

SCOTLAND SURVEY EXPEDITION

BASE DIFFICULTY 1



Special Rule
None

Escalation 1

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 <i>(cumulative)</i>
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 (5)	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.

