Scotland Survey Expedition

Development history of a custom adversary by JoshuaR

Table of contents

1. Initial design goals
2. Version-wise analysis
3. Component-wise analysis
   a. Escalation
   b. Invader deck
   c. Setup pieces
   d. Rules modifications
   e. Level 6

Current/final version (July 2025)

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Advanced Outposts: After Exploring, on each board, add 1 in the highest-numbered land without Invaders. *(This can happen during Setup).*

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (2)	9 (3/3/3)	**Secure the Coasts:** Replace the 2nd Stage I card with "Coastal Lands" and the 4th Stage II card with "Coastal Lands+" (1c1-222C-33333). Invader cards with "+" add +1 in each land successfully explored.
2 (4)	10 (3/4/3)	**Map the Interior:** Replace the 2nd Stage II card with "Inland Lands" and the 2nd Stage III card with "Inland Lands+" (1c1-2n2C-3N333).
3 (6)	10 (4/3/3)	**Scout Teams:** Except during Setup, Explore actions add +1 in the highest-numbered land successfully explored.
4 (7)	11 (4/4/3)	**Faster Timetable:** Remove the third Stage I Invader Card (1-c2n2C-3N333).
5 (8)	12 (4/4/4)	**Heavy Handed:** Replace the first Stage I card with a Stage II card and replace the last Stage II card with a Stage III card (2c2n-3C3N333).
6 (10)	13 (4/5/4)	**Fortify:** Except during Setup, after Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within 1.

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Initial design goals

- An adversary with minimal rules upkeep during play
  - Don’t modify building or ravaging
  - No ongoing tracking, i.e. pieces with extra health
- Give players time to experience the late game version of their spirits
  - Don’t reduce total invader card count
  - Difficult for players to win quickly (at least at high levels)
- Good amount of resilience/rubber-banding, at high level
  - Something like Scotland 6 that adds buildings inland but in not-immediately-threatening ways
- Key idea: bespoke invader cards like Salt Mines
  - Ideas for special invader cards: inland lands, all lands, lands with presence, lands with Dahan

Summary of goals:

1. Minimal rules upkeep
2. Time to experience the late game
3. Resilience at high level

Version 1

Goals:

1. Minimal rules upkeep
2. Time to experience the late game
3. Resilience at high level

Only setup effects, except L6

Inland card present

Coastal+ and *Inland+* do double explore and double build

Only setup changes

Large invader deck

Resilience

SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
Fortify Positions: In the lowest and highest numbered lands with 1/, upgrade 1 if possible, otherwise upgrade 1 1.

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (4)	10 (3/3/4)	**Advanced Outpost:** During setup, on each board add 1 to the highest-numbered land with no explorers, and add 1 to the lowest-numbered land with no explorers.
2 (5)	11 (3/4/4)	**Secure the Coasts (I):** When making the Invader Deck, replace the 1st stage I card with "Coastal Lands" but do not remove any stage III cards. (1c1-2222-3333333).
3 (6)	12 (4/4/4)	**Map the Interior (I):** When making the Invader Deck, replace the 1st stage II with "Inland lands" (1c1-2n22-333333)
4 (7)	13 (4/4/5)	**Secure the Coasts (II):** When making the Invader Deck, replace the 1st stage III card with "Coastal lands+" (1c1-2n22-C33333). (Coastal lands+ explores and builds twice.)
5 (8)	14 (4/5/5)	**Map the Interior (II):** When making the Invader Deck, replace the 4th stage III card with "Inland lands+" (1c1-2n22-C33N33). (Inland lands+ explores and builds twice.)
6 (10)	15 (5/5/5)	**Overlook nothing:** After advancing invader cards, add an explorer to the lowest and highest numbered lands with no invaders.

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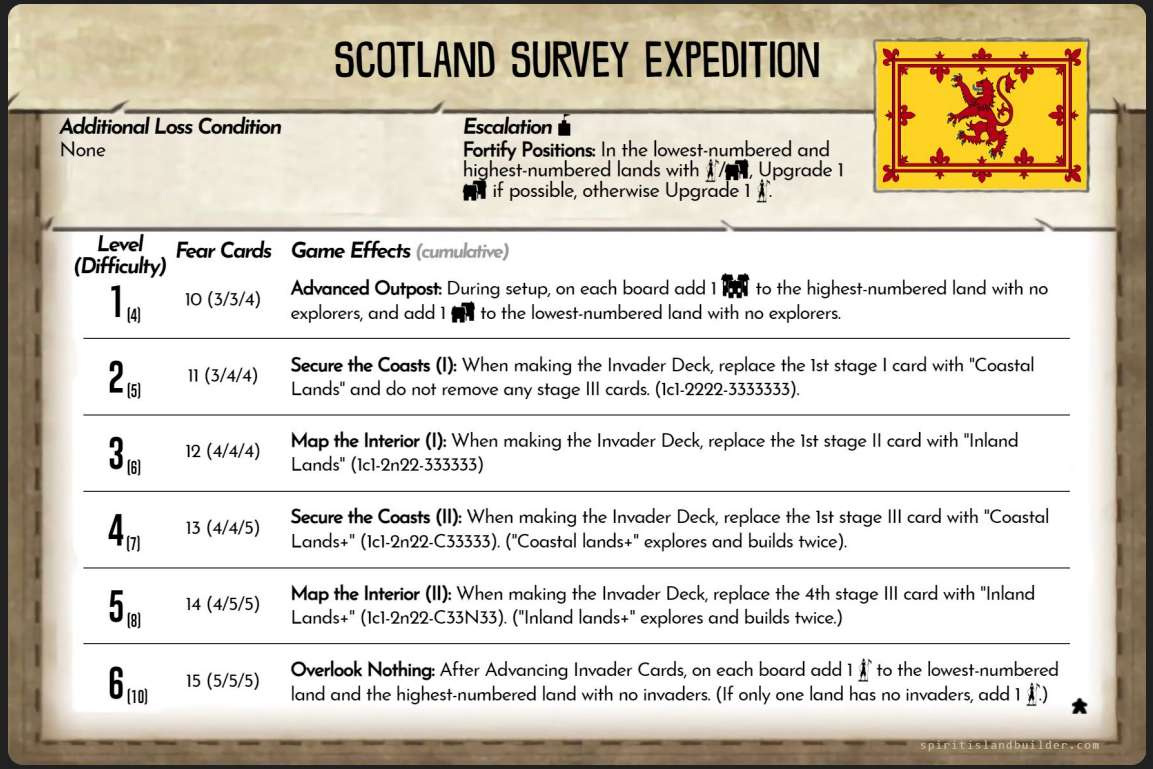
Version 2

Flag icon added

Small clarifications and edits (capitalization, etc.)

Note: *Inland* is a stage 2 card, and *Coastal+* and *Inland+* are stage 3 cards for the purposes of events etc.



SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
Fortify Positions: In the lowest-numbered and highest-numbered lands with /, Upgrade 1 if possible, otherwise Upgrade 1 .

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (4)	10 (3/3/4)	**Advanced Outpost:** During setup, on each board add 1 to the highest-numbered land with no explorers, and add 1 to the lowest-numbered land with no explorers.
2 (5)	11 (3/4/4)	**Secure the Coasts (I):** When making the Invader Deck, replace the 1st stage I card with "Coastal Lands" and do not remove any stage III cards. (1c1-2222-3333333).
3 (6)	12 (4/4/4)	**Map the Interior (I):** When making the Invader Deck, replace the 1st stage II card with "Inland Lands" (1c1-2n22-333333)
4 (7)	13 (4/4/5)	**Secure the Coasts (II):** When making the Invader Deck, replace the 1st stage III card with "Coastal Lands+" (1c1-2n22-C33333). ("Coastal lands+" explores and builds twice).
5 (8)	14 (4/5/5)	**Map the Interior (II):** When making the Invader Deck, replace the 4th stage III card with "Inland Lands+" (1c1-2n22-C33N33). ("Inland lands+" explores and builds twice.)
6 (10)	15 (5/5/5)	**Overlook Nothing:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land and the highest-numbered land with no invaders. (If only one land has no invaders, add 1 .)

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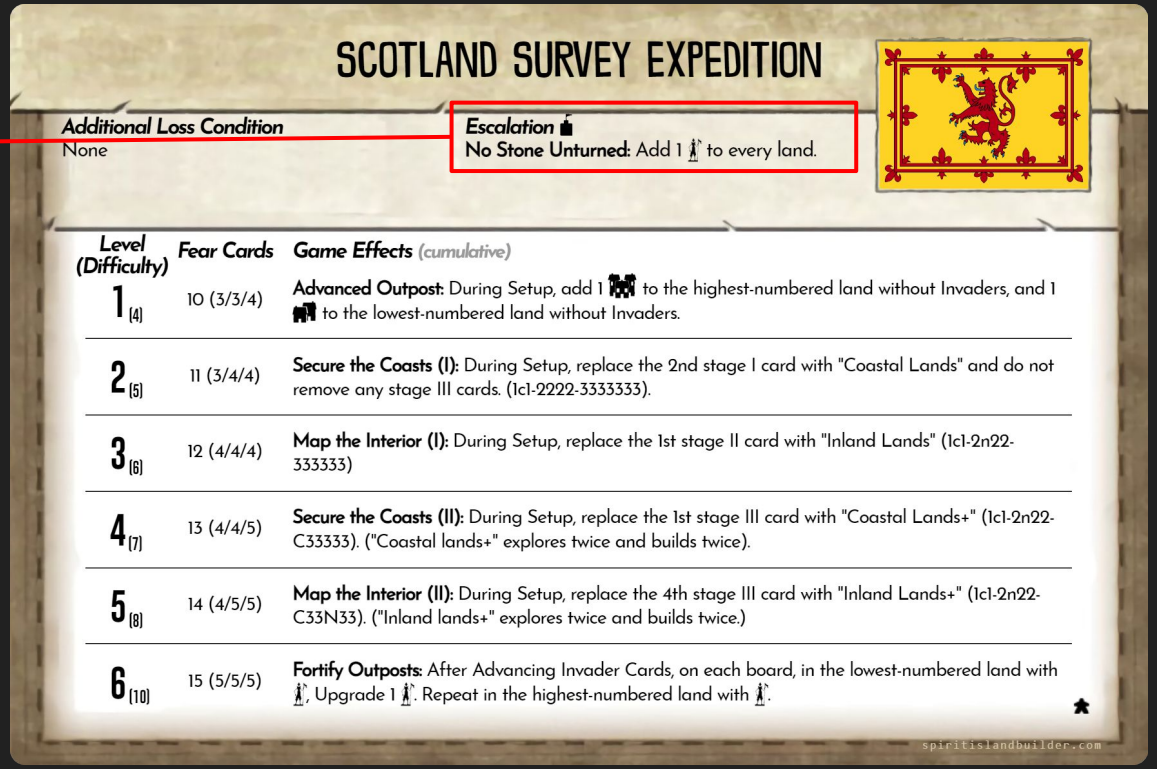
Version 4

Completely new escalation. This was tried for many versions, but eventually abandoned because it just cluttered the board with too many explorer pieces.



SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
No Stone Unturned: Add 1 to every land.

Level (Difficulty)	*Fear Cards*	*Game Effects (cumulative)*
1 (4)	10 (3/3/4)	**Advanced Outpost:** During Setup, add 1 to the highest-numbered land without Invaders, and 1 to the lowest-numbered land without Invaders.
2 (5)	11 (3/4/4)	**Secure the Coasts (I):** During Setup, replace the 2nd stage I card with "Coastal Lands" and do not remove any stage III cards. (1c1-2222-3333333).
3 (6)	12 (4/4/4)	**Map the Interior (I):** During Setup, replace the 1st stage II card with "Inland Lands" (1c1-2n22-333333)
4 (7)	13 (4/4/5)	**Secure the Coasts (II):** During Setup, replace the 1st stage III card with "Coastal Lands+" (1c1-2n22-C33333). ("Coastal lands+" explores twice and builds twice).
5 (8)	14 (4/5/5)	**Map the Interior (II):** During Setup, replace the 4th stage III card with "Inland Lands+" (1c1-2n22-C33N33). ("Inland lands+" explores twice and builds twice.)
6 (10)	15 (5/5/5)	**Fortify Outposts:** After Advancing Invader Cards, on each board, in the lowest-numbered land with , Upgrade 1 . Repeat in the highest-numbered land with .

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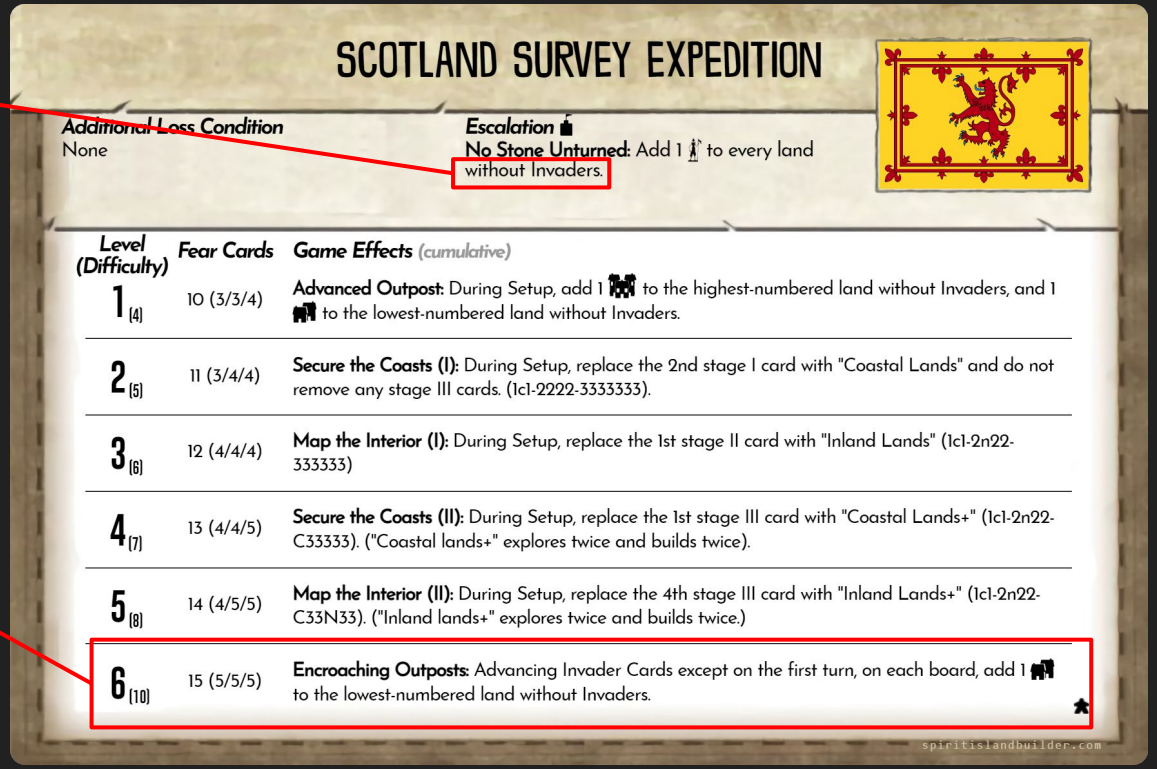
Version 5

Trying a slightly different version of the escalation, but still adds too many random explorers.

Trying a version of L6 which is very similar to Scotland 6, i.e. add a town per turn in a land which is not an immediate threat in terms of building or ravaging. While the placement of the town is different in the final version, this is remarkably similar to the final L6, despite intermediate versions trying other things.



SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
No Stone Unturned: Add 1 to every land without Invaders.

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (4)	10 (3/3/4)	**Advanced Outpost:** During Setup, add 1 to the highest-numbered land without Invaders, and 1 to the lowest-numbered land without Invaders.
2 (5)	11 (3/4/4)	**Secure the Coasts (I):** During Setup, replace the 2nd stage I card with "Coastal Lands" and do not remove any stage III cards. (1c1-2222-3333333).
3 (6)	12 (4/4/4)	**Map the Interior (I):** During Setup, replace the 1st stage II card with "Inland Lands" (1c1-2n22-333333)
4 (7)	13 (4/4/5)	**Secure the Coasts (II):** During Setup, replace the 1st stage III card with "Coastal Lands+" (1c1-2n22-C33333). ("Coastal lands+" explores twice and builds twice).
5 (8)	14 (4/5/5)	**Map the Interior (II):** During Setup, replace the 4th stage III card with "Inland Lands+" (1c1-2n22-C33N33). ("Inland lands+" explores twice and builds twice.)
6 (10)	15 (5/5/5)	**Encroaching Outposts:** Advancing Invader Cards except on the first turn, on each board, add 1 to the lowest-numbered land without Invaders.

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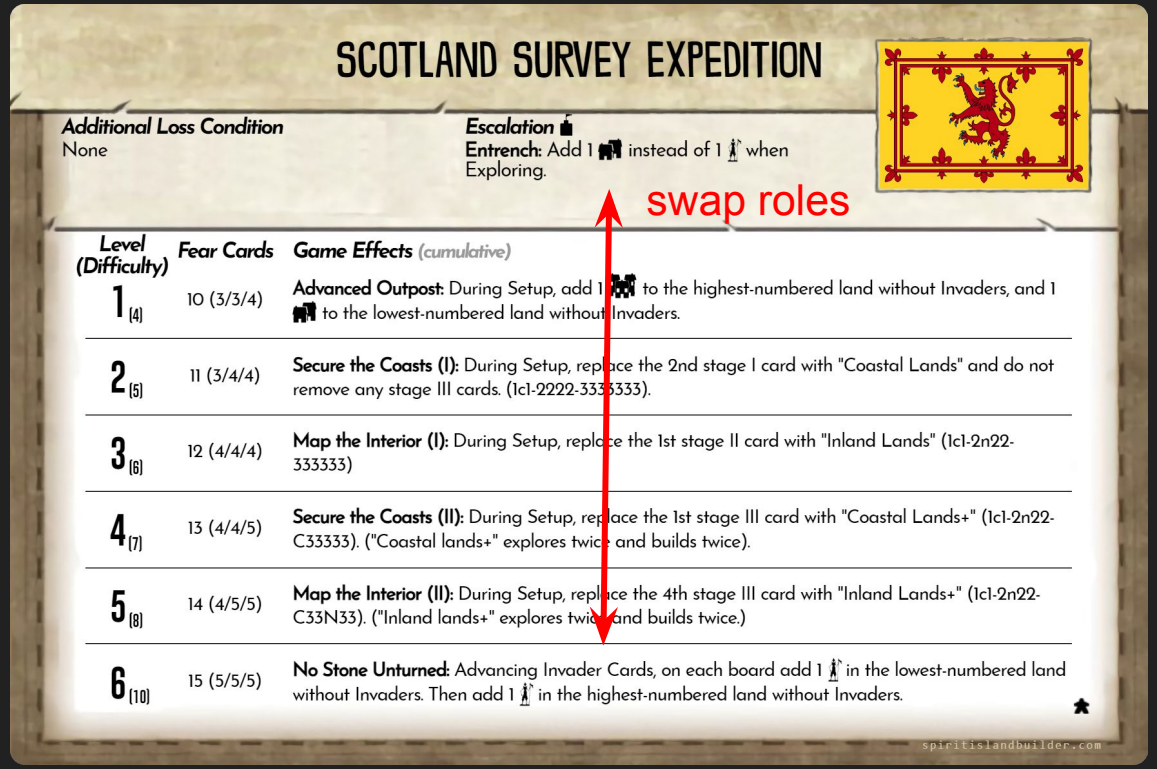
Version 6

Experimenting with swapping roles of escalation and L6 (now escalation adds towns, while L6 adds explorers).



SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
Entrench: Add 1 instead of 1 when Exploring.

swap roles

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (4)	10 (3/3/4)	**Advanced Outpost:** During Setup, add 1 to the highest-numbered land without Invaders, and 1 to the lowest-numbered land without Invaders.
2 (5)	11 (3/4/4)	**Secure the Coasts (I):** During Setup, replace the 2nd stage I card with "Coastal Lands" and do not remove any stage III cards. (1c1-2222-3333333).
3 (6)	12 (4/4/4)	**Map the Interior (I):** During Setup, replace the 1st stage II card with "Inland Lands" (1c1-2n22-333333)
4 (7)	13 (4/4/5)	**Secure the Coasts (II):** During Setup, replace the 1st stage III card with "Coastal Lands+" (1c1-2n22-C33333). ("Coastal lands+" explores twice and builds twice).
5 (8)	14 (4/5/5)	**Map the Interior (II):** During Setup, replace the 4th stage III card with "Inland Lands+" (1c1-2n22-C33N33). ("Inland lands+" explores twice and builds twice.)
6 (10)	15 (5/5/5)	**No Stone Unturned:** Advancing Invader Cards, on each board add 1 in the lowest-numbered land without Invaders. Then add 1 in the highest-numbered land without Invaders.

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Version 7

Goals:
1. Minimal rules upkeep
2. Time to experience the late game
3. Resilience at high level

Back to previous version of escalation

Major change: Inland+ and Coastal+ now add an explorer and town when exploring (instead of double explore + double build)

Explorer+Town explore is significantly different than single explorer in terms of disrupting builds, which means it often makes the ravage a real problem, but doesn't require any rules modification/reading the board in a nonstandard way

New version of resilience in L6, trying to add more towns and cities in inland lands

SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
No Stone Unturned: Add 1 to every land.

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (4)	10 (3/3/4)	**Advanced Outpost:** During Setup, add 1 to the highest-numbered land without Invaders, and 1 to the lowest-numbered land without Invaders.
2 (5)	11 (3/4/4)	**Secure the Coasts (I):** During Setup, replace the 2nd stage I card with "Coastal Lands" and do not remove any stage III cards. (1c1-2222-3333333).
3 (6)	12 (4/4/4)	**Map the Interior (I):** During Setup, replace the 1st stage II card with "Inland Lands" (1c1-2n22-333333)
4 (7)	13 (4/4/5)	**Secure the Coasts (II):** During Setup, replace the 1st stage III card with "Coastal Lands+" (1c1-2n22-C33333). "Coastal lands+" adds 1 and 1 when Exploring.)
5 (8)	14 (4/5/5)	**Map the Interior (II):** During Setup, replace the 4th stage III card with "Inland Lands+" (1c1-2n22-C33N33). ("Inland lands+" adds 1 and 1 when Exploring.)
6 (10)	15 (5/5/5)	**Fortify:** After Advancing Invader Cards, in the highest-numbered land with / that doesn't match a Ravage or Build Card, Upgrade the smallest Invader.

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Version 11

Different version of resilience at 6, but this ran into issues with the back-to-backs, i.e. it often adds invaders in lands that are about to ravage or build

SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
No Stone Unturned: Add 1 to every land.

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (3)	10 (3/3/4)	**Advanced Outpost:** During Setup, add 1 to the highest-numbered land without Invaders, and 1 to the lowest-numbered land without Invaders.
2 (4)	11 (3/4/4)	**Map the Interior (I):** During Setup, replace the 2nd stage II card with "Inland Lands" (111-2n22-33333)
3 (5)	12 (4/4/4)	**Map the Interior (II):** During Setup, replace the 3rd stage III card with "Inland Lands+" (111-2n22-33N33). ("Inland lands+" adds 1 and 1 when Exploring.)
4 (7)	13 (4/4/5)	**Secure the Coasts (I):** During Setup, remove another stage II card and replace the 2nd stage I card with "Coastal Lands" (1c1-2n2-33N33).
5 (8)	14 (4/5/5)	**Secure the Coasts (II):** During Setup, replace the 1st stage III card with "Coastal Lands+" (1c1-2n2-C3N33). "Coastal lands+" adds 1 and 1 when Exploring.)
6 (10)	15 (5/5/5)	**Fortify:** After Advancing Invader Cards, on each board add 1 in the land with the fewest Invaders matching the top card of the discard pile. If tied, add it in the lowest-numbered land.

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Version 12

Abandoned “Add an explorer to every land” escalation

Invader deck stuff is rearranged, but not overhauled

SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
Establish Ports: Add 1 to the Coastal land with the fewest Invaders. In case of a tie, add it to the lower-numbered land.

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (3)	10 (3/3/4)	**Advanced Outpost:** During Setup, add 1 to the highest-numbered land without Invaders, and 1 to the lowest-numbered land without Invaders.
2 (4)	11 (3/4/4)	**Map the Interior (I):** Remove "Coastal Lands,", and replace the second stage II card with "Inland Lands" (111-2n2-33333)
3 (5)	12 (4/4/4)	**Map the Interior (II):** Replace the 3rd stage III card with "Inland Lands+" (111-2n2-33N33). ("Inland lands+" adds 1 and 1 when Exploring.)
4 (7)	13 (4/4/5)	**Secure the Coasts (I):** Replace the 2nd stage I card with "Coastal Lands" (1c1-2n2-33N33).
5 (8)	14 (4/5/5)	**Secure the Coasts (II):** Replace the 1st stage III card with "Coastal Lands+" (1c1-2n2-C3N33). "Coastal lands+" adds 1 and 1 when Exploring.)
6 (10)	15 (5/5/5)	**Fortify:** After Advancing Invader Cards, on each board add 1 in the land with the fewest Invaders matching the top card of the Invader discard pile. In case of a tie, add it to the lower-numbered land.

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Version 13

Down to just one extra town for setup

New version of level 6, this basically matches the final version already.

SCOTLAND SURVEY EXPEDITION

Additional Loss Condition
None

Escalation
Establish Ports: Add 1 to the Coastal land with the fewest . In case of a tie, add it to the land with fewer Invaders.

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (3)	10 (3/3/4)	**Advanced Outpost:** During Setup, on each board add 1 to the highest-numbered land without Invaders.
2 (4)	11 (3/4/4)	**Map the Interior (I):** Remove "Coastal Lands,", and replace the second stage II card with "Inland Lands" (111-2n2-33333)
3 (5)	12 (4/4/4)	**Map the Interior (II):** Replace the 3rd stage III card with "Inland Lands+" (111-2n2-33N33). ("Inland lands+" adds 1 and 1 when Exploring.)
4 (7)	13 (4/4/5)	**Secure the Coasts (I):** Replace the 2nd stage I card with "Coastal Lands" (1c1-2n2-33N33).
5 (8)	14 (4/5/5)	**Secure the Coasts (II):** Replace the 1st stage III card with "Coastal Lands+" (1c1-2n2-C3N33). "Coastal lands+" adds 1 and 1 when Exploring.)
6 (10)	15 (5/5/5)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card.

Version 14

Adding a second town in setup

First version of extra explorers to address the “back-to-back issue.”

To clarify: since this adversary adds in a *Coastal* or *Inland* card basically every other Invader card, at least one land is often ravaging and building. This is very hard for the player if they can’t deal with the land, and very easy if they can.

In particular, when a land is empty and has Dahan, if it gets explored, the explorer will die in Ravage with no input from players before building.

The second explorer added by level 4 means players have to deal with the land by moving an explorer or defending.

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Establish Ports: Add 1 to the Coastal land with the fewer Invaders.

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (2)	10 (3/3/4)	**Advanced Outposts (I):** During Setup, on each board add 1 to the highest-numbered land without Invaders.
2 (4)	10 (3/4/3)	**Secure the Coasts:** Replace the 2nd stage I card with "Coastal Lands" and the the 1st stage III card with "Coastal Lands+" (1c1-222-C3333). "Coastal lands+" adds 1 and 1 when Exploring.
3 (6)	10 (4/3/3)	**Map the Interior:** Replace the second stage II card with "Inland Lands" and the 3rd stage III card with "Inland Lands+" (1c1-2n2-C3N33). "Inland lands+" adds 1 and 1 when Exploring.
4 (7)	11 (4/4/3)	**Scout Teams:** Except during Setup, after Invaders successfully explore a land with no Invaders, add 1 .
5 (9)	12 (4/4/4)	**Advanced Outposts (II):** During Setup, after Advanced Outposts (I), on each board add 1 to the highest-numbered land without Invaders.
6 (10)	13 (4/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card.

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Version 15

Trying a different escalation, didn't work out

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Establish Ports: On each board, Upgrade 1 in a Coastal land, or if not possible, Upgrade 1 instead. Then repeat this.

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (2)	10 (3/3/4)	**Advanced Outposts (I):** During Setup, on each board add 1 to the highest-numbered land without Invaders.
2 (4)	10 (3/4/3)	**Secure the Coasts:** Replace the 2nd stage I card with "Coastal Lands" and the the 1st stage III card with "Coastal Lands+" (1c1-222-C3333). "Coastal lands+" adds 1 and 1 when Exploring.
3 (6)	10 (4/3/3)	**Map the Interior:** Replace the second stage II card with "Inland Lands" and the 3rd stage III card with "Inland Lands+" (1c1-2n2-C3N33). "Inland lands+" adds 1 and 1 when Exploring.
4 (7)	11 (4/4/3)	**Scout Teams:** Except during Setup, after Invaders successfully explore a land with no Invaders, add 1 .
5 (9)	12 (4/4/4)	**Advanced Outposts (II):** During Setup, after Advanced Outposts (I), on each board add 1 to the highest-numbered land without Invaders.
6 (10)	13 (4/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card.

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Version 16

Final version of 6 reached

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Advanced Outposts: After Exploring, on each board, add 1 in the highest-numbered land without Invaders.

Level (Difficulty)	*Fear Cards*	*Game Effects* (cumulative)
1 (2)	9 (3/3/3)	**Map the Interior:** Replace the second Stage II card with "Inland Lands," and replace the third Stage III card with "Inland Lands+" (111-2n2-33N33). "Inland Lands+" adds an addition when Exploring.
2 (3)	10 (3/3/4)	**Secure the Coasts:** Replace the 2nd Stage I card with "Coastal Lands" and the 1st Stage III card with "Coastal Lands+" (1c1-2n2-C3N33). "Coastal Lands+" adds an additional when Exploring.
3 (5)	11 (3/4/4)	**Faster Timetable:** Remove the second Stage I card. (1c-2n2-C3N33)
4 (6)	12 (4/4/4)	**Heavy Handed:** Replace the first Stage I card with a Stage II card and replace the last Stage II card with a Stage III card (2c2n-3C3N33).
5 (8)	13 (4/4/5)	**Scout Teams:** Except during Setup, after Invaders successfully explore a land with no Invaders, add 1 .
6 (10)	14 (4/5/5)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within 1.

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Version 17

Final version of escalation reached, modulo minor wording changes

Starting to think about the adversary at lower levels than 6, making sure the build up of the invader deck is coherent at every level, but the level 5-6 experience isn't changing from this rearranging

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Advanced Outposts: After Exploring, on each board, add 1 in the highest-numbered land without Invaders *(even if an escalation happens during setup).*

Level (Difficulty)	Fear Cards	Game Effects (cumulative)
1 (2)	9 (3/3/3)	**Secure the Coasts:** Replace the 2nd Stage I card with "Coastal Lands" and the 1st Stage III card with "Coastal Lands+" (1c1-222-C3333) "Coastal Lands+" adds an additional when Exploring.
2 (3)	10 (4/3/3)	**Map the Interior:** Replace the second Stage II card with "Inland Lands," and replace the third Stage III card with "Inland Lands+" (1c1-2n2-C3N33). "Inland Lands+" adds an addition when Exploring.
3 (5)	11 (4/4/3)	**Scout Teams:** Except during Setup, after Invaders successfully explore a land with no Invaders, add 1 .
4 (6)	12 (4/4/4)	**Faster Timetable:** Remove the third Stage I Invader Card (1-c2n2-C3N33).
5 (8)	13 (5/4/4)	**Heavy Handed:** Replace the first Stage I card with a Stage II card and replace the last Stage II card with a Stage III card (2c2n-3C3N33).
6 (10)	14 (5/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within .

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Version 19

Trying a version without Scout Teams extra explorers, but they came back later

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Advanced Outposts: After Exploring, on each board, add 1 in the highest-numbered land without Invaders. *(This can happen during setup).*

Level (Difficulty)	*Fear Cards*	***Game Effects*** *(cumulative)*
1 (2)	9 (3/3/3)	**Secure the Coasts:** Replace the 2nd Stage I card with "Coastal Lands" and the 4th Stage II card with "Coastal Lands+" (1c1-222C-33333). "Coastal Lands+" adds an additional when Exploring.
2 (3)	10 (4/3/3)	**Map the Interior:** Replace the second Stage II card with "Inland Lands," and replace the second Stage III card with "Inland Lands+" (1c1-2n2C-3N333). "Inland Lands+" adds an additional when Exploring.
3 (5)	11 (4/4/3)	**Faster Timetable:** Remove the first Stage II Invader Card (1c1-n2C-3N333).
4 (6)	12 (4/4/4)	**Heavy Handed:** Replace the Stage II card with a Stage III card (1c1-n3C3N333).
5 (8)	13 (5/4/4)	**Aggression:** Replace the Stage I cards with Stage II cards (2c2-n3C3N33).
6 (10)	14 (5/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within 1.

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Version 20

“Scout Teams” extra explorers are back, but now only in lands with Dahan, since those are the ones players get solved for free.

This had a major unintended consequences, though. This makes players want to get rid of Dahan from empty lands, even if sometimes it means killing them rather than moving them.

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1

Additional Loss Condition
None

Escalation
Advanced Outposts: After Exploring, on each board, add 1 in the highest-numbered land without Invaders. *(This can happen during setup).*

Level (Difficulty)	*Fear Cards*	***Game Effects*** *(cumulative)*
1 (2)	9 (3/3/3)	**Secure the Coasts:** Replace the 2nd Stage I card with "Coastal Lands" and the 4th Stage II card with "Coastal Lands+" (1c1-222C-33333) "Coastal Lands+" adds an additional when Exploring.
2 (3)	10 (4/3/3)	**Map the Interior:** Replace the second Stage II card with "Inland Lands," and replace the second Stage III card with "Inland Lands+" (1c1-2n2C-3N333). "Inland Lands+" adds an additional when Exploring.
3 (5)	11 (4/4/3)	**Scout Teams:** Except during Setup, after Invaders successfully explore a land with and no Invaders, add 1 .
4 (6)	12 (4/4/4)	**Faster Timetable:** Remove the third Stage I Invader Card and the last Stage III Invader Card (1-c2n2C-3N33).
5 (8)	13 (5/4/4)	**Heavy Handed:** Replace the first Stage I card with a Stage II card and replace the last Stage II card with a Stage III card (2c2n-3C3N33).
6 (10)	14 (5/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within .

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Version 22

A different version of Scout Teams. No longer cares about Dahan, but skips for *Coastal+* and *Inlands+*, since those get a town anyway.

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6 (10)	13 (4/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within .

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Version 23

Basically final version of Scout Teams reached - extra explorer in highest # land per board. This doesn't always resolve the back-to-back issue, but sometimes it does, and it generally just adds a little bit more pressure to disrupting builds.

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3 (5)	10 (4/3/3)	**Scout Teams:** Except during Setup, when Invaders Explore, on each board add 1 additional to the highest-numbered land successfully explored.
4 (6)	11 (4/4/3)	**Faster Timetable:** Remove the third Stage I Invader Card and the last Stage III Invader Card (1-c2n2C-3N33).
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6 (10)	13 (4/5/4)	**Fortify:** After Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within .

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Version 29

The extra explorer reduces some free solves from back-to-backs

Goals:
1. Minimal rules upkeep
2. Time to experience the late game
3. Resilience at high level

Short summary of “+” invader cards now tucked into level 1

No longer removing an extra stage 3 card, to give more possibility for late game finishes

1, 2, 4, 5 are only Invader deck setup

Even at 5-6, the invader deck still has 11 total cards, only 1 less than “base”

Adding a “non-threatening” town per turn gives a lot of resilience

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3 (6)	10 (4/3/3)	**Scout Teams:** Except during Setup, Explore actions add +1 in the highest-numbered land successfully explored.
4 (7)	11 (4/4/3)	**Faster Timetable:** Remove the third Stage I Invader Card (1-c2n2C-3N333).
5 (8)	12 (4/4/4)	**Heavy Handed:** Replace the first Stage I card with a Stage II card and replace the last Stage II card with a Stage III card (2c2n-3C3N333).
6 (10)	13 (4/5/4)	**Fortify:** Except during Setup, after Advancing Invader Cards, on each board add 1 to the lowest-numbered land not matching an Invader card, if there is a / within 1.

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Escalation

Trying coastal stuff

v1-2

Escalation
Fortify Positions: In the lowest-numbered and highest-numbered lands with /, Upgrade 1 if possible, otherwise Upgrade 1 .

v3-4

Escalation
No Stone Unturned: Add 1 to every land.

v5

Escalation
No Stone Unturned: Add 1 to every land without Invaders.

v6

Escalation
Entrench: Add 1 instead of 1 when Exploring.

v7-11

Escalation
No Stone Unturned: Add 1 to every land.

Adding so many explorers lead to clutter on the board

v12

Escalation
Establish Ports: Add 1 to the Coastal land with the fewest Invaders. In case of a tie, add it to the lower-numbered land.

v13

Escalation
Establish Ports: Add 1 to the Coastal land with the fewest . In case of a tie, add it to the land with fewer Invaders.

v14

Escalation
Establish Ports: Add 1 to the Coastal land with the fewer Invaders.

v15

Escalation
Establish Ports: On each board, Upgrade 1 in a Coastal land, or if not possible, Upgrade 1 instead. Then repeat this.

v16-29 (latest)

Escalation
Advanced Outposts: After Exploring, on each board, add 1 in the highest-numbered land without Invaders. *(This can happen during Setup).*

Setup towns from v15 turned into this escalation

Setup pieces

The simplest way to add difficulty without adding rules upkeep

v1 - None

v4-12: (L1) City in highest # land without Invaders, Town in lowest # land without Invaders

v13: (L1) Town in highest # land without Invaders

v14-15: (L1) Town in highest # land without Invaders, (L5) town in highest # land without Invaders

v16-29: Technically none, but practically at level 5+ the escalation happens in setup so there is a town in the highest # land without Invaders from that

The Invader deck - another simple way to add difficulty purely through setup

Coastal(+), Inlands(+)

v1-6: *Coastal+* and *Inland+* are double explore & double build

v7: *Coastal+* and *Inland+* now add explorer & town when exploring, no modification to building.

Explorer + town as an explore effect does a good job of making things feel different, but not requiring the player to read the board any differently in terms of Builds or Ravages

Complete deck (at level 5+)

Changes in red

v1-7: 1c1-2n22-C33N33 (13 cards)

v8-10: 1c1-2n22-C3N33 (12 cards)

v11-15: 1c1-2n2-C3N33 (11 cards)

In v16, the escalation changed and the towns placed in setup transformed into moving up the stage 2 cards and adding them with the escalation.

v16-25: 2c2n-3C3N33 (10 cards)

v26-29: 2c2n-3C3N333 (11 cards)

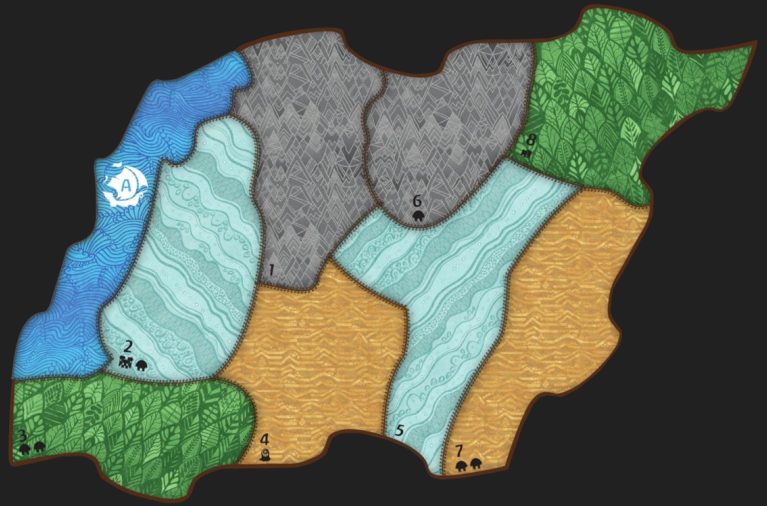
Extra explorers and back-to-backs

Back-to-backs were a recurring theme of discussions of this adversary. With an invader deck of 2c2n-3C3N333, you have a back-to-back Ravage->Build in at least one land almost every turn of the game. As an example, take board A with the following Invader deck order:

Jungle - Coastal - Wetlands - Inlands - Mountain/Sands - Coastal+ - Jungle/Sands - etc.

This results in the following back-to-backs:

Turn	Ravage	Build	Back-to-back
1		Jungle	
2	Jungle	Coastal	3
3	Coastal	Wetlands	2
4	Wetlands	Inland	5
5	Inland	Mountain/Sands	4, 6, 7
6	Mountain/Sands	Coastal	1
7	Coastal	Jungle/Sands	3



Extra explorers and back-to-backs

Back-to-backs are generally undesirable from a game-design perspective because they are very swingy, making them hard to balance.

1. If the players can't deal with the first ravage, the second ravage in that land is very punishing, because it has an extra build and a blight.
2. If the players can deal with the first ravage by destroying the Invaders (e.g. defend+Dahan) then they also get to skip a build and the second ravage.
3. This is particularly exacerbated when the land is empty to begin with and has Dahan. In this situation, if the first explorer is dealt with, the second explorer is deal with "for free" by ravaging in a land with a single Dahan.

(1) was not as much of a concern for me, since players can see these coming with knowledge of the Invader deck, so they have the ability to direct resources towards them

(2) is also not as much of a concern to me, I thought I could add difficulty to appropriately balance this

(3) was the main issue, because it makes it really difficult for the adversary to fight back when the players are slightly ahead.

Extra explorers and back-to-backs

Issue to solve: When a land has Dahan and no Invaders, a back-to-back is too free for players.

The first deliberate attempt to resolve this was in v14, with level 4. This Adversary level went through various changes over the following versions. All versions try to solve the issue by just adding an extra Explorer when exploring, under various conditions.

v14-15: (Level 4) Except during Setup, after Invaders successfully explore a land with no Invaders, add 1 Explorer.

v16: Moved to Level 5

v17: Moved to Level 3

v19: Removed entirely

v20: Except during Setup, after Invaders successfully explore a land with Dahan and no Invaders, add 1 Explorer.

v21: Except during Setup and for Coastal+ and Inlands+ Invader cards, when Invaders successfully Explore a land with no Invaders, add 1 Explorer.

v23-29: Except during Setup, Explore actions add +1 Explorer in the highest-numbered land successfully explored.

Level 6 - Various attempts at implementing resilience

v1-2: After Advancing Invader cards, on each board, **add 1 Explorer** to the lowest and highest # lands with no invaders.

v3: After Advancing Invader Cards, on each board, in the lowest and highest # lands with Explorers, **Upgrade 1 Explorer**.

v5: After Advancing Invader Cards on turn 2+, **add 1 Town** to the lowest # land without Invaders.

v6: *(back to v1-2)*

v7: After Advancing Invader Cards, in the highest # land with Explorer/Town not matching a Ravage/Build card, **Upgrade the smallest Invader**.

v11-12: After Advancing Invader Cards, on each board, **add 1 Town** in the land with fewest Invaders matching the top card of the Invader discard. (Ties in favor of lower #)

v13-15: After Advancing Invader Cards, on each board, **add 1 Town** to the lowest # land not matching an Invader card.

v16-29: After Advancing Invader Cards, on each board, **add 1 Town** to the lowest # land not matching an Invader card, if there is a Town/City within 1 Range.

I hope this was interesting!

If you are interested in giving feedback on this document or adversary, reach out on Discord.

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