











Scotland traded widely throughout Europe in the 16th century, and imported skilled labour to revolutionise Scottish industry, including Flemish cloth-making, Venetian glass-blowing, German mining and English brewing.

-1 

When assigning ANY dice,
Gain £5

-1 

The great highland bagpipe is thought to have first been played in Scotland in the 14th century. Bagpipes were used throughout 16th century Scottish warfare, having replaced the trumpet on the battlefield.

+1 

When assigning ANY dice,
Gain £4

+1 

The "bonnie" (handsome) Earl of Moray, James Stewart, was murdered by the Earl of Huntly, chief of Clan Gordon, in 1592. After Huntly set his house on fire Moray escaped, but was spotted by the glow of his burning helmet tassel and killed.

+1 CS

When assigning ANY dice,
Gain £5

+1 CS

Scottish warriors in the 16th century often went to war armed "according to the highland custom", equipped with a bow, sword, helmet and targe and wearing a plaid (kilt).

+2 

When assigning ANY dice,
place 1 Infantry in a territory you control

+2 

The Battle of Morar was fought between about 2000 warriors of Clan Mackenzie and Clan MacDonell in 1602, with great slaughter on both sides. The MacDonells eventually surrendered Strone Castle and the surrounding lands to the MacKenzies.

-2 

When assigning ANY dice,
place 1 Cavalry in a territory you control

-2 

Dunnottar Castle, sited on a striking rocky headland south of Aberdeen, was rebuilt in 1580 and would later go on to house Scotland's crown jewels.

-1 

When assigning a dice to the BUILD column,
Build 1 additional LVL I building for £2

-1 

Scotland's population in the late 16th century is estimated as 800,000, with the capital and largest city, Edinburgh, having a population of 12,000 in 1560.

+1 

When assigning a dice to the BUILD column,
Build 1 additional LVL I building for £2

+1 

The University of Edinburgh was established by Royal Charter in April 1582, the sixth university to be founded in the British Isles and the fourth in Scotland.

-2 

When assigning a dice to the BUILD column,
Build 1 additional LVL II building for £6

-2 

Scottish merchant and engineer Sir George Bruce developed the world's first undersea mine in 1590, the moat pit at Culross. It ran for 35 years before being reclaimed by the sea.

+2 CS

When assigning a dice to the BUILD column,
Build 1 additional LVL II building for £6

+2 CS

A fatal coup took place in Stirling Castle in 1578, as nobles argued over guardianship of King James during which the eldest son of the keeper of the Castle and the King, Alexander Erskine, was slain.

+1 

When assigning ANY dice,
Build 1 LVL I building for £3 or 1 LVL II building for £9

+1 

The Battle of Glenlivet, 1594, was fought between the Earls of Huntly and Argyll. Huntly's force of 2000 men defeated Argyll's 10,000 strong army, causing 500 casualties.

+1 

When assigning a dice to the MILITARY column, one army gains +1 speed and ignores mountains.

+1 

Clans Gunn and Mackay allied to defeat Clan Sinclair at the Battle of Allt Camhna in 1586, using a hill to make up for inferior numbers, slaying over 120 men and putting the rest to flight.

+1 CS

When assigning a dice to the MILITARY column, one army gains +1 speed and ignores mountains.

+1 CS

The Battle of the Spooling Dyke was fought on Skye between the MacLeods and MacDonalds in 1578. The dyke in the battle's name was formed from the mounds of MacDonald corpses.

-1 

When assigning a dice to the MILITARY column, one army gains +1 speed and ignores mountains.

-1 

The University of Fraserburgh was a short-lived university founded in 1592, 40 miles north of Aberdeen. It closed after just 25 years.

+1 

When assigning a dice to the MILITARY column, choose 1 player or England with a territory adjacent to a territory you control. They remove 1 Cavalry from that territory and gain +2 Feud tokens

+1 

The Battle of Tillicoultry in 1571 was a victory for Clan Gordon against Clan Forbes, despite the Forbes's strongly fortified position. Forbes's fearsome leader Black Arthur Forbes was slain in the fighting.

-2 

When assigning a dice to the MILITARY column, Move 1 additional army

-2 

In 1542 Clan Mackay raided Clan Sutherland's lands. The Sutherlands ambushed the Mackays on their way home, resulting in the Battle of Allt-an-Beath, with the Sutherlands victorious and reclaiming their stolen loot.

+2 CS

When assigning a dice to the MILITARY column, Move 1 additional army

+2 CS

Scottish armies lacked heavy cavalry in the 16th century due to the poor quality of native horses. Instead the Scots fielded relatively large numbers of light cavalry clad in leather jacks or mail.

+2 

When assigning a dice to the MILITARY column, 1 army of only Cavalry troops gains +2 speed

+2 

The Gordons defeated the Forbes at the 1571 Battle of Craibstone outside Aberdeen. 900 Gordons routed 800 Forbes, with 200 to 300 casualties on each side.

+2 CS

When assigning a dice to the MILITARY column, ignore mountains for all army movements from this dice action

+2 CS

In 1585 the MacLeans and MacDonalds fought all across the Inner Hebrides in the Battle of the Western Isles. After atrocities on both sides the opposing clan chiefs were imprisoned in Edinburgh Castle.

+3 CS

When assigning a dice to the MILITARY column, move 1 army from a coastal territory to any other coastal territory within 3 spaces

+3 CS

Clan Gunn, fresh from a victory against Clan Sinclair, were turned on by their former allies Clan Mackay at the Battle of Lockmelm in 1586. Clan Gunn were defeated, with most of their force slain.



When assigning a dice to the MILITARY column, choose 1 player or England: They gain +3 Feud tokens They remove 2 Infantry from a single territory



A suspected assassin of King James's second regent was "broken on the wheel" as a form of public execution by the King's third regent John Erskine. Erskine would die by suspected poisoning after just over a year in office.

+1 

When assigning a dice to the MILITARY column, place 1 Infantry in a coastal territory you control

+1 

The Earl of Moray's 4,000 men defeated a larger force of 6,000 commanded by the Earl of Argyll at the Battle of Langside in 1561. Excellent generalship won the day for Moray after just 45 minutes of fighting.

+2 CS

When assigning a dice to the MILITARY column, place 2 Infantry in 1 mountainous territory you control

+2 CS

The *Lang Siege of Edinburgh Castle* lasted from 1571 to 1573, a stalemate until a 1,000 strong English army arrived with 27 cannons and destroyed two towers.

-1 

When assigning a RED dice,
place 1 Artillery in a territory you control with a castle

-1 

In 1545, Clan Cameron raided Urquhart Castle (held by Clan Grant), carrying off £300, 20 pieces of artillery and over 500 livestock animals.

-1 

When assigning ANY dice,
Choose 1 player:
They gain +1 Feud token
They lose -£3

-1 

The Battle of Torran-Roy, 1570, was fought in the far North between Clans Sutherland and Sinclair, culminating in the siege of Dornoch Castle and eventual victory for Clan Sutherland.

+2 

During phase (1),
re-roll all dice.
Must keep second roll.

+2 

The Battle of Dryfe Sands in 1593 was the decisive culmination of 100 years of feuding between the Maxwells and Johnstones. 2,000 Maxwells were defeated by half as many Johnstones, though at great cost as both sides lost around 700 men.

+2 CS

During phase (1),
re-roll all dice.
Must keep second roll.

+2 CS

In 1590, 500 men from Clan Sutherland defeated a larger raiding force of 1,500 men from Clan Sinclair at the Battle of Chynetradiwell. The Sinclairs had stolen a great herd of cattle, prompting the Sutherlands to attack and win the day.



During phase (1),
re-roll all dice.
Must keep second roll.



The mysterious and 'magical' Fairy Flag of Clan MacLeod inspired fury when unfurled in combat. It was brought to several battles where its magical powers were said to have turned defeat into victory.

-1 

When assigning ANY dice,
Gain +3 Feud tokens

-1 

Clan Cameron defeated Clan Mackintosh at the Battle of Bun Garbhain in 1570. After a long fight in which the Mackintosh chief was slain, the Mackintosh force camped for the night and were ambushed and wiped out by the Camerons.

+1 

When assigning ANY dice,
Gain +3 Feud tokens

+1 

The 11th Earl of Sutherland and his wife were poisoned by the Earl's aunt in 1567, as she plotted to make her own son Earl. Unfortunately her own son also drank the poison, and died two days later. She later poisoned herself before her execution.

+1 CS

When assigning ANY dice,
Gain +3 Feud tokens

+1 CS

The Hours of Scotland – the country's crown jewels – consist of the crown, the sceptre and the sword. The sword and sceptre were made in Italy and gifted to James IV by the pope.

+1 

When assigning ANY dice,
Gain +2 action cards

+1 

The Castalian Band were a group of poets (*makars* in Scots) and musicians within the court of King James VI, aiming to create a standard of practice in Scots poetry and establish a Scottish Renaissance culture.

-1 

When assigning ANY dice,
Gain +2 action cards

-1 

The word "kilt" comes from Scots, meaning "to tuck up the clothes around the body". The great kilt first appeared in the 16th century, a full-length garment whose upper half could be worn as a cloak.

+3 CS

When assigning ANY dice,
move 1 already assigned dice to the lowest LVL free slot in the Feud column

+3 CS

James Hepburn, 4th Earl of Bothwell was King James VI's father-in-law. Having fled Scotland in 1567 he was imprisoned in Draghsholm Castle in Denmark. Driven insane by the captivity he eventually passed away in 1578.

+1 CS

When assigning a dice to the INTRIGUE column,
gain 2 victory points.
Choose 1 player:
they gain +1 Feud token and lose 2 victory points

+1 CS

James Stewart, 1st Earl of Moray, was King James VI's half-uncle and first regent. He was shot in 1570 whilst travelling in a cavalcade through the streets of Linlithgow, the first head of government in the world to be assassinated by a firearm.



When assigning a dice to the INTRIGUE column, Choose 1 player: they gain +1 Feud token and must discard a random action card



James Douglas, 4th Earl of Morton was King James VI's fourth regent. He was beheaded by a maiden (an early form of guillotine) in 1581.

Rolled
2 = 3

When assigning a dice to the INTRIGUE column, Choose 1 player: they gain +1 Feud token and must discard a random action card

Rolled
2 = 3

The "Battle" of Carberry Hill was a stand-off between rival 2,000-strong Scottish armies, ending in surrender with minimal loss of life on either side.

Rolled
2 = 3

When assigning a dice to the INTRIGUE column, Choose 1 player: they gain +1 Feud token. Move 1 of their unassigned dice with a rolled value of 3 to the highest LVL free slot in their Feud column

Rolled
2 = 3

16th century Scots enjoyed playing sports such as curling, golf and tennis. George Gordon, 5th Earl of Huntly (Chief of Clan Gordon) died during a game of football in 1576.

Rolled
2 = 3

When assigning a dice to the INTRIGUE column, Choose 1 player: they gain +2 Feud tokens. Change the rolled value of 1 of their unassigned dice from 2 to 1 or 3 to 2

Rolled
2 = 3

Matthew Stewart, 4th Earl of Lennox, was King James VI's grandfather and second regent. He was shot and killed during a raid on Stirling in 1571.

Rolled
2 = 3

When assigning a dice to the INTRIGUE column, Choose 1 player or England: they gain +3 Feud tokens and remove 2 Infantry or 1 Cavalry from the game board (you choose which troops are removed)

Rolled
2 = 3

In 1600 brothers John and Alexander Ruthven attempted to emulate their father by kidnapping King James VI. The younger brother lured James upstairs, but the King's page overheard their struggle and killed both Ruthvens.

+2

When assigning a dice to the INTRIGUE column, gain all of the following: +1 victory point +1 action card +1 Feud token +£1

+1

In 1582 King James VI was kidnapped in the Ruthven Raid, by a band of Scottish nobles, who reformed the government and took control of the country. Their ringleader, William Ruthven, was eventually beheaded for treason.



When assigning a dice to the INTRIGUE column, Gain +4 victory points



The Battle of Gruinart Strand was fought on the island of Islay between Clan MacDonald and Clan MacLean in 1598. Although outnumbered 2 to 1, the 500 well-trained MacDonalds were victorious, slaying 280 of the MacLeans.

+1 CS

When assigning ANY dice, Gain +3 victory points

+1 CS

A French army was besieged by a larger English force in the 1560 Siege of Leith. After some bloodshed the French left peacefully under the terms of a new treaty, which ended the centuries-old Auld Alliance between Scotland and France.

+2

When assigning a dice to the INCOME column, Gain +£1 per territory you control

+2

The Lochaber axe was a type of Scottish poleaxe used in the 16th century, consisting of a 1.5m long wooden shaft with a 30cm crescent-shaped heavy axe blade at the top, often with extra spikes and hooks.

-2

During phase (3), do not pay upkeep for Infantry

-2

The Battle of Pinkie Cleugh was a disastrous defeat for Scotland against England in 1547. 30,000 Scots were defeated by 17,000 English soldiers supported by 30 warships, with around 15,000 Scots slain.

+2 CS

During phase (3), do not pay upkeep for Infantry

+2 CS

The Battle of Ancrum Moor in 1545 saw a smaller Scottish force defeat an invading English army by a surprise attack and successfully employing pikes. The defeat effectively ended England's current war with Scotland.

+3 CS

During phase (3), do not pay upkeep for any troops

+3 CS

An invading English army successfully held off the combined forces of French and Scots for 3 months at the Siege of Haddington in 1549, until eventually withdrawing to England when they ran out of supplies.

-2 

During phase (3),
pay reduced upkeep:
£1 or 1 Feud token
per Cavalry and
£1 or 1 Feud token per
Artillery

-2 

The rebel Earl of Bothwell tried to capture King James VI in 1591, 1592 and 1593. Disguising himself, he finally reached the King's bedchamber during the third raid and hid behind a tapestry, but eventually surrendered to the King.

+2 

During phase (3),
pay reduced upkeep:
£1 or 1 Feud token
per Cavalry and
£1 or 1 Feud token per
Artillery

+2 

In 1589, George Gordon the Earl of Huntly assembled an army of 10,000 men at the Brig of Dee in Aberdeen. When King James came North himself Gordon dissolved his troops rather than face the King in battle.

Rollled
2 = 3

When assigning ANY
dice,
Gain +£3.
Choose 1 player:
they gain +1 Feud token
and lose £3

Rollled
2 = 3

In 1598, Big Lachlan Maclean, 14th Chief of Clan Maclean, was killed in the midst of battle by a dwarf named Dubh Sith ("Black Fairy") who was hidden up a tree.

-2 

When assigning ANY
dice,
immediately assign
another BLACK dice
from your dice pool to a
valid free slot on
your player board

-2 





+4 . Each player may: -£2 -1  -1 Feud token

English armies: Enter at #4. 2 move actions.

Each controlled building = 2 Victory Points

+2 . Each player may: -1 Victory Point +1  OR -1 

English armies: Enter at #5. 2 move actions.

Each controlled castle = 3 Victory Points

+1 . Each player: -£3 OR +1 

English armies: Enter at #5. 1 move action.

Dice assigned to the MILITARY column:

LVL I = 2 Victory Points

LVL II = 4 Victory Points

LVL III = 6 Victory Points

+3 . Each player: +1 Feud token

English armies: Enter at #6. 3 move actions.

Dice assigned to the BUILD column:

LVL I = 2 Victory Points

LVL II = 4 Victory Points

LVL III = 6 Victory Points

+1 . Each player: -1 Infantry OR +1  +1 Feud token

English armies: Enter at #2. 2 move actions.

Each controlled mountainous territory = 2 Victory Points

+1 . Each player may: -3 Feud tokens +1  OR -1 

English armies: Enter at #3. 2 move actions.

Each controlled coastal territory = 2 Victory Points

+3 . Each player: +1 Feud token

English armies: Enter at #3. 3 move actions.

Discard £3 = 1 Victory Point

+1 . Each player: -£3 OR +1 

English armies: Enter at #4. 2 move actions.

-Each controlled territory = 1 Victory Point



+2 . Each player may: -£3 +1 

English armies: Enter at #1. 1 move action.

Discard 1 Feud token = 1 Victory Point

+1 . Each player: -2 Feud tokens OR +1 

English armies: Enter at #1. 2 move actions.

Remove 1 Infantry from the game board = 2 Victory Points

+1 . Each player may: +£4 +1  -1 Victory Point

English armies: Enter at #2. 1 move action.

Each controlled coastal territory = 1 Victory Point

Each controlled mountainous territory = 1 Victory Point

+2 . Each player: -1 Action card OR +1  English armies: Enter at #10. 1 move action.

Remove 1 Cavalry = 2 Victory Points
from the game board
Remove 1 Artillery = 6 Victory Points
from the game board

+2 . Each player: -2 Feud tokens OR +1  English armies: Enter at #10. 3 move actions.

Discard 1 Feud token = 2 Victory Points
AND discard £1

+1 . Each player: -2 Feud tokens OR +1  English armies: Enter at #8. 2 move actions.

Discard 1 action card = 3 Victory Points

+2 . Each player may: -1 Infantry -1  +1 Feud token
English armies: Enter at #8. 3 move actions.

Dice assigned to a LVL I slot = 2 Victory Points

+2 . Each player: -£3 OR +1  English armies: Enter at #9. 1 move action.

Dice assigned to a LVL II slot = 4 Victory Points

+1 . Each player: -1 Infantry OR +1  +1 Feud token

English armies: Enter at #6. 2 move actions.

Dice assigned to the INTERJUE column:
LVL I = 2 Victory Points
LVL II = 4 Victory Points
LVL III = 6 Victory Points

+3 . Each player may: -£2 -1  -1 Feud token

English armies: Enter at #7. 2 move actions.

Dice assigned to the INCOME column:
LVL I = 2 Victory Points
LVL II = 4 Victory Points
LVL III = 6 Victory Points

+1 . Each player may: +£4 +1  -1 Victory Point

English armies: Enter at #7. 1 move action.

Dice assigned to the FEUD column:
LVL I = 2 Victory Points
LVL II = 4 Victory Points
LVL III = 6 Victory Points

King James VI comes of age.
Game ends immediately. Scoring:

Each territory = 1 VP Each Feud token = -1 VP
Each tower house = 2 VPs
Each city = 4 VPs Each troop = -1 VP
Each castle = 3 VPs
Each £5 = 1 VP
King James VI = 5 VPs