



BRAND, Stag warchief

May our victories be sung for centuries!

Proud and noble at heart, the bannerman of the Stag Clan is fiercely loyal, always living and fighting with honor. Nothing matters more to him than the wellbeing of his people.

Warchief power: During step 1 of combat, you may move one friendly unit from an adjacent territory into Brand's territory (ignoring rough borders).



EGIL, Wolf warchief

Plunder Time, Boys!

A ruthless and impetuous young berserker, the bannerman of the Wolf Clan is mostly in it for the mayhem. While reckless, he makes up for his shortcomings by swiftly adapting to any situation before him.

Warchief power: If Egil is the attacker, he is worth $\text{A} \times 3$ instead of $\text{A} \times 2$.



LIV, Raven warchief

The end always justifies the means.

Ambitious and pragmatic, the cunning bannermaiden of the Raven Clan likes to control every aspect of any situation she finds herself in and hates wasting time or Kröwns on futile pursuits.

Warchief power: During step 4 of combat, you may reroll the combat die once and you must accept the new result. If Liv is the attacker, this reroll must be made before the defender's roll.



SIGNY, Snake warchief

The Snake will soon sink its fangs in Northgard!

A shadowy leader with no regard for morals, Signy will stop at nothing to make her mark on Northgard.

Warchief power: During step 1 of combat, you may place the Scorched Earth token in Signy's territory.

Note: if two powers apply during the same step (ie: Brand and Signy), resolve the attacker's power before the defender's.

CREDITS

Author: Adrian Dinu / **Art:** Grosnez / **3D Models:** EMAK, Valerio Carbone, Benjamin Maillet / **3D graphics:** Théo Jacquemin / **Graphic Design:** Franck Achard / **Development:** Jim Gaudin / **Production:** Nicolas Aubry (Synergy Games) / **Proofreading:** Jonathan Caputo

WARCHIEFS

Warchiefs is an expansion to *Northgard: Uncharted Lands*. It contains additional components to enhance the experience of the core game, and the rules for a new module!

COMPONENTS

MODULAR PLAYER AND CLAN BOARDS



5 player boards (in 5 colors)

7 clan boards

(Bear, Boar, Goat, Raven, Snake, Stag and Wolf)

8 MINIATURES



10 colored plastic rings

7 clan upgrade cards

NEW COMPONENTS FOR THE CORE GAME

The Kaija miniature, modular player boards and new clan upgrade cards can be integrated to your core games of *Northgard: Uncharted Lands*, without requiring other materials from the Warchiefs module.

• Kaija, the Armored Bear

This miniature may replace the Kaija token from the core game. A plastic ring of the matching player color can be attached to its base.

• Modular player boards

Instead of the player's aid cards from the core game, modular player and clan boards may be used and placed in front of the players. Simply combine the player's color with the player's clan halves.

This is a handy reminder of each phase of the year, the clan and warchief powers, and clearly outlines the different zones of play (draw pile, discard pile, active area).

• New clan upgrade cards

Included with this expansion are new clans cards! Each of the seven clans from the core game gain one additional upgrade that can be added to the clan deck, similar to the other clan cards.

During setup, each player simply places their extra clan upgrade card next to the other clan upgrade cards.

Even though these upgrade cards are illustrated, they are used exactly in the same way than the upgrade cards from the core game. They reflect the personality traits of the warchiefs, who embody the core values of their clans (and deserve their own extra beautiful illustration).

Note: even if these cards can be used independently from the warchiefs, the Bear clan upgrade card refers to Borgild in its card text; ignore this part of the effect if you are using the card without the Warchiefs module.

MODULE: WARCHIEFS

Warchiefs are the valiant heroes of Northgard! This optional module reinforces the asymmetry between the clans, as each one is granted one new character with a unique ability to lead them, represented by a special miniature.

Modules can be combined with each other or played on their own with the core game. To add this module to your games, follow all the core rules of *Northgard: Uncharted Lands*, with the following modifications.

SETUP

- **During phase H of setup**, when players choose a clan, they also take the miniature of its corresponding warchief and add it to their reserve. A plastic ring of the matching player color can be attached to its base.
- **During phase L of setup**, the players may place their warchief on the map instead of one of the units, replacing it by their miniature (for a total of two units and a warchief in the territory).

WARCHIEFS GENERAL RULES

A warchief follows all unit rules: it can be recruited, moved, and fight like any other unit. It can therefore be set up at the start of the game.

When recruiting a warchief, simply place it in an eligible territory instead of another unit. If a warchief dies, they are placed back in the player's reserve and can be recruited again via a future Recruit action.

However, warchiefs cannot be targeted by card actions or abilities affecting an enemy unit. For example, cards like Raiding Party (Raven clan) or Plunder (Wolf clan) cannot be used to remove an enemy warchief from the map.

WARCHIEFS IN COMBAT

During step 1 of combat, a warchief is worth  instead of . Some warchiefs can be worth more, depending on the unique power that applies when they are involved in combat (see below).

Additionally, a warchief still counts as one single unit both for the limit of  bonus to spend during step 3, and the removal of casualties during step 6 (one  is enough to remove a warchief).

Note: as units are removed, a player controlling several units and a warchief can choose to remove the warchief or not, assuming they are not forced to remove all units from the territory anyway.

WARCHIEFS POWERS

Warchiefs are mighty and inspiring leaders; each has a unique power which only affects the combat they are involved in.



BORGILD, Bear warchief

Come At Me, Ye Cowards!

Brave and arrogant, the bannermaiden of the Bear Clan is a tough woman who bows to no one and shows little mercy for the weakhearted.

Warchief power: If Borgild is the defender, she is worth  instead of .



SVARN, Boar warchief

I can... sense trouble is afoot.

A soft-spoken spiritual leader, Svarn is a sage and warrior who lives a simple life close to nature and in accordance with the Old Ways.

Warchief power: If Svarn is in an open territory or territory with  (icons on buildings do not count), he is worth  instead of .



HALVARD, Goat warchief

Is all this savagery indispensable?

A wise and kind-hearted elderly bannerman of the Goat Clan, focused on the survival of his people. He despises senseless violence, but still packs quite a punch when provoked.

Warchief power: If Halvard is the defender, ignore 1  inflicted by the attacker.