

ARTEFACTS

Discover legendary artefacts, arm your ruler with fabled swords, shields and various other items of immense power, and prove you're worthy of wielding them!

Artefacts requires the base Bretwalda game to be played.

The **Artefacts** expansion can be played with or without the Danelag or Vanished Kingdoms expansions, and all optional rules in the base game. It introduces new mythical objects based on Anglo-Saxon and Norse mythology and legends. These Artefacts provide different types of bonuses to the Ruler who controls them.

BOARD

EXCLUSIVE 1 Artefacts board



The Artefacts board is only included in Gamefound version of Artefacts. If you do not have a Gamefound version, ignore all references to the Artefacts board in the rules (the Artefacts module can be played without the board).

components

MARKERS




19 Two-sided
Artefact
markers




1 Raedwald's
Helmet
marker

CARDS

Season and Artefact cards in this expansion have the Artefact icon  to distinguish them from cards in the base game.

20 Artefact cards



4  Season cards:



1x Spring



1x Summer



1x Autumn



1x Winter



ARTEFACTS

This module comes with 20 Artefact cards and corresponding markers. Artefact cards are special cards in the game that represent powerful items or equipment that can be utilised by the Rulers. They enhance the Ruler's abilities and provide unique effects that impact gameplay. These cards can be obtained through various means, such as discovering them during the game, purchasing them, or earning them as rewards for defeating opponents.



ARTEFACT CARD AND MARKER

- 1 Card name.
- 2 Card illustration.
- 3 Card effect.
- 4 A marker that corresponds to an Artefact card.



Face-down
Artefact marker.



Face-up
Artefact marker.



SETUP

Set up the board using the setup rules for the base game with the following additions:

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Shuffle face-down the Artefact markers (except the Raedwald's Helmet marker). Place 5 of them on the board as shown in the setup. Keep the rest face-down in a pile next to the game board.

Separate the Raedwald's Helmet card from the Artefacts deck. Place this card and the corresponding marker next to the game board.

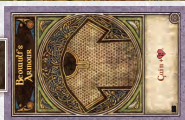
Place the deck of Artefact cards face-up next to the game board. Do not shuffle it.

If you have the  EXCLUSIVE Artefacts board, place it next to the game board, and place the Artefact deck on that board.

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Add the new  Season cards to their respective standard Season decks*. Then, follow the standard rules for creating the Season decks. Shuffle the deck and place the top 3 cards from each deck on their designated spaces on the board. Place the remaining Season cards back into the game box. These will not be used in the game.

** These new Season cards are added ONLY when playing with the Artefacts module.*




Note that it is possible for more than one Artefact marker to be in an area. In this case, your Ruler can take all the markers. The Ruler now gains the ability(ies) conferred by that Artefact(s) for the rest of the game, or until they are slain.

If your Ruler is slain, place any Artefact cards they had face-up next to the board. Take the Artefact markers from the Ruler card and place them face-up in the area where the Ruler was slain. If another Ruler ends its movement in that area, he or she may claim the Artefact(s).

RAEDWALD'S HELMET



Raedwald's Helmet is an Artefact that provides you with 1 Dalc if your Ruler has it. This Artefact only enters play if the Autumn Season card 'Sutton Hoo' is drawn (this is a new  Season card added by this expansion). When the 'Sutton Hoo' card is revealed, the player with the fewest Dalcs (ties are resolved by the Pretender) chooses any area on the board that has no Control markers and is not a home area of any Minor Kingdom (if the game uses the Vanished Kingdoms expansion), and places the Raedwald's Helmet marker there. If there is no available area meeting these conditions, the effect of this card should be skipped, and proceed to Bribe Neutral or Danes Units.

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