

FOREWORD

The Scandinavians of the Viking Era were not just seafarers, but in fact primarily farmers and landowners. Free men, who bore arms and made major decisions, derived their status and wealth from the land they owned, worked, passed on to their children, and were ultimately buried in. The resources it provided (wood, wool, ore...) allowed for shipbuilding and sea expeditions, as well as displaying status through lavish feasts in grand buildings. At the heart of the estate was the *skáli*, the main farmhouse, whose size reflected the wealth of its occupants.

Groups of farms formed villages, which everyone worked to defend and grow—just as this expansion invites its players to do. The core principle of these societies: the collective always came before the individual. Everything revolved around the community, and loot from raids was shared to maintain cohesion. Politically, small groups or clans were formed around a leader—victorious in battle and wealthy enough to redistribute treasures to their followers—but they still had to heed the things. These local assemblies gathered free men to resolve disputes or make important decisions. In Iceland, an assembly on the scale of the entire island was even created: the *Althing*, the thing of all things.

Lucie Malbos,

Senior lecturer, specialist of the northern worlds
in the Middle Ages, particularly the viking phenomenon



COMPONENTS

► 4 Skáli



► 35 Building cards



► 13 Destination cards

8 Trading Lands

▼ Front



▲ Back

5 Lands of Influence

▼ Front



▲ Back

◆ 4 Playing aids



◆ 12 Coin tokens



◆ 10 Raid tokens



◆ 2 Special Building cards



◆ 2 Renewal tokens



▲ Front
Ready

▲ Back
Used

GAME OBJECTIVE

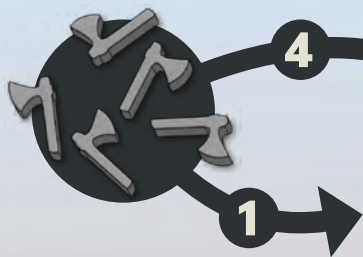
With this expansion, you will have the opportunity to develop your village around your skáli by spending silver coins and participating in raids to earn valuable rewards. But watch out for raids from other clans to avoid losing your gains!

SETUP

- 1 Shuffle the 8 Trading Lands  cards together with those of the base game, Knarr.
 - 2 Shuffle the 5 Lands of Influence  cards together with those of the base game.
 - 3 Proceed with the same setup as described in the base game rulebook.
 - 4 Each player takes the Skáli board with the same emblem as their ship and places it in front of them, as well as 3 Coin tokens. One of these coins is placed in their skáli.
- 5 Shuffle the Building cards into a deck and reveal the first 4.



- 6 Each player is given 1 Raid token.
- 7 On the central board, place **1 Raid token per player + 1**.
For example, in a 3-player game, 4 are placed on the board. Finally, **1 additional Raid token** is placed beside the board. Any remaining tokens are put back into the box.



In a 2-player game, each player takes a Special Building card that is placed to the right of their skáli together with a Renewal token, ready side up.

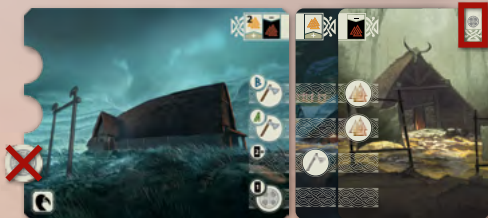


DEVELOPING YOUR VILLAGE



The turns are the same as the base game, except now, in the same way that a player can Trade, a player may Develop their village—**once per turn, before or after their action.** It may be done either before or after any Trading that turn.

- ① The player chooses a building from the 4 face-up cards and pays its cost by spending the number of Coin tokens indicated in the upper right corner of the card.
- ② They take the building and place it to the right of their skáli.
- ③ A new Building card is revealed to replace the one that was taken.



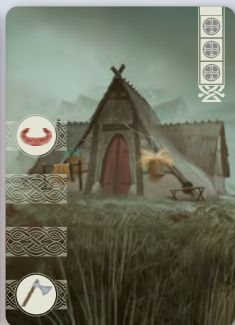
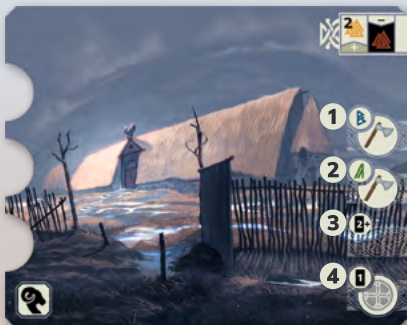
In a 2-player game, at any moment during their turn, a player can Renew 1 or 2 of the 4 face-up Building cards. To do so, the player flips their Renewal token over to its used side, slides the chosen card or cards under the deck, and reveals new cards to replace them.



ACTIVATING YOUR VILLAGE



The skáli together with the buildings that a player has added forms their village. It is activated **after each action taken, immediately after completely finishing the action**. Based on the action taken, all effects in the corresponding row are applied:



- 1** When a player explores a **Land of Influence** . In this example, the player gains a **Raid** token from the board, and a **Silver Bracelet** token.
- 2** When a player explores a **Trading Land** . Here, the player gains a **Raid** token.
- 3** When a viking is recruited that is the same color as a card already in front of the player. Here, **nothing** is gained.
- 4** When a viking of a new color is recruited. Here, the player gains a **Coin** token and a **Raid** token.

The effects of each row can be applied in any order.

Most of the effects already exist in the base game, but several new ones make their appearance here:



In a 2-player game, the **Special Building** card allows the player to flip their **Renewal** token back to its ready side when they recruit a viking of the same color as one already held. The **Renewal** token is then ready to be used again.



Lose 1 Victory Point. The player moves their token back 1 space on the **Score Track**. No effect if they are already at 0.



Gain 1 coin by adding a **Coin** token to your skáli. A player can never have more than 3 coins in their skáli. Any extras are lost.

RAIDS



When a player gains a Raid token (either thanks to their village or the new destinations), one is taken from the board and placed in front of the player so that it is visible.

At the end of their turn, if there are no more Raid tokens on the board, a raid is triggered and must be resolved:



▶ The player (or players) with **the most** Raid tokens earns all the assets shown in white at the top of their village (skáli + buildings). They then return **all their Raid tokens** to the board.



▶ The player (or players) with **the fewest** Raid tokens apply all the penalties shown in black at the top of their village. **They keep their Raid tokens.**

▶ **The other players** neither gain nor lose assets. They each return **1 Raid token** to the board.



In a 2-player game, the player with the fewest Raid tokens applies the penalties, then must return 1 Raid token to the board. In case of a tie, both players apply the bonuses and penalties and return their Raid tokens to the board.

Important: If a player must take one or more Raid tokens, but there are none left on the board, the extra Raid token that was placed next to the board during setup is taken.

For example, the player must take 3 Raid tokens, but there is only 1 left on the board. The player takes it and the extra token, but the third token that should have been taken is lost.

During the resolution of the raid, the player who has won the raid by having the most tokens puts 1 token back beside the board to replace the extra token that was taken. Their other tokens are returned to the board. If several players have won the raid, only 1 of them replaces 1 token next to the board.

EXAMPLE OF A RAID

The raid is triggered.

◆ **A** and **B** have 1 Raid token each. They apply their penalties and keep their Raid tokens .

◆ **C** has 3 Raid tokens, of which one is the extra token. They neither gain nor lose anything and return 1 token  to the board.

◆ **D** has 5 Raid tokens. They win the raid, gain their assets, place 1 token  next to the board (to replace the extra token), and return the others to the board. .

GLOSSARY

Skáli – A Scandinavian farmstead whose size and function varied depending on the rank of its owners. It could serve as a dwelling, with a living space organized around a central farmhouse and an area for livestock, or as a display of power hosting meetings and banquets.

Thing – An assembly of free men used to make political decisions, proclaim laws, and settle disputes at a local or even regional level.

Silver coins – Silver coins were used as a means of payment, typically by weight, and could be cut into pieces as needed. This weight-based economy often coexisted with bartering before the use of coins with fixed unit values gradually became widespread.

English version: Rebecca Sevoz & William Niebling.

COLORADD

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Blue



Green



Yellow



Orange



Red



Violet



Brown