## RAIDING THE UNITED KINGDOM

You are tired of living in the rough lands, with sterile ground, and long winters... Your ambition has outgrown this place you were born—you must conquer! But first things first: in order to take over England, Wales, and Scotland, you must first strike real terror into the land. Gather your marauders, take sail, and pillage this island!

### **SETUP CHANGES:**

- Place 1 of the unused Clan decks nearby—it is now the UK deck for purposes of the game.
- > Place 1 @ on any 2 Regions of the Map.

#### **RULES CHANGES:**

- > You place on the Map instead of an enemy's : you may place on scotland and ENGLAND when the effect indicates an Action A, and may place on wales when the effect indicates
- The United Kingdom counts as 1 opponent and has 3 Regions: SCOTLAND, ENGLAND, and WALES.
- ➤ Each time you force your opponent (UK) to discard a , move 1 from the UK deck to the UK discard pile.
- ➤ Each time you Pillage a Nearby Island, discard 1 UK .

> When placing the 2nd, 3rd, 4th, etc.

on a Region, draw a random

Number token and resolve the

effect for that Region according to

the chart.

Note: When resolving a Region's effect that tells you to remove an , always remove it from that Region!

#### **SCORING CHANGES:**

- ➤ Gain 1 ☆ for each in the UK discard pile.
- ➤ Gain 4 ☆ for each set of ॐ on each Region.

#### A HUGE BOAT OF MARAUDERS

Only available if there is max. I not on the Map.

Action: Discard I 🌉 to place I 🥩 on each Region.

## VICTORY POINTS THRESHOLD: 55

## **SCENARIO EVENTS**

# COUNTERATTACK OF THE CAVALRY

Remove 1 @ from any 2 Regions (lose 2 \( \text{remove} \) for each one that you cannot remove). Discard 1 UK \( \text{...} \).

# REINFORCEMENTS ON THE ISLAND

2 Shuffle a number of cards from the UK discard pile back into the UK deck equal to the number of your have in your Empire.

## SECURED KEEPS

You may spend up to 3 / to discard 1 UK for each spent.

## ARTHUR'S BRIGADE

Remove 2 \$\tilde{\top}\$ from the Region with the most \$\tilde{\top}\$ (if tied, you choose). Don't lose \$\frac{1}{\top}\$ for ones you can't remove.

## LONDON'S BRIDGE

Draw 3 UK , discard all Location cards, and for each Boost card, resolve the effect of England (reshuffle the Boosts back into the UK deck).

# Barbarian

## SCOTLAND

- **1, 2** Gain 1 **.**
- 3, 4 Remove 1 and lose any
  1 Resource and an additional
  Resource if there are any
  on England. Additionally,
  shuffle back 1 UK from
  discard pile.
- 5 Remove 2 and draw
  5 from UK deck—place
  all cards of 1 chosen type
  into the discard pile, and
  reshuffle the rest.

## WALES

- **1, 2** Gain 1 **\( \)**.
- 3, 4 Remove 1 and lose all Resources of a chosen type. Additionally, shuffle back 1 UK from discard pile.
- Remove 2 @ and immediately Pillage any Nearby Island for free.

# AE

- ENGLAND
- **1, 2** Gain 1 🥒
- 3, 4 Remove 1 and remove
  1 random from your
  hand—if it was a Boost card,
  additionally reshuffle 2 UK
  cards from discard pile back
  into the UK deck. Lose 2 
  for each one that you cannot
  discard.
- 5 Remove 2 @ and gain 2 @ and 1 .