



MODULE: TRAINING FIELDS

THE CLASH OF WOODEN SWORDS ECHOES ACROSS THE FIELDS AS YOUNG VIKING WARRIORS SHARPEN THEIR SKILLS. HERE, IN THE TRAINING FIELDS, ONLY THE SHARPEST MINDS AND QUICKEST HANDS WILL PROVE THEIR WORTH. WILL YOU RISE ABOVE YOUR RIVAL AND EARN THE RESPECT OF YOUR CLAN?

OVERVIEW

Training Fields is an expansion for Northgard: Uncharted Lands. This streamlined, standalone duel mode allows two players to engage in fast-paced battles using simplified rules and a reduced board

COMPONENTS

20 Regular units

(10 for each players from the base game)



14 Action cards

(7 for each players).



9 Victory point (VP) tokens

(Fame tokens of value 1)



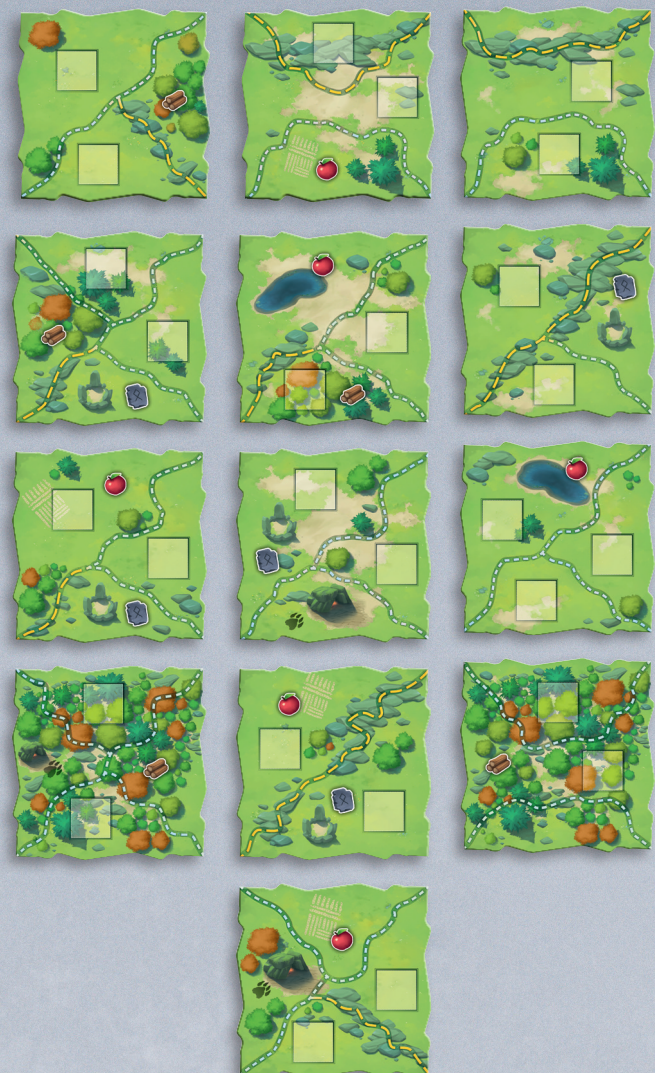
8 Building tokens

(1x Carved Stone, 1x Woodcutter Lodge, 1x Food Silo, 2x Defense Tower, 3x Training camp)



13 Map tiles

(Mandatory selected from the base game)



GOAL OF THE GAME

The first player to reach 5 Victory Points (VPs) wins the game. VPs are earned by controlling Resources and Buildings on the map.

SETUP

- Each player takes 10 units of their color.
- Shuffle the 13 Map tiles, remove one from the game, and randomly set hidden the remaining 12 tiles in a 4x3 grid. Reveal two opposing corner tiles. The revealed tiles serve as each player's base tiles, placed naturally closer to them.
- Place the building and VP tokens next to the grid.
- Each player places 3 units on their base tile. Units can be placed on any territories of the base tile and may be split as desired.
- Each player takes their 7 Action cards and place them face-up in front of them. The two sets of cards are marked with two different colors.
- Choose a starting player. The game can now begin.

GAME TURNS

Players alternate turns, playing only 1 Action card per turn. The game ends immediately when a player reaches 5 VPs.

- After playing an Action card, its effect is resolved, and the card is then flipped face-down.
- Once all Action cards are face-down, or whenever they want, players use the Refresh Action to reset them and flip all cards face-up.

ACTIONS

Each player has 7 Action cards, each serving two purposes:

- The main Action shown at the top of the card is mandatory.
- The Combat Bonus depicted below the card is a bonus during combats.

RECRUIT




The player adds 1 unit to any territory on the base tile.

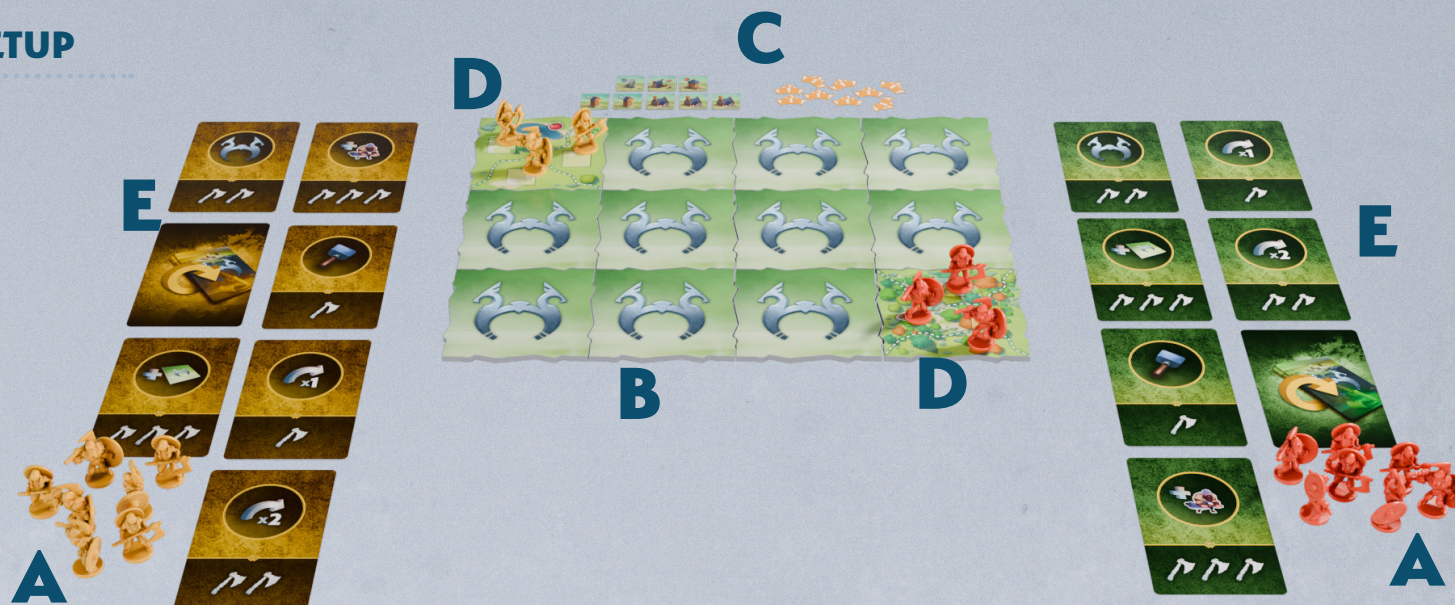
Later on, the player may build Training Camps. If the player owns a Training Camp, they may choose to Recruit in that territory instead of their base tile. When recruiting in a territory containing their Training Camp, the player adds 1 additional unit per Training Camp present in that territory.

BUILD



The player places a new building on a free building spot in a territory they control. To pay the cost, they must control at least one territory that produces  (different benefits and costs of the buildings in the chart following).

SETUP



BUILDING BENEFITS

Token	Nb	Name	Costs	Benefits
	2	Defense Tower		In any combat involving a Defense Tower, the attacker loses 1 additional unit when casualties are applied.
	3	Training Camp		Allows the player to Recruit in that territory, instead of the base tile. For each Training Camp in the territory, the player recruits 1 additional unit.
	1	Wood Monopoly	  	Grant +1 VP to the controlling player whenever they gain VPs.
	1	Food Monopoly	  	Grants +1 VP to the controlling player whenever they gain VPs.
	1	Lore Monopoly	  	Grant +1 VP to the controlling player whenever they gain VPs.

EXPLORE



The player selects an adjacent tile connected to a territory they control and flips it to its face-up side. The tile must be placed in the orientation it is drawn, without rotation.

If the newly revealed tile connects to a territory already occupied by enemy units, combat is automatically triggered. In this case, the player performing the Explore action becomes the attacker.

SPECIAL






The Special Action card allows the player to perform one of the following basic actions: Recruit, Build, Explore, or Move 1.

REFRESH



The Refresh Action has two effects:

- Opponent's Victory Points:** When a player perform a Refresh action, their opponent gains 1 VP for each triplet of resources they control on the map. A triplet consists of 3 different resource types   . Each resource is counted once, and can be located in any territories controlled by the opponent. They gain +1 VP for each Monopoly building of wood, food or knowledge in his territories.
- Reset Action Cards:** The player who plays the Refresh card may flip all of their face-down Action cards face-up, making them available again for use.


MOVE



The player performs a Move 1 or a Move 2 (could be independent Moves) Action. As in the base game, a Move 2 Action is required to cross a Rough Border. The Move Action may trigger a combat (see Combat rules).

COMBAT



Combat is automatically triggered when units from both players occupy the same territory.

Combat Strength: each unit gives +1 .

Combat Bonus: Each player shuffles their **face-up** Action cards. Then their opponent picks randomly one. The picked card adds its Combat Bonus to the card owner's Combat Strength. Then, the picked card is flipped face-down, while the remaining shuffled cards are placed face-up in front of their owner as they were before the Combat.

Note: If the Refresh Action card is drawn during this phase, it provides no Combat Bonus. Instead, the player whose Refresh Action card was chosen immediately performs a Refresh Action, but their opponent does not gain any VPs from it.

Combat resolution:

- Determine the combat score:** each player adds up the total number of  from their **combat strength** and their **combat bonus**.
- Determine the casualties:** each player loses 1 unit, which is returned to their reserve. If a player loses all their units, they lose the combat. If all units from both players are removed, the territory becomes neutral and remains unoccupied.
- Determine the winner:** the player with the higher total of  wins. In case of a tie, the defender wins the combat.

Retreat: The defeated player must retreat to adjacent neutral or friendly territories. If there are no such territories, then all units that have to retreat are removed and placed back in the player's reserve.