

Appendix

To Brehon Laws

CONCEPTS	2
PROVINCIAL KINGS	4
FIRST PLAY	5
DEVELOPMENT CARDS	8
SYMBOLS	12



TRITURUS GAMES

CONCEPTS

Action

Actions are performed during the *Actions* event. Two actions are chosen and performed by each clan during the event.

Animal

There are 2 different types of animals: cattle and sheep.

- * Each animal on the game board must be herded by a worker.
- * Max 2 animals can be placed in an unexplored area, together with their workers.
- * 2 animals of any types can be stored on the player mat. These animals do not yield anything during the *Milking* and *Livestock husbandry* events, and they do not need any workers.
- * Can be bought and sold during the *Fair* event. They are sold/bought from/to the player mat.
- * Can be slaughtered during the *Livestock husbandry* event.
- * The animals may be moved to and from any valid location during the *Livestock husbandry* event and during the *Battle & move* action, always for free.
- * Animals on the game board give victory points at game end.

Area

A hex area on the game board.

Battle

May occur during the *Vikings* event and during the *Battle & Move* action. Your clan can be either the attacker or the defender depending on the situation. You may attack both the Vikings and other clans but only defeated Vikings may give victory points. For defeated opponent clan settlements you lose victory points. See the *Battle* section in Brehon Laws Rule book.

Calendar

The year calendar on the game board, containing the 4 seasons with a number of events. The game is played by following the calendar and performing the events.

Chieftain

Both the clans and the Vikings have chieftains. A chieftain can move and may bring warriors when moving. It can attack opponents and defend itself if attacked.

Clan

Each player represents a provincial king who leads an Irish clan. The clans used in the game are Uí Néill, Dál gCais, Eóganachta and Connachta.

Clan chieftain

See Chieftain.

Clan token

A monastery, settlement, tower (built levels), ship, worker, warrior or chieftain belonging to a clan. Settlements, tower levels and ships give victory points at game end.

Clan warrior

See Warrior.

Claimed area

An area is claimed if **all** of the following conditions are met:

- * The area has an area tile (i.e. is explored).
- * A clan or the Vikings is present in the area, with settlement, quarter, tower level, monastery, worker, warrior or chieftain.

The monastic area counts as a claimed area.

Areas claimed by a clan give victory points at game end.

Coast

The coast is just outside the hex areas on the game board.

Development cards

The clans receive cards during the *Fair* event and they may also be bought during the *Develop* action. The cards develop your clan and give advantages during the game. Some cards give victory points at game end.

Event

In the calendar there are a number of events which are performed during the game. The game is played by performing these events.

Explored area

An area with an area tile.

The monastic area counts as an explored area.

Field

Up to 2 fields may be present on each farmland. A field is always connected to a settlement in the area so a field does not exist until a settlement is built. A settlement can have only one field. A field can be sown and harvested.

High King token

One of the players holds the High King token and has it on the table. This player leads the other players through the game and is first in turn when turn order is applied. The token may be taken by another player by performing the *Take the crown* action.

Area tile

An explored area can be of one of 4 types which is indicated by the area tile:

- * **Quarry:**
May produce stone during the *Produce* action if settlements and/or workers are present in the area.
- * **Forest:**
May produce wood during the *Produce* action if settlements and/or workers are present in the area.
- * **Mine:**
May produce metal during the *Produce* action if settlements and/or workers are present in the area.
- * **Farmland:**
May be sown and harvested during the events *Sowing* and *Harvest* if settlements are present in the area. Workers in the area have no function.

The type of an area is decided when the area is explored during the *Explore* action when a random area tile is placed in the area.

The area tiles are stored in the cloth bag during the game.

Longship

Is used as a marker on the longship track on the game board. It is moved during the *Vikings* event and when reaching the end of the track, the Vikings perform a raid.

Monastery

A structure in the monastic area that is present from game start. Can defend itself when being attacked.

Monastic area

The start area for the clan, where the monastic area tile and the monastery is placed at game start. Counts as an explored area and as a controlled area for your clan. Here the tower may be built, and here recruited units are placed. Counts as a controlled area at the final scoring.

Monastic area tile

The tile which is placed in a clan's start area at game start. This area is called the clan's monastic area.

Opponent

One of the other clans or the Vikings.

Opponent token

One of the other clan's or a Viking token. See Token.

Player mat

The clan specific mat where the clan's resources and not grazing animals (max 2) are stored. On the player mat you can also find tables for costs and plunder.

Plunder

Plunder is taken:

- * When the Vikings are raiding during the *Vikings* event.
- * During the *Raid* action.
- * When a clan has defeated a Viking chieftain or quarter.

On the player mat there is a plunder table where plunder dice rolls are translated to what plunder to take (resources, silver, victory points). If there is no left of the item, nothing is taken.

Provincial king

Each player represents a provincial king and receives a random provincial king sheet at game start. Here is specified the tokens, resources and development cards the clan has to place on the game board, player mat and provincial king sheet at game start. Each provincial king has a specialization.

Raid

Raid can be performed by a clan as a *Raid* action during the *Actions* event. Raid may also be performed by the Vikings during the *Vikings* event.

Resources

There are 5 resource types:

- * Food/(grain). Is represented by the same tokens and is completely interchangeable.
- * Textile/(flax/wool). Is represented by the same tokens and is completely interchangeable.
- * Wood
- * Stone
- * Metal

The tokens have values 1, 5 and 10. There are no limits to the number of resources in the game so if there is no left in the general supply, use something else.

Settlement

Can be built in forests, quarries, mines and farmlands, max 2 per area. When built, it can produce during the *Produce* action (forest, quarry, mine) or handle a field to be sown and harvested during the *Sowing* and *Harvest* events (farmland). Can defend itself when being attacked. Gives victory points at game end.

Ship

Ships are built during the *Build* action or is bought during the *Fair* event. New ships are placed at your coast (outside the hex areas). Their function is independent of their exact position.

A ship:

- * Can perform the *Raid* action.
- * Can defend during the Viking raid during the *Vikings* event.
- * Can fish during the *Hunt & fish* action.
- * Gives victory points at game end.

Silver

Silver is the money in the game. There are coins valued 1, 5 and 25 and 100. There are no limits to the number of silver so if there is no silver in the general supply, use something else. Gives victory points at game end.

Slaughter

Is normally done only during the *Livestock husbandry* event. The clan receives 2 food per slaughtered cattle and 1 food per slaughtered sheep.

Structure

A token which is a building, that is a settlement, quarter, tower level or monastery.

Token

A settlement, quarter, monastery, tower (also partly built), ship, worker, warrior, trader, chieftain or ship.

Tower

The tower is built in the monastic area. It is built in 5 levels, max 1 level may be built during one *Build* action. Building the tower symbolizes the building of the monastic village and is built of 5 parts. Built tower levels give advantages in the game, for example during the *Take tribute* action. Built levels give victory points at game end.

Trader

The trader token is used when trading during the *Fair* event. When not used the traders are placed on the wagons next to the trade table on the game board.

Trade table

A table on the game board. It is used when trading resources during the *Fair* event.

Unexplored area

An area without an area tile. The area can never count as a claimed area for your clan but it is allowed to place units here. Up to 2 workers with animals may be placed in an unexplored area and is producing during the *Livestock husbandry* event.

Unit

A unit is a token which can be moved, that is workers, warriors and chieftains.

Warband

Both the clans and the Vikings have warbands. A warband consists of a chieftain together with 0 or more warriors. A warband can move and attack opponents and of course defend itself when attacked.

Warrior

Both the clans and the Vikings have warriors. A warrior cannot move or attack on its own, it must be part of a warband to attack. It can defend itself if attacked. **Viking chieftain**
See Chieftain.

Viking token

A Viking quarter, warrior or chieftain.

Viking warrior

See Warrior.

Worker

Workers can be recruited during the *Fair* event and are placed in your monastic area.

Workers can:

- * Be taxed during the *Take tribute* action.
- * Work in quarries, mines and forests during the *Produce* action. There is no upper limit for the number of workers in the same quarry/mine/forest.
- * Herding animals in unexplored areas. Max 2 workers per area. Max 1 animal per worker.
- * Defend itself when attacked.

PROVINCIAL KINGS

Brian

The outcome from the *Take Tribute* action is increased by 1 cattle and 1 sheep. The animals are placed on the player mat if there is room for them (max 2 animals on the player mat is allowed). Animals which cannot be placed on the player mat are returned to the general supply.

Cathal

1 additional battle die per structure when defending areas. If you already uses all 4 dice in the battle, make an extra roll with one of the dies. Each tower level counts as 1 structure.

The specialization is valid also when defending an area without a chieftain.

Cian

During the *New year* event, perform 1 extra buy or sell of 1 resource type of your choice, according to the trade table. The price maker is moved according to the rules for the *Fair* event. Development cards valid during the *Fair* event is not valid here.

Dungal

During the *New year* event, build 1 settlement for free, following the settlement building rules. Cannot be used if all your settlements are already built.

Flaithbertach

Use 2 extra battle dice if attacking a Viking warband or Viking town from 2 or more directions. If you already uses all 4 dice in the battle, make 2 extra rolls with one of the dice.

Mael

During the *New Year* event, build 1 ship for free. Cannot be used if all your ships are already built.

Muirchertach

During the *New year* event, you may move up to 2 workers (with herded animals if any) for free, following the moving rules. Animals belonging to moved workers may also be moved anywhere allowed.

Tadhg

During the *New year* event, recruit 1 chieftain or warrior for free, following the recruiting rules. Cannot be used if all your warriors and chieftains are already recruited.



"The king of Ireland is entitled to the full service of the six attendant kings, the twelve bards, and the seven chief stewards. And he is entitled to the service of the physician, the cup-bearer, the charioteer, and the doorkeeper. He is also entitled to all the tributes of the provinces, including corn, milk, wool, and all the other tributes, both great and small. He is entitled to the hostages of the sub-kings and to the service of seven noble households."

- The Book of Rights

First play clan setup

If it is the first time playing the game, you may use a first play clan setup, giving more developed clans to start with. This will shorten the play time and there is more room for mistakes as there are more resource production from the beginning. Follow the section Clan setup, but with the modifications described below:

Viking start modification

Replace the 2 Viking warriors placed in the Viking towns with 2 Viking chieftains instead (1 in each town).

Provincial kings setup

Instead of taking random provincial kings the players take the following:

- * Dál gCais: Mael
- * Cóinnachta: Cathal (if 4 players)
- * Uí Néill: Brian
- * Eóganachta: Tadhg

Additional tokens

All players also take the following additional tokens:

- * The first tower level.
- * 1 extra farmland tile and 1 settlement.
- * 2 extra warriors.

Placing tokens and tiles on the game board and player mats

Place both the ones according to the provincial king sheet and the additional ones described above, according to the pictures below. Follow either 3 player or 4 player game pictures.

For a 3 player game



FIRST PLAY

For a 4 player game



"The Tuath is of kin, fosterage, and neighbourhood; and of those who are under one protection and one king and one law. And the king has power to enforce law over them, and they are bound to fulfill obedience to him. And they have not, without the consent of the king or of a learned judge, to make either peace or war"

- the Senchus Mór

Playing the first events

The first time you play you may choose to follow the steps below when playing the first events of year 1011. If you are 3 players, just ignore the text about the clan Connachta.

Event Sowing:

- * **Dál gCais:** Sow both fields with a food token each (represents grain).
- * **Connachta:** Sow 1 field with a textile token (represents flax) and the other with a food token (represents grain).
- * **Uí Néill:** Sow both fields with a food token each.
- * **Eóganachta:** Sow the field with a food token.

Event Milking:

- * **Eóganachta:** Receive 1 food.

Event Actions:

The players choose the following actions as their first action. Follow the instructions on the action cards.

- * **Dál gCais:** *Explore.* Choose the areas SW and SE of the monastic area if 4 players, or SW and NE if 3 players.
- * **Connachta:** *Explore.* Choose the areas SW and NW of the western farmland.
- * **Uí Néill:** *Produce.* Produce with the settlement in the forest. Also use the development card **Stone workshop**, to keep it running (never have less than 3 stone on the player mat).
- * **Eóganachta:** *Build.* Build 1 settlement in each forest.

Then they choose the following actions as their second action:

- * **Dál gCais:** *Build.* Build 2 settlements in areas of your choice.
- * **Connachta:** *Produce.* Produce in the forest. Use the development card **Carpenters** and receive 1 extra wood. The wood can be used next season to build at least 2 settlements.
- * **Uí Néill:** *Take tribute.* Use the provincial king specialization and also receive 1 cattle and 1 sheep and place them on the player mat. During the *Fair* next season it is a good idea to recruit 1 worker, and during the summer's actions move the animals and workers to an unexplored area.
- * **Eóganachta:** *Take tribute.* A choice to get some money and resources to use in the *Fair* the next season. Also, now there is enough textile to use the development card **Spinners**, so save the textile until the next *Actions* event.

Ending the game

If using the First play clan setup the game is always ended at latest at the end of year 1013. If it is the first time playing you may end at the end of 1012 for a shorter game.



"Wisdom is knowledge rightly applied; a well-ordered mind; knowledge of things divine and human; the science of the law; the knowledge of the stars and their courses; the power to foretell events; the knowledge of poetry and music; skill in handicrafts, in working metals, in carpentry, in embroidery, and in every art that promotes human comfort and welfare"

- Senchus Mor

DEVELOPMENT CARDS

Clan

Cards in this group contains people with different skills, for example craftsmen.

Apprentices

During the *Produce* action, for each set of tower level and worker in the monastic area you receive 1 resource of your choice. The resources may be of any type, not only the resource types produced during this action.

Bone carvers

During the *Produce* action, you receive 1 resource of your choice. Is valid also when the chosen resource type is not or cannot be produced during this action.

Carpenters

During the *Build* action, when building tower level you may consume 1 less wood.

During the *Produce* action, you receive 1 wood, Is valid also when no wood is produced during this action.

Cloth merchant

During the *Fair* event, you may sell textile for 1 more silver each than the market price or buy textile for 1 less silver each than the market price. The price can never be less than 1 silver. It is not allowed to both sell and buy textile during the same event.

During the *Produce* action, for each Craft tag you have, you may convert 1 textile to 6 silver.

Foreman

During the *Harvest* event, for each sown field in ONE farmland, you receive 2 extra of the harvested resource.

Hunters

During the *Hunt & fish* action, for each of your claimed forests, you receive 1 extra food.

Master mason

During the *Build* action, when building tower level, you may replace up to 3 resources with resources of your choice. The same number of resources but of types of your choice.

During the *Produce* action, you receive 1 stone. Is valid also when no stone is produced during this action.

Medicus

After a battle, you may try to save your chieftains/warriors/workers lost in the battle. Roll 1 battle die for each of them. If not a sword (single sword or double sword), the unit is saved and placed in the monastic area.

The card is valid both when you are the attacker and when you are the defender.

The card is worth 1 victory point at game end.

Pathfinder

During the *Explore* action, you consume no food.

Except from the 2 areas you explore you also may reexplore one of your claimed areas.

Raiders

During the *Raid* action, you may perform 1 additional raid for free, with 1 ship (one additional die roll). If the result is 1, one of the raiding ships is lost (max 1 lost ship per raid is still valid).

Can only be used if at least one of your ships raids.

Recruiting campaign

Is performed once, before or after one of your actions during the *Actions* event.

Replace up to 4 workers with warriors. The workers may be in different areas. The warriors are placed in the same areas as the replaced workers.

Animals without workers are moved if possible, to the player mat or to an unoccupied worker in an unexplored area. If not possible, remove the animal and put in the general supply.

Trash this card after use.

The clan must have enough number of unused warriors to use the card.

Scouts

Is performed once, before or after one of your actions during the *Actions* event.

Instead of choosing an action from the available action cards, you may copy an action chosen by another clan (except *Take the crown*).

You may also place up to 2 warriors in your monastic area.

Trash this card after use.

The copied action is performed instead of another action you should have chosen and performed. The action may be copied from any of the actions chosen by any clan as action 1 or 2 during this event.

The card is valid also for the *Take Tribute* action.

You may perform the 2 parts in any order.

If all your warriors already are on the game board, no tokens are placed.

Shepherds

During the *Livestock husbandry* event, for each of your workers worker herding a sheep, receive 2 textile. Also workers getting their sheep during the animal distribution this event are counted.

Shieldmaker

During the *Fair* event, you may recruit warriors/chieftains for 5 less silver each.

Skilled workforce

During the *Produce* action, for each worker in the monastic area you receive 3 silver.

At game end, for each Crew tag you have, you earn 1 victory point. The tag on this card is also counted.

The tag is found in the upper right corner of the card.

Smith

During the *Fair* event, when recruiting chieftains/warriors, you may replace metal with silver 1:5 for each of them.

During the *Build* action, when building ships/tower level, you may replace metal with silver 1:5 for each of them.

Spinners

During the *Produce* action, once per *Produce* action, you may convert 1 food and 3 textile to 6 textile.

Woodcutters

During the *Produce* action, for each of your workers in forests, receive 1 extra wood.

Village

Cards in this group contains workshops and crafts in the monastic village.

Bakery

During the *Produce* action, once per *Produce* action, you may convert 3 food and 1 wood to 25 silver.

The resources produced during the current *Produce* action may be used.

Basketmaker shop

During the *Produce* action, for each tower level, you may convert 1 wood to 6 silver.

The resources produced during the current *Produce* action can also be used.

Domestic pigs

During the *Livestock husbandry* event, for each tower level, you receive 3 food.

Fish dryers

During the *Produce* action, for each ship you may convert 2 food to 10 silver.

During the *Hunt & fish* action, for each ship you may convert 10 silver to 2 food.

Flocks of chickens

During the *Milking* event, for each tower level, you receive 1 food. The card is valid also if the clan has no herded animals.

Forge

During the *Produce* action, for each warrior/chieftain you have on the game board, you may convert 1 metal to 6 silver.

The resources produced during the current *Produce* action can also be used.

Furnace

During the *Produce* action, once per *Produce* action, convert 1 food, 1 wood and 3 metal to 6 metal.

The resources produced during the current *Produce* action can also be used.

Improved pens

During the *Milking* event, if there is at least 1 worker in the monastic area, cattle on the player mat are also milked.

During the *Livestock husbandry* event, if there is at least 1 worker in the monastic area, animals on the player mat can also be sheared and reproduce.

Animals on the player mat do still not give victory points at game end scoring.

Inn

During the *Fair* event, you may recruit workers/warriors/chieftains for 3 less silver each.

During the Take tribute action, you receive 5 extra silver.

Merchant traditions

During the *Fair* event, when buying resources you may buy them for 1 less silver per resource each. The price can never become less than 1 silver per resource.

Pottery

During the *Produce* action, for each tower level, you may convert 1 food and 1 wood to 15 silver.

The resources produced during the current *Produce* action can also be used.

Renowned council

During the *Develop* action, you may replace the development card cost with 3 resources of your choice.

At game end, for each Knowledge tag you have, you earn 1 victory point. The tag on this card is also counted.

The tag is found in the upper right corner of the card.

Salt boilery

During the *Produce* action, once per *Produce* action, you may convert 2 wood to 4 food OR 10 silver.

Shipyard

During the *Fair* event, instead of buying ships, you may sell ships for 25 silver.

During the *Build* action, you may build ships with 1 less resource of our choice per ship.

Stone workshop

During the *Produce* action, once per *Produce* action, you may convert 1 food and 3 stone to 5 stone.

The resources produced during the current *Produce* action can also be used.

Tannery

During the *Livestock husbandry* event, for each slaughtered cattle, receive 4 silver and for each slaughtered sheep, receive 2 silver. The silver received is in addition to the already received food.

Tool maker

During the *Produce* action, for each settlement you may convert 1 wood or metal to 5 silver.

Weavery

During the *Livestock husbandry* event, for each worker/warrior/chieftain you have on the game board, you may convert 1 textile to 5 silver.

During the *Produce* action, for each tower level, you may convert 1 textile to 6 silver.

The resources produced during the current *Produce* action can also be used.

DEVELOPMENT CARDS

Countryside

Cards in this group concerns mainly improvements for farming and building.

Cattle breeding

During the *Fair* event, you receive 15 silver instead of 5 for each sold cattle. Only cattle on the player mat may be sold. Can NOT be used if you during the same *Fair* event are buying cattle.

At game end the card is worth 1 victory point.

Charcoal kilns

During the *Produce* action, for each settlement you may convert 1 wood to 4 silver.

For all cards with a Craft tag that you use during the *Produce* action, you may reduce the total wood consumption with up to 5.

You may use both this features during the same action.

Fishing weirs

During the *Hunt & Fish* action, for each coastal area (outmost area) you claim, you may convert 1 wood to 2 food. That is, the areas adjacent to the rest of the game board, without hex areas.

Grain dryer

During the *Harvest* action, once per harvest, you may convert 5 wood to 10 food.

Heavy plow

During the *Harvest* event, if your clan possesses at least 1 cattle, you receive 1 extra of the harvested resource per sown field.

For each harvested field you may also convert 1 metal to 2 extra harvested resources.

Valid for all your cattle, both on the game board and on the player mat.

Heckling shop

During the *Harvest* event, for each flax field, you receive 2 extra textile.

Herd of goats

During the *Milking* event, you receive 1 food.

Valid also when the clan has no herded cattle.

Herd of greyhound pigs

During the *Livestock husbandry* event, for all your claimed forests and farmlands, receive 1 food for each of them.

High crosses

During the *Build* action, once per *Build* action, you may convert 4 stone to 2 victory points.

Irish wolfhounds

During the *Livestock husbandry* event, for each worker herding an animal you receive 1 food.

During *Battle*, before the attacks, you roll 1 battle die. Valid also when defending an area without chieftains.

Lime kilns

During the *Build* action, when building tower level, consume 1 less resource of your choice.

During the *Produce* action, for each claimed farmland, you may convert 2 wood and 1 stone to 4 food or 15 silver.

New ore deposit

Once during an *Actions* event, you may EITHER place a mine in an unexplored area where no opponents are present and that is adjacent to one of your claimed areas OR you may replace the area tile in one of your claimed areas with a mine.

Trash this card after use.

The card cannot be used if there are no more mines in the bag.

Workers and settlements in the area remains. Seed, if any, is removed and placed in the general store. Animals are slaughtered.

After replacement the old area tile is placed in the bag.

New stone deposit

Once during an *Actions* event, you may EITHER place a quarry in an unexplored area where no opponents are present and that is adjacent to one of your claimed areas OR you may replace the area tile in one of your claimed areas with a quarry.

Trash this card after use.

The card cannot be used if there are no more quarries in the bag.

Workers and settlements in the area remains. Seed, if any, is removed and placed in the general store. Animals are slaughtered.

After replacement the old area tile is placed in the bag.

Prosperity

During the *Fair* event, once per fair, you may convert 3 food to 1 victory point.

At game end, for each Prosperity tag you have, you earn 1 victory point. The tag on this card is also counted.

The tag is found in the upper right corner of the card.

Seed storage

During the *Sowing* event, you may sow your fields with resources from the general supply instead of your player mat.

Fields may also be sown during the summer's actions and be harvested as usual in the autumn.

Settlers

Once during an *Actions* event, you may place up to 2 settlements in one explored area according to the building rules.

Trash this card after use.

The card cannot be used if you already have built all the settlements. It can be used for only 1 settlement.

Textile processing

During the *Fair* event, you may recruit workers, chieftains and warriors for 1 less textile each.

Six ox team

During the *Harvest* event, once per harvest, you may convert 1 cattle you have on the game board to 10 food or textile, either one of them types or a mix of food an textile.

Valid also for cattle on the player mat.

Military

Cards in this group are used in battles. They are only valid for warbands if not stated otherwise on the card.

Bagpipes

During *Battle*, during **attack 1**, each rout makes 2 opponent units rout. Earn 1 victory point for each Viking unit routing because of the bagpipes.

The card cannot be used against Viking quarters.

Battle cry

During *Battle*, before **attack 1**, roll 2 of your own battle dice, only taking rout into account. Earn 1 victory point for each rout caused by the battle cry.

Bowmen

During *Battle*, once per *Battle* and before **attack 1**, you may consume 2 wood and roll 2 battle dice.

Cavalry

During *Battle*, during **attack 2**, turn 1 rout to a double sword.

Flexible battle line

During *Battle*, during **attack 2**, ignore up to 3 opponent single swords.

Frankish swords

During *Battle*, during **attack 1**, reroll 1 of your own battle dice.

Herd of donkeys

During the *Battle & move* action, once per action, you may reduce the total food consumption by 1.

During the *Produce* action, you may reduce the total food consumption by 1.

Herd of horses

During the *Battle & move* action, once per action, you may reduce the total food consumption by 2.

Heroic battle

During one *Battle*, roll 4 battle dice in **both attacks**, regardless of your strength. Then trash this card.

Valid also when defending an area without a chieftain, even an area with only workers and/or settlements.

Leather coats

During *Battle*, during **attack 1**, if your clan possesses at least 3 cattle, ignore 2 opponent swords, either 1 double sword or 2 single swords.

Both cattle on the player mat and on the game board are counted.

Military reputation

During *Fair*, once per fair, you may recruit 1 Viking warrior from the supply for 15 silver. Place it under any of your chieftains. It must stay under a chieftain. When the warrior is routing, remove it and put in the general supply. Development cards giving discounts when recruiting warriors are **not** valid together with this card.

At game end, for each Armaments tag you have, you earn 1 victory point. The tag on this card is also counted.

The card tag can be found in the upper right corner. **Skirmish**
During *Battle*, before **attack 1**, roll 2 green and 2 black battle dice. Your clan only counts swords, and the opponent only counts routs.

Slingers

During *Battle*, before **attack 1**, once per battle you may consume 2 food and roll 2 battle dice.

Staff slings

During *Battle*, during **attack 1**, turn 1 single sword to 1 double sword. The card is valid also when defending an area without a chieftain, even for an area with only workers and/or settlements.

Svinfylking

During *Battle*, during **attack 2**, reroll up to 2 different battle dice of your choice, own or opponent's. You may roll 1 of them first and look at the result, then choose the second.

War banner

During *Battle*, during **both attacks**, once per attack, you may reroll any routs of your choice, own or opponent's.

War drums

During *Battle*, during **attack 1**, your units do not rout.

War horns

During *Battle*, during **attack 2**, for each of your routing units, ignore the rout and roll 1 extra die (own die).

SYMBOLS





Events

-  Sowing
-  Milking
-  Harvest
-  Livestock husbandry
-  New year
-  Fair
-  Vikings
-  Actions






Actions

-  Take tribute
-  Take the crown
-  Develop
-  Battle & move
-  Raid
-  Produce
-  Hunt & fish
-  Explore
-  Build

Area tiles

-  Farmland
-  Quarry
-  Forest
-  Mine

Development card tags

-  Prosperity
-  Knowledge
-  Armaments
-  Crew
-  Craft
-  Incident














Dice symbols

-  Follow coast clockwise/counter clockwise
-  Move in opposite direction
- Green=clan attack, affects Vikings**
Black=Viking attack, affects clan
-  2 swords (counts as 1 hit)
-  1 sword (2 count as 1 hit)
-  Rout
-  Miss

Units

-  Clan chieftain
-  Clan warrior
-  Worker
-  Trader
-  Viking chieftain
-  Viking warrior

Other symbols

-  Ship
-  Monastery
-  Monastic village level
-  Settlement
-  Cattle
-  Sheep
-  Silver
-  Field sown with grain or flax
-  Field sown with grain
-  Field sown with flax
-  Convert
-  Battle
-  Victory points