

12+ 3-5 90min.



# FIRE & AXE

• A VIKING SAGA •

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# Components

## 1 Gameboard

**Weather Zone boundary**

**Ports**

**Port values**

**Homelands (Norway, Sweden, and Denmark)**

**Three ports with the same color and edge design form a region.**

**Saga spaces**

**Final Round token nests**

**Wintering Zone**

**Goods in Demand space**

**Wind Dial**

**Days track**

**Losses chart**

**Water spaces**

**Large ports**

**Ports with gray rings, and the three large ports, are independent; they do not belong to any region.**

**Rune Deck space**

## 5 Longship boards

1 in each player color. Each one has a plain side, and a side with helpful information for new players.



## 33 Rune cards

Rune cards provide special one-shot powers during the game. Each card describes when it may be used and what its effects are.



## 27 Saga Cards

Saga cards display goals that players will try to achieve during the game. Each card belongs to a specific Era (indicated by the sword symbol on the back and in the front top corner), tells you what you must do to complete it, and shows if it is worth any bonus VP for completing.

**First Era Back**

**Second Era Back**

**Third Era Back**

**Saga's Homeland**

**Saga type**

**Saga goal**

**Bonus VP symbol**

**Era symbol**

**Saga goal map**

Each Saga is related to a specific Homeland; Sagas from Denmark are green, Sagas from Sweden are red, and Sagas from Norway are blue. This is important because you will be trying to complete the most Sagas from each Homeland.

## 75 Crewmember figurines

15 in each player color. There are three different models of crewmember, but there is no gameplay difference between them.



## 5 Longship figurines

1 in each player color.



## 33 Goods tokens

11 each of Tusks, Fish, and Furs.



## 3 Dice

For determining the outcome of Raiding and Settling attempts.



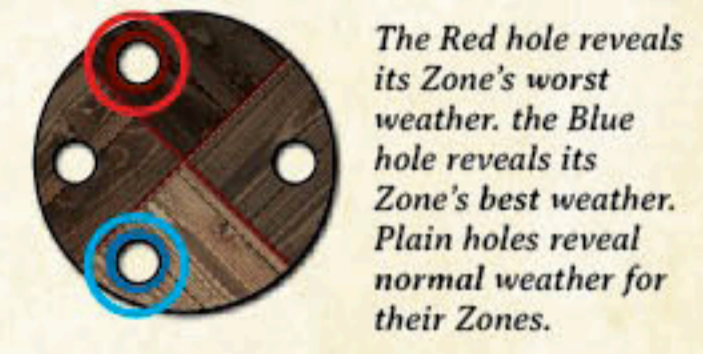
## Victory Point (VP) tokens

Represented as coins, (or a treasure chest) in denominations of 1, 3, 10, and 50. You may make change whenever necessary.



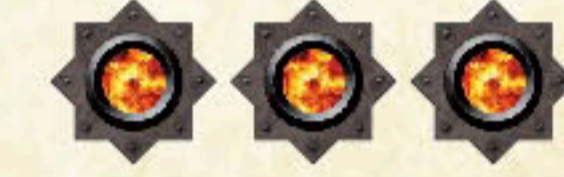
## 1 Wind Dial cover

This sits on the Wind Dial and reveals the current Weather.



## 3 Final Round markers

These help keep track of the end of the game.



## 2 Sliders

1 Preparation and 1 Sailing slider. These sit on the Days track and keep track of your used Actions.



## 12 Small town figurines



## 12 Small treasure tokens



## 3 Large town figurines



## 3 Large treasure tokens



## Special town setup before your first game!

Each town figurine has a shallow depression in its bottom. Before your first game, press 1 Large treasure token firmly into the bottom of each Large town figurine. Do the same thing with the 12 Small treasure tokens and the 12 Small towns. The treasures should remain in the towns hidden from normal view, and the towns should sit flat on the table.



# Setup

This page features detailed setup instructions below, but if you're experienced with the game you should be able to just go number by number in the diagram to the right and use the summary text!

**1** The Gameboard. Place the gameboard in the center of the table. Shuffle the small town figurines so that nobody can remember what their treasure values are, and place one on each of the starred ports. Do the same with the large town figurines and the three starred large ports. Place the Wind Dial cover on the Wind Dial so that the blue hole is in the South quadrant, revealing the number 7. Place the Preparation and Sailing sliders on the Days track, both at the 0 mark.

**2** Saga Deck. Shuffle the First Era Sagas, and discard three from the game without looking at them. Do the same with the Second and Third Era Sagas. The remaining eighteen Saga cards will form your face down Saga deck for the game. Make sure that the deck is arranged so that the Third Era cards are on the bottom, the Second Era cards are in the middle, and the First Era cards are on the top. Place the three Final Round tokens near the Sagas area of the board, then place your Saga deck face down on top of those three tokens, covering all three. Finally, draw the top three cards from the deck (*these will all be First Era cards*) and place each one face up in its own Saga space. (*It is irrelevant which card goes in which space.*)

**3** Stockpiles. Create stockpiles near the board of VP tokens and Goods. Take one Fish token from the Goods supply and place it in the Goods in Demand spot on the board.

**4** Rune Deck. Shuffle the Rune deck, and place it face-down on the gameboard where shown.



There are 9 Rune cards with this *conflict symbol* on them. These powerful cards raise the level of aggressive interaction between players. Feel free to remove these cards from the deck if you'd rather play without them.

**5** The players. Each player takes a longship board in the color of their choice, plus all fifteen crewman pawns and the longship pawn of that color. Each player should place their longship pawn in the Wintering Zone on the gameboard. Unused player colors are returned to the box. Each player also draws a Rune card from the deck and keeps it secret from the other players.

**6** Starting Player. Pick a starting player by the method of your choice. (*Fiercest Viking roar? Hairiest beard? Most recent visit to Scandinavia? Or just shake up 1 crewmember per player and draw one randomly?*) The starting player gets 1 bonus VP from the supply. Going clockwise, the next player gets 2 bonus VP, the next 3 bonus VP, and so on until each player has received a bonus once.

After all of this is done, you are ready to begin!

**3** • Goods and VP stockpiles.  
• Fish in demand.

**2**

- Sagas shuffled by Era (discard 3 per Era) and stacked as shown on Final Round tokens.
- Draw 3 Sagas to fill Saga spaces.

**1**

- Gameboard on table.
- Shuffled small and large towns on starred ports.
- Cover on Wind Dial with blue hole South.
- Days track sliders on 0.

**4** • Rune deck.

**5** Each player gets:

- Longship board.
- 15 Crewmembers.
- Longship in Wintering Zone.
- 1 Rune card from deck.

**6**

- Pick starting player.
- Allocate bonus VP as shown, clockwise from starting player.
- You are ready to play!

STARTING PLAYER 1

5th 1 1

2nd 1 1

4th 1 3

3rd 3

# The Story

*Fire & Axe: A Viking Saga is the incredible tale of the Viking adventurers of the Dark Ages. These master seafarers in their wooden ships managed to sail, pillage, and trade their way all across the known world, and even far away to new and unexplored frontiers. Not only confined to the frigid Scandinavian seas, their journeys took them to the warm waters of the Mediterranean, down the long dark rivers of Eastern Europe into Asia, and even across the vast ocean to the beaches of the New World.*

*Your role in this tale will be that of a longship captain, embarking on many such journeys for glory and fortune. You will trade valuable goods, raid fortified towns with your fierce warriors, and conquer far-flung ports to build settlements for your people. You will use powerful Runes to change your fate along the way, and your exploits will inspire heroic Sagas that will ring throughout history. When the Viking Age is over, the captain who has amassed the most fame and treasure will emerge victorious!*

# Gameplay

The game is divided up into turns. The starting player begins, and then play proceeds clockwise around the table. The game begins in the First Era, and will progress through the Second and Third Eras as players complete Sagas. When players have completed enough Sagas to get to the Final Rounds of the Third Era, the game will end and the player with the most Victory Points will win!

# On Your Turn

There are three types of activities that you might perform on your turn; **Actions**, **Tasks**, and **Other Activities**. You may perform them in any order, any number of times, and in any combination you choose, though there are specific limitations for each that you must obey. When you can't (or don't want to) continue, your turn is over and play passes to the next player.

# Actions

There are three different Actions in the game:

**Load** (Bring crew and goods aboard your longship while in the Wintering Zone.)

**Draw a Rune** (Obtain a Rune card while in a Homeland.)

**Sail** (Move your longship around the waterways and ports of the map.)

Performing any Action uses up 1 Day of your turn. You may spend (at most) 7 Days during your turn.

When you perform an Action, you must slide the matching slider (Preparation or Sailing, depending on the Action taken) up 1 space on the Days track on the gameboard. The combined total of your two sliders may never exceed 7; once your sliders add up to 7, you may not perform any more Actions on this turn (though you may still perform Tasks or Other Activities if you are willing and able).



Looking at the Days track, we see that this player has spent 2 Days on Preparation Actions and 1 Day Sailing, for a total of 3 Days spent so far.

The player could still perform 4 more Days' worth of Actions before reaching his or her maximum of 7.

# Load (Bring crew and goods aboard your longship while in the Wintering Zone.)

You may only **Load** when your longship is in the **Wintering Zone**. To **Load**, simply place one crewmember (from your supply) or one Good of your choice (from the stockpile) into a vacant slot on your longship board. For each crewmember or good thus loaded, you must move the **Preparation** slider up 1 space on the **Days** track.

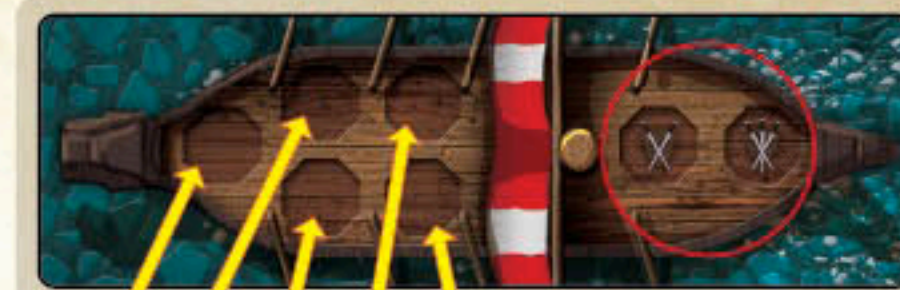
- Goods and crewmembers are limited by what is in the supply. If there are none left of a given type, you may not load that type.
- Your longship does not have to be full to stop Loading.
- While your ship may hold any combination of crewmembers and goods, you may not stop Loading without having at least 1 crewmember in your longship.

When you have taken as many **Load** Actions as you intend to this turn, you **must** immediately move your longship from the **Wintering Zone** to a **Homeland** of your choice (**Denmark**, **Norway**, or **Sweden**). This movement does not cost any Days and is the only way to get out of the **Wintering Zone**.

## Loading Limits

During the **First Era** (which starts at the beginning of the game), only the five unmarked slots are available for Loading. During the **Second Era**, the sixth slot becomes available for Loading. During the **Third Era**, the seventh slot becomes available for Loading.

Eras change as Sagas are completed; see **Complete a Saga** for details.

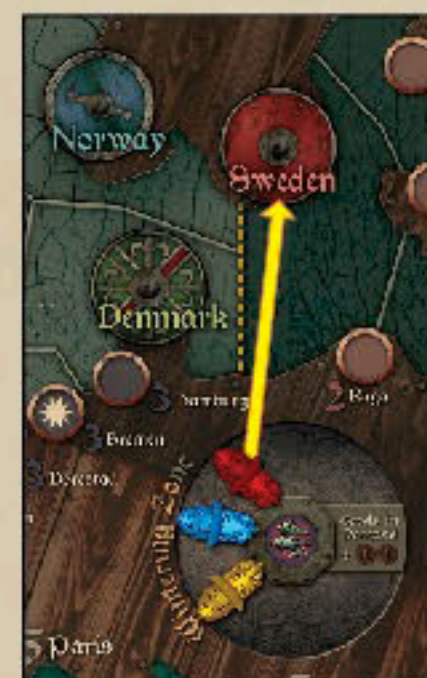


Example: Red's longship is in the **Wintering Zone** at the start of the game, with nothing aboard. Red chooses to load 2 crewmembers and 3 goods (2 Fish and 1 Tusk) into the five available slots. For these five Actions, Red moves the **Preparation** slider up 5 spaces on the **Days** track.



Notice that there are two slots still vacant in Red's longship (circled in red); since it is the first Era, those slots are off-limits.

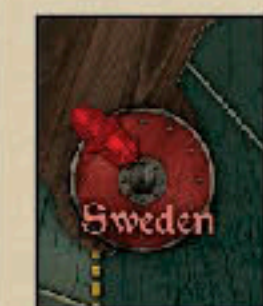
Now that he is done loading, Red must move his longship to a **Homeland**... he decides on **Sweden**, and moves his longship pawn there. This move does not cost a Day.



# Draw a Rune (Obtain a Rune card while in a Homeland.)

You may only **Draw a Rune** while your longship is in a **Homeland**. (You may get to a **Homeland** by leaving the **Wintering Zone** as described above, or by **Sailing** into it as described below.) To **Draw a Rune**, take the top Rune from the deck into your hand. Each time you **Draw a Rune**, you must move the **Preparation** slider up 1 space on the **Days** track.

- Keep your Runes secret from other players until played.
- You may never hold more than three Runes at a time. If you already have three Runes in hand, you may not perform this Action.
- Runes may be discarded from your hand (see **Other Activities**), but not while your longship is in a **Homeland**. (This rule keeps players from abusing the **Draw a Rune** Action by drawing and discarding Runes over and over in the search for a powerful one.)
- If the Runes deck ever becomes depleted, shuffle the discard pile to form a new Rune deck.



While in **Sweden** (with fewer than three Runes in hand), Red spends another Day to **Draw a Rune**. He draws the top card from the deck into his hand, and moves the **Preparation** slider from 5 to 6.



# Sail *(Move your longship around the waterways and ports of the map.)*

Sailing is the action of moving your longship around the gameboard. To Sail, move your longship pawn from its current water space, port, or Homeland into an adjacent water space, port or Homeland. Each time you Sail, you *must* move the Sailing slider up 1 space on the Days track.

- The brown “land” areas of the map are off-limits. Longships may enter water spaces, ports, and Homelands only!
- Longship pawns will not actually fit into the port spaces on the gameboard; it will suffice to have the pawn edging into the port space from any angle where there is room. You may Sail out of a port space into any adjacent water space regardless of the direction from which it was entered.
- Any number of longships may share any water space or any Homeland, but all other ports may hold one longship only; if there is another longship there you may not enter.

*Expanded Sailing example: Red starts in the West. He cannot enter Seville, since Blue's longship is there. Instead he heads into Southern waters. Let's see his whole turn:*

- 1 He spends 2 days Sailing to Balearics.
  - 2 He Settles Balearics. (Settling is a Task\*, which doesn't cost a Day.)
  - 3 Then he spends 2 more Days sailing to Arles.
  - 4 He Trades in Arles. (Trading is also a Task\*.)
  - 5 He spends a fifth and sixth Day to Sail out of Arles towards Rome.
  - 6 He Plays a Rune. (This is an Other Activity\*, which also doesn't cost a Day.)
  - 7 He sails one more Day into Rome.
  - 8 Even though he is out of Days to spend, he Raids Rome. (Raiding is a Task\*.)
- \* See the Tasks and Other Activities sections for details

Red decides to get underway. He sails from the Homeland of Sweden out into the adjacent water space, and moves his Sailing slider from 0 to 1.

Unfortunately this is as far as Red may sail this turn... the combined total of his sliders is at 7, so he may take no more Day-consuming Actions!

## Exceeding Clear Weather Days

Not all sailing is smooth in the Viking age; you will have to contend with the weather! Each water space is part of one of the four Weather Zones; North, South, East, or West. Each port and Home Port is part of the Weather Zone of its adjacent water spaces. (Faeroes and Shetland border both North and West but are considered to be in the West Zone.)

- A Weather Zone's water spaces are distinguished by its own shade of blue, and the Zones are separated by dashed yellow lines where they meet.

Each Weather Zone has a limited number of Clear Weather Days during which you can Sail safely in that Zone; the current number for each Zone is visible through the holes of the Weather Dial on the gameboard.

Whenever you perform a Sail action that results in your Sailing slider moving to a higher number than the Clear Weather value of the Zone you've moved into, you must immediately take losses before doing anything else.



Example: At the start of the game, there are 7 Clear Weather Days in the South, 5 in the West, 4 in the East, and only 2 in the North.

## Taking Losses

To take losses, cover skull icons on the Losses chart with a good or a crewmember removed from your longship board. Which skulls you must cover depends on the number of days by which you exceeded the Clear Weather Days of the Zone that your longship is now in (regardless of which Zone you just left).

A skull is only covered once per turn. If your Sailing action results in your being instructed to cover a skull you've already covered, you may ignore that loss.

When you cover a skull, you must also cover any uncovered skulls to the left of that one.

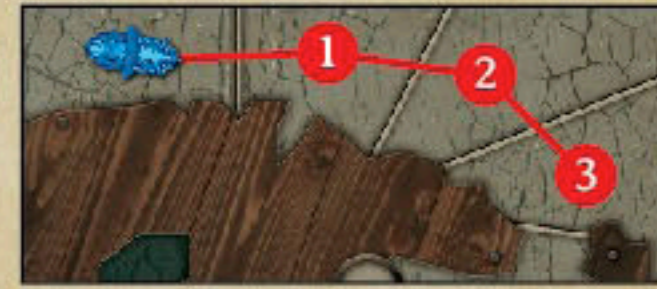
Since you always use the Clear Weather Days value of the Zone you've moved into, it is possible (by crossing from one Weather Zone to another with fewer Clear Weather Days) that you might take multiple losses with a single Sail action.

Keep an eye on the Weather Dial on your opponents' turns... sometimes—especially when switching Zones—players will forget to take their losses!

- It is up to you which crewmembers or goods you lose, but remember that your longship must always have at least one crewmember aboard to stay at sea. If your longship loses its last crewmember, you must discard any remaining goods and move your longship immediately to the Wintering Zone, ending your turn. See *Ending Your Turn* for details.

Don't like the weather in your Zone? Is your opponent's sailing a little too smooth for your tastes? Change it! The Weather Dial can be rotated to improve or worsen a Zone's weather when you play or discard a Rune; see *Play or Discard a Rune* for details.)

Example: Blue begins sailing in the North, which has 2 Clear Weather Days. She Sails twice without incident, then sails a third time. Her Sailing slider (now at 3) exceeds the Clear Weather Days by 1, so she covers the skull indicated on the Losses chart; she chooses a Furs good from her longship.



Example: Blue continues on, Sailing a 4th Day. Now she has exceeded the Clear Weather Days by 2, but since she has already covered the skull indicated on the Losses chart, she takes no loss.



If she Sails again (into the Bjarmaland port for example), she would exceed the Clear Weather Days by 3 and would need to cover that next skull.

Example: The West has 6 Clear Weather Days. Yellow sails 4 Days in the West to Caithness and Trades there. (Trading is a Task, which doesn't cost a Day; more on that later.) Then he sails a 5th and 6th Day, still in the West, and takes no losses because he hasn't exceeded the West's 6 Clear Weather Days.

Finally, with his only remaining Day, he Sails into the North, which has only 3 Clear Weather Days; his Sailing slider (at 7) now exceeds the Zone's Clear Weather Days by 4! He must cover the indicated skull, plus also the empty skull to its left. He chooses a Tusks good and a crewmember from his longship.



# Tasks

Tasks are special activities that you may only attempt while you are in a port (*Homelands do not count as ports*). Your longship must be currently in the specific port where you wish to attempt the task. There are three different Tasks:

**Trade** (*Deliver a goods token to a port without one, for VP*)

**Raid** (*Attempt to remove a town from a port, for its hidden treasure value*)

**Settle** (*Attempt to occupy a townless port with one of your crew, for endgame VP*)

Unlike Actions, Tasks do *not* use up Days.

You may perform several Tasks in a turn if you wish, but at most you may attempt *one* Task (*whether successful or not*) at each individual port per turn.

## A regions reminder

Remember, three ports with the same color and edge design form a region.

Ports with gray rings, and the three large ports, are *independent*; they do not belong to any region.



Example: Bayeux, Rouen, and Nantes form a region. Paris and Arles are independent.

# Trade

Trading is the delivery of goods from your longship to a port, in exchange for VP. To Trade while you are in a port, remove a good from your longship and place it in the port. Then immediately take VP from the supply equal to the port's value.

- One type of goods will be designated as the "Goods in Demand". (There is a goods token in the center of the Wintering Zone that indicates which type; it starts off as Fish but there are Rune cards which will likely change this during the game.) If the good that you Trade is currently In Demand, you may take 2 bonus VP from the supply.
- A port may never contain more than one goods token (therefore under normal circumstances each port can be traded with at most once per game).



Trading example 1: Red is in Reykjanes and wants to Trade. He has a Furs good and a Fish good in his longship. Horn (in the same region) already has a Fish good in it, so Red Trades his Furs to Reykjanes, receiving 3VP (the port's value) in return.

- No port in a region may ever contain the same goods token as another port in that region. Independent ports and the three large ports are not considered part of any region, so have no restriction on Trading.

- For the purposes of Trading, it is irrelevant whether a port has a town or a settlement in it... you may Trade with a port containing a town, or a Settlement belonging to any player; however you should be careful to ensure that the goods token does not get obscured by the town or settlement figurine.

Trading example 2: Blue has made it all the way down to Constantinople and wants to Trade. She is carrying only a Tusks good... which is great because Tusks happen to be the Goods in Demand!

She Trades her Tusks to the port and receives 5VP (the port's value), plus 2VP (the Goods in Demand bonus)!



# Raid

Raiding is the attempt to remove a town from a port in the hopes of earning the town's secret treasure value (*and to help open up that port and its region for subsequent Settling*). To Raid while you are in a port that has a town (*whether small or large*), roll a single die and compare it to the port's value.

- The port's value is reduced by 1 if there is a goods token present in the port (*regardless of who placed it there*).

If the roll result exceeds the port's value, the Raid is successful; take the town figurine and reveal its secret treasure value, then take that many VP from the supply. Keep the town figurine near your longship board for possible bonus scoring at the end of the game.

If the result fails to exceed the port's value, you have not succeeded; you must discard one crewmember from your longship and return it to your supply. If you still have at least one crewmember in your longship, you may make a second roll. If that result fails and you still have a crewmember, you may make a third and final roll. If this also fails, your Raid attempt is over.

- If your longship loses its last crewmember, you must discard any remaining goods and move your longship immediately to the Wintering Zone, ending your turn. See *Ending Your Turn* for details.
- You are not obligated to make all three rolls, even if you have the crewmembers to do so; you may break off your Raid attempt after the first or second roll.
- Rune cards that refer to "attacks" apply to both Raiding and Settling attempts.

It may be a good idea to Trade with a port before Raiding it, to lower the port value. Of course, you can't Trade and Raid a port on one turn due to the 1-Task limit per port, but you could Trade this turn and stay in the port to blockade it (if foes are near), then Raid next turn.

Raiding example 1: Yellow is in Bayeux and wants to Raid it. There are four crewmembers in Yellow's longship, so Yellow could manage the maximum of three rolls if it comes to that.



Yellow's first roll is a 4.

This equals the port's value but doesn't exceed it, so not a success. Yellow discards a crewmember from his longship back into his supply.



Yellow rolls again and gets a 5.

Success! Yellow takes Bayeux's town figurine and reveals its hidden value... it's a 5, so Yellow gets 5VP from the supply. Yellow then keeps the town figurine near his longship board in hopes of winning the Bloodied Axe bonus at the end of the game!



Raiding example 2: Red is in Rome and wants to Raid it. There are two crewmembers in Red's longship, so Red will at most get two rolls to pull off a success.



In Red's favor however, is the fact that there is a goods token in Rome; this reduces the port value to 4 and makes success a little easier.

Red's first roll is a 1.

Yikes. Not a good start. Red discards a crewmember from his longship back into his supply and considers whether to give up now or keep going... feeling brave, he decides to continue.



Red rolls again and gets a 4.

Better, but not good enough. Red discards a second crewmember from his longship. Since this was his last crewmember, Red is forced to discard all remaining goods from his longship, and to move the ship to the Wintering Zone. This ends his turn.



# Settle (Attempt to occupy a townless port with one of your crew, for endgame VP)

Settling is the attempt to occupy a townless port (by converting one of your crewmembers into a Settlement) for the purpose of earning VP at the end of the game (see *Final Scoring* for details).

- Once placed, Settlements are permanent.
- Each port may contain at most one Settlement. You may Sail into a port containing another player's Settlement, but can not "attack" the other player's Settlement.
- You may not Settle a port that contains a town. Ports with towns must first be Raided successfully (to remove the town). Remember though the 1-Task limit per port; a port can thus not be Raided and Settled on the same turn.
- You may not Settle a port if any of the ports in its region contain a town. Independent ports and the three large ports are not considered part of any region, so have no regional restrictions on being Settled.
- Rune cards that refer to "attacks" apply to both Raiding and Settling attempts.

To attempt to Settle, roll one die per crewmember in your longship, up to a maximum of three dice. You may roll fewer dice if you want, even if you have the crewmembers to permit more. All dice are rolled together (as opposed to Raiding where dice are rolled one at a time). Compare each individual die to the port's value.

- The port's value is reduced by 1 if there is a goods token present in the port (regardless of who placed it there).

First, for each result that fails to exceed the port's value, remove one crewmember from your longship and return it to your supply.

Then, if at least one result exceeded the port's value, the Settlement attempt is successful! To complete the Settlement, remove one crewmember from your longship and place it in the port; that crewmember will be considered a Settlement for the rest of the game.

- If converting this crewmember to a Settlement would result in a crewless ship, you might choose to not make the conversion, in the interest of keeping your ship crewed. In this case the port would not count as successfully Settled.
- If your longship loses its last crewmember, you must discard any remaining goods and move your longship immediately to the Wintering Zone, ending your turn. See *Ending Your Turn* for details.

Settling example: Blue wants to settle in Kiev. Unfortunately she can't, because there's a town in Lubech, which is in the same region. Gnezdovo, also in the same region, currently holds Red's longship, so Blue may not enter that port.



Determined to Settle Kiev, Blue spends 2 Days to Sail to Lubech. She Raids it successfully (removing the town and scoring its treasure value), then spends another 2 Days to sail back to Kiev. (She could not have Settled Lubech after Raiding it, because of the 1-Task limit per port per turn.)



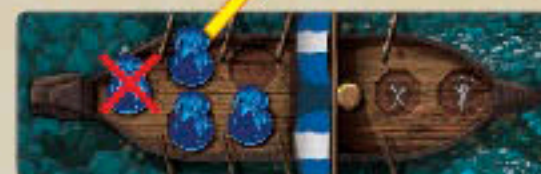
Blue now attempts to Settle Kiev. Kiev has a goods token, so its port value is reduced from 4 to 3.



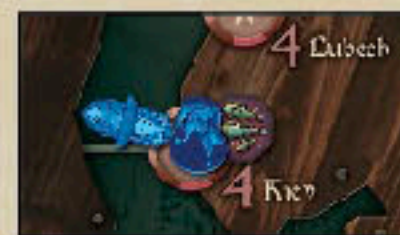
Blue has 4 crewmembers in her longship, so can roll the maximum of 3 dice. She does so. Her results are:



One result (the 2) failed to exceed the port value, so Blue discards one crewmember from her longship.



However, at least one result (both the 4 and the 6) exceeded the port's value of 3, so the Settlement is successful! Blue takes another crewmember from her longship, but this time places it in Kiev. She now has a Settlement in Kiev that will earn her points at the end of the game!



As with Raiding, consider Trading with a port before Settling it, to lower the port value. Heeding the 1-Task limit per port, you could Trade this turn, stay in the port to blockade it if needed, then Settle next turn.

# Other Activities

There are a few *Other Activities* which are not Actions or Tasks.

As with Tasks, none of these *Other Activities* cost any Days to perform.

## Play or Discard a Rune

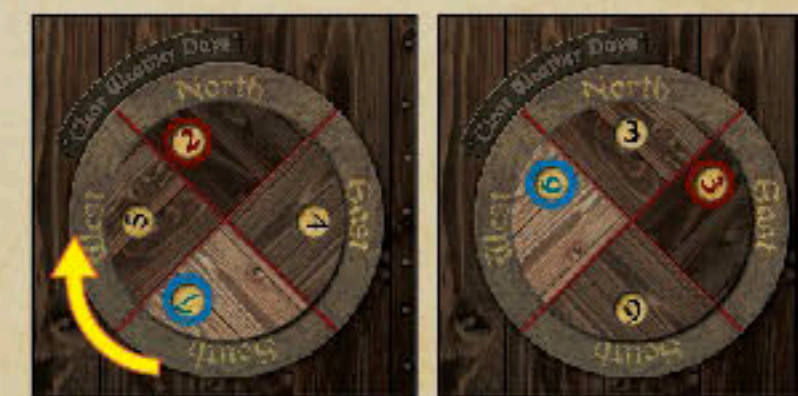


Playing a Rune activates the benefits described on the card. In addition, you get the opportunity to change the Weather. You may play or discard a Rune at any time, except when your longship is in a Homeland.

### Changing the Weather

When you play or discard a rune you may immediately (before applying the Rune's effect if you Played it) turn the Wind Dial cover one full quarter-turn in either direction. (You may choose to not turn the Wind Dial.)

- Make sure that the red X is lined up neatly and that the red and blue numbers are visible through the red and blue holes.



Example: Red chooses to rotate the cover clockwise, moving the blue (best) weather from the South to the West, and the red (worst) weather from the North to the East.

### Playing or Discarding the Rune

- When you discard a Rune, simply place it face up on the discard pile without applying its effect.
- When you play a Rune, read out the card's effect and carry it out as instructed, then place it face up in the discard pile.
- You may play multiple Runes in a turn; you may play Runes singly or back-to-back. Many Runes specify particular times or locations where they may be played; be sure to heed these limitations.

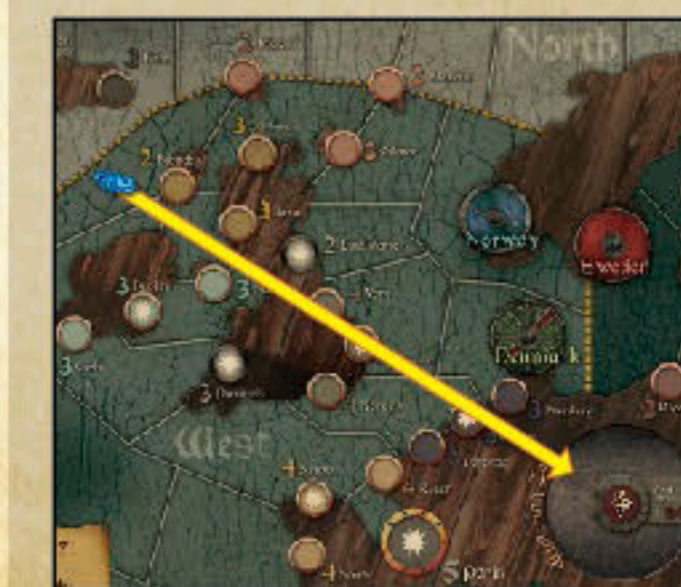


Example: Yellow has a lot of Tusks in his longship and plays the Change in Demand card; he returns the Fish good from the "Goods in Demand" spot on the board back to the supply, and places a Tusks good from the supply in its place. Now he'll get top dollar for his cargo!

## Move to the Wintering Zone

At any time during your turn you are free to move your longship to the Wintering Zone, discard all goods and crewmembers except for one crewmember, and end your turn immediately (See *Ending Your Turn*). You will start your next turn in the Wintering Zone with one crewmember already aboard.

- You can do this no matter where your longship is on the map.
- As with all Tasks and Other Activities, you can do this even after you have spent all 7 of your Days.



Example: Blue has been adventuring for a while and her longship has become fairly depleted; it'll hard for her to do much else with what she has aboard. She decides to Move to the Wintering Zone. She discards all but one crewmember from her longship board and moves her longship to the Wintering Zone.

# Complete a Saga

During most of the game, three *Sagas* will be face up in the Saga spaces. On your turn you may complete and collect these Saga cards for potential endgame VP (and sometimes for immediate VP). To be completed, the following requirements must be met depending on the type of Saga:

**Trade:** A good must be present in each of the named ports.

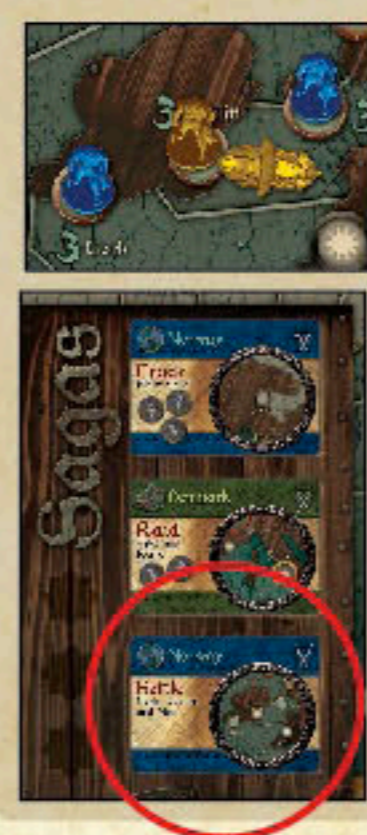
**Raid:** The town figurine must be removed from each of the named ports.

**Settle:** A Settlement (regardless of whose) must be present in each of the named ports.

If on your turn you complete a Saga by fulfilling its requirements, collect any immediate VP as shown on the card and then take the Saga card and keep it near your longship board. (Collected Saga cards will be worth bonus VP at endgame for the players who complete the most (and second-most) Sagas per Homeland; see *Final Scoring* for details.)

- Note: It doesn't matter who "contributed" to the overall completion of a Saga; it is only the player who provides the final step necessary for completion that is rewarded.

- Each Saga is related to a Homeland (Sweden, Norway, or Denmark), displayed via the color of the card and the Homeland's name.



Example: On his turn, Yellow Settles Dublin. This satisfies the Saga card circled in the Saga spaces, which requires Cork, Dublin, and Man to be Settled. Even though someone else fulfilled some of the Saga's goals, Yellow is the one who completed it, so he earns the Saga.

Yellow takes the Saga card and keeps it for endgame scoring. If the card had any VP coins pictured on it (like the two other cards in the Saga spaces), Yellow would have earned the displayed amount of VP.

When a Saga is completed, a new Saga is flipped from the draw pile and placed on the empty space.

- If this new Saga is currently impossible to complete (because its requirements are already fulfilled), discard it and flip a new one in its place. Sagas that are already partially completed when revealed do enter play normally.



Example: Above we noted that Yellow completed a Saga, taking it from the Saga spaces. Now we flip the next Saga from the deck and place it into the vacated space.

Example: Notice in the example above that the new Saga card is the first one from the Third Era... before it was added, all three cards in the Saga spaces had still been from the Second Era. This means that the Third Era has now begun!

## Changing Eras

Note that each Saga has an Era symbol in the top right corner. The game begins in the *First Era*. The *Second Era* starts when a Second Era card is placed in the Saga spaces for the first time, and the *Third Era* starts when a Third Era card is placed in the Saga spaces for the first time. (The changing Eras open up extra slots on your longship board and bring us closer to the end of the game.)

## Entering the Final Rounds

When the last face down Saga is added to the board, this will reveal the three Final Round tokens, signifying that the Final Rounds are here. (See *Final Rounds* for more details.) The player who revealed the Final Round tokens takes all three and places them on his or her longship board.



# Ending Your Turn

Your turn can end in one of three ways:

- 1 You lose the last crewmember in your longship for any reason; you must discard all goods in your longship and move your longship to the Wintering Zone. You will begin your next turn in the Wintering Zone with nothing aboard.
- 2 You decide willfully to move your ship to the Wintering Zone; discard all good and all but one crewmember from your longship. You will begin your next turn in the Wintering Zone with one crewmember already aboard.
- 3 You declare your turn over because you can't (or don't want to) do anything else this turn... most often this is because you have used your seven Days and are not in a position to perform a Task or Other Activity. You will begin your next turn from the current position.

At this point you must clean up two things: First, if there are any goods or crewmembers covering skulls on the Losses chart, discard them. Second, reset the Preparation and Sailing sliders on the Days track to 0. Then, play passes to the next player clockwise.



# Final Rounds

Once a player has obtained the three Final Round tokens, we are in the final rounds of the game. At this point the game can end in one of two ways:

1. If the final Saga is completed (meaning that all three Saga spaces are empty), the game ends immediately.
2. At the start of his or her turn, the player with the three Final Round tokens must place one of the tokens in an empty slot next to the Saga spaces. Once the player has placed the third token (meaning that three full rounds have passed since the tokens were obtained), the game will end immediately at the end of the player's turn.



Example: Blue was the one that obtained the Final Round tokens. She has already had two turns since, so has already placed two of the tokens into their slots. Meanwhile, only one Saga card remains in the Saga spaces.

When her next turn begins, she will place the third token, signifying that the game will end immediately at the end of her turn.

However, if anyone manages to complete the final Saga before that happens, the game would end immediately.

When the game ends, proceed to *Final Scoring* to find out who is the winner!

# Some important notes about Crewmembers

## Losses: Vikings never die.

During the game, you will be instructed to "discard" goods tokens and crewmembers due to various factors. In all such cases, goods tokens are returned to their stockpiles and crewmembers are returned to their owner's supply for future use.

## Running out of Crewmembers

It is possible to run out of crewmembers by building 15 Settlements in the game. In this case (because you won't be able to man your longship with the 1-crew minimum), you must sit out the rest of the game. (You will of course be involved in *Final Scoring* when it occurs.) In the crazy event that all players build 15 Settlements, the game ends immediately and *Final Scoring* begins.



# Final Scoring

Now that the game is over, we calculate endgame bonuses to see who has emerged victorious as the most successful Viking! Each player will already have a collection of VP from various activities during the game, and now they will hopefully add to these VP in the three categories below. As each category is calculated, players should take VP tokens from the stockpile to track their bonus earnings, trading up to larger denominations for ease of counting.

## The Bloodied Axe Bonus

This bonus is for the player (or tied players) who have collected the most town figurines (regardless of their size or treasure values). These player(s) earn 3VP per town.



*Example: Red has 3 Towns, Yellow has 4 towns, and Blue has 5 towns... Blue wins the award so gets 3VP per town for a total of 15VP.*

## Settlements

Each settlement is worth its port value in bonus VP to the owner. However, a port's value is doubled if two ports in the region have been settled, and a port's value is tripled if all three ports in the region have been settled.

- Ports in a region do not need to be settled by the same player in order to be doubled or tripled.
- Independent ports and the large ports are not part of any region and are thus never doubled or tripled. They are scored for their port value alone.



*Example: Let's score the Settlements in this small section of map.*

*Faeroes (2) is tripled to 6VP because all three ports in its region are settled.*

*The same goes for Shetland and Orkney; they are each tripled to 6VP.*

*Iona (3) is worth only its port value of 3VP since it's the only settled port in its region.*

*Lindisfarne (2) is worth only its port value of 2VP since it is an Independent port, not part of any region.*

*It's a good idea to score all Settled ports in a region at once; also to lay down the Settlement figurine when you've scored a port, to show that scoring has been completed there.*

## Saga Sets

All players now sort their Sagas by Homeland (Norway/Sweden/Denmark) and compare to see who holds the majority of Sagas for that Homeland. Score the Homelands one at a time. For each Homeland, the player with the most Sagas earns 10VP per Saga held, and the player with the second-most Sagas earns 5VP per Saga held.

- In the event of a tie for most Sagas, the tied players each earn 10VP per Saga held and nobody earns any VP for second-most.
- In the event of a tie for second-most Sagas, the tied players each earn 5VP per Saga held.



*Example: Let's score Swedish Sagas. Red has 1 Saga, Yellow has 4 Sagas, and Blue has 3 Sagas. Yellow therefore has the most and earns 10VP per Saga for a total of 40VP. Blue has second-most and so earns 5VP per Saga for a total of 15VP.*

Once all three Homelands have been calculated and scored, Final Scoring is over!

# The Winner

The winner is the player with the most VP, as shown by the great big pile of earned treasure before them! In the rare event of a tie, the tied players are declared shield-brothers and may now go raid and settle as equals... until next time!