

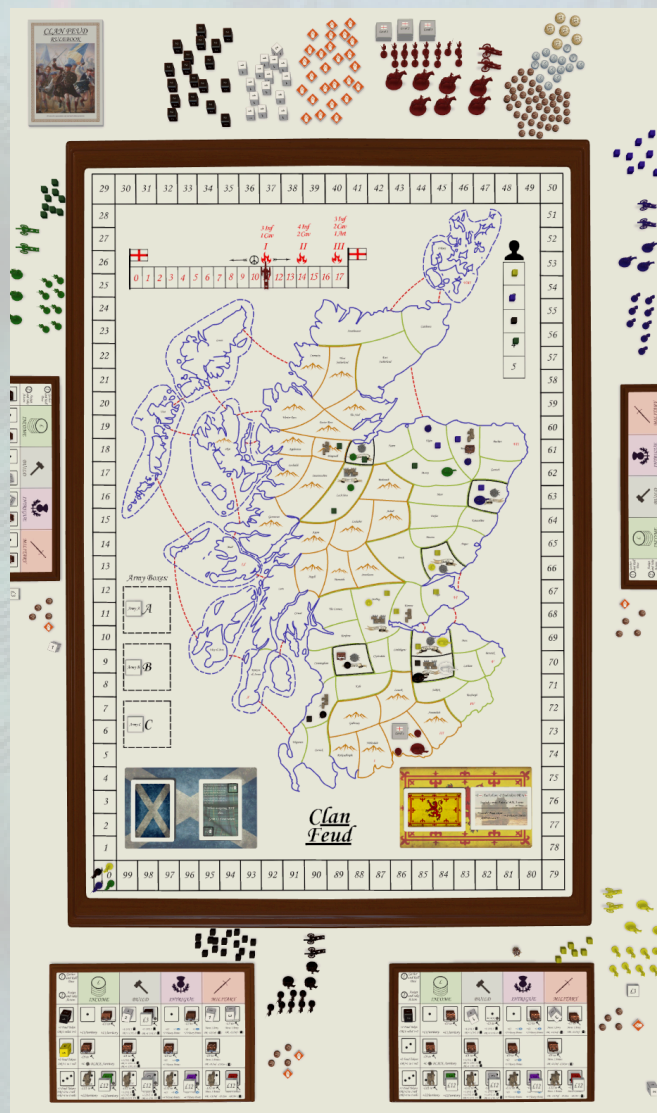
Clan Feud

Become the most powerful clan in 16th century Scotland!

Scotland's clans are at war. The infant James, son of Mary Queen of Scots, has been declared King. Control the boy to wield power, *if* you can hold him. Lead your clan to glory or infamy as you settle your clan feuds!

In a turn:

- Roll action dice & assign them to your player board to take actions
- Gain more dice via area control and upgrading your player board
- 5 action types, each can be upgraded on your player board
- Each player assigns one dice at a time
- Spend £ and feud tokens
- Recruit troops and move armies on the game board to capture territories



- Area control
- Euro-style dice actions
- Wargame
- Dice rolling combat

- Gain victory points through event card objectives, player board actions & end game scoring
- Most victory points after a set number of turns wins

Quarterly Event	Income	Build	Intrigue	Military

- Automata English armies will invade and attack the players
- Control the King James pawn to gain bonuses

1-5

11+

2-3h

Components:

- 1 Game board
- 5 player boards
- 70 custom 6-sided dice
- 80 cards
- 107 troop miniatures
- 329 cardboard tokens
- Colour rulebook

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