

(A) GOAL OF THE GAME

Explore the map and return with a set number (C 1.7) of Victory Points (VP) to become the next Jarl of Kaupang. You may Attack and Pillage towns and other players (D 3.1), Trade (D 3.2) and create Settlements (D 3.3), combined with telling an arsenal of Sagas (D 5.3) to reach victory and inherit the throne.

(B) COMPONENTS AND TERMS

- 1 **Player Board**
- 1.1 Your Player Board has areas for your Ship, Army and Kaupang.
- 2 **Ship unit**
- 2.1 The leftmost 4 spaces are for Resources and/or Vikings.
- 2.2 The rightmost space is reserved for your Army (with any Resources/Vikings it might carry). See D 2.7 *Embarking and Disembarking*.
- 3 **Army unit**
- 3.1 5 spaces for Resources and/or Vikings.
- 3.2 The Ship may carry the Army. See D 2.7 *Embarking and Disembarking*.
- 4 **Vikings**
- 4.1 Can be carried by the Ship or Army (2.1, 3.1).
- 4.2 Settlements may hold up to 4 Vikings. Place them on the corresponding Settlement tile.
- 4.3 Kaupang may hold any number of Vikings. Place them in Kaupang on your Player Board.
- 5 **Resources** wood iron mead
- 5.1 Ships can carry up to 4 Resources. Armies can carry up to 5 Resources.
- 5.2 Settlements and Kaupang can hold any number of Resources. Use Settlement tile and your Kaupang area respectively.
- 5.3 Resources needed for Trading/Settling must be carried by the Ship/Army Trading/Settling. See D 3.2 *Trade*, D 3.3 *Settle*.
- 6.1 **Silver** you gain are always available, independent of your Ship/Army's location.
- 6.2 Silver may be stored on your Player Board and should be visible for all players.
- 7 **Dice** depicts helmets/hits and shields/misses. White 2 hits. Black 3 hits. Red 4 hits.
- 8 **Settlement shields** are placed in VP towns crest-side up after the town has been successfully Settled (D 3.3). They are flipped when successfully Attacked (D 3.1) or Repaired (D 3.4), but never removed
- 9 **Towns** VP- Trade- Pillage-
- 10 **Harbour** refers to any Town, Settlement or Kaupang, considered both land and sea zones for movement purposes.
- 11 **Sea zones** refers to areas separated by solid lines in the sea, and any Harbour.
- 12 **Land zones** refers to areas separated by solid lines on land, and any Harbour.

(C) SETUP

- 1.1 Place the Game Board on the table, with 3 white Vikings and dice (3 3 2) next to the Battlezone.
- 1.2 Shuffle the town tokens and place them face down on the corresponding spaces on the game board.
- 1.3 Place 1 VP token in the Vinland and Midjardarhaf sea zones.
- 1.4 Prepare the Sagas: Remove "The gods are angry" (2x) and "Ragnarok" (1x) before shuffling all the other Saga cards. Split the deck in two and shuffle the 3 said cards into the **bottom half**, place the other half back on top and place the combined deck on the gameboard.
- 1.5 Each player chooses a colour and of that colour places:

<ul style="list-style-type: none"> 1 Player Board in front of them. 1 Ship + 1 Army in Kaupang on Game Board. 1 Viking on the 0 space of the score track. 	<ul style="list-style-type: none"> 4 Vikings in Kaupang on their Player Board. 5 Vikings next to their Player Board. 4 Settlement shields next to their Player Board.
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- 1.8 Players may want to load Vikings from Kaupang to your Ship and/or Army during setup, or later, see D 5.4.
- 1.6 Place Resources , Silver and Settlement tiles in a Common Area next to the Game Board.
- 1.7 Players agree upon a set number of VP needed to win the game (10 is suggested).
- 1.8 The starting player is the last player to travel at sea, or random.
- 1.9 Starting with the first player and going clockwise, players take equal to their position (1, 2, 3 or 4).
- 1.10 The last player draws Sagas equal to the number of players+1. Starting with the player to the right of the starting player and going counter-clockwise, s/he selects one card to keep before passing the rest of the cards to his/her right. The first player will receive two cards, of which s/he selects one to keep and one to place anywhere in the draw pile, even on top.

(D) GAMEPLAY

In player order, do step 1, then for both the Ship and Army, perform 2->3 or 3->2. Finish the turn with step 4. The Ship and Army may do at most 1 Action each per turn.

Free actions (5) may be done any time during your turn with some exceptions, they do not stop your movement.

Note 1: “Town” refers to **Pillage**, **VP** and **Trade** towns. “Harbour” refers to **Trade** towns, Kaupang and Settlements.

Note 2: Whenever a player gains or loses VP during the game, move their Viking on the VP track accordingly.

1 Draw Saga

- 1.1 Draw one Saga card.
- 1.2 If “The gods are angry” or “Ragnarok” are drawn, apply the effects to all players immediately. Then discard the card (no 🎲) and move on. **Note:** Cards discarded because of “Ragnarok” does not give 🎲.
- 1.3 If the draw pile is empty, prepare a new deck of Sagas (C 1.4).

2 Movement

- 2.1 Ships have 3 movement points to move to adjacent sea zones/harbours. Armies have 2 movement points to move to adjacent land zones/harbours, and of which (dis)embarking will be considered to be one (2.7).
- 2.2 Harbours (*B 10*) are considered both sea and land zones for movement purposes, but can only be moved into or out of a total of 2 times per turn (!) E.g.: In a given turn, if a Ship wants to move after the Army has embarked, either the Army or Ship must have been in the harbour at the start of the turn.
- 2.3 Land zones connected with a - - - is considered adjacent for movement purposes.
- 2.4 Units may...
 - 2.4.1 ...never move into a **Pillage/VP** town where a Unit of another colour is present.
 - 2.4.2 ...move into **Trade** towns, Kaupang or land and sea zones where Units of different colours are present.
 - 2.4.3 ...or may not Attack/Settle when in **Pillage/VP** towns (see 3.1 / 3.3).
 - 2.4.4 ...only move into an opponents’ Settlement or broken Settlements with enemy Unit in order to Attack (3.1).
- 2.5 When moving into a **VP** town, you may Attack (3.1), Settle (3.3), or do nothing. Flip token if you Attack (3.1.2).
- 2.6 When moving into a **Trade** town with a facedown token, flip the token face up.
- 2.7 **Embarking and disembarking**
 - 2.7.1 The Army may spend one of its movement points to (dis)embark when in the same Harbour (*B 10*) as the Ship.
 - 2.7.2 The Ship and/or Army may move after (dis)embarking in a harbour if they have movement points left (2.1) and the Harbour has not already been moved into/out of a total of 2 times this turn (see 2.2).
 - 2.7.3 To embark, place the Army in the Ships’ holding area (*B 2.2*). They are now considered one Unit.
 - 2.7.4 Disembark by placing the Army in the same zone (*B 10-12*) as the Ship.

2.7.5 (note from editor: I’ve tried to rephrase the (rather complicated) rules for moving and (dis)embarking above, hopefully removing the need for this table in the final version of the revised rules)

Army’s position beginning of turn	Does Ship move before (dis)embarking?	Army may...	Ship may move after (dis)embarking
Harbour	Yes	...embark	Yes
	No		No
Adjacent to Harbour	Yes	...embark	No
	No	...embark	Yes
Ship	Yes	...disembark	Yes
		...disembark and move 1 land zone (i.e. adjacent to the town)	No
	No	...disembark and move up to 2 land zones	Yes

3 Action choose one

3.1 Attack

When your Army is present in / in the same location as, you may declare an attack on... (Considering D 2.4)

- 3.1.1 ...a **Pillage** town. **Note:** A player may not attack the same **Pillage** town in two consecutive turns. The attacking Unit may stay in the town doing nothing or move on the following turn.
- 3.1.2 ...a **VP** town. **Note:** Flip town token faceup. If **no Vikings** are depicted, resolve 3.1.10 as the winner.
- 3.1.3 ...a Settlement. **Note:** Armies already present in the Settlement must be attacked first.
- 3.1.4 ...an opponent's Army.
- 3.1.5 Attacker and Defender moves all available Vikings from the attacking/defending Unit to the Battlezone, from left to right on their respective sides. An Army onboard a Ship is considered part of the Ships' Unit (2.7.3).
Note: For **Pillage** and **VP** towns, the number of defenders are depicted on the shield, use white Vikings. If **VP** town has no defenders, resolve 3.1.10 as the winner!
- 3.1.6 Attacker rolls the number of black dice as depicted below his/her rightmost Viking (max 3).
Defender rolls the number of white dice as depicted below his/her rightmost Viking (max 2).
- 3.1.7 For each helmet/hit rolled, remove one Viking from the opponents' side of the Battlezone (max 2 per player).
- 3.1.8 If both sides still have Vikings present, the Attacker may retreat (see 3.1.9). If s/he does not; go to 3.1.5.
If no Vikings remains on either side (a tie), nothing happens.
If only one side has Vikings left, resolve table 3.1.10.
- 3.1.9 The player who loses, or the Attacker if s/he wants to retreat, must move their Ship/Army to an adjacent zone.
- 3.1.10 Outcome of battles:

Defender	Attacker wins	Attacker loses / retreats
Pillage town	Gain equal to number of surviving Vikings x depicted. +1VP if the attack was on Paris or London.	See 3.1.9
VP town	Gain /Resources/VP as depicted on the token. Remove town token.	See 3.1.9
Settlement	Flip Settlement shield to damaged side. Take any Resources on the Settlement tile (see 5.4). Defender loses VP = value of Settlement. Note: Settlements may never change ownership. Only Defender may claim it back by repairing it (3.4).	See 3.1.9 Defender +1VP Attacker -1VP
Army on land Army on Ship Army in Settlement	Take 1 Resource or 3 from the Defender (attacker chooses). Note: Resource taken must be carried by the Unit being attacked. If Vikings were present in opponents Army; Attacker +1VP.	See 3.1.9, also: Defender +1VP Attacker -1VP
Ship	Only Armies onboard ships can be attacked. See "Army on Ship" above.	

3.2 Trade

3.2.1 You may Trade in **Trade** towns, Kaupang or Settlements.

3.2.2 Resources must be carried by the Ship/Army performing the trade. Your is always accessible.

Location	Buy	Sell
Trade town	Resources <u>depicted</u> on the token: 2 each. Sagas for 2 each (max 3 per turn). Vikings for 1 each.	Resources <u>not depicted</u> on the token: 3 each. Saga cards for 1 each (Also <i>Free action</i> 5.2).
Kaupang	Sagas for 2 each (max 3 per turn). Vikings for 1 each (Also <i>Free action</i> 5.5).	Any Resource for 3 each. Saga cards for 1 each (Also <i>Free action</i> 5.2).
Settlement	Sagas for 2 each (max 3 per turn). Vikings for 1 each (Also <i>Free action</i> 5.5).	Any Resource for 3 each. Saga cards for 1 each (Also <i>Free action</i> 5.2).

3.3 Settle

3.3.1 **VP** towns may be settled by the first player entering with a Ship/Army carrying 1 of each Resource .
Note: If the **VP** town token is facedown, decide whether to Settle or Attack (see 3.1) before flipping the token.

3.3.2 If the player chooses to Settle a **VP** town that has not been defeated in an attack, remove the towns' token without looking.

3.3.3 Take 1 1 and 1 from your Ship/Army present and place them back in the Common Area.

3.3.4 Find the corresponding Settlement tile and place it next to your Player Board, place one of your Shield
You may move Resources and/or Vikings from the present Ship/Army to the Settlement tile (*Free action* 5.4)

Note: Remember the free action of hiring Vikings (5.5) and restriction of 4 Vikings in a Settlement (B 4.2).

3.3.5 Gain VP equal to value depicted on the town's shield / Settlement tile.

3.4 Repair Settlement

Have a unit in your broken Settlement without enemies present to repair it. No resources needed. Flip token.



3.5 Recruit

- 3.5.1 For each of your Units (Ship/Army) in **Trade** towns, Kaupang or own Settlement, you may forfeit its movement to Recruit free Vikings in its current location.
- 3.5.2 Recruitment can only be done once in each location per turn. To Recruit twice in one turn, your Ship and Army must be in different locations.
- 3.5.3 Each Unit may for free Recruit 1 Viking if located in a **Trade** town, or up to 3 Vikings if located in Kaupang or any of the owners' Settlements. Settlements are limited to 4 Vikings (B 4.2).





3.6 Gain Vinland and Midjardarhaf VP

+1VP to the first player moving into the sea zones of Vinland/Midjardarhaf. Remove VP token when gained.

4 Discard Sagas

- 4.1 You must discard down to 3 Saga cards in your hand.
- 4.2 For every Saga discarded with a  in the bottom corners of the card, gain 1 .

5 Free actions

- 5.1 The following free actions (5.2-6) can be done any time during your turn and does not stop your movement.
Exception: Saga cards with  may be played during opponents' turn as a response to their attack on you.
- 5.2 **Discard/sell Saga** cards with a  in the bottom corners to gain 1 .
- 5.3 **Play Saga** cards. **Note:** At most 1 Saga card may be play against each opponent per turn.
- 5.4 **Load/unload** Resources and Vikings between your Ship/Army/Settlements/Kaupang when in same location.
Note: Army and Ship have limited capacity (B 2.1, B 3.1)
- 5.5 **Hire Vikings** to place in Kaupang or any of your Settlements for 1  each.
Note 1: Neither Army nor Ship needs to be present.
Note 2: Settlements may not hold more than 4 Vikings (B 4.2).
- 5.6 **Discard Vikings.** Remove Vikings from your Units, Settlements or Kaupang. Vikings can then be recruited or hired elsewhere.

⏪ END OF THE GAME

The first player who moves their Ship/Army into Kaupang while having enough VP (C 1.7) is the winner!

Suggested house rule: Every player in turn order after the first player returning to Kaupang, gets to play one more turn. If more players make it to Kaupang with at the set number of VP (C 1.7), the winner is the player with more VPs, and ties are break by the following: most Settlements, most Vikings, most Silver.

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This is a draft – feedback appreciated. Version as of Feb. 27th, 2022.

ERRATA

- The Gods are Angry:** If a player has neither Vikings nor VPs to lose, they lose nothing.
- Shield Wall:** May be used with or without defending vikings.
- Good Trade:** Second paragraph should read: “You receive **1 free Resource** of your choice **from the resources available in the Trade town.**”