

PLAYER'S AID

SEQUENCE OF PLAY

SEASON PHASE

:: Reveal Season card and apply effect



ACTION PHASE

:: Perform actions in play order



PRIORITY PHASE

:: Determine Pretender, direction of play, and advance Round marker



THE PRETENDER

1 :: Most Dales



2 :: Controlled Land areas



3 :: Controlled Capitals



4 :: Controlled areas with Cities



5 :: Food in areas you control



6 :: Gold in your supply



7 :: Current Pretender



BATTLE ORDER

A Battle lasts a maximum of 2 rounds.

:: Play Lordship cards

:: Roll Battle dice

Play Lordship cards for the "For the King!" effect

:: Assign wounds

:: Declare retreats

:: Determine winner

After the Battle draw a Lordship card



ACTIONS

DEVELOPMENT

You can place Kingdom tiles and Buildings



free



3



COLLECTION

You can collect Gold and harvest Food



= 2



= 10



gold

food

FYRD

You can recruit and upgrade Units



2 → upgrading cost

Settler → Viking/Berserker → Jarl



Burgh recruit/upgrade 1 Land Unit



Orakkar recruit up to 2 Land Units



Harbour recruit 1 Orakkar

MOVEMENT

You can move Units



all moves
↓
all battles

via a Roman road



via the Wilderness



via the Wetlands



no passage

from Land to a Ship



via a Sea border



from a Ship to Land






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UNITS

Unit	cost /value	movement points	health	die
Ruler 	5		Check Ruler card	
Jarl 	5	3	3	10
Viking 	3	2	2	10
Berserker 	3	2	2	10
Settler 	1	2	1	10
Orakkar 	3	3	2	10

TRIBUTE

When you take control of an area, gain  and  provided by this area (place  in that area)

BUILDINGS

cost of placing
1 Building


3

1 Building
per area

you cannot
place Abbeys



BURGH

May only be placed in a Countryside

During a battle in an area with Burgh, roll 1 extra .


If you control 3 Burghs, place 1 Oalc on your Kingdom Board.



+  x3 = 

GRANARY

May only be placed in an area with a Food symbol


During your Collection gain 1 extra  from each area with Granary you collect from



+ 

PORT

May only be placed in an area with a Harbour symbol

During your turn or any Season Phase you may exchange each  for 2 or vice versa.

You can do this once per phase for each Port you control



 > 2

MEAD HALL

May only be placed in a City

During your Fyrd draw a Lordship card for free for each Mead Hall you control. You may then purchase any number of Lordship cards for 2 each



+  2 



City



+

