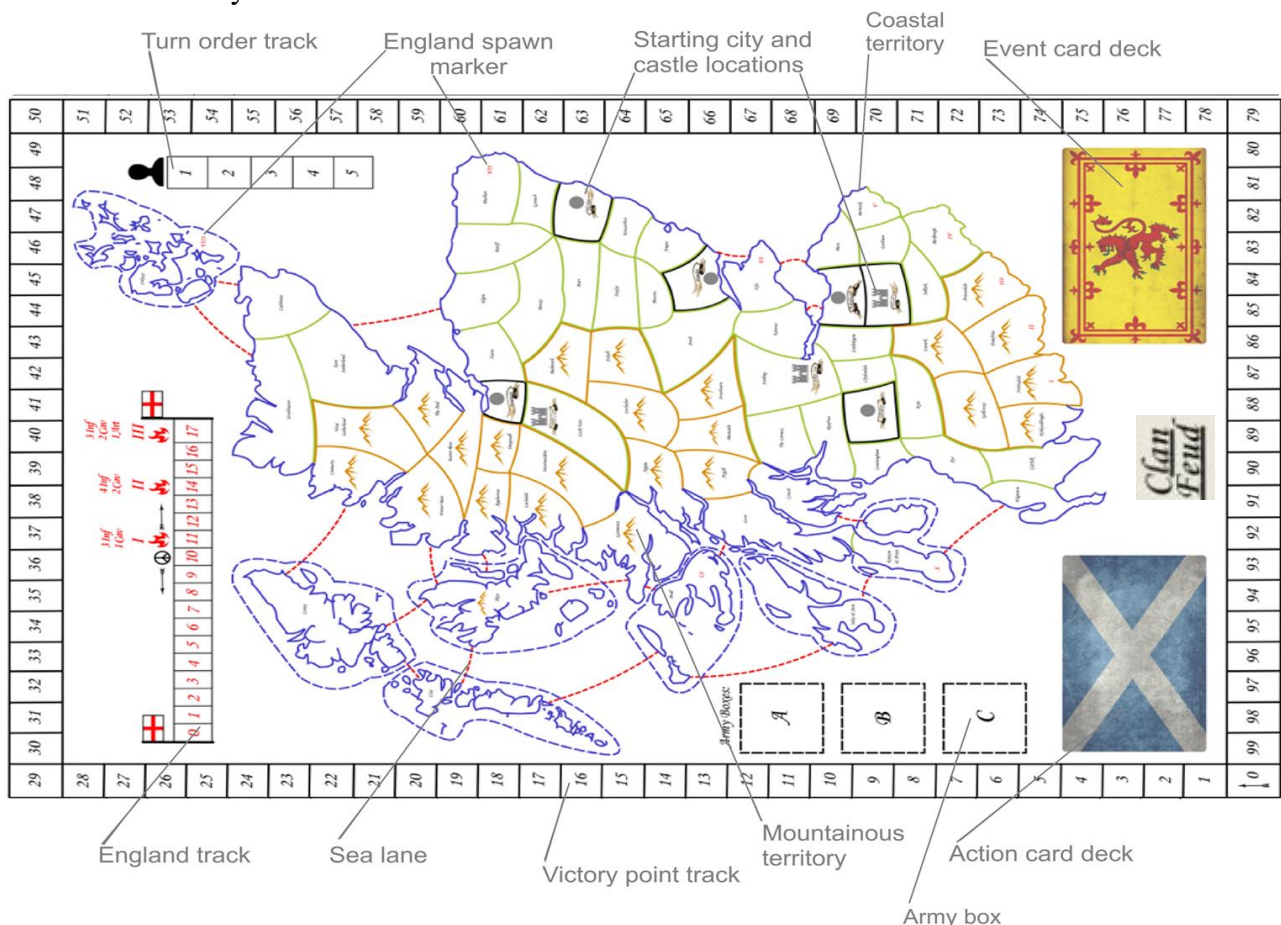
The game contains the following components:

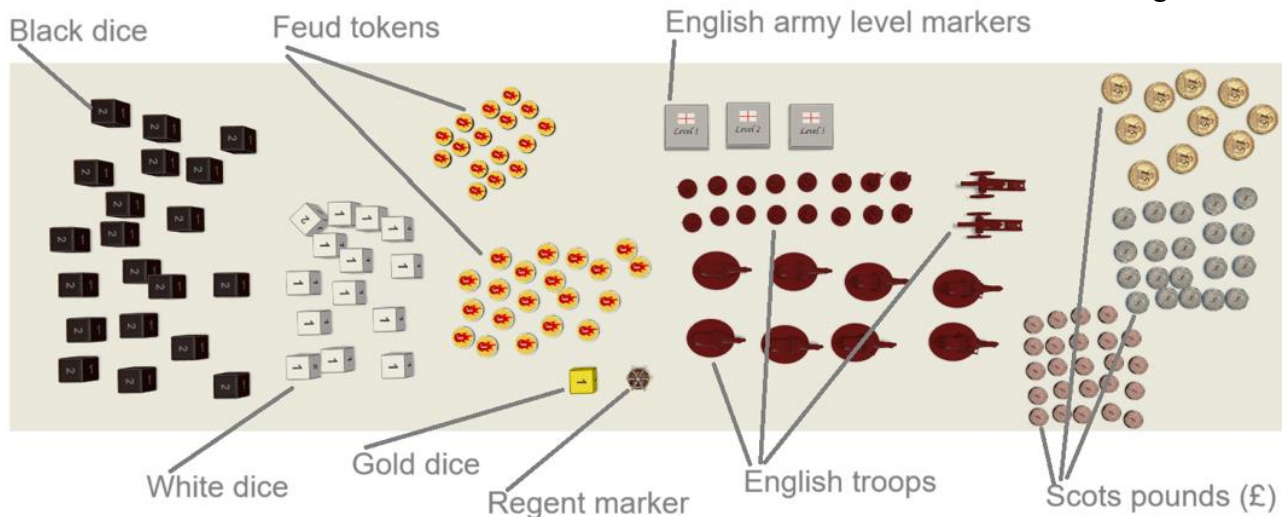
- 1 game board
- 50 action cards
- 25 player board dice marker tiles
- 68 building tiles (5 city, 28 castle, 35 tower house)
- 1 King James VI miniature
- 28 cavalry miniatures (4 per player colour + 8 English)
- 70 Scots pounds tokens (45 worth £1, 20 worth £5, 5 worth £15)
- 11 assorted tokens (1 England track, 3 army boxes, 1 regent marker, 6 England army level)
- 5 player boards
- 21 event cards
- 125 player tokens (25 per player colour)
- 70 dice (30 white, 24 black, 5 green, 5 purple, 5 red, 1 gold)
- 66 infantry miniatures (10 per player colour + 16 English)
- 12 artillery miniatures (2 per player colour + 2 English)
- 30 feud tokens (20 worth 1, 8 worth 5, 2 worth 10)



General Setup

- Place the game board in the centre of the table.
- Hand each player a player board (player board setup is described later).
- Shuffle the action card deck and place it on the action card space on the game board.
- Remove the “King James Comes of Age” event card and place it face down on the event card space on the game board. Shuffle the rest of the event card deck and then randomly draw a number of event cards depending on the number of players, and place them face down on top of the “King James Comes of Age” card to form the event deck:
 - 2 players = 8 event cards + King James Comes of Age
 - 3 players = 7 event cards + King James Comes of Age
 - 4 players = 6 event cards + King James Comes of Age
 - 5 players = 6 event cards + King James Comes of Age
- Place cities on the Aberdeen, Dundee, Edinburgh, Glasgow and Inverness territories.
- Place castles on the Edinburgh Castle, Stirling and Loch Ness territories.
- Place the King James pawn on the Edinburgh Castle territory.
- Create supplies at the side of the game board of Scots pounds (£), feud tokens, white dice and black dice within reach of the players.
- Place the gold dice and the regent marker at the side of the game board.
- Place the England track marker on space 0 of the England track and create a supply at the side of the game board of all English troops.
- Each player places a player token on space 0 of the victory point track at the bottom left of the game board.
- Each player places a player token on the player turn order track at the top right of the game board. Starting turn order is determined randomly: each player rolls three white dice and sums the total score. The highest score goes first, second highest goes second, and so on. Re-roll any ties.





Each player sets up their player board:

- Place tower houses on the right-hand LVL I slots in the Income, Intrigue and Military columns.
- Place tower houses on the four LVL II slots.
- Place castles on the left-hand LVL III slots of each column.
- Place dice as shown on the player board: black on the right-hand LVL I Build column; green on the right-hand LVL III Income column; white on the right-hand LVL III Build column; Purple on the right-hand LVL III Intrigue column; and red on the right-hand LVL III Military column.
- Place a “£3” marker tile on top of the LVL I Build slot black dice.
- Place “£12” marker tiles on top of the four dice in the LVL III slots.

	Column title		Slot where dice are assigned in Phase (2)		
	INCOME		BUILD		
	INTRIGUE		MILITARY		
Row value	1	2	3	4	5
Cost to build	£1/territory	£1/territory	£1 LVL I OR +1 LVL II	£1 LVL I OR +1 LVL II	£1 LVL I OR +1 LVL II
Feud column slot	+£1/territory	+£1/territory	+£1 LVL I OR +1 LVL II	+£1 LVL I OR +1 LVL II	+£1 LVL I OR +1 LVL II
Choice of benefit when a dice is assigned	+£2/territory	+£2/territory	+£1 LVL I OR +1 LVL II OR +1 LVL III	+£1 LVL I OR +1 LVL II OR +1 LVL III	+£1 LVL I OR +1 LVL II OR +1 LVL III

Benefit gained when a dice is assigned to this slot

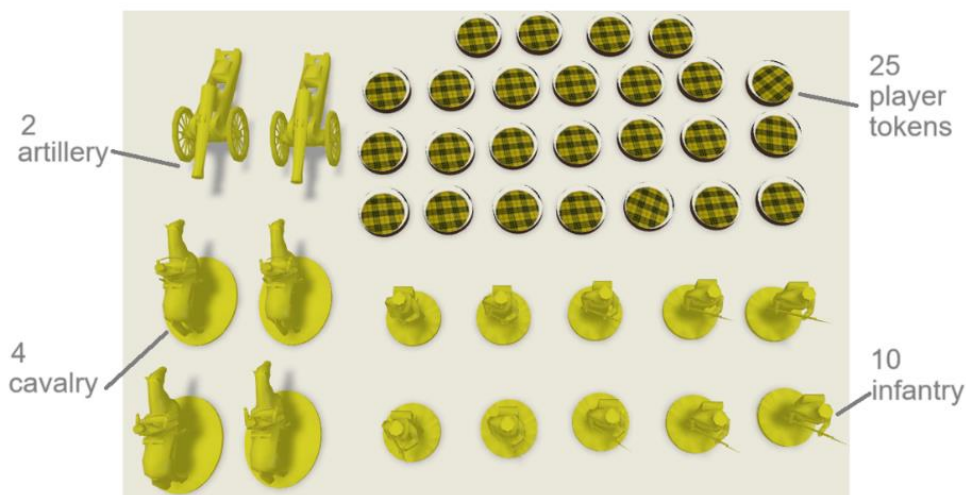
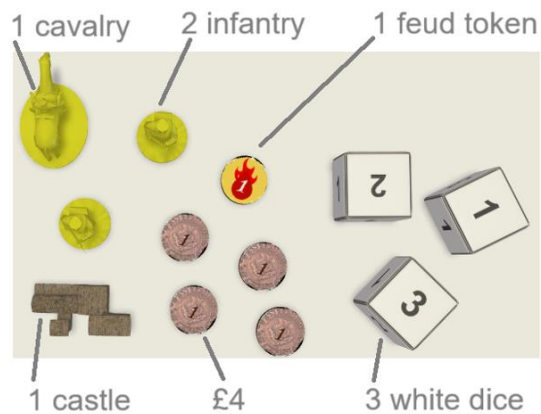
Starting player board:

1 Gather and Roll Dice	2 Assign and take Action	INCOME	BUILD	INTRIGUE	MILITARY
+1 Feud Token OR/1 rolled 1=2	+£1/territory +£1/territory	-£3 to	-£3 to	-£3 to	-£3 to
+2 Feud Tokens OR/+1 to 1 roll	-£9 to	-£9 to	-£9 to	-£9 to	-£9 to
+3 Feud Tokens OR/+2 to 1 roll OR/+1 to 2 rolls	-£12 to -£12 to	-£12 to -£12 to	-£12 to -£12 to	-£12 to -£12 to	-£12 to -£12 to

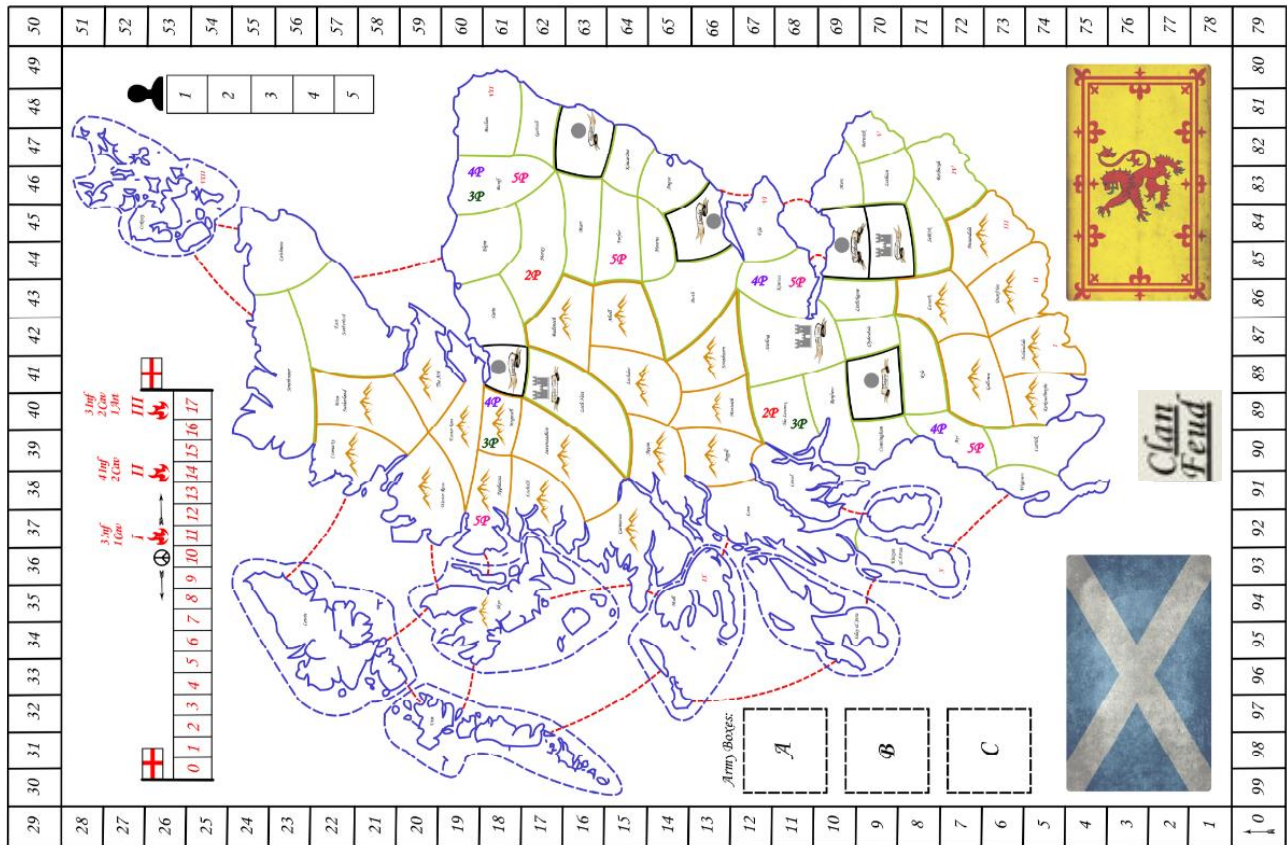
Individual Player Setup

Each player starts with the following:

- 1 territory (see below)
- 1 castle (in starting territory)
- 2 infantry (in starting territory)
- 1 cavalry (in starting territory)
- £4
- 1 feud token
- 3 white dice
- 0 victory points
- 0 action cards



- 2 players: Moray, The Lennox
- 3 players: Banff, Dingwall, The Lennox
- 4 players: Ayr, Banff, Dingwall, Kinross
- 5 players: Applecross, Ayr, Banff, Forfar, Kinross



The object of the game is to score the most victory points to become the most powerful clan in Scotland. The game ends after a set number of turns (determined by the number of players), when the event card “King James Comes of Age” is drawn from the event deck. At this point the game immediately ends and players tally their victory point scores, and the player with the most victory points is the winner. Victory points are gained in the following ways:

- By controlling territories on the game board at the end of the game
- By controlling buildings (cities, castles and tower houses) on the game board at the end of the game
- By controlling the King James VI pawn on the game board at the end of the game
- By taking the Intrigue action during your turn in phase (2)
- By playing certain action cards
- By defeating English armies in combat
- By completing the objectives shown on the event card drawn in phase (3) each turn

Game end scoring is described in more detail later.

Turn Sequence

Each turn has three phases:

- (1) Gather and roll dice and determine player order
- (2) Assign dice to your player board and take actions
- (3) Events and army upkeep

Phase (1): Gather and roll dice and determine player turn order

Players gather all of their dice (removing all assigned dice from their player boards) and form their dice pools. At this stage the gold regent dice and any black city dice should be reconciled: pass the gold dice to the current regent (i.e. the player with the regent marker) if King James changed hands during the previous turn, and discard a black city dice if a player lost control of a city during the previous turn.

Note that five spaces on each player board contain additional dice that can be purchased. These have tiles (showing “£3” or “£12”) covering the slots. The tiles are removed when the dice are purchased using a Build action. These dice are not gathered during phase (1) until after they have been purchased. During phase (1) when gathering dice, ensure the dice and tiles are in place on your player board before rolling.

Once all dice have been gathered into player dice pools, determine player turn order. The player with the fewest dice sets the turn order of all players by adjusting the player tokens on the player turn order track. If there is a tie, the regent decides which of the tied players will determine player turn order this turn. If there is no regent, the player with the fewest dice and fewest victory points determines player turn order this turn. If there is still a tie, the player turn order does not change from last turn.

On turn one the player turn order is randomised as described in the general setup section.

Finally, players roll all of the dice in their dice pools and place the rolled dice next to their player boards, ready to be used in phase (2). At this point some players may choose to play specific action cards. Play then continues to phase (2).

Phase (2): Assign dice and take actions

Players take it in turns to assign one dice at a time from their dice pool to a free slot on their player board and resolve the associated action. Once their action is complete, the next player in turn order assigns a dice and resolves the action, and so on until all players have assigned all of their dice.

Dice are assigned to one of five columns on the player board: Feud, Income, Build, Intrigue or Military. Each column has three levels (LVL), I, II and III, represented on the player board by the number of dice pips on each slot. Dice must be assigned to an empty slot whose LVL is equal to or less than the rolled dice value. For example, a rolled 1 can only be assigned to a free LVL I slot. A rolled 2 can be assigned to either a free LVL I or a free LVL II slot, and a rolled 3 can be assigned to any free slot. Only one dice can be assigned to each slot: once a slot contains a dice, it is no longer free.

The game contains the following dice:

White = 1,1,1,2,2,3 – Starting dice and obtained from Build LVL III

Black = 1,1,1,2,2,2 – Obtained from controlling cities and Build LVL I

Gold = 1,1,1,2,2,3 – Obtained from controlling the King James pawn (being regent)

Green = 1,1,2,2,3,3 – Obtained from Income LVL III

Purple = 1,1,2,2,3,3 – Obtained from Intrigue LVL III

Red = 1,1,2,2,3,3 – Obtained from Military LVL III

If possible players must assign a dice when it is their turn to do so. Once a player has assigned all of their dice they pass, and play continues until all players have assigned all of their dice. It is possible for one player to be able to take several actions in a row at the end of phase (2). Once all players have passed, play continues to phase (3).

Feud Action

The Feud column has three slots (one per LVL) that are open from the start of the game. Therefore from turn one onwards, a dice of rolled value 3 can be placed into the LVL III Feud column slot for example (if the slot is free). Assigning a dice to the Feud column grants the following benefits:

- LVL I = Gain 1 feud token, *OR* increase the rolled value of one unassigned dice in your dice pool from a “1” to a “2”.
- LVL II = Gain 2 feud tokens, *OR* increase the rolled value of one unassigned dice in your dice pool by 1, up to a maximum limit of the dice's maximum rollable value. For example, a rolled “1” may be increased to a “2”, or a rolled “2” may be increased to a “3”. However since a black dice only contains values 1,1,1,2,2,2 (i.e. there is no “3” face) it is not possible to increase a black dice with a rolled value of “2” any higher.
- LVL III = Gain 3 feud tokens, *OR* increase the rolled value of two unassigned dice in your dice pool by 1 each, in the same way as the LVL II action, *OR* increase the rolled value of one unassigned non-black dice in your dice pool from a “1” to a “3”.

Whenever a player gains a new dice during their turn it is immediately placed in the lowest LVL free slot in the Feud column of their player board, and the player immediately gains either the associated number of feud tokens or changes the value(s) of unassigned dice as if the dice had been assigned to the slot as normal. The newly gained dice is then gathered as normal in the next phase (1) and rolled, to be assigned during next turn's phase (2).

Income Action

Gain Scots pounds (£) for each territory you control when you assign a dice to this column.

- LVL I = £1 per territory you control.
- LVL II = Roll a number of black dice equal to the number of territories you control. Sum the rolled values of all the dice and gain that many Scots pounds (£).
- LVL III = £2 per territory you control.

A green dice can only be assigned to a free slot in the Income column. If there are no valid free slots then the dice is wasted and the player must pass without using it this turn.

Build Action

When you assign a dice to a free slot in the Build column, move a building from your player board onto the game board, or gain an additional dice. Taking this action requires the listed price to be paid in Scots pounds (£): you must assign the dice to the free Build slot AND pay the listed cost to move the building onto the game board or gain the dice. If you cannot afford the cost, you cannot assign a dice to the free Build column slot.

- A LVL I Build action allows you to pay for and place 1 tower house from your player board onto the game board, or pay for and take the black dice from the right-hand LVL I Build column slot. LVL I tower houses and dice cost £3 each to build.
- A LVL II Build action allows you to complete the same actions as a LVL I Build slot, or to pay for and place 1 castle from your player board onto the game board, or pay for and take any coloured dice from a right-hand LVL III slot. LVL II tower houses cost £9 each to build.

- A LVL III Build action allows you to complete the same actions as a LVL I Build slot, but may be carried out twice, i.e. two tower houses may be paid for and placed onto the game board when assigning one dice to a free LVL III Build slot, or one tower house and the LVL I Build column black dice. Alternatively, one castle may be paid for and placed from your player board onto the game board, or any one coloured dice from a right-hand LVL III slot may be paid for and collected. LVL III castles and dice cost £12 each to build.

There are two types of buildings on a player board: tower houses and castles. Both grant victory points at the end of the game, but castles also add combat strength when defending in battles. Tower houses do not grant combat strength. Buildings are placed onto the game board as follows:

- Buildings must be placed into a territory you control.
- Each territory can only contain a maximum of two buildings.
- Each territory can only ever contain either one castle or one city, i.e. the same territory cannot contain two castles, two cities or both one castle and one city.
- When a territory changes owner, all of the buildings are considered to be controlled by the player that currently controls that territory.
- It is not possible to remove buildings from the game board.

Five spaces on the player board do not contain buildings, instead they contain dice. These dice are unlocked by paying the indicated cost and using a Build action as normal. Any gained dice are initially placed into the lowest free slot in the Feud column of that player's player board, and either the indicated number of feud tokens are gained or an unassigned dice value can be modified as normal. During the next phase (1), all dice assigned to the Feud column will be gathered and rolled as normal. Therefore any dice gained during a turn will only be available to be used from the next turn onwards. The dice marker tile is discarded back into the game box once a dice is purchased.

You must build the LVL II tower house from a specific column before you are allowed to build either the castle or take the dice from the LVL III row of that column.

Once a building or dice has been removed from a slot on your player board using a Build action, that slot is immediately considered to be free and is available to assign a dice to straight away, from your next action onwards this turn.

Note that the cost associated with each slot (e.g. £9 to build a LVL II tower house from the Income column) is only ever paid once, when the corresponding Build action is first taken to remove the building from your player board and move it onto the game board. Assigning a dice to the newly uncovered slot in order to subsequently take that action does not cost any Scots pounds (£).

Intrigue Action

Assigning a dice to a free slot in the Intrigue column grants Scots pounds (£), action card(s) and victory points:

- LVL I = £1 + 1 action card + 2 victory points
- LVL II = £2 + 2 action cards + 3 victory points
- LVL III = £3 + 3 action cards + 3 victory points

When gaining victory points, immediately move your player token up the victory point track that surrounds the game board.

A purple dice can only be assigned to a free slot in the Intrigue column. If there are no valid free slots then the purple dice is wasted and the player must pass without using it this turn.

Military Action

Assign a dice to the Military column to either move armies or recruit new troops.

Unit Type	Purchase Cost	Upkeep Cost (£ and/or feud)	Speed	Combat Strength	Supply Limit
Infantry	£1	1	1	1	10
Cavalry	£3	2	2	2	4
Artillery	£8	4	1	2 white dice	2

Purchase Cost: Pay this many Scots pounds (£) during a Military dice action for each new troop of that type placed onto the game board.

Upkeep: Pay this many Scots pounds (£) or feud tokens or a combination of both per troop of that type during phase (3) to retain them on the game board. A mixture of £ and feud tokens may be used if desired. Any upkeep that is not paid in full results in those troops being removed from the game board by the controlling player and returned to the controlling player's supply. The controlling player decides which troops to remove.

Speed: The maximum number of territories that troop may move as part of a single move action.

Combat Strength: The strength of each troop type during combat. For artillery, roll 2 white dice and sum together the rolled values to determine that troop's combat strength for that combat round.

Supply Limit: Each player only has a limited number of troops of each type, representing the manpower and logistical limits of 16th century Scottish clans. This is the maximum number of each troop type that can be placed onto the game board by each player at any time. When troops are removed from the game board they are always returned to the controlling player's supply and can be recruited again.

When a dice is assigned to the Military column it can be used to either move OR recruit, never both in the same action. Any number of troops may be recruited with a single dice action, of any permissible type, i.e. a LVL III Military action may recruit any combination of infantry, cavalry and artillery in the same action as long as the player can afford the total cost.

Recruiting troops

To recruit new troops, pay the associated cost and place the new troops at any single building that you control (tower house, castle or city). Any number of troops may be recruited in a single dice action, however a LVL I action may only recruit infantry; a LVL II action may recruit infantry and/or cavalry, and a LVL III action may recruit infantry, cavalry, and/or artillery. Newly recruited troops must all be placed within the same territory.

Moving armies

An army is all of the troops in one territory. When assigning a dice to the Military column and choosing to move armies, you may move a number of separate armies equal to the slot's LVL. A LVL I slot only allows a single army to move, whereas a LVL II slot allows 2 different armies to make a move action and a LVL III slot allows 3 different armies to each make a move action. No army or individual troop may be moved more than once as part of a single dice action.

Not all troops in an army need to be moved as part of a move action: armies can be split, by leaving one or more troops behind in a territory. The troop(s) that were left behind may then move separately

later (as long as they have not moved previously as part of this dice action). Once all troops have been selected to be moved they form a new separate army and are moved out of their starting territory.

Armies may move up to the Speed value of the slowest troop within that army. Armies do not have to use all of their speed, i.e. an army composed of a single cavalry troop may move 1 or 2 territories. However an army of 1 infantry and 1 cavalry can only move 1 territory for example.

Mountains (brown outline with a mountain symbol marked on the territory) reduce the speed of all troops entering or leaving that territory to 1. Therefore a cavalry army that has already moved 1 territory may not use their second point of movement to enter a mountainous territory during that same move action.

Armies that end their movement on a free unclaimed territory will claim it for their clan. Place a player token in the territory to show that it is no longer free, and is now controlled by that player. (Note each player has 25 player tokens but there is not an upper limit, so use other markers if you run out.) The territory continues to be controlled by that player until an army of another player ends its move in that territory – i.e. there does not need to be any troops in that territory for it to still be controlled. If an army passes through a territory without stopping by using more than 1 point of speed, i.e. its movement does not end in that territory, the territory that was just passed through is not claimed. Armies must end their movement in a territory in order to claim it.

Armies may move along routes marked by red dashed lines (sea lanes / ferries) as if those two coastal territories were adjacent, i.e. this only takes 1 speed. Territories with a section of blue outline are coastal.

The game board contains three territories with neutral starting castles (Edinburgh Castle, Stirling Castle and Urquhart Castle in the Loch Ness territory) and five neutral city territories (Aberdeen, Dundee, Edinburgh, Glasgow and Inverness). These are unclaimed at the start of the game but can be claimed as normal by moving an army into that territory: no combat is fought to claim these territories. When a city territory is claimed, immediately add a black dice to the lowest free slot in the Feud column of that player's player board and either gain the noted number of feud tokens or increase the value(s) of unassigned dice as normal for a Feud action. The newly gained black dice will be gathered and rolled as normal in the next phase (1).

There is no maximum limit to the size of an army: one army may theoretically contain all troops from that player's supply. If an army is ever too large to fit within its territory on the game board, it can be moved onto the adjacent Army Box at the bottom left of the game board, designated by a letter. A tile of the corresponding letter can then be placed on the territory to remind the players where the army really is on the game board.

If an army ends its movement in a territory controlled by another player, that player's player token is removed from the game board and it is replaced by a player token of the new controlling player. If that territory contains any buildings, those building(s) are now controlled by the new player. The previous controlling player gains one feud token for each building in the lost territory.

Combat

If an army moves into a territory containing an army belonging to another player or England, that army's movement ends and combat is resolved immediately. If a LVL II or LVL III Military dice action was used for movement then further army movement(s) may be made after the combat is resolved, if applicable (though the troops that moved to initiate the combat may not move again).

Each combat consists of a number of rounds. Each round is resolved using the following steps that

are always completed in order. The attacker is the player who moved the army into another territory. When attacking, the attacker must commit all troops that were moved into the unfriendly territory to the combat, i.e. all troops must take part in the combat and risk becoming casualties.

- (i) Attacker chooses whether to play an action card (maximum 1 per round, kept face down for now) and/or any amount of feud tokens (kept secret in the player's closed fist).
- (ii) Defender chooses whether to play an action card (maximum 1 per round, kept face down for now) and/or any amount of feud tokens (kept secret in the player's closed fist).
- (iii) Both attacker and defender simultaneously reveal any action cards and feud tokens played.
 - “+X CS” = Adds +X combat strength to the player's army in step (iv).
 - “+X skulls” = Increases the number of enemy casualties in step (vi), even if none were otherwise caused.
 - “-X skulls” = Reduces friendly casualties in step (vi). Negative casualties have no additional effect.
 - “Saltire with red strike-through” = Cancels the other player's combat card (no effect if the other player does not play a combat card, but the played action card is still discarded).
 - “Rolled 2 = 3” = When the winner rolls white combat dice in step (vi) to determine casualties, all rolled 2s are counted as 3s for this combat round. Applies to both player's white dice in the case of a draw.

Played combat cards are discarded at the end of the combat round.

- (iv) Calculate the combat strength of both sides:
 - Infantry* = 1
 - Cavalry* = 2
 - Artillery* = Roll 2 white dice and sum the rolled values for each artillery troop in the combat. This is the combat strength of that troop for this combat round. Roll separately for each artillery troop and roll again every subsequent combat round.
 - Feud token* = 1 per feud token played. There is no maximum limit per combat round. Used feud tokens are discarded and returned to the supply at the end of the combat round.
 - King James VI pawn* = 1
 - City* = 1 for the defender only. This bonus is removed if the attacker's army contains at least one artillery troop.
 - Castle* = 2 for the defender only. This bonus is removed if the attacker's army contains at least one artillery troop.
 - Tower house* = 0 (no combat bonus).
- (v) Compare the total combat strength values for the attacker and defender and calculate the difference. The player with the higher score is the winner of this combat round.
- (vi) The winner rolls a number of white dice, from a minimum of 1 to a maximum equal to the difference in combat strengths calculated in step (v). The number of dice rolled is chosen by the player before rolling. Once rolled, additional dice cannot be added even if they would have been available. Rolled white combat dice have the following effects:
 - 1 = 1 casualty to the loser
 - 2 = 1 casualty to the loser and 1 casualty to the winner
 - 3 = 1 casualty to the winner

Casualties are selected and removed by the controlling player. 1 casualty will always remove 1 troop from the game board regardless of the troop type, i.e. all troop types are removed

after a single hit.

In the event of a draw in step (v), both players roll 1 white dice and apply the results as if they were the winner. If a “Rolled 2 = 3” combat card was played it applies to both rolls.

For each troop removed as a casualty, the controlling player immediately gains 1 feud token.

- (vii) The attacker declares whether they are continuing the attack or retreating. If all defending troops were removed as casualties the attacker must continue and cannot retreat. If all attacking troops were removed as casualties the combat ends and the defender cannot retreat.
- (viii) The defender declares whether they are continuing or retreating. If both sides declared to continue, return to step (i) and begin a new round of combat. If either side declared to retreat, proceed to step (ix).
- (ix) If the attacker retreated, all surviving attacking troops are returned to the territory they were in prior to the movement that started the attack. The defender's troops do not move. If the defender retreated and the attacker continued, or if all of the defending troops were removed as casualties, the attacker must move all surviving troops in the attacking army into the attacked territory. If the defender retreats, the defending player selects an adjacent territory to retreat into: this must be a territory controlled by the defending player if possible, and if not then a free territory. If there are no available territories (i.e. all surrounding territories are controlled by other players or England) then the defending army cannot retreat and must declare to continue.

End of combat.

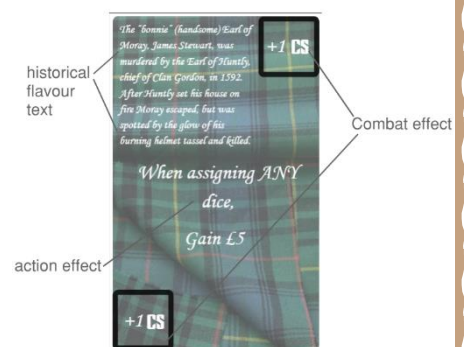
A red dice can only be assigned to a free slot in the Military column. If there are no valid free slots then the dice is wasted and the player must pass without using it this turn.

Once all players have passed, proceed to step (3).

Action Cards

There is no maximum hand limit to action cards – players may hold as many actions cards as they like in their hands.

Action cards are gained by using the Intrigue action. Each action card has two possible effects: the “action” on the main body of the card and the “combat effect” in the top right and bottom left corners. An action card can only ever be used for one effect and is then discarded, so if used in combat it cannot also be used for its action, and vice-versa. The text at the top left of an action card gives historical facts about 16th century Scotland and has no in-game effect.



The use of an action card in combat is described in combat step (iv). Action effects are split into the following categories:

- “During phase (1)...” is played during phase (1) as indicated on the card, but typically after dice have been rolled.
- “When assigning X dice...” is played when assigning the stated dice to your player board during phase (2), acknowledging any stated restrictions.
- “During phase (3)...” is played during phase (3) at the same time as playing upkeep.

For the phase (2) actions, the action card is played at the same times as assigning a dice to the player board, but the action card effect is then resolved first, before the action from the assigned dice. Phase (2) actions can only be played alongside a specific dice, as noted in the action text. Only one action card may be played when assigning a dice. Some phase (2) actions may become unavailable during the game, for example an action that allows the player to build a LVL I tower house cannot be played after all of the player's LVL I tower houses have already been placed onto the game board. In that case, the action card can only be used for its combat effect. Additional troops cannot be placed onto the game board via an action card action if that player's supply limit for that troop type has been reached. To play an action card that requires a dice to be assigned to the Build column, the player must carry out a legal Build action, i.e. pay for an move a building onto the game board or pay for and claim an additional dice.

King James VI

The boy king James VI is represented on the game board by a special pawn and starts the same in Edinburgh Castle. The first player-controlled army that moves into Edinburgh Castle takes control of the King and gains the gold dice (initially assigning it immediately to the lowest LVL free slot in the Feud column of their player board and gaining the stated number of feud tokens or changing the rolled value of an unassigned dice as normal). That player then also takes the regent marker: the player who currently controls the King James VI pawn is Scotland's regent.

The King James pawn must always stay with an army and cannot be voluntarily left behind. If the King James pawn is ever alone in a territory without an army (for example after a combat in which both sides were wiped out), no player is regent and the gold dice and regent marker are returned to the supply during the next phase (1). The King James pawn will always have a Speed value equal to the highest Speed troop in his army. When determining action card effects that target armies composed of only certain troop types, for example cavalry only, ignore the King James pawn for the action card effect.

The King James pawn provides a bonus of +1 combat strength to the army that controls him, when both attacking and defending. However, if the army containing the King ever voluntarily retreats from combat, either after attacking or defending, King James is lost and his pawn is left in the previously contested territory where the combat was just fought (and is then typically immediately claimed by the victorious army as long as they have troops in the contested territory at the end of the battle). Note that although the King James pawn adds combat strength, it can never be assigned as a casualty or removed from the game board.

If a player loses control of the King James pawn they immediately gain 1 feud token.

Dice loss during phase (2)

If a player loses control of a city of King James during phase (2), the associated dice (black for a city or gold for King James) is not immediately removed from that player's action dice pool or player board during that turn's phase (2). Instead, the number of dice in that player's action dice pool is only reduced during the following turn's phase (1).

Changing control of a city and the King James pawn are handled differently.

If a player takes control of a city during phase (2), they immediately place a black dice from the supply into their lowest LVL free slot of the Feud column on their player board, gaining the stated number of Feud tokens or changing the rolled value(s) of unassigned dice as normal. A player can only ever gain one black dice in this way per city per turn, even if the city changes hands more than once during that turn's phase (2). The player that lost control of the city will only lose the associated black dice from their dice pool during phase (1) of the next turn when they come to gather their dice.

The gold regent dice is never placed into a player's Feud column when control of King James changes from one player to another (only the very first time the King James pawn is claimed from the neutral Edinburgh Castle territory). Instead, the gold regent dice is handed over to the new regent during phase (1) of the next turn.

Phase 3: Events and Upkeep

Phase (3) is split into two main steps: event card resolution, then pay for army upkeep.

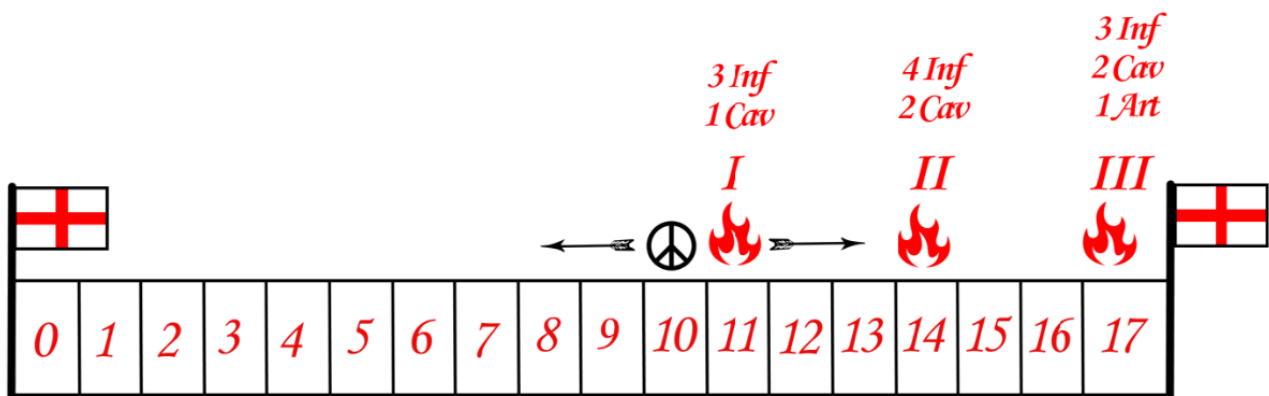


Event Card Resolution

First, resolve and score the event card objective that was revealed in the previous turn on the active event card. (This does not apply on turn one when there is no active event card.) In turn order players take it in turn to pay any necessary costs, calculate and increase their victory points as applicable. Once all players have resolved the objective, a new event card is drawn and placed face up next to the event card deck.

Event cards are split into two sections: the top half and the bottom half. The top half is resolved immediately as soon as the event card is drawn. The bottom half shows a new active objective, which will be scored during the following turn's phase (3).

The top half of the event card shows changes to the England track and is resolved in order. First the top line is resolved to move England's war status up or down. England begins the game at peace with Scotland, on step 0 of the England track. When England reaches step 11 it declares war on Scotland. First, increase the England track the number of steps shown at the start of the top line. Then in turn order, players take it in turns to resolve the action listed in the second part of the top line, moving the England track up or down and gaining or losing resources or troops from the game board as applicable. An action preceded by “may” is optional. Some actions demand payment: players can still choose whether or not to pay (to accept or decline), but if they decline the England track will be moved accordingly. If a player cannot afford the payment they automatically decline. However for every player that declines, the subsequent effect is triggered and the England track is usually moved.



Once all players have resolved the top line of the top half of the active event card, the second line of the top half is then resolved. This is only applicable if England is at war (i.e. on step 11 or higher of the England track). The first term states which territory any newly spawned English armies will be placed into this turn. The listed value refers to one of the ten territories on the game board that are marked with the equivalent Roman numeral in red text. These territories are:

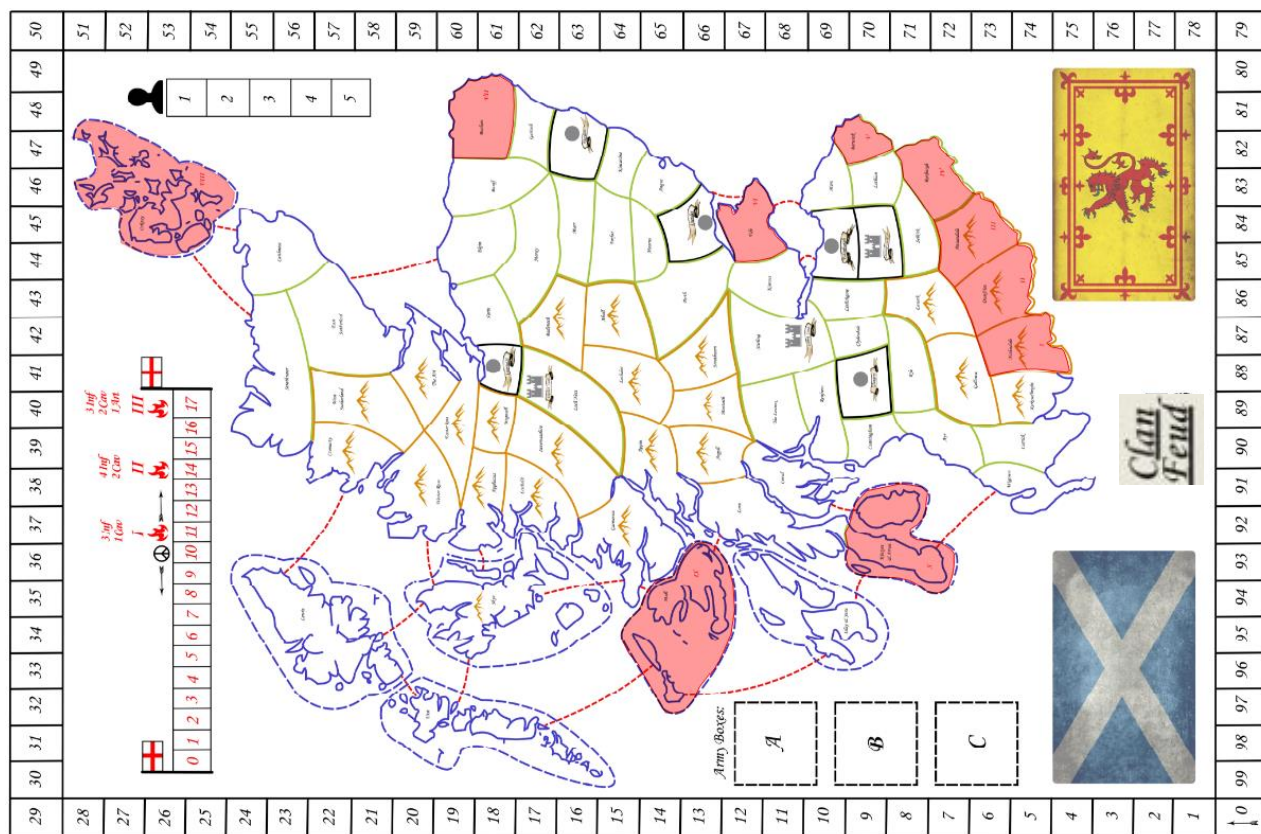
VI = Fife

VII = Buchan

VIII = Orkney

IX = Null

X = Kintyre & Arran



If the England track marker moved over any flame symbols on the England track during resolution of the first line of the event card, a new English army is spawned per flame symbol crossed over. If multiple flame symbols were moved over this turn, then multiple English armies spawn together in the same territory, as stated on the event card (these are combined and are considered a single English army from now on). Note only the beginning (prior to phase (3)) and final positions of the England track marker are considered when determining whether English armies spawn; i.e. intermediate steps during player resolution of the top line of the event card will not spawn English armies until all players have resolved their actions (as some players may increase the England track and some may decrease it on the same turn). If the supply of English troops runs out, then no additional English armies are spawned. When spawning an English army, place the number of troops equal to the army's level in the territory noted on the event card, and also add an English army level token to that territory to remind all players what level that English army is. In the case of combined English armies, stack all level tokens together.

English armies do not move on the turn when they are spawned.

The second term of the second line of the top half of the event card states the number of movement actions that all existing English armies (that did not spawn this turn) will take. The order in which English armies will move is first dictated by the army level: higher level English armies will move first. Combined English armies sum their combined level for army movement, i.e. a combined army

made up of level 2 and level 3 English armies will count as level 5 for determining movement order. In the case of a tie, i.e. multiple English armies of the same level being present on the game board, the order in which they move will be decided by the regent, or in player turn order if there is no regent. Each English army will complete the number of movement actions listed on the event card, and each army will complete all of its moves before another English army is activated and begins its movement.

English army movement is automated: they will always move towards the closest Scottish army (of any player) by the shortest route possible, i.e. the fewest number of territories, passing through mountainous territories as needed. English armies will always stay together and will never deliberately separate any troops. If two Scottish armies are equidistant from the English army, their target is chosen by the regent, or by the player first in player turn order if there is no regent.

English armies are ignored for determining control of territories and buildings, with the exception of the Income action: territories that contain an English army do not generate any Scots pounds (£) when the Income action is resolved. It is possible to recruit new troops directly into a territory that contains an English army, by assigning a dice to the Military column and choosing a recruit action, then placing the new troops onto that territory of the game board, as long as it is controlled by the player and contains at least one building. In that case combat immediately occurs, between all of the newly recruited troops and the English army. All recruited troops must take part in the combat and further troops cannot be recruited as part of this Military dice action after the combat has been resolved.

When an English army moves into a territory containing a Scottish army, or vice versa, resolve combat using the following modifiers:

- English armies never play combat card or feud tokens.
- English armies will never declare to retreat and will always declare to continue.
- England never gains feud tokens for casualties suffered or for any other reason.
- English armies gain combat strength bonuses for defending cites and castles as normal.
- English armies do not gain a combat strength bonus from King James VI.
- English armies will always remove casualties suffered in order: first all infantry, then all cavalry, then artillery.
- English armies will always roll the maximum number of white dice available to them if they win a combat, with one exception: they will only ever roll a number of white dice equal to the number of troops in the losing army +3. For example, if a Scottish army of 2 infantry (CS=2) is defeated by an English army of 2 cavalry and 4 infantry (CS=8), the English army will only roll 5 white dice (2 losing troops +3 = 5) instead of the total winning margin of 6.

If an English army attacks and wins a combat, their movement this turn ends, even if they had additional movement actions remaining. If an English army defeats a Scottish army that contained King James VI, leave the King James pawn in that territory. No player is now regent and the gold dice will return to the supply during the next phase (1) unless a player can recapture the King. The English army will otherwise ignore the King James pawn and will move off of that territory next turn.

If an English army is wiped out in combat, the player controlling the victorious Scottish army gains bonus victory points and Scots pounds (£), unless all of the player's troops were also simultaneously wiped out in the combat. Move the England track backwards a number of steps equal to the level of the English army that was defeated (if it was a combined army, move the England track backwards the summed total of the English army levels, for example a combined level 1 and level 2 English army would move the England track back 3 steps after it was totally wiped out). Moving the England track marker backwards as a result of wiping out English armies **does not** trigger the spawning of new English armies.

Flame Level	Army Composition			Defeat Bonus		England Steps Back
	Infantry	Cavalry	Artillery	VPs	£	
1	3	1	0	1	2	1
2	4	2	0	2	4	2
3	3	2	1	3	6	3

If the England track is moved back to Step 10 or less, i.e. peace after being at war, then all English armies on the game board are immediately disbanded and removed from the game board. If England moves back into war on a subsequent turn then new English armies will spawn in the territory marked on the event card as normal.

The England track cannot move above step 17. Any additional +England track actions are discounted and have no effect.

Army Upkeep

The final step in phase (3) is always army upkeep. Players must pay for all troops currently on the game board. The payment can be made in Scots pounds (£), feud tokens, or a combination of both. £1 = 1 feud token for paying army upkeep. If a player cannot afford or does not wish to pay upkeep they must remove troops of their choice from the game board that they do not pay upkeep for. Some action cards may be played during army upkeep to reduce or negate the cost.

Start a new turn and return to phase (1)

Once all players have resolved their upkeep actions then play continues to the next turn and the turn sequence returns to phase (1).

Game end, final scoring and determining the winner

The final event card in the deck is always “King James Comes of Age” (this is deliberately ensured during game setup). As soon as this event card is drawn during phase (3), the regency is over and the game ends immediately. This means that the previous turn's objective is scored, but no English actions are resolved and no upkeep is paid on the final turn of the game. King James valued peace during his reign and diminished the power of the clans, therefore militaristic and feuding clans are punished during end game scoring when he comes to power.

In turn order, players score game-end victory points as laid out on the “King James Comes of Age” event card and detailed here:

- Each controlled territory = gain 1 victory point
- Each controlled city = gain 4 victory points
- Each controlled castle = gain 3 victory points
- Each controlled tower house = gain 2 victory points
- Control of the King James VI pawn = gain 5 victory points
- Each £5 = gain 1 victory point
- Each feud token = lose 1 victory point
- Each troop of that player's on the game board = lose 1 victory point
- Action cards are not worth any victory points at the end of the game

These victory points are recorded by moving the player token along the victory point track at the edge of the game board. Keep progressing round the track if the player's score increases above 100. Once all players have totalled their scores, the player with the most victory points is Scotland's most powerful clan and is declared the winner of that game of Clan Feud!