



VIKINGJARL

RULEBOOK

SB Games®


Richard Mikalsen, Idea and Game Design

VIKINGJARL is a fun and exciting strategic board game about Vikings and Norse mythology from the Viking age set in the time period of 793-1066 AD. As a player, you begin the game as one of four Jarls (Jarl (Earl) “free person of noble family and high birth”), with the goal of becoming the next Ruler of Kaupang, ensuring power and prestige for you and your descendants. You accomplish this by pillaging, trading, establishing settlements, fighting, and outmaneuvering the other Jarls. Through strategic card play and dice rolls, the Jarls battle each other across the game board. You must make strategic decisions and carefully manage your resources in order to have the best chance to win. If you play well and receive some favor from the Gods, perhaps you will become the next Vikingjarl!


INTRODUCTION OF THE JARLS




It is the age of Conquering, Pillage, and Trade. Ragnar Ironhand, the King of Kaupang grows old and is looking for his most suitable successor. Ragnar gathers his four children and challenges them to leave Kaupang in search of fame and fortune in foreign lands. Whoever returns home as the most prosperous sibling will lay claim to the throne. Gather your Viking warriors and set sail, but beware the whims of the fickle Norse gods as well as of your backstabbing and ambitious siblings, who are all vying to claim the throne for themselves.

 **HARALD HAWKEYE**
is the oldest of the siblings and would normally be first in line to inherit the throne. He is wise and known as a skilled tactician in battle. His name comes from his unusually sharp eye, which often spots enemies at extreme distances.



 **GUDRUN RAVENHEART**
is the second oldest of the siblings. She is a shieldmaiden and an expert with the bow and arrow, which she uses with deadly precision. Gudrun is said to be one of the best warriors in the Kingdom.



 **EIRIK DRAGONBLOOD**
is the second youngest of the siblings. He is a strong and ferocious warrior that has conducted himself with honor in battle. His preferred weapon is the battle axe, that he swings mightily and savagely.




 **BRAGE GRAYWOLF**
is the youngest of the siblings. He is exceptional with sword and shield, but has a tendency to charge headfirst into battle without regard for himself. Brage is either the bravest of his siblings or the most foolhardy.



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OVERVIEW

The game is turn-based and each of the Jarls each take turns moving their Ship and Army around the game board using Pawns, Dice, and Playing Cards.

To obtain the Victory Points (VP) needed to win the game, you have to Pillage, Trade, Settle, and Fight against the other Jarls. The main goal of the game is to reach a predetermined number of VP.

Each player performs three phases during their turn. (see pages 8-12, Gameplay, Phases, and Examples).

Phase 1: Draw Saga.

Phase 2: Movement - Action or Action - Movement.
Action: Pillage, Attack, Trade, and Settling.

Phase 2.1: Recruitment - Recruiting Vikings at no cost.

Phase 3: Discard Saga.

Sagas (cards) can be used during the game. Use and rules for Sagas are described on each card (pages 8 and 14-16).

You can also play the game with advanced or alternative rules. More information on this can be found on page 13.



HOW TO WIN THE GAME

The first Jarl (on their turn) who reaches the agreed upon number of VP or more, and returns home to Kaupang with the Ship or the Army (to tell the King), has won the game. For a standard one-hour game, you should play to 10 VP (page 13).

GAME COMPONENTS

Dice

8 Battle dice.

Black values:
3 hit - 3 miss

White values:
2 hit - 4 miss

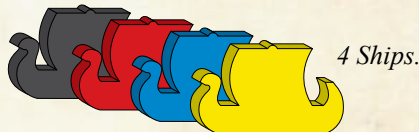
Red values:
4 hit - 2 miss

These dice are used for Attack (black) and Defense (white) when you do **Battle** (pages 9-10). Each dice has values with hits and misses.



IMPORTANT: The red dice are used only in special cases with Sagas.

Units



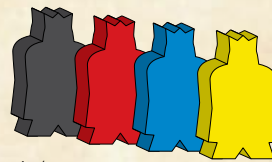
4 Ships.

Ships and Armies.

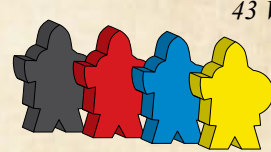
These units are used to move around the game board (pages 8-9).

Ships can move up to 3 sea zones.

Armies can move up to 2 land zones.



4 Armies.



43 Vikings.



Used as defense

Vikings.

These units are used for **Pillage**, **Attack** and **Defense** (pages 10, 12).

They can be purchased for 1 Silver each, or can be recruited at no cost.

Silver and Resources

Silver - Value 1.

This is the money you can Pillage and Loot to use for purchasing **Resources**, **Vikings**, and **Sagas**.

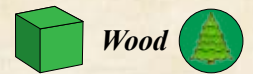
IMPORTANT: You keep your Silver in front of you and the amount is open information.



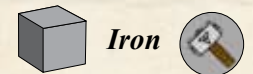
40 Silver coins.

Resources (cubes) - 3 types. These are resources you buy in **Trade towns** to use for **Settling** (page 11).

They can be purchased for 2 Silver each.



Wood



Iron



Mead

30 Resources.

Cards



Explanation of the symbols, see page 16.

When to use the card (phase/turn).

How to use the card.

Flavor text.

59 cards in the deck.

Saga.

Sagas are cards players use during the game on themselves or their opponents.

Sagas are kept secret and their use and rules is described on the individual cards.

See page 8, **Phase 1 - Draw Saga**.

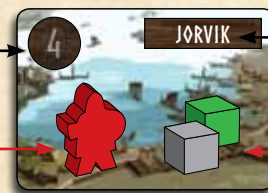
Overview and tips of the Sagas, see pages 14 - 16.

Tiles

12 Settlement tiles.

Victory Points.

Viking.



Town/Place.

Resources.

Jorvik or York was in the Viking Age capital of Northumbria. The city was conquered by the Norwegian and Danish Vikings in the year 866 AD, and was the capital of a small kingdom. Around the year 1000 AD Jorvik had the second largest population of the cities in the British Isles.

Flavor text (back side).

Starting a settlement:



1 Wood 1 Iron 1 Mead

Settlement tiles.

These tiles show which Settlements you can build. To build a Settlement, you need to pay one of each Resource: **Wood**, **Iron** and **Mead**.

You can store Resources and Vikings in your Settlements, placed on the tile as shown above.

See page 11, **Phase 2 - Action - Settling**.

SHIELDS, TOKENS, TOWNS, AND PLACES

Tokens (Shields)

16 Settlement shields.

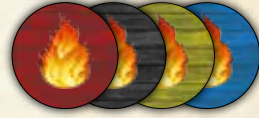
Settlement shields

Used to indicate **Settlements** and are placed with crest facing up.



Damage shields

Used to indicate Settlements that are **damaged**.



To repair a Settlement, you only have to return to it with your Ship or Army, and flip the Settlement shield back over (page 12).

Orange shields (two different)

Indicate the **Pillage towns**. Here you can pillage Silver. Printed on the map.



1 defender.

3 defenders.



Amount of Silver per surviving Viking you get after a pillage.

1 Silver 2 Silver

Towns and Places

Pillage towns

Gijon
Jomsburg
Lindisfarne



Paris ★
London ★

These can be pillaged for Silver, but not settled.

★ Paris and London: You gain 1 VP after a successful pillage/attack.

VP towns

Settling places

Reykjavik (6 VP)
Husavik (6 VP)
Faereyjar (5 VP)
Iona (5 VP)
Man (5 VP)
Cork (5 VP)
Normandie (5 VP)
Noirmoutier (5 VP)
Hjaltland (4 VP)
Orkneyjar (4 VP)
Jorvik (4 VP)
Rouen (4 VP)



These can be attacked for VP, and/or they can be settled for VP.

First player token

Can be used on the Score Track with alternative rules (page 13).



White shields

Used to indicate the **VP towns**. Placed facing down. Flipped when attacked. Collect free Silver or Resource, or VP after a successful attack.



12 VP town shields.

1 defender. 2 defenders.



1 free Resource.

Amount of VP you gain after an successful attack.



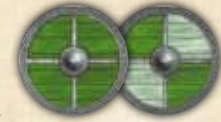
2 free Silver.

The white shields are removed from the game board when successfully attacked, or when resources or silver are collected.

Green shields (two different tokens)

Used to indicate **Trade towns**. Placed facing down.

Flipped when trading and remain flipped.



7 Trade town shields.

Trade towns 1

Dorestad
Birka
Ribe



Trade towns 2 *

Nidaros
Truso
Dublin
Santiago de Compostela



Here you can purchase Sagas, Resources, and Vikings.

* These have 2 types of Resources.



Wood



Iron



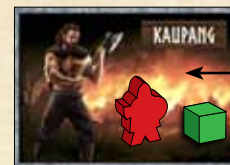
Mead

Pillage and VP towns: Only **one** Jarl may be in a town at one time. If another Jarl is there, you **cannot** enter it. You **cannot** Pillage the same town two turns in a row. If you lose the battle or want to retreat, you have to move out of the Town to a nearby land or sea zone. You **cannot** take VP and settle the same place in the same turn. You do not have to attack a VP town before you settle there (page 10).

Trade towns: Opposing Ships and Armies may be in the same Town at the same time. In a Trade town you can buy and sell Resources (Wood, Iron, Mead), buy or recruit Vikings, and buy Sagas (Trading page 11).

Kaupang: In Kaupang (Game board) you can buy or recruit Vikings, and buy Sagas. You can sell Resources (Wood, Iron, Mead). You can store Vikings and Resources on your Player board. You **cannot** loot/take stored Resources from other Jarls in Kaupang.

Settlements: You can buy Vikings in your own Settlements without having the Ship or Army present there. This can also be done in Kaupang.



Kaupang Holding Area (Player board). Here you can store Vikings and Resources.

IMPORTANT: You **cannot** attack other Jarls in Kaupang or any Towns, only in land or sea zones and in Settlements. To attack other Jarls in land or sea zones, **Armies** from both sides must be present (page 11).

Land and Sea zones

Opposing Armies and Ships may be in the same land and sea zone without attacking each other.

THE GAME BOARD

The game board shows a map of *Vesterled* (Northern Europe).



- 1 VP Score Track.
- 2 VP Score Track start (0).
- 3 Saga Deck.
- 4 Saga Discard Pile.
- 5 Turn phases.
- 6 Prices.
- 7 Sea zone / River.
- 8 Land zone.
- 9 This “zone” can not be moved over/through.
- 10 Crossing point - Armies can move across the sea or river without being aboard Ships.
- 11 Battlezone - Place Vikings here during battle (Attack and Defense).
- 12 Vinland - Place a 1 VP token here.
- 13 Midjardarhaf - Place a 1 VP token here.
Vinland and *Midjardarhaf*, The first Jarl to go there gets the VP token (page 13).
- 14 Pillage towns - Marked with orange shields.
- 15 VP towns/Settlement - Marked with white shields.
- 16 Trade towns I - Marked with green shields.
- 17 Trade towns II - Marked with green/white shields.



- 18 Kaupang - Start of the game and home port.
- 19 Ship and Army (Units).
- 20 Settlement tiles.
- 21 Victory Point tokens.
- 22 Resources (Wood, Iron, Mead).
- 23 Silver.
- 24 Player board (Holding Area - See next page).
- 25 Vikings (Units).
- 26 Settlement shields.
- 27 Vikings (white) use for defense of Towns.

IMPORTANT: Towns are considered separate zones, and you must use one move into the Town and one move out of it.
Pillage towns (orange) and VP towns (white): Only one Ship/Army (one player) can occupy a Town at a time.
Trade towns (green) and Kaupang: Several Ships/Armies can occupy same Town at a time.
Land and Sea Zones: Several Ships/Armies can occupy it at a time, without attacking each other.

PLAYER BOARD *Ship, Army and Kaupang Holding Area*

The Ship and Army Holding Areas (two separate squares **b** **c**) show where you can store your Cargo.

The Ship has 4 Cargo spaces (shields **d**) that can each hold 1 Viking **f** or 1 Resource **g**, and 1 Cargo space (shield **e**) for the Army **h**.

The Army has 5 Cargo spaces (shields **d**) that can each hold 1 Viking **f** or 1 Resource **g**.

IMPORTANT: Each Cargo space (shield) can hold **one** item, which is placed on the Player board as shown below.



- a** The Jarl (player)
- b** Ship Holding Area
- c** Army Holding Area
- d** Cargo space
- e** Army Cargo space
- f** Viking (unit)
- g** Resource (cube)
- h** Army (unit)
- i** Turn phases
- j** Prices (trade)
- k** Kaupang Holding Area
(Here you store Vikings and Resources **f** **g**)

*The Army is only considered aboard the Ship if it is placed on the "Army space" **e** of the Ship Holding Area. With the Army aboard the Ship, you can hold up to 9 items (Vikings and/or Resources) in total.*

PREPARATIONS AND SETUP

- Each player takes a set of pieces in their colour (red, blue, yellow, or black).
- Shuffle the white shields face down and place them randomly on the white **15** spaces on the game board.
- Shuffle the green shields and green/white shields face down and place them randomly on the green **16** and green/white **17** spaces on the game board.
- Place a 1 VP token on *Vinland* **12** and *Midjardarhaf* **13**.
- Place the Sagas (cards) on the game board **3**. **IMPORTANT:** See page 14 "How to shuffle the deck".
- Place the Settlement tiles **20** and VP tokens **21** in piles to form a general supply.
- Place the Resources **22** and Silver **23** in piles to form a general supply.
- Place the 3 white Vikings **27** on the game board.
- Each player starts with 1 Ship, 1 Army **19**, 1 Player board **24** and 4 Vikings **25**. Place the Ship and Army in Kaupang **18**, and assign the 4 Vikings to your Ship and/or Army Holding Areas **b**/**c** on the Player board **24**.
- Each player places 1 Viking on the VP Score Track **2** start (0).
- Place the rest of the Vikings **25** and the Settlement shields **26** next to the Player board in front of you.
- Who starts the game? The last person that traveled on a boat/ship at sea, is first player.
- The first player receives 1 Silver, the second player receives 2 Silver, the third player receives 3 Silver, and the fourth player receives 4 Silver.
- The last player draws Sagas equal to the number of player at the table, plus 1 extra Saga (4 players = 5 Sagas). Pick 1 Saga and pass the rest to the player to the right (card drafting), which will do the same, and so on. The first player picks 1 Saga and puts the last Saga back in the deck.

GAMEPLAY, PHASES, AND EXAMPLES

The game is turn based and each turn, the players move their Ships and Armies around the game board in an attempt to build Settlements (white shields) and reach a predetermined amount of VP. In order to obtain the Resources to build a Settlement, you must first Pillage towns (orange shields) for Silver, which you can later use to buy Resources at the Trade towns (green shields). Once you have the necessary Resources, you can build a Settlement. You can also fight your way to victory by attacking Towns worth VP as well as the other Jarls. Before you start the game, all the players agree upon a set number of VP needed to win the game.

Each player performs three phases during their turn.

Phase 1: Draw Saga.

You must draw **1** new Saga at the beginning of each turn at no cost.

Phase 2: Movement - Action or Action - Movement.

Move your Ship and Army around the game board to do different Actions:

Pillage (page 10), **Attack** (page 11, 12), **Trade** (page 11), and **Settling** (page 11)

Phase 2.1: Recruitment.

You can recruit Vikings at no cost (page 12).

Phase 3: Discard Saga.

You can only have **3** Sagas in your hand at the end of your turn (page 12).

IMPORTANT: The Ship and Army each have their own separate phases.

For example: You can choose to do **Movement - Action** with the Ship, and **Action - Movement** with the Army. You can only do one Action at a time with each unit.

Phase 1 - Draw Saga: These can be used anytime during your turn or in a specific phase, as noted on the card. Each player draws **1** Saga at the beginning of their turn and you can have a maximum of **3** Sagas in your hand at the end of your turn. **IMPORTANT:** You can only play **1** Saga on each opponent each turn, but you can play as many Sagas on yourself as you like.

IMPORTANT: Sagas can be bought for 2 Silver in every Trade town, Kaupang, or your Settlement and you are limited to purchasing a maximum of **3** Sagas per turn. Use and rules for Sagas are described on each card (page 14-16).

Phase 2 - Movement: The **Ship** can move up to **3** sea zones and the **Army** can move up to **2** land zones. You can move you Ship or Army less than the maximum of movements.

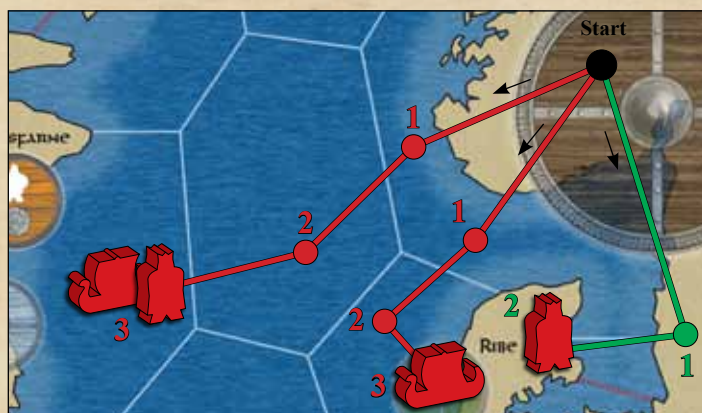
Towns, Kaupang, and Settlements are considered separate zones. Ships and Armies may enter or leave at the cost of **1** move. You must use **1** move into the town, and also **1** move out of it (e.g. the sea outside Ribe is considered a sea zone and the Town of Ribe is a separate zone (see example below). Opposing Armies and Ships may stay in the same land or sea zone without attacking each other. The Army can only be picked up or dropped off the Ship in Towns, Kaupang, or Settlements. Picking up and dropping off the Army is not considered a move (see example next page).

Example: Movement

Kaupang and sea zone around it are two separate zones. Ships cannot move across land and Armies cannot move across sea. An Army can only enter a sea zone aboard the Ship, but there are certain areas that are exceptions - Crossing points

For example, Jarl Eirik Drageblod starts the game and can move his Ship with the Army aboard 3 zones to just outside **Lindisfarne/Jorvik**, or split them up and move the Ship 3 zones to **Ribe** and the Army 2 zones to just outside **Ribe** (He could also have moved his Ship with or without the Army aboard into **Hjaltland** or **Jomsborg**).

Eirik decides to move towards **Lindisfarne/Jorvik**.



Example: Movement II

“The Midgard Serpent” area is **not** a sea zone and is considered impassable. You have to move your Ship **around** it.

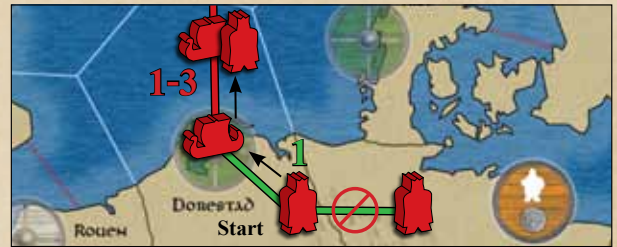


Example: Movement III

The Army can only be **picked up** or **dropped off** the Ship in Towns, Kaupang, or Settlements on the map.

The Army can also move **one** space from a land zone into the Town and be picked up by the Ship (Fig. 1). The Ship must be in the Town at the beginning of your turn to do this. The Army can only move **one** space from a land zone, into a Town being **picked up**.

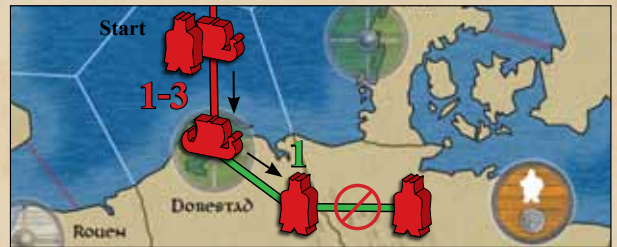
Fig. 1



Example: Movement IV

You can move your Ship into a Town and move the Army further out of the Town to a land zone (Fig. 2). The Army can only move **one** space out of the Town to a land zone being **dropped off**. The Ship ends its movement in the Town, even if it have movement remaining.

Fig. 2



Example: Movement V

Your Ship can pick up or drop off the Army on its way. You can move your Ship into a Town, pick up the Army, and continue moving your Ship (Fig. 3). To **pick up** the Army, it must be in a Town, Kaupang, or a Settlement at the beginning of your turn.

You can also **drop off** the Army in a Town. If you **drop off** the Army it cannot move on, if you want to move your ship further.

Fig. 3

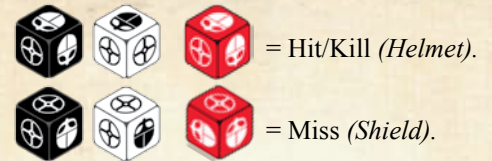


Battle: First, announce what or who you are Attacking. Before rolling the dice, both you and your opponent must place the number of Vikings (units) that will participate in the battle in the **Battlezone**, to determine the number of dice that you will each roll. Both players roll simultaneously (Battle examples see pages 10 and 12).

The Attacker will roll 1, 2, or 3 black dice, depending on how many Vikings participate in the attack. To roll 3 dice, there must be at least 3 Vikings in the attack. Attackers roll a maximum of 3 dice, even if more than 3 Vikings are declared in the attack. **IMPORTANT:** Up to 2 of the Attackers dice applies.

The Defender will roll 1 or 2 white dice: To roll 2 dice, there must be at least 2 Vikings in the Town or Army that is under attack. Defenders roll a maximum of 2 dice, even if 3 Vikings are declared in defense. 4 Vikings roll 3 dice. Up to 2 of the Defenders dice applies.

Battle Resolution. The players compares the dice that they rolled. All dice depicting a **Helmet** is a **Hit/Kill**, for both sides. All dice depicting a **Shield** is a **Miss**, for both sides. Neither side can lose more than 2 Vikings in each roll.



3 Attackers vs. 1 Defender

Result: Defender loses 1 Viking.

3 Attackers vs. 2 Defenders

Result: Defender loses 1 Viking and Attacker loses 1 Viking.

2 Attackers vs. 2 Defenders

Result: Defender loses 2 Vikings and Attacker loses 1 Viking.

1 Attacker vs. 2 Defenders

Result: Attacker loses 1 Viking.

Phase 2 - Action - Pillage and VP: Pillages and Attacks are done by moving the Ship and/or Army into the Town you want to attack, marked with orange shield (Pillage) or white shield (VP) on the game board. The attacker places the desired number of Vikings in the **Battlezone**, up to a maximum of 5 Vikings. The same is done by the defender (the number is marked on the shield). The Jarl to your left acts as defender.

During the battle, the attacker may resupply Vikings from any Ship or Army present. **IMPORTANT:** If you lose the battle or you want to retreat, you must move **out** of the Town to a nearby land or sea zone. Only **one** Jarl may be in a Town at any given time. If another Jarl is in a Town, you **cannot** enter it.

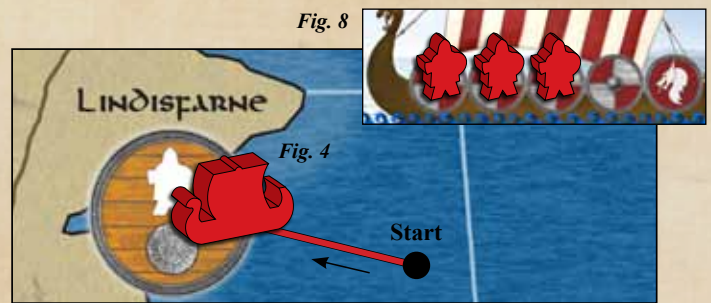
The attacker rolls dice equal to the number of Vikings present in the battle - up to a maximum of 3 dice. The defender rolls the number of dice equal to the number marked on the shield (max. 2 dice) or equal to the number of Vikings in the Army (max. 3 dice). Both sides then arrange their dice and counts the **Hits** (2 best dice apply). The winner of the battle is the player who has killed all Vikings on opposite side (last man standing). If the Attacker loses or withdraws (in a town), they must move to an adjacent land/sea zone.

IMPORTANT: You **cannot** attack the same town with your Ship and/or Army in **consecutive** turns.

The amount of Silver pillaged from an (orange) Pillage town is equal to the number of all your surviving Vikings multiplied by the value on the Town (silver icon). For example, if the Town has a value of **2** and 4 Vikings remain, you pillage **8** Silver. Successfully attacking Paris or London also awards 1 VP as well. The amount of VP awarded from white Towns is equal to the number on the white shield (see "Example: Attack Man" below). You can also get free Silver and Resources in these Towns (see backside of the shield-token).

Example: Pillaging Lindisfarne

Eirik Dragonblood decides to Pillage *Lindisfarne* with his Ship with 4 Vikings. He moves his Ship into *Lindisfarne* (Fig. 4). The attack occurs when Eirik puts his 4 Vikings in the **Battlezone** as shown to the right (Fig. 5), and place 1 defender (white pawn) in the **Battlezone** for the 1 defender shown on the orange shield. Eirik rolls the maximum of 3 dice and gets 3 *Shields* (miss). The defender rolls 1 die and gets a *Helmet* (hit). *Lindisfarne* wins the first battle (Fig. 5). Eirik removes a Viking that was killed, but can continue attacking with his 3 remaining Vikings. He rolls again and gets a *Helmet*. The defender rolls and gets a *Shield*. Eirik wins the second battle, killing *Lindisfarne's* only defender and successfully pillaging the Town (Fig. 6). Eirik pillages 3 Silver as he has 3 surviving Vikings and the Town's value is 1 (3 x 1) (Fig. 7). He places the Silver in front of himself and places the Vikings back in his Ship's Holding Area (Fig. 8).



Example: Attack Man

Harald Hawkeye decides to attack *Man* with his Ship with 4 Vikings. He moves his ship into *Man* (Fig. 9) and flips the VP shield. The attack occurs when Harald puts the 4 Vikings in the **Battlezone** (Fig. 10), and places 2 defenders (white pawns) in the **Battlezone** for the 2 defenders shown on the white shield. Harald rolls the maximum of 3 dice and gets 2 hits. The defender rolls 2 dice and gets 2 miss. Harald wins the battles with his 2 hits, killing *Man's* only defenders and successfully attacking the Town. Harald takes the VP shield, gains 2 VP, and places the Vikings back in his Ship's Holding Area.

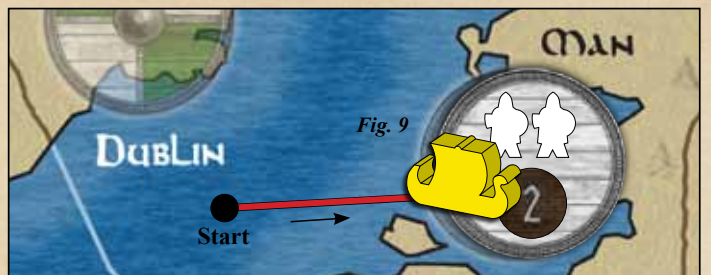


Fig. 10 Number of dice Attacker can roll. Number of dice Defender can roll.

Phase 2 - Action - Attack other Jarls: Armies can attack each other on land. Ships can attack each other at sea if the Armies are on board both Ships. Attacking and defending are the same as when Pillaging (see previous page). The winning Jarl gains 1 VP. The winner can also take 1 Resource (from the Army) or 3 Silver from the defeated Jarl. If you attack an army without Vikings in it, you gain no VP from this battle, but you can still take 1 Resource or 3 Silver. Regardless of the outcome of the battle, both Ships and/or Armies remain in the same land/sea zone (Attacking another Jarl's Settlement, see next page).

IMPORTANT: Only Armies can attack each other. You cannot attack other Jarls in Kaupang or any Towns - only in Settlements and land/sea zones.

Phase 2 - Action - Trade: Several Ships/Armies may occupy the same Trade town at the same time. Trading is done by moving the Ship or Army into the Trade town that you want to trade with (marked with green or green/white shield). Flip the shield over when you move onto it, to see what type of Resources are available. You can buy as many Resources as your Ship/Army can hold. The types of Resources are **Wood**, **Iron** and **Mead**, and these cost **2 Silver** each. You can also buy up to 3 Sagas for **2 Silver** each and as many Vikings as you like for **1 Silver** each. You can also buy Sagas and Vikings in Kaupang or in any of your Settlements. You can sell Resources for **3 Silver** each in all Trade towns, but only Resources that the Trade town does not have/produce. You can sell all types of Resources for **3 Silver** each in Kaupang, or any of your Settlements.

Example: Trade with Dorestad

Eirik Dragonblood intends to use the Silver he earned from his previous pillage to trade with **Dorestad**. Eirik moves out of **Lindisfarne** and moves into **Dorestad** (Fig. 11). He flips the green/white shield and spends 2 Silver to buy 1 Iron and 1 Silver to buy 1 Viking. He places these in his Ship Holding Area (Fig. 12).

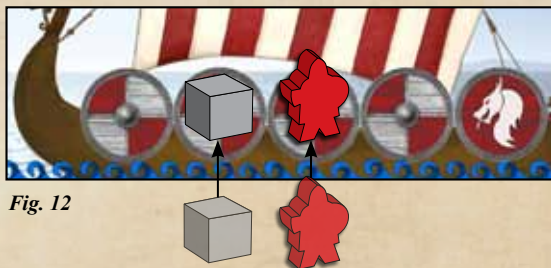


Fig. 12

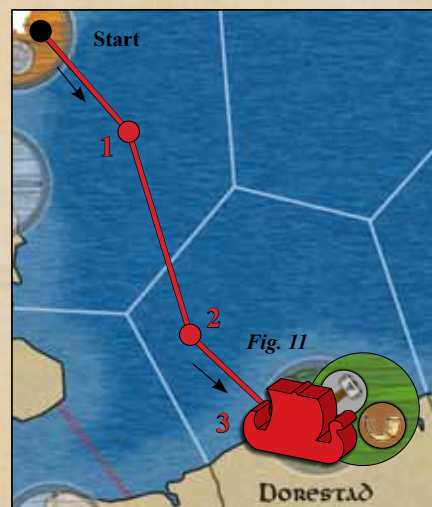


Fig. 11

Phase 2 - Action - Settling: This is done by moving the Ship or Army into the place that you wish to settle (the places are marked with white shield on the game board). To settle, you must have 1 **Wood**, 1 **Iron** and 1 **Mead**. Settling occurs when you pay these 3 Resources and place one of your **Settlement shields** on the game board. You do not have to fight the VP town before you settle there. Take the **Settlement tile** and place it face up on the table in front of you. You have now created a Settlement and can store Resources and Vikings here. A maximum of 4 Vikings can defend each Settlement. You cannot attack and settle the same VP town in the same turn. This must be done in two separate turns.

Example: Settling Jorvik

After much pillaging and trading, Eirik Dragonblood has filled his Ship with the Resources necessary to build a Settlement. Choosing to settle **Jorvik**, Eirik moves his Ship there, pays the required Resources (Fig. 13), and places a Settlement shield on **Jorvik** (Fig. 14). He takes the Settlement tile, places it in front of him, and gains 4 VP (Fig. 15). Eirik may now utilize **Jorvik** to store any amount of Resources and up to 4 Vikings.

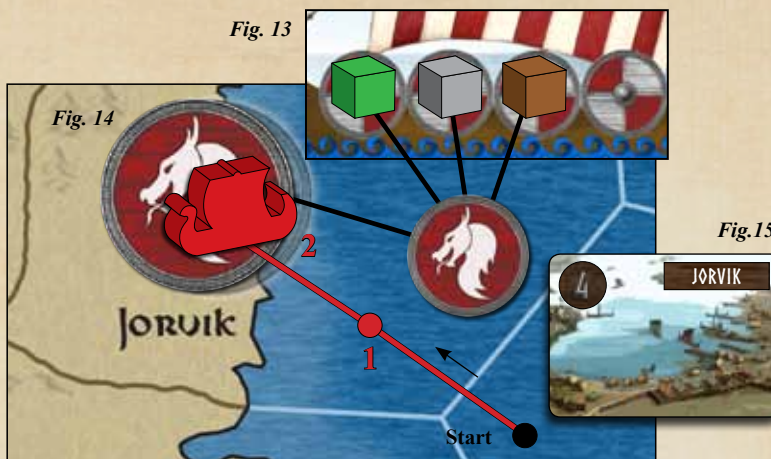


Fig. 13

Fig. 14

Fig. 15

Phase 2 - Action - Attacking Settlements: This is done by moving the Ship or Army into the **Settlement** you want to attack. Attacking and defending of Settlements is the same as Pillaging (see page 10). An attack on a Settlement is successful when you have killed all of its defending Vikings. After a successful attack, you can take all of the Resources you can carry. The defender loses the amount of VP shown on the Settlement tile. Flip the Settlement shield to indicate that Settlement is damaged. If the Attacker loses or withdraws, they must move to an adjacent land/sea zone.

IMPORTANT: If a Ship or Army is in the Settlement, you must fight them first. If you lose the battle or you decide to retreat, you lose 1 VP and the defender gains 1 VP, and you have to move out of the Settlement to a nearby land or sea zone. To repair the Settlement and earn the VP back, the defending Jarl must return his Ship or Army back to the Settlement. Once it is repaired, you will flip the Settlement shield back to its crest side (see below). Repairing a Settlement is regarded as an Action.

Example: Attacking Settlement

Eirik Dragonblood has gathered an Army of 4 Vikings and has decided to attack Harald Hawkeye's Settlement of **Man** (Fig. 16). Harald has 1 Wood that Eirik wants to loot, so Eirik moves from his land zone outside **Jorvik** into **Man**. Harald has 2 Vikings defending **Man**. Eirik rolls 3 dice and gets a hit. Harald rolls 2 dice and gets a hit (Fig. 17). Both Harald and Eirik gets one hit, so each removes 1 Viking. Eirik rolls 3 dice again and gets a hit. Harald rolls 1 die and gets a miss. Eirik wins the battle, and Harald removes his last Viking (Fig. 18). Eirik can loot the Settlement, taking the 1 Wood and placing it and his 3 remaining Vikings back into his Army Holding Area (Fig. 19). Harald loses 5 VP (per the Settlement tile) and flips his Settlement shield to indicate that it is damaged.

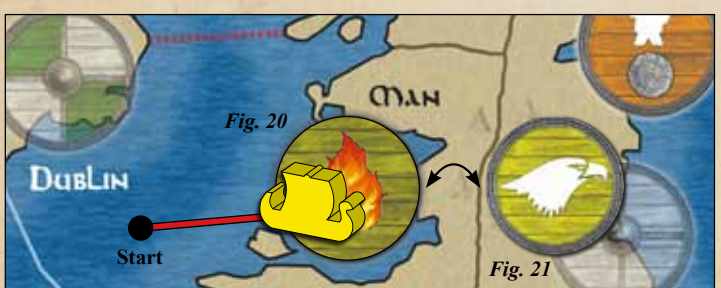


Fig. 17

Fig. 18

Example: Repairing Settlement

Harald Hawkeye returns with his Ship to the Settlement of **Man** to repair it (Fig. 20). He flips the Settlement shield token so that the crest is face up (Fig. 21). The Settlement is now repaired and Harald also regains the 5 VPs that he had previously lost. If an opponent is there, he must first fight them and win in order to repair the Settlement. The loser of the battle must move out of the Settlement.



Phase 2.1 - Recruitment: You can recruit Vikings at no cost. Recruiting Vikings can be done in Trade towns, in Kaupang, or in any of your Settlements. Your Ship and/or Army must be there to do this. You can only recruit **1** Viking in each Trade town and up to **3** Vikings in Kaupang or your Settlements. For example: If your Ship is in Kaupang and your Army is in a Settlement, you could recruit 3 Vikings both places, for a total of 6 Vikings (you cannot recruit 6 Vikings in one place, it must be done in two different places). The unit that does **Recruitment**, cannot do **Movement** or **Action**.

Phase 3 - Discard Saga: In this phase, you discard down to a maximum of **3** Sagas (cards) in hand. You can discard Sagas with this symbol ● at the bottom of the card for 1 Silver, anytime during your turn.

Loading/Unloading Cargo is done by moving the Ship into Kaupang or your Settlement, where you can store all of your Resources and Vikings. The Army must be in a Town, a Settlement, or Kaupang, to be picked up by your Ship (The Army cannot be loaded or unloaded from land zones, page 9). You can move your Ship and Army into a Town without attacking it. You can also move Vikings and Resources between your Ship and Army if they are in the same place. Your Ship can also load or unload Vikings and/or Resources from/to the Army on the way. Loading and Unloading Cargo does not count as an action (free move).

VICTORY POINTS

Victory Points (VP) can be obtained in different ways. Here are some examples:

Gain Victory Points

- Pillage London / Paris* ★ (victory) + 1 VP
 - VP towns (victory)* + 1 or 2 VP
 - Building Settlements* + 4, 5 or 6 VP
 - Battle between Jarls (victory)* + 1 VP
 - First Jarl to Vinland and/or Midjardarhaf* + 1 VP
- IMPORTANT:** The ship end its movement in the sea zone it picks up the VP.

Lose Victory Points

- Your Settlement is damaged* - 4, 5 or 6 VP
- Players can also lose VP by some of the Sagas that is played.* - 1 VP

IMPORTANT: Each player places a Viking on the 0 space of the VP Score Track (Start).

The first Jarl (on their turn) who reaches the agreed upon number of VP or more and returns home to Kaupang with the Ship or the Army, is the winner.

For a standard one hour-game, you should play to 10 VP.

ADVANCED AND ALTERNATIVE RULES

More Victory Points (VP)

For a longer game, play to a higher amount of VP - up to 27 VP.

Two Players

For a 2-player game, each player takes 2 Jarls. The first player to reach the agreed upon amount of VP, with EITHER Jarl, and returns to Kaupang, wins the game. You can combine the Sagas, but not the units (Vikings, Armies and Ships).

Allied Jarls - 2 players vs. 2 players

You can also play with four players with two allied Jarls against each other. Pick a total amount of VP, combined for both allied Jarls, to win the game. EITHER of the two allied Jarls can return to Kaupang.

Suggestions for *Two players* and *Allied Jarls*:

- **Team 1:** Black and Red - **Team 2:** Blue and Yellow.
- **Order of play:** Black (1st player) - Blue (2nd player) - Red (3rd player) - Yellow (4th player).
- **Setup, Silver and Sagas:** The same amount for each player as the regular game (page 7).

Players Turns

Use the VP Score Track to indicate players turn instead of VP. Set an agreed upon numbers of turns, and count the VP at the end of the last Jarl's turn. The Jarl with most VP wins the game.

Use the first player token - on the VP Score Track. This can also be used with "Allied Jarls".

SAGAS

Sagas can be used at anytime during your turn or in a specific phase as indicated on the Saga. Each player draws 1 Saga at the beginning of their turn. You can only have 3 Sagas in your hand at the end of your turn. **IMPORTANT:** You can only play 1 Saga on each opponent each turn, but you can play as many as you want on yourself.

You can buy Sagas for 2 silver in every Trade town, in Kaupang, or in any of your Settlements. You can only buy a maximum of 3 Sagas each turn. Use and rules for Sagas are described on each card.

How to shuffle the deck. Sagas are shuffled in a special way. Take out the Sagas “THE GODS ARE ANGRY” and “RAGNAROK” (2+1 cards). Divide the deck into two equal halves (piles). Shuffle the three removed cards into one of the piles - this will be the bottom of the deck. Shuffle the other pile and place it on top of the first pile. **DO NOT SHUFFLE THE COMBINED DECK!** - Place the deck on the game board.

Before you start the game. The last player draws Sagas equal to the number of player at the table, plus 1 extra Saga (4 players = 5 Sagas). Pick 1 Saga and pass the rest to the player to the right (card drafting), which will do the same, and so on. The first player picks 1 Saga and puts the last Saga back in the deck.



This is the back side of the Sagas. There are 2 of each Saga in the deck, except PIRATES (4), BRAGE (4), NJORD (4), RAGNAROK (1). There are 59 cards in the deck.



Play this Saga to “steal” Resources or Silver from other players. You don't have to be in the sea zone, or adjacent to the sea zone at the start of your turn.



Play this Saga to cause an opponent to lose Vikings. Can be played if you want to attack an Army on land or at sea.



Play this Saga to cause an opponent to lose Vikings. Also applies for Vikings in an Army aboard a Ships. Can be played if you want to attack an Army at sea.



This Saga can be played on an opponent's Settlement to reduce the number of defense, before you attack it.



When you play this Saga, you don't get to keep the Resources or Silver, they are put back into the General supply on the table. Also applies for Resources in an Army aboard a Ships.



When you play this Saga, you don't get to keep the Resources or Silver, they are put back into the General supply on the table.



Play this card to “steal” 1 Saga from other player.

Kickstarter backer

Kickstarter backer

FREYR

Movement

Choose and move an opponent's **Ship** and/or **Army** from a **Town** OR **Settlement** you are entering, to an adjacent sea zone and/or land zone of your choice.

Freyr, the son of Njord and twin brother of Freyja, guides his magic ship, Skidbladnir, ahead of an ever-favorable wind.

This Saga can be played to force an opponent's Ship/Army out of a Settlement or Town that you want to attack or move into.

Kickstarter backer

ÆGIR

On an opponent's turn

Choose an opponent to be caught in a storm. Move their **Ship** OR **Army** to an adjacent sea zone or land zone.

Ægir (Aegir) is a Jotun who rules over the sea. He is married to Ran and has nine daughters who are the waves. Ægir is the brother of wind and fire.

This Saga can be played to force an opponent one zone back.

You can play this card after the opponent is finished with their Movement phase.

Kickstarter backer

BRAGI

Movement / Defense

Your Army is rested and well-fed. Move your **Army** 1 additional **land zone**.

OR use this to cancel the Saga, **ÆGIR**.

Bragi, the god of poetry and art, also serves as Valhalla's kitchen master. He is the son of Odin and married to Idunn.

This Saga can also cancel the card Ægir if you haven't used it on your movement phase (when an opponent plays ÆGIR on you).

Kickstarter backer

NJORD

Movement / Defense

You benefit from favorable seas. Move your **Ship** 2 additional sea zones.

OR use this to cancel the Saga, **ÆGIR**.

Njord is the god of the winds and the sea. He is the father to Freyja and Freyr.

This Saga can also cancel the card Ægir if you haven't used it on your movement phase (when an opponent plays ÆGIR on you).

Kickstarter backer

VIKINGIARL

Anytime on your turn

Your leadership brings fresh recruits. Choose **1** or **2** opponents. They each lose **1 Viking** of their choice. For each Viking lost this way, place **1** of your own Vikings in **Kaupang**. Applies to Vikings **anywhere**.

Jarl (Earl): Free person of good family and high birth.

IMPORTANT: Exchange and place the Viking(s) of your own colour in Kaupang, not the opponents Vikings.

Kickstarter backer

BERSERK

Action - Attack

Play this **before** you make your attack. You roll **3 black + 1 red die** the first **2 rounds**, regardless of your number of Vikings. **2 best dice** apply. You must have at least **1 Viking** in the attack.

Berserkers, meaning "bearskin", were warriors that whipped themselves into a frenzy, state before battle, and conducted ferocious attacks.

This is an attack card that gives you 1 extra red die.

You can play this Saga when you attack London or Paris.

Kickstarter backer

TYR

Action - Attack

Play this after you make an attack roll. You may change the result of **1 black die** to a hit.

Can be used **anytime** during the attack and applies to **one** roll only.

Tyr, the god of war and victory, reigns over the battlefield. He sacrificed his arm to the wolf, Fenrir.

This is an attack card that allows you to change the results of one die. You can change from a miss to a hit.

Kickstarter backer

VALHALLA

Action - Attack

Play this **before** you make an attack. For this entire attack, **any** of your Vikings that are killed are placed in **Kaupang**.

Valhalla is the celebratory hall in the great and mighty castle Asgard. Fallen Vikings are brought here by the Valkyries to drink and feast for eternity.

This is an attack card that lets you keep all of your Vikings that "die" in a battle. You can pick them up in Kaupang.

Kickstarter backer

SILVER TREASURE

Action - Pillaging

Play this after successfully **Pillaging a Pillage town**. You receive **3 additional Silver**.

The Vikings established a "bullion economy" in which weighed silver was used as a means of exchange.

Play this Saga to gain 3 additional Silver after you successfully Pillaged a (orange) Town.

Kickstarter backer

FREYJA

Anytime on your turn

Place **2 Vikings** for free in **Kaupang** or **one** of your **Settlements**.

Freyja is the goddess of love and fertility. The daughter of Njord and Freyr's sister.

This Saga can be played to build up your Settlement's defense.

GOOD TRADE

Trading

Play this when your **Ship** OR **Army** is in a **Trade town**. You receive **1 free Resource** of your choice.

The Vikings developed several trading centers both in Scandinavia and abroad as well as a series of long-distance trading routes during the Viking Age.

IMPORTANT: This Saga can only be used in Trade towns. It does not counts as an action.

You can sell this Resource if you need Silver (3 silver).

LONGSHIPS

Anytime on your turn / Defense

You can move **2 Vikings** or **1 Resource** from **Kaupang** to a **Trade town** (your **Ship** or **Army** must be present in the **Trade town**) OR to **one** of your **Settlements**. Can be played as **Defense** of a Settlement.

A Longship was a type of ship invented and used by the Vikings for trade, commerce, exploration, and warfare. They were long and narrow, with a shallow-draft hull designed for speed.

Transport Vikings or Resources from Kaupang. The Ship and/or Army has to be present in the Trade town, but not in the Settlement. If played in Defense you need Vikings in Kaupang.



SHIELD WALL

Defense

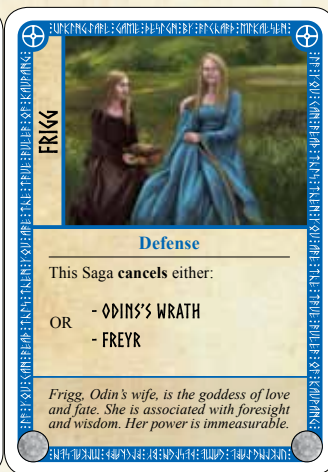
Play this when an opponent **Attacks** you. Roll **3 white + 1 red** dice in defense the **first 2 rounds**, regardless of the number of defenders. 2 best dice apply.  x3
The attacker **cannot** withdraw in the first round.  x1

A shield wall is a makeshift fortress of overlapping shields for defensive purposes.

This is a defense card that can be played if you are being attacked.

It is useful in defense of a Settlement, and you don't need Vikings there to use it.

Kickstarter backer



FRIGG

Defense

This Saga **cancels** either:

OR

- ODIN'S WRATH
- FREYR

Frigg, Odin's wife, is the goddess of love and fate. She is associated with foresight and wisdom. Her power is immeasurable.

This is a defense card that cancels some of the Sagas being played against you as specified on the card.

Kickstarter backer



BALDER

Defense

This Saga **cancels** either:

OR

- MIDGARD SERPENT
- THOR

Balder, son of Odin and Frigg, is the god of purity, joy, and the summer sun. He was killed by his brother Hod with an arrow made of mistletoe.

This is a defense card that cancels some of the Sagas being played against you as specified on the card.

Kickstarter backer



HEIMDALL

Defense

This Saga **cancels** either:

OR

- BARBARIANS
- REBELLION

Heimdall is the guardian of Bifrost, the rainbow bridge that connects Asgard and Midgard. He will blow his horn, Gjallarhorn, before Ragnarok.

This is a defense card that cancels some of the Sagas being played against you as specified on the card.



STRONGHOLD

Defense - Towns

Play this **before** an opponent's **Attack** on a **Pillage town**. Roll **2 white + 1 red** dice in defense the **first 2 rounds**, regardless of the number of defenders. 2 best dice apply.  x2
The attacker **cannot** withdraw in the first round.  x1

Strongholds were well-defended bastions of safety against Viking attacks.

This is a defense card that can be played if another player attacks Pillage- or VP Towns.

It is played on your opponent's turn, before they begin their attack (roll).



ODIN'S WRATH

Anytime on your turn

Choose an opponent. They lose **1 VP**.

This cannot be used against an opponent with **0 VP**.

Odin, the All-Father, controls Valhalla and is the wisest and most powerful of all the gods. He is often accompanied by the wolves Geri and Freki, and the ravens Huginn and Muninn.

This Saga can be played to cause an opponent to lose 1 VP.

Kickstarter backer



THE GODS ARE ANGRY

This card must be read aloud when drawn, and it applies to ALL Jarls.

All Jarls must remove **2 Vikings** (*Blót*) from the game/player board. If you do not have 2 Vikings, lose **1 VP** instead.

Blót is the term for "sacrifice" in Norse paganism. A blót could be dedicated to any of the Norse gods. The sacrifice involved aspects of a sacramental meal or feast.

If you don't have 2 Vikings (1 or less) when this Saga is drawn, you lose 1 VP.

This card applies to all Jarls.



RAGNAROK

This card must be read aloud when drawn, and it applies to ALL Jarls.

All Jarls discard all of their Sagas down to **1 Saga**.
(Select and keep 1 Saga in your hand).

Ragnarok is the ultimate battle, believed to result in countless deaths as well as widespread natural disasters including the drowning of the world.

Ragnarok is a special Saga that comes into play when drawn.

IMPORTANT: You can select 1 Saga and keep it in your hand. Discard the rest. You do not get silver for these discarded Sagas.

Symbols:

-  Movement.
-  Attack.
-  Defense.
-  Trading.
-  Lose VP.



BERSERK

Action - Attack

Play this **before** you make your attack. You roll **3 black + 1 red** dice the **first 2 rounds**, regardless of your number of Vikings. 2 best dice apply. You must have at least 1 Viking in the attack.

Berserkers, meaning "bearskin", were warriors that "indulged" themselves into a frenzied state before battle, and conducted ferocious attacks.

When to use the Saga (phase/turn).

How to use the Saga (effect).

Discard Saga for 1 silver.

You can discard Sagas with this symbol for 1 Silver.

The Sagas add drama and excitement to the game, but certain ones are more effective in certain situations.

As the game progresses, you should be less conservative with your Sagas as "RAGNAROK" can come up at any time once you are into the second half of the deck.

You don't play Sagas, you tell them!

The term Saga originates from the Norse saga (pl. sögur), and refers to "what is said, statement" or "story, tale, history". Sagas are stories about ancient Nordic history, early Viking voyages, the battles that took place during the voyages, about migration to Iceland, and of feuds between Icelandic families. They were written in the Old Norse language, mainly in Iceland.

The texts are tales in prose which share some similarities with the epic, often with stanzas or whole poems in alliterative verse embedded in the text, of heroic deeds of days long gone, "tales of worthy men," who were often Vikings, sometimes pagan, sometimes Christian. The tales are usually realistic, except legendary sagas, sagas of saints, sagas of bishops and translated or recomposed romances. They are sometimes romanticised and fantastic.

THE VIKING AGE

Who Were the Vikings?

From around A.D. 800 to the 11th century, a vast number of Scandinavians left their homelands to seek their fortunes elsewhere. These seafaring warriors—known collectively as Vikings or Norsemen (“Northmen”)—began by raiding coastal sites, especially undefended monasteries, in the British Isles. Over the next three centuries, they would leave their mark as pirates, raiders, traders and settlers on much of Britain and the European continent, as well as parts of modern-day Russia, Iceland, Greenland and Newfoundland.

The name Viking came from the Scandinavians themselves, from the Old Norse word “vik” (bay or creek) which formed the root of “vikingr” (pirate). Contrary to some popular conceptions of the Vikings, they were not a “race” linked by ties of common ancestry or patriotism, and could not be defined by any particular sense of “Viking-ness.” Most of the Vikings whose activities are best known come from the areas now known as Denmark, Norway and Sweden, though there are mentions in historical records of Finnish, Estonian and Saami Vikings as well.

The exact reasons for Vikings venturing out from their homeland are uncertain; some have suggested it was due to overpopulation of their homeland, but the earliest Vikings were looking for riches, not land. In the eighth century A.D., Europe was growing richer, fuelling the growth of trading centres such as Dorestad and Quentovic on the Continent and, London and York in England. Scandinavians learned about new sailing technology as well as about the growing wealth and accompanying inner conflicts between European kingdoms. The Viking predecessors—pirates who preyed on merchant ships in the Baltic Sea—would use this knowledge to expand their fortune-seeking activities into the North Sea and beyond.

Early Viking Raids

In A.D. 793, an attack on the Lindisfarne monastery off the coast of Northumberland in north eastern England marked the beginning of the Viking Age. The attack shook the European religious world to its core. Unlike other groups, these strange new invaders had no respect for religious institutions such as the monasteries, which were often left unguarded and vulnerable near the shore. Two years later, Viking raids struck the undefended island monasteries of Skye and Iona as well as Rathlin. The first recorded raid in continental Europe came in 799, at the island monastery of St Philibert’s on Noirmoutier, near the estuary of the Loire River.

For several decades, the Vikings confined themselves to hit-and-run raids against coastal targets in the British Isles (particularly Ireland) and Europe (the trading centre of Dorestad, became a frequent target after 830). They then took advantage of internal conflicts in Europe to extend their activity further inland: after the death of Louis the Pious, emperor of Frankia, in 840, his son Lothar actually invited the support of a Viking fleet in a power struggle with brothers. Before long other Vikings realized that Frankish rulers were willing to pay them rich sums to prevent them from attacking their subjects, making Frankia an irresistible target for further Viking activity.

Conquests in the British Isles

By the mid-ninth century, Ireland, Scotland and England had become major targets for Viking settlement as well as raids. Vikings gained control of the Northern Isles of Scotland (Shetland and the Orkneys), the Hebrides and much of mainland Scotland. They founded Ireland’s first trading towns: Dublin, Cork, Waterford, Wexford, Wicklow and Limerick, and used their base on the Irish coast to launch attacks within Ireland and across the Irish Sea to England. When King Charles the Bald began defending West Frankia more energetically in 862, fortifying towns, abbeys, rivers and coastal areas, Viking forces began to concentrate more on England than Frankia.

In the wave of Viking attacks in England after 851, only one kingdom—Wessex—was able to successfully resist. Viking armies (mostly Danish) conquered East Anglia and Northumberland and dismantled Mercia, while in 871 King Alfred the Great of Wessex became the only king to decisively defeat a Danish army in England. Leaving Wessex, the Danes settled to the north, in an area known as “Danelaw.” Many of them became farmers and traders and established Jorvik (York) as a leading mercantile city. In the first half of the 10th century, English armies led by the descendants of Alfred of Wessex began reconquering Scandinavian areas of England; the last Scandinavian king, Erik Bloodaxe, was expelled and killed around 952, permanently uniting English into one kingdom.

Viking Settlements: Europe and Beyond

Meanwhile, Viking armies remained active on the European continent throughout the ninth century, brutally sacking Nantes in 842 and attacking towns as far inland as Paris. In 844, Vikings stormed Seville in 859, they plundered Pisa, though an Arab fleet battered them on the way back north. In 911, the West Frankish king granted Rouen and the surrounding territory by treaty to a Viking chief called Rollo in exchange for the latter’s denying passage to the Seine to other raiders. This region of northern France is now known as Normandy, or “land of the Northmen.”

In the ninth century, Scandinavians (mainly Norwegians) began to colonize Iceland, an island in the North Atlantic where no one had yet settled in large numbers. By the late 10th century, some Vikings (including the famous Erik the Red) moved even further westward, to settle in Greenland. The Norwegian Viking hero Leif Eriksson, son of Erik the Red, may have become the first Europeans to discover and explore North America. Calling their landing place Vinland (Wine-land), they built a temporary settlement at L’Anse aux Meadows in modern-day Newfoundland. Beyond that, there is little evidence of Viking presence in the New World, and they did not form permanent settlements.

Danish Dominance

The mid-10th-century reign of Harald Bluetooth as king of a newly unified, powerful and Christianized Denmark marked the beginning of a second Viking age. Large-scale raids, often organized by royal leaders, hit the coasts of Europe and especially England, where the line of kings descended from Alfred the Great was faltering. Harald’s rebellious son, Sven Forkbeard, led Viking raids on England beginning in 991 and conquered the entire kingdom in 1013, sending King Ethelred into exile. Sven died the following year, leaving his son Knut to rule a Scandinavian empire (comprising England, Denmark, and Norway) on the North Sea.

The End of the Viking Age.

After Knut’s death, his two sons succeeded him, but both were dead by 1042 and Edward the Confessor, son of the previous (non-Danish) king, returned from exile and regained the English throne from the Danes. Upon his death in 1066, Harold Godwinsson, the son of Edward’s most powerful noble, laid claim to the throne. Harold’s army was able to defeat an invasion led by the last great Viking King, Harald Hardrada of Norway—at Stamford Bridge, near York, but fell to the forces of William, Duke of Normandy (himself a descendant of Scandinavian settlers in northern France) just weeks later. Crowned king of England on Christmas Day in 1066, William managed to retain the crown against further Danish challenges. The events of 1066 in England effectively marked the end of the Viking Age. By that time, all of the Scandinavian kingdoms were Christian, and what remained of Viking “culture” was being absorbed into the culture of Christian Europe. Today, signs of the Viking legacy can be found mostly in the Scandinavian origins of some vocabulary and place-names in the areas in which they settled, including northern England, Scotland and Russia. In Iceland, the Vikings left an extensive body of literature, the Icelandic sagas, in which they celebrated the greatest victories of their glorious past.

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BOX CONTENTS

<i>Game board</i>	<i>1 pcs.</i>
<i>Dice (Custom)</i>	<i>8 pcs. (3 black, 3 white, 2 red)</i>
<i>Silver coin (Money)</i>	<i>40 pcs. (value 1)</i>
<i>Victory Point (VP token)</i>	<i>30 pcs. (14 VP-1, 16 VP-5)</i>
<i>First player token</i>	<i>1 pcs.</i>
<i>Resource (Wood cube)</i>	<i>30 pcs. (10 (green) wood, 10 (grey) iron, 10 (brown) mead)</i>
<i>Viking (Unit)</i>	<i>43 pcs. (10 black, 10 red, 10 blue, 10 yellow, 3 white)</i>
<i>Ship (Unit)</i>	<i>4 pcs. (1 black, 1 red, 1 blue, 1 yellow)</i>
<i>Army (Unit)</i>	<i>4 pcs. (1 black, 1 red, 1 blue, 1 yellow)</i>
<i>Player board</i>	<i>4 pcs. (1 black, 1 red, 1 blue, 1 yellow)</i>
<i>Settlement shield</i>	<i>16 pcs. (4 black, 4 red, 4 blue, 4 yellow)</i>
<i>Trade town shield</i>	<i>7 pcs. (3 green, 4 green/white)</i>
<i>VP town shield</i>	<i>12 pcs. (white)</i>
<i>Settlement tile</i>	<i>12 pcs.</i>
<i>Saga (Playing card)</i>	<i>59 pcs.</i>
<i>Rulebook</i>	<i>1 pcs.</i>

VIKINGJARL

CREDITS

The game is developed by © SB Games AS,
Richard Mikalsen, Idea and Game Design.

A big thank you to:

Piero Mng (Gianpiero Mangialardi) (Italy): Artwork, Cover and Cards

Jan Solvang (Norway): Video editing, Kickstarter video.

Dervhengrym (France): Úlfhéðnar, Soundtrack, Kickstarter video.

David Brower (USA): Voice-over, Kickstarter video.

Jack Francisco (USA): Proofreading.

Darin Hughes (USA): Proofreading.

Lars Fotland (Norway) - Tabletopia work/launch.

We want to say a big thank you to all the play testers,
you have all helped make Vikingjarl awesome.
We also want to thank all the backers on Kickstarter.



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For more information, visit our website:
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