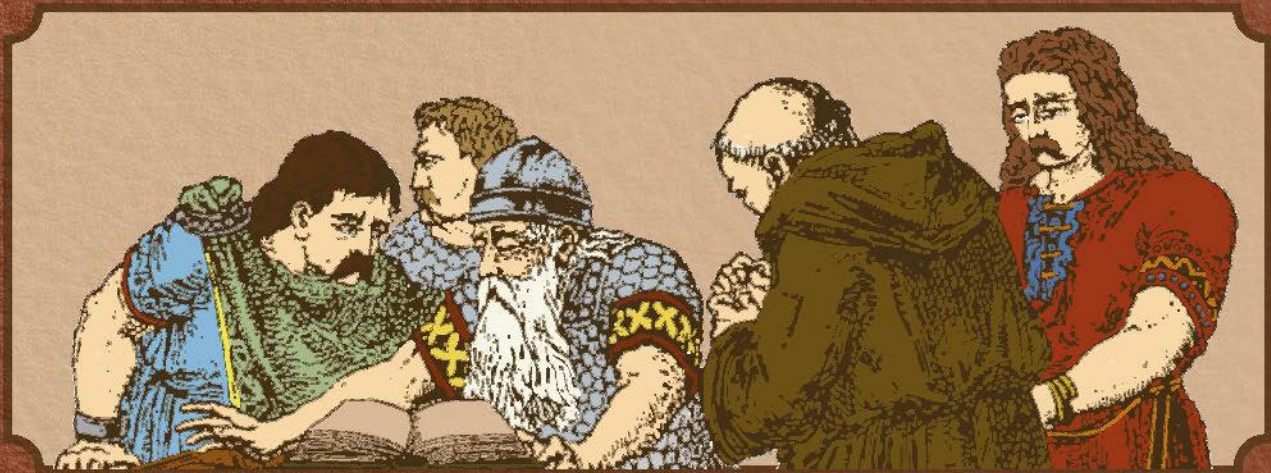# Brehon Laws

Rule book for
Emperor of the Gaels

The rule book is named after the early Irish law which consisted of the accumulated decisions of the Brehons, or judges, guided entirely by an oral tradition. The Brehon law, comprised the statutes which governed everyday life in Early Medieval Ireland.

TRITURUS GAMES

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ABOUT THE GAME

Emperor of the Gaels

Brian Boru (c. 941 – 23 April 1014), was an Irish king from the Dál gCais clan. He ended the domination of the High Kingship of Ireland held by the Uí Néill clan and probably ended the Viking invasion of Ireland. With a population under 500,000 people, Ireland had over 150 kings, with greater or lesser domains. Brian first made himself king of Munster, and after subduing the other provincial kings, eventually becoming High King of Ireland in 1002. Unlike some who had previously held the title, Brian intended to be High King in more than name. Brian was described boastfully in both the *Annals of Ulster* and *Book of Armagh* as: 'High King of the Gaels'.

In 1014, Brian's armies confronted the armies of Leinster and Dublin. The resulting Battle of Clontarf saw Brian killed, but his army was still victorious against the Leinstermen and Norsemen. The battle is widely recognized as a defining moment in Irish history.

While the game is not intended to provide an exact description of history, it playfully draws inspiration from the power struggles, events, and situations in early 11th-century Ireland.

The game plot

11th century Ireland is at stake as Irish clans and Vikings are competing for power. The island is divided between provincial kings, all of them trying to take the lead by exploring the land and being the first to take control of scarce resources. But no clan is safe from the Vikings who battles and plunder. So, which of the kings will succeed, take control as the High King and proclaim himself 'Emperor of the Gaels'?
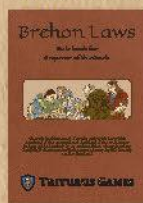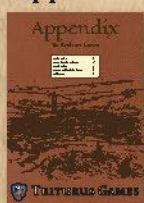
The game ends when one of the clans has built a tower or defeated a Viking town, or when 4 years are played (end of year 1014). The winner is the one with the most victory points at game end.

Game board

4x (1 per clan)

Player mats

Provincial king sheets

8x

Rule book

Brehon Laws

1x

Appendix

1x

Year tiles
Double sided

1011 1012 1013

2x

Viking raid tile
Double sided

1011 1012 1013 1014

1x

Area tiles

15x farmland   15x forest

8x quarry   6x mine

Cloth bag

1x

Quick reference guides

2x

Resource tokens

Food	33x1	15x5	10x10
Textile	26x1	10x5	5x10
Wood	22x1	10x5	6x10
Stone	22x1	7x5	4x10
Metal	20x1	7x5	3x10

Silver coins

25x1   24x5   14x25   4x100

Victory point tokens

20x1   15x5   8x25   5x-1

Animal tokens

19x   15x

Note: When playing, the number of tokens for **resources, animals, silver** and **victory points** are unlimited. If they run out, use something else.

High King token

1x

Calendar marker

1x

Dice

1 direction die   2 harvest dice   4+4 battle dice   5+2 ordinary dice

Viking tokens

3 chieftains   28 warriors   12 quarters   1 longship

Development cards

Clan	Village	Countryside	Military

18 per group

Action cards

Take the crown	Raid	Battle & move	Hunt & fish
1x	1x	5x	2x

Build	Explore	Produce	Develop
3x	3x	3x	2x

Take tribute	Take tribute	Take tribute	Take tribute
Dalgcais	Sógarachta	Connacha	Ui Neill

1 per clan

Clan tokens
Per clan

1 monastery   10 settlements

1 monastic area tile   5 ships

6 workers   7 warriors

1 trader   3 chieftains

1 tower (5 levels)

IMPORTANT CONCEPTS

For a complete list of concepts, see *Concepts* section in Appendix.

Area
A **hex area** on the game board.

Unexplored area
An area **without an area tile.** Can never be a claimed area for your clan.

Explored area
An area with an area tile.

Claimed area
An area is claimed if it is **explored** and **a clan's structure or unit** is present in the area. The monastic area counts as a claimed area.

Area tile
Shows the type of an **explored** area. Double sided tiles where one side has rule support.

Quarry

Forest

Mine

Farmland

Structure
A settlement, monastery, tower level or Viking quarter.

Monastic area
The **start area** for the clan, where the monastic area tile and the monastery is placed. Counts as a **claimed area.**

Field
A field is **connected to a settlement in a farmland area.** It does not exist until a settlement is built. A settlement can have 1 field. A field can be sown and harvested.

Settlement
* Can be built in forests, quarries, mines and farmlands, **max 2 per area.**
* Can **produce** in forests, mines and quarries.
* Can **handle a field** in a farmland.
* Can **defend itself** when attacked.

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

Ship
Is placed **at your coast.** Its function is independent of the exact position.

Chieftain
Both the clans and the Vikings have chieftains. A chieftain can:
* **Move and may pick up and drop off warriors** when moving.
* **Attack** opponents.
* **Defend itself** when attacked.

Warband
Both the clans and the Vikings have warbands. Consists of **a chieftain together with 0 or more warriors.**

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 do so.
* Can **defend itself** when attacked.

Opponent
One of the other clans or the Vikings.

Worker
A worker can:
* **Produce** in quarries, mines and forests.
* **Herd an animal** in unexplored areas. **Max 2 animals per area, 1 worker per animal.**
* **Defend itself** when attacked.

Unit
A token which can move on its own or as a member of a warband, i.e warriors, chieftains and workers.

Development cards add skills and assets to your clan. Some cards are included for each provincial king from game start and more cards are received and may be bought during the game.

* There are 4 **groups** of cards: Clan, Countryside, Village and Military.

* There is no upper limit for the number of development cards you can have.

* The cards are kept face-up in front of you on the table.

* When several development cards are used at the same time, they may be used in any order. The outcome may differ depending on the order they are used.

Group ➔ Clan

Cost when bought ➔ ⚪ ⚪ ⬛
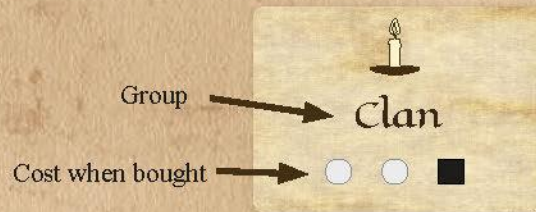
Card tags

Prosperity Knowledge Armaments Crew Craft Incident

Development cards can be used **during different events and actions** throughout the year. Check the symbols in the upper left corner of each card to see which events and actions it can be used for.

Cards with an **Incident tag** may be used only **once** and is trashed after use.

Incident cards to be played **during event *Actions*** may only be played **before or after** one of your actions.

Stone workshop

1⚪ 3⬜ → 5⬜

Produce
Once per Produce:
You may convert
1 food and 3 stone
to 5 stone.

Bagpipes

➡ → 2 🎯
     2 👥 ⭕

During attack 1:
Each rout makes 2 opponent units rout. Earn 1 victory point for each Viking unit routing because of the bagpipes.

New ore deposit

Once
Place a mine in an unexplored area where no opponents are present and that is adjacent to one of your claimed areas.
OR
Replace the area tile in one of your claimed areas with a mine.

Trash this card.

Battle symbol

Development cards to use in battle are marked with the battle symbol. They are **only valid for warbands** if not stated otherwise on the card.

Development card graphics

Example 1: For each warrior/chieftain: You may convert 1 metal to 6 silver.

Prerequisites ⟍ Effects

🛡 : 1⬛ → 6⚪

What is consumed — Outcome

Example 2: For each tower level: Receive 1 food.

Prerequisites Effects

🏰 : 1🟡

Outcome

Example 3: Recruit workers, chieftains and warriors for 1 textile less.

Prerequisites Effects

🛡 : −1⚪

Outcome

GAME BOARD SETUP

1 Place the **game board** in the middle of the table.

2 Place the **action cards** in a row next to the game board, one stack for each action. For 4 players, use all cards. For 3 players, remove the cards with a 4+ player marker.

3 Place the **year tiles** in a stack with 1011 face-up.

4 Place the **calendar marker** above **the first event** on the calendar.

13 Place all **area tiles** in the cloth bag and place the bag next to the action cards.

12 Place the *Take tribute* action cards for the participating clans next to the other action cards.

5 Place **price markers** on the trade table as shown in the picture. Use resource tokens, one of each, as markers.

6 Place all **resource tokens, animal tokens, victory point tokens and silver coins** in piles next to the game board, preferably on both sides. This is the general supply.

7 Sort the **development cards** in 4 stacks, one for each group (Clan, Village, Countryside and Military). Place the stacks face-down in a row as shown. Do not shuffle the stacks yet.

8 Place all **dice** next to the game board.

9 Place **6 Viking quarters and 1 Viking warrior** in each of the areas Dyflinn and Veisafjordr. These areas are the **Viking towns**. Place the rest of the Viking tokens next to the game board.

10 Place the **Viking raid tile** on the game board.

11 Place the **Viking longship** at the start of the longship track.

CLAN SETUP

This section describes the clan setup for a normal game. If it is the first time playing we recommend to go through the *First play clan setup* in Appendix.

Each player performs the following. Step 2-4 can be done in parallel.

1. Each player takes one **random player mat** and **one random provincial king sheet**. There is one player mat for each of the 4 Irish clans. Use the following in the game:

3 players	4 players	Turn order
Dál gCais	Dál gCais	1
Uí Néill	Connachta	2
Eóganachta	Uí Néill	3
	Eóganachta	4

The players sit down around the game board according to their turn order in the table and as shown by the coloured clan symbols shown in the graphics to the right.

At game start the king who rules over the clan **Dál gCais holds the High King token.** This player places the token on the table near the player mat.

2. Take the **clan tokens** (blue/red/orange/purple).

3. Place the **monastic area tile** and the **monastery** on the game board according to the figure. In reverse turn order, place the **area tiles** and the **workers with animals** specified on the provincial king sheet on the game board.

4. Place the **other tokens** and **take resources, development cards, animals and silver** according to the provincial king sheet. Place everything on the game board, the player mat and on the provincial king sheet as specified on the right part of the provincial king sheet. The development cards are placed on the table face-up next to the player mat.

Note: Each provincial king has a **specialization** which is used during the game. It can be found on the provincial king sheet.

Slide the provincial king sheet under the player mat so that only the left part is visible.

5. Shuffle the **development card stacks** and place the first card in each stack face-up on the game board and place the stacks face-down next to the face-up cards.

6. Place the **traders** on the trader wagons on the game board.

3 player start positions:

4 player start positions:

The calendar

The game is played by following the seasonal **calendar** on the game board. The calendar contains the four seasons, each with a number of **events** which are played from top to bottom. Some of the events are season specific, such as *Sowing* and *Harvest*, and some repeat each season, such as *Actions* and *Vikings*. The calendar marker is placed at the side of the calendar before start and is then moved forward when the events are performed. The game is played over 4 years, starting in spring 1011.

At game start, **the High King token is hold by the provincial king of Dál gCais.** This player has the responsibility for leading the other players through the game. This duty includes moving the marker on the calendar, leading the players through the events of the year, and rolling all common dice rolls. The player holding the High King token is first in turn when turn order is applied. The turn order then goes clockwise round the table.

The clans resources are stored on the player mats and the victory points and silver are stored on the provincial king sheets. All what is received during the game is placed here.

Note that development cards may be played during the events. Check the event and action symbols on a card´s upper left corner to see when it may be played.

Now start with the first event *Sowing* and then perform all the events of the year in order.

If it is the first time playing and you have used the *First play clan setup* described in Appendix, you may use *First play, Playing the first events* described in Appendix, which guides you through the first events of the first season. Note that when playing with first play clan setup the game is played over either 2 or 3 years.

Seasons

The calendar marker is placed above the first event r at game start.

Events (see also **Symbols** section in Appendix)

Events

All events are described in detail below. Most of the events can be performed in parallel by all players.

Sowing

Sowing is performed in spring and sown fields are then harvested in the autumn during the Harvest event. Harvesting gives food or textile depending on what was sown in the field.

* Sowing may be performed **in farmlands** where your clan has **at least one settlement**.

* Each settlement in a farmland has one field which may be sown with food (represents grain) or textile (represents flax) by placing a food or textile resource token in the area. The seed is taken from the **player mat**.
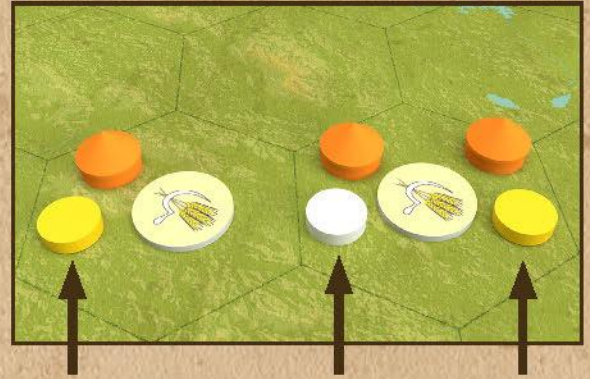
Milking

The grazing cattle are milked in spring, summer and autumn. Milking gives food.

* For each of your cattle **on the game board**, your clan receives 1 food.

* Cattle on the player mat **cannot** be milked.
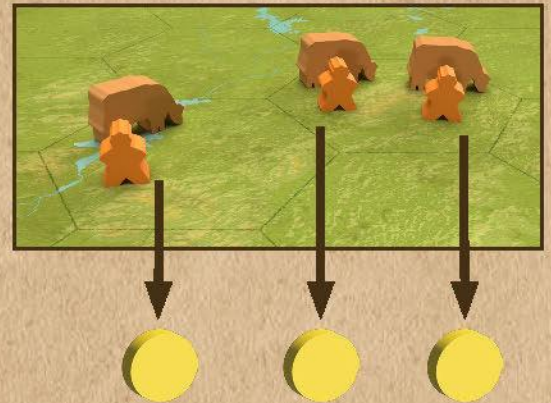
Harvest

During harvest all fields are harvested and give food or textile depending on the sown resource type.

Harvest is performed on **sown** fields. Workers in farmlands do not harvest.

Perform the following steps:

1. The player holding the High King token rolls the **2 harvest dice.** The harvest is the sum of the results (between 2 and 6).

2. Add development card bonuses if you have.

3. All clans receive the **harvest for each field**, both food (harvested grain) and textile (harvested flax), from the general supply.

4. The received resources are placed on the player mats.

5. The seed is returned to the player mat.
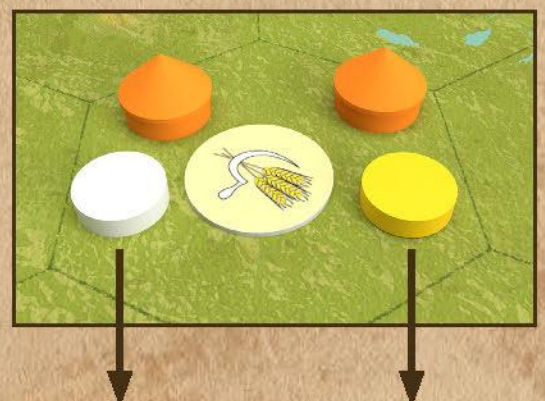
Livestock husbandry

During this event all animals are taken care of. The sheep are sheared, the animals reproduce and may be moved or slaughtered. The clans get food and textile.

Perform the following 4 steps for all your animals **on the game board** (not the ones on the player mat).

1. Shear the sheep:
Receive **3 textile** (wool) for each sheep.

2. Reproduce:
Receive **1 new cattle** for each cattle and **2 new sheep** for each sheep. Place them on the game board together with their parent. If all animal tokens are already in use, use something else as an animal.

3. Redistribute animals:
All animals may now be moved freely between allowed places. The following rules apply:

* **On the game board:**
  o Animals may be placed **only in unexplored areas.**
  o **1 worker per animal** must be present in the same area as the animal.
  o **Max 2** animals in the same area.
* **On the player mat:**
  o **Max 2** animals of any kind can be stored here.
  o No workers are needed for these animals.
  o The animals here do not yield anything during *Milking* and *Livestock husbandry*. They just wait here to be moved, sold or slaughtered.

4. Slaughter:
Animals that have no place on the game board or on the player mat must be slaughtered (removced to the general supply) Also other animals can be slaughtered if you choose to.

* Receive **1 food** per slaughtered sheep.
* Receive **2 food** per slaughtered cattle.

Example: Animal redistribution
2 animals can be moved to the free workers in the unexplored area an one animal to the free space on the player mat. 1 animal must be slaughtered.

New year

At the end of each year, the following steps are performed, led by the player who holds the High King token.

1. Flip or replace the **year tile.**
2. Players who used their *Take tribute* action cards return them to the pile next to the other action cards.
3. The players may perform any **provincial king specializations** that are restricted to the turn of the year.

Dúngal

During the *New year* event, build one settlement for free, following the settlement building rules.

Fair

Twice a year, in the summer and winter, the clans gather for a fair. During the fair the players may sell and buy resources and animals, buy ships and recruit workers, chieftains and warriors. There is also an opportunity to learn new skills.

The player holding the High King token leads the fair and performs the needed dice rolls.

1. Receive or replace development cards

* **Summer:**

  Each clan, in turn order, receives one development card for free. They may choose one of the face-up cards or the top face-down card from one of the stacks. When a face-up card is chosen, a new card is immediately turned face-up.

  Received cards valid during the *Fair* event may be used during the ongoing *Fair* event.

* **Winter:**

  Trash and replenish the face-up cards.

How the trade table works

The trade table has one column for each resource type (food, textile, wood, stone and metal). Markers on the table show the current price levels for buying and selling resources. Sell for the price below the marker and buy for the price above.

The marker is moved **down when selling** and **up when buying**. Move the marker **1 step for each 5 resources traded. If less than 5 resources are traded on a price level, move the marker 1 step**. For example, 6-10 resources traded means moving the marker 2 steps.

Note: If you trade more than 5 resources, the price per resource changes when the price marker moves.

Note: In the bottom square you can always sell for 1 silver and in the top square you can always buy for the price of 8 silver. Also note that the minimum price when buying a resource is 1 silver, regardless of development card effects.

2. Trade resources

Before the clans trade, foreign traders arrive to sell and buy their resources. This is fictitious and is done by dice rolls and moving the markers in the table. Then the clans trade.

a. Foreign traders trade

Roll 2 dice at the same time: 1 green die for selling and 1 black die for buying. Roll 1 means no trade for that die. Rolls 2–6 will result in a trade for the matching resources as indicated by the numbered ships below the trade table. If both dies roll equal, no trade is made.

1. **Green die:**

   10 resources of the type rolled are sold and the price goes down, so move the marker for this resource 2 steps down, stopping at the bottom.

2. **Black die:**

   10 resources of the type rolled are bought and the price goes up. Move the marker 2 steps up, stopping at the top.

b. The clans trade

Two rounds are performed, first a sell and then a buy round.

1. **Sell resources**

   Each clan may sell any number of one chosen resource type. First all clans that want to sell, in turn order, place their trader below the column of their chosen resource type. For resources where only one clan is present, sales are made in parallel, otherwise in turn order. If you, when it is your turn, don't want to sell, remove your trader and place it on the wagon.

   Move the price marker as described in *How the trade table works* for the resources and return the trader to the wagon.

2. **Buy resources**

   Buy is performed in the same way as sell, except that the price marker now is moved up. Return the trader to the wagon when done.

   Note: It is **not** allowed for a clan to sell and buy the same resource type.

3. Trade livestock and ships, recruitment, alms

This part of the fair may be performed in parallel by the clans, but if needed apply turn order. The steps may be performed in any order. A price list is found on the player mat.

* **Livestock market**

   The clans may sell and buy animals.

   o **Sell animals:**
   Only animals on the player mat may be sold.

   o **Buy animals**
   Animals bought are always placed on the player mat. Max 2 animals can be stored on the player mat at the same time.

* **Buy ships**

   The clans may buy ships.
   Bought ships are placed **at your coast.**

* **Recruit**

   The clans may consume resources or silver to recruit workers, warriors and chieftains,
   The recruits are placed in the **monastic area.**

* **Give alms to the people**

   The kings may give alms to the people. The alms, in the form of silver, will give victory points.

Example: Foreign traders trade

The foreign traders roll green = 3 and black = 6. Thus, the marker for textile is moved 2 steps down as the price goes down ,when the supply increases. The marker for metal should be moved 2 steps up as the price goes up when the supply decreases, but it is already at the top and is therefore not moved.

Example: Clans sell

Dál gCais holds the High King token and is first in turn and chooses to sell stone. Connachta also wants to sell stone, Uí Néill textile and Eóganachta food.

Dál gCais, Uí Néill and Eóganachta can sell in parallel. Connachta has to wait for Dál gCais to finish.

Vikings

This event describes the Vikings actions each season, when they mobilize, raid, move and attack.

The player holding the High King token leads the event and makes common dice rolls.

1. Mobilization - For each Viking town

The Vikings normally mobilize in an area adjacent to the town, and in some cases in the town. Roll the direction die to determine the mobilization area.

* **If die result is a land area:**
    a. Place 1 Viking warrior in the area. If clan units are present there, place the warrior in the town area.

* **If die result is towards the sea:**
    A Viking chieftain arrives with its longship. Perform both the following:
    a. Place 1 Viking chieftain in the town area. If all chieftains already are on the game board, place a warrior there instead.
    b. Advance the Viking longship 1step on the longship track. If the longship already is at the end of the track it is not moved.
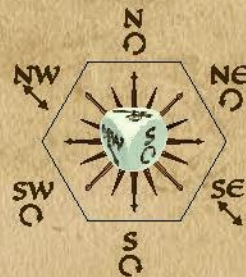
When die roll direction is in the ocean:

↺	↻	↕
Follow the coast clockwise	Follow the coast counter clockwise	Move in the opposite direction

2. Raid - If the longship reached the end of the track

When the longship reaches the end of the longship track, the clans are raided by a Viking fleet. The number of ships in the fleet is found on the Viking raid tile on the game board, se graphics to the right.

a. **React to the threat**

Each player chooses, hidden in the hand, one of the following alternatives:

* **Pay nose tax:**
    Pay 15 silver to the Vikings to avoid the raid and all its consequences. Nothing more happens for a clan choosing this alternative. [Put 15 silver into your hand]

* **Use your ships (join the fleet or protect your clan):**
    You may join a united defending fleet with any number of your clan's ships. The remaining ships, if any, or all of the ships if you choose not to join the fleet, stay at home and are used to protect your clan. If the clan has no ships at all, it has no protection. [Put the ships joining the fleet into your hand]. To hide your intentions, hide in your other hand the ships not joining the fleet and coins not used for nose tax.

When choices have been made, all players reveal their hands at the same time.

b. **Earn VP - for those joining the fleet**

All clans participating in the fleet earn VP for the joining ships. The clan with the highest number of ships in the fleet earns 3 VP, the second 2 VP, the third 1 VP and the fourth 1 VP. If equal number of ships, sum and split rounded up.

c. **Sea battle - for those joining the fleet**
    1. Battle result:
        If the Viking fleet is the largest, the Vikings win and plunder is triggered, else the attack is repelled and no plunder occurs.
    2. Loss of ships in the sea battle (only ships in the fleet):
        Ships in the fleet may be lost in the sea battle, independently of which side wins.
        Roll 2 battle dice. Count the swords, 2 swords count as 1 hit. Each clan loses 1 ship per hit. Only the ships in the fleet, if any, are affected.

d. **Plundering (only if the Vikings won)**
    1. The player holding the High King token rolls 2 black dice for the Viking plunder. These rolls are valid for all clans being plundered.
    2. Each player roll 1 green die per protecting ship that the clan has at home (i.e the ships not in the fleet). These rolls are valid for the own clan only.
    3. Each player now chooses 2 of the rolled dice to get plundered by. A player may choose a mix among the own and the Viking dice, never another clan's die. See the Plunder table for plunder. Die roll = 1: no plunder. If a clan has nothing left of the required resource/silver/VP, nothing happens.

d. Move the longship to the start of the longship track.

3. Battle & move - For each Viking warband

All Viking warbands move and sometimes attack. For each Viking warband on the game board, perform the following steps. The player holding the High King token decides the order for activating the warbands.

a. Warrior distribution

If more than one warband is present in the area for the active warband, divide the warriors equally, rounded up in favour for the active one.

b. Determine the target area

Roll the direction die to determine the target area. If the area is at sea, follow the arrow on the die to determine the target area. That means either following the coast clockwise or counter clockwise or move in the opposite direction. A Viking warband moves 1 step.

### c. If clan tokens are present in the target area

It is not possible to move the Viking warband into an area where a clan is present. Therefore the Viking warband now attacks the clan.

1. Perform a **battle** according to the *Battle* section.
2. Remove **animals** without workers and **seed** without settlements in the area and place them in the general supply.

d. If possible, move the warband into the area

If there are no clan tokens in the target area and the warband still remains, move the warband into the area. Viking warriors without a chieftain already in the area are added to the warband.
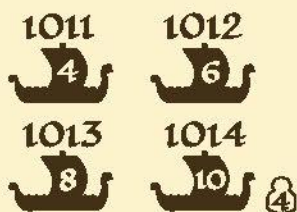
Ships in the fleet	VP
Largest no	3
2nd	2
3rd	1
4th	1

Example: Battle & move - Warrior distribution .

The active warband (the right one) has 4 warriors and the other warband in the same area has 1 warrior.

The active warband takes half of the warriors rounded up, that is 3. The other warband ends up with 2 .

Example: Raid - Earn VP

The clans have 2, 2, 1 and 1 ships in the fleet. The first two clans earn (3+2)/2 VP rounded up, that is 3 VP each. The other two clans earn (1+1)/2 VP = 1 VP each.

Example: Raid - Plundering

Eóganachta has 4 ships: 3 that joined the fleet and 1 at home protecting against plunder.

The 2 black dice rolls for the Viking plunder, rolled by the player holding the High King token. Valid for all the clans. Result 2 and 4.
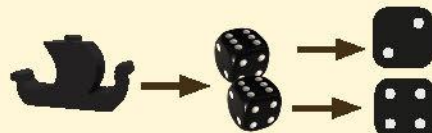
Eóganachta rolls 1 green die for its protecting ship. Result 1.
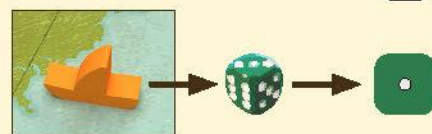
Eóganachta chooses to get plundered by the 1 and 2 rolls and looses only 3 food (if any on the player mat).
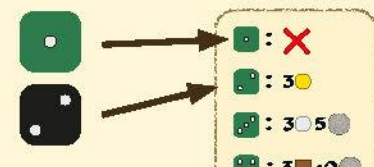
Actions

In this event, occurring every season, you can choose actions for your clan. Will you focus on building, exploring or try your luck in a dangerous raid? Or use your possibility to move your warbands and start battles?

Each action requires different types and amounts of resources and you need settlements or workers, so it's important to plan ahead. Also, there is an limited number of cards for each action.

The event is divided in **2 rounds**, which means that each player will choose and perform 2 actions.

Note that development cards may be used during the actions. Look at the event and action symbols in the upper left corner of the cards to determine when the cards may be used.

Also note that development cards bought during the first round may be used during the action in the second round. There is no limit of the number of cards used during the same action.

For each of the 2 rounds perform the following steps:

1. In turn order, each player **chooses an action card**.
2. In turn order, or in parallel if possible, the players **perform their chosen actions**. The players keep the cards in front of them on the table.
3. In turn order (the turn order may have changed if someone just performed the *Take the crown* action), each player **chooses a second action card.** The chosen actions are performed in the same way as the first ones.
4. When ready, all used action cards, except *Take tribute* which is kept until the next *New year* event, are **returned to the stacks**.

A brief description of the actions can be found on the action cards.

Take the crown | Develop

Raid | Battle & move

Build | Produce

Hunt & fish | Explore

Take tribute — Dal gCais | Take tribute — onnacht | Take tribute — Ui Néill | Take tribute — Eóganachta

Take the crown

During this action you take the High King token from the player holding it. This is done by moving the High King token to your clan, and means that you now have the leading role. The change is valid immediately after the ongoing action round, so if you have taken the crown as a first action this event, you are first in turn order when choosing the second action.

You also receive 5 silver.

You cannot choose this action if you already holds the High King token.

The player holding the High King token has the following responsibilities:

* Leads the other players through the events and moves the calendar marker.
* Is responsible for common dice rolls and Viking movements.
* Is first in turn when turn order is applied (clockwise order starting with you).

Develop

During this action you can buy a development card, either one of the face-up cards or the top face-down card in one of the stacks. The cards add skills and advantages for your clan.

Perform the following steps:

* Pay the resources specified on the card front.
* Place the bought card in front of you on the table. If a face-up card is chosen, draw a new card from the stack and turn it face-up.

Village | Military

Clan | Countryside
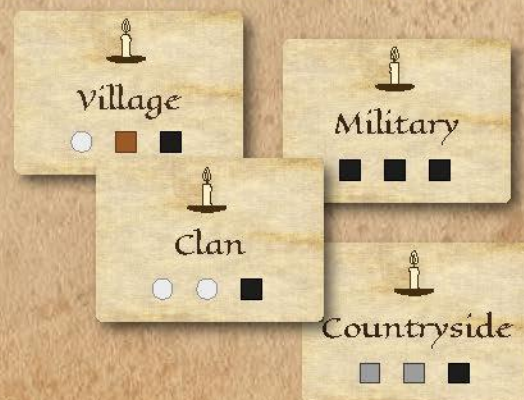
Battle & move

This action gives you a possibility to move your workers and warbands. You may also start battles if an opponent is present in an area adjacent to one of your warbands. You have to consume food for the units involved, both for battle and movement.

First all battles are performed, then all movements. You may choose to only perform one of the parts, battle **or** move.

1. Battle

Battle can be initiated if an opponent is present in an area adjacent to one of your warbands. **Perform all the battles you want to** during this action according to the rules described in the *Battle* section.

2. Move

All movements are made **after the battles.**

Rules to be followed when moving:

* **Consume 1 food** for each of your moving warriors, chieftains and workers.

* It is **not** allowed to move to an area where an opponent is present.

* There is no limit for the number of units per area, except for workers herding animals (max 2 workers).

* Chieftains, warbands and workers (without animal) may move:

  o To an **adjacent area**.

  o Through any number of **contiguous areas** where you have structures. An area may be passed several times.

* A worker with animal may move to an adjacent unexplored area. (Max 2 workers with animals per area.)

* Animals may be moved anywhere they are allowed, without food consumption.

  o To and from **the player mat**. Max 2 animals may be placed here, no workers needed.

  o To **an unexplored area** where a free worker is present. Max 2 animals with workers per area, 1 animal per worker.

* Also warriors and chieftains **which performed battle during the current *Battle & move* action** may move during the move part of the action. Food consumption as usual, **1 food per moved unit.**

* Warriors can only move together with a chieftain (i.e. as part of a warband), never on their own.

* A chieftain moving through areas may **pick up and drop off warriors** from these areas. Don't forget to **consume 1 food** per picked-up warrior. **Note** that a warrior is allowed to move **only once** per *Battle & move* action, it is not allowed to make several moves with different chieftains during the same action.

Example: Possible movements.

Example: Animals on the game board

Max 2 animals, of any kind, can be herded in an unexplored area. 1 worker per animal is needed.

Raid

During this action you may perform a raid against the Vikings. You raid with your ships and the outcome may be resources, silver and victory points.

1. **Choose one or more of your ships** for the raid.

2. **Consume 1 food** per raiding ship.

3. **Roll 1 die for each ship**, then evaluate the result for each die:
   * **1**: Your ship is lost. **Max 1 ship per** *Raid* action can be lost. The rest of the 1 rolls are ignored.
   * **2-6**: Take plunder from the general supply according to the plunder table on the player mat.

Produce

During this action you may produce resources in your forests, quarries and mines. Settlements or workers in the areas are required for production.

There is no upper limit for the number of workers present in a forest, quarry or mine, all of them may produce.

* A **settlement** produces **2 resources** for a consumption of **1 food.**

* **Workers** in the area produces **1 resource** each, even if there are no settlements. No food consumption.

There is no production in farmlands.

Hunt & fish

During this action you receive food by hunting in your forests and fishing with your ships, and also an amount of food without having any forests or ships.

* Receive **2 food.**
* Receive **1 food** for each of your **ships** and **claimed forests.**

Explore

During this action you may explore new unexplored areas adjacent to your claimed areas.

Consume 3 food. Then perform the following list of steps **twice:**

1. **Choose an unexplored area** where no opponent is present, adjacent to one of your claimed areas.

2. **Draw an area tile** from the bag.

3. **Place the area tile in the area.** If animals are present in the area, they are removed and placed in the general supply (a worker can't herd animals in an explored area).
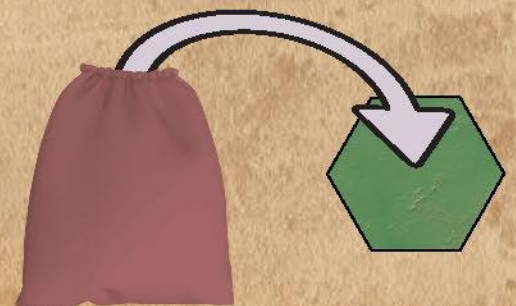
Build

During this action you may build ships, settlements and tower level.

For building rules see below. For building costs, see the player mat.

Ships:

Build any number of ships (up to 5 in total).

Built ships are placed at your coast (outside the hex areas). Their function is independent of their exact position.

Settlements:

Build any number of settlements (up to 10 in total).

* You may build settlements in explored areas where no opponent is present.

* Max 2 settlements per area is allowed.

* The areas where you build must be adjacent to an area where you have a structure **at the beginning of the current *Build* action.**

Tower:

* The tower is built **in your monastic area** and symbolizes the expansion of the monastic village.

* The tower is built in 5 levels.

* **Max 1 level** can be built during the same *Build* action.

> "Let a house be made of good materials, such as stones, with clay and strong beams and pillars, and thatch it with good straw and plaster it with loam both inside and outside."
> - Bretha Nemed Toísech, one of the earliest known texts on Irish law.

Take tribute

During this action the provincial king takes tribute. The result is silver and resources.

Receive the following:

* Receive **5 resources**, one of each type.

* Receive **5 silver** for the monastery.

* Receive **1 silver** per worker in the monastic area.

* Receive **5 silver** per tower level.

This action may only be performed once a year so keep the action card in front of you on the table until the turn of the year (event *New year*).
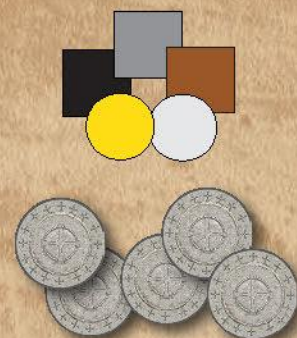
✕ Battle

Each battle consists of 2 attacks. After each attack, all effects of the attack are resolved and any units that have been defeated or routed are removed from the battle area. The second attack is always performed if there is an attacking warband left. If not, the battle is ended after the first attack.

Battle may occur in 2 situations:

* As a part of a *Battle & move* action initiated by you or another clan. Here your clan is either the **attacker** or the **defender.**

* During the *Vikings* event. If a clan is present in an area into where a Viking warband wants to move, the Vikings attack. Here your clan is the **defender.**

Note: After the battle, go back to the chapter where the Battle was initiated (*Battle & move* or *Vikings*) to read how to move your or the Viking units after the battle.

Rules if your clan is the attacker:

* **Areas adjacent to your warband**, except monastic areas, can be attacked. Note that **your warband doesn't move into the area to attack**. The battle is performed standing adjacent to the area you attack.

* An area may only be attacked **once** during the same *Battle & move* action.

* If your clan is the attacker and wants to perform more than one battle during the same *Battle & move* action, all the battles are performed one after another **before** the move part of the action is performed.

* Only **warbands** may attack. Warriors without chieftain, workers and structures **cannot** attack

* Each unit may participate as an attacker only **once** during the same *Battle & move* action.

* Warbands **from several areas** adjacent to the opponent area may participate in the battle.

* Chieftains in the same area may freely distribute the warriors among themselves and attack **different** areas.

* You may freely choose how many of your warriors in an area being part of an attacking warband.

* **Consume 1 food per warrior/chieftain** participating in the battle.

* Viking units and quarters give victory points when defeated. When defeating units from another clan no victory points are earned and when defeating another clan's settlements you **lose** victory points.

Rules if your clan is the defender:

* Warbands, warriors without chieftain, workers and structures in an attacked area may participate as defenders in the battle. Each tower level counts as 1 structure when defending.

* No food consumption is required for the defending tokens.

Example: Attack from multiple directions

Note that the battle is performed **standing in adjacent areas**. The Eóganachta warbands do **not** move into the area with the Viking warband.

Example: Possible areas to attack

> "I have been where warriors wrestled, High in Erin sang the sword,
> Boss to boss met many bucklers. Steel rung sharp on rattling helm;
> I can tell of all their struggle; Sigurd fell in flight of spears;
> Brian fell, but kept his kingdom, Ere he lost one drop of blood."
> - The Song of the Hildings from the Icelandic Brennu-Jarls saga about the battle of Clontarf

Perform the following 4 steps for each battle:

1. Before the battle

a. Decide **participating units** and **consume 1 food per unit** if you are the attacker. There is no limit for the number of participating units.

b. Choose **development cards** to be used in the battle. Cards with an **Incident** tag may be chosen later, during the attacks, see the card for details.

    * Chosen cards **must** be used. They are used one at a time during the part of the battle specified on the card. However, if the opponent is fully defeated before the card is planned to be played, it is not played.

    * The cards may be used **in any order**, and the sum of the effects may differ depending on the play order. For example, a die may be rerolled twice as an effect of 2 cards played after each other.

    * In **battle between clans**, the attacking clan re-rolls dice before the defending clan. After the dice re-rolls, other development cards are used, with the attacking clan playing first if a tie.

    * Development cards to use during *Battle* are only valid for **warbands** if not stated otherwise on the card.

c. Use those development cards that must be used **before the first attack**. These cards are fully resolved now, before the attacks start. If the opponent is fully defeated by one or more of these cards, the battle is ended when this happens.

### Example: Using development cards in battle

A player decides to use this 5 cards in the battle. Below is shown when during the battle the different cards are used. The details of the attacks and how to resolve dice rolls is described in the next page.

Before the battle	Before the first attack	During the first attack	During the second attack

This card is used when consuming food for the participating units. If 5 units participate, the food consumption becomes 3 instead of 5.
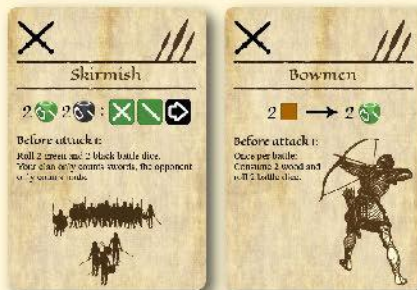
Both these cards, *Skirmish* and *Bowmen* shall be used before the first attack.

The player decides to use *Skirmish* first. The dice are rolled and all effects are resolved before the next card is used.

Then Bowmen is used and that result is resolved.

Staff slings is used during the first attack. This card lets the player change the result of a dice rolled in the attack.

Svinfylking is used during the second attack. Also this card is used after the dice rolls and lets the player reroll 2 of the dice.

2. Perform the first attack

Both the attacker and the defender roll **1 battle die for each of their participating units** and defending structures (with each tower level counting as one structure). The maximum number of dice rolls is 4 per participant, regardless of the total number of units. However, development cards and provincial king specializations may allow for additional dice rolls.

In a battle against the Vikings, black dice are the Viking dice and affect the clan. The green dice are clan dice and affect the Vikings. If a clan is attacking another clan, one of the clans uses the black dice.

After the dice roll, count the number of swords. 2 swords count as a hit.

a. For all hits:

Hits are always resolved before routs. The number of hits is determined and defeated tokens are removed from the game board.

* For the **clans**, the owner chooses which units or structures to remove but **warriors** must always be chosen **before chieftains**. Workers and settlements may be chosen in any order, before or after chieftains.

* For the **Vikings, warriors are removed before chieftains**, and quarters are always removed last.

b. For all routs:

* All structures ignore rout.

* For the clans the **owner chooses** which unit is routing but **warriors** must always be chosen **before chieftains.** Workers may be chosen in any order, before or after chieftains or warriors.

* For the **Vikings, warriors** always rout **before chieftains**.

* A unit may rout to an adjacent area which is not adjacent to the opponent units participating in the battle and where no opponent is present. If no such area is available, the unit is removed from the game board. If there is more than one possible area for routing, the owner chooses. For Viking units the opponent chooses.

* A **routing worker** with an animal may bring the animal when routing if the area it is routing to is an area allowed for animals. If not, the animal is removed and returned to the general supply.

The symbols on each battle die:

2 swords

1 sword

Rout

Miss

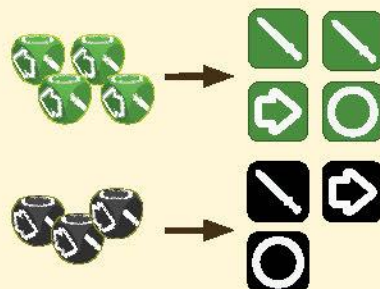### Example: Possible rout directions

Example: No rout possible

Example: First attack

Eóganachta warband (5 units) attacks the Viking warband (3 units). Note that the Eóganachta warband remains in its area during the battle.

Eóganachta rolls 4 green (own) and 3 black (Viking) battle dice. Eóganachta rolls 1 rout and 2 single swords. Viking rolls: 1 rout and 1 single sword.

2 single swords = 1 hit so 1 Viking warrior is defeated (put in the general supply) and 1 routs.

The Viking single sword is not enough to defeat a unit so no Eóganachta warrior is defeated. 1 Eóganachta warrior routs.

3. Perform the second attack

After the first attack, if the **attacker** has any warband left, a second attack is performed in the same way as the first attack. The second attack is not optional: if there is an attacking warband left the second attack is always performed.

Note that units which remain in the area because they could not rout are **not** allowed to participate in the second attack.

4. After the battle

a. Earn or lose victory points:

The player earns or loses the following victory points regardless of who won the battle:

* Earn 1 VP per defeated Viking warrior.
* Earn 2 VP per defeated Viking chieftain.
* Earn 3 VP per defeated Viking quarter.
* Lose 2 VP per defeated opponent clan structure.

b. Take plunder:

The player takes plunder regardless of who won the battle.

For each defeated **Viking** chieftain and **Viking** quarter:

* Roll **1 die**.
* **Take plunder** according to the plunder table on your player mat, where a roll of 1 results in no plunder. The plunder is taken from the general supply.
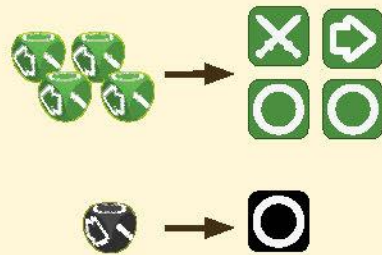
c. Remove abandoned seed and animals:

If there are any abandoned seed without settlements or animals without workers left in the battle area, remove them and return them to the general supply.


Example: Second attack and after the battle

After attack 1 Eóganachta has 4 remaining units in the warband. They attack the remaining Viking chieftain.

Eóganachta rolls 4 green (own) and 1 black (Viking) battle dice. Eóganachta rolls 1 double sword and 1 rout. The Vikings roll 1 miss.

The Viking chieftain is defeated by the double sword. No Viking unit is left to rout so no more units are affected.
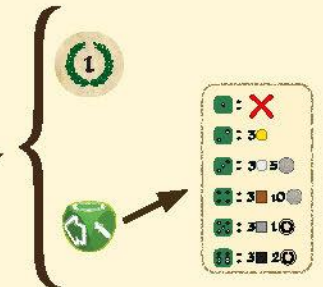
For the defeated Viking chieftain, Eóganachta earns 1 VP and rolls 1 die for plunder according to the the plunder table on the player mat.

If you want to move the Eóganachta warband into the now empty area, this is done during the move part of the current *Battle & move* action, after all battles you want to perform during the action. See *Battle & move*, page 17.

"Their shields and their swords, their spoils and their treasures were captured; their cattle and their property, their lands and their territories were taken away."
- Táin Bó Cúailnge. The Cattle Raid of Cooley

GAME END

The game ends when **one** of the following conditions is fulfilled:

* One of the clans has defeated one of the Viking towns. All Viking units and quarters in the town must have been defeated. If any player has not yet performed the chosen action for this round, they perform their chosen actions before the game is ended

* One of the clans has completed the tower (built the 5th level). If any player has not yet performed the chosen action for this round, they perform their chosen actions before the game is ended.

* The Vikings have defeated one clan's monastic area. The game ends immediately when this happens. All units and structures in the area must have been defeated. The Vikings win the game.

* At the end of year 1014. The event *New year* is played except flipping or replacing the year tile.

END GAME SCORING

Claimed area (including the monastic area)	1 VP
Settlement	1 VP
Ship	1 VP
Animal on the game board (not on the player mat)	1 VP
Tower (take the VP for the highest built level):	
* Level 1: Settlement	1 VP
* Level 2: Hamlet	3 VP
* Level 3: Village	6 VP
* Level 4: Small town	15 VP
* Level 5: Large town	30 VP
Silver on your player mat, per 25 silver	1 VP
Victory points on your development cards	X VP
Victory points on your player mat	X VP

If a tie, the winner is determined by the following conditions in order:

1. The player holding the High King token, if any of them does.
2. The player which has defeated a Viking town.
3. The player with the most built tower levels.
4. The player with the most claimed areas.

The winning king is proclaimed Emperor of the Gaels!

CREDITS