

# ***Northerners***

***Book of rules***

# Northerners

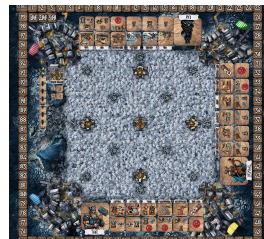
In the newly discovered lands of Westfoldir, four great jarls have arrived to claim the lands and its resources for their clans. Having been forced to move their people because of storms, biting cold and low-yield lands, each jarl is determined to take the high seat as the supreme ruler in the newfound lands that promise great harvests and milder winters.

The Aesir are watching this development closely, and won't hesitate to interfere both to reward and to punish their underlings in this strife for new life. The gods are whimsical by nature, and the only way of ensuring their goodwill is to send them gifts and offerings. With this, the jarls must not only strive to develop their villages and clans, but also to ensure they have the Aesir's blessings, as failing to do so will surely lead to misery.

But with such scarcity, gifts and offerings don't come easily. Could there be a way around it? Well, the jarls have all heard the stories of the spirit shaman. It is said to be extremely powerful, with some even whispering it has the eternal favor of the Aesir. The quest to find it is on, and the clan to first reach it in its lair will surely be at an advantage!

## Contents

1 game board



4 player boards



60 Blessings cards



30 Quest cards



6 Raid cards



80 Land tiles

48 Resource tiles

12 Watchtower tiles



12 House tiles

20 viking figures (5 of each player color)



28 worker figures (7 of each player color)



1 Loki figure



4 Jarl figures - 1 for each player color.



24 player markers (6 of each player color)



16 resource markers

4 wood

4 fish

4 iron

4 stone



5 white dice - 5 identical 6-sided dice



10 Kaupang tiles



## Player board

1. Available vikings
2. Available workers
3. The Jarl
4. Warehouse
5. Quick reference



## Game board

1. Scoring track
2. Starting villages
3. Kaupang squares
4. Spirit shaman square
5. Loki bar
6. Kaupang tiles / Spirit Shaman scoring
7. Mundane actions
8. Raid actions
9. Build actions
10. Blessings action
11. Blessings symbol





# Setup

1. Lay the game board open within reach of all players.
2. Each player receives:
  - A player board, their Jarl, 5 vikings, 7 workers and 6 player markers,
  - 3 Watchtower tiles, 3 House tiles, 2 of each of the Woodcutter, Iron Mine and Stone quarry tiles.
  - One of each resource marker
3. Each player places three of their workers and two of their vikings in the “workers” and “vikings” sections of their playerboard.
4. Each player places each of their resource markers at the "3" slot of the respective resource on their player board's warehouse area.
5. Each player places one of their player markers at the start position of the game board's score track.
6. The rest of the components players have received are placed outside their player board – **that is their supply.**
7. Separately shuffle Blessing cards, Quest cards and Raid cards, placing them in separate face-down decks near the game board.
7. Shuffle the Kaupang tiles and place them in a stack next to the game board. Then draw three tiles and place them face up on the designated fields on the game board.
8. Place the Loki meeple at the start of the Loki bar (with the Loki icon) and agree on which of the two Ragnarok fields that trigger the end game mechanic. It is advised to use the first field for a game of 2 players, and the last for a game of 3 or 4 players.
9. Each player draws two Quest cards.

The player who has most recently discovered new land begins play.

# Goal

Build buildings, go on raids, connect your village to special squares and use cards to be the player with the highest score when the Loki meeple reaches the Ragnarök space.

# Gameplay

Northerners is played in turns, which are taken by one player at a time and passed in a clockwise direction. Each turn consists of harvest and actions. First, the player resolves the actions from their last turn in the harvest, gaining resources and/or victory points, raiding and resolving attacks. Then the player places out their Jarl, vikings and workers for the next harvest.

# Player round

## Harvest - Skip this for your first turn.

In your harvest, resolve all of the actions that you've programmed in your previous turn by following these steps in order:

1. Choose an action in which you have the Jarl, workers or vikings (keep in mind that the order in which you resolve your actions may affect the final outcome).
2. Return the token to your player board, or to your supply if it was sacrificed or if there is no space for them in your village area. You may not have more than 3 workers and 2 vikings in your village area until you build a worker house (which allows having 7 workers) or weapon house (which allows having 5 vikings).
3. Resolve the action and gain any income the action yields. Anything beyond 5 of a resource is lost.
4. If you still have workers and vikings on the game board, go back to step 1. If you have none, proceed to Actions.

## Actions

When doing actions, you may assign the Jarl and/or each of the workers and vikings available on the player board to an action. This is done by placing them on:

- Resource building- or houses tiles (Workers or vikings)
- Kaupang squares (Jarl only and only if connected)
- Spirit shaman square (Jarl only and only if connected)
- Any action(s) on the Mundane action bar, or Raid action bar.
- The Blessing action. (Only one blessing can be obtained from this action each round, It is not possible to do this action several times in one round)
- Any action on the Build action bar. Remember that you can only use one of these actions each round.

All actions' effects are only carried out in your next harvest.

### Spending resources

Spending resources is done during Actions. Move your respective resource marker down to the space with your new total. An action can not be utilized if a player does not have the resources available when choosing it,

### Building resource buildings, watchtowers and houses

Take the tile from your supply and place it anywhere on the map where there is a road connected to your village.

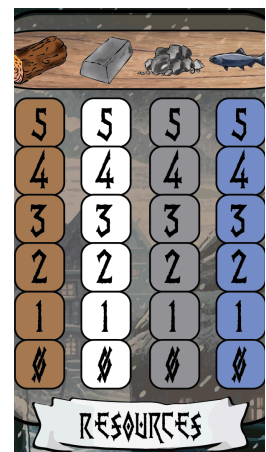
### Blessing cards

Most Blessing cards are kept in hand and may be played whenever the card effect allows it. Blessing cards with Loki effects are resolved immediately.

### Quest cards

Quest cards are kept face down on the table until you have completed the quest. Reveal it and score points immediately unless

The quest isn't resolved before the game has ended.



## Common actions

Common actions have no cost except the use of a worker, viking or the Jarl. You can only activate places that are connected to your village through tiles.

**Resource or house tiles** (max 2 tokens on each tile, and never more than 1 viking.)

When returning workers and/or viking from it during your harvest, gain the tiles corresponding resources or collect victory points according to this:

- 1 worker - 1 resource/victory point
- 1 viking - 2 resources/victory points

**Kaupang** (Only the Jarl can go to a Kaupang)

When returning the Jarl from it during your harvest, take one of the available Kaupang tiles. You may choose one of the trade options presented. You trade with the game, not another player.



**Spirit shaman** (only the Jarl can visit the spirit shaman)

When returning the Jarl from it during your harvest, choose one of these options:

- Draw a Blessing card
- Draw a Quest card
- Discard a Quest card



## Mundane actions

Each Mundane action has a cost (indicated beneath its space), which also includes whether it must be activated by workers, vikings, the Jarl or any combination of these. You can activate as many Mundane actions as you choose, as long as you have the resources for it.

In order to activate a Mundane action, place a worker there for each worker and a viking for each viking in its cost, then spend the resources required by it. If a worker or a viking is inside a red, crossed out icon on the cost of the action, it doesn't return to your player board during your harvest, being instead sacrificed or killed and returned to your supply.

## Build actions

Build actions work the same way as Mundane actions, with the exception that a player may only do 1 build action each round.

## Blessing action

The Blessing action is done by placing the Jarl on the Blessing action. The player must also, immediately, sacrifice a worker when placing the Jarl here.

## Raid actions

The raid actions are special in the way that they require other actions to be performed to unlock. See the "Raid actions explained" section for detailed information.

## Mundane Actions explained

Mundane actions are actions that players may do as many times as they please.

**Fishing:** When returning one or more workers from it during your harvest, add one fish for each worker to your warehouse..

**Explore:** When returning one or more vikings from it during your harvest, draw one exploration tile from the draw bag and place it on the game board for each viking.

**Recruit:** When returning a viking or the Jarl from it during your Harvest phase, gain a viking for each viking or treasure tile spent, and place it on your player board. Remember that you may only have 2 vikings until you have built the weapon house.

**Capture:** When returning one or more vikings from it during your harvest, add one worker for each viking to your player board. Remember that you may only have 3 workers until you have built a workers house.

**Attack:** The attack is carried out when you place the viking(s) on the tile. If you have captured one or more workers during your attack, gain the resource or victory point from their tile when returning the worker(s) to your player board. If you have captured more workers than you have room for, discard the workers to your supply. You still gain the resources or victory points from their placement.

## Build actions explained

Only one build action is allowed each round.

**Workers house, Weaponhouse and Ships builder:** When placing the worker in your supply during your harvest, place a player marker on the playerboard to indicate that the corresponding house is built. The houses give the following benefits:

- Workers house : You have room for an additional 4 workers in your village.
- Weaponhouse: You have room for an additional 3 vikings in your village.
- Ships builder: You are now able to build ships to go raiding.

**Small house:** Place a house tile anywhere in the game board along a road connected to your village. You may now place a viking or worker(s) here to gain victory points during your next harvest.

**Stone quarry, Blacksmith and Woodcutter:** Place a building tile that corresponds with your action anywhere in the game board, along a road connected to your village. You may now place a viking or worker(s) here to gain resources during your next harvest.

**Watchtower:** Place a watchtower tile anywhere in the game board, along a road connected to your village. The road tiles behind this watchtower now stand protected from attacks. Remember that if there are other roads connected to the tiles behind the watchtower tile, they are not protected by the watchtower. (See the Watchtower bull point under the "Attack and defense" section to understand how watchtowers defend your tiles).

## Raid actions explained

A player may do both the build ship action and the raid action during their round, but they will not gain points or get another ship on their following harvest if they already have a ship in their possession.

**Build ship;** This action unlocks when you build a Ships builder.

When returning a worker from it during your harvest, place one of your player markers under the ship on your player board.

- Immediately gain 2 points.
- You now have unlocked the “Raid” action. If you, at any time, lose your ship, the “Raid” action becomes locked again, You must do this action again to unlock it.

**Raid:** This action unlocks when you build a ship.

Instead of returning your Jarl and viking(s) to you player board, follow these instructions:

- Draw a raid card
- Place the Jarl and all vikings assigned to the raid on the field marked with a ship on the raid card.
- Follow the instructions given in the “Raids” section of the rulebook to resolve the raid.

## The Blessing Circles explained

When you place a tile on a blessing circle chose one of these options:

1. Draw a Blessing card
2. Draw a Quest card
3. Discard a Quest card



## Reach Shaman fields explained

The first player to connect their road to the Spirit Shaman gains 10 points. The second player to reach it gets 5 points. The players put a player token on the fields here before receiving their points.

## Kaupang tiles fields explained

There must always be 3 available Kaupang tiles on these fields. When one tile is spent, place it next to the game board, face up and replace it with a new tile from the pile of unused Kaupang tiles. When all tiles are spent, reshuffle the pile of spent Kaupang tiles and place them face down in a pile.

## Loki bar explained

The Loki bar indicates when the game ends. Whenever the Loki figure reaches the agreed Ragnarok field, the end of game mechanic is triggered. (See Game end section for details).

## Attack and defense

### Attack rules:

- **Vikings:** Only vikings can attack. A viking adds 2 dice to the dice pool.
- **Additional vikings:** Adding a second viking adds 2 more dice to the pool. Adding a third viking adds 1 die, for a maximum of 5 dice.

### Defense rules:

- **Workers and vikings:** Both workers and vikings can defend. Workers add 1 defense dice each, and vikings add 2 defense dice each. The combined defense dice pool cannot exceed 5 dice, accumulating similarly to the attack rule.
- **Watchtowers:** A watchtower has a static defense of 3 dice. If a player is attacking a tile behind a watchtower, they must first defeat the watchtower before moving on to the tile, unless there is another way to reach the tile, that doesn't require passing the watchtower.

### Playing cards

- Both players decide what (if any) Blessing cards they want to use. Players are allowed to decide on additional cards to negate the opponent's cards.
- When all cards are played, proceed to the next step.

### Combat roll resolution:

- **Attack roll:** The attacker rolls their dice pool. All dice have the numbers 1-5 and a hammer icon. The attacker must choose the result that occurs the most.  
*Example: If they roll four dice and get results of 2, 4, 4, and a hammer, they must choose 4 because it's the most frequent. If there is no majority, they must choose the highest result, with the hammer considered the highest.*
- **Defense roll:** The defender rolls their dice pool in the same way, selecting the result with the most occurrences.
- **Winning condition:** The player with the highest number wins the combat roll. If both players have the same result, the attacker wins.
- The losing player must remove a viking or worker from the tile and put it into their supply. Whenever a worker is put into the supply, the winning player replaces that worker with one worker from their supply. (If the attacker does not have any more vikings in their supply, they do not gain a worker here).
- If there are still unresolved tokens on the tile, either attackers or defenders, start from the top. Remember to recalculate dice pools for both attackers and defenders.

### Withdrawing from an attack:

- A player may withdraw from the attack, but only after the first combat-roll is resolved (unless they use a Blessing card that says otherwise).
- Withdrawing from an attack lets you put your remaining tokens back on your player board.

### The winner of the attack:

The winner of an attack is the player that still has tokens on the tile when combat is concluded. The winner gains 3 victory points for their deed. If a player withdraws from combat, the remaining player is considered the winner of the attack. All surviving vikings go back to the player board after an attack to rest and recuperate, regardless of them being on the attacking or defending side. Workers will stay on the tile and finish their job, yielding harvest to their Jarl during that player's next harvest.

## Raids

### Raid card structure:

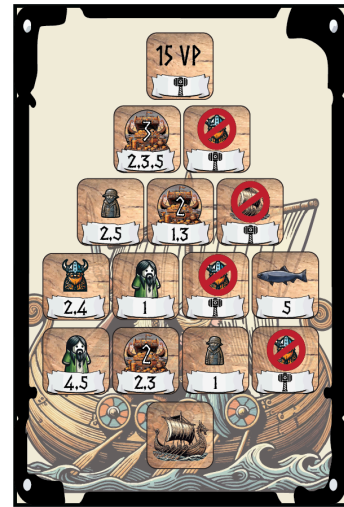
- Each raid card has 6 rows.
- The bottom row, represented by a ship icon, is where the player places tokens that are part of the raid.
- The next 5 rows represent the player's progress in the raid.

### Dice pool:

- Regardless of how many Vikings a player brings to the raid, they start with a dice pool of 5 dice.

### Progressing through the raid:

- Rolling the dice is done during the harvest, rewards and losses are carried out immediately after the roll is resolved..
- Players start rolling dice for the row just above the ship icon and progress upwards, one row per round.
- Each subsequent row allows for one less die in the pool (4 dice for the second row, 3 for the third, etc.).
- Players may have blessing cards that let them add dice to a roll on any row except the first.
- Players can only roll for one row per round, starting with the round when they draw the raid card. Progressing through the whole raid card takes a total of 5 rounds, but the raid may end earlier.
- The Jarl and vikings assigned to a raid may not be used for other actions while on the raid.



### Returning from a raid:

- Players can always choose to return from a raid during their harvest (at the start of their round).
- If they do, the Jarl and Vikings are available to perform other actions in that round.

### Ending a raid:

- The raid ends if:
  - All Vikings are lost, leaving only the Jarl.
  - The rolled result isn't present on the current row, or the result is a ship with a red "crossed-out" icon.

After the raid ends, the Jarl returns to the player board, and the raid card is discarded to a separate pile. When all raid cards are spent the discard pile is reshuffled and the deck placed face down next to the game board.

### Raid card icons:

- Fish resource: Gain the depicted number of fish resources.
- Worker: Gain the depicted number of workers, if space is available on the player board.
- Treasure tile: Gain the depicted number of treasure tiles.
- Victory points: Gain the depicted number of victory points.
- Viking with crossed-out icon: Lose one viking brought to the raid. If none are left, the raid is over.
- Ship with crossed-out icon: Lose the ship. All remaining raid participants return to the player board, and a new ship must be built for future raids.
- Loki meeple: Advance the Loki meeple one step on the Loki bar immediately.

## Game end

The Loki meeple advances as Loki symbols get drawn or met during raids. When it reaches the agreed Ragnarok space, the game end mechanic is triggered.

The current player finishes their turn as normal, as does every player after them until everyone has played a last round, ending with the player sitting before the player that started the game. Afterwards, each player gets one last half-turn, with just a harvest.

Finally, tally up your final score by advancing your player marker in the scoring track according to the below:

- Score 2 points for each resource building tile, house tile or watchtower tile you have built.
- Score 2 points for each special house you have built in your village.
- Score 2 points for each Treasure tile in your possession.
- Score 1 point for each resource in your warehouse.

Whoever has scored the highest total, and advanced the furthest on the victory points row becomes the ruler of the lands and wins!