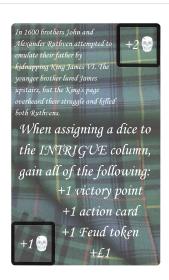
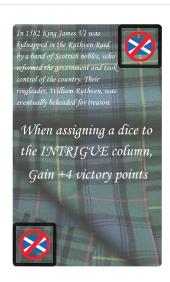


Matthew Stewart, 4th Earl of Lennox, was King James VI's grandfather and second regent. He was shot and killed during a raid on Stirling in 1571.

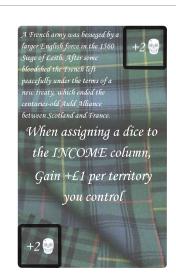
When assigning a dice to the INTRIGUE column, Choose 1 player or England: they gain +3 Feud tokens and remove 2 Infantry or 1

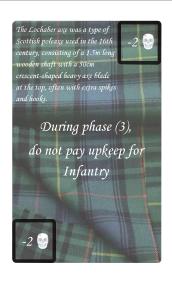
Cavalry from the game board (you choose Rolled which troops are removed)

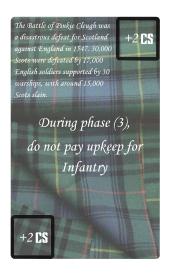










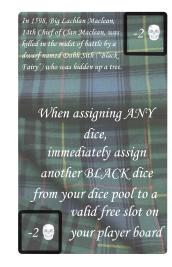




















































+4 +. Each player may: -£2 -1+

-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:

Dice assigned to the MILITARY column: LVL I = 2 Victory Pointsts 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 BULD column:

LVL I = 2 Victory Pointsts
LVL II = 4 Victory Points
LVL III = 6 Victory Points

+1+. Each player. -1 Infantry OR. +1+

+1 Feud token

+1 Feud token

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

Each controlled

mountainous territory

Points

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

Each controlled coastal = 2 Victory
territory

+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 = 2 Victory Points
from the game board = 2 Victory Points

+1+. Each player may: +£4 +1+

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

Each controlled coastal territory = 1 Victory

Point

Each controlled mountainous = 1 Victory

territory Point

```
English armies: Enter at #10. 1 move action.
+2 + . Each player: -1 Action card OR +1+
                                                                                                               = 2 Victory Points
                                                                                                                                                                      = 6 Victory Points
                                                                                                                             from the game board
                                                                                                                                                             Remove 1 Artillery
                                                                                                                                                                                    from the game board
                                                                                                 Remove 1 Cavalry
```

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

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

English armies: Enter at #8. 2 move actions.

Discard 1 action card = 3 Victory Points

+1 Feud token

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

Dice assigned to the INTRIGUE column:

LVL I = 2 Victory Pointsts

LVE III = 6 Victory Points LVL II = 4 Victory Points

> +2+. Each player: -2 Feud tokens OR +1+English armies: Enter at #10. 3 move actions. Discard 1 Feud token AND discard £1

= 2 Victory Points

English armies: Enter at #8. 3 move actions. Dice assigned to a LVL I slot = 2 Victory Points +2+. Each player may: -1 Infantry -1+ +1 Feud token

English armies: Enter at #9. 1 move action. Dice assigned to a LVL II slot = 4 Victory Points +2 +. Each player: -£3 OR +1 +

English armies: Enter at #9. 2 move actions. +1 +. Each player: -1 Action card OR +1+ Dice assigned to each row: LVL III = 4 Victory Points +1 Feud token LVL I = -1 Victory Point LVE II = 3 Victory Points

```
English armies: Enter at #7. 2 move actions.
                                                                                                                                                                                                                                                                                                                                                                                                                            English armies: Enter at #7. 1 move action.
                                                                                                                                                                                                                                                                                                                                                                                       -1 Victory Point
                                                                                                                                       Dice assigned to the INCOME column:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Dice assigned to the FEUD column:
                     -1 Feud token
                                                                                                                                                                      LVL I = 2 Victory Pointsts
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    LVL I = 2 Victory Pointsts
                                                                                                                                                                                                                                 LVC III = 6 Victory Points
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               LVL III = 6 Victory Points
                                                                                                                                                                                                     LVL II = 4 Victory Points
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   LVL II = 4 Victory Points
                                                                                                                                                                                                                                                                                                                                                          +1-. Each player may: +£4
+3 +. Each player may: -£2
```

token = -1 WP Each troop = -1 VP Each Feud Game ends immediately. Scoring: King James VI comes of age. Each tower house = 2 VPs King James VI = 5 VPs Each territory = 1 WP Each castle = 3 VPs Each city = 4 VPs Each £5 = 1 VP