NORTHGARD

UNCHARTED LANDS

WELCOME TO NORTHGARD: UNCHARTED LANDS

News came of a bountiful land beyond the seas, ripe for the taking.

Vying for fame and power, warchiefs from every clan sent their bravest warriors on a journey to explore those distant shores...

And claim for themselves the uncharted lands of Northgard.

In this game, each player controls a clan of the Northgard universe. By building a unique deck of cards, players have a chance to alter the course of history for their people. As clan leaders, they will have to take tough decisions in order to win this ruthless race for new territories, fame and prosperity.

COMPONENTS

70 units (14 for each player, in 5 different colors)

30 starting cards (6 for each player, with a special banner bearing the color of the player)

21 clan cards (1 initial card and 2 upgrade cards for each of the 7 clans)

52 development cards (16 Early development and 36 Advanced Development)

56 building tokens
(7 for each of the 8 types)

35 map tiles
(including 1 starting tile)

5 Player's aid cards

10 Unrest cards

7 Achievement cards

65 fame tokens values 50 (x5), 10 (x15), 5 (x15) and 1 (x30)

75 resources tokens
(30 food, 25 wood and 20 lore)

15 multiple resource tokens
(5 food, wood, lore)
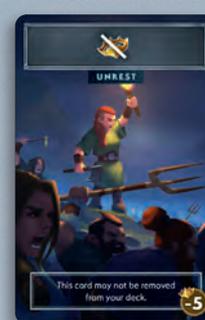
1 Kaija, the armored bear token
(for Bear clan only)

2 Northgard dice

1 first player marker

1 Scorched Earth token
(for Snake clan only)

1 Turn track and year token

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

GOAL OF THE GAME

• Control three closed territories with large buildings at the end of any year.

OR

• Have the most fame points 🦊 at the end of the seventh year.

THE MAP TILES

The map tiles may contain borders that delimit up to four territories. White borders with small dotted lines are regular borders, while yellow borders with large dotted lines are Rough borders (for more details, see the Move action p. 10).

Map tiles may contain resources: food 🍎, wood 🪵 and/or lore 📜.

The tiles also have spaces for small and large buildings (see the build action p. 9).

Some of those spaces contain a Carved Stone symbol: . This is the only place where you can build a Carved Stone building.

Some territories might contain a creature's lair 🐾. They are relevant only if you are using the Creatures module.

One food
Rough border
Small space with Carved Stone
Large space
Small space
Rough border
One lore
Small space
One wood
Regular border
Creature's lair
Regular border
Small space
Regular border
Large space

GLOSSARY

Borders: The lines displayed on the map tiles.

Territory: Space created between several borders and/or the edge of the map tiles. Units can be physically placed anywhere inside a territory's borders (even spread out on different tiles of a same territory for easy manipulation).

Adjacent territories: Two territories are adjacent if they have at least one common border (touching by a point or corner of a tile doesn't count).

Closed territory: A territory that has been totally defined by borders. Such territory cannot be explored (extended) further.

Open territory: A territory that has not been closed yet, around which the borders are not complete. In such situations the edges of the map tiles mark their (evolving) borders.

Territory owner (controller): The player that has at least one unit in that territory controls it. In combat, the defender controls the territory until its resolution.

Neutral territory: A territory that has no units on it. Although it can have buildings created by previous owners.

Combat: Conflict happening whenever units of two players are in the same territory.

Resource: Food, wood or lore.

STARTING TILES FOR 5 PLAYERS

The starting tile for five players has a regular back, but a 🐾 symbol on its front. At five players, place both tiles next to each other with the food symbol in the middle territory.

GAME SETUP

A. Place the dice and fame ⚔️ , resource (food 🍎 , wood 🪵 , lore 📜) and building tokens on the table, creating a common reserve in easy reach of all players.

B. Place the turn track on the table, the year token on its first space.

C. Place the Unrest cards in a face up deck on the table.

D. Shuffle all the Early Development cards and take 2 cards per player (4/6/8/10 cards depending on player count) to form a face down pile. Repeat the process with the Advanced Development cards, taking 4 cards per player (8/12/16/20 cards) to form a second face down pile. Place the Early Development pile over the Advanced Development pile, forming a single Development deck. Return the unused cards to the game box.

E. Shuffle all the Achievement cards and randomly take cards equal to the number of players, placing them face up next to each other, on the table. Return the unused cards to the game box.

F. Place the starting map tile at the center of the table. At five players, search for the corresponding starting tile and place them as described on page 3. Shuffle the remaining map tiles and place them in a face down pile on the table.

G. Each player chooses a color and takes the corresponding six starting cards. They place their corresponding fourteen units next to them.

H. Each player chooses a clan and takes the corresponding clan cards: one initial clan card and two clan upgrade cards (set aside for a later use).

I. Each player shuffles their deck of six starting cards plus their initial clan card (a total of seven cards), and places them face down as their draw pile.

J. Randomly determine the starting player by rolling two dice. Give the first player token to the player who rolls the most axes (re-rolling any ties).

K. Give to each player their starting resources, starting with the first player and going clockwise around the table:

1st to 3rd player ➔ 2 🍎 + 2 🪵

4th and 5th player ➔ 3 🍎 + 2 🪵

L. Each player draws three map tiles. The starting player chooses one tile from their hand and places it so that it orthogonally touches the starting tile(s). Then, they take a group of three of their units and place them in one empty territory of the newly placed map tile.

Continuing in clockwise order, each player does the same.

4

Once all players have placed one map tile each, **repeat the process once more**, following these placement rules:

• A player's second map tile must orthogonally touch **any** placed tile, it doesn't have to be the starting map tile(s).

• Map tiles must be placed so that the border lines are continued (see Forbidden Placements on page 11 for examples).

• A player's second group of units must be placed in an empty territory of this new tile. Even if it is connected to their first tile, the two groups of units cannot be placed in the same territory.

Once it is done, the players end up with two groups of three units in different territories. They place their unused third map tile in the tile deck and shuffle it.

Important: The players may not gain any resource, fame or other benefit from their special powers during the setup phase.

M. The game can begin with the first year, and the player with the first player token goes first.

DECK BUILDING

Each player has their own deck of cards with 4 distinct zones: **draw pile** (face down - to draw cards from), **hand** (hidden to others - to play the cards from), **active area** (where the cards are played face up during the current turn) and the **discard pile** (face up - where cards go at the end of the year). The cards go from the draw pile to the hand, then to the active area, then to the discard pile, then back to the draw pile.

Important: A player will reshuffle their discard pile to form a new draw pile only when they need to draw a card from their empty draw pile.

Each player should place their player's aid card in front of themselves. Always place the draw pile on the left side of the player's aid and the discard pile visible on its the right side.

Draw pile

Active area

Discard pile

Hand
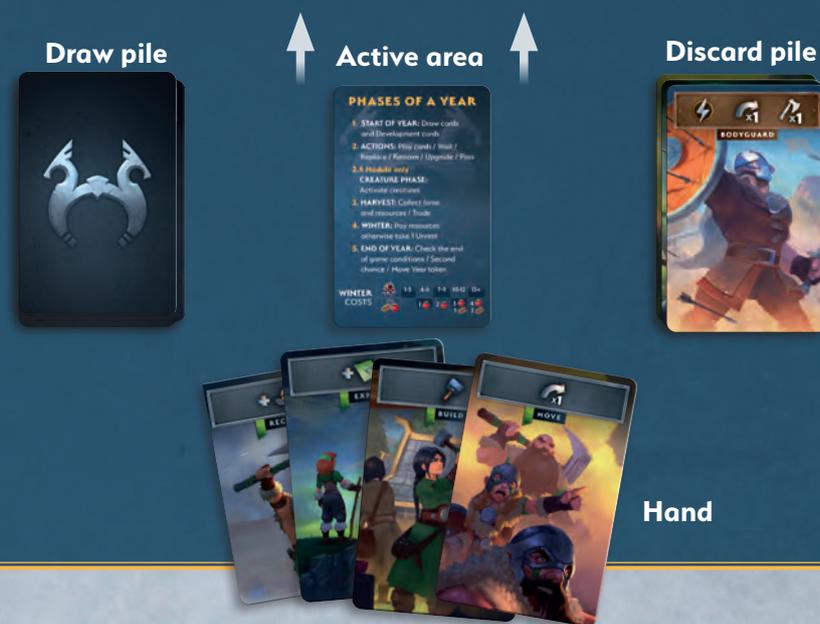
GAME PLAY

PHASES OF A YEAR

1. START OF YEAR
2. ACTIONS
3. HARVEST
4. WINTER
5. END OF YEAR

Once the set up is done, the game begins. The game consists of a series of years, or rounds, divided in five phases.

1. START OF YEAR

At the beginning of each year, each player draws four cards from their own deck. Whenever a player no longer has any cards in their draw pile, they must shuffle their discard pile and create a new draw pile.

Important: this draw pile renewal takes place any other time a player must draw a card from an empty draw pile, including the other phases.

The first player then draws cards equal to the number of players from the Development deck and places them visible on the table next to it.

Due to the set up, Early Developments are drawn during the first and second years, and Advanced Development cards are drawn at the beginning of years three through six.

On the seventh year (last round of the game), Achievement cards replace the Development cards.

2. ACTIONS

This phase is a sequence of player turns. Starting with the first player and following clockwise, each player takes turns to play one after another, until all players have passed. Each player may take multiple turns during this phase. During their turn, the current player needs to choose one of the following possible actions:

A. Play card(s)

The current player plays one card from their hand and places it face up in their active area, then resolves its action. The card actions are described later in the rules.

Flash cards, displaying this symbol ⚡, are special. The player may play any number of these cards before and after the main action card. In such cases, the cards must be played one at a time, as a card action has to be resolved completely in order to play another card. Note that the player can also choose to play only a Flash card and nothing else (effectively ignoring the Flash bonus).

B. Wait

The current player picks a card from their hand and places it into the active area, without resolving its effects.

C. Replace a card

The current player picks a card from their hand and places it into the active area without resolving its effects and spends one 🪙. Then, they draw a new card from their own draw pile.

D. Remove a card

The current player picks a card from their hand and places it in the game box, effectively removing it from the game, and spends two 🪙. Then, they draw two new cards from their own draw pile.

E. Upgrade

The current player picks a card from their hand and places it into the active area without resolving its effects OR remove it from the game (their choice) and spends an additional three 🪙 to get an upgrade. They pick one of their clan's upgrade cards and place it in their hand. This card can be played in a subsequent turn and is therefore integrated in the player's deck.

F. Pass

The current player discards all cards left in their hand (if any) to their discard pile and all played cards from the active area, and then picks a new card from the Development cards displayed on the table (or an Achievement card if this is the seventh year). They MUST place this new card on the top of their draw pile.

The first player to pass also takes the first player marker.

Note: when the player has no cards left in hand, they can only Pass.

Important: The current player will not play anymore this phase, while the others continue until they have also passed.

3. HARVEST

Starting with the first player, players collect gain fame and collect resources in the territories they control.

A. Gain fame from closed territories

For each closed territory they control, each player receives ⚔️ . Territories spreading on two tiles only bring one ⚔️ , while larger territories (three tiles or more) bring two ⚔️ .

B. Collect resources and fame

The players gain additional fame and resources from their controlled territories in the following ways:

• Each player receives three ⚔️ for each Altar of Kings.

• Each player collects one food 🍎 , wood 🪵 and lore 📜 for each corresponding icon displayed on their controlled territories and/or buildings.

C. Trade resources

Players may exchange their resources with the reserve.

For any three discarded resources of any type, they may take one resource of their choice from the reserve.

Important: ⚔️ tokens must be kept face down by each player. The other tokens are kept visible in front of the players.

4. WINTER

Starting with the first player, each player must pay resources for the winter.

Depending on the total number of units a player has on the map, that player must pay resources shown in the below table.

WINTER COSTS 🧔	1-3	4-6	7-9	10-12	13+
🪵🍎		1 🍎	2 🍎	3 🍎 1 🪵	4 🍎 2 🪵

If a player cannot pay the required resources to maintain their units, they must pay as much of the required resources as they are able and take one Unrest card which they place on top of their draw pile.

The Unrest cards are integrated in the player deck and hinder the player's action. They have no effect and cannot be removed from the game. Additionally, each one forces its owner to lose five ⚔️ at the end of the game.

Example of Harvest and Winter

• **Closed Territories:** Purple gets no fame. Red gets two ⚔️ . Yellow gets two ⚔️ .

• **Resources:** Purple gets two 🪵 and one 📜
Red gets three 🍎 , one 🪵 and two 📜
Yellow gets one 🍎 , one 🪵 and three ⚔️

• **Winter:** Red pays one 🍎 for four units, Purple pays two 🍎 for seven units, Yellow pays nothing for three units.

5. END OF YEAR

A. Check the end of game conditions

1. If any player controls at least three closed territories with at least one large building (Altar of Kings, Forge, Fortress) in each.

OR

2. If this is the seventh year, the game ends here. See the "The End of the Game" section.

B. The second chance

If a player doesn't have any units left on the map at the end of the year, they can place a group of three new units in any neutral territory. They continue the game with the same deck, resources and fame.

If by any chance there is no neutral territory left on the map, the player can draw a new tile and place it to create a new neutral territory.

C. Move the year token

Slide the year token one space on the turn track.

ACTIONS

The following actions correspond to the cards a player may play during **Phase 2 – Actions.**

The icons in the top box of each card describe the effect of the action, while a bottom box specifies if there are any exceptions to the usual rules applying to this action.

Four actions are displayed on the starting cards: Recruit, Explore, Move and Build. Feast is a wild card that allows you to play the action of your choice among these. Development and Clan cards feature a greater variety of effects, which includes Draw and Special actions.

RECRUIT ACTION

The current player places up to the given number (displayed by the card) of new units on the map, with the following conditions:

- The new units can only be placed in a territory they control.

- The new units may be placed in different territories if several units are recruited.

- There is no limit to the number of units that can be placed in one single territory.

- The number of units a player may have on the map is only limited by the number of models available in their reserve.

- When recruiting at least one unit in a territory with a Training Camp, another extra unit is automatically added in that territory.

- If the player has no units left on the map and plays a recruit action, they can choose a neutral territory to place the units.

The cards are always right

Northgard: Uncharted Lands is a game where the text on the cards can contradict what is written in this rulebook, to create more powerful effects. In that case, the rules stated on the cards take priority over this rulebook.

Example

The Red player uses a Recruit-2 action and adds two units on the map, on two different territories, both of them with a Training Camp on it. As both units are added on a territory with a Training Camp, they trigger an additional unit recruitment in their respective territories, allowing the player to place four units with the same action.

Before

After

BUILD ACTION

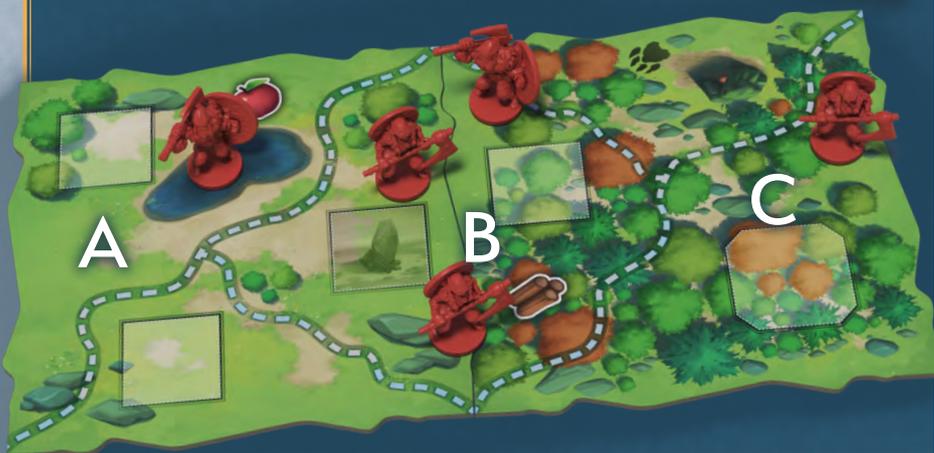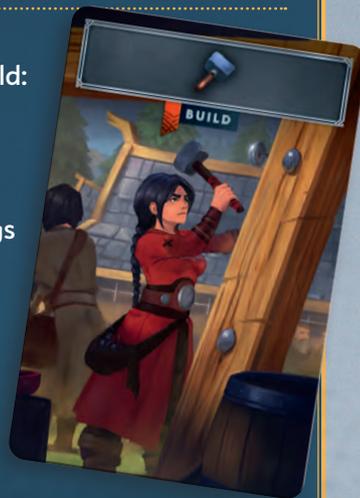The current player places a new building token on the map with the following conditions:

- The new building must be placed inside a territory they own, on a corresponding available space.
- The current player pays one 🪵 for a small building, or three 🪵 for a large building.
- Small buildings can only be built on small spaces, large buildings only on large spaces.
- A Carved Stone can be built only on a small space with the Carved Stone icon.
- The player cannot build a type of building that already exists in the same territory.
- The total number of buildings that can be built is limited to the number of building tokens.
- Once built, the buildings cannot be moved or removed.

Example

The Red player has two 🪵, so they can build:

- A Carved Stone, only in the space with the Carved Stone icon of territory B.
- Any of the four other types of small buildings in territory A or B (including on the Carved Stone space if desired).

They cannot build a large building in territory C, as they would need three 🪵.

SMALL BUILDINGS

Building	Placement	Wood needed	Benefits
Food Silo	🟩 🟩	🪵	**Food Silo:** Phase 3 - Collect **one** 🍎.
Woodcutter Lodge	🟩 🟩	🪵	**Woodcutter Lodge:** Phase 3 - Collect **one** 🪵.
Defense Tower	🟩 🟩	🪵	**Defense Tower:** During Combat, the defender gets one additional 💀 per Defense Tower to be added to their die result.
Training Camp	🟩 🟩	🪵	**Training Camp:** Phase 2 - Each time a player recruits unit(s) in a Territory with Training Camp(s), add one more unit for each Training Camp.
Carved Stone	🟩	🪵	**Carved Stone:** Phase 3 - Collect **one** 🪨.

LARGE BUILDINGS

A player can win the game with at least three closed territories with large buildings.

Building	Placement	Wood needed	Benefits
Fortress	🟩	🪵🪵🪵	**Fortress:** During combat, add ⚔️x2 to the defender's result.
Forge	🟩	🪵🪵🪵	**Forge:** Phase 1 - draw one more card per Forge controlled (four cards plus one card per Forge).
Altar of Kings	🟩	🪵🪵🪵	**Altar of Kings:** Phase 3 - receive three 👑 for each controlled Altar of Kings.

MOVE ACTION

The current player can make as many independent moves as the card displays, as part of a single Move action.

- A move is to take any number of units from a controlled territory (from one unit to all of the units) and move them to an adjacent territory by crossing one border per move.

- The starting card only displays one move, but Development cards and Clan cards can display several moves.

- These multiple moves are played consecutively, meaning that the current player can gather units in another controlled territory before moving out of it with a greater number of units. They can be split in any way the player wants, assigned to the same group of units or in any combination that follows the rules stated above.

- If the Move action specifies a combat bonus (extra 🪓 or 💀) or special effect, it applies to any combat generated by the move.

- Crossing each Rough border uses an additional move of the Move action (it usually requires a Move action displaying at least two moves). This penalty applies when no other regular border exists between the two adjacent territories. The Rough border cannot be crossed by using two different Move actions.

- A player cannot cross enemy territories. Upon entering an enemy territory, all units moving there must stop, triggering a combat. A Move action with multiple moves may trigger multiple combats.

- When a Move action triggers one or multiple combats, complete all the moves first and then resolve all the combats. See the Combat section. Combats are considered to be a part of the Move action.

- **Reminder**: When using multiple Move actions in the same round due to ⚡ cards, the actions must be resolved separately, and their conditions respected individually. Therefore, the player cannot combine multiple cards to pass Rough borders, and the player needs to resolve combats triggered by one card before using the next.

Example

The Red player uses a 🔁x4 action.

- First, they move one unit from territory A to B 🔁x1 .
- Second, they move one unit from territory A to C 🔁x1 .
- Third, they leave one unit in territory C before passing the Rough border to territory D with the remaining four units 🔁x2 .

At the end of the Move action, the Red player controls territories B, C and D.

Initial position

First

Second

Third

EXPLORE ACTION

The current player draws a new map tile from the pile and places it on the table with the following conditions:

- A player can only explore from an open territory (not closed) they control. They must place the new map tile next to any of their open territories.

- The new map tile may only be placed adjacent orthogonally to the present map tiles (not diagonally).

- The borders cannot be discontinued, meaning that the new map tile cannot be placed if it causes a border to stop suddenly in the middle of the surrounding map tiles.

- If none of the drawn tiles (some cards allow to draw several tiles with a single action) can be placed by any means, place them at the bottom of the pile and draw a new one.

- When there are no map tiles left in the pile, players can no longer use the Explore action.

- If the Explore action merges different territories to create a bigger one, the resulting territory may contain several buildings of the same type, if they were previously in the two original territories.

- It is allowed to leave "holes" on the map.

- It is not allowed to place the new tile so that different players have units in the same merged territory. In other words, a combat cannot be triggered by exploring and merging territories.

Earning fame at territory completion

Whenever the current player closes one or more territories, they earn fame for each controlled territory that they just closed. If they close a territory controlled by another player, this player does not earn any fame.

Reminder: A territory is controlled only if there are units in it.

The current player earns as many 🏆 as the number of map tiles forming the newly closed territory.

Example

Case 1: If the Red player is the current player and places this tile, they close the territory in which the Yellow player already had units. In this case nobody gains any fame, as the closed territory is not controlled by Red and Yellow is not the current player closing their own territory.

Case 2: If Yellow is the current player and places this tile, they close their own territory and receives three 🏆 (as the territory is spread out on three tiles).

Forbidden placements

Red uses an Explore action and they have two potential placements.
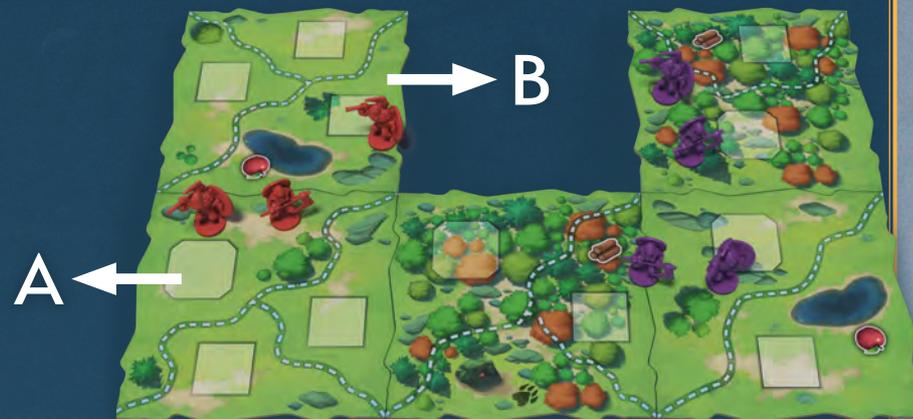
However, the new tile drawn cannot be placed in B, as any orientation would result either in a discontinued border, and/or merging Red and Purple units in the same territory, which is not allowed.

Red and Purple merge

discontinued border

discontinued border

discontinued border

discontinued border

DRAW ACTIONS

The current player may use Draw actions to draw more cards from their own draw pile.

A Draw action might require the current player to draw several cards and some of them will be kept in hand, others placed back on the draw pile or discarded. Simply follow the instructions on the card; colored symbols act as a visual reminder of these instructions.

Keep card in hand   **Discard**   **Put on top of the draw pile**

- These effects apply only to the cards just drawn by this action. A player cannot discard or put back in the draw pile one of the cards they had in hand before the Draw action.

- When a player has several cards to discard or put back on the top of their draw pile, they choose the order in which they place them back.

- Remember that the Draw action just played is placed in the active area of the game, and NOT the discard pile; meaning that if a player needs to reshuffle their discard pile to create a new draw pile, this card (and all the other cards in the active area) will not be available to be drawn again immediately.

- If there are not enough cards in the draw and/or discard piles to draw the number of cards required, the Draw action cannot be played.

SPECIAL ACTIONS

Cards displaying a Special action symbol ![symbol] indicate an action (described in the card's text) that is usually too exotic to be illustrated by the other symbols. Simply follow the instructions on the card and resolve the action accordingly.

FISHING

Collect 3

WOOD MONOPOLY

Collect 3

2

ENEMY SECRETS

enemy territory adjacent
Copy the effect of 1 card
owner's active area.

UPGRADED MARKET PLACE

Draw 2 cards.

1

UPGRADED TRADING POST

Draw 3 cards; keep 2 and discard 1 of them.

1

TRADING POST

Draw 3 cards; keep 1, discard 1, and return 1 to the top of your draw pile.

1

COMBAT

A combat is triggered automatically whenever there are units belonging to different players in a same territory (usually as a consequence of a Move action).

The attacker is the player whose units just moved into an enemy territory and the player controlling that enemy territory is the defender.

The combat involves only the units in that territory. If multiple territories have units belonging to different players, then there are multiple combats and must be resolved one at a time, with the active player choosing in which order.

COMBAT FACTORS:

The combat is resolved using 4 factors:

- number of participating units.

- potential bonus coming from the Move action (for the attacker) or buildings (for the defender).

- number of discarded food (well fed warriors fight better).

- the uncertainty of fate, represented by the roll of a die for each player involved.

THE COMBAT STEPS IN DETAIL:

Step 1: Count starting forces

Involved players count their number of units in the combat. Each unit is worth 🪓x1 (combat point).

Step 2: Factor in eventual bonuses

The attacker adds any number of 🪓 displayed on their Move action and/or clan powers.

The defender adds 🪓 from buildings and/or clan powers.

Step 3: Food bonus

Starting with the attacker, both players decide how many 🍎 they discard for this fight.

A player can only spend a maximum of one 🍎 per unit involved.

Each discarded 🍎 will add 🪓x1 to their player's result.

Step 4: Roll the dice

Starting with the attacker, each player rolls one combat die.

If a 💀 / 🪓 result is rolled, the player must decide if it is considered as 💀 or as 🪓x1. The attacker has to decide before the defender rolls.

ICONS AND COMBAT POINTS

🪓x1 🪓x2 🪓x3 : one / two / three combat point(s)

💀 : one casualty inflicted to the opponent

POTENTIAL DICE RESULTS :

🪓x2 : two combat points

🪓x3 : three combat points

💀 / 🪓 : choose between one combat point and one casualty

🪓x2 💀 : two combats points and one casualty

💀 💀 : two casualties

🪓 💀 : one combat point and one casualty

Step 5: Determine the winner

Determine the **combat score**: for each player, add up the total number of 🪓 from the previous steps.

Determine the **casualties**: for each player, add up the total number of 💀 inflicted to the opponent. They can be inflicted by cards + buildings + die result + clan powers. We suggest to lay the miniatures on the side to count casualties.

If a player is inflicted as many 💀 as their number of units, they lose the fight. It may happen rarely that both players lose all of their units and in such a case, nobody wins.

Otherwise, the winner is the player with the highest combat score. In case of a tie, the defender wins.

Step 6: Apply casualties

Each player removes one unit per 💀 inflicted by the opponent, and places them back in their reserve.

Step 7: Loser retreats

The loser takes all their remaining units and places them in any number of adjacent territories separated by a regular border (Rough borders cannot be crossed) that are either friendly or neutral, and not currently in any combat(s).

If there are no such territories, then **all units that have to retreat are removed** and placed back in the player's reserve.

Note: The buildings are not destroyed after combat. They stay in place, now controlled by the new territory's owner.

Combat example #1

Red attacked Purple using a basic Move action (no combat bonus). Red has five units and no bonus points. Red adds two 🍎 and this gives a starting number of seven combat points. Purple has two units and two bonus points (due to the Fortress) and decides to add two 🍎 (they cannot add more with only two units), totalling six combat points. Red rolls the die and gets 💀 💀 . Red inflicts two casualties and this would make them victorious. Purple rolls the die and gets 🪓₂ .

Total points: seven for Red and eight for Purple.

Casualties: Red lost one unit (due to the Defense Tower) and Purple lost two units (due to the die roll).

Combat aftermath: Red is the winner as Purple is left with no units. Red takes the ownership of the territory.

Retreat: No need to retreat, as Purple has no remaining units after the combat.

Before

After

Combat example #2

Red plays a Move action and attacks Purple by moving only four units to Purple's territory. Red has four units and one bonus point from their card. Red adds no 🍎, for a starting number of five combat points. Purple has two units and two bonus points from the fortress. Purple adds two 🍎, for a starting number of six combat points.

Red rolls the die and gets 🪓 💀 . Purple gets 💀 / 🪓 . Purple chooses the 💀 to inflict one casualty.

Total points: six for Red and six for Purple.

Casualties: Red lost two units (one from the die and one from the Defense Tower). Purple lost one unit (due to the die roll).

Combat aftermath: As this is a tie, the winner is the defender. Purple keeps the ownership of their territory.

Retreat: Red lost and retreats with their two units left, one to its starting territory and one other to an adjacent neutral territory.

Before

After

END OF THE GAME AND WINNER

The game can end in two different ways:

1. A PLAYER OWNS AT LEAST THREE CLOSED TERRITORIES WITH AT LEAST ONE LARGE BUILDING IN EACH.

This can happen during the End of Year phase of **any year**. In this case, **the winner is the owner of those territories**.

If multiple players reach this condition at the same time, then the tie is broken first by the greatest number of 👑 (see below), then by the greatest number of territories (open or closed) controlled, then by the most units on the map and if there is still a tie, then by the greatest number of buildings on the map.

<div align="center">

OR

</div>

2. THIS IS THE END OF THE SEVENTH YEAR.

In the seventh year, players pick Achievement cards instead of Development cards. During the End of Year Phase, the game is over even if the first victory condition (see above) hasn't been fulfilled.

Each player calculates their total 👑 :

• Adds the total value of their 👑 tokens in their reserve.

• Adds one extra 👑 per set of three resources of any type still in their reserve.

• Adds the 👑 value displayed on all their Development and Achievement cards. The Achievement cards' value is variable and is calculated at this point.

• Substract five 👑 per Unrest card in their deck.

The player with the most fame wins the game.

If there is a tie, it is broken by the greatest number of controlled territories (open or closed), then by the most units on the map, and then by the greatest number of buildings on the map.

Note: Winning with condition 1 takes priority over condition 2, meaning that someone with three closed territories wins the game even if another player has more 👑 in the last year of the game.

> **AS A REMINDER** 👑 is gained during the game by:
>
> **Exploration** (Action): number of tiles forming the closed territory.
>
> **Control of closed territories** (Harvest): one or two 👑 per closed territory.
>
> **Control of buildings** (Harvest): three 👑 per Altar of Kings.
>
> **Cards** (End of game): Development and Achievement cards have an indicated 👑 value.
>
> **Resources** (End of game): one 👑 per any three resource tokens in the player's reserve.
>
> **Creatures removal** (part of a move): Module only (see page 17).

VARIANTS

If you are looking for ways to experience the game, you can try the following variants.

LONGER GAMES:

You can play the game over ten years instead of the standard seven. Flip the turn track to the other side.

During step D of set up, take three Early Development cards per player (instead of two) and six Advanced Development cards per player (instead of four) to form the Development deck.

The first victory condition doesn't apply, the game can only be won by 👑 total at the end of the tenth year.

TEAM PLAY:

If you are exactly four players, you can split in two teams of two players. Teammates have to sit opposite each other, alternating team turns.

Teammates can discuss their options and share between them their current fame score, but they are not allowed to show their hands of cards.

Teammates' units cannot coexist in the same territories, but they can move through each others' territories when playing a card with multiple moves.

During the Trade Resource step of the Harvest phase, teammates can trade their resources between each other on a 1:1 basis.

Victory conditions (and tiebreakers) are fulfilled as a team rather than individual players, adding their 👑 scores together into one.

The first victory condition is only achieved when a team has five closed territories with at least one large building, instead of three.

CLAN POWERS

A clan grants a special power and access to unique cards: one clan initial card and two clan upgrade cards. Clan special powers are described below.

> BEAR CLAN

Stalwart protectors of the land supported by their armored bear Kaija, they are the toughest warriors, a military force to be reckoned with.

Clan Power: the Bear clan has access to a special unit, Kaija the Armored Bear, symbolized by a token (see below for its effects).

THE BEAR TOKEN

This token behaves mostly as a regular unit, with some additional powers:

- Whenever the Bear clan recruits, they can place Kaija as they would place any regular unit (including during setup)
- When involved in a combat, Kaija is worth ⚔️ x2
- Whenever the Bear clan moves, they can move Kaija with other units, but **it cannot enter in an enemy territory**
- During the winter phase, Kaija doesn't count towards the total number of Bear Clan units on the map to calculate the resources to pay

> BOAR CLAN

Mystical and untamed, their understanding of the world is unmatched, as are their boorish and primitive ways.

Clan Power: whenever the Boar clan explores without closing any territory, they collect one 🪨.

> GOAT CLAN

Adaptable and resilient, they will endure the harshest of winters. Excellent builders, they work hard to make the most of every inch of their territory.

Clan Power: whenever the Goat clan builds, they collect one 🍎 for a small building and two 🍎 for a large building.

> RAVEN CLAN:

Great explorers and merchants, brash and swift, they will often be found roaming where you least expect them.

Clan Power: whenever the Raven clan closes their controlled territory (or territories) by exploring, they immediately collect the resources displayed on these territories (both on tiles and buildings) as if this was the Harvest phase.

> SNAKE CLAN:

Cunning and deceitful, they work in the shadows and use guerrilla tactics rather than open warfare.

Clan Power: The Snake clan has access to a special effect, Scorched Earth, symbolized by a token (see below for its effects).

Before resolving the effects of a clan card (whether it is an initial card or an upgrade card), they may place this token into any enemy territory adjacent to one of their controlled territories.

Note: the initial clan card therefore allows the player to place the token before AND after the Move action, if they wish.

If the token was already in a territory, simply remove it from there and place it in the new territory.

THE SNAKE TOKEN

The Snake clan uses cunning ruses and ruthless tactics to outsmart and outlive their opponents, scorching their lands to facilitate their raids and pillages. The Scorched Earth token has the following effects:

- Whenever the Snake clan fights in a territory with this token, they get an extra ⚔️ x1 bonus. This applies whether they are attacking or defending
- During the Harvest phase, if this token is in an enemy territory, the Snake clan may choose to collect any one resource from that territory (including a resource produced by a building) instead of the territory's owner

> STAG CLAN:

Valuing wealth and fame, they are renowned for their regal manners, and are highly ambitious expansionists.

Clan Power: whenever the Stag clan conquers a new territory through combat or closes a controlled territory by exploring, they gain one extra 👑 per territory.

> WOLF CLAN:

Aggressive and ruthless, they use their combined might and mobility to give little chance to all but the most resilient.

Clan Power: whenever the wolf clan wins a combat as the attacker, they collect one 🍎.