



PAX VIKING

APPENDIX



By Jon Marcker



HOLO VARIANT - NORSE EMPIRE

Norse Empire takes place about 50 years after the events of *Pax Viking*, when the Norse settlements reached their largest extent, stretching from North America to the Caspian Sea. They traded with clients in North America, India, China (over the Silk road), Persia, and Africa, dealing in arctic furs, superior metallurgy services, egyptian cats, and other exotics. But administrative and tax problems have thrown this empire into turmoil. Your task is to achieve what failed in history, to keep this empire alive, solid and strong.

Setup

1. Lay out the **Gameboard** in the middle of the table (A).
2. Place 1 **Ally Longship** in each Post in the North, leaving 1 Post in Bjarmaland unoccupied (B).
3. Place the 4 **Influence Markers** on the indicated spaces on the gameboard (C), and place the 7 **Trade Center Markers** next to the gameboard (D).
4. Separate all **Events** and **Ventures** from the **Advocates** and **Gods** and randomly select 12 Events. Shuffle and place them face down in an Event Pile next to the gameboard (E). Remove the rest of the Events from the game.
 - If you want more or less of a challenge, add more or fewer Events.
5. Place 9 random Ventures on the map according to their Locations (F). If you are to place a Venture and that Region is full, discard it instead.
6. Shuffle the Advocates and Gods and place them as the Saga Pile (G), then fill the Saga Track using the Saga Pile.
7. Randomly take a Jarlboard and all components of your chosen color.
 - If you want an easier game, consider taking Eric the Victorious.
8. Locate your Home on the gameboard and place a Home marker there.
9. Take 3 Silfr, then add any additional money that may be listed on your Jarl's special ability.
10. Mix the Rival Longships and place one on each Venture, Trade Center, and Powerful Ally on the map.

Key Concepts

Priority: If you need to choose a Post, choose whichever is the southernmost. If you are uncertain which is the southernmost, choose the easternmost among those in question.

Rival:

- There is only one Rival, and all components that are not your color belong to that one Rival.
- If the Rival needs to make a choice on the map, it always chooses according to Priority.
- To determine the nearest Post, count Steps. Follow Priority if multiple Posts are equidistant.
- When placing a Rival's Longship, draw it randomly from a supply of all colors. When placing a Rival Follower, use any Rival color already present on that Post.
- The Ally Longships always belong to the Rival, even if you control Iceland, Faroe, or Dublin.
- If a Rival runs out of components for any color, no replacements are used.
- The Rival's Silfr is not tracked. Any Silfr that is to be paid to the Rival is instead paid to the supply.
- The Rival never has Advocates or Gods.
- The Rival has no hand of tiles.
- Any ties are always resolved in favor of the Rival.

How to Win

You win the game if all your Followers are Established.

You lose the game if you are to draw an Event tile but there are no more left to draw.

Solo Version - Setup



Sequence of Play

1. Rival Movement.

If any Rival Longship is outside a Post, move it to the nearest Post that has Longships of that color. If there are no Rival Longships of that color, move it to the nearest Post with any Rival Longships. Ally Longships never move into West Posts and never move to a Post that already has an Ally Longship.

2. Event.

- Draw an Event.
- Place a random Rival Longship in a Post in that Event's location. The Rival Establishes that Post if it is possible and not already Established.
- Resolve the Event as if the Rival PLAYED it.

Event resolution clarifications

- * If a tile mentions the Rival, this means you (the Rival's Rival).
- * Allthing Events always resolve.
- * Ignore any Events that create Duchies or instruct you to PLAY, Trade, or place a tile next to a Jarlboard.
- * If instructed to take a tile from the Saga Track or Saga Pile, place a random Rival Longship on that tile's location and Establish it if possible and not already Established. A tile taken from the Saga Track must be the lowest cost tile.
- * If instructed to PARLEY, do so following the Automatic Parley rules in step 5 (see next page).
- * If instructed to do a Rus action, discard one of your Advocates or Gods.
- * If instructed to do a Jarldom action, discard all components in a Post you have components on, following Priority. Then place a random Rival Longship and Establish it if possible and not already Established.
- * If instructed to Return a Rival Longship, do so to the supply.
- * If a tile is to be placed on the map from Event effects and there is no empty Post in that Region, discard the tile.

3. Invest.

You may INVEST once, following the same rules as the standard game.

4. Actions

Standard Action Markers are not used. Instead Exhaust your Longships to perform actions, giving you 6 actions per turn. You never Exhaust more than one Longship to perform an action.

You may perform JOURNEY, PLAY, and ACTIVATE actions as in the standard game. No other Standard Actions can be taken. ACTIVATE has an added option: you may use it to discard a God or Advocate from your Jarlboard.

Influence Actions can be taken if you have the corresponding Influence Marker(s). Exhaust the Influence Marker *and* a Longship to take the action. Influence Actions are modified from the standard game as follows:

- **SWEDEN:** When you grab a tile from the Saga Pile, Place it on the Tile's Location on the map. If there are several options, choose one. Unlike other situations, Advocates and Gods are placed on the map in this case. If there are no empty Posts the Tile is Discarded. The SWEDEN action works well in combination with the RUS action.
- **THEOCRACY:** (Re)place a Theocracy Follower anywhere on the map.
- **JARLDOM:** The Returned Longship is instead discarded.
- **RUS:** If you enter a Post that has an Advocate or God on it you may immediately Exhaust a Longship in the same Region to pick up the Advocate or God. If so, remove any Rival Longships and Followers on that Post from the game.

5. Automatic Parley

There is an automatic PARLEY performed at the end of your turn on any Post where you are not Alone **or** where you are Alone and can Establish that Post.

On each Post where there is a PARLEY:

1. If you are Alone, Establish that Post.
2. If you are not Alone, whoever has the most Longships Establishes that Post if it is not already Established. Rivals win ties. If the Rival has more Longships, Return your Longships. If you have more Longships, discard all Rival Longships (including Ally Longships) on that post to the supply, unless the Rival had previously Established that Post, in which case you only discard 1 Rival Longship and move the rest to the nearest Region.

6. Winter Solstice

Perform the Winter Solstice as in the standard game with one modification: if you have at least 4 of any of your Followers Established, take the corresponding Influence Action Marker.

HISTORICAL BACKGROUND

EVENTS

Baptism of Helga	The princess Helga was regent for her son in the Kievan Rus', and thus her conversion to Christianity was influential. A powerful ruler, she is known for her subjugation of the Drevlians, a tribe that had killed her husband Igor of Kiev. Her grandson Vladimir would convert the entire nation to Christianity.
Baptism of King Rollo	King Rollo had plagued the coast of northern France for many years. Eventually Robert I of France conceded land to King Rollo, making him the first Duke of Normandy, on the condition that he become a baptized Christian. As Duke, Rollo swore to protect France from other Vikings. He later married Gisla, the daughter of Robert I.
Battle at Brunanburgh	At Brunanburgh, King Athelstan of England defeated Olaf on Dublin, Constantine of Scotland and Owain of Strathclyde after a long bloody battle. Although the victory did not lead to unified Britain, it held England together and is often considered the start of the history of England.
Building the Nidaros Cathedral	A cathedral built on the burial site of King Olav II became the icon for the new nation of Norway and the traditional consecration site for her kings.
Byliny tradition	Byliny singers. Most historians of East Slavic and Russian folklore believe that byliny as a genre arose during the Kievan period, during the tenth and eleventh century; byliny continued to be composed until about the arrival of the Tatars in the thirteenth century and the destruction of the Old East Slavic civilization. Byliny incorporate elements of history from several epochs into their stories.
Byzantine Crusade	Varangian mercenaries working for the Byzantines attempt to regain the Holy Land, with a raid on Damascus in 970 CE.
Danelaw established	After the defeat of Guthrum, Alfred the Great made peace with the Danes in order to set up borders and provide for peace between the English and the Vikings. The Danelaw was valid in the northern and eastern parts of England.
Danish Rule of England	His enemies portrayed Sven Tveskægg as a rebellious pagan who betrayed his father to seize the throne of Norway and Denmark. His forays into Britain escalated into the successful siege of London, he became the first Danish King of England in 1013.
Defiling of Jomali	While trading with the Bjarmains, Tore Hund noticed the silver they sacrificed to their god Jomali at their burial site. The Vikings returned later to plunder the site.
Deus ex machina	In ancient Greek theater, actors playing gods were brought onto stage using a machine called the Deus ex machina. In <i>Pax Viking</i> they are brought onto the stage using a tile.
Divine revelation	Norse spiritualism and shamanism was typical, relying on orally-transmitted rituals. Its cosmology revolved around a world tree known as Yggdrasil, with various realms of giants, dwarves, elves, and land-spirits existing alongside that of humans, named Midgard. The cultic spaces evolved from outdoor groves and lakes to, by the third century CE, cult houses. Here shamans practiced Seiðr, a form of sorcery. During the time of <i>Pax Viking</i> , the struggle between polytheistic paganism and monotheistic Christianity was fought, with some rulers switching back and forth according to their revelations or pragmatism.
Dorchester first Viking raid	In the year 790 CE, a chief magistrate of Dornwary (Dorchester) went to meet some merchants who had arrived at the coast. When he instead found Vikings, he ordered them brought to the town hall. Unfortunately, the Vikings disagreed and slaughtered them all.
Emperor of the Romans	The son of Charlemagne and thus the Emperor of the Romans, King Louis the Pious had to contend with Viking raids as well as civil war in his vast empire.

Founding of the Kievan Rus'	Prince Oleg was the first Varangian ruler to start uniting East Slavic lands into the federation called the Kievan Rus' in 879 CE.
Gerbert of Aurillac	Gerbert of Aurillac was a scholar learned in Arab and Greco-Roman arithmetic, mathematics, and astronomy. As Pope Sylvester II, he reintroduced to Europe the abacus, armillary sphere, and the decimal numeral system using Hindu-Arabic numerals.
Glagolitic alphabet	When Saint Cyril was sent to Great Moravia to spread Christianity, he needed to spread the word in local languages. But the Latin and Greek letters were not suitable for the Slav language. Therefore he invented Glagolitic script, which is a precursor to the Cyrillic alphabet.
Grand Prince of Kiev betrayed	King Sviatoslav was assassinated shortly after making the Kievan Rus' the largest state in Europe. His conquests then disintegrated in dynastic struggles.
Great storm	The clinker construction using thin strakes and the lack of superstructure allowed the Viking longship to ride moderately rough waters, but it needed to make landfall quickly in case of storms. The Viking shipbuilders spaced the rivets or treenails two feet apart to add even more flexibility to the hull, but this flexibility meant much bailing if the seams opened up as the ship twisted in a storm. The lack of a deep keel to impart lateral resistance to side pressures from the wind and waves means the vessel would be subject to excessive beam leeway despite the lack of superstructures that would create windage. The wide beam amidships would provide initial stability, but the boat would still be subject to capsizing with the square sail up and braced for a strong beam wind. The low freeboard would make boarding waves common in a beam sea. In short, it required enormous expertise to sail a longship, but if mastered it had many advantages.
Icelandic Walrus Extinction	At a time when elephant tusks were virtually unobtainable it was walrus ivory, durable but delicate, that was chosen for carving bishops' crozier and other religious items.
Invasion of Francia	Reric, the Baltic coast emporium connecting the east and west trade routes of the expansive Carolingian empire under Charlemagne, was seized by a seaborne Viking raid under Gudfred of Denmark. Gudfred deported the town's craftsmen to Denmark, prompting a massive Frankish retaliation.
Jomsvikings defeated	Styrbjörn, King of the Jomsvikings (staunchly pagan Viking brigands) lost against Erik the Victorious in the battle at Fyrisvallarna. Some claim that Erik's words at the start of the battle was a curse, but nevertheless, all of Styrbjörn's men were "sent to Odin".
Khazar ambush	On their expeditions into the Caspian Sea, the Rus' passed through Khazar territory and paid homage to the Khazar king. After a particularly bloody expedition, a Khazar regiment of Muslims asked the King for permission to stop the Rus'. The King granted permission and the regiment killed over 30000 Rus' men.
Ledung	The ledung was a conscription system for the defense and offense of Scandinavian coastal regions. A similar system existed in England.
Murder of Askold and Dir	The legendary founders of the first Viking state, Askold and Dir, are possibly from the Rurik and Lodbrok clans. They were killed in 882 CE as the result of an elaborate plot orchestrated by Oleg the Seer, unhappy with Askold's choice to baptize into Christianity. According to a Kievan legend, Askold's burial mound is Uhorska Hill on the steep bank of the Dnieper, marked by a monument called Askold's Grave.
Nantes attacked	After the death of Charlemagne, the region around Nantes was invaded by Bretons. The new lords fought among themselves which left them open for Viking assault. In 843 CE the Vikings plundered Nantes and killed the religious leaders.
Normans conquer England	The brother of King Harold of England teamed up with Norwegian Vikings to usurp the English throne. They lost, but King Harold was diverted and fell to the Normans in the Battle of Hastings 3 weeks later in 1066.

North Sea Empire	The Norse Sea Empire was a thalassocracy that soon collapsed with the Norman invasion of Hastings in 1066. If Cnut's children had survived, his reign would have established a complete political union between England and Scandinavia with blood ties to the Holy Roman Empire.
Norwegian Inquisition	Following the untimely death of his wife, King Olaf of Norway followed the advice of his seer and became a Christian. In his zeal to make Norway a Christian theocracy, he authorized execution and torture of those who refused. Sigrid the Haughty was said to have refused to marry Olaf if it meant forgoing her forefathers' religion, upon which Olaf slapped her with his glove. This motivated Sigrid to unite his enemies against him years later.
Oleg's death	The supreme ruler of the Rus' died in 912 CE, and the Drevlians stopped paying tribute to Kiev shortly thereafter.
Ottar of Hålogaland	The merchant-explorer Ottar was the first Viking known to have traded with the Sami of Lapland. By the 870's, the profits of this trade included 600 domestic reindeer. In his travels, he discovered the Barents and White Seas.
Raiding Band	The seafaring Vikings performed hit-and-run raids on coastal targets, especially religious targets. Raids started around 500 CE and continued throughout the Viking age. The raids evolved into more complex power or trade transactions involving inland areas, sieges, emigration, colonization, and founding empires.
Sack of Paris	Ragnar the Dane sailed a Viking fleet up the Seine and lay siege to Paris in 845. The defenders were defeated and hanged to Odin's honor. Emperor Charles the Bald paid 2500 kg of silver and gold in ransom to regain the city.
Steinunn Refsdóttir	In a debate with Christian missionaries, this skaldic poetess said, <i>"Have you heard? Thor challenged Christ to a duel and that Christ didn't dare to fight with him!"</i>
The Christianization of the Rus	Anna Porphyrogenita, the daughter of Byzantine Emperor, was considered such a prize that Vladimir, Prince of Novgorod, may have become Christian just to marry her. Anna did not wish to marry Vladimir and expressed deep distress on her way to her wedding. Impressed by Byzantine religious practices, Vladimir the Great made his kingdom into a Greek Orthodox Theocracy.
The first Althing	In 930 the Althing was founded in Iceland where all free men could assemble and settle disputes and trade. At the beginning the chiefs of Iceland would assemble and draw up laws and deliver justice. The Althing is the oldest parliament in the world.
The Great Schism	Eastern Orthodox and Western Roman churches parted ways in 1054, with the Romans adopting Latin, while the Orthodox continue with Greek.
Thorvald's Last Words	Leif's hotheaded brother Thorvald wantonly killed several sleeping Native Americans (" <i>skraelings</i> ") that he happened upon in Newfoundland. The next morning he was struck by an arrow from enraged relatives. His dying words, as recorded in the sagas, reflected remorse at the missed opportunity for the peaceful colonization of the New World. The History of America could have unfolded far differently if Thorvald had been a bit more like his diplomatic brother.
Unification of Norway	By alliance & battle, King Harald Fairhair briefly unified Norway in the late 10th century.
Winter stay in Rôhne on Camargue	In the year 859 CE, the cold winds from the north drew heavy snow and ice to the Mediterranean Sea. Italy had snow for 100 days and the Adriatic sea froze.

GODS

- Baldur** The son of Odin was the most revered of the Norse gods, and favored by divine immunity. The other Gods believed that, as long as Baldur was with them, they could not perish. But Baldur started having bad dreams and was eventually killed by his brother Höder the Blind, who was tricked by Loki to murder. It is told that Baldur will return from the dead with Höder, to rule all mankind.
- Eir** Eir is a Valkyrie, one of the *asynjos* living in Asgård. Devoted to the art of healing and mercy, she is one of the gods serving *Menglöd*.
- Freyja** Freyja, one of the old Vanir gods, was brought as a hostage to Asgård with her brother Freyr and father Njord. She shares the fallen warriors with Odin. Her carriage is drawn by cats.
- Freyr** As the god of fertility, Freyr was one of the most respected of the Vanir clan. He symbolized prosperity and pleasant weather conditions, and was frequently portrayed with a large phallus.
- Frigg** Frigg is the queen of the gods and the ruler of their home, Asgård. She is Odin's legitimate wife (but he had many concubines and girlfriends) and Baldur's mother. She was the daughter of Fjorgynn, a fertility goddess. She is identified with the planet Venus, which in the Nordic countries was called *Friggjarstjarna*. Frigg is the foremost and wisest of the *asynjos*. She knows your fate, but will never reveal your fate directly. She can manifest herself among humans in the shape of a falcon.
- Hel** Hel is the goddess of death, and the ruler of the realm of the dead, Helheim. She is said to be the daughter of Loki and Angerboda. Norse beliefs say that he who does not die on the battlefield would end up in Hel, while the best fighters come to Valhall and Folkvang. But it is also said that only criminals come to Hel. Icelandic literature often equates death with being seduced by Hel. For instance in *Ynglingatal* the dead king *Dyggve* is described as having been taken by Hel to become her lover.
- Heimdallur** Heimdall was a representative of the world tree *Yggdrasil*, as manifested by the Milky Way. Similar deities are found in Sami, Samoyeds, Tongues and Inuit culture. Disguised as *Rig*, Heimdall also became the origin of the three social classes, reflecting cosmic order in the secular. He lived in *Himinbjörg* and guarded the bridge *Bifrost* (the rainbow), blowing his horn in alarm when *Ragnarök* was approaching and the giants came over the bridge to fight. An ideal sentry, he needed less sleep than a bird, could see for miles, and his hearing was acute enough to hear the growth of grass or sheep's wool.
- Idun** Idun was the goddess of youth, whose apples kept the gods immortal. Abducted from Asgård by the giant *Tjatse* as goaded by Loki. The Old Norse poem *Höstlång* describes how the gods rapidly aged after Idun's kidnapping. They were only saved when they threatened Loki with torture until he rescued her. The myth emphasizes that it is her return that counts - not her apples.
- Loki** The trickster god's father was the giant *Farbaute* and his mother the giantess *Laufey* ('leaf island'). He frolics freely with the gods, and even joined the foster brotherhood with Odin. Loki is beautiful in appearance, but he can transform into any form to serve his ends, which can be twisted and as psychologically complicated as Odin's. Although he has saved the gods from many troubles, his betrayals are much greater.
- Magni** Magni, ("the powerful") is the son of Thor and the giantess *Järsaxa*, and brother of *Mode*. Magni has inherited his father's strength and courage, and he and his brother *Mode* will take over Thor's hammer *Mjölner* after Thor's death. Just as for his father, *Magne* is summoned in matters concerning weather, wind and annual growth.
- Mímir** Mimir guards the source of wisdom, a well at the root of the world tree *Yggdrasil*. *Yggdrasil* had three roots, and Mimir's well was below the root that led to *Jotunheim*. Anyone who drank from Mimir's well could see and hear everything that had happened and everything that was going to happen.

Óðinn	Óðinn, the one-eyed god of war, poetry, and the dead, is the oldest, largest and wisest of the Asa gods. His ravens Huginn and Muninn represent shamanism, especially in the fields of necromancy and medicine. Among the northerners and Anglo-Saxons, Óðinn was considered the creator of the runes. The worship of Óðinn goes back at least 2000 years on the Swedish island of Gotland a Roman bronze mask with one eye has been unearthed in 2011.
Sága	Sága is an asynja with the ability to see into the future and is associated with speaking and with stories. In Sökkvabäck (the sunken stream), she and Óðinn often meet to drink its cool water from bowls of gold. The water gave them the gift of poetry and immortality. Because of this Sága can be interpreted as a muse of the Norse gods.
Sif	The goddess of childbirth and marriage. The shield volcano on the planet Venus, Sif Mons, is named for her.
Sjöfn	The goddess of sexual desire, Sjöfn (" <i>sweetheart</i> ") is an asynja who belonged to Frigg's sisterhood.
Skaði	Skaði, a jötunn (giant), is the goddess of bowhunting, skiing, winter, and mountains. Her marriage to the sea god Njord was not very successful, he longed for the sea and the seagulls and Skaði for the mountains and the wolves.
Svasud	Little is known about Svasud other than that he is the god that brings summer each year. This was told by the giant Vavtrudner.
Thor	As Óðinn's eldest son, Thor is one of the strongest and most popular Norse gods, analogous to the ancient Indian god Indra, also the Greek god Zeus and the Roman Jupiter. The name Thor is still used today for "Thursday" (Thor's day), and the composition "Tordön", thunder, the German Donner, and other terms for thunder. His superpowers are linked to his power belt Meginjörð, which increases his strength when tightened. Thor rides among the clouds in a chariot pulled by goats. His blunt melee weapon is the hammer Mjöllnir, reminiscent of Hercules' club. Thor's hammer first became popular as an amulet during the Viking Age when Christianity became a threat to the ancient religion.
Týr	Týr is identified with the pole star and is also called "the one-handed god" and "the wolf's remains". He also has a day of the week named after him: "Tuesday". On a golden horn from the 400s found in Gallehus, Denmark, Týr is seen feeding a shackled Fenrir, the monster responsible for the loss of his hand.
Ullr	Ullr, the god of oaths and duels, appears in the myths as a tall, handsome man on skis or snowshoes and carrying a bow and shield. Although Ull is rarely mentioned in the sagas, the multitude of Swedish and Norwegian place names linked to his name testify that Ullr once had a very extensive cult, perhaps from an older layer of pre-Christian deities.
Víðarr	Víðarr, "the silent god", rules over the forest kingdom of Víðe. This powerful, vengeful god has a special shoe, made of all the leftover pieces of leather from all the shoemakers, which no weapon can penetrate. At Ragnarök, Víðarr avenges his father's death by putting the shoe in Fenrisulven's jaws and breaking them up until the beast dies. Víðarr is one of those who survive into the new era. Together with his half-brother Vale, he is the one who takes over Óðinn's duties after the fire giant Surt has set the world on fire with his burning sword when Ragnarök has reached its end.
Ægir	Ægir is a giant who rules the sea in a gleaming palace. He is the son of the giant Fornjot, brother of Låge (the fire) and Kåre (the wind) and grandfather of Heimdallur. Although Ægir does not have the same high status as many other Norse estates, he was rich and the connection between the sea and gilded halls makes him associated with taxes lost in shipwrecks.

LONGSHIPS, FOLLOWERS, MAP

By the Viking Age, the west Norwegian Scandinavians had developed a highly specialized maritime culture. Longboats, and its merchant variant the knarr, had evolved agile maneuverability through waves thanks to its clinker design and a large retractable square sail. This was a keystone of the raids on the British Isles and the Low Countries, but also formed the basis for long-distance trade in the east and settlement in the North Atlantic, including America. The appearance of ships on rock art, coins, and other forms of art, as well as its significance in burial rituals document its central role in Norse culture.

FOLLOWERS **The Followers in Pax Viking are linked to a particular historical path, based on what quality they see in you as their potential monarch, benefactor, or trade partner:**

Jarldom Followers Jarldom followers are those who want a winning warlord for the raid-oriented, decentralized jarldom structure that has served the Viking culture well during centuries, in particular your Viking neighbors to the west.

Sweden Followers Sweden followers believe that you will rule well through a stronger centralized ruling of Sweden where its jarldoms become a unified country, with a heavier emphasis on trade and networking. This is what actually happened in history, with Eric the Victorious being crowned in 970 CE.

Theocracy Followers Theocracy followers are willing to submit to your rule as you will submit to a growing and expansionist political system, Christianity or potentially Islam, which were both spreading throughout Europe and the Middle East. Christianity's influence may be the main reason to the end of the Norse Viking culture.

Rus' Followers Rus' followers believe in prosperity under your rule if the growing empires in the east, founded by the Swedish Vikings, become a closer part of the Swedish Viking culture, and eventually a part of Sweden. Rus' Peoples: Viking settlements in Eastern Europe date back to at least 750 CE in Starava Ladoga ("Old Ladoga") in Finland, where a talisman with the face of Odin has been unearthed. Scandinavian Vikings, who were known in Eastern Europe as Varangians or Rus', in 840 CE established Viking rule over Slavic tribes in what came to be called Kievan Rus'.¹

Trade Centers Swedish trade was encouraged not only by the Viking adventurous and maritime mindset as well as the long Scandinavian coastlines. The demand for goods not available within Sweden includes foodstuffs to survive the winter: salt, so necessary to preserve fish, meat, and butter. Viking imported luxuries included silk, silver and even Egyptian cats. In exchange, they offered copper, fur, amber, walrus ivory, peregrine falcons, wax, honey, and strong ropes of sealskin. Some of these goods originated with the Sami people of the far North, with a trade center at Ådalen. Birka was the central hub for trade in Sweden. In the South and East, Chang'an represents trade with China and other emporia along the Silk Road. To find good relations at important trade locations was paramount for success, these can be read in the text "*The King's Mirror*" from the mid 1200's.²

Powerful Allies The other strong Viking cultures are represented in Pax Viking as Powerful Allies. Good relations with them gave both stability in political affairs, potential trade partners as well as aid in men and ships when conflicts arose. Many disputes disrupted the Viking clans but for the most part they were strong supporters of each other.

1. *The Kievan Rus'*: The modern nations of Belarus, Russia, and Ukraine all claim Kievan Rus' as their cultural ancestors, with Belarus and Russia deriving their names from it. The Rus' formed the Varangian Rurik dynasty, a loose federation of traders and raiders exchanging furs and slaves for silk, silver and other commodities available to the east as far as the Taman Peninsula and as far south as the Caspian and Black Seas. In typical Viking fashion, it assimilated with the local Slavic populations.

2. *The King's Mirror*, a guide to aspiring Norse merchants, carries this reminder that merchants are under the heel of the royalty who command armies and taxmen: "If you come to a place where the king or some other chief who is in authority has his officials, see to win their friendship; and if they demand any necessary fees on the ruler's behalf, be prompt to render all such pay."

THE PLAYER JARLS

The Jarls portrayed as playable characters in Pax Viking are real persons from History, all with some potential chance of having strong influence on Sweden or even rule it. In addition they are all connected somehow. This is their story, which also contains other names found on Tiles in the game.



Gunnhild, the infamous Viking queen that ruled over three nations, had many names: queen, sorceress, mother to a generation. While her origins are shrouded in mystery, the most likely theory is that she is the daughter of Gorm the Old, former King of Denmark and Thorvi Daneblood, a shieldmaiden and leader of armies. She became the wife of Erik Bloodaxe, who over time ruled as king of Norway, Orkney and Northumbria, with Gunnhild as his fierce queen. One of Gunnhild's long time enemies was Egil Skallgrímsson. Their story begins at a feast to the guardian spirits, where Egil insulted his hosts, Gunnhild and Erik, by boasting that their beer could not quench his thirst, a dire insult to their hospitality! When Harald Fairhair, the unifier of Norway, was 80 years old, he turned over rule of the kingdom to Erik Bloodaxe, his son, giving him sole control over all of his lands, and naming his and Gunnhild's eldest son **Harald** (later known as Greycloak), as the next heir. Erik's brothers were enraged and a savage feud ensued, ending in bloodshed on all sides, with Erik notoriously killing four of them. A year after King Harald Fairhair died, his son Haakon – later Haakon the Good – heard news of Erik's tyranny in Norway, and set sail from England to challenge him. By the summer months, the Norway's jarls had risen to make Haakon their king. Gunnhild and Erik could do nothing, and they fled to Orkney with their children, where Erik was accepted as king.

Some say that Erik and Gunnhild were offered the seat of Northumbria by King Æthelstan, ruler of the bulk of England not under Viking dominance. Other accounts say Wulstan, Bishop of York, sent the invite. According to the Icelandic sagas, after harrying along the north-eastern coast and wreaking havoc along their path, Gunnhild and Erik made their home in Northumbria. Gunnhild and Erik ruled in Northumbria for a couple of years, until their seat was threatened as a wave of political upheaval fell over England. Erik chose to leave Northumbria, becoming a scourge of terror across the country, before he was finally stopped by the English at the Battle of Stainmore with his death closing the book on Viking rule in the north of the country.

When this news reached Gunnhild, life as she knew it ended: the people of England blamed her for the bloodshed that Erik had rained on them. She gathered her wits, drawing all their possessions and wealth together, before fleeing, once more, to Orkney with her children, including Greycloak. On the journey she brought all the men and ships they could muster. Thorfinn Skullcleaver, Earl of Orkney, made them welcome, and Gunnhild and her sons took power there for a while, until they heard news from Harald Bluetooth, Gunnhild's brother and King of Denmark, that he was displeased with King Haakon, concluding that they might at last be able to return home to Norway. She married her daughter Ragnhildr to Thorfinn to form an alliance in Orkney and took refuge with Harald Bluetooth, where he gave them lands to support them.

Gunnhild stayed in Denmark for many years while her sons tried to win back their father's lands from King Haakon the Good. Greycloak led the other "Bloodaxe sons" in this endeavor, nurtured by a desire to regain the throne and rule Norway as his father had. They mustered a considerable army against Haakon and won a great victory in the Battle of Fitjar. Haakon, was mortally wounded with what was said to be an arrow to the shoulder. Gunnhild reveled in her position when Greycloak came into power, and she had much sway in the government of the country; it was at this point she was given the title Mother of Kings. Greycloak became king, with 4 younger brothers as viceroys, under his Danish uncle King Harald Bluetooth. But the Bloodaxe sons still wanted more power, and tried to subjugate more land. They went to battle against the mighty jarls in Trøndelag, in western Norway and also in northern Norway.



Greycloak became the first Norwegian king to conquer the north of the country and made a good profit from the fur trade in this area. There has been much speculation about his nickname Greycloak or "Gråfell". The most established explanation is an anecdote according to which he had been given a gray fur coat from two Icelandic merchants in Hardanger, (a fur that he continuously used), since usually "Gråfell" refers to a sheepskin coat. Another theory is that since "Gråverk" is the name for squirrel fur it may have been his trade in squirrels in the north that gave him the name. Like in other areas of her life, Gunnhild wielded her sexual prowess successfully. After Erik's death, Gunnhild took a younger lover and made no secret of it. Hrut, a young Icelander, caught Gunnhild's eye when he arrived from the west by boat, armed with the task of pursuing a man named Soti who had taken his inheritance. Gunnhild unabashedly offered her help with his plight, suggesting that he and his friend Ozur stay with her over the winter. Being favored by a powerful queen like Gunnhild changed the course of Hrut's life forever. She even went so far as to encourage her son, King Harald Greycloak, to take him on as a bodyguard.



Meanwhile, Bluetooth had had enough of the Bloodaxe family's power gain. He turned against them, scheming with the noblemen of Norway to kill Greycloak. After 10 years of rule in Norway, Greycloak received a request from Bluetooth to help him on a campaign against the Franks. Such a campaign was in the interests of both kings and so Greycloak raised a large army and moved to Denmark. But Bluetooth's plan was different. In Hals by the Limfjord he ambushed Greycloak and murdered him. This way Bluetooth regained control of all of Norway. He appointed jarl Haakon Sigurdsson, who's father had been murdered by Greycloak, as his deputy in Norway. Gunnhild fled to her daughter in Orkney once more, with her family where they ruled until all the men under Gunnhild's influence were dead.

If ending as a wife and mother who outlived both her husband and her sons was not cruel fate enough for Gunhilde, Bluetooth, her own brother, dealt one final blow to her: he decreed that, for her wickedness, she should be thrown into a bog and drowned. On a journey to Denmark, Gunnhild, now an elderly woman, suffered from this decree and was killed becoming a bog body, yet to be discovered.

But Bluetooth would eventually get the punishment for his deeds, being overthrown by his own son who in turn after only a few years lost Denmark to a victorious King that had risen in Sweden.

Erik the Victorious is one of the first Swedish kings who is known for sure may have ruled over Svealand, Västergötland, and Östergötland, that is, most of the area that would become early medieval Sweden. According to Icelandic sagas (Flatöboken), he co-ruled with his younger brother Olof when he took office. Olof died young and Erik became sole king. Olof left behind a son named **Styrbjörn the Strong**, who claimed his father's right to the throne. Erik refused to recognize this right, but gave Styrbjörn 60 equipped ships as compensation. Styrbjörn used the ships well and succeeded in taking over the legendary stronghold of Jomsborg with the Jomsviks, which made the Danish king Harald Bluetooth so impressed that he allied himself with Styrbjörn. With his allies, Styrbjörn went to Sweden to depose Erik. Once there, Styrbjörn burned his own ships to prevent his men from escaping. As a result, large parts of the Danish forces lost their will to fight alongside Styrbjörn and returned home. Erik's and Styrbjörn's armies fought in the three-day battle at Fyrisvallarna near Uppsala. Styrbjörn was killed and Erik was the winner. Ever since he became known as "the Victorious". According to the tales, the battle began with Erik throwing a spear at his enemies shouting "*Odin owns you all!*". Several rune stones from the late ninth century mention people who are said to have fallen near Uppsala.

Later, Erik expelled the newly appointed Danish king Sven Tveskæg, son of Harald Bluetooth, who took power from his father with the help of Scanian nobles around the time when he sent some of his troops along with Styrbjörn to fight Erik. Erik then ruled over Denmark, as well as parts of the Baltic, Poland and Germany until his death.





In Denmark he was baptized for political reasons, but shortly afterwards he returned to his belief in the gods of Norway. Erik died in 995 CE of soot death in Old Uppsala and was succeeded by his son Olof Skötkonung.

Erik had his son Olof with his queen **Sigrid the Haughty**. Sigrid was queen twice (first in Sweden, then in Denmark). With Erik she also had the son Emund. Erik divorced her, which the tales give unclear explanations for, and put her instead to rule over Gautland (Västergötland) together with him, being his deputy there. One possible explanation to the divorce is that Erik instead married a mistress of his, **Aud Haakonssdottir of Lade**. She was allegedly a daughter of Norwegian jarl Haakon Sigurdsson of Lade and sister to Erik Haakonson, Earl of Northumbria, who took part in many battles, including playing an important role in Canute the Great's Conquest of England. Erik Haakonsson was seen as an experienced warrior of tested intelligence and fortune. Canute was at the time relatively young and Erik became a trusted advisor and tutor to him in the art of War. It is not known if Aud actually married Eric the Victorious, but she is guessed have done so after being his mistress for a while and after Erik divorced Sigrid in seemingly mutual understanding. Aud may have been a shieldmaiden, and warrior as her brother, before and/or after her relatively brief marriage with Erik the Victorious. It is not impossible that she accompanied Erik Haakonsson in the Conquest of England and may have stayed with him in Northumbria.



As ruler of Västergötland, Sigrid the Haughty was courted by several small kings who wanted to marry her. Two of these suitors repeatedly did failed to respect her rejection. They were the King of Vestfold Harald Grenske (father of Olof the Holy) and Prince Wsevolod from Novgorod. To set an example, she had them both burned alive inside her great hall. With this deed she wanted to show that uninteresting suitors should stay away from her. It was also this event that gave her the name "the Haughty". One king she did not mind marrying, however, was Norway's Olav Tryggvason. But the wedding plans came to an abrupt end in Kungahälla when Sigrid declared that she did not want to become a Christian. Olav Tryggvason then became so angry that he hit her in the face and said that he did not intend to marry a heathen and that all heathens were dogs. Sigrid looked Olav in the eyes and said that he would come to regret hitting her. Sigrid became a bitter enemy of Olav Tryggvason. She instead married Denmark's King Sven Tveskägg, who had managed to retake Denmark after Eric the Victorious death, and incited him to go to war against Olav Tryggvason. He went along with her desires and the war resulted in Olav's death in the battle of Svolder. With Sven Tveskägg, Sigrid had a daughter Estrid who became the mother of the Danish king Sven Estridsson whose family would rule Denmark for almost 100 years.



Olof Skötkonung, who succeeded Erik the Victorious on the throne of the united Sweden, was married to princess Estrid of Obotrites from an area containing a confederation of medieval West Slavic tribes within the territory of modern Mecklenburg and Holstein in northern Germany. Some sources hint that she and another noblewoman from the same area, **Edla of Obotrites**, were brought to Sweden as slaves. However, there are also theories, that are more likely since Estrid married Olof and was actually counted as queen, that they were part of an arrangement with the Obotrites leaders. Edla of Obotrites is by some noted as Olof's mistress but is also recorded as the mother of Estrid. As a queen mother she accompanied Estrid to Sweden as part of the arrangement. Both women gave birth to children with Olof. Estrid was a lover of pomp and luxury, and as hard and strict towards her servants as she was lavish to herself. She is also said to have been hard to the children, in particular to Edla's children. Not unlikely, if it was true that Edla as her mother also had children with her husband! Edla may in this case have been taking care of Estrid's children as well with more care than the younger Estrid, as being the kind counterpart to hard Estrid. Edla's father was Taksony "High Prince" of Hungary and her mother was a princess from Cumania. She may have lived in Cumania in her youth and also have been in Sweden earlier in her life in businesses her father had with Vikings there.

During this time the Rus' empire had good relations with Sweden as well as with the areas that was key to east asian trade, among them Cumania. Movement was frequent all over this large area. The prosperous trade had been solidified by the formation of the Rus' empire, of which **Ingvar Röriksen** played an important part as being the Rus' empires first ruler. He was of Swedish decent, his father Rörik was Jarl of Novgorod, at the time the northernmost part of Rus'. Ingvar was also known as Igor of Kiev. The Rörik family and the leaders around them were from Finland and Sweden. Louis the Pious, at the time King of the Franks and King of Aquitaine, noted that the Rus' people and empire consisted of Swedes. Consequently the Rus' empire's bond with the Vikings ran strong for several hundred years to come. Ingvar was probably born in Sweden or in the areas near the Baltics depending on where his family were at the time of his birth. Ingvar besieged Constantinople twice and although fire destroyed part of his fleet, he was strong enough to conclude a favorable treaty with the Eastern Roman Emperor Constantine VII, the text of which he has preserved until today. The Rus' plundered the Arabs in the Caspian Sea twice as well during Ingvar's rule, but it remains unclear whether he had anything to do with these campaigns. He was a rough leader and made many enemies among the smaller tribes pushing them to pay him tributes. He died a gruesome death in the central parts of the Rus' empire, when he demanded one such tribute from the tribe the Drevlians. The Byzantine historian and chronicler, Leo the Deacon describes how Ingvar met his death: *"They had bent down two birch trees to his feet and tied them to his legs; then they let the trees straighten again, thus tearing his body apart."*



Ingvar was married to **Helga of Kiev**, likely of Swedish heritage as well. She is also known as Olga of Kiev. They were married seven years before Igor became ruler of the Rus' empire. After the death of her husband, Helga ruled as Princess of the Kingdom of Kiev, since her son Sviatoslav was still a minor. She avenged her husband Igor's death through several campaigns against the Drevlians. The Drevlians sent twenty of their best men, who tried to get her to marry their prince, Prince Mal, so that through Mal they would gain power over the Kingdom of Kiev. Helga, who both wanted to retain her power to pass it on to her son, and wanted to avenge her husband, burned them all alive. She proceeded with other similar cruel executions, whereupon she destroyed their capital Korostenj (now Ikorostj) and finally overthrew the Drevlians completely only a year after Ingvar's death. Shortly afterwards, the Drevlians disappeared from history and with her grandson Oleg of the Drevljans, Rurikätten formally took over the hereditary power of their kingdom. Similar campaigns were carried out against other tribes who inhabited the land between the rivers Luga and Msta and at the same time fortified these rivers for Rus' benefit. During a visit to Constantinople in, she was baptized and taught the Christian faith. When she returned on a visit a few years later she was magnificently received by Emperor Constantine VII Porphyrogenetos. Helga became a strong advocate of Christianity but failed to convert her son Svyatoslav I. When she turned to German houses of power to diminish the Rus' dependence on Constantinople, and instead strengthen contacts with the Western Empires the monk Adalbert (later Archbishop of Magdeburg) came to Kiev as missionary bishop. But Albert returned to Germany after a while, having been unsuccessful in his missions in Kiev.



During the journey back his caravan was attacked. His companions were killed, but he himself managed narrowly to escape with his life. Svyatoslav I is said to have played a role in the bishop's failure and even the attack. Helga remained herself a strong Christian influence in the Rus' empire, with contacts in western empires, visits to the Pope and contacts in Constantinople. For her work for Christianity, nearly 600 years after her death, the Russian Orthodox Church named Helga a saint. She also continued to be active in politics and military affairs. Helga managed to retain power thanks to the loyalty of her army and the people. She refused to remarry, and let her son take over the title when she was about 80 years old. At age 87 she successfully led the defense of Kiev during a siege, only 1 year prior her death, from natural causes.



Credits

Game Design: Jon Manker

Illustrator: Madeleine Fjäll

Game Development: Andy Mesa

Content Design: Madeleine Fjäll, Robin Spathon-Ek, Björn Ekenberg

Digital Versions: Sam Williams, Stefano Tiné

Production Manager: Pål Keller

Project Manager: Besime Uyanik

Rules Editor: Jessica Cassady

Research: Simon Lille, Erna Manker Oinonen, Tova Rothelius

Playtesters: Vince Alvarez, Jesse Anderson, Armas, David Ekblad, Nahvid Etedali, Alyssa Gambone, Brian Garmon, Leopold Gauffin, Peter Hardy, Ernesto Kufoy, Sophia Lechner, Simon Lille, Anders Klintholm Lilliehöök, Adam Moeller, Alexander Osipov, Petr Pospíšil, Erik Smith, Dan Thurot, John Walk

ROKETTA HONE

- ALL** Every player, including you.
- ALONE** Have only your Longship(s) in a **POST**.
- ALTHING** In turn order, vote whether the Event **RESOLVES**. If 50% or more agree, **RESOLVE**. Check victory conditions regardless.
- AVAILABLE** If the component is in your hand, Jarlboard, **SAGA TRACK**, or discard pile.
- BUY** Transfer the listed amount of silfr to the supply to add the tile to your hand.
- CHALLENGE** Choose a **RIVAL** in the same **POST** who has fewer Longships. **RETURN RIVAL'S** first Longship and move every other **RIVAL** Longship to the nearest **REGION**. **RETURN** all **RIVAL** Followers acting as Longships.
- COLOCATED** Longships that are in the same **REGION**. A **POST** is always in a **REGION**.
- COPY** Use a **RIVAL's** ability.
- DISCARD** Move tile(s) to the discard pile face up. The discard pile is open information.
- DRAW** Draw a tile from the top of the **SAGA PILE** and place it in your hand. If you used the **INVEST** action to **DRAW**, remove the 1 cost tile from the **SAGA TRACK**.
- DUCHY** A **REGION** with two Ventures with followers of the same color. Some abilities may also create a **DUCHY**. Add a **HOME** marker to a **DUCHY** you control.
- EAST** Is in the East **WIND**.
- ESTABLISH** **(RE)PLACE** Follower(s) on the indicated Follower icon(s), pay the cost at the bottom of the **POST** if necessary. There can never be more than one color Follower on a tile. Abilities are not active until after the Follower is **ESTABLISHED**.
- (UN)EXHAUST** Mark or unmark that a component has been used. It can no longer be used for actions that require **EXHAUSTING** that component.
- GAIN** Without spending an extra action or money, gain this ability or component.
- HAND LIMIT** The number of tiles allowed in your hand (the default is 4) at the end of your **WINTER SOLSTICE**.
- HARBOR** Denotes that the **POST** may only be entered from the sea **REGION** the harbor is in.
- HOME** A starting location, either printed on the board or added with **HOME** markers. It is not considered a part of any **REGION** or **WIND**.
- KEY TRADE CENTER** **TRADE CENTERS** marked with a : Miklagard, Chang'an, India, and Damascus.
- NORTH** Is in the North **WIND**.
- ONCE** Ability applies only once per any player's turn.
- (RE)PLACE** Place or replace a component from your hand or Jarlboard on the map. You cannot replace Trade Centers or Powerful Allies.
- POST** Any circle on the map. These include empty circles, Ventures , **TRADE CENTERS** , and **POWERFUL ALLIES** .
- POWERFUL ALLY** The brown preprinted **POSTS** on the map. Their abilities immediately trigger when **ESTABLISHED**.
- REFRESH** Refill empty **SAGA TRACK** spots. If you're in Winter Solstice, **UNEXHAUST** all of your components.
- REGION** Any named area on the map that is not a **POST**. Sea **REGIONS** have black names. River **REGIONS** have at least one white border. Harbor **REGIONS** have no white borders.
- REQUIREMENT** Have only your Longship(s) in a **POST** in the location listed near the top of the tile.
- RESOLVE** You must follow the instructions on the Event tile as much as possible, then remove (not **DISCARD**) it from the game. Then check to see if anyone has met a victory condition.
- RETURN** Return the component to its starting setup position.
- RIVAL** Any other player or components another player controls.
- SAGA PILE** The stack of unrevealed tiles on the zero cost space.
- SAGA TRACK** The selection of tiles in the marked cost spaces.
- SOUTH** Is in the South **WIND**.
- STEP** One movement into/out of a **POST**, or across a white border into/out of a **REGION** or **HOME** marker. **POSTS** without a **HARBOR** must be entered from a River **REGION**.
- TRADE** Exchange tiles, Followers, Longships, silfr, and/or non-binding promises with a **COLOCATED RIVAL**.
- TRADE CENTER** The grey preprinted **POSTS** on the map. After **ESTABLISHING**, their abilities trigger during certain actions.
- WEST** Is in the West **WIND**.
- WIND** One of the 4 colored areas of the map: **North, South, East, West**.



ALTHING



Ability must be **ACTIVATED** using an **UNEXHAUSTED** longship



Ability occurs immediately when **PLAYED** or **ESTABLISHED**



Persistent ability, may only apply during the listed action underneath



ADVOCATE



VENTURE



EVENT



GOD



POWERFUL ALLY



TRADE CENTER



KEY TRADE CENTER



HARBOR



ACTION



LONGSHIP



POST



TILE



SILFR



ANY FOLLOWER