

# VIKINGS

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[Mini-F2\_Viking\_V13-F]

### 1.0 COMPONENTS

This Mini Game is complete if it includes: 40 game pieces (units), 18 Saga and Voyage Cards, one 11×17 inch map, and this rules booklet. If any parts are missing or damaged, write to: **Decision Games**, Mini Game Support, PO Box 21598, Bakersfield, CA 93390–1598. Please register this game purchase on–line at: [decisiongames.com](http://decisiongames.com)

Players must provide two six–sided dice.

### 2.0 INTRODUCTION

**Vikings** is a solitaire wargame system in which the player takes command of a Viking Band, engaged on great expeditions (called Sagas). The Opposition Force (hostiles) is controlled by the game system. A deck of Voyage cards provides various voyages and encounters along the way.

#### 2.1 Scenario Rules Precedence

Each game is played in scenarios called Sagas. The system rules include a campaign game, allowing you to link the individual Sagas into a larger campaign. Scenario rules supersede or modify the system rules. Instructions on cards take precedence over the scenario and system rules.

**Note:** *Vikings* is similar to DG's *Commando* system but there are some significant differences.

#### 2.2 Game Terms

**May:** You can choose to take the action or not.

**Must:** You have to take the action.

**Pick or pick at random:** Pick at random from the designated marker pool.

**Roll against a value:** Roll a die and then compare it to a unit combat strength. If the die roll is less than or equal to the factor, the die roll succeeds. If it is greater than the combat factor, it fails.

**Example:** A unit has a combat value of three. To destroy an enemy unit, it would require a die roll of one, two or three. A roll of four or higher would miss.

**Saga:** Each of these four cards has your Saga (mission) information—you begin the Saga with the resources listed on the card and you must accomplish the objectives on the card to win the Saga.

**Select:** Sort through the markers as indicated and select the one you want.

**Voyaging Force:** A group of units operating or taking an action together.

### 3.0 THE MAP

The map depicts the following:

**Viking Homelands:** Special coastal spaces where you start Sagas.

**Spaces:** Locations where you place units.

Different types of spaces are described on the Terrain Effects Chart.

**Routes:** The lines connecting spaces. Units are moved via routes.

**Leidang (Recruit):** Place your Viking units that are not in play to the right of the map.

**Completed Quests:** Place completed quest markers above the map (near the compass rose).

**Edda:** Your reputation level.

**Gold:** The amount of wealth you control.

**Hostiles Bin:** A convenient place (usually a bowl or cup) to put hostile units when not on the map. When indicated during the game, they are randomly drawn to fight the Vikings.

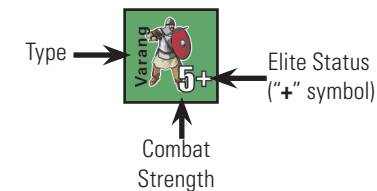
### 4.0 PLAYING PIECES

The square cardboard pieces are called units. The following game definitions apply to the various playing pieces.

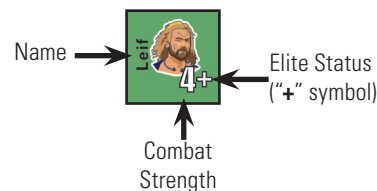
### Viking (player) Units

These are the combat units controlled by the player. There are three general types of mobile units: land (warbands) and naval (ships), plus Jarls (leaders), a special type of land unit.

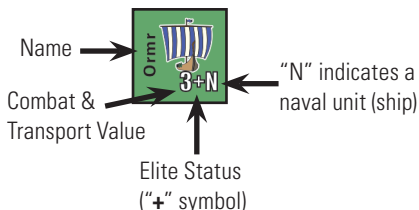
#### Land Unit



#### Leader Unit



#### Naval Unit



**Jarl:** A leader of extraordinary abilities.

**Huskarl:** Warriors.

**Berserkirs:** Fierce warriors and shamans.

**Varangians:** Professional warriors.

**Long Ship:** A group of Viking ships

**Ormr Ship:** A really long, long ship.

**Settlement:** Colonies, forts, trading posts.

**Pillage:** Pillaged area.

#### Hostile Units

These are the combat units controlled by the game system that the player may encounter and have to engage in battle.

**Leaders:** Elite combat unit.

**Warriors:** Combat unit.

**Elite Fleet:** Elite combat ship unit.

#### Markers

**Quest:** These are special markers, indicating goals for a Saga.

**Edda:** Your reputation.

**Gold:** Your total wealth (resources).

#### Definitions

**Combat:** The basic combat power of the unit; in combat, a die result of this number or less eliminates one opposing unit.

**Movement:** Land units and leaders have a movement allowance of one space. Ships roll a die to determine their movement allowance (see

12.1). Ships are also marked with an "N" for easy identification.

### 5.0 CARDS

There are two types of cards: Saga and Voyage. These are explained under their rules sections (8.0 and 13.0, respectively).

### 6.0 HOW TO WIN

The game is played in missions called Sagas. At the beginning of each Saga, draw one Saga card. The card will state the starting number of Voyage cards and gold, and the quests and objectives that must be completed (settlements placed, towns or fortresses pillaged, and/or Edda level achieved). If you have fulfilled the objectives and accomplished the quests by the end of the Saga, you win. If you fail to fulfill the objectives or complete the quests, you lose.

#### 6.1 Settlement and Pillage Markers

The minimum number of pillage or settlement markers that must be on the map by the Saga end (see 20.0).

#### 6.2 Edda

The Edda marker must be at or above the objective level (see 17.0).

#### 6.3 Quests

You must accomplish, not simply reveal, at least the listed number of Quests during this Saga (see 18.0).

#### 6.4 Return

Also, to win, you must have at least one of your Jarls in either a Viking Homeland space, or a space with a settlement marker by the end of the Saga.

### 7.0 HOW TO SET UP THE GAME

- 1) Place all hostile units in the Hostiles Bin (or face down to the left of the game map).
- 2) Set aside the Volsunga Saga and shuffle the remaining Saga cards together and place them face down in a pile.
- 3) Draw at random one Saga card and read it.
- 4) Shuffle the 14 voyage cards together and deal (face down) the number called for by the voyages line on the Saga card forming the draw deck. Place the other voyage cards aside forming the reserve deck.
- 5) Randomly pick one Jarl. Place him in any Viking Homeland space.

**6) Quest Marker Placement for all Sagas:** To place the six quest markers, consult the Random Location Placement Table on the map. Roll two dice, add the results, and cross-index the total on the table. This will state several spaces. Place one quest marker face down in each. **Repeat until all quest markers have been placed, rerolling if a previous result occurs. If there are fewer remaining markers than the number of spaces in the next result, randomly determine which spaces will receive quest markers. On roll two dice again and cross-index the total on the table**

for additional locations for quest markers. **Reroll if a previous result occurs; only one quest marker per location. If the remaining markers are less than the number of spaces in the next result, randomly determine which locations will receive quest markers.**

**7)** Place the gold marker in the space on the gold index equal to the gold value on the Saga card.

Then spend some or all your gold to purchase Viking units. Place them on any Homeland space.

**8)** Place all un-purchased Viking units to the right side of the map.

**9)** Decide whether to play the Old or New Religion (see 23.0). Place the Edda marker with the appropriate religion face up in the space on the Edda track indicated on the Saga card. The Saga is now ready to be played.

### 8.0 SAGA CARDS

Each Saga card has the following information:

**Voyages:** The number of voyage cards shuffled to form the draw deck.

**Edda:** The starting position if just playing one Saga.

**Gold:** The starting number of gold if just playing one Saga.

**Objective:** The total number of pillage or settlement markers you need to have on the map and/or Edda level achieved.

**Quests:** The number of quests that must be accomplished.

**Success:** It is the bonus received for successfully completing a Saga in the campaign game (see 24.0).



#### 8.1 Saga Descriptions

**Eirik Saga:** Explore new lands and establish settlements.

**Floamanna:** Seek new lands and pillage them.

**Heimskringla:** Build a new kingdom.

**A settlement in a space with more than one of the types (fortress, trade center, warrior) counts towards fulfilling each type. Example: a space with all three types plus any two settlements meets the requirement.**

**Volsunga:** The epic struggle against the Huns.

**Note:** Settlements that are retained from previous Sagas count towards the requirements in later Sagas.

### 9.0 LEIDANG: GOLD & RECRUITING

Gold is tracked by the gold marker on the Gold Index. As the amount of gold goes up and down, move the marker on the Index. Gold can never go higher than 20; if it goes to 0, place the gold marker to the left of the index until an event adds gold. There is no deficit spending or tracking.





### 9.1 Recruiting Units

Viking units cost gold as listed on the Recruiting Chart. Place recruited units in a space with a Jarl who must be in a Homeland space or a space with a settlement. Additionally, naval units must be placed in Homeland spaces or Coastal Town spaces with a settlement. Certain units have additional requirements to be recruited (see 21.2–21.3).

### 9.2 Hoarding

The gold not expended during initial deployment can be saved to recruit units during the game. This is done in the Leidang segment of the turn. Various cards may bring in more gold or cause it to be expended. Cards may also provide reinforcements—these do not cost gold.

### 9.3 Replacements

Generally, you may replace any eliminated Viking units. However, a Jarl who is eliminated is out of play for the rest of the game.

## 10.0 HOW TO PLAY THE GAME (GENERAL)

### 10.1 Game Length

Each Saga begins with several voyage cards in the draw deck. The number of voyage cards remaining in the draw deck is the number of turns remaining in the Saga. If there are no cards in the draw deck at the End of Saga Check, the Saga ends. Because the player may gain or lose voyage cards during the Saga, the Saga length varies according to the number of voyage cards remaining in the draw deck.

### 10.2 Stacking

Stacking is having more than one unit in a single space. You may have four Viking units plus a number equal to your current Edda level. Settlement, pillage, and quest markers, as well as hostile units do not count towards stacking limits. You can never have more than one quest marker in a space. Also, you may not place a settlement marker in a space with a pillage marker or the reverse.

Stacking is checked only at the end of the movement segment. If you have excess units in a space, you must eliminate the excess units. You may move any number of units through a particular space during movement. **An unlimited number of units may be stacked in Homeland spaces.**

### 10.3 Force

A “force” is a group of units in the same space, conducting a voyage together. A force can consist of a single unit or more (up to the stacking limit).

## 11.0 VOYAGES

One voyage is defined as one force of units (termed the “voyaging force”) taking the following actions.



- 1) Trade Segment:** Receive one gold if the voyaging force is in a Trade Center space. Receive two gold if the voyaging force is in a Trade Center space with a settlement.
- 2) Leidang Segment:** The voyaging force can recruit units (per 9.1 or via special rule or card).
- 3) Movement Segment:** Move the voyaging force per the movement rules (12.0). Check stacking (10.2).
- 4) Voyage Card Segment:** Pick one voyage card from the draw deck and implement the instructions (13.0).
- 5) Combat Segment:** If there are any hostile units generated by the voyage card, engage in combat (15.0–16.0).
- 6) Quest Segment:** If there is a face down quest marker in the space with the voyaging force, turn it face up. There will be another combat to determine whether the quest is accomplished (18.0).
- 7) Pillage/Settlement Segment:** If in a town or fortress space, the voyaging force may pillage the space or build a settlement.
- 8) End of Saga check:** If there are no voyage cards in the draw deck, the game is over. Check victory conditions.

### 11.1 Multiple Operations

Each unit or force can conduct any number of voyages during a Saga, if you play a voyage card for each voyage.

### 11.2 Saga End

The Saga comes to an end and victory is evaluated when:

- 1)** the instant you accomplish the victory conditions; or
- 2)** you have no voyage cards in the draw deck at the End of Saga check, or
- 3)** when required to lose a voyage card and have none in the draw deck; or
- 4)** you have no Jarls on the map. At this point evaluate victory.

**Note:** It is possible to add voyage cards to the draw deck through a combat victory or quest accomplishment avoiding condition (2). Certain cards and special actions will recruit a new Jarl at the end of a battle negating condition (4). In these heroic cases, the game continues.

### 11.3 Variable Voyages

Certain voyage cards or Saga rules will cause a gain or loss of voyage cards in a Saga.

**Gain of Voyage:** Pick one (or more) voyage card(s) (face down) from the reserve deck and place them on the bottom of the draw deck. If the reserve deck has been exhausted, shuffle the discards to form a new reserve deck.

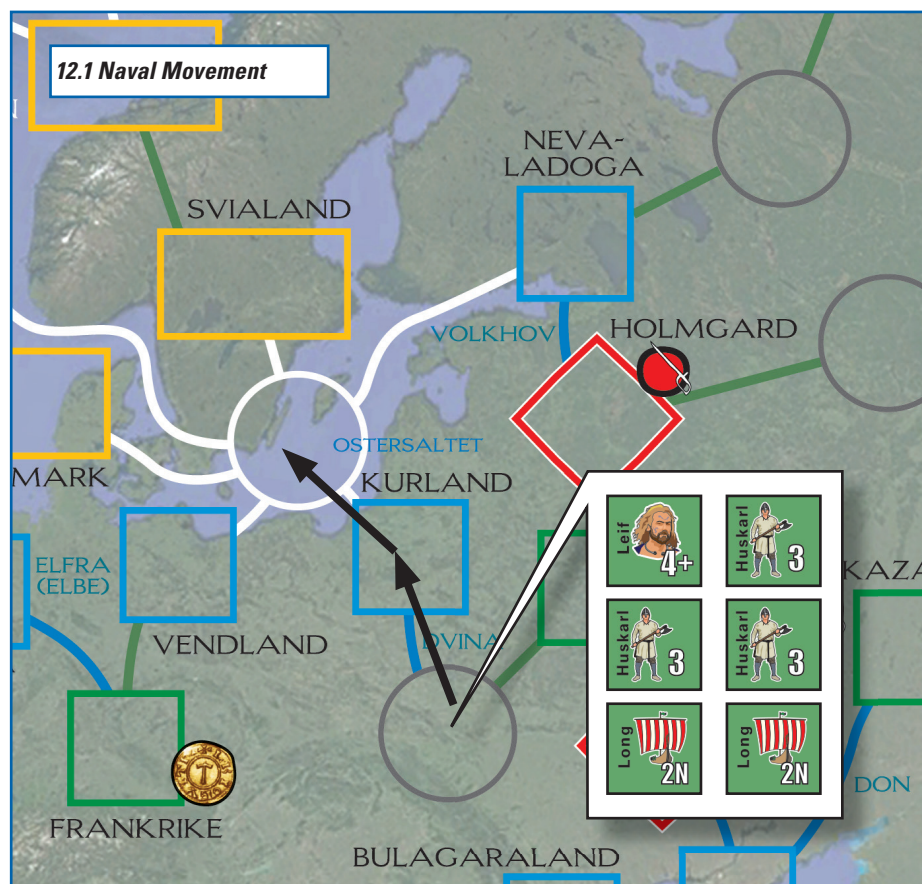
**Loss of Voyage:** If there are no cards in the draw deck, the Saga ends (do not wait for End of Saga check). Otherwise, pick the top voyage card from the draw deck and discard it, face down.

## 12.0 MOVEMENT

There are two general types of movement: naval and land. During a voyaging force's movement segment, you may move the force any number of spaces, up to its movement allowance (one if by land, one to three if by naval). If you have more than one unit starting in a space, you may form some of them into a force and leave the rest behind in the starting space. If there is more than one unit in a force, they must move together. After leaving the starting space, you may not pick up or drop off units from a moving force—they must stick together. There may be Viking units in the ending space, however units in excess of the stacking limit must be removed (from either the moving or non-moving units),

**Example:** A force with a movement of “2” may move two, one, or zero spaces during a movement segment.

**Example:** You have three units in a space. You could form them into one combined force (of



three units), or two forces (one of two units which then moves, and a second of one unit which stays behind, or vice versa), or three forces of one unit each.

A force must stop regardless of remaining movement allowance and move no farther this voyage if it enters a Homeland or Fortress space. A force must also stop if it enters a space with a quest marker. The force can move out of such a space on a subsequent voyage.

### 12.1 Naval Movement

If a force includes any ships, you may declare a naval move. To make a naval move, roll one die and divide by two (rounding up) to determine the number of spaces. The force can move only on sea and river routes (not portage).

**Example (above):** A naval force of two long ships, one Jarl, and three Huskarl rolls a four and can move two spaces. It moves via a river route to a coastal town and then to a sea space.

### 12.11 Sea Space & Storms

If a voyaging force ends its move in a sea space, roll one die. Add the number of sea spaces it entered in the movement segment and subtract one if the voyaging force includes a Jarl. If the result is six or greater, eliminate one unit of the player's choice.

**Example (above):** The above voyaging force rolls one die because it ended movement in a Sea

space. A five is rolled. Add one for the one sea space it entered during movement and subtract one for the Jarl in the force for a total of five ( $5+1-1=5$ ) therefore no units are eliminated. If the voyaging force had entered two sea spaces, the result would have been six ( $5+2-1=6$ ) and the player would have to eliminate one unit.

### 12.12 Ship Transport

Each long ship may transport up to two land or leader units (an Ormr ship may transport three). To transport, the ship must start in the same space as the land units. The ship(s) pick up the units and move (transporting the land units). Units must stay with the transporting ship for the entire move. If there are not sufficient ships to transport the entire force, then you can move only those units capable of being transported. Ships and transported units (including Jarls) count for stacking (above example shows six units for stacking purposes).

### 12.13 Elimination of Transported Units

If a ship is eliminated in a sea space, then any transported units in excess of the remaining ship(s) capacity are also eliminated. Reallocate the remaining land units to the remaining ships. In the above example, players would likely keep the Jarl and one Huskarl.

## 12.2 Land Movement

Units moving on land may move up to one space per voyage. This must be along either portage or river routes. They cannot move via sea routes.

### 12.21 Portage

Ship units can move one space via portage routes (this is dragging ships cross country).

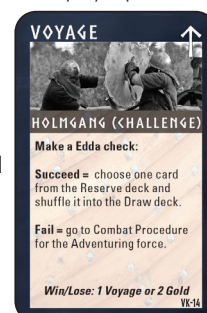
### 12.3 Rally to Jarl Move

This is a special type of movement that may involve land and naval movement. You may move any or all friendly forces within one space to the space a Jarl is in. The Jarl's space may not be a Sea space. **Any or all Viking units within one space may move to the Jarl's space within stacking limits.** Then pick one voyage card (for the combined force).

## 13.0 VOYAGE CARDS

In the voyage card segment, the player picks the top card from the draw deck and implements its effects on the voyaging force. This occurs even if the voyaging force did not move, but only traded or recruited.

**Exception:** If the voyaging force ended movement in a sea or a homeland space, draw a voyage card and discard it. No effects are applied from the card.



Voyage cards may have the following information:

### Do Something or Choose from Options:

Follow card instructions.

**Make an Edda Check:** See the Edda rule (17.0).

**Reinforcements:** If a card calls for you to receive Viking units, they are received at no gold cost.

**Hostile Units:** Determine the number of hostile units (14.1) and begin the combat segment (15.0).

**Win/Lose:** If your force wins that battle, certain cards additional voyages, Edda points, or gold. If your force loses the battle, certain cards deduct Edda points or gold, or cause voyage cards to be discarded.

**Keep:** You keep cards with the "Keep" title. Place the card in front of you face up. You may play it later per the Keep card instructions.

### 13.1 Voyage Card Disposition

Generally, voyage cards are placed face down in a separate discard pile after they have been picked and played. When there are no cards in the draw deck when a battle is lost that requires a voyage card discard (because no gold is left for the alternative) or during the End of Saga check, the Saga ends.

Appeal to the High King (22.0) may return a discard to the draw deck.



## 14.0 HOSTILE UNITS

Hostile units are temporarily placed on the map as the result of voyage card draws and quest resolution. They are placed in the same space as the force that triggered them. Hostile units are automatically removed from the map after the battle concludes and placed back into the Hostiles Bin. They may be temporarily eliminated by combat but are always returned to the Hostiles Bin.

### 14.1 Number of Hostiles Units

Generally, you roll one die and divide by two (rounding up). Randomly pick the number of units (1–3). If the space is a Warrior Kingdom or a fortress (two if both). If the voyage card is Atli (#9), pick two additional units. If playing the campaign game, add one additional unit to every combat for every Saga completed successfully (0–3). If the hostile ship is drawn in a non-coastal space, draw a replacement unit.

The hostile unit counter mix is a limit: eight hostile units in a coastal space and seven (no ship) in non-coastal spaces.

## 15.0 COMBAT (BATTLE)

Combat is initiated when a Viking force is in the same space as hostile units. This will occur because of voyage card draws and quest resolution. If any Viking units were already in the space, or when conducting a Rally to Jarl move, all Viking units in the space participate in combat.

### 15.1 Battle Procedure

Each combat must go through the following steps. (See illustrated example on following pages 6-7.)

#### 1) Determine the Number of Hostile units.

Roll one die, divide by two (rounding up) and randomly pick that number of units (1–3). Cards and terrain may call for additional or specific numbers of units to be picked (14.1).

#### 2) Determine which side has Tactical Edge.

Roll one die for the Viking force, and another die for the Hostiles; if either side has more elite units with its force, add “1” (+1) to that side’s die roll (but never more than one, even if multiple elites are present on one or both sides). The side with the higher total result has Tactical Edge for the entire battle. If the net die rolls are tied, the Vikings have the Tactical Edge in all terrain except fortresses.

**Edda:** You may add one (and only one) point to the total by subtracting one Edda point before making the die roll. This is in addition to +1 for having more elite units.

**3) First Round of Battle.** Once tactical edge has been determined, line up all the hostile units from strongest to weakest combat rating. If more than one unit has the same value, place those units in any order you want. Next, line up all of the Viking units in any order you prefer. No units in the space may be withheld from combat.

The side that has the tactical edge fires first, using the first unit in its line. **A firing Viking unit may target *\*any\** one hostile unit of your choice. A firing hostile unit *\*must\** target the *\*first\** unit in the Viking line.** A unit may only fire once per round (and at only one enemy unit), but a unit may be fired upon by any number of individual enemy units during a round.

To “fire” a unit, roll one die. If the die result is less than or equal to that unit’s combat value, it *\*immediately\** eliminates the targeted enemy unit. Next, the side that does not have tactical edge fires with the first (surviving) unit in its line, per above.

Opposing units alternate firing, one unit at a time (and inflicting any casualties immediately), in order down their line, until all qualified units have fired during that “round.” If one side has more units than the other, after alternating fire between the opposing forces, that side fires all its remaining units.

**Note:** A targeted unit’s type, elite status or strength has no effect on the die roll result.

**Note:** A unit that is eliminated is not eligible to fire (therefore tactical edge is important). As units are eliminated, remove them from the line. (return hostile units to the bin; remove Viking units to the Leidang pool.

**4) Subsequent Rounds of Battle.** If both sides have surviving units, another round of battle occurs. This repeats the procedure of step 3. Do not redetermine the tactical edge. Continue battle rounds until all units of one side have been eliminated. Whichever side has at least one unit remaining at the end of a round of combat is considered the winner.

**Note:** Because of the alternating fire procedure, it is not possible for both sides to be entirely eliminated.

### 15.2 Units

All units in a space participate in each battle.

### 15.3 Break Off

After any round of battle, the player may break-off if he discards the Shield Wall “Keep” card. If break-off is chosen, the battle is lost, and the voyaging force must retreat one space towards the nearest settlement or homeland space (if 2 or more are equidistant, player’s choice).



## 16.0 POST BATTLE

At the completion of each battle:

**1) Hostiles:** Return all hostile units to the bin.

**2) If the Vikings win the battle:** Gain the voyage cards, gold, or Edda points per the instructions given on the voyage card.

**3) If the Vikings lose the battle:** Lose the voyage cards, gold, or Edda points per the instructions on the voyage card. Gold and Edda cannot go below zero (if called to do so, it bottoms out at zero). When there is a choice of gold or voyage cards, and there is not enough gold, then a voyage card must be discarded. If there are no voyage cards in the draw deck, the Saga comes to an immediate end.

## 17.0 EDDA

The Edda Index tracks your reputation. Edda can never go lower than zero, nor higher than five. If a game event calls for it to go lower than zero or higher than five, it remains at zero or five. Edda is earned through voyage card outcomes, fighting battles, or accomplishing quests.

### 17.1 Edda Checks

Voyage cards may call for an Edda check. Roll one die against the current Edda level. If it is less than or equal to that level, the check succeeds and the event takes place; if it is higher, the check fails; see the cards for the outcome.

## 18.0 QUESTS

Completing quests may earn the player bonuses that directly or indirectly support completing the Saga objective(s). Quest markers are placed on the map per the set-up instructions (see 7.0 (6)). Place quest markers face down. They are

## 15.1 BATTLE PROCEDURE EXAMPLE

- 1. Roll for Hostiles** is a 5; halved equals 2.5; round up to 3. Draw 3 Hostiles: a 4, 3, and 1-strength infantry.
- 2. Roll for Tactical Edge:** Vikings roll a 3 and add +1 as they have more elite (+) units (1 vs. 0) for a total of 4. Hostiles roll a 5. Hostiles fire first.
  - The Hostiles are lined up strongest to weakest: 4, 3, and 1.
  - The Vikings place their three Huskarl first to third, then one long ship, then their Jarl, then their last long ship. (See picture #1.)
- 3. First Round of battle:** Hostiles fire their first unit (the 4-strength unit), and roll a 4, eliminating the first Huskarl. (See picture #2).

1



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revealed (turned face up) if one of the following conditions apply:

- a Viking force is in the same space during a quest segment; or
- if you play a card which reveals a quest; or
- if a special rule calls for it.

Once a quest marker is revealed, it remains so for the rest of the Saga.

### 18.1 Effects

A voyaging force must cease movement in a space containing a quest marker (face up or down). Quest markers do not move, do not engage in combat, and are not affected by combat.

### 18.2 Combat

If a voyaging force is in the same space as a quest marker, a special round of combat occurs, even if there was a combat in the space due to a voyage card event. This is conducted per the combat rule, but there are no gains or losses in the post battle (other than winning the battle accomplishes the quest).

### 18.3 Completing the Quest

A quest marker remains face up on the map until you have a voyaging force in the space at

the completion of all combat there. If the entire voyaging force was eliminated or a break-off was chosen, then it does not accomplish the quest.

### 18.4 Quest Accomplishment

Place the accomplished quest marker next to the Edda track and receive the bonuses listed below.

**Niflung Horde:** Roll one die and add your Edda level. Gain that amount of gold.

**Silk Road:** Gain voyage cards equal to your current Edda.

**Sword Oath:** Recruit one Berserkir or Jarl (at no cost). Place the unit in the quest space.

**Jomsburg:** Either place one available settlement in the quest space at no cost (if this space is not a coastal town, place in a coastal town of player's choice) and the quest marker is available for placement in the next Saga of a campaign game, **OR** gain one Edda and remove this quest for the rest of the campaign game.

**Ginnungagap:** Either pick one random Jarl at no cost in the quest space and the quest marker is available for placement in the next Saga of a campaign game, **OR** gain one Edda and remove this quest for the rest of the campaign.

**Runes:** If all quest markers have been revealed, gain one voyage or two gold. Otherwise, point at any one of the unrevealed quest markers,

reveal it and receive the bonus described. The revealed quest is considered accomplished and placed above the map near the compass rose.

The Runes quest marker does NOT count as an accomplished quest and is set aside for the next Saga in a campaign game.

## 19.0 JARLS (LEADERS)

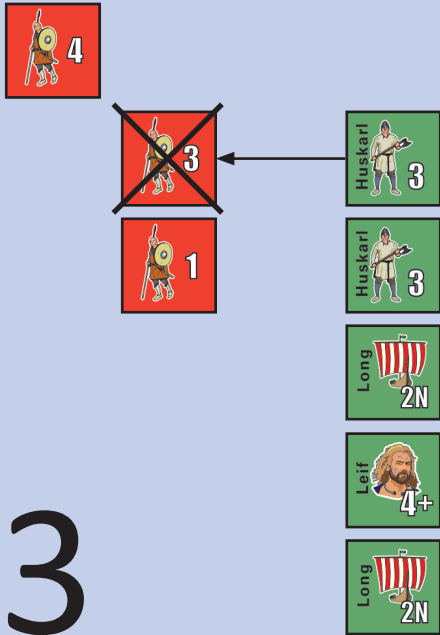
Jarls represent superlative commanders.

Jarls are elite units. Jarls are land units for all game purposes including stacking and ship transportation. One Jarl is randomly selected at the start of each Saga (including Sagas in a campaign game). Additional (randomly selected) Jarls may be gained by certain voyage cards and special rules.

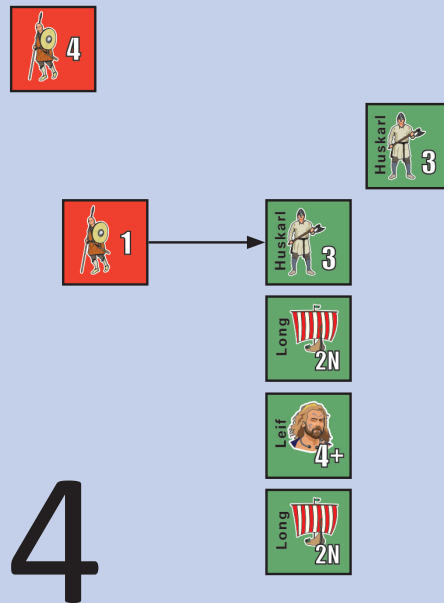
Each Jarl has a box on the right edge of the map—this is a convenient place to put all units accompanying a Jarl. They have other special abilities (see 19.3).

### 19.1 Recruiting

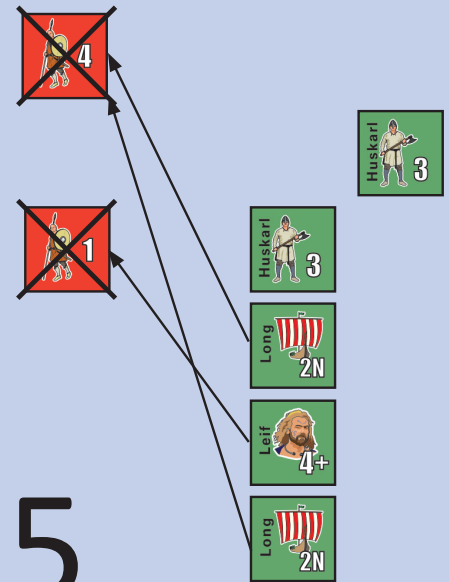
Jarls are always picked at random and do not cost gold. They are placed in a Homeland or with another Jarl.



- a. The Vikings select his second Huskarl (as the first was eliminated). He then chooses to fire at the Hostile 3 because it has yet to fire this round. He rolls a 2 and the Hostile 3-strength unit is eliminated. (See picture #3).



- b. The Hostiles fire the 1-strength unit, rolls a 3 and misses. (See picture #4).  
c. As the Hostiles have no more units to fire; the Vikings will fire each of their remaining units once. Their first long ship fires and rolls a 5 and misses. The Jarl fires and rolls a 3,



eliminating the 4-strength unit. The last long ship fires and rolls a 1, eliminating the last Hostile unit. (See picture #5).

4. **Post Battle:** Per the Voyage card, the Viking player chooses to gain one Voyage card. He picks one card from the Reserve deck and adds it to the bottom of the Draw deck.

## 19.2 Death of Jarls

If a Jarl is killed, he may not be replaced in a Saga or in a campaign game (except by immediate play of the Viking Funeral Keep card). If all four Jarls are eliminated in a campaign game, the player loses the campaign game.

## 19.3 Special Abilities

**Leif:** Increases movement of the voyaging force he is with by one space (can be combined with optional Forced March (25.0 #1)).

**Erik:** Gains one extra gold point for each pillage.

**Harald:** Provides tactical advantage in all his battles.

**Rurik:** Builds settlements at a cost of one gold (instead of two).

## 20.0 PILLAGE & SETTLEMENTS

You can use either the settlement side of the marker or the pillage side (to record settlement and pillage, respectively). The number of markers in the game is a limit. Pillage markers are always removed at the end of a Saga. Settlement markers may be removed at player's option (24.1).

During the Pillage & Settlement segment, the voyaging force can do one of the following **a)** pillage; or **b)** build a settlement or **c)** do nothing. You can pillage or settle town and fortress

spaces (but not homelands and other spaces).

You cannot pillage or settle a space that already has a pillage or settlement marker. Pillage and settlement markers have no combat strength, do not count for stacking, and cannot be part of a voyaging force.

## 20.1 Pillaging

**Declare Pillage:** For a town, roll one die and receive half that number (rounding up, 1–3). For a trade center or fortress, roll two dice and receive half that number (rounding up, 1–6). For a fortress with a trade center roll two dice and receive that number (2–12). Place a pillage marker.



## 20.2 Settlements

**Declare Settlement:** Expend two gold (one gold if Rurik is present) and place a settlement marker.



## 20.21 Settlement Effects

**Trade segment:** If a voyaging force is in a space with a Trade Center and a settlement marker, gain two gold.

**Leidang segment:** Units may be recruited in any space with a settlement or in a homeland space (see 21.0 for Special Units recruitment).

## 20.22 Settlement Destruction

A settlement is destroyed if:

- a)** the Vikings fight and lose a battle in the same space; or  
**b)** a card calls for it.

## 21.0 SPECIAL UNITS

### 21.1 Varangians

You can only recruit the Varangian unit if you have a Jarl in a space with a warrior kingdom symbol. You do not need a settlement. You must make a successful Edda check. If you pass, then expend the gold and place the Varangians.

### 21.2 Ormr Ship

An Ormr ship may only be recruited in a homeland space, or in a coastal space with a settlement marker. You must make a successful Edda check. If you pass, then expend the gold, and place the ship. The Ormr ship can transport up to three land units.

### 21.3 Limits

You can attempt to recruit one Varangian or build one Ormr ship (not both) only once per Leidang segment. You cannot purchase either as part of the game setup.

### 21.4 Berserkirs

Berserkir units are only available if playing the Old Religion scenario (23.0). During a battle, the presence of a Berserkir cancels the first hit caused by hostile units to any Viking unit in the engaged force. Apply second and subsequent hits normally.

After the conclusion of the first battle of each Saga in which at least one Berserkir unit participates (regardless of outcome), you must roll on the Berserkir Table (23.0). If the battle was lost (or a break-off), add one (+1) to the die roll.

### 22.0 APPEAL TO THE HIGH KING

If a Jarl is in a homeland space, then you can make an appeal to the High King. An appeal can be made once per Saga, and this does not count as a voyage. Make an Edda Check. If you succeed, then you can select one Result from the following list; if you fail, lose gold equal to the Edda level.

**Funding:** Gain one die roll of gold.

**Reinforcements:** Recruit at no cost one Jarl, Ormr Ship, or Berserkir and place in the space with the Jarl.

**Information:** Reveal any two quest markers of your choice.

**Norns/Papal legate:** Sort through the reserve deck and discards, select one card, and shuffle it into the voyage (draw) deck.

### 23.0 OLD OR NEW RELIGION SCENARIO

At the start of play, decide if you want to play an Old (Norse) Religion or new (Christian) Religion scenario. Place the appropriate side of the Edda marker face up to match your choice. If you choose Old, then use the standard rules.

**If you choose Christian:** you cannot recruit Berserkirs. After the first battle that included at least one Jarl (regardless of outcome), you may roll on the New Religion Table (see charts). If the battle was lost (or a break-off), add one (+1) to the die roll.

BERSERKIR TABLE	
Die Roll	Result
1	Gain one Edda
2	Gain one voyage card
3	Reveal one concealed quest marker
4	Lose one gold
5	Lose one Berserkir
6 or 7	Lose one Edda

NEW RELIGION TABLE	
Die Roll	Result
1	Gain one Edda
2	Gain one voyage card
3	Reveal one concealed quest marker
4	Lose one gold
5	Lose two gold
6 or 7	Lose one Edda

### 24.0 CAMPAIGN GAME

**Vikings** can be played as a series of games. At the conclusion of a Saga, return all Viking units to the Recruit Pool. You can recruit them normally in the ensuing Saga. Place the Edda marker at one at the start of the campaign game. Place the Volsunga Saga to the side. It is always the last Saga. After each Saga, do the following:

#### 24.1 Win or Lose

**Pillage markers:** Remove them from the map.

**Settlements:** Receive one gold for each settlement in a Trade Center on the map at the end of the Saga. You then choose whether to keep all settlements on the map or return some or all of them to the available pool. **Retained settlements count towards the next saga's objectives.**

**Gold/Edda:** After the first Saga, ignore the gold and Edda on the Saga cards. Follow the instructions in 24.2 and 24.3.

**Voyage Bonus:** For every voyage card remaining in the draw deck receive two gold.

**Quests:** After each Saga, remove any quest markers still on the map. **After setting aside any quest markers used to increase Edda,** randomly place the remaining quest markers per the quest placement procedure (7.0 #6).

**Keep cards:** If you end a Saga with any Keep cards, you keep one for the next Saga. The rest are shuffled along with the remaining draw deck and discards. A new draw deck is created in the next Saga.

#### 24.2 If you win a Saga

- 1) Remove that Saga card from the deck.
- 2) Keep any un-expended gold.
- 3) For the next Saga, keep your Edda level.
- 4) For the next Saga, the Saga card Success section gives you a bonus. This bonus applies only to the next Saga played.

#### 24.3 If you did not win a Saga

- 1) Reshuffle that Saga card back into the deck; you can potentially pick it again.
- 2) Keep half of any unexpended gold (rounding up).
- 3) For the next Saga, your Edda level goes down one level.

#### 24.4 Hostiles Pick

For each Saga you win, add one to the number of hostiles you pick to begin a combat, to the limit of the counter mix. For example, after winning the first three Sagas, each combat in the final Saga will add +3 hostiles.

#### 24.5 Winning the Campaign

You win the campaign when you have won all four Sagas. If you lose any Saga twice or lose two different Sagas once each, you lose the campaign. It is also possible to lose the Campaign game by all four Jarls being eliminated. The Volsunga Saga will always be the final Saga.

### OPTIONAL RULES

#### 25.0 SUPPLIES

A force can expend gold during a voyage for the following effects:

**1) Forced March:** At the start of a movement segment to move a voyaging force one extra space by land or naval movement (but not Rally to Jarl), divide the number of voyaging units by two (rounding up). Spend that much gold to move the force one space before regular movement. **OR**

**2) Pay the Troops:** At the end of a Movement segment, you can maintain extra units in a space by expending one gold for each excess unit over stacking limits (10.2)—do not eliminate the excess units.

#### 26.0 SCOUTING

A force conducting a voyage may attempt one scouting. Conduct scouting at the start of movement. The voyaging force must have a Jarl and be adjacent to a space containing an unrevealed quest marker. Make an Edda check. If successful, reveal the quest; otherwise, nothing happens.