



VIKINGS

WARRIORS OF THE NORTH

In **Vikings: Warriors of the North** players take the role of Viking Jarls, who are fighting for control of the North and the Konung's crown. The power will be won by the first to loot all the villages and bring daughters of thanes to his own harbor as warranty of recognition of jarls authority. Jarls will fight a sea monster and attack each other on the rough waves of the northern sea. Whoever proves to be the most cunning, brave in battle, and favored by the gods will host a great feast and become the Konung of the North.

GAME COMPONENTS

game board



106 cards including:



12 cards with daughters of thanes in 4 colors



94 action cards (49 wind cards, 33 event cards, 12 hero cards)

4 player boards in 4 colors



4 longships in 4 colors



1 sea monster figure



1 six-sided die



GAME PREPARATION

- Place the board in the center of the table.
- Near the board, sort the cards with daughters of thanes according to color, making 4 face-up stacks, each containing cards of one identical color (1).
- Shuffle the remaining cards to form a face-down deck accessible to all players. This is the deck of action cards (2). There should be space nearby for the discard pile (3).
- Place the die near the board.



- Place the sea monster in the middle of the board - on the space with a sea monster picture (4).
- Each player chooses a color and receives the longship and player board in the selected color. Players put their longships on the board, on the harbors of their own colors (5) and place their player boards in front of them (6).
- Each player receives a starting hand of **6 cards** from action card deck. Players do not reveal their hands to other players.





The starting player is the player who most recently sailed or was on a boat. The game is ready to begin.

SEQUENCE OF PLAY

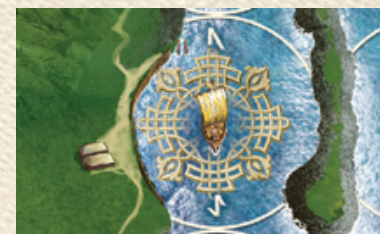
1. BOARD

- The board shows the sea, on which players' longships sail, and the surrounding lands. The board is divided into spaces.
- Each longship and the sea monster occupy a space. Any number of longships may occupy the same space. No longship can remain in the same space as the sea monster.
- Each space has icons marking the directions in which a longship can move from that space to neighboring spaces. If a space doesn't have an icon in a given direction, then a longship may not leave that space in that direction.



A longship can move in the directions  and , but not  and .

- The board also shows the **harbors of the Jarls** (players) and the **villages of thanes**, which players will loot during the game. These spaces may be entered by longships.



Yellow player's harbor.



Yellow thane's village.

- Each of the board's 4 corners has a space representing a **Jarl's war camp**, where players will place the cards with daughters of thanes whom they bring to their own harbor and for whom they host a feast. Cards with daughters of thanes in camps are safe and they are not affected by anything in the game.
- The sea monster starts the game on the large space (with a sea monster illustration) in the center of the board. A player's longship can never finish a move on the space where the sea monster is. A player can sail into the sea monster's space, but then must immediately attack it. A player can not row into the sea monster's space. No game effect can move a longship so that it ends in the sea monster's space.
- As the game progresses, the sea monster will move from space to space.

2. CARDS

Players will do most of their game actions by playing cards from their hands. The game has 3 types of cards:

- **Wind cards** 

Wind cards move a longship on the board. Playing a wind card lets a player sail their ship one space in the direction shown on the card, if the longship's current space permits moving in that direction.



Wind cards with this icon are universal and provide a movement in one of the allowed directions.

After moving the longship 1 space, the wind card is discarded.

- **Event cards**



Event cards allow you to cause various effects in the game. After playing an event card and applying its described effect, the card is discarded. Some event card effects may contradict the general rules of the game. In such a case, the card's effect takes priority over the general rule. A player may play an event cards not only in their own turn, but also during other players' turns.



Cards with this icon are reaction cards. They can be played in response to the condition described on the card, whenever it occurs in the game, typically as a result of some player playing an action card or by a die roll.

Most event cards have a wind direction in the upper left corner. A player can play such an event card like a wind card, to move in the wind direction shown on the card. Then the card is discarded. An event card used for its wind is still considered an event card, so it is not affected by cards which affect wind cards. When playing an event card, a player must choose between using its special effect or using it as a wind card.

- **Hero cards**



Hero cards represent powerful characters from the world of the Vikings. A player plays a hero card and places it on one of the 3 spaces on their player board, which represents their longship. Heroes on a player's board are crew members on the longship. A longship can **never have more than 3** crew members. A player can add a hero card to a full player board, but one of the 3 existing heroes on the board must be immediately discarded.

A player's hero card can be thrown overboard (to the discard pile) at any time during any player's turn if the longship is full and a new hero is added to it.

Hero cards work only when they are on a player's board (i.e., when they are part of a longship's crew). Each hero card describes its hero's effects.



Hero cards with this icon are in continual effect during the described conditions.



Hero cards with this icon work once per round.

After using the hero's effect, rotate the card to indicate that the card has been used this round. At the beginning of a player's turn, all of the player's hero cards are rotated back to their vertical orientation to indicate that they can be used again. Some hero cards can be used during another player's turn. These cards must also be rotated after to use to indicate that they were used. The owner will be able to use such heroes again after the start of their own next turn, when the hero cards are rotated vertically again.

Cards with daughters of thanes represent daughters of local nobles. During the game, players will acquire cards with daughters of thanes and add them to their longship crews. **These daughter cards are hero cards**, so the rules concerning hero cards and longship crews apply to them. For example, they count toward the limit of 3 cards in a crew. When a player's longship returns to its own harbor with one or more daughters of thanes, the player may host a feast and put the daughter card(s) onto their war camp - their space on the game board for holding their cards with daughters of thanes. Each player's war camp is marked with their color. Once placed in a war camp, nothing further affects daughters of thanes; they remain in their camp until the end of the game.


NOTE: *A player may never have more than one card with a daughter of a thane of the same color, whether in their crew or in their war camp.*

However, if a player has a daughter of a given color in their crew or camp, that player can nonetheless take a same-colored daughter from another player, but must immediately throw one of them overboard (back to its pile).

I.e., a player can have only 1 daughter of a thane of a given color at

the same time. Players always have a thane's daughter in their own color.

NOTE: Daughters of thanes never go to the discard pile. When a player gets rid of a daughter of a thane, the card returns to the pile of daughters of thanes of its color.

- **Success** 

On some event cards and hero cards there is the word „success”. This always means a **modified die roll of 4 or more**.

3. A PLAYER'S TURN

- At the beginning of each player turn (*except for each player's first turn!*) a player **draws 2 cards** from the deck of action cards.
- Then the player can **play 1 hero card** from their hand, placing it face up onto one of the spaces on their player board. This is the only time in a turn when a player can play a hero card from their hand.
- Then the player performs as many **actions** as they wish and are able to.

During their turn, a player may play any number of action cards from their hand and may also perform at most **1** of the 5 possible **standard actions** (once only per turn) which do not require playing a card (described below), doing these actions in any order desired.

Once per turn, a player can also **row**, which always ends the player's turn.

When an **action card is played**, the player must declare who will be the target of the card's effect. Then the player puts the card onto the table, where it forms a **potential stack of action cards**. Its effect is not applied immediately, because of possible reactions. At this point, all the players, starting with the player to the left and proceeding in clockwise order, take turns playing a **reaction card** (or passing) in response to the current game situation. Each reaction card played goes onto the top of this

action card stack. Players continue playing reaction cards (potentially going around several times) until all players pass in a row. If a player passes, but the turn to react returns to them (because some other player reacted later in the order), then that player who passed may still react during this later opportunity to react. After all players pass in a row (thus ending the reactions), the effects of each action card played onto the stack is applied, in order from the top card of the stack to the bottom card. Finally all of the played cards go to the discard pile.

***Example:** Jack plays the card „Mutiny” and says that its target is Magda. He puts the card on the table, forming the start of the action pile. To the left of Jack is Luke, who passes. Next in clockwise order is Magda, who plays „Loki the Trickster”, which can cancel the effect of the „Mutiny”; she places her card on top of the „Mutiny”. Next in clockwise order is Agnes, who also plays a „Loki the Trickster” card, in order to cancel Magda's card, and Agnes puts her card on top of the stack. After that, all players in order choose to pass. Now the card effects are applied in order, from top to bottom in the stack. The top card „Loki the Trickster” played by Agnes cancels Magda's „Loki the Trickster” lying under it, and so Jack's „Mutiny” is applied (instead of being canceled as Magda hoped).*

The same process happens when a player announces that they are doing a **standard action**. After the declaration of the action, then all players in clockwise order, starting to the left of the acting player, take turns **playing a reaction card** or passing as described above.

***Example:** Magda declares an attack on Jack. Agnes is sitting to Magda's left. Agnes passes. Then Jack plays the card „Power of Thor” and declares that it will subtract 1 from Magda's attack roll. The „Power of Thor” card is placed on the table to start the action stack. Next Luke passes, and then Magda plays „Loki the Trickster” to cancel Jack's „Power of Thor”. Now it is Agnes's turn again, and this time she decides not to pass, but plays another „Power of Thor” and declares that it will add 1 to Magda's roll. After that, all players pass in order, so it is time to apply the card effects, starting from the top of the stack. Agnes's „Power of Thor” succeeds and gives +1 to Magda's attack roll. Then Magda's „Loki the Trickster” is applied to cancel Jack's „Power of Thor”. The net result is therefore that Magda attacks Jack with a +1 die modifier.*

After the active player completes an action during their turn (i.e., reactions and the original action have all been resolved), then play is again interrupted as each of the other players, starting with the player to the left of whoever played the card and continuing clockwise, has one chance to perform (at most) **one action in response**.

When players respond after the active player's action, they can only do the following:

- **Play an event card from their hand** (which could target any player or could have other effects, e.g., upon the sea monster). This event card can only be played for its event, not as a wind card.
- **Use the ability of a hero in their crew**, if the current game conditions permit it.

Other players can react to each such card play or hero action made after the active player's action, just like reacting to a regular card play or action done as part of the active player's turn, as described earlier.

After all players have responded or passed after the active player's action, the active player's turn continues with any additional desired actions, until the active player passes and does no more actions.

***Example:** Jack, who is the blue player, starts his turn. He has 5 cards in his hand. He draws 2 cards and places a hero (Berserker) into his longship's crew. Then Jack plays a Wind card to sail. No one else plays a reaction card, so the Wind succeeds and Jack's longship moves one space. After Jack's Wind action is completed, the other players, in clockwise order, may each act once by playing an action card or using a hero, starting with Magda who is sitting to the left of Jack. Magda decides to play the card „I'm taking Command!” to move Jack's longship. She wants to move Jack's longship back to the space where it started. But there is the opportunity for all players to react to Magda's card, in clockwise order from Magda. Only Jack reacts, playing „Loki the Trickster”, to cancel Magda's card. No one else reacts to Magda's action, so it is finished (and did nothing, since Jack canceled it). Then no one else does an action in response to the active player Jack's Wind action, so now Jack continues his turn and may declare another action.*

MOVEMENT

• Sailing

A player can move their longship one space in the directions shown on the longship's current space. To do this, the player must play a wind card from their hand, and the wind card must show the desired direction of movement. Then (*if the action was not blocked or changed by other players*) the longship moves to the adjacent space as intended.

A player may play any number of wind cards in their turn. Wind cards may be played before and after other actions.

An event card which has an appropriate wind direction icon can also be used for sailing.



• Rowing

Once per turn, a player can row. Rowing allows a longship to move one space in any direction shown on its current location, without playing a wind card. Opponents can not react to rowing; rowing automatically succeeds.

IMPORTANT: Rowing *always ends the player's turn*. It is illegal to row a longship into the space with the sea monster.

STANDARD ACTIONS

During a player's turn, the player may do one and only one of the following standard actions.

Standard actions do not require playing a card, but a player may attempt **only one** such action **per turn**. If an attempted standard action fails (due to an opponent's reaction), the player may not try a standard action again during that turn.

Available standard actions:

- **Attack another player's longship** – a player can attack another player's longship if their longships are in the same space. The active player announces the attack and awaits possible reactions by all other players as described earlier. The active player may then play event cards relating to attacks on other players' longships, e.g., „Power of Thor”.

If the attack was not canceled by some reaction, then the active player rolls the die, adding possible modifiers, and checks the result.

A result of 3 or less means the attack failed. The defender takes 1 card at random from the attacker's hand and also draws 1 card from the action card deck. Then the defender moves the attacker's longship one space in a chosen direction (legal for that space). It cannot be moved into the sea monster's space.

A result of 4 or 5 means victory for the attacker. The attacker takes 1 card at random from the defender's hand and also draws 1 card from the action card deck. Then the attacker moves the defender's longship one space in a chosen legal direction. It cannot be moved into the sea monster's space.

A result of 6 or more means a decisive victory for the attacker. The attacker first applies the same effect as for a result of 4 or 5. Then the attacker also takes one crew member card (if any) from the defending longship's crew and can either add it to the attacking longship's crew or throw it overboard (to the discard pile).

There are cards which modify a die roll. All such modifiers are applied when determining the result of a die roll.

Example:

Jack decides to get even against Magda for trying to move his longship. For his next action, he chooses the standard attack action to attack Magda's longship. During the opponents' reactions, Magda uses „Power of Thor” to subtract 1 from Jack's die roll. Jack's Berserker in his blue longship crew adds 1 to Jack's die roll, so the two modifiers cancel each other. Jack rolls the die and gets 5, which means Jack's attack is victorious. He takes a random card from Magda's hand and draws a random card from the action card deck.

Then he moves Magda's red longship away one space.

- **Attack the sea monster** – if a player plays a wind card which would move their longship onto the space with the sea monster, and the wind card was successful (opponents did not react to change the effect), then the player must perform this standard action to attack the sea monster. (Thus if the player already declared a standard action earlier this turn, then they may not sail onto the sea monster's space.) The player announces the attack so that opponents may react as described earlier.

If the attack takes place, then the player rolls the die, adding possible modifiers, and checks the result.

A result 3 or less means failure for the attacker. The player's longship moves back to the space from which it entered the sea monster's space. Then the player can continue their player turn. This failure still counts as the player's standard action for the turn, so they can do no more standard actions this turn.

A result of 4 or more means victory for the attacker. The attacking player draws 2 cards from the action card deck and moves the sea monster. The player must move the sea monster to any space (no matter how far away) which has no longships and is not a harbor.

- **Loot** – A player can loot only if their longship is **on a space with a village** of a different color than the player's color. Player declares their intent to loot, letting other players react as usual. If the action is still possible after reactions, then the player takes a card with a thane's daughter in the same color as the village and puts it on the player's board. The thane's daughter is now a crew member. A player can throw another crew member overboard (to the discard pile) to make room for the newly acquired thane's daughter.



- **Feast** – If a player's longship is at that player's harbor and there is at least one thane's daughter in the crew, then the player can host a feast. The player moves their daughters of thanes from their crew to the player's war camp space on the game board and draws from the action card deck until they have 6 cards in their hand.

NOTE: *A thane's daughter affected by seasickness may not take part in the feast, and therefore can not be moved onto the game board. To host a feast, you must have a healthy thane's daughter.*



- **Sacrifice** – a player may sacrifice to the gods. The player discards pairs of cards from their hand and **draws one** new action card **for each pair** discarded.

4. END OF TURN

At the end of a turn, a player with more than 6 cards must discard until they have **6 cards in their hand**.

GAME END

The game ends immediately when a **player has three daughters of thanes**, one of each color other than the player's own color, in the player's war camp. At the moment this is achieved (at the end of the Feast), the game ends, and that player is declared Konung of the North and wins the game.

DURING YOUR TURN:

1. **Draw 2 cards from the deck of action cards.**
2. **Play 1 hero card from your hand.**
3. **Do actions (in any order):**
 - Play a wind card (more than one can be played per turn)
 - Play an action card (more than one can be played per turn)
 - Do a standard action (only one per turn):
 - Attack another player
 - Attack the sea monster
 - Loot a village
 - Host a feast
 - Make a sacrifice.
4. **Row (always ends your turn).**
5. **End of turn (discard until you have no more than 6 cards in your hand).**

DURING OTHER PLAYER TURN:

1. **Play an event card from your hand** (which could target any player or could have other effects, e.g., upon the sea monster).
2. **Use the ability of a hero in their crew**, if the current game conditions permit it.

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