



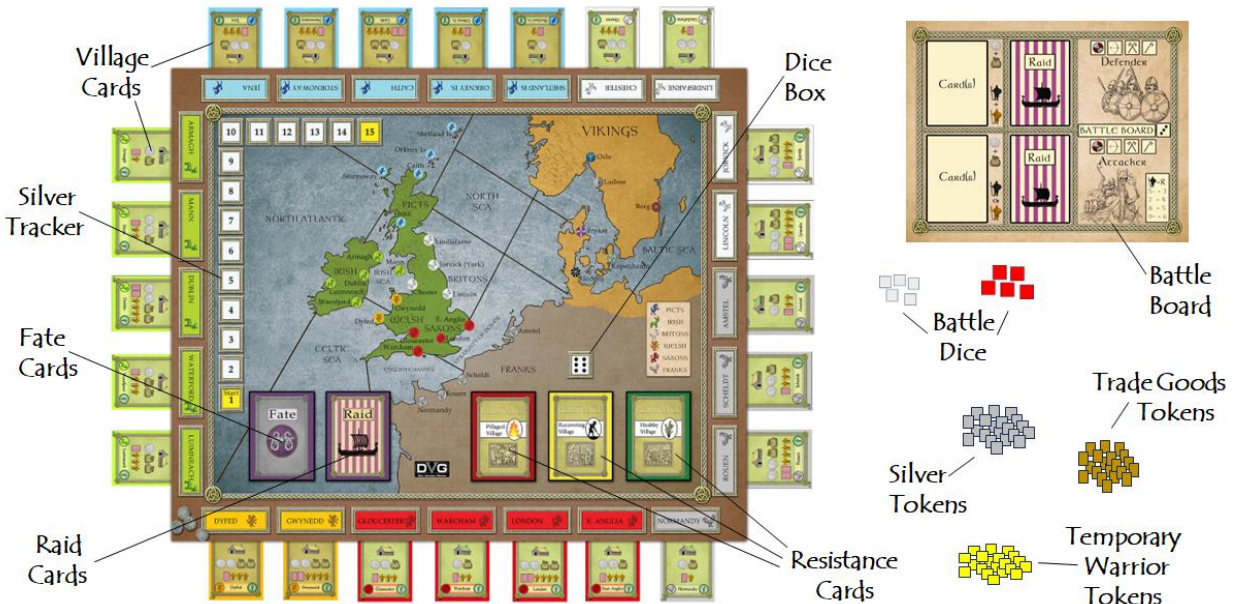
Vikings, Become the Legend

The “Vikings, Become the Legend” core game is a solitaire to two player, competitive wealth building game. Each game turn, clans compete to settle, develop their settlements and earn resources. There are 4 optional expansions. Each has additional rules, cards, and a new Clan. All 4 expansions would expand the game up to 6 players, but Vikings plays best with 5 or less.

Use the Automa (AI) opponent when playing a solitaire game. We recommend using only one Automa when playing the core game, and no more than 2 Automa opponents when playing with expansions. Automa play is guided by concise rules outlined in the “Automa Protocols” with actions driven by the use of Mission, Region, Opponent and Blood Feud Cards.

The game ends when the first player acquires 15 Silver on the Silver Track, 1 Market 1, Ring Fort, and 1 Mead Hall. **See Winning the Game & Game End Scoring, p. 23**











Game Board Set Up



- Place the Game Board and Battle Board on your playing area.
- Place the Battle Dice adjacent to the Battle Board
- Place a six-sided die (1d6) on each in the provided die box. It will be used to track ship movement.
- Set all General Tokens (The Temporary Warriors, Silver (coins) and Trade Goods) nearby on the playing area.

Note: Sea Areas are not part of a Region and may not be owned by any Clan or Village.

General Tokens

		Silver (1)		Trade Goods (1)	
Temporary Warrior (1)		Silver (3)		Trade Goods (3)	
Temporary Warrior (3)		Silver (5)		Trade Goods (5)	
		Silver (10)		Trade Goods (10)	

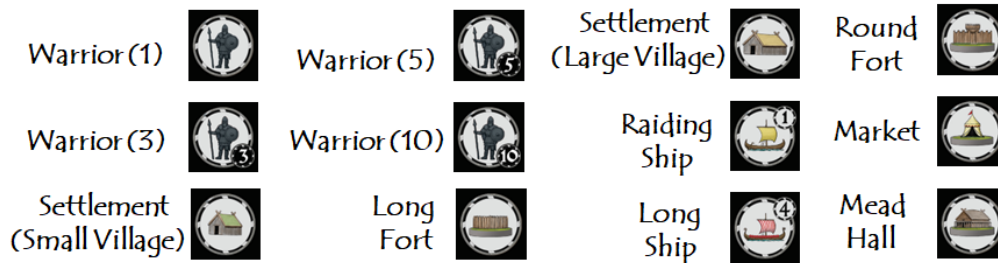
- Shuffle separately the Fate, Raid, Pillaged Village (Resistance), Recovering Village (Resistance), and Healthy Village (Resistance) decks. Next, place each of these five decks on their matching illustration in the lower portion of the Game Board. During game play, all discards for these decks should be set aside (for possible re-shuffle and re-use) or placed face-up under their corresponding deck.



- Slip each village card under the board edge corresponding with their name and Region, with the healthy side up, and all but the upper name bar visible. Note: Each village card has three facings which represent their status levels, i.e., Healthy, Recovering and Pillaged. Each status has different resource and defense levels illustrated on the village card which may or may not include Raid cards and Temporary Warriors.



Clan Tokens



Player Set Up



Place the following Clan Tokens and Cards in each Player Area:

- All Clan Tokens (in your Clan color). This includes Clan Warriors and Clan Builds, i.e., Settlements, Long Forts, Round Forts, Market, Mead Hall, Raiding Ships and Long Ships.
- The Clan Home Village (Settlement) Card with a Clan Long Fort and Round Fort (slip both cards under the home village).
- A Clan Raiding Ship Card. Place a Clan token(s) on it equaling 5 Warriors.
- The Clan Deck (all remaining Clan Cards not used for the Home Settlement or Long Ship)
- An Order of Play Card (Automa Protocol Card on the back of the card), one per player.
- 4 Raid Cards (from the Raid Deck)

A Clan Home Village / Settlement

A Clan Home Village is a Clan Settlement and the starting point for your first clan ship. Just like all villages, it has a production level and a defense level based upon which side of the card is face up (Healthy, Recovering or Pillaged). A Clan Home Village may be raided just like any other village, but it may not be claimed (Settled) by another clan. Clan Warriors and builds may only originate at Clan Settlements. A Clan Settlement includes any village that a clan has successfully raided (eliminated all defenders) and claimed by placing a settlement token on it.

Automa Set Up



If you are using the Automa player, place the following in the Automa Player Area:

- Shuffle separately the Automa Mission, Location and Opponent Decks and the Blood Feud Card. Place each deck in a separate stack.
- All Clan Tokens (Tokens in the clan color).
- The Clan Deck (All cards in the Clan color). Three cards from this deck and tokens equaling 10 Clan Warriors will be used as follows:
 - The Clan Home Village Card. Slip a Clan Long Fort and Round Fort under it.
 - An Automa Clan Long Ship Card. Place Clan tokens on it equaling 10 Warriors.
- An Automa Protocol Card (Back of the Order of Play Card), one per player.
- 4 Raid Cards (from the Raid Deck)

Choose a First Player

When you are playing with Automa opponents, the First Player(s) are always the Automa player(s). When all players are humans, roll on a six-sided die (d6) to determine who goes first. Give the winner the First Player Card. On subsequent game turns, pass the First Player card in a clockwise manner. The recipient is the new human First Player.

Starting Items: All of the Clan Home villages are on the Baltic Sea. Starting with the First Human, each player chooses one of these Clans. After humans select their clan, a remaining Clan or Clans can be assigned to Automa. The clan cards should be placed on the gaming area in front of their owner. Once clans are chosen, each player places one of their single warrior tokens on the Start position of the Silver Tracker on the Game Board. **See Page 1 for an illustration showing the location of the Silver Tracker.**

Game Play

Game play consists of several “First Player Actions” followed by “All Player Actions” in Turn Order. All Player Actions include Automa and Humans. When all players have completed all their actions, it is considered a complete Game Turn. **Game Play, always starts with all Automa players followed by the First Human Player and then the remaining Human players in a Clock-Wise Manner.**

First-Player Actions

Step 1: Draw a Fate Card

Draw & place a Fate Card face-up on the Game Board. Each turn a new Fate Card comes into play. Fate may direct you to place Resources or Warriors in a specific Village. Resources remain in play until Pillaged. Alternately, Fate may bring famine. In this case, “Sving” (Norse for Turn) each Village card within the indicated Region that has famine to a 45-degree angle. A Village card in this position may have no Trade Goods and none can be gained from these Villages for the current Game Turn.

The Fate Card illustrated here indicates “Prosperity” for all Saxon (region icon) Large Villages (Large House with a tan roof). Each Large Village in the Region gains one Silver and one Trade Goods token.



Step 2: Recover All Villages (1 Level)

First “Un-Sving” any Regions that suffered from **Famine on the previous game turn or participated in a trade. See page 9 for trades.** (A Sving status only lasts one game turn). Next, villages not currently “Healthy” are repaired one Level Higher, e.g., a “Pillaged Village” becomes a “Recovering Village” or a “Recovering Village” becomes a “Healthy Village”. This includes villages that may have been in a Sving status. **In the illustration below, a village advances from pillaged to recovering.**



Players Actions in Turn Order

Step 1: Discard and Draw to Maximum Allowed Raid Cards

All clans are allowed to discard raid cards and to draw up to and retain a maximum of three Raid Cards plus one for each additional ship they own, e.g., if you have 1 ship you can draw 4 raid cards. If you have two ships you can draw 5 raid cards. As a Human Player, discard or retain in your playing area any of your Raid Cards. See Automa Protocols, pg.17

Step 2: Gain Resources

Silver and Trade Goods are both called “Resources”. Each settlement gains Resources starting with your Clan home village. Then, go around the board in a clockwise manner, with each of your “settled” villages gaining Resources at their current production level.



Step 3: Hire Warriors, Build and Bank

These three actions may be done in any order.

Hire Warriors: Clan Warriors may be hired for a one-time payment of one silver each in any village or settlement you own. Each warrior has an attack or defensive strength of one.

To determine a Defensive Strength at a location, add up the following:

- Clan Warrior Tokens (these remain in play until lost in combat).
- Temporary Warriors (symbols at the bottom of Village cards and other Attached Cards) including Temporary Warriors on Ships defending the location that is being attacked. All Defending Temporary Warriors are immediately removed from play after the battle which caused them to activate is over. While Temporary Warriors that are brought into play by Fate cards **remain in play for the entire game.**

Build: Villages that are settled are also called settlements (see Raid & Settle, p. 10). You may **Build one item at each of your settlements**, each Game Turn, e.g., a Long Fort or a Banking Upgrade (see page 7) or a raiding ship. The back of the Build Card has Building Costs and restrictions. When you pay the cost for the building (structure) or Ship, it is immediately built. Place the building card under the village card with the bottom of the build visible. Place a new ship card touching the bottom of the village card where it was built. It is considered attached until it moves to sea. Also place the corresponding token for your build on the game board at that settlement. **Note: You may not build on a pillaged village, or build and then upgrade at the same location, the same game turn.**

Example of Village Attachment

Long Forts are the most likely first builds on a settlement. First Settle and on the next game turn, build a Long Fort and slip that token under the Settlement token on the game board. Also place the build card under the village card as indicated above. **In the example below**, the total defense of this village with just a Long Fort is 4 warriors and 2 raid cards!

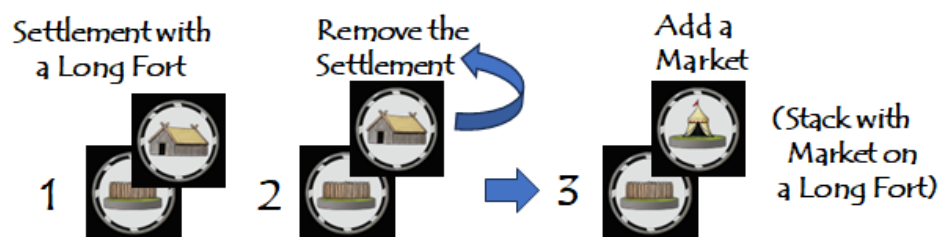


Example of Tokens During a Long Fort Upgrade:



Example of Tokens During a Banking Upgrade

Long Forts are a prerequisite for all other settlement upgrades, i.e., the Round Fort, Market or Mead Hall. When one of these “Banking” structures is built, it will retain the Long Fort and may be used for banking. The Settlement token is removed and the upgrade is placed upon the Long Fort in a stack, as illustrated below:



Bank & Advance on Silver Tracker: A clan may Bank their resources at any of their clan “Banking Settlements”. Banking settlements are those with a Round Fort, Mead Hall or Market. Banked resources are tracked on the Silver Tracker. When resources are Banked, advance your warrior on the Silver Tracker. **See the Silver Tracker on page 1.**

- Silver has a Bank value of 1
- Trade Goods have a Bank value of 2

Each time a Clan scores 15 on the Silver Tracker, they leave that Clan Warrior on 15 and then they place another of their Clan Warrior tokens in the Start box. **See Winning the Game & Game End Scoring page 23.**

Note: Be smart when you bank! **Banked Resources may not be withdrawn from the Silver Tracker! Banked resources may not be taken in a Raid!**

Step 4: Draw Automa Ship Missions

Automa ships without a mission now draw an Automa Mission and then an Automa Region card. For all Automa missions, Automa also draws a Region Card. **Remember:** The first Automa Mission is always Raid & Settle and their first Region may not be the Irish or the Welsh. After the first game turn, Automa draws missions randomly.

Place the Mission and associated Region or Clan Card under the top of the Ship Card. Ensure both are visible.

When Automa Missions are completed, immediately return the Mission and Region Cards to their Decks and re-shuffle the Automa cards.

On the next “Draw Ship Missions Phase” these ships will gain new Missions.



Step 5: Move Ships, Bribes, Trades & Raids

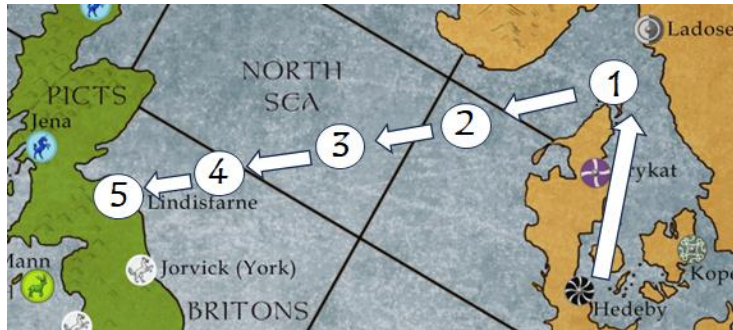
A ship may either gain Bribes or Trade or Raid each time it moves and lands at a village.

Move Ships

Ships move independently, may team up for a raid mission, but may not move diagonally. All Ships have 6 movement Actions when they have one or more Clan Warriors onboard. It costs one move Action to: Move from a Village to the adjacent Sea Zone, or Move from a Sea Zone to a different Sea Zone.

Note: Moving Warriors to or from a Settlement or Ship, or moving Resources, taking Trades, taking Bribes and fighting in Raids do not take Ship Actions. They are all Free Actions.

Example: Illustrated on the next page is Ship movement from the Viking Home Village of Hedeby to Lindisfarne.



Bribes

To gain Bribes, the Raiding Ship must land at a non-settlement village and have a greater attack strength than the defenders defense strength. These villages will offer a bribe equal to half of their Current Resource Production and any resources that may be on the village rounded up, e.g. a village with a production value of 3 (1 Silver and 1 Trade Goods) would give a bribe with a value of 2 (1 Trade Goods).

Note: When asked, a non-settlement village must give a bribe. **The Village immediately drops status by 1 level.** Turn the Village Card to reflect this status change. The Raiding Ship with their bribes and their warriors must then spend one move action and withdraw to sea.

Note: if there are sufficient remaining ship actions, the ship may return to Raid a Village which they took a bribe from earlier in their Ship Movement Phase. **See Trades & Raids below.**

Trades

A ship may choose to land and Trade with a village. A single village may trade once per game turn. A Trade is assumed to always be in the Viking's favor. Silver and Trade Goods may be "Traded" from your ship with a Village at a rate of 1 for 2. First, move your Ship if it has silver or trade goods to a Village. Then **Pay to the Bank** 1 Silver and gain 1 Trade Goods from the village, and/or pay to bank 1 Trade Goods and gain 2 Trade Goods or an equivalent in silver. Resources may be gained up to the current level of village production including any resources that may be on the village card when making a trade. **Trade immediately improves Village status by 1 level**, e.g., Recovering into Healthy. Immediately adjust the village status and **Swing the village card to note no further trades this game turn.**

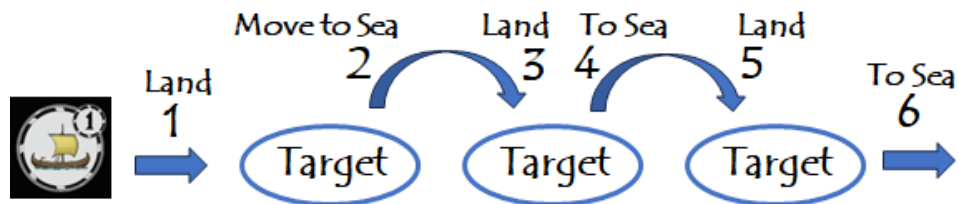
Note: Trades are not allowed with *villages suffering famine.* They are also in a *Sving* status.



Raids

A ship may land and raid (including returning to Raid a village it just traded with). Any raided village or settlement where all defenders are defeated in battle becomes **“Pillaged”**. The victorious player gains all resources at the village and all face down Raid Cards from the Battle.

Chain Raiding: A ship may chain together their ship actions, e.g., move and land to gain Bribes, move to sea, move to land and Trade, move to sea and then move to land and Raid until all its actions are spent. This can be a very effective method of gaining resources in some regions. \



Double-Team Raiding: A Clan may move several ships to the same target to double-team on a Raid! In this case, track the actions of each ship separately. (You may need an additional d6). The defender only gets their initial resistance force, e.g., the defender does not get a fresh set of defenders for each attacker when double teamed.

Raid & Settle: To settle, a Clan Ship and Warriors must land at a village and then defeat the village defenders in battle. The victorious player gains possession of the pillaged Village, their resources and any face down Raid Cards. The Raider places a **Clan Settlement token** and at least one attacking warrior on the village card. The village is now called a “Clan Settlement”. The raiding ship may choose to withdraw to the adjacent sea zone if it has a ship action left.

Raid Viking: Clans may raid one another at sea, at their settlements or at their Home Village. **Note: A Clan Home Village may never be settled by an opponent.** Attackers must immediately withdraw after a raid.

Battle Board Prep:

There is a battle when a Clan or Automa chooses to raid a village. Battle consists of set up, playing Raid Cards and rolling Battle Dice to determine the outcome on the Battle Board.

Step 1: Move the Defenders Village and or ship card including any builds, resources, Clan Warriors and Temporary Warriors on their card to the Defenders portion of the Battle Board. Now include the Resources that are the current production level for the village, and any Temporary Warriors as illustrated as belonging to the village (may include attached cards).

Step 2: Place the Attackers Ship(s), Resources and Clan Warriors on the Battle Board.

Step 3: Draw Raid Cards for a defending Village or Settlement as indicated by the icons on their village card or builds at that location. **Note: If this village is not a settlement, do not look at**

the raid cards. Place them face down. A defending human player may place the drawn raid cards, **and one or more Raid Cards** they have on hand, onto their portion of the Battle Board. They must be face-down, but may be in the order they choose.

Step 4: The Attacker will place their Raid cards on the Battle Board with their top card face up.

Note: An Automa Attacker must place their two numerically lowest raid cards on the Battle Board, lowest on top. **For Example:** Raid card 4 face-down with raid card 3 on top face-up.

Step 5: The Defender will now turn their top Raid Card face-up.

Using Raid Cards: Usually only one Raid card may be used by the Defender and one by the attacker during each attack roll. The only exception is one “Pre-Attack” Raid Card, which may be used prior to an attack roll. **After it is used, immediately reveal the players next raid card.** If it is not another pre-attack card it will be used for the Battle Round. **Note:** “May Retain” Raid Cards will be retained Face-Down next to the user’s side of the Battle Board after they are played.

Un-Playable Raid Cards: If a defending village draws a Raid Card that is unplayable, e.g., “No Sea Combat” during a land battle, place that card face down next to the Battle Board. It is considered un-used. In this case, use the next raid card if one is available. **See Automa Protocols, p.17**

Step 6: Determine the number of Battle Rounds that the Attacker has, and set this number with the single six-sided Die. Use the reference table on the Battle Board, e.g., with 7 Clan Warriors the attacker may roll up to 4 battle rounds. You are now ready to begin Rolling Battle Dice. The priority for Die resolution, Shield, Bow, Double Axe (Berserker) and Single Axe is also illustrated.

Note: An attacker may stop the battle after any Battle Round. Additionally, if they have 1 or more ship actions remaining, they may use a ship action to withdraw their attacking ship to the adjacent sea zone and perhaps move and attack again. **See Chain Raiding, page 10.**

Battle Board Prep Example



Step 1: The Defending village is placed on the Battle Board with Resources as indicated by their current production level. Also 4 defending Temporary Warriors are placed on the Battle Board.

Step 2: The attacking card (either a Ship card or a Resistance card) is placed on the Battle Board. Warrior tokens are retained on their ship or location cards as are any attached builds. When a resistance card creates an attack, that card is considered the attacker. **Note:** The Yellow Temporary warriors illustrated on ship cards and attachment cards are only gained by defenders. When warriors are lost in battle, the defender must lose any temporary warriors they have in play before they lose any clan warriors (if they have any).

Step 1 & 2 Cards:



Step 3: The defending village draws Raid Cards (two in this example) and places them face down on the Battle Board.

Step 4: The Attacker may place up to three of their Raid Cards on the Battle Board. The Attacker's top Raid Card is placed face-up

Step 5: The Defender will now turn their top Raid Card face-up.

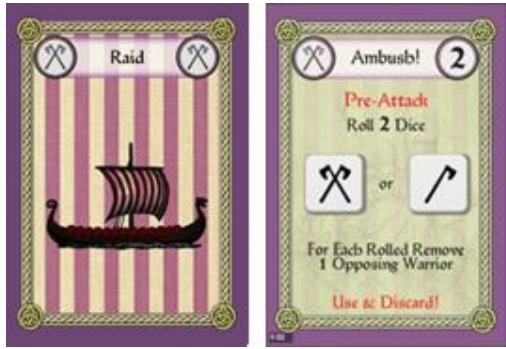
Step 6: Set the attack rounds on the Battle Board die. In this example, the Attacker has five Warriors and therefore gains up to 3 attack rounds. The die is set to "3". After each round, reduce the die by one. The Attacker may choose to cease their attack after any round if they have enough ship actions to withdraw. **Remember:** *Pre-Attacks do not use an attack round.*

Battle!

Each Battle Round, one die is rolled for each Attacking Warrior and each Defending Warrior, but Five is the maximum number of Battle Dice that may be rolled by either in any one Attack Round.

Rolling Battle Dice

Pre-Attack Raid Cards: If there are one or more Pre-Attack Raid Cards, Roll and Resolve the Defender first. If Both Players have a Pre-Attack Raid Card requiring a die roll, resolve the rolls as you would any Battle Dice Resolution, i.e., roll dice, adjust the results with Raid Cards and Resolve the Battle Dice. As with all Raid Cards, once Resolved, place them face down next to the Battle Board unless they are "Use and Discard" which are immediately discarded.



All used, "Use & Discard" Cards are discarded to the Raid Deck Discard Pile.

All Un-Used Cards and any used "May Retain" Cards are gained by the Melee Winner.

Note: Once all opposing warriors are defeated, the victor gains all Raid cards that are face-down next to the Battle Board and all Resources.

Once the Battle Dice are Rolled: Resolve an available Raid Card for the Defense First, then for the Attacker. Either Clan Raiders or Temporary Warriors attacking due to a resistance card will be the Attackers.



Shields: Resolved 1st Defenders and Attackers both resolve all attacks against Shields. Shields block 1 Battle Die. They will always block shields first. If none, they will block the most dangerous, i.e., Bows followed by Berserkers, then Single Axes. **Note: A Shield may only block one Attack.** A second attack against a Shield will defeat (remove) a warrior.

The remaining Battle Dice use the following Attack Order: After shields, attacks must remove the most dangerous opponent first. Each attacking Battle Die not blocked by a shield will remove one warrior from the Battle Board. Remaining attack dice will be used for a second attack on opposing shields. **Note: Always remove Temporary Warriors before Clan Warriors.**

This means that Bows will always attack first, then Berserkers attack, and finally Single Axes attack! **Example 1:** Since a bow strikes first, a Bow die will attack another Bow. In this case, a tie, both opponents remove one warrior from the Battle Board. **Example 2:** If the bow has no bow die to attack, the bow will attack a Berserker die if possible. In this case, the bow attack removes an opposing warrior and prevents the Berserker from making an attack.



The Bow: Resolved 2nd Defeats and Removes an opposing Warrior

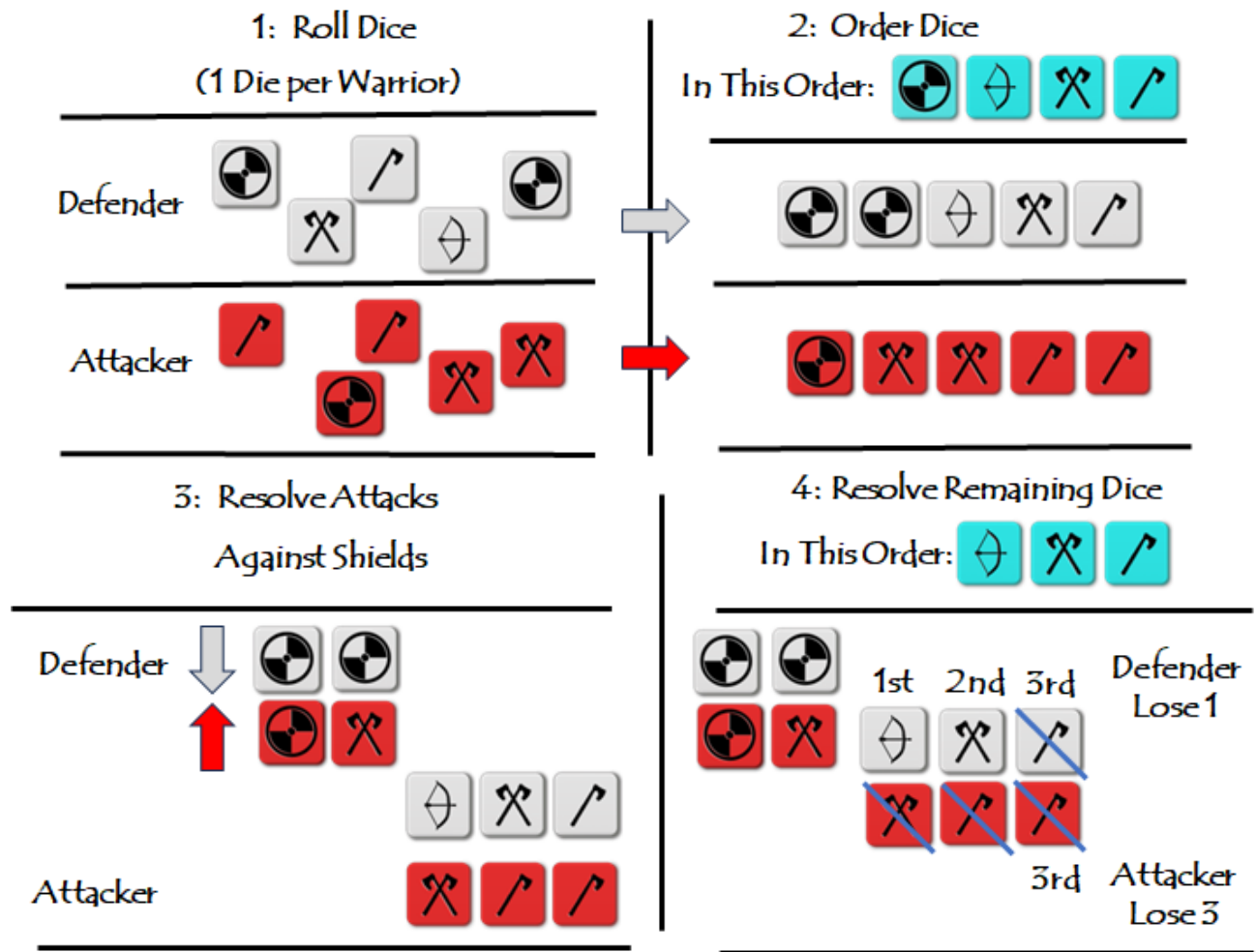


Berserkers: Resolved 3rd Defeats and Removes an opposing Warrior

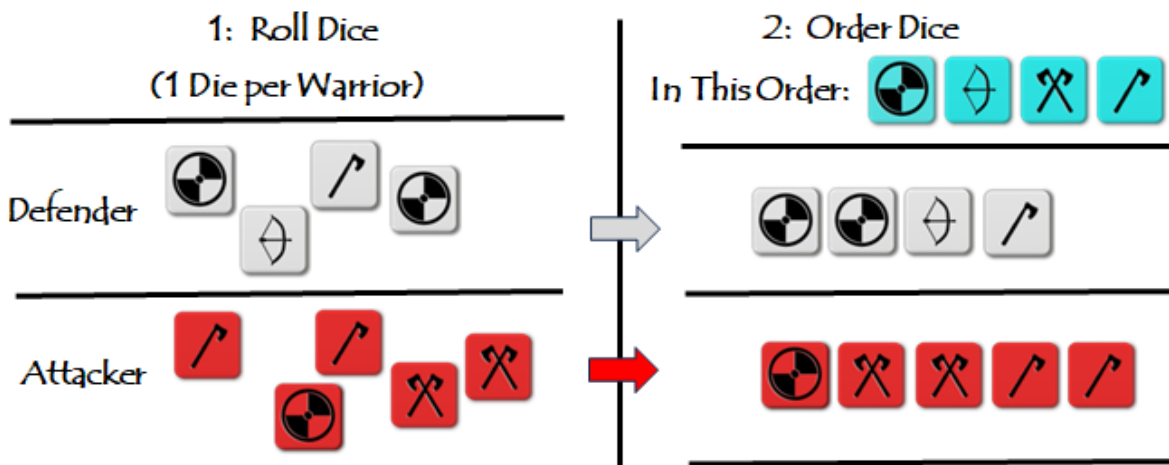


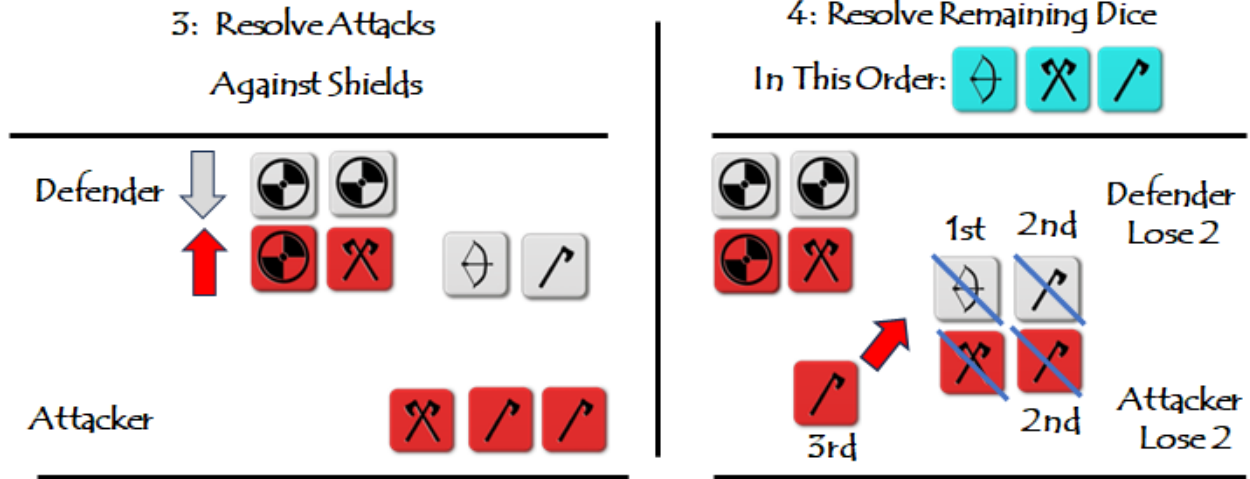
Single Axe: Resolved 4th Defeats and Removes an opposing Warrior

Battle Dice Example 1: 5 Dice vs 5 Dice



Battle Dice Example 2: 4 Dice vs 5 Dice





Winning the Battle

A battle is won when your opponent has no defenders on the Battle Board. All Resources, Face-Down raid Cards and all Un-Used Raid Cards are gained by a Battle Winner. The warriors that win a battle against a village may choose to settle it. The exception is Home Settlements of villages. They may never be settled by an opposing clan.

Step 6: Resolving Resistance

For each Settled Village, draw and resolve a different color Resistance card that corresponds to the current village status, i.e., Pillaged, Recovering or Healthy. Resistance cards may require the loss of resources, or they may have locals start a battle by attacking (*place the Resistance Card on the Battle Board, use temporary warriors as attackers and resolve as normal*), or they may benefit the Settlement in some way.

Resistance Card Example:

The following Resistance card for a “Pillaged Village” provides the defender several options. There will be no loss of resources if the owner of this settlement has a Market or Mead Hall. Otherwise, a Large Village must lose 2 Trade Goods or their equivalent value. Or if it is a Small Village, it must lose 1 Trade Goods or its equivalent value.



Peace: Peace ends all Resistance. Peace can be obtained by building a Mead Hall or drawing a Resistance Card with that effect. If the village has “Peace” (indicated by a dove) no Resistance cards are drawn for that location. *A Resistance card with “Peace” on it is attached to the settlement which drew it.*

**Example of Cards That Gain “Peace
(a Clan Build on the Left and a Resistance Card on the Right):**



Pesky Details

ABANDONED VILLAGE: When a Settled Village has no Clan Warrior tokens or a Clan Ship of the owning Clan attached to it, it is considered abandoned. In this case it is considered lost and all builds are immediately removed. **Note:** Clan Ships touching a Settlement their Clan owns are considered landed and attached to that Settlement.

BUILDS & ATTACHMENTS AT A PILLAGED VILLAGE: When a village is pillaged, all builds and attachments are destroyed except any “Permanent Attachments” that were gained from Resistance Cards. Permanent attachments remain in play, attached to the village.

EARLY WITHDRAWAL FROM BATTLE: An attacker may stop the battle after any Battle Round if they have 1 ship action left and use it to withdraw to sea.

NOT ENOUGH RESOURCES TO PAY A RESISTANCE CARD REQUIREMENT: If a Resistance Card requires a Player Settlement to pay Silver or Trade Goods when it has an insufficient amount, it must first pay any Resources at that location, then Clan Warriors at a value of 1 Silver each. If there are still insufficient resources to pay the requirement or if all Clan warriors are removed, the village becomes Abandoned by the Clan.

SHIPS LOST: When all the Clan Warriors on a village including warriors on an attached ship, or all warriors on a ship are defeated in Battle, the ship is considered Lost! Return the Ship card to the Clan. All its resources including used Raid Cards are taken by the victor as Pillage.

Fate Card “Viking Funeral”: The first player chooses what ship is lost. They may choose one of their ships, or one belonging to any opponent, including an Automa opponent.



TEMPORARY WARRIORS:

DEFENDERS: Temporary Warriors are generally defensive Warriors. When a Village or Settlement or a Ship is attacked, or a Fate card requires the placement of defensive warriors, Temporary Warriors (gold-colored warriors) illustrated on a Village, Build, or Ship would then be placed into play.

- **Successful Defense:** After a successful defense, any remaining Temporary Warriors are removed from play. The full number of illustrated temporary warriors will reappear if the village is attacked again (or if another resistance card requires them).
- **Villages:** if all warriors at a village location are defeated and there are no defenders, all defending builds, including ships, at that location are removed. The village is placed in a pillaged status and the location resources are gained by the attacker.
- **Ships:** Ships that are defeated at sea are removed from play (to perhaps be built again), but any resources they were carrying are gained by their opponent (if there is room).

ATTACKERS: Temporary Warriors are used to represent any required Attackers on a Resistance Card. A defender may have Temporary Warriors on their card at the same time. **Note:** *Expansions may also have rules that require the use of Temporary Warriors as attackers.*



Automa Protocols (Automa Only)

The Automa Protocol / Order of Play Card

This card is the back side of the Order of Play Card. It is a handy reference for Automa Protocols.



Automa Discards and Draws to Maximum Allowed Raid Cards:

During Player Actions, each Automa player must discard any double-digit raid cards (cards numbered 10 & 11) and draw up to and retain a maximum of three Raid Cards plus one for each additional ship they own. All raid cards they own must be kept in numeric order, lowest to highest. Their highest number cards must be discarded first.

Hire Warriors, Build & Bank:

The following are also noted on the Automa Protocol Card:

Automa Players must attempt to maintain a minimum Defensive Strength as follows:

- 6 to attempt to Settle
- 6 at the Home Village and Settlements
- 6 for Raiding Ships & 8 for Long Ships departing Settlements.

To determine a Defensive Strength at a location, Add the following:

- Clan Warrior Tokens on a village and or a ship
- Temporary Warriors (symbols at the bottom of Village cards and other Attached Cards) including Temporary Warriors on Ships attached to the location that is being attacked.

Automa Players must attempt to maintain a minimum Attack Strength as follows:

- 8 Attack strength for Long Ships Departing a Banking Village or a Settlement.
- 6 Attack strength for Raiding Ships Departing a Banking Village or a Settlement.

To determine the attack Strength at a location, add all Clan Warriors including any on a ship attached to (landed at) a settlement location.

The Automa Decks & Cards:

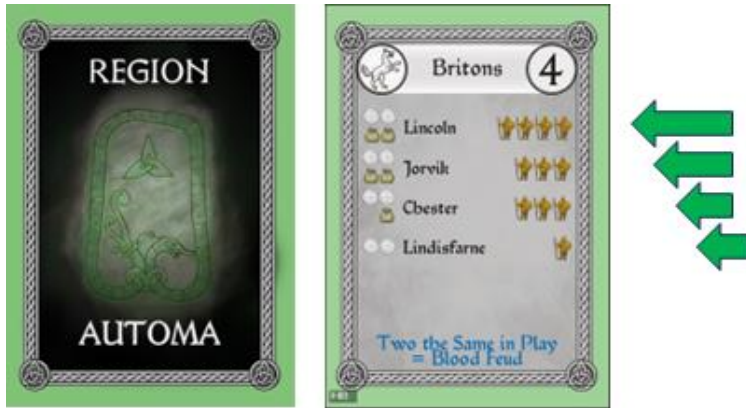
Prepare each Automa deck by shuffleing them. Set the decks in the *Automa Opponent's* area.

Re-Shuffle whenever these Cards are returned to their Deck! See Automa Ship Missions and Automa Protocols

1. **Automa Mission Deck:** There are four possible Automa missions. Note that the first mission chosen for Automa is always a "Raid & Settle" mission. After the first mission, any mission type may be drawn and used. **See Step 5: Automa Draws Ship Missions, page 8.**



2. **Automa Region Deck:** Each Automa mission requires a Region. Each card has a list of villages. During a mission, *Automa* will always interact with one village on the list, starting with the top. A "Settled" or "Pillaged" village is always skipped unless there is a Blood Feud. **Note:** The Region for this **first Automa mission may not be an Irish or the Welsh card.** If this happens, re shuffle and draw another Region card. **See Blood Feud, p.22**



3. **Automa Opponent Deck:** In a solitaire game, this deck is not used. In a Multiplayer game with one or more Vikings Expansions, create this deck by placing the two Opponent Clan cards from each Clan that the Automa opposes. When the Automa Player draws the "Raid Viking" mission, Draw a random "Opponent Card" from this deck.

(Automa Opponent Deck continued)



Core Clans



Expansion Clans

4. **Automa Blood Feud Card:** Place in the Automa area. Automa will use it for all Blood Feuds. See *Blood Feud*, pg.22

Blood Feud Card



Automa Mission Cards. See *Drawing Ship Missions*, page 8

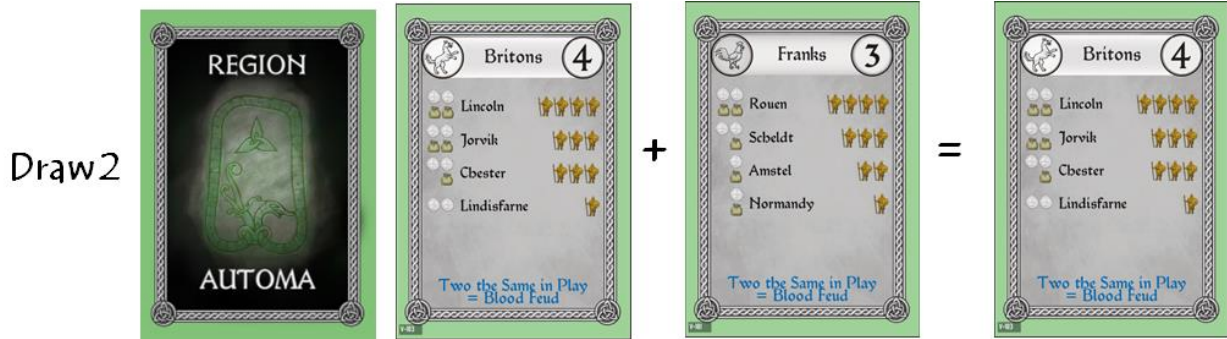
Trade & Raid Missions: A ship must land, make a Trade, move to sea and then and follow with a Raid at the same or another location if possible. See **Trades**, page 9.

If an Automa Ship draws a Trade & Raid Mission but does not have silver or trade goods it will first seek a Bribe to gain trade goods and or silver. Select a location as it would for a Raid. There is no battle, instead, if the attacker has more warriors than the defender, the attacker receives a bribe. The attacker will then withdraw to sea using a ship move, move and or land at another village and seek to trade. See **Chain Raiding** page 10.

Raid & Pillage Missions: Automa must always Raid Villages from top to bottom on its drawn "Region Card". For an Automa Raid they must land their ship and battle with the defenders. If successful, they may then Pillage, i.e., take all the existing resources (currently placed on the card and those illustrated by the card status). Finally, they must then withdraw to sea. More than one village may be raided in a ship turn if the ship has enough actions and sufficient warriors. **Note:** An Automa ship only completes a Raid & Pillage Mission in a Region once it has 6 resources onboard the ship.

Raid & Settle Missions: Automa must always Raid Villages from top to bottom on its drawn "Region Card". Raid & Settle is always the Automa ship Mission when Automa has no settlements. During the Move Ship phase Automa must always Raid (Battle) Villages from top to bottom on its drawn "Region Card". After a successful Raid (all defenders are eliminated), Automa may then Pillage and Settle village. The attacking Automa Ship may not withdraw to sea as an option during this mission. It will stay, collect income and establish a viable settlement and re-supply its warriors according to the Automa Protocols. The Automa ship will remain at this location until it has enough warriors on the ship to depart for another mission. A follow-on Settle mission in this Region will be at the next village on the list on the Automa Region card.

If the Automa has no Settlements: In this instance draw one Mission card for any Automa ship without a mission. **Just like the first game turn, an Automa ship must gain a Raid and Settle Mission.** If there are several ships in play but no Automa settlements, the Raid and Settle Mission should be assigned to the Automa ship with the highest attack level.



IF the Automa has a Settlement: Draw two Region Cards. If one of the Regions drawn has a settlement belonging to this Automa Clan, choose this card. Automa Clans must always attempt to Raid & Settle in the same Region if possible. If they have no settlement in one of the regions drawn, use the first Region card drawn and return the second to the Deck. If the Region cards are the same Region, **see Blood Feud on the next page.**

Automa vs. Famine: If an Automa ship has a Mission to Raid in a Region suffering from Famine, and it has no settlements in that Region, it will discard the Mission & Region cards and Re-Draw as though it had no Mission during the Automa: “Draw Ship Missions” Phase.

Raid Viking Missions: When this mission is drawn, Automa draws 2 Opponent cards. If they are the same, **see Blood Feud on the next page.** Otherwise, the first card drawn is used and Automa will select a Player Location that has the weakest defensive strength. For Ties also use the most resources and if necessary, the closest. Yes, an opposing Automa clan can be their target. **Remember: Ships at sea are also viable targets** if they won’t be able to make it to a village before the Automa ship can reach them. **Note: To Raid a Village or an Opponent,** an Automa Ship must have one more Raiding Warrior than the Opponents Defensive Warrior total.

Priorities

- 1. Ship Defense Strength to Settle:** Automa ships must maintain a minimum “Defense Strength” of 6 warriors for any of their ships to settle a village it just pillaged. Temporary warriors may be counted to achieve these totals. If an Automa ship does not have the required defense number it may not settle but must move to the closest owned settlement, and during the next build phase purchase the required number of warriors before taking any other actions. A ship that is unable to settle the location it is at and also does not have sufficient movement to move to sea, is immediately removed from play along with any warriors on it. (Removal in this manner is very unlikely for Automa).
- 2. Village Defense:** Automa settlements must maintain a minimum “Defensive Strength” of 6 warriors, some of which may be temporary. If an Automa settlement is not at a defense of 6, Automa must achieve this defensive strength either with a build or by purchasing warriors before it may take any other action at this location.

3. **Village Resources:** After gaining the appropriate defensive strength, all *Automa* Settlements, except their Home Settlement, must always strive to maintain 4 resource points, e.g., 2 Trade Goods or their equivalent until there is a “Peace” Card attached to the Village. **Note:** Home Settlements may be pillaged by an enemy but never occupied by an enemy. Home Villages never draw Resistance cards even if the village was pillaged on a previous game turn.
4. **Ships & Attack Values:** *Automa* must maintain a minimum Attack Strength as follows:
 - 6 Attack strength for Raiding Ships departing their Home Village or settlement.
 - 8 Attack strength for Long Ships departing their Home Village or settlement.

Blood Feud

There are three instances which may cause a Blood Feud:

- *Automa* player is Attacked by a Clan (Will assign Blood Feud for next *Automa* Ship Mission.)
- *Automa* player draws **two Opponent Cards that are the same** for the “Raid Opponent”
- *Automa* player draws **two Location Cards that are the same** for a “Raid and Settle” Region

In these three cases the *Automa* Clan now has a Blood Feud with that Viking Clan or Region Drawn. The *Automa* Clan must attack this Blood Feud Opponent or Region at **its strongest location that this *Automa* Ship and Warriors are allowed to attack**. **Remember:** *Automa* is allowed to attack if it has an attack strength greater than the defender (this includes the defender’s Temporary Warriors). Each *Automa* Ship may have one Blood Feud. Clan Blood Feud ends when the opposing Clan Ship is Sunk or an opposing Village is Pillaged by the feuding *Automa* Clan.



Builds: *Automa* will always follow the Build priorities listed below:

- Home Village Build Priority: **All *Automa* Long Ships must be built**, then Raiding Ships may be built.
- Settlement Build Priority:
 1. Long Fort then Upgrade to a Round Fort
 2. Long Fort then Upgrade to a Market
 3. Long Fort then Upgrade a Mead Hall

Raid Cards: All *Automa* Raid Cards must be played in priority order, lowest number to the highest. The *Automa* Player must place 3 Raid Cards (if available) on their Battle Board when they Battle.

Settling: When on a Raid and Settle Mission, *Automa* will Settle a Pillaged Village when it has 5 or more *Automa* Warriors remaining on their ship. If there are not 5 warriors remaining on their ship after a battle, they may not settle, but must withdraw to sea.

Winning the Game

Ending Game Play: Play lasts until a single Clan has 15 Silver on the Silver Tracker and these three buildings in play, a Market, a Ring Fort and a Mead Hall. Each must be located at a separate village owned by the same Clan. When these goals are met by a Clan, all remaining Clans are allowed to complete the Player Turn, then all clans score their victory points on the Silver Tracker.

Game End Scoring: Clans Score on the Silver Tracker as follows:

5 Silver Each: Healthy Large Village, Ring Fort, Market, Mead Hall and Long Ship

4 Silver Each: Recovering Large Village, Healthy Small Village and Raiding Ship

3 Silver Each: Recovering Small Village, Long Fort (not yet Upgraded)

2 Silver Each: Pillaged Village, Trade Goods

1 Silver Each: Silver

1 Silver Each: Every 3 Clan Warriors (Temporary Warriors are not counted).

Each time a Clan scores 15 on the Silver Tracker, they leave a Clan Warrior on 15 and then they place a new Clan Warrior at the Start and again move it up the track as they score their remaining points.

High Score Wins: High score is a new Legendary Viking King! Will you become the Legend?

Expansions

For a more challenging game add an Expansion Set. Each expansion Includes a completely new Clan, their cards and tokens, plus additional Raid cards, Resistance cards, and an Advanced Play Option with unique tokens.

- **The Jarl Expansion** which includes the Blue Oslo Clan
- **The Franks Expansion** which includes the Green Kopenhagen Clan
- **The Anglo-Welsh Wars Expansion** which includes the Purple Fyrkat Clan
- **The Stone Circle Expansion** which includes the White Lodose Clan



Vikings, Become the Legend

Published by Dan Verssen Games

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