

Raiders of the North Sea

A game for 2-4 players by Shem Phillips. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Offerings:

- Shuffle all 16 offering tiles and stack them facedown by the bottom-right of the board.
- Deal 3 offering tiles face-up into the spaces at the bottom-right of the board.

Valkyries and plunder (gold, iron, and livestock):

- Mix all valkyries and plunder in the bag.
- Fill each raiding space with the number of valkyries and/or plunder shown in its green icon, drawn from the bag.
- (Valkyries denote crew lost in battle when a space is raided.)
- Empty the remaining valkyries and plunder from the bag to form a main supply by the board.

Workers:

- Fill each white or grey worker spot at the top-right of each raiding space with a corresponding worker.
- Put 3 black workers on the work spots (circles) of the Gate House, Town Hall, and Treasury.
- Give each player 1 black worker.
- Remove remaining black workers from the game.

Miscellaneous:

- Put the silver, provisions, and dice beside the board.
- Give each player 2 silver.
- Give each player 1 ship card in their color (with the 50 VP side down).
- Put the 3 score markers of each player on the 0 spaces of the armoury, valkyrie, and victory point tracks.
- Remove any remaining ship cards and score markers from the game.

Townfolk:

- (Townfolk become crew when hired.)
- Shuffle all 71 townfolk cards and stack facedown. Deal 5 to each player.
- Each player keeps 3 of their 5 townfolk cards and returns the other 2 facedown to the bottom of the deck.

Roll dice to select start player.

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General

Resources are limited to the supply. A player who would collect a resource that is unavailable receives nothing.

If the townsfolk deck runs out, shuffle the discards to form a new deck.

Players may have no more than 8 silver, 8 provisions, and 8 in-hand cards at the end of their turn. Discard excess.

Players may have no more than 5 hired crew (townsfolk cards played in front of them) at any time.

- A player may discard any crew before hiring another crew member.

Players may have any amount of plunder.

Play

On each turn, either Work or Raid.

Play turns clockwise until:

- 5 fortresses are raided (at most 1 set of plunder remains in fortresses),
- the offering deck is empty (even if offerings remain on the board), or
- no valkyries remain on the board.

After a player finishes a turn reaching one of the above, each player, including that player, takes 1 final turn.

Work

Do both, in order:

- Put your worker at any building that is available (has no worker at it). Activate the building, per below.
- Take a worker from any other building that has a worker. Activate the building, per below.

Gate House: Draw 2 townsfolk cards.

Town Hall: Discard 1 card from your hand for the action at its bottom right.

Treasury: Discard 1 card from your hand to gain 2 silver or 2 cards to gain 1 gold.

Barracks: Hire a crew member: Pay the silver shown on a card in your hand and play it face-up in front of you.

Armoury: Pay 1 iron to gain 2 armour or 2 silver to gain 1 armour.

Mill: Gain 1 provision for placing or removing a black worker, 2 for a grey, or 2 provisions or 1 gold for a white.

Silversmith: Gain 3 silver for placing or removing a black worker or 2 silver for a grey or white worker.

Long house: Either pay 1 livestock to gain 2 provisions or (not both) offer goods to the chieftain:

- Pay the plunder and/or silver shown on an offering.
- Put the offering facedown in front of you. (Offerings are scored at game end.)
- Deal a new offering to the emptied space.

Raid

Choose a settlement (harbour, outpost, monastery, or fortress) that has plunder left to raid.

You must satisfy the requirements shown below the settlement:

- Your worker must match a worker color shown.
- You must have at least as many crew as shown.
- You must pay the provisions and gold shown.

Put your worker on an empty worker spot below the settlement.

At a harbour, gain 1 point. At other settlements:

- Roll the dice shown. Sum your military strength from the dice, your armour, crew strength (in red at top left), and, for some crew, crew abilities (bottom left).
- If your strength equals or exceeds a threshold shown in red, gain the points shown in yellow.
- If your strength does not exceed the lowest threshold, you gain no points (but your raid continues).

Gain points from your crew that offer additional victory points for raiding this type of settlement.

Take the valkyries, plunder, and worker from any raiding space of the settlement.

If you take more valkyries than you have crew, discard the excess valkyries.

For each valkyrie taken (and not discarded above), one of your crew is lost in battle:

- Discard a crew card of your choice.
 - Move your score marker 1 space up the valkyrie track (but not beyond its end).
 - Return the valkyries to the main supply.
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Game End

Give each player points for:

- position on valkyrie track, as shown beside it;
- position on armoury track, as shown beside it;
- offering tiles; and
- hired crew that indicate victory points.

Give each player 1 point for each gold, 1 for each iron, and 1 for each 2 livestock.

The player with the most points win. In case of ties, favor highest on valkyrie track, then highest on armoury track.