

# CONTENT OF THE BOX

1 x Gameboard



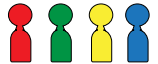
4 x Playerboards



1 Loke Meeple



24 x thrall pieces



16 x Viking meeples



24 X Playercolored cubes



4 x Wood resources



4 x Fish resources



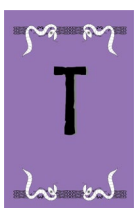
4 x Steel resources



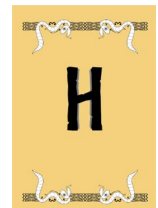
4 x Stone resources



20 x Thor cards



20 x Heimdal Cards



20 x Ran Cards



100 x Paper tiles



## Resource buildings

4 x Stonequarry



4 x Woodcutter



4 x Blacksmith



## Specialist buildings

4 x Shipsbuilder



4 x Thrallhouse



4 x Weaponhouse



12 x Watchtower



20 x small house



## NORTHERNERS, THE STORY

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 lands of low yield, each Jarl is determined to take the high seat as the supreme ruler in lands that promise great harvests and milder winters.

The Aesir are watching the developments closely and won't hesitate to interfere both to reward and punish their underlings as they strive to make a new life for themselves. The Aesir are whimsical by nature and the only way of ensuring their goodwill is to send them gifts and offerings.

The Jarls must not only strive to develop their villages and clans but must also make sure to have the Aesirs blessings in their favour. Failing to do so will surely end in misery.

They have all heard the stories of the Spirit Shaman. He is said to be extremely powerful. It is also whispered that he has gained the eternal favour of the Aesir.

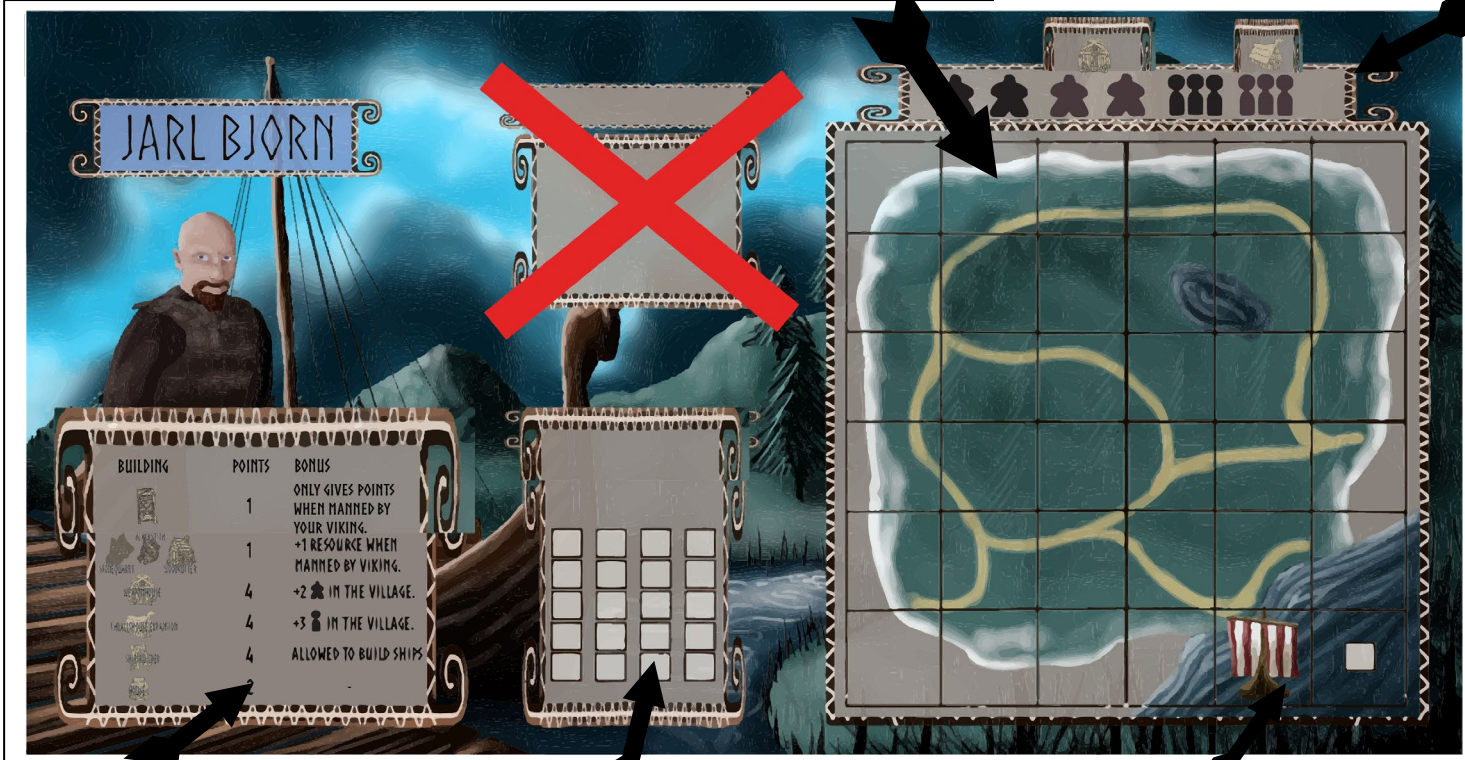
The quest to find him is on, and whomever reaches his lair will truly gain an advantage!

# The Playerboard

**The Supply** - is where you place all unactive buildings, Thralls, and Vikings.

**The Village** - is where you place your buildings. Each building has a designated spot and must be placed accordingly.

**Villagers** - All active villagers are to be placed in this section. Unactive villagers are placed in the supply. Your village may have 2 Vikings and 3 Thralls when you start the game. You may not have more Thralls or Vikings inhabiting your village until you build a Thrallhouse and/or Weponhouse



**Info box** – tells players what the different buildings gives of points and bonuses.

**Warehouse** – All gathered resources are stored in your warehouse. No player may store more than 5 units of any resource.

**Ship** – Once you have built your ship, you put a cube of your colour here to indicate that you have an active ship.

# The Gameboard

1. The victory points row. All players start with a cube on the field marked "Start". In the Scoring Phase, move your cube forward in accordance to the number of points you gain.
2. Your village. This is where your clan resides. You must start building your road according to one of the two arrows next to the meeples of your selected colour.
3. Uncharted territory. The squares is where you can lay your tiles. You may not place a tile on a territory that already has a tile.
4. Aesir-bar (Thor). This bar may be used during your action phase. See "Aesir bars" for detailed information on each action.
5. Aesir-bar (Heimdall). This bar may be used during your action phase. See "Aesir bars" for detailed information on each action.
6. Aesir-bar (Ran). This bar may be used during your action phase. See "Aesir bars" for detailed information on each action.





7. Loke bar. Whenever a player draws a Loke-card, the Loke meeple advances 1 step. Whenever he reaches his designated Ragnarök-field (determined by the number of players) the game ends.

8. Resource cost of actions. Under each action it is indicated a cost of doing the action. All costs must be paid immediately.

9. Kaupang. Whenever a player has built a road that connects to a Kaupang that player is allowed to trade resources by placing a Viking here. Trades are effective in the coming Harvest Phase (You do not gain resources immediately). A Viking may do as many trades as she has resources to. The exchange rate is 2:1. (Trade any 2 resources you own into any 1 resource you want).

10. The Spirit Shaman. Whenever a player has connected her road to this field, she is able to place a viking on this field during her Action Phase. If she does, she may, in the coming Harvest Phase pick either a Thor- or a Heimdal-card. Any one player may not have more than 1 Viking placed here at any time, but all players may have a Viking here at the same time.

## AESIR BARS - THOR



Pay the resources indicated. Put a Viking on the action bar. During your next harvest phase add one thrall from your thrall supply to your playerboard. Return the Viking from the actionbar to your playerboard.



Place a Viking on a tile where an opponent has placed a thrall. The tile must be connected to your road. By doing this you capture the thrall and steel the harvest. Keep the Viking and the thrall on the board until your next harvest phase and gain harvest from this thrall as if it was your own. Your opponent loses the thrall and must place it in her supply, while you gain one thrall from your supply.



Place a Viking on the action bar and immediately pay the required resources. During your next harvest phase, gain a Viking and place him in your village (In the "Village&Thralls" section of the playerboard). If the new Viking makes your total number of Vikings more than your allowed total, the new Viking is sacrificed without a reward and is put back into the supply. Return the Viking to your village.



Place a thrall on the action bar and immediately pay the required resources to the resource supply. During your next harvest phase, place your weaponhouse on its designated lot in the village on your player board. Discard the thrall to your supply



Place a Viking on the action bar and immediately pay the resource cost. During your next harvest phase, place a Watchtower on any straight or bent landtile without a resource on it, and that is connected to your road. Return the Viking to your village.



Place a Viking on the action bar. During your next harvest phase, discard the Viking to your supply and draw a Thor card. You may choose to play the card during this round, or you can save it for later. Remember that if this is a Loke card, you must read it out loud immediately.

## AESIR BARS - HEIMDAL



Place a Viking on the action bar and immediately pay the required resources. On your next harvest phase place the Stone quarry on its designated lot in your village. Return your Viking to your village.



Place a Viking on the action bar and immediately pay the required resources. On your next harvest phase place the Woodcutter on its designated lot in your village. Return your Viking to your village.



Place a Viking on the action bar and immediately pay the required resources. On your next harvest phase place the Blacksmith on its designated lot in your village. Return your Viking to your village.



Place a Viking on the action bar and immediately pay the required resources. On your next harvest phase place the house on one of its designated lot in your village. Return your Viking to your village.



Place a Thrall on the action bar and immediately pay the required resources. On your next harvest phase place the Thrallhouse expansion on its designated lot in your village. Put the Thrall into the supply.



Place one Viking on the action bar. During your next harvest phase, draw a Heimdal card. Discard the Viking to your Viking supply. Remember that if this is a Loke card, you must read it Out loud immediately.

## AESIR BARS - RAN



You may place any number Of thralls on this action. During your next harvest phase, receive the same number Of food-resources as you have thralls placed here. Return the thralls to your playerboard.



Place a thrall on the action bar. During your next harvest phase, draw one land tile from the pile of tiles and then discard the thrall to your thrall supply.



Place one thrall on the action bar. During your next harvest you may place one extra land tile on the map(You may not draw an extra tile). Discard the thrall from the action bar to your thrall supply.



Pay the resources as indicated. Place one thrall on the action bar. During your next harvest take the shipsbuilder from your building section and place it on the shipsbuilder-lot in your village on the playerboard.



This action may only be chosen if you have built a shipsbuilder. Pay the resources as indicated. Place one Viking on the action bar. During your next harvest, place on cube of your colour next to the ship, under your village on the playerboard.



This action may only be chosen if you have built a ship. Going on a raid. First, decide how many Vikings you are going to bring to your raid. (1-4). Pay the number of resources indicated equal to the number of Vikings you are raiding with. Place the Vikings on the actionbar. During your next harvest, draw a Ran card. Show the card to the other players immediately. Effects on this card take effect immediately.



## NORTHERNERS – HOW TO PLAY

1. Place the gameboard in the middle of the table.
2. Each player selects a player board / colour and sits down closest to where the chosen colour starts.
3. Place 2 vikings and 3 thralls of the players colour in the «Vikings and thralls»-section on the player board, above the village.  
Remaining thralls and vikings are placed on the side of the player board, later referred to as the supply.
4. Place the 3 specialist buildings, the 3 resource buildings and the 5 houses in the supply.
5. Each player starts with 5 of each resource in the «Warehouse»-section on the player board.
6. All players place a cube of their colour on the Start position on the victory points row.
7. All land tiles are placed in a pile facing down on the side of the gameboard.
8. Shuffle each deck of cards and place the three decks on the side of the gameboard.
9. Place the Loke-meeple on the empty field on the Lokebar
10. Players decide who starts by picking one coloured cube from each player and then draw. The drawn colour is the first player to start.



## PLAYING THE GAME

Northerners is played in turns. The player that has the colour that was drawn starts and the next player is the one sitting on the first players left. The turns will then go in a clockwise direction.

Each turn consists of four phases or parts if you like, where one phase must be completed before moving on to the next.

The four phases are as follows: 1 - Harvest Phase. 2 - Scoring Phase. 3 - Expansion Phase and 4 - Action Phase.

These phases will be described in detail on the coming pages.

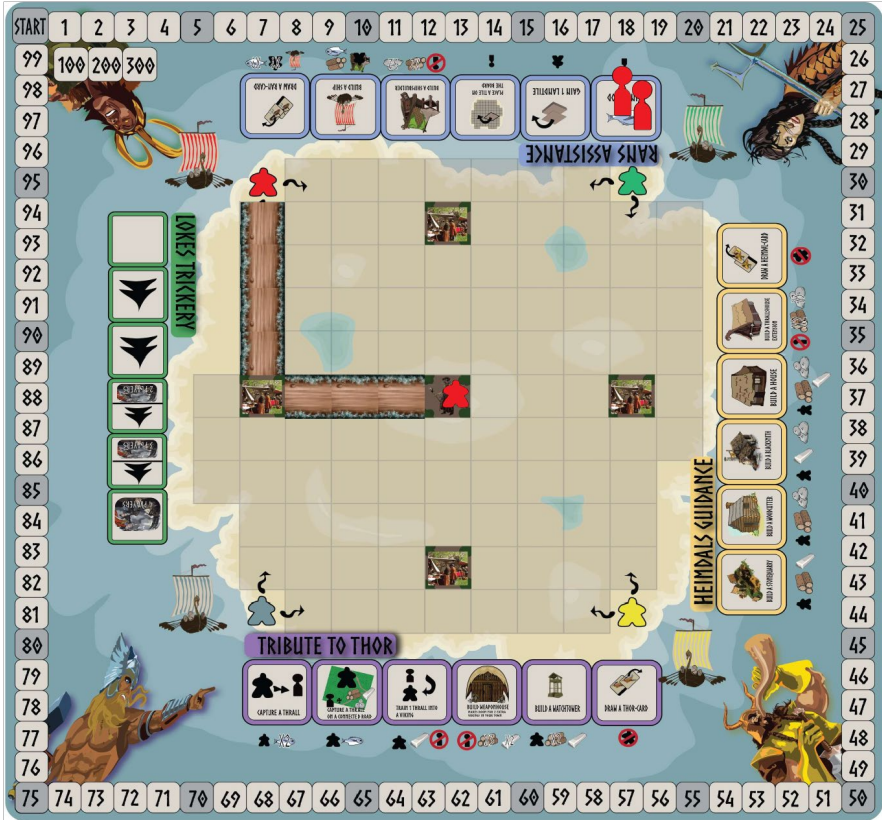
## PHASE 1: HARVEST

**All players skip this phase their first round.**

The harvest phase is where you resolve all actions that you decided for your Thralls and Vikings in your previous action phase. You gather all your collected resources, place buildings into your village and draw cards.

Remember that the order you decide to resolve different action may affect the outcome.

*Example: Red player has placed a Viking on the Spirit Shaman and two Thralls on the “Gain Food” action. When Red is collecting her harvest, she decides to resolve the “Gain Food” action first. She takes her two Thralls and places them back in her village. She then moves her “Food”-resource cube two steps up (Indicating that she has gained two food resources). After this she returns her Viking to her village and draws a Heimdal Card. To her (and everyone else’s) dismay, the card is a Loke card that tells her that Loke steals all the fish from the players warehouses. Red now loses her newly gained food-resources (along with any other food she might have had in her warehouse). Had Red decided to resolve the Spirit Shaman first she would now have had two food-resources in her warehouse instead of none.*



When you gain harvest, choose what action to resolve first. Then either gain the resource(s), build a building, or draw a card depending on what you have chosen. Then continue to the next action. Be sure to remove your Thrall or Viking from the tile and/or actionbar after you have gathered your harvest.

## GATHERING RESOURCES

When you, during your harvest phase gain a resource you move your cube down (to a higher number) an equal number of steps as resources gained.

You may never have more than 5 of any resource in your warehouse.

When you have no resources of a type, place it on the top field, where the resource-icon is.



## BUILDING BUILDINGS

Whenever you have built a building, take the building in question from the supply and place it on its dedicated spot in your village.

## DRAWING CARDS

Whenever you have placed a Viking on the Spirit Shaman, done one of the Thor or Heimdal actions labelled "Draw a card" or you have done the Ran raid action you will be able to draw a card from one of the decks.

1. You do the Thor "Draw a card" action you draw a Thor Card.
2. You do the Heimdal "Draw a card" action you draw a Heimdal Card.
3. You have a Viking on the Spirit Shaman. Choose whether to draw a Thor- or a Heimdal-card.
4. You have Viking(s) in a raid, and you draw a Ran card.

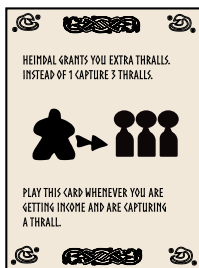
The Thor and Heimdal cards can be kept for later and played at a time indicated on the card unless it's a Loke card. Then read out the card immediately. Effects on Loke cards takes effect immediately.



## THOR CARDS

Thor cards are mainly directed towards war, thralls and Vikings. However, there are also a few cards that gives resources in the deck.

Thor cards can be kept until you want to use it. The card will state if there are special circumstances that must be met to play it. You gain victorypoints immediately if a Thor card's text says you gain points. Keep the card also after use, as it will give you points during final scoring.



## HEIMDAL CARDS

Heimdal cards are mainly directed towards building and resources.

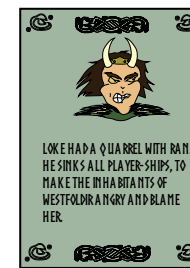
Heimdal cards can be kept until you want to use it. The card will state if there are special circumstances that must be met to play it. You gain victorypoints immediately if a Heimdal card's text says you gain points. Keep the card also after use, as it will give you points during final scoring.



## LOKE CARDS

Loke cards does not have their own deck in the game. The Loke cards are spread out in all other decks and will be drawn randomly from them.

Whenever a player draws a Loke card, she is to read it out loud and the event on the card will take effect immediately. The card will affect all players, unless stated otherwise on the card. The Loke card is kept with the players other cards and will give points during final scoring.

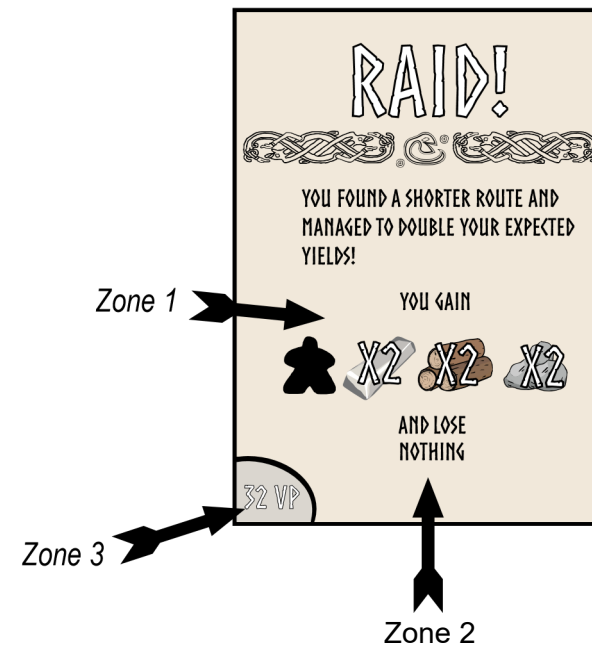


## RAN CARDS

As you will notice, the Ran Cards are a little different than the Thor, Heimdal and Loke cards. These cards represent your yields and losses when you go on raids. The card consists of 3 “zones”. The first zone is what you gain in resources and/or villagers. The second zone is what you lost during your battles. The third zone is the zone in the lefthand corner. This zone shows you how many victory points you gained from your raid.

Whenever you go on a raid, and draw a Ran card, you must show the other players your gains and losses. However, the other players should not see how many points you gained. Hold your thumb over the third zone when showing your card to the others.

The points earned from Ran Cards are counted at the end of the game. This way, no player can be certain of victory if the other players have Ran Cards.



## PHASE 2: SCORING

**All players skip this phase their first round.**

The Scoring phase is where you get your victory points throughout the game. Each player has their cube on the “Start” field and moves their cube one spot higher whenever they gain a point.



Players will mainly gain points through buildings in their village.

Below is a table that shows what the buildings yield:

Building	Points	Bonus
Thrallshouse Expansion	4 points	Possibility to capture and keep 3 extra thralls, making the total thralls in the village maximum 6
Weaponshouse	4 points	Possibility to train 2 extra vikings, making the total vikings in the village maximum 4
Shipsbuilder	4 points	Opens the possibility to build a ship
House	2 points	Does not give any bonuses
Stonequarry	1 point	Gives +1 stone-resource each harvest phase if it was manned by an idle Viking in the village.
Woodcutter	1 point	Gives +1 wood-resource each harvest phase if it was manned by an idle Viking in the village.
Blacksmith	1 point	Gives +1 iron-resource each harvest phase if it was manned by an idle Viking in the village.

**Ran cards** are added to the victory points row during in the final scoring. **Thor/Heimdall cards** that has a score are added when the card is used and not during the scoring phase.

## PHASE 3: EXPANSION

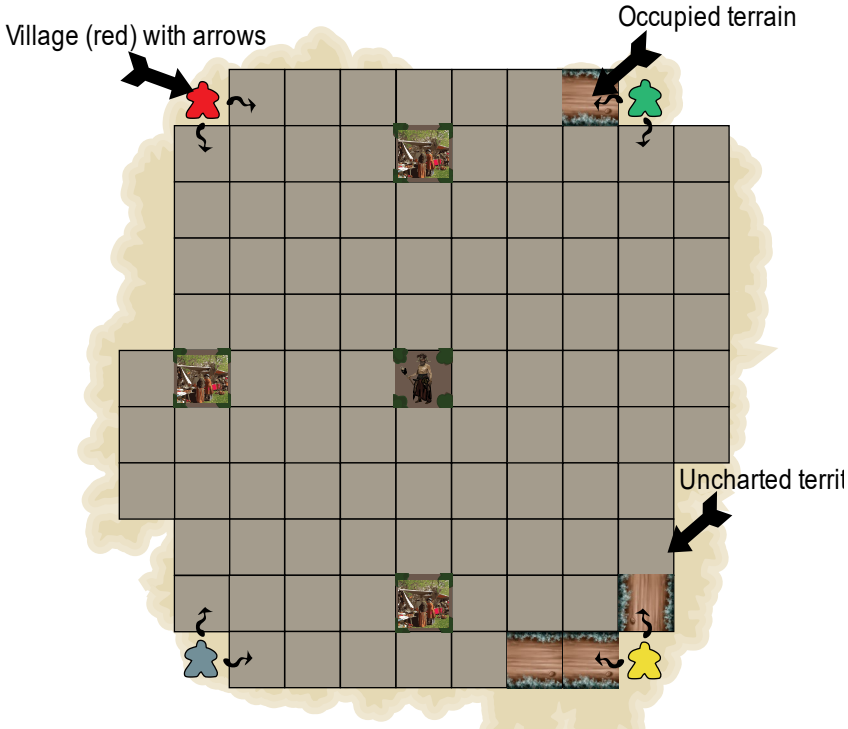
In the expansion phase, players explore the uncharted territories of Westfoldir. Every expansion phase a player draws a landtile and places it on the gameboard.

### PLACING LANDTILES

In each Expansion Phase the player draws 1 landtile and place 1 landtile. The landtile is to be placed on a uncharted territory that is next to one of the two arrows at her starting position, or next to another landtile that is connected to a road that leads back to one of these arrows. A player can choose freely amongst the landtiles they own. (Players can gain extra tiles from one of the actions on the Ran Aesir bar). If two (or more) players have roads that connect, each of the players may lay a tile on any uncharted territory connected to that road. It is not allowed to place down a landtile that doesn't connect to your existing road.

If a player is unable to place a landtile, she skips her expansion phase. If she at any time can continue her road, she may resume her expansion phases.

**See the Tournament Rules Section for optional rules regarding not being able to lay a landtile.**





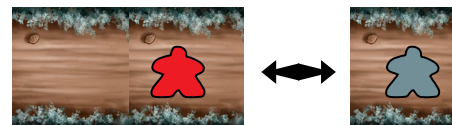
## CONNECTED ROADS

Roads are considered connected if two (or more) players lay down tiles in such a way that the road is accessible from both sides

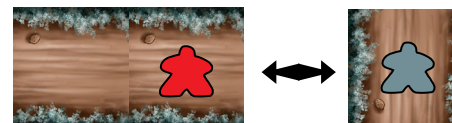
If two (or more) players connects their roads both (all) players have access to any resources on the connected road. They may also capture each other's unprotected thralls using the second action on the Thor Aesir bar labelled "**Capture a Thrall on a connected road**". If a player has built a Watchtower and manned this with a Viking connected player may not use any tiles or capture any Thralls from the **Watchtower** and to the players village (where the road starts).

If two (or more) players connect to either the same Kaupang or the Spirit Shaman, their roads are connected

### Connected roads



### Not connected roads



### Connected roads



## PHASE 4: ACTION

### THRALLS & VIKINGS

Thralls and Vikings is your workforce. They will build buildings, collect resources, go on raids, and even serve as resources when dealing with the gods. Your workforce is deployed during your Action Phase and the outcome of their actions are gathered in the harvest phase of your next turn. This means that you need to plan, and that things might change between you deploying your assets and gaining your harvest.

At the start of the game you have 3 Thralls and 2 Vikings in your village. You may not have more than 3 Thralls and 2 Vikings active in your village until you build a Thrallshouse Expansion (You may then have 6 active Thralls) or Weaponhouse (You may then have 4 active Vikings).

All active Thralls and Vikings must stand in your village on your playerboard when they are not assigned to a task. Thralls give nothing during your harvest if not deployed to the gameboard. Unassigned Vikings will man your resource buildings (if you have built any). Each unassigned Viking can man one resource building. You may never have more than one Viking manning a resource building. This means that you can only gain one of each resource of which you have built the corresponding resource building. Any unassigned Thrall or Viking that is not in your village at the start of your round is considered unactive and part of the supply.

**No player may sacrifice their last viking. If a player loses her last viking due to an effect or a card, another Viking will appear in her village at the start of her next Action Phase.**


**See the Tournament Rules-section for optional rules regarding losing your last Viking.**




## PLACING OUT THRALLS & VIKINGS

### Thralls

- are placed on the map on the gameboard for harvesting resources. There may never be more than 1 Thrall on any tile. Thralls may also be part of a resource-cost on an action on any of the Aesir bars.

If the resource cost has this image , it means that the Thrall is sacrificed and that you must put it into the supply. (If the resource cost does not include a Viking, leave the Thrall in the actionbar to indicate that you have performed the action, and then put it in the supply when you resolve the action during your next Harvest Phase.

If the resource cost has this image , it means that you will put your Thrall back into your village population after you have resolved the action on your next Harvest Phase. Leave the Thrall on the actionbar to indicate that you have performed the action.

### Vikings

- are placed on the map, on a resource tile together with a Thrall to prevent another player to capture it, on an empty tile to prevent another player from utilizing the tile. (The Vikings do not gather resources on the map. They might, as Thralls be part of a resource cost of an action on the Aesir bars.

In addition, Vikings have four more uses.

A Viking can be placed in a Watchtower. A Watchtower is active whenever a Viking is placed there.

A Viking may be placed on a Kaupang that your road is connected to. If you have a Viking at a Kaupang he may trade resources from your warehouse to any other resource in a 2:1 ratio. Meaning you pay any two resources to gain any one resource. The trade is concluded on your next Harvest phase.

A Viking may be placed on the Spirit Shaman. On your next Harvest phase, you may choose to draw either a Thor card or a Heimdal card. (You may NOT draw a Ran card).

A Viking that is not used for any other action and stays in the village can man any of the resource buildings (if you have built it).

## ENDING THE GAME

### **Loke starts Ragnarök**

When the Loke Meeple reaches, it's on forehand agreed, Ragnarök spot on the Loke bar, the game starts its final round. The player who drew the Loke card will be allowed to finish her turn as normal, but the next player will only be allowed a Harvest phase and a Scoring phase. The same applies to all players until the player who drew the last Loke Card has finished her last Scoring Phase.

All players shall now count their remaining points in accordance with these steps:

- 1.** Players count their Thor, Heimdal and Ran cards. Both used card and unused cards in the hand is counted. (Even Loke Cards). Each card gives 3 points. When all players have counted their cards and moved their cube on the victory points row, move on to the next step.
- 2.** Each player counts their built buildings. Every building placed in the village on the playerboard gives 5 points. When all players have counted their building and moved their cube the victory points row, move on to the next step.
- 3.** All players that own a ship gains 5 points.
- 4.** All players that are connected to the Spirit Shaman gains 5 points.
- 5.** Each player gets 3 points for each Kaupang they are connected to.
- 6.** Each player gets 1 point for each resource in their warehouse.

## TOURNAMENT RULES

**Unable to place a landtile** - In an event where a player is unable to place down a landtile that connects with her road/village she is eliminated from the game. She will not do her Action Phase (as she does not have any more Harvest Phases).

**Losing your last Viking** - In an event where a player loses her last Viking, she is eliminated from the game. She will, however, be allowed to do one last Harvest and Scoring Phase.

These rules will end the game sooner but should not be applied the first time a player plays the game.

# CARDS

## THOR CARDS

THOR WAKENS OVER YOU AND YOUR PEOPLE. YOUR THRALLS MUST PROTECT AGAINST AN ATTACK FROM REVAL VIKINGS.



THEY CAN BE PLAYED WHEN ANOTHER PLAYER IS TRYING TO BRIBER A VILLAGE WHERE YOU HAVE A THRALL.

YOUR GREAT ATTEMPT HAS FAILED. YOU OWE 3 FISH RESOURCES TO REVAL. PROTECT YOUR FISH FROM HIS DRAGONS' BREATH.



USE THIS CARD TO PREVENT THE NEGATIVE EFFECTS OF AN EVENT THAT AFFECTS YOU OR OTHER PLAYERS ARE STILL AFFECTED.

THOR HATES YOUR VIKING LITTLE FRIENDS. THE PEASANTS DON'T FEEL THAT YOU WOULD BE IN THE HOUSES. INSTEAD OF 1, GAIN 3 THRALLS.



PLAY THIS CARD WHENEVER YOU ARE GAINING HARVEST AND CAPTIVES, A THRALL.

THOR RIDES THE SIX HEAVEN BATS. THUNDER AND LIGHTNING IN HIS HANDS.



HE THROWS ANY PROPERTY OF WOOD THIS HARVEST.

PLAY THIS CARD BEFORE ANY HARVEST PHASE.

THOR IS IN A CHERNOGOM PROSE. HE FORGES YOUR HARVEST.



GAIN HARVEST FROM ALL FIELDS WHERE TO HAVE A THRALL THIS ROUND.

PLAY THIS CARD BEFORE YOU GAIN HARVEST.

THOR ACCEPTS YOUR OFFERING AND IS PLEASED.



GAIN A VIKING AND A THRALL. YOU MAY IMMEDIATELY PLACE THEM IN THE GARDEN OR AS AN OFFERING. STOP THE BACKGROUND FOR ANY ACTION (DRAGONS).

PLAY THIS CARD AT ANY TIME DURING YOUR TURN.

THOR IS PLEASED BY YOUR COMMITMENT.



HE HELPS YOU BY BUILDING A WAREHOUSE FOR ANY FISH YOU HAVE.

YOU ALSO GAIN A VICTORY POINT!

PLAY THIS CARD AT ANY TIME DURING YOUR TURN.

THOR WAKENS YOUR VIKING TO BRIBER A CARD TO BE YOUR LORD OF YOUR VIKING YOU DECIDE TO SURRENDER.



USE THIS CARD AT ANY TIME DURING ANY PLAYERS TURN.

THOR WANTS NEW VIKING TO BE LORD OF CHERNOGOM. HE USES YOU FISH AND ANOTHER OF HIS VIKING VIKING TO PAY HIM.



WILL NOT BE WORKING ON THE GARDEN. YOU MAY NOT KILL A VIKING THAT IS OFFERED IN A VILLAGE!

USE THIS CARD AT ANY TIME DURING YOUR TURN.

THOR WANTS YOU TO PROSE. HE SENDS YOU A VIKING AND 2 WARR.



ALSO GAIN 3 VICTORY POINTS.

USE THIS CARD AT ANY TIME DURING YOUR TURN.

THOR WANTS YOU TO PROSE. HE SENDS YOU A VIKING AND 2 WARR.



ALSO GAIN 2 VICTORY POINTS.

USE THIS CARD AT ANY TIME DURING YOUR TURN.

THOR SENDS NEW VIKING FROM WARR. GAIN 2 VIKING.



USE THIS CARD AT ANY TIME DURING YOUR TURN.

## HEIMDAL CARDS

HEIMDAL WIKES YOUR CLAN TO BE PROSPEROUS. IF YOU HAVE BUILT A SHIPBUILDER, YOU CAN A SHIP WHEN YOU PLAY THIS CARD.



PLAY THIS CARD AT ANY TIME DURING YOUR TURN. YOU MUST HAVE BUILT THE SHIPBUILDER BARRACKS.

HEIMDAL IS PLEASED WITH YOUR PROGRESS. HE GRANTS YOU 3 RESOURCES OF YOUR CHOICE.



PICK ANY 3 RESOURCES AND PUT THEM IN YOUR WAREHOUSE. PLAY THIS CARD AT ANY TIME DURING YOUR TURN.

HEIMDAL IS PLEASED WITH YOUR PROGRESS. HE GRANTS YOU 3 RESOURCES OF YOUR CHOICE.



PICK ANY 3 RESOURCES AND PUT THEM IN YOUR WAREHOUSE. PLAY THIS CARD AT ANY TIME DURING YOUR TURN.

HEIMDAL MEETES YOUR VIKING. PEOPLE THE PEASANT YOU BUILD FOR 1 THING.



PLAY THIS CARD ANY HARVEST WHERE YOU HAVE BUILT THINGS TO A VIKING (INSTEAD OF 1).

HEIMDAL IS BOWLED WITH DRON. HE BRINGS BACK TO ABOARD THROUGH HIS DRON.



PLAY THIS CARD AT ANY TIME AN OPPONENT USES A THING-CARD TO JOIN IT.

HEIMDAL GRANTS YOU EXTRA THRALL. INSTEAD OF 1, GAIN 3 THRALLS.



PLAY THIS CARD WHENEVER YOU ARE GETTING DRON AND ARE CAPTURED A THRALL.

HEIMDAL CROSSES THAT YOUR BARB GIVE WELL. HE TELLS BAR TO WANT YOU 400 GOLD WHEN DRON.



YOU MUST FEEL TO BURN FOOD TO YOUR NEXT BAR.

PLAY THIS CARD DURING ANY ACTION PHASE YOU ARE USING THE BAR ACTION TO GET THE FISH RESOURCE OUT OF A BAR.

HEIMDAL ENJOYS ALL THRALLS WORK HARD. INCREASE THE HARVEST OF ALL THRALLS THIS TURN.




PLAY THIS CARD WHENEVER YOU ARE GAINING HARVEST.

HEIMDAL SEES YOUR NEED FOR EXTRA RESOURCES. HE EXPECTS ONE OF THE FOLLOWING BUILDINGS IN YOUR VILLAGE. IMMEDIATELY PLACE THE BUILDING IN YOUR VILLAGE WHEN YOU PLAY THIS CARD.



PLAY THIS CARD AT ANY TIME DURING YOUR TURN.

HEIMDAL WANTS YOUR CLAN TO PROSPER. PLACE SHIP UP TO 3 EXTRA LARVULES.



PLAY THIS CARD AT ANY TIME DURING YOUR TURN.

## LOKE CARDS

LOKE STEALS ALL THE FISH FROM THE PLAYERS WAREHOUSES. JUST TO WATCH THE DESPAIR!



LOKE TRICKS HIS BROTHER THOR TO BELIEVE THAT THE HIPNANS IS A DRAGONING HIVE. THOR IS FURIOUS AND DESTROY ALL MARCHTOWERS REMOVE ALL MARCHTOWERS FROM THE BOARD.



DURING YOUR FEAR, LOKE PAYS A SLEEPING SPELL TO THE HEAD AND ALL VIKING FALL TO SLEEP. SO PLAYER WHO IS TRYING THIS BOARD, DRIVING MAKE UP AT THE START OF THE CURRENT PLAYERS NEXT TURN.



LOKE STEALS ALL THE STONE FROM THE PLAYERS WAREHOUSES. JUST TO WATCH THE DESPAIR!



LOKE STEALS ALL THE MOOD FROM THE PLAYERS WAREHOUSES. JUST TO WATCH THE DESPAIR!



LOKE TRICKS HEIMDAL TO DEMAND THAT ALL CLANS SACRIFICE A THRALL IN HIS HONOR.



ALL PLAYERS SACRIFICE A THRALL.

RAY IS PERSUADED BY LOKE TO TURN THE WIND AGAINST VIKINGDRIPS. UNTILL THE CURRENT PLAYERS NEXT TURN, ALL BARRS HAVE DOUBLE FISH-GOLD.



LOKE STEALS ALL THE FISH FROM THE PLAYERS WAREHOUSES. JUST TO WATCH THE DESPAIR!



LOKE HAD A QUARREL WITH RAY. HE SENDS ALL PLAYER-SHIPS, TO MAKE THE INHABITANTS OF WESTFOLDIR ANGRY AND BLAME HER.





## BUILDINGS



SHIPSBUILDER



THRALLSHOUSE  
EXPANSION



WEAPONHOUSE



STONEQUARRY



WOODCUTTER



BLACKSMITH



HOUSE



WATCHTOWER

Building	Points	Bonus
Thrallshouse Expansion	4 points	Possibility to capture and keep 3 extra thralls, making the total thralls in the village maximum 6
Weaponshouse	4 points	Possibility to train 2 extra vikings, making the total vikings in the village maximum 4
Shipsbuilder	4 points	Opens the possibility to build a ship
House	2 points	Does not give any bonuses
Stonequarry	1 point	Gives +1 stone-resource each harvest phase if it was manned by an idle Viking in the village.
Woodcutter	1 point	Gives +1 wood-resource each harvest phase if it was manned by an idle Viking in the village.
Blacksmith	1 point	Gives +1 iron-resource each harvest phase if it was manned by an idle Viking in the village.