

# Juma Al-Joujou Clans of Caledonia INDUSTRIA



## Game Components

### Cardboard



4 Map modules



1 Train map



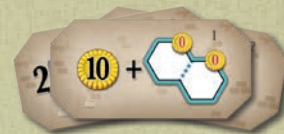
16 Milestone tiles



9 Clan tiles



39 Demand tiles



24 Delivery bonus tiles



7 Starting tiles



1 Passing bonus overlay tile



9 Port bonus tiles



2 Port overlay tiles



9 Scoring tiles



9 Award tiles



9 Farmers market tiles



1 Export contract refill board



12 £20 coins



6 Goods tiles

### Wooden tokens

Goods tokens:



6 Milk



6 Wool



6 Cheese



6 Grain



6 Bread



6 Whisky

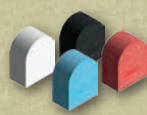
Clan components in the 4 player colors:



4 Trains



4 Mini-trains

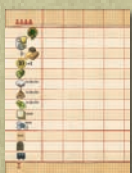


16 Milestones



4 Train stations

### Miscellaneous



Scoresheet pad



4 Player aids



Rulebook



Automa Components  
(listed in Automa rule book)



Other Languages



Tutorial Video




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## Introduction

**Clans of Caledonia: Industria** is set in a time of rapid industrialisation and economic transformation in 19th-century Scotland. The bustling era saw Scotland shift from an agricultural society to a powerhouse of industry and trade. Railways crisscrossed the land, connecting remote areas and facilitating the swift movement of goods and people. Factories sprouted up everywhere, powered by steam engines and driven by the relentless pursuit for innovation.

In this expansion, players navigate the complexities of industrial growth, leveraging new technologies to boost production and expand their influence. Key industries such as textiles and steel take center stage, reflecting the era's dramatic economic shift. Historical clans must adapt to the changing landscape, seizing opportunities to industrialise their operations while continuing to produce and trade traditional agricultural goods, including their renowned whisky.

**Clans of Caledonia: Industria** is the **first expansion** to the game **Clans of Caledonia**. The **base game** is required to play with Industria.

All new modules, variants, and expanded tiles are independently compatible with the base game. Pick your favourites or play with all of them for the ultimate Industria experience! The Train module adds the most complexity, while the Farmers markets introduce moderate complexity. The remaining modules add minimal complexity. All expansion content that adds variety to the base game, such as Clan tiles, Scoring tiles, and Port tiles include a watermark: 

## Setup

The respective modules and variants explain their setup changes in detail. The backside of the expansion player aids serves as a reminder for the general setup steps assuming you play with all modules. This is a short list of the steps:

- 1 Pairs of Clan & Starting tiles (Number of Players + 1)
- 2 5 Scoring tiles
- 3 4 Port tiles
- 4 1 Award tile (Expansion Module)
- 5 Fill the Export contract refill board (Expansion Module)
- 6 Prepare the Export contracts
- 7 Place the Port tiles in the 4 corners of the map
- 8 Place the Passing bonus overlay tile for the Farmers markets (Expansion Module)
- 9 Prepare the Train map including Delivery bonus tiles, Demand tiles, Milestones, Milestone markers and Train stations (Expansion Module)
- 10 Adjust Market prices (Expansion Variant)
- 11 Deal 1 Farmers market to each player and place them in reverse turn order (Expansion Module)
- 12 Clan drafting
- 13 Starting workers
- 14 Placement of Trains (Expansion Module)



14+



1-4



30-120



3.75/5

### Imprint

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## New Concepts

Many of the new Clans, Scoring tiles, Port tiles and other tiles introduce completely new bonuses. Some of these new bonuses refer to new concepts described in the following.

### 4.1 Waterfall Space

Some spaces in the new map modules have rivers starting from a waterfall in a mountain rather than from a loch as in the base game. The river originates at the cross-section of the three spaces' outlines.



**Example:** Space A (mountain with waterfall) is considered neighbouring to both other spaces for all purposes, but space A is not along the river. Spaces B and C are both along the river and adjacent (but not neighbouring) to each other as normal. If a player has units on all 3 spaces, then these are part of the same settlement.

### 4.2 Having 2 Units on the same Space

Several effects in Industria allow you to deploy 1 unit on a space that already contains another unit.

General rules:

- When deploying 1 unit on a space with another unit, don't pay the land cost.
- A player can never have more than 2 units on one space.
- 2 units on the same space are considered neighbouring.
- Each unit counts individually for relevant Scoring tiles and Milestones.
- 1 unit can be removed (via slaughtering, Delivery bonuses etc.) without removing the other.
- Otherwise, treat these extra units as you would in the base game for production and Neighbourhood bonuses.

### 4.3 Units triggering Deployment Bonuses

There are many new ways to deploy units on the game board in this expansion.

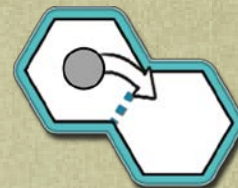
Whenever you deploy a unit **from your player board** onto the game map during your turn **in the Action Phase**, that unit may trigger a Neighbourhood bonus/Farmers market and Building bonus regardless of how it was deployed (i.e. Expand action, Export contract bonus, Port bonus, Delivery bonus, etc.).

**Errata:** As a permanent change to the base game, the above rule permits the **Port tile 7** bonus to trigger a Neighbourhood Bonus/Farmers market as well.



### 4.4 Moving Units on the Game Map

Several effects in Industria allow you to move a unit from one space to another on the map. The terrain of the new space must match the required terrain of the unit being moved. Workers are considered the same type and can be moved to any space with forests or mountains (likewise, Clan MacDonald workers may be moved to and from loch spaces).



**Reminder:** Income from Workers is based on your player board regardless of where Workers are currently placed on the map.

When moving, you do not pay the land cost for the new space. You do not trigger the Neighbourhood bonus, Farmers market, nor Building bonus. If moving across rivers or lochs, you must have the respective Shipping level.

### 4.5 Order of Bonuses

The Neighbourhood bonus, Farmers market and Building bonus can be used in any order during a turn. However, all these bonuses can only be used after the Expand action has been fully resolved. An Expand action is fully resolved once the unit has been deployed on the map, and any land and unit costs have been paid. If there are any related special bonuses for the Expand action (e.g. Clan Sinclair's bonus upgrade), these need to be taken/forfeited before using the Neighbourhood bonus, Farmers market and/or Building bonus.

### 4.6 Deployed Workers

Once Workers are deployed, they are considered the same for all Scoring tiles, Milestones, Port bonuses and Delivery bonus tiles.

### 4.7 Take Merchants back

When gaining a Bonus upgrade through any means, you may alternatively take one of your Merchants back from the Market into your stock instead of hiring a new one. This rule already exists in the base game, and this is a reminder because the expansion offers many more ways to gain Bonus upgrades.



# Modules

## 5.1 Export Contract Refill Board



The Export contract refill board allows players to know which Export contracts will come next, helping them plan ahead more effectively.

During setup, place the Export contract refill board next to the Export board and fill each spot with a face-up Export contract from the draw pile.

During the Preparation Phase, when refilling the Export board, take Export contracts from left to right from the Export contract refill board instead of the Export contract draw pile.



If a player gains the Building bonus, they take the 3 (or 6 for Clan Buchanan) leftmost Export contracts from the Export contract refill board instead of drawing from the Export contract draw pile.

Every time Export contracts are taken from the Export contract refill board, slide all remaining Export contracts to the left and refill the empty boxes with Export contracts from the draw pile.

## 5.2 Award Tiles

Award tiles give players specific goals and are scored during final scoring (when you also perform the Settlement and Export scoring).



During setup, draw 1 random Award tile and place it (with the icons for your player count face up) below the 5th Scoring tile.

At the end of the game, the player who best meets the Award's criteria scores 12 VP (8 VP in a 2-player game), and the second-best player scores 6 VP (0 VP in a 2-player game). Tied players share the points the same way as in the Export scoring.

## 5.3 Farmers Markets

Farmers markets alter the game map by blocking off spaces and providing opportunities for players to sell Goods at a higher price. This price bonus is equivalent to the Neighbourhood bonus.



There are 9 Farmers market tiles: 1 for each pair of Basic good and Processed good. The backside of the tiles serves as a reminder that you can trade up to 4 goods to gain +£2 / +£3 per good traded (see 5.3.3 Gameplay).

### 5.3.1 Setup

During setup, before drafting Clans, deal 1 Farmers market to each player.

In reverse turn order, each player places their Farmers market according to the following restrictions:

- It must be placed on a land space.
- This space must have at least **3 neighbouring** land spaces.
- There must be at least **2 spaces** between it and any other Farmers markets.

**Notes:** If you use the **auction** for Clans & turn order, then place the Farmers market in reverse auction order instead.

We recommend not overthinking this decision in your first few games and just placing the tiles in accessible areas with many neighbouring spaces.



### 5.3.2 Passing Bonus Overlay

When playing with Farmers markets, place the Passing bonus overlay tile (with your player count face up) so that it covers the matching area on the Export board. Its **Passing bonuses are £4 lower than usual.**



You **cannot deploy** units on spaces containing a Farmers market. Whenever you expand to a space **neighbouring** a Farmers market, you may immediately sell up to **4 Goods** of a **single type** shown on the Farmers market tile that is not already covered:

1. Pay any land and unit costs before using the Farmers market.
2. Place up to 4 Merchants on the Market board for the Good you want to sell.
3. Gain the Market value of this Good plus £2 for each Basic good sold, or plus £3 for each Processed good sold. Then, move the Price marker as normal.
4. Place one of the Goods sold onto the corresponding icon on the Farmers market tile.
5. When both icons on a Farmers market are covered, the tile is immediately **removed** and returned to the box (the Goods used to cover the icons on the tile are discarded). Players can now expand onto this space normally.



**Notes:** Farmers markets can only be used during your turn in the Action Phase (not, for example, when deploying starting Workers). Special unit placements that don't trigger Neighbourhood bonuses also do not trigger Farmers markets.

## 5.4 Train Module

This module introduces a new map on which players move their Train to deliver Goods to Towns and Cities, gaining unique bonuses. Players also compete to achieve Milestones that give VP and unlock new areas of the map.

### 5.4.1 Setup

#### Train Map

The map contains 12 locations (10 Towns and 2 Cities) and 2 Tunnels.

#### Overview



- ① Demand tiles refill area
- ② Tunnel
- ③ Milestone tile
- ④ City
- ⑤ Milestone marker
- ⑥ Train
- ⑦ Demand tile
- ⑧ Town
- ⑨ Delivery bonus tile
- ⑩ Delivery track



#### Setup Procedure (3- and 4-player Game)

The setup for a 2-player game is explained later in the section 5.4.6 Adjusted Setup for 2-Player Game.

During setup, before drafting Clans:

1. Use the side of the map showing the 3/4-player icon in the bottom left corner.
2. Shuffle each type of tile and place them face down in separate piles.
  - a. Draw and place 1 **Delivery bonus tile** ⑨ on its designated spot (1 for each City and 1 for each Town).
  - b. Draw and place 1 **Milestone tile** ③ on its designated spot (1 for each City and 1 for each Tunnel).
  - c. Draw and place 1 **Demand tile** ⑦ on its designated spot (1 for each City and 1 for each pair of Towns).
  - d. Place a face-down pile of Demand tiles next to the **Demand tiles refill area** ①.
  - e. Draw and place 4 (for a 4-player game) or 3 (for a 3-player game) Demand tiles face up on the Demand tiles refill area ①.
3. Each player places their 4 Milestone markers on the first 4 spots of the Delivery track and their Train station **on the last spot** ⑩.

At the end of setup after placing the first Workers, in reverse turn order, **each player places their Train** on a **Town** of their choice. You cannot place your Train in the same Town as another player during this initial placement.

**Note:** As you need to move your Train before delivering, you should not place your Train in a location where you want to make your first delivery!

#### 5.4.2 Train Action

Once per round, you may move your Train on the Train map and deliver Goods for a bonus.



As an action, move your Train **1 or 2 locations (cities and/or towns)**. Your Train moves using the railway tracks from one location to an adjacent location. You cannot pass through locked railway tracks unless you've unlocked them by claiming the corresponding Milestone. You **may not** end your movement at the location where you started.

If you move through or end your movement in a location containing other players' Trains, you must pay these players £3. If you don't have enough money, you cannot move through or end your movement in these locations.



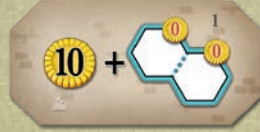
You **must deliver Goods** to the location where you ended your movement. In other words, you are not allowed to move to a location where you cannot deliver Goods.

Once you've made a delivery, tilt your Train on its side so that it is lying flat on the Train map. This Train is now exhausted and cannot be used again this round.



## Delivery Bonus

When **delivering Goods** to a location, pay the Goods matching all those on the Demand tile of this location. Immediately gain or forfeit the **Delivery bonus** of this location. You may gain all, part, or none of the bonus as you wish; however, if a bonus shows an additional cost, you must pay that cost to gain the bonus. Finally, take your leftmost marker from the Delivery track (either a Milestone marker or Train station) and put it next to your player board for now.



## Train Station

After completing your 5th delivery of the game, you must immediately place your Train station before or after resolving the Delivery bonus tile. Your Train station may be placed on any land space of the game map that meets all of the following conditions:

- It is within your reach.
- It contains at least 1 unit from another player.
- It does not contain a Train station yet.
- It is not adjacent to another space with a Train station.

**Note:** In the unlikely event that no spaces on the board meet all 4 conditions, discard your Train station back to the box.

Placing your Train station doesn't cost anything and triggers neither the Neighbourhood bonus nor the Farmers market.

If your Train station is placed on the game map it counts as 1 of your units for all purposes.

If the other player's last unit is removed from the space of the Train station, your Train station remains where it is, and the space is considered to be yours only.

## 5.4.3 Milestone Action

Every time you make a delivery, you unlock one of your Milestone markers. If you have an unlocked Milestone marker in your stock, you can use an action to **claim a Milestone**.



You can only claim a Milestone if you satisfy its condition and haven't claimed it yet.

Place your Milestone marker on the highest scoring spot still available. This Tunnel or City is now **unlocked** for you. If you unlock a Tunnel, it means you can move through it from now on. If you unlock a City, it means you can move through or end your move there from now on.



## Tunnel

Tunnels connect 2 Towns on opposite sides of the Train map. Moving from a Town to another Town through a Tunnel counts as moving 1 location.

When using a Tunnel during your Train action, you gain an **additional Action** after you complete your Train action.



## City

Once unlocked for you, a City works like a regular Town: you can pass through it, or stop on it and deliver Goods.

When delivering to a City, gain 2 Glory in addition to the Delivery bonus.



## 5.4.4 Train Preparation Phase

During the Preparation Phase (except for the first round):

1. Discard the Demand tiles that have been used last round (those with a tilted Train next to it).
2. Replenish the Demand tiles. Starting with Cities, then Towns, place the leftmost Demand tile from the Demand tile refill area into the empty Demand spot with the lowest number (the numbers are increasing from left to right).
3. Slide any remaining tiles from the Demand tile refill area to the left, then refill the empty spots from left to right drawing from the Demand tile pile.
4. Place all Trains upright to show they can be used again this round.



## 5.4.5 Final Scoring

### Delivery Track

Count the empty spots on your Delivery track to see how many deliveries you made during the game. Score 2/5/9/14/20 VP for 1/2/3/4/5 deliveries.



### Milestones

Score VP for each Milestone you placed during the game. Score 8/4/2/0 VP for being 1st/2nd/3rd/4th to claim a Milestone.




### 5.4.6 Adjusted Setup for 2-Player Game

#### Train Map

Use the side of the Train map showing the 2-player icon in the bottom left corner. There are only 2 spots in the Milestone areas awarding 6/2 VP for 1st/2nd.

#### Mini-Train

Each player uses the Mini-train of their player colour in addition to their (normal) Train. 

When players place their Trains during setup, the 2nd player in turn order starts and places either their Train or their Mini-train on a Town. Then, the 1st player in turn order places either their Train or their Mini-train on a Town. Then, the 2nd player can place their remaining Train. Finally, the 1st player places their remaining Train. No Trains can be placed on the same Town as another Train.

#### Train Action

Every time you take a Train action, you must also move your Mini-train. You may move your Train and Mini-train in either order. The Mini-train doesn't make deliveries, and only the bigger Train is tilted to indicate it has been used.

Interaction rules when moving your own Train or Mini-train:

- Your Train and Mini-train may not end their movement in your other Train's location.
- You don't have to pay when your own Trains meet each other.
- When either of your Trains move, you must pay your opponent £3 for each of their Trains your Train meets during its movement. You have to pay your opponent before resolving any delivery. If you cannot fully pay the cost to your opponent, you cannot move through or end your movement in those locations.



## Solo Game

This section refers to the solo variant ("Beat Your Own Score") included in the base game. The solo rules included in the base game are designed for minimal handling and shorter playtime making it ideal for learning the game.

In contrast, the Automa simulates a real player creating a more interactive multiplayer experience. However, it involves additional rules and requires more player management. For detailed Automa rules, please refer to the separate rulebook.

### 6.1 Award Scoring

The way you score the Awards in solo play is altered. During setup you draw one Award card from the Automa components (instead of an Award tile) and place it below the 5th Scoring tile.

The goals on the cards are identical to the multiplayer Award tiles (check Appendix for clarification). Instead of an opponent, you compare how much of the goal you've achieved against the card to score 4 VP, 0 VP, or even lose 4 VP.



### 6.2 Train Map

The Train map can be used for the solo variant of the base game.

#### Setup

Use the side of the Train map for 2 players. Take the 4 Milestone cards from the Automa components and place them on the matching Milestone areas on the Train map to cover the Milestone VP depicted there.



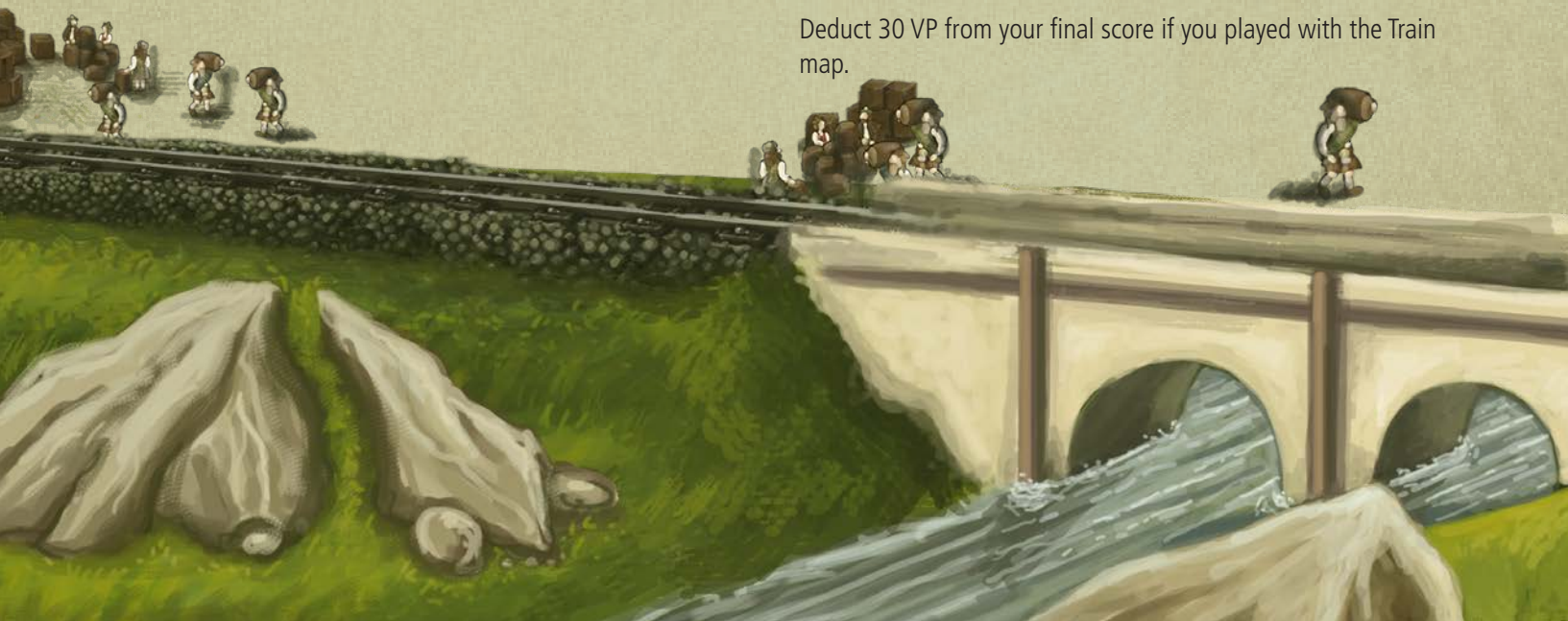
#### Delivery

After delivering to a location (and gaining its Delivery bonus), discard its Delivery bonus tile. Hence, you can deliver to each location only once per game.

You score 10/8/6/4/2 VP for claiming a Milestone in round 1/2/3/4/5. This way, you're rewarded for claiming a Milestone in earlier rounds without actually competing with anyone for the Milestones.

#### Final Scoring

Deduct 30 VP from your final score if you played with the Train map.



# Variants

## 7.1 Variable Starting Market Prices

This variant makes Market prices start at variable values.

During setup, after placing the Price markers on the Market board, roll the price dice for each type of Good. Based on the roll:

- +1 or -1, leave the Price marker on its usual spot
- +2 or +3, move the Price marker up one spot
- -2 or -3, move the Price marker down one spot



5	6	6	11	11	12
4	5	5	10	10	11
4	7	5	9	9	10
	-2/-3	±1	+2/+3		
	1↓	0	1↑		

## 7.2 Alternative Export and Settlement Scoring in a 2 Player Game

The following 2 scoring methods encourage competition by allowing players to stay competitive in Export and Settlement scoring even if one player has a significant lead.

### 7.2.1 Export Scoring

The player who fulfilled the most Export contracts gains 8 VP as normal.

The second player gains **4 VP** if they fulfilled exactly **one Export contract less**, and 0 VP otherwise. In case of a tie, both players gain 4 VP as normal.

### 7.2.2 Settlement Scoring

The player with the most connected Settlements gains 12 VP as normal.

The second player gains **6 VP** if they have **1 or 2 fewer** connected Settlements, and 0 VP otherwise. In case of a tie, both players get 6 VP as normal.

## 7.3 Using Milestones without the full Train Module

These variants allows players to add competition for Milestone scoring without adding the full complexity of the Train module.

As normal, place 4 Milestone tiles on the Train board during setup and score them at the end of the game (see 5.4.5 Final Scoring).

In both of the following variants, Delivery bonus tiles, Trains and Train stations are removed from the game.

### 7.3.1 Using Milestones without the Train module

- Each player places their 4 Milestone markers next to their player board.
- Players may take an action to pay £5 to claim a Milestone.

### 7.3.2 Using Milestones with a simplified Train Module

- Each player places 1 of their Milestone markers next to the Scoring tiles for rounds 1-4 each.
- Use the 3/4 player side of the Train map.
- Place 1 Demand tile next to each Milestone during setup and place 4 Demand tiles face up on the Demand tile refill track.
- In order to claim a Milestone you need to deliver the Goods depicted on the Demand tile next to it. You then gain £15, take your Milestone marker next to the current round Scoring tile (or an earlier Round) and place it on the claimed Milestone.
- During the Preparation Phase (except for the first round), replace all Demand tiles with tiles from the Demand tile refill track and replenish the refill track as normal.

## 7.4 Clan Auction Variants

In addition to the clan auction featured in the base game, you can explore additional variants at:

[karma-games.com/clans-variants](http://karma-games.com/clans-variants)



# Appendix

## 8.1 Awards



1. Most units on the game board
2. Most import Goods of one type
3. Most Glory
4. Most money in stock
5. Most units in a single Settlement
6. Most Basic goods in stock
7. Most Processed goods in stock
8. Most units along rivers
9. Most units next to lochs (units on loch spaces also count toward this goal)

**Example:** In a 2-player game, Blue has 9 Cotton, Red has 11 Sugar canes. Red gains 8 VP, Blue 0 VP.

## 8.2 Milestones

**Note:** All conditions mentioned are minimum conditions.



1. 6 imported Goods of 1 type on fulfilled Export contracts
2. 3 Port tiles claimed
3. Any combination of 5 factories deployed (Cheese dairies, Bakeries and/or Distilleries)
4. 7 Basic goods in stock
5. All Workers deployed
6. 7 Upgrades
7. 2 triangles of 3 spaces with your units in 2 different Settlements
8. 2 types of non-Worker units of which 3 units each are deployed
9. One of each type of unit deployed (all Workers deployed are considered one type, see 4.6)
10. 15 units deployed
11. A Settlement with 6 units
12. 8 units along rivers
13. 5 spaces with your units in a straight line
14. 2 fulfilled Export contracts with at least 3 hops each
15. 5 types of exported Goods and/or Meats on fulfilled Export contracts
16. 2 fulfilled Export contracts with no Direct export bonuses

**Reminder:** Tech upgrades count as 1 each.

## 8.3 Delivery Bonuses

If there are multiple bonuses on a tile, you may take them in any order. If there is a cost, you must pay the cost before gaining the benefit.



1. Gain £10 and up to 2 adjacent free spaces.
2. Expand by placing 1 Field without paying the unit cost (pay only the land cost).
3. Gain £15, a bonus action, and place a city tile on an empty land space in your reach, which is now blocked for the game. Use the backside of an unused Port tile as the city tile.
4. Skip any 2 spaces to expand by placing a non-Field unit without paying its cost (pay only the land cost). Gain an Upgrade. This cannot be combined with any shipping reach.
5. Return 3 Upgrades to gain 2 Processed goods and 2 Basic goods (you can't return a Merchant from the Market). Flipping a Tech upgrade counts as 1 return but gives no money.
6. Move 2 different Price markers one step each and gain £15.
7. Return a Distillery to your player board and pay £5 to gain one of each Good.
8. Discard the top Export contract from your Export box to take one from the Export board without paying/gaining money. Gain 1 Processed and 1 Basic good.
9. Return a Cheese dairy, Bakery, or Distillery to your player board to gain 2 of each Basic good.
10. Immediately process up to 4 Basic goods (no factories needed). \* Clan Fraser may process Wool into Kilts if there's space on its tile.
11. Gain 1 Processed good and a bonus action. During it, you may place one of your unused Port markers next to any Port tile you haven't claimed yet (even out of reach) and gain its bonus.
12. Return 1 animal to your player board and gain £25.
13. Discard 2 Whiskies to gain £40.
14. Gain £10 and move any 1 of your units to an adjacent space twice (same or different units). See 4.4 Moving Units on the Game Map.
15. Gain 1 Processed good, 1 free space and a bonus action.
16. Gain £15, and you may take an Export contract (at normal cost). If you already have one or a pile, place the new Export contract on top of it. You must fulfil the top Export contract first. Clan Buchanan can put 1 Export contract on each of their 2 Export boxes using this bonus.
17. Gain £15 and a Building bonus.
18. Gain £5 and 2 Upgrades.
19. Gain £15, place an available Merchant on any empty space (even out of reach), and pay the land cost to reserve it. The Merchant is not a unit, and you don't own the space for Round scoring, Milestones, or Expanding. When you later deploy a unit there (must be in reach), the land cost is free, and you get the Merchant back into your stock.
20. Take a Trade action to sell up to 4 units of 1 Good type and gain £6 extra per unit sold.
21. Place 3 Merchants in a single buy or sell area on the Market board without buying or selling Goods to gain £20. Move the Price markers accordingly.
22. Place Merchants on the Market board to "buy" up to 2 Goods for free (may be the same or different) that you immediately use to fulfil your Export contract. Move the Price markers accordingly. Reminder: Clan Stewart gains £1 for each type of good traded.
23. Fulfil an Export contract (paying the Goods as normal) and gain £6 per per Cotton, Tobacco or Sugar cane on that Export contract.
24. Return 1 Field to your player board to fulfil an Export contract in your Export box without paying any of the required Goods or Meat.

**Delivery bonus 20, 21, and 22** count as regular Trade actions. Clan Stewart and Clan Douglas gain their usual benefit, and Port bonus tile 6 applies.

**Delivery bonus 22, 23, and 24** count as Fulfil an Export Contract actions. Clan Buchanan may fulfil 2 Export contracts as normal, but may apply the delivery bonus to only 1.

## 8.4 Port Bonus Tiles



10. Ignore 1 required Processed good when fulfilling an Export contract.
11. Deploy an animal for free on the same space as another of your animals.
12. Exchange 1 of your Cheese dairies, Bakeries, or Distilleries on the map with 1 of your Fields from your player board for free.
13. Either pay £10 to gain 2 Tech upgrades, or gain 4 Glory.
14. Discard 4 Processed goods to gain £50.
15. If you have at least 1 Export contract fulfilled, gain 3 Merchant upgrades. As with the Bonus upgrade, you can take a Merchant back from the Market instead of hiring a new one.

**Note:** Port bonus tiles 16 and 17 each provide alternate options when playing with the Train module vs. not. Use the bottom bonus when playing with the Train module; otherwise, use the top. Use a Port overlay tile to cover the half that is not available for your particular game.

16. **Without Train:** 2x: Move any 1 of your units to an adjacent space (same or different units). See 4.4 Moving Units on the Game Map.  
**With Train:** Pay 1 less Processed good or 2 less Basic goods when making a Train delivery.
17. **Without Train:** Deploy a Cheese dairy, Bakery or Distillery for free (pay only the land cost).  
**With Train:** Take your leftmost marker from the Delivery track. If this is your Train station, you must place it immediately (see Train Station on page 6).
18. Pay £25 to fulfil an Export contract without paying any Goods or Meat.

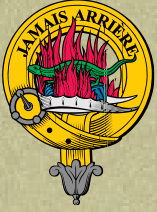
## 8.5 Scoring Tiles



10. Gain 4 Glory per pair of your animals on neighbouring spaces (or on the same space). The animals can be of different types.
11. Gain 2 Glory for each of your Merchants on the Market board.
12. Gain 3 Glory per different type of Good you have in your stock.
13. Gain 3 Glory per pair of your neighbouring units that form a production chain (i.e. Cow + Cheese dairy, Field + Bakery, Field + Distillery, or Sheep + Kilt maker). 1 Field produces 2 Grain, so it can be used for 2 pairs (or even 3 pairs for Clan Gordon).
14. Gain 3 Glory for every 2 of your units on spaces on or adjacent to the central loch. The units themselves do not have to be adjacent to one another.
15. Gain 2 Glory for each of your units on a land space that's not adjacent to any loch space.
16. Gain 3 Glory for every different type of units you have in a single Settlement.
17. Gain 4 Glory for every pair of your adjacent units of the same type on spaces separated by a river.
18. Gain 3 Glory for every Settlement of exactly 2 units.



## 8.6 Clans



As one of Scotland's most powerful medieval clans, Clan Douglas was deeply involved in trade, commerce, and the distribution of goods. You specialise in bulk trading.

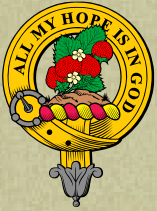
At the start of the game, return 1 of your starting Merchants to the box.

**Bulk Trading:** Each of your Merchants can trade up to 2 Goods of the same type in a single transaction. When placing a Merchant, adjust the Price marker based on the number of Merchants placed, not the number of Goods traded. Whenever you buy or sell a type of Good, gain £2 per pair of Goods traded (when buying, you receive the money after paying for the Goods).

**Example:** You want to buy 3 units of Whisky at the price of £10. You place 2 Merchants on the Market board. Then, you pay £30 for the 3 units as normal but increase the Price marker only 2 steps (one per Merchant used). You now gain £2 for one pair of the Whisky you bought.

**Neighbourhood bonus:** You can buy up to 4 Goods through the Neighbourhood bonus, regardless of player count.

**Strategy:** Exploit the Neighbourhood bonus and Farmers markets to maximise your profits.



Clan Fraser's territories provided access to wool and waterways, supporting textile production and economic activity in northeast Scotland. As mechanised textile production advances, imported cotton begins to replace traditional wool and linen in fabric production resulting in an excess of wool.

**Kiltmakers:** Treat up to 2 of your Workers (each neighbouring a different Sheep) as Kiltmakers.

**Production Phase:** Each Kiltmaker can process 1 Wool into 1 Kilt in addition to generating money as normal. To represent this, place a Wool from your stock onto your Clan tile—this now counts as a Kilt and is no longer considered Wool. You may have a maximum of 2 Kilts at any time.

**Versatile Processed Goods:** During the Action Phase, you may use a Kilt as if it were any type of Processed good (e.g., Cheese, Whisky, or Bread). When discarding a Kilt, return the Wool from your Clan tile to the common stock (not your personal stock).

**Scoring Benefits:** Kilts count as a unique Processed good for all scoring purposes (Scoring tiles, Milestones, Awards, etc.). A Kiltmaker and their neighbouring Sheep form a production chain, making them eligible for Scoring tile 13. Kiltmakers still count as Workers, not factories, for all game effects.

**Cotton Imports Bonus:** Whenever your total imported Cotton reaches or surpasses a multiple of 4, gain 2 Wool. 4 : 2

**Strategy:** Prioritise early Export contracts involving Cotton to trigger Wool bonuses.





Clan Gordon's ancestral lands in Aberdeenshire were a hub for agricultural advancements during the Industrial Revolution. Innovations like the threshing machine and James F. Gordon's combined reaper-binder revolutionised grain production, enhancing efficiency and productivity.

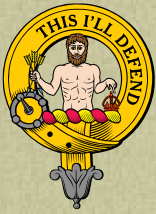
Your Fields have a cost of £15 instead of £18 and produce 1 extra Grain during the Production Phase.

**Silos:** On your Clan board, you have 3 spots for Grain, called Silos. Each Silo can hold up to 1 Grain. During the Production Phase, you can place Grain you just produced on any of your empty Silos. As an Action, you may discard 1 Grain from one of your Silos to gain the following bonuses:

- Silo 1: gain a free space.
- Silo 2: gain a Bonus upgrade.
- Silo 3: gain 1 Wool or 1 Milk.

Grain in your Silos counts as being in your stock. You may remove Grain from your Silo at any time and place it back in your regular stock as a free action.

**Strategy:** Prioritise Grain production to fuel your Silos and invest in factories.



Clan MacFarlane's lands near Loch Lomond connected to the Forth and Clyde Canal facilitating trade and industry in the western Highlands.

You start with river-crossing and 2 Merchant upgrades.

**Canals (a special type of reach):** All spaces along a river that you have a unit adjacent to are considered within your reach (for expanding and connecting Settlements).

When you deploy a unit along a river, you may trigger the Neighbourhood bonus and/or Farmers market for each respective player unit/tile along the same river. Your special reach along rivers does not extend to waterfall spaces (where the river originates in a mountain).

Your Canal abilities require your Shipping to be at least river-crossing or higher (Delivery bonus tile 5 can reduce your number of Upgrades).

**Example:** You have a Cow (A) along the river. You may deploy a Bakery (B) due to your Canal reach. Also, deploying the Bakery triggers both a Neighbourhood bonus with your opponent's Cheese dairy (C) and a Farmer's market (D), as both are also along the same river. You may take advantage of both bonus trades in either order you wish!

**Strategy:** Deploy your starting Workers along the longest rivers and take advantage of Neighbourhood bonuses and Farmers markets as often as possible.

**Note:** Your Canal reach does not combine with your Shipping reach across lochs.





With a strong historical presence in grazing regions, Clan MacGregor relied on agriculture and animal husbandry in the Scottish Highlands.

You start with river-crossing.

**Herds:** A herd consists of 2 or more of your Sheep on adjacent spaces. However, 2 Sheep on the same space do not form a herd.

**Grazing Action (a special type of Expand action):**

- 1. Deploy a unit:** Deploy any non-animal unit on the same space as a Sheep that is part of a herd. You do not pay the land cost. You may not deploy a unit to a Sheep space if that space already has 2 units on it.
- 2. Move the Sheep:** Move this Sheep to any unoccupied grassland space adjacent to another Sheep in the same herd. You do not pay the land cost for this movement. You may cross rivers if your Shipping level is at least river-crossing (Delivery bonus tile 5 can reduce your number of Upgrades).

**Note:** The **Neighbourhood bonus/Farmers market** is triggered only by the unit being deployed, not by the units being moved.

**Restriction:** If you cannot move the Sheep to a legal space in step 2, you cannot perform the Grazing action.

**Sheep Selling Bonus:** At the end of the Production Phase (after producing Wool), you may return 1 Sheep to your player board to gain £15.

**Strategy:** Your herd needs space, so prioritise areas with few or no lochs.

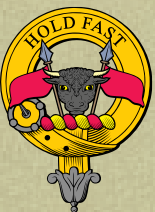


Charles Macintosh, of Clan Mackintosh, partnered in the development of the **hot blast furnace**, an important breakthrough in the iron industry.

**Blast Furnaces:** Each of your Workers also operates a blast furnace in theme. As new factories appear nearby, they create demand for processed materials, increasing your earnings.

Every time you or another player deploys a Worker or a factory (Cheese Dairy, Bakery, or Distillery), you gain £3 if at least one of your Workers is adjacent to that unit. This applies to your starting Workers as well. You receive this bonus **after** the deployed unit and space have been paid.

**Strategy:** Prioritise deploying your Workers.



Based in the Western Isles, Clan MacLeod had strong ties to maritime trade and shipbuilding, essential industries for their coastal territories.

You start with river-crossing.

**Private Shipyards:** During setup, in addition to your Starting tile, you receive four random, unused Port tiles placed face up. These represent your Private Shipyards. On your turn, you may activate a Private Shipyard as a free action. When you do, gain its Port bonus and flip the tile face down to show that Private Shipyard can no longer be used. Finally, gain a Building bonus.

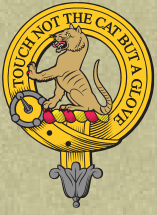
Your Private Shipyards are not considered Port bonus tiles for any effects (e.g. Milestone 2).

**Usage Limit:** The number of used Private Shipyards cannot exceed the number of used Port bonus tiles (i.e. placed Port markers).

**Port Tile 9:** If you activate **Port Tile 9** (from the base game) as one of your Private Shipyards, it allows you to gain the bonus of **any other Private Shipyard you own** even if you already used it.



**Strategy:** Secure valuable early-game Ports quickly to unlock your Private Shipyards as soon as possible.



Known for their expertise in animal husbandry, Clan MacPherson played a key role in breeding Highland cattle and other livestock in the Scottish Highlands.

**Breeding:** After producing Goods at the end of the Production Phase, your animals may breed.

For each animal type (Cows and Sheep), if you have 2 or more of the same type on neighbouring spaces, you may take one additional animal of that type (if available on your player board) and deploy it for free on the space of one of the parent animals.

This new animal does not produce Goods this round as it is still a calf or lamb, but it will produce in future rounds.

**Strategy:** Prioritise Meat Export contracts early so you can return animals to your player board, ensuring you can continue using your breeding ability every round.



Clan Sinclair's historical territories intersected with 19th-century railway lines, and figures like Robert Sinclair contributed to railway development. You excel in railroad-based expansion, allowing you to move efficiently across the landscape.

You start with river-crossing but **cannot upgrade** (or reduce) your Shipping.

**Railroad Reach:** When expanding, you may skip over spaces that are either empty or occupied by other players' units:

### 1. Skipping Land Spaces

- Pay £2 to skip exactly one land space (it does not have to be in a straight line). You may cross a river while doing so.
- After skipping, gain a Bonus upgrade.
- This ability cannot be used to expand into a space that is already within your normal reach.

### 2. Skipping Loch Spaces

- Skip any number of loch spaces, paying £2 per loch space skipped.
- You may also use this ability to claim a Port (as a free action as normal).

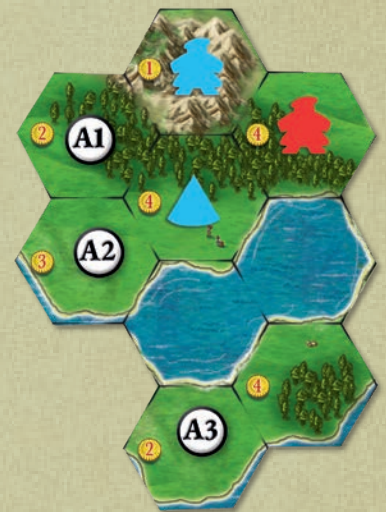
**Example:** Clan Sinclair (red) may use their railroad reach to skip 1 land space to deploy a unit to A1 or A2 by spending £2, then gain their Bonus upgrade. Alternatively, they may spend £4 to skip two loch spaces and deploy a unit to A3.

**Restrictions:** You cannot combine both abilities (skipping land and lochs) to increase your reach nor to deploy a unit.

**Settlement Scoring:** All your units within 2 spaces of each other (not necessarily in a straight line) count as connected for scoring.

**Bonus Upgrade Reminder:** Bonus upgrades can be used to retrieve a Merchant from the Market instead of hiring a new one. This Clan's Bonus upgrade from expanding is part of the Expand action—you must take or forfeit the Bonus upgrade before using the Neighbourhood bonus, Farmers market, or Building bonus.

**Strategy:** Disrupt your opponents' plans on the game map and capitalise on the Neighbourhood bonus and Farmers market.



# Iconography

## Units



Own unit / Any unit  
/ Opponent unit



Free own unit



You / Opponent



Same unit on the map



Different unit on the map

## Map Icons



Ineligible space



Loch space



Central loch



River



**Free space** - The player can perform an Expand action without paying the land cost.



**Adjacent** - The spaces are adjacent, and may have rivers between them.



**Neighbouring** - The spaces are adjacent and there may be no rivers in between them.



One or more spaces



One Settlement



**Specific shape** - The spaces must be in the shape indicated by the line.



**Shipping reach** - The player units are reachable through their shipping level.



Neighbourhood bonus /  
Farmers market

## Unit Deployment



Move unit



Deploy unit



**Remove unit** - Put the unit back onto your player board.



**Skip space** - Skip over spaces that are empty or occupied (not necessarily in a straight line).

## Numeric Icons



Pay / receive amount



Exact amount

## Train Map



Ready Train



Exhausted Train



Exhausted

## Scoring



Glory



Final Scoring



Milestone and delivery  
scoring

## Generic Icons



Action



Production



Processing goods



Upgrade



Shipping



Merchant upgrade



Merchant



Market



Manipulate Market price



Unclaimed Port bonus tile



Claimed Port bonus tile



Building bonus



Fulfilled Export contract



Locked / Unlocked



Return to the box



Not/ignore



Discard A to obtain B