



## Sowing

You may sow 1 food or textile token on each of your fields. Take the seed from the player mat and place in the area.



## Harvest

1. Roll the 2 harvest dice. Sum the results.
2. Receive that number of food/textile from each sown field.
3. Return the seed to the player mat.



## Milking

For each cattle on the **game board**: Receive 1 food.



## Livestock husbandry

Perform for all animals on the **game board**:

### 1. Shear the sheep

Receive 3 textile for each sheep.

### 2. Reproduce

For each cattle receive 1 cattle.

For each sheep receive 2 sheep.

### 3. Redistribute animals

Allowed places for animals:

\* **On the game board**: In unexplored areas, together with 1 worker each. Max 2 per area.

\* **On the player mat**: Max 2, without workers.

### 4. Slaughter

All **redundant** animals and those you want.

Receive 2 food per slaughtered cattle.

Receive 1 food per slaughtered sheep.



## New year

1. Flip or replace the **year tile**.
2. Return all **Take tribute** action cards.
3. Perform provincial king **specializations**.



## Actions

1. In turn order, **choose an action card** (see actions below).
2. All players **perform their chosen action**, in parallel if possible.
3. Repeat step 1 and 2.
4. **Return the action cards** (not *Take Tribute*).



### Take the crown

Take the High King token from the player who holds it. Receive 5 silver.



### Develop

Buy one development card. Either one of the face-up or one of the top face-down cards. Cost: See the card.



### Raid

Raid the Vikings with your ships. May give some resources/silver/VP. Cost: 1 food per ship.



### Battle & move

Perform one or more battles and/or move your units and animals. Cost: 1 food per unit.



### Build

Build settlements, ships and/or one tower level. Costs: See the player mat.



### Produce

Produce resources in forests, mines and quarries where you have settlements and/or workers. Cost: 1 food per settlement.



### Hunt & fish

Receive food, the amount depends on number of ships and claimed forests.



### Explore

Explore 2 unexplored areas adjacent to your claimed areas. Cost: 3 food.



### Take tribute

Can be chosen only once a year. Receive silver and resources.



## Fair

### 1. Receive or replace development cards

#### \* Summer:

In turn order: Receive 1 card, face-up or from stacks, for free.

#### \* Winter:

Trash and replenish the face-up cards.

### 2. Trade resources (trade table)

#### a. Foreign traders trade

Roll black + green die for resource types. If roll=1 do nothing for that die, else do:

##### \* Green:

Move the price marker 2 steps down.

##### \* Black:

Move the price marker 2 steps up.

#### b. The clans trade

##### 1. Sell

In turn order, place the trader on a resource type. Sell any number, move the marker 1 step for each 5 resources sold (min 1 step).

##### 2. Buy

In the same way as sell.

It is **not** allowed to sell and buy the same resource type.

##### 3. Return the traders to the wagons.

### 3. Trade animals and ships, recruit, give alms

#### \* Livestock market

Sell and buy animals. To/from the player mat.

#### \* Buy ships

Place at your coast.

#### \* Recruit

Workers, warriors, chieftains. To the monastic area.

#### \* Give alms to the people

Consume 15 silver and earn 1 VP.

## Scoring

Settlement, ship	1 VP	Tower (highest level):	
Claimed area	1 VP	*Level 1	1 VP
Animal on game board	1 VP	*Level 2	3 VP
Silver, per 25 silver	1 VP	*Level 3	6 VP
Development cards	X VP	*Level 4	15 VP
VPs on player mat	X VP	*Level 5	30 VP

# ✕ Battle

## If your clan is the attacker:

- \* Only warbands can attack.
- \* One unit – one battle during the same action.
- \* An area may be attacked **once** during one action.
- \* Warbands from several areas adjacent to the opponent may participate.
- \* Chieftains in the same area may freely distribute the warriors among themselves and attack different areas.

## If your clan is the defender:

- \* Workers and structures also participate.

## For each battle

### 1. Before the battle

- \* **The attacker** consumes 1 food per participating unit.
- \* Decide which development cards to use.
- \* Use development cards to be used before the battle.

### 2. First attack

1 battle die per token, max 4 for each side. Count all swords, 2 swords count as 1 hit.

#### a. For all hits:

Defeated tokens are removed. The owner chooses who, warriors before chieftains. Viking quarters after last unit.

#### b. For all routs:

- \* **Clan:** Owner chooses who routs, warriors before chieftains.
- \* **Vikings:** Opponent chooses who routs, warriors before chieftains.

Rout to adjacent area, own or empty, not adjacent to the opponent units participating in the battle. If rout not possible, the unit is removed.

### 3. Second attack

If attacking warband left, repeat step 2.

### 4. After the battle

#### a. Earn and lose VP for defeated tokens

Vikings: Warrior 1 VP, chieftain 2 VP, quarter 3 VP. Clan: Structure -2 VP.

#### b. Take plunder:

For defeated Viking quarters/chieftains:

- \* 1 dice roll, compare with the plunder table on the player mat. 1 = no plunder.

#### c. Remove abandoned animals and seed if any



# Vikings

## 1. Mobilization – For each Viking town:

Roll the direction die:

#### \* Land:

Place a new warrior in the adjacent area in the die roll direction, or, if clan present, in the town.

#### \* Sea:

Place a new chieftain in the town. If no left, use a warrior. Advance the longship on the track.

## 2. Raid – Longship reached end of track

The clans are raided by a Viking fleet:

### a. React to the threat

Each player chooses **hidden** one of the following:

#### \* Pay nose tax:

Pay 15 silver to the Vikings to avoid the raid and all its consequences. Nothing more happens.

#### \* Use your ships:

You may join the united defending fleet with any of your ships. Remaining ships, if any, stays at home protecting your clan.

All players reveal their choices at the same time.

### b. Earn VP – for those joining the fleet

Earn VP for participating ships. If equal, sum and split rounded up.

- \* Most ships: 3 VP
- \* Second: 2 VP
- \* Third: 1 VP
- \* Fourth 1 VP.

### c. Sea battle – for those joining the fleet

#### 1. Battle result:

The **largest fleet wins**, if equal the clans win.

#### 2. Loss of ships in the sea battle:

Roll 2 battle dice. 2 swords count as 1 hit. Each clan loses 1 ship per hit (only ships in the fleet).

### d. Plundering – only if the Vikings won

1. The player holding the High King token rolls 2 dice for the Viking plunder.
2. Each player roll 1 die per protecting ship that their clan has at home.
3. Each player is plundered by 2 of the rolls: Vikings, own or 1 of each. See plunder table. Die roll = 1 or no resources left: no plunder.

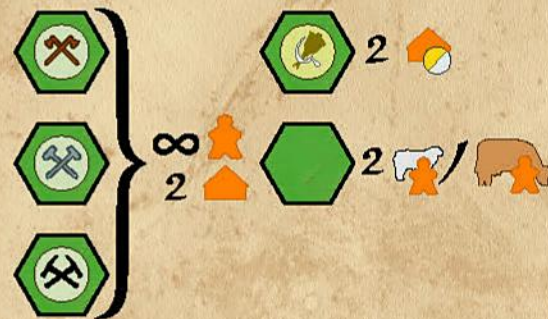
### e. Move the longship to the start of the track.

## 3. Battle & move – For all Viking warbands

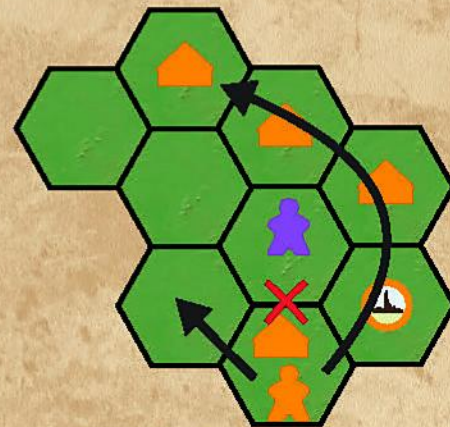
The player holding the High King token chooses the activation order.

- If more than one warband** in the area, divide, warriors equally, rounded up in favour for the active warband.
- Roll the direction die.** If at sea, direction is determined by the arrow.
- If a clan is present in the area:**
  - \* Perform **Battle**.
  - \* Remove abandoned seed and animals.
- If possible, move the warband into the area.** Warriors already present in the area are added.

## Allowed placement for producing tokens



## Movements



Move workers and warbands to adjacent areas where no opponents are present or through contiguous areas where you have structures.