Uwe Rosenberg

A Feast for ODIN

Appendix

"Nine arts are familiar to me:
in board games I am practiced well
the runes I interpret rarely wrong
I know how to read and to work with iron and wood,
slide with skis over the country,
bend the bow, row to one's heart's content,
practice my mind in both arts: to rhyme odes and to play the harp."

Rögnvaldr Kali, Jarl from the Orkneys (12th century)

This appendix is for reference only. You do not have to read it before your first game.

Part 1 lists all of the occupation cards in numerical order. The depictions on the occupations cards are intentionally succinct. If you cannot figure out what an occupation does, read the elaborate description in this part. Part 2 explains the placement rules as illustrated on the boards and tiles. Part 3 provides an overview of how to use certain resources. Part 4 is about the goods in the game, and part 5 is about the boards and building tiles.

1. Occupation Card Index

Each occupation card shows a number at the bottom right, which facilitates finding the card in the card list. The basic rules for cards are explained on pages 21-22 of the rule book. Starting occupations have lower-case letters (a, b, c), occupations you draw during the game have upper-case letters (A, B, C). In general: whenever the text on an occupation card contradicts a rule, the card takes precedence.

Nb.	Deck	Name	Points	Description	Type
1	A	**Peddler**	**0**	Each time you use a "Livestock Market" action space, you receive a discount of 1 silver on the total cost of the goods. *(For instance, cattle plus milk cost you 2 instead of 3 silver.)* You do not receive the discount on goods that are already free of cost.	**EACH TIME CARD**
2	C	**Patron**	**1**	On each action space whose actions cost at least 2 silver, you receive a discount of 1 silver, including Emigration from round 2, buying salt meat or cattle plus milk/sheep, as well as the "Buy 2 Special Tiles" action, if applicable. (*When you buy a pair of goods, only its total cost is reduced by 1 silver. For instance, Helmet plus Belt only cost you 2 silver instead of 3. This card does not reduce the cost of ships.)*	**EACH TIME CARD**
3	A	**Furrier**	**1**	Each time you use an action space providing exactly 1 silver *(among other things)*, you also receive 1 snare weapon card. This applies to eight action spaces on the game board *(4x Weekly Market, 2x Crafting, 2x Occupation)*, but does not apply to action spaces for which you receive a bonus silver via one of your occupations. Look through the discard pile (or the draw pile, if need be) and take the weapon card from there.	**EACH TIME CARD**
4	c	**Hunter**	**0**	You receive a permanent -1 on each of your dice rolls, including dice rolls for raiding and pillaging (for which you would like to roll high). For instance, a rolled "1" becomes "0". *(This card can be combined with other cards modifying dice rolls.)*	**EACH TIME CARD**
5	A	**Chief**	**7**	The Chief is worth 7 points. For that, when you play this card, you must immediately *(and only once via this card)* complete a Feast phase on your own. *(You will also participate in the regular Feast phase this round.)*	**IMMEDIATE CARD**
6	B	**Stone Carver**	**1**	With each stone you take from a mountain strip *(into your supply)*, you also receive 1 silver.	**EACH TIME CARD**
7	A	**Miller**	**3**	Immediately after the Feast phase *(phase 9)* of each round, if you have 1 or 2 grain in your supply, you receive 1 and 2 silver, respectively. *(Grain in your houses does not count.)*	**EACH TIME CARD**
8	a	**Craft Leader**	**1**	Immediately before the Income phase *(phase 7)* of each round, if you have at least 5 Vikings on Crafting action spaces, you receive 1 oil. *(How many Vikings you currently have on those spaces is independent of the number of Vikings you originally used.)*	**EACH TIME CARD**
9	A	**Ore Boatman**	**0**	Immediately before the Income phase *(phase 7)* of each round, you receive 1 ore for each longship you have, but only if you place it immediately in the placement area of your home board or exploration boards. *(The amount of ore in the longships does not matter. If you receive more than one ore, you can place them on the same or different boards.)*	**EACH TIME CARD**
10	A	**Milker**	**1**	When you play this card, if you have at least 1 sheep or cattle, you immediately *(and only once via this card)* receive 1 milk and 1 silver. If you have both, you receive 2 milk and 2 silver instead.	**IMMEDIATE CARD**
11	c	**Trident Hunter**	**1**	When you play this card, you immediately *(and only once via this card)* receive 1 spear. Look through the discard pile (or draw pile, if need be) and take the spear from there. Each time you take a "Whaling" action *(on an action space or via an occupation)*, for each spear you spend, you receive -2 instead of -1 on each of your dice rolls. *(This card can be combined with other cards modifying a dice rolls.)*	**IMMEDIATE CARD**
12	A	**Helmsman**	**0**	When you play this card, you immediately *(and only once via this card)* receive 1 chest. Immediately after each time you take an action in which you use a longship, you can draw 1 weapon card from the face-down draw pile and place the weapon card face up in front of you. *(It does not matter whether you use the longship for raiding, pillaging, plundering, exploring, or emigrating. The amount of ore on the longship does not matter either. Even if you use more than one longship during that action, e.g., because another card allows you to do that, you still only receive 1 weapon card.)*	**IMMEDIATE CARD**

13 B	**Archer**	**1**	When you play this card, you immediately *(and only once via this card)* receive 1 “bow and arrow” weapon card. Look through the discard pile (or the draw pile, if need be) and take the weapon card from there. Each time you take a “Hunting Game” action, you receive -1 on each of your dice rolls. For instance, a rolled “1” becomes “0”. *(This card can be combined with other cards modifying dice rolls.)*	**IMMEDIATE CARD**
14 C	**Ship Owner**	**2**	When you play this card, if you have at least 1 whaling boat, 1 knarr, and 1 longship, you immediately *(and only once via this card)* receive 1 whale meat. If you have at least 2 whaling boats, 2 knarrs, and 2 longships, you receive 1 additional whale meat. *(The amount of ore on the whaling boats and longships does not matter.)*	**IMMEDIATE CARD**
15 C	**Cottager**	**1**	When you play this card, you immediately *(and only once via this card)* receive 2 mead per *(stone and long)* house you have *(sheds do not count)*. Each time you build a stone or long house after this, you also receive 1 hide.	**EACH TIME CARD**
16 C	**Captain**	**2**	When you play this card, if your whaling boats and longships have at least 4/5/6/7 ore combined, you immediately (and only once via this card) receive 2/3/4/5 silver. The preprinted ore on your whaling boats does not count.	**IMMEDIATE CARD**
17 A	**Orient Shipper**	**0**	When you play this card, you can immediately *(and only once via this card)* take a “⇧⇧⇧ 1 Good” action, i.e., you can exchange an orange (or red or green) goods tile for a blue one of the same dimensions. *(For instance, you could exchange 1 fruits for 1 treasure chest in three steps, or 1 cattle for 1 silver hoard in just 2 steps.)*	**IMMEDIATE CARD**
18 C	**Fighter**	**0**	When you play this card, if you have at least 1 longship holding at least 2 ore, you immediately *(and only once via this card)* receive 1 blue good. Which one you receive depends on the number of longships you have holding 2 and 3 ore: you receive 1 silk/jewelry/silver hoard for 1/2/3 or more such longships. *(You cannot take silk instead of jewelry, and you cannot take silk or jewelry instead of silver hoard. Also, you cannot discard or simply ignore a longship to receive another reward.)*	**IMMEDIATE CARD**
19 C	**Host**	**0**	When you play this card, you immediately *(and only once via this card)* receive a blue goods tile. Which one you receive depends on how many special tiles you have in your supply and on your boards. If you have exactly 3 special tiles, you receive 1 silk. If you have exactly 4 special tiles, you receive 1 spices. If you have at least 5 special tiles, you receive 1 jewelry. *(You cannot take silk instead of spices, and you cannot take silk or spices instead of jewelry. Also, you cannot discard a special tile to receive another reward.)*	**IMMEDIATE CARD**
20 A	**Builder**	**0**	When you play this card, you can immediately *(and only once via this card)* play a Bonus phase for your houses only. You will also participate in the regular Bonus phase this round.	**IMMEDIATE CARD**
21 b	**Collector**	**1**	When you play this card, you can immediately *(and only once via this card)* play a Bonus phase for your home board only. You will also participate in the regular Bonus phase this round.	**IMMEDIATE CARD**
22 A	**Miner**	**1**	When you play this card, you immediately *(and only once via this card)* receive 1 stone, 1 ore, and 1 silver for each longship you have. *(The amount of ore on the longships does not matter.)*	**IMMEDIATE CARD**
23 A	**Custodian**	**1**	When you play this card, you immediately *(and only once via this card)* receive 2 silver per (stone and long) house you have *(sheds do not count)*.	**IMMEDIATE CARD**
24 A	**Whaling Equipper**	**2**	When you play this card, you immediately *(and only once via this card)* receive 1 oil for each knarr you have and 1 wood for each whaling boat you have *(from the general supply)*. *(The amount of ore on the whaling boats does not matter.)*	**IMMEDIATE CARD**
25 B	**Meat Trader**	**1**	When you play this card, you immediately *(and only once via this card)* receive 1 salt meat for each knarr you have.	**IMMEDIATE CARDS**
26 c	**Meat Inspector**	**0**	When you play this card, you immediately *(and only once via this card)* receive 1 silver for each type of red good you have in your supply and stable. Pregnant and non-pregnant animals are considered the same type. *(Red goods in your houses do not count.)*	**IMMEDIATE CARD**
27 A	**Fisherman**	**1**	When you play this card, you immediately *(and only once via this card)* receive 1 stockfish for each whaling boat you have (so at most 3 stockfish). *(The amount of ore on the whaling boats does not matter.)*	**IMMEDIATE CARD**
28 B	**Locksmith**	**1**	With each new chest or treasure chest that you receive in your supply, you can also buy 1 oil for 1 silver.	**EACH TIME CARD**
29 B	**Meat Preserver**	**3**	When you play this card, you immediately *(and only once via this card)* receive 1 salt meat for each pair of game meat and whale meat in your supply. *(Goods on your boards do not count.)*	**IMMEDIATE CARD**
30 B	**Silk Merchant**	**3**	When you play this card, you immediately *(and only once via this card)* receive an amount of silver: if you have 1/2/3 silk in your supply, you receive 1/3/6 silver, respectively. *(Silk on your boards does not count.)*	**IMMEDIATE CARD**

31 C	**Storeman**	**2**	When you play this card, you immediately *(and only once via this card)* receive a fourth good tile of a type of which you have exactly three in your supply. *(This does not include your stables, so you cannot receive sheep or cattle from this. Your green craft products and blue luxury goods do count; goods on your boards do not.)*	**IMMEDIATE CARD**
32 A	**Weapons Supplier**	**2**	When you play this card, you immediately *(and only once via this card)* receive a number of weapon cards from the draw pile. The number depends on the number of longships you have: if you have 0/1/2/3/4 longships, you receive 0/2/5/10/10 weapon cards, respectively. Draw the cards from the face-down draw pile and place them face up in front of you. *(The amount of ore on the longships does not matter.)*	**IMMEDIATE CARD**
33 A	**Sheep Shearer**	**2**	When you play this card, if you have at least 3/4/6 sheep, you immediately *(and only once via this card) receive 1/2/3 wool, respectively. (It does not matter whether or not the sheep are pregnant.)*	**IMMEDIATE CARD**
34 a	**Shepherd**	**0**	When you play this card, if you have at least 2 sheep, you immediately *(and only once via this card)* receive 1 milk and 1 wool. If you have at least 4 sheep, you receive 1 additional wool. *(It does not matter whether or not the sheep are pregnant.)*	**IMMEDIATE CARD**
35 A	**Cattle Breeder**	**0**	When you play this card, you can immediately *(and only once via this card)* play an Animal Breeding phase for you only. This is considered a separate Animal Breeding phase *(with regard to other occupations)*.	**IMMEDIATE CARD**
36 A	**Ship's Cook**	**2**	Immediately before each time you take an "Overseas Trading" action *(on an action space or via an occupation)*, you can take a "⇧1 Good" action for 1 salt meat, game meat, or whale meat only. *(Sheep and cattle are excluded from this. By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)*	**EACH TIME CARD**
37 A	**Foreign Trader**	**1**	Immediately before each time you take an "Overseas Trading" action *(on an action space or via an occupation)*, you can take a "⇧ 1 Good" action. *(By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)*	**EACH TIME CARD**
38 A	**Peacemaker**	**2**	In the New Weapon phase *(phase 4)* of each round, instead of drawing a weapon card, you can take either 1 wood, 1 stone, or 1 ore from the general supply.	**EACH TIME CARD**
39 C	**Modifier**	**2**	At any time and any number of times, you can return ore from your whaling boats and longships to your supply. *(Of course, you cannot remove the preprinted ore on your boats.)*	**ANYTIME CARD**
40 B	**Master Joiner**	**3**	At any time and any number of times, you can place wood on empty spaces of your stone and long houses as you would silver.	**ANYTIME CARD**
41 a	**Slowpoke**	**1**	Immediately after the Bonus phase *(phase 10)* of each round, you can exchange either *(exactly)* 1 silver or mead for 1 oil.	**EACH TIME CARD**
42 b	**Steward**	**2**	Immediately before the Income phase *(phase 7)* of each round, you can place exactly 1 wood or 1 stone in one of your sheds to receive 1 silver. *(You only receive the silver if you do place a building resource.)*	**EACH TIME CARD**
43 A	**Fruit Picker**	**0**	When you play this card, you immediately *(and only once via this card)* receive 1 fruit.	**IMMEDIATE CARD**
44 B	**Master Tailor**	**1**	At any time and any number of times, you can pay 1 hide, 1 wool, and 1 linen from your supply to receive 1 clothing and 3 silver.	**ANYTIME CARD**
45 C	**Pirate**	**-1**	At any time and any number of times, you can pay 1 wood and 6 silver to receive 1 treasure chest.	**ANYTIME CARD**
46 B	**Ship Architect**	**1**	At any time and any number of times, you can exchange 3 wood and 1 wool in your supply for 1 longship. You can use linen in place of wool. *(Of course, you must have room in your Landing stages to receive the longship. Vikings preferred to make canvases from wool. This exchange is not considered a "Ship Building" action and does not trigger cards that require the latter.)*	**ANYTIME CARD**
47 a	**Tanner**	**2**	At any time and any number of times, you can exchange salt meat in your supply for hide at a 1:1 ratio.	**ANYTIME CARD**
48 A	**Farmer**	**3**	At any time and any number of times, you can discard 1 cattle from your cattle stable to receive 1 jewelry. *(It does not matter whether or not the cattle is pregnant.)*	**ANYTIME CARD**
49 C	**Plower**	**3**	At any time and any number of times, you can pay 1 (pregnant or non-pregnant) cattle from your cattle stable to receive 1 of each of the following goods: peas, flax, beans, grain, cabbage. For the purposes of occupations, this counts as an additional Harvest phase (phase 2) for you.	**ANYTIME CARD**
50 A	**Rune Engraver**	**2**	At any time and any number of times, you can pay 1 rune stone from your supply to receive 1 hide.	**ANYTIME CARD**
51 B	**Master Mason**	**1**	At any time and any number of times, you can pay 1 rune stone from your supply to receive 1 silver and either 1 milk or 1 cabbage.	**ANYTIME CARD**
52 a	**Tutor**	**0**	At any time and any number of times, you can pay 1 silver to play an occupation from your hand.	**ANYTIME CARD**

53 b	**Farm Shop Owner**	**1**	At any time and any number of times, you can pay 1 silver to turn an orange good in your supply to its red side. This is considered a "⇧ 1 Good" action.	**ANYTIME CARD**
54 A	**Tradesman**	**3**	At any time and any number of times, you can exchange silverware in your supply for either silk or chest at a 1:1 ratio.	**ANYTIME CARD**
55 C	**Treasurer**	**2**	At any time and any number of times, you can pay 3 silver to exchange 1 chest in your supply for 1 treasure chest.	**ANYTIME CARD**
56 A	**Arms Dealer**	**1**	At any time and any number of times, you can discard any 2 weapon cards to receive 1 ore from the general supply.	**ANYTIME CARD**
57 b	**Bean Farmer**	**1**	At any time and any number of times, you can pay 2 beans in your supply to receive 1 peas, 1 mead, and 1 stockfish.	**ANYTIME CARD**
58 A	**Linseed Oil Presser**	**3**	At any time and any number of times, you can exchange 2 flax in your supply for 3 oil.	**ANYTIME CARD**
59 A	**Linen Weaver**	**0**	At any time and any number of times, you can pay 2 flax from your supply and 1 silver to receive 2 linen.	**ANYTIME CARD**
60 C	**Inspector**	**2**	When you play this card, you can immediately *(and only once via this card)* move a Viking from an action space of your choice to your Thing Square and use it again later that round. Additionally, if you pay an amount of silver equal to the current round, you can move two Vikings instead of one from a single action space. *(e.g., in round 5, this would cost you 5 silver.)* *(If by this an action space becomes unoccupied, it can be used again that round.)*	**IMMEDIATE CARD**
61 C	**Wharf Owner**	**3**	When you play this card, you can immediately *(and only once via this card)* sell 1 longship for 8 silver. You lose the ore on the longship, if any.	**IMMEDIATE CARD**
62 b	**Fine Blacksmith**	**3**	When you play this card, you can immediately *(and only once via this card)* pay 1 ore and 1 silver to receive either the "Crucifix" or "Cloakpin" special tile. *(This card has no effect if both tiles are already taken, but is still worth 3 points.)*	**IMMEDIATE CARD**
63 C	**Hornturner**	**2**	When you play this card, you can immediately *(and only once via this card)* discard 1 sheep from your sheep stable to receive 1 salt meat, 1 hide, and 1 wool. *(It does not matter whether or not the sheep is pregnant.)* and/or, if the Drinking Horn is still available for purchase, you can buy it for 3 silver.	**IMMEDIATE CARD**
64 A	**Ship Builder**	**1**	When you play this card, you can immediately *(and only once via this card)* pay 2 silver to exchange 1 whaling boat for 1 longship. You lose the ore on the whaling boat, if any. *(This is not considered a "Ship Building" action.)*	**IMMEDIATE CARD**
65 A	**Dragon-slayer**	**0**	When you play this card, you can immediately *(and only once via this card)* exchange 2 snares and 2 spears for 1 treasure chest.	**IMMEDIATE CARD**
66 A	**Field Farmer**	**0**	When you play this card, you can immediately *(and only once via this card)* pay 1 silver to exchange a single farm product goods tile (orange tile) for a more valuable one: up to two times, you can exchange the good for another that is located diagonally above to the right of it in the goods boxes. *(For instance, you could exchange beans for "skin and bones" via salt meat, or cabbage for robe via sheep.)*	**IMMEDIATE CARD**
67 C	**Private Chef**	**1**	When you play this card, you can immediately *(and only once via this card)* buy 2 silverware, 1 game meat, and 1 mead for a total of 4 silver.	**IMMEDIATE CARD**
68 A	**Supplier of Weapons**	**2**	When you play this card, you can immediately *(and only once via this card)* draw 4 weapon cards from the face-down draw pile and place them face up in front of you.	**IMMEDIATE CARD**
69 c	**Equipment Supplier**	**1**	When you play this card, you can immediately *(and only once via this card)* take weapon cards until you have 2 of each type. *(For instance, if you had 2 "bow and arrow" weapon cards and 1 snare, you would receive 1 snare, 2 spears, and 2 long swords.)* Look through the discard pile *(or the draw pile, if need be)* and take the weapon cards from there.	**IMMEDIATE CARD**
70 B	**Courier**	**0**	When you play this card, if the "Cloakpin" special tile is on any player's board *(including yours)*, you can immediately *(and only once via this card)* move it to your supply. Fill the spot you took the Cloakpin from with 1 silverware and 1 rune stone from the general supply.	**IMMEDIATE CARD**
71 C	**Innkeeper**	**-1**	When you play this card, if the "Drinking Horn" special tile is on any player's board *(including yours)*, you can immediately *(and only once via this card)* move it to your supply. Fill the spot you took the Drinking Horn from with 1 chest and 1 rune stone from the general supply.	**IMMEDIATE CARD**
72 B	**Earl**	**2**	When you play this card, you can immediately *(and only once via this card)* buy a stone house for an amount of silver equal to the current round. *(This is not considered a "House Building" action. In round 5, for instance, the stone house would cost 5 silver.)*	**IMMEDIATE CARD**

73 C	**Metalsmith**	**2**	When you play this card, you can immediately *(and only once via this card)* either receive 1 silverware at no cost, or buy the "Crucifix" special tile for 2 silver, or buy the "Chalice" special tile for 5 silver. *(These are the printed costs.)*	**IMMEDIATE CARD**
74 A	**Cowherd**	**1**	When you play this card, you can immediately *(and only once via this card)* pay exactly 2 silver and 1 grain from your supply to receive 1 non-pregnant cattle in your cattle stable.	**IMMEDIATE CARD**
75 C	**Bone Collector**	**0**	When you play this card, you can immediately (and only once via this card) buy 1 "skin and bones" goods tile for 1 silver.	**IMMEDIATE CARD**
76 A	**Homecomer**	**1**	When you play this card, you can immediately *(and only once via this card)* move 1 Viking from each action space in the fourth column to your Thing Square. You can use these Vikings again later that round. *(It does not matter whether or not there are still four Vikings on those action spaces.)*	**IMMEDIATE CARD**
77 A	**Follower**	**0**	After you play this card, you can immediately *(and only once via this card)* use an occupied action space in the second column, regardless of who occupies the space. It must be occupied, though. *(You cannot instead use an occupied action space in the first, third, or fourth column, or an unoccupied one.)* If you choose "Laying a Snare" or "Pillaging" and fail, you do not receive a Viking back.	**IMMEDIATE CARD**
78 B	**Traveling Merchant**	**0**	When you play this card, if you have 1/2/3/4 knarrs, you can immediately *(and only once via this card)* turn 2/4/6/7 goods tiles to the other side, respectively. Orange and green tiles are best suited for this. *(This is not considered a "⇧x Goods" action.)*	**IMMEDIATE CARD**
79 A	**Breeder**	**1**	When you play this card, you can immediately *(and only once via this card)* turn 1 non-pregnant cattle in your cattle stable to the "pregnant cattle" side. *(This is not considered an Animal Breeding phase.)*	**IMMEDIATE CARD**
80 B	**Shepherd Boy**	**0**	When you play this card, you can immediately *(and only once via this card)* pay 2 silver to receive 1 non-pregnant sheep in your sheep stable.	**IMMEDIATE CARD**
81 C	**Quarter-master**	**2**	When you play this card, you can immediately *(and only once via this card)* buy a longship. If you do, you receive a discount of 1 silver for each long sword you have, counting each "bow and arrow" and "spear" weapon card as half of a long sword. Round the final cost down, if need be.	**IMMEDIATE CARD**
82 B	**Longship Builder**	**1**	When you play this card, you can immediately *(and only once via this card)* buy a longship. The cost depends on the number of knarrs you have: if you have 1/2/3 knarrs, the longship only costs you 6/3/1 silver instead of 8, respectively. *(In other words, you receive a discount of 2/5/7 silver.)*	**IMMEDIATE CARD**
83 A	**Wholesaler**	**1**	When you play this card, you can immediately *(and only once via this card)* take a "⇧ 4 Goods" action. Unlike the action space with the same illustration, the 4 goods must all be of the same type *(i.e., they must be of the same shape and color)*. You can upgrade fewer than 4 goods. Pregnant and non-pregnant animals of one type are considered to be of the same type.	**IMMEDIATE CARD**
84 B	**Harbor Guard**	**0**	When you play this card, you can emigrate immediately *(and only once via this card)*. This emigration costs the same as it would on the action space, but you receive a discount of 1 silver for each large ship you had before the emigration. *(The minimum cost is 0. Large ships are knarrs and longships. The amount of ore on the longships does not matter.)*	**IMMEDIATE CARD**
85 C	**Hornblower**	**0**	When you play this card, you can immediately *(and only once via this card)* pay 1 silver to take a "Hunting Game" action, and/or pay 2 silver to take a "Laying a Snare" action. Failing one *(or both)* of these actions does not cause Vikings to return.	**IMMEDIATE CARD**
86 A	**Hide Buyer**	**3**	When you play this card, you can immediately *(and only once via this card)* pay 2/4/6 silver to receive 1/2/3 hides.	**IMMEDIATE CARD**
87 A	**Preacher**	**0**	When you play this card, you can immediately move the "Crucifix" special tile from the oval supply board to your supply. Alternatively, you can take a "Take 4 Building Resources from a Mountain Strip" action. *(If you do the latter, you must take 4 items from a single mountain strip. As usual, the "2 silver" are considered a single item.)*	**IMMEDIATE CARD**
88 C	**Clerk**	**2**	Immediately before each time you take an "Overseas Trading" action *(on an action space or via an occupation)*, for each knarr you have, you can take a "⇖ 1 Good" action for 1 silver per action. So you can exchange a good for another one that is located to the top left of it in the goods boxes *(e.g., 1 cattle for 1 robe)*. *(By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)*	**EACH TIME CARD**
89 a	**Catapulter**	**1**	Each time you take a "Raiding" or "Pillaging" action *(on an action space or via an occupation)*, for each stone you spend, you receive +2 instead of +1 on each of your dice rolls. *(This card can be combined with other cards modifying dice rolls.)*	**EACH TIME CARD**
90 C	**Sword Fighter**	**2**	Immediately before each time you take a "Raiding" action *(on an action space or via an occupation)*, you can return exactly 1 ore from the raiding longship to the general supply to receive +2 on each of your dice rolls during that raid. *(This does not apply to pillaging. This card can be combined with other cards modifying dice rolls.)*	**EACH TIME CARD**

91 c	**Latecomer**	**0**	At the end of the Actions phase *(phase 5)* of each round, you can pay 1 silver to use an unoccupied action space in the first column without placing any more Vikings. The action space you choose must be above or below another action space in the first column with one of your Vikings on it. *(It does not matter nor does it count whether the action space you choose is adjacent to one in the second column with two of your Vikings on it. In the solo game, only Vikings in the active color count.)*	**EACH TIME CARD**
92 C	**Sympathetic Soul**	**1**	In the Harvest phase (phase 2) of each round with no harvest, if you then have 3/4/5 special tiles, you receive 1/2/3 silver, respectively. *(The size of your special tiles does not matter, just like the fact whether they are in your supply or on your boards. Special tiles that you had to return do not count.)*	**EACH TIME CARD**
93 C	**Helper in Time of Need**	**3**	In the Harvest phase *(phase 2)* of each round with no harvest, if you have exactly 1 boat, you receive 1 beans. If you have exactly 2 boats, you receive 1 grain. If you have 3 boats, you receive 1 cabbage. *(The amount of ore on the whaling boats does not matter. You cannot take beans in place of grain, and you cannot take beans or grain in place of cabbage. Also, you cannot discard or simply ignore a whaling boat to receive another reward. Although you do receive a harvest good from this card, the round is still considered to have "no harvest", so this card does no trigger other cards that require a harvest.)*	**EACH TIME CARD**
94 A	**Spice Merchant**	**2**	Once per Harvest phase *(phase 2)* of each round with no harvest, you can exchange exactly 2 oil in your supply for 1 spices.	**EACH TIME CARD**
95 A	**Wanderer**	**1**	In the Harvest phase *(phase 2)* of each round with no harvest, you can take a "Take 2 Building Resources from a Mountain Strip" action. *(As usual, the "2 silver" are considered a single item.)*	**EACH TIME CARD**
96 A	**Meat Merchant**	**1**	In the Harvest phase *(phase 2)* of each round with no harvest, you can exchange either 1 game meat in your supply for 1 whale meat, or 1 whale meat in your supply for 2 game meat.	**EACH TIME CARD**
97 B	**Pea Counter**	**1**	In the Harvest phase *(phase 2)* of each round with no harvest, you can double the amount of peas in your supply — to a maximum of 8 peas. *(So you can double at most 4 peas. This does not apply to peas in your houses.)*	**EACH TIME CARD**
98 A	**Nobleman**	**2**	Immediately after each time you place 1 grain in a stone or long house, you can buy exactly 1 silk for 2 silver.	**EACH TIME CARD**
99 A	**Tutor**	**2**	Each time you would receive an occupation card into your hand, you can play an occupation card from your hand instead. *(If you would receive multiple occupations at once, decide for each occupation individually whether you want to receive it or play one instead.)*	**EACH TIME CARD**
100 b	**Undertaker**	**-1**	Each time you place 1 rune stone on an exploration board, you receive 1 silver. *(This does not apply to your home board.)*	**EACH TIME CARD**
101 B	**Judge**	**1**	Each time you place 1 rune stone in one of your *(stone or long)* houses, you receive 1 mead and 1 silver. *(This does not apply to your home board and exploration boards.)*	**EACH TIME CARD**
102 B	**Fur Merchant**	**2**	Each time you would receive a "⇧1 Good" action on an action space *(not via an occupation)*, you can exchange 1 game meat or 1 silk for 1 fur instead. *(This does not apply to "⇧ 2/3/4 Goods" actions.)*	**EACH TIME CARD**
103 C	**Forest Blacksmith**	**3**	Immediately before each time you exchange 1 ore on the action space that lets you exchange 1 wood/ore for 1 chest and 1 silver, you can take a "Take 1 Building Resource from a Mountain Strip" action. *(This does not apply if you exchange 1 wood.)* This effect also applies to the action space that lets you exchange 1 ore for a blue good with a "forge tongs" symbol. *(As usual, the "2 silver" on the mountain strips are considered a single item. Tip: enclose the ore space on your home board as soon as possible.)*	**EACH TIME CARD**
104 b	**Disheartened Warrior**	**0**	Each time you roll for raiding, if you declare your raid a failure after your *(first or)* second dice roll, you also receive either 1 stockfish or 1 oil *(on top of your consolatory 1 stone and 1 long sword)*.	**EACH TIME CARD**
105 B	**Knarr Builder**	**3**	Each time you use the "Whaling Boat Building" action space in the "Ship Building" category *(in the first column of the game board)*, instead of a whaling boat, you can build a knarr for 3 wood. *(This is considered a "Ship Building" action.)*	**EACH TIME CARD**
106 B	**Warmonger**	**-1**	You can use the "Plundering" action space with 1/2 fewer Vikings if you have 3/4 longships in your bay. *(As usual, the amount of ore on the longships does not matter.)*	**EACH TIME CARD**
107 B	**Adventurer**	**1**	Each time you use the "Exploring the Shetland or Faroe Islands" action space, instead of taking the Shetland or Faroe Islands, you can take any other face-up exploration board. Regardless of your choice, the exploration requires a ship of any type, e.g., a whaling boat.	**EACH TIME CARD**

108 c	**Ironsmith**	**2**	Each time you exchange ore on the action space that lets you exchange 1 wood/ore for 1 chest and 1 silver, you can pay 1 silver to receive one of the placed Vikings back, which you can place again later that round. (*This does not apply if you exchange 1 wood.)* This effect also applies to the action space that lets you exchange 1 ore for a blue good with a "forge tongs" symbol. *(Tip: enclose the ore space on your home board as soon as possible.)*	**EACH TIME CARD**
109 B	**Master Count**	**2**	Immediately after each time you use the "Overseas Trading" action space requiring 2 Vikings, you receive 1 silver for each knarr you have. *(By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)*	**EACH TIME CARD**
110 C	**Birka Settler**	**1**	Immediately after each time you use the "Overseas Trading" action space requiring two Vikings, you can take an "Emigration" action as you would on an action space. *(By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)*	**EACH TIME CARD**
111 C	**Artist**	**1**	Each time you use a "Crafting" action space to exchange building resources *(wood, stone, ore)*, you receive 1 silver for each type of building resource you exchange. *(The number of building resources does not count, only the number of different types of building resources.)*	**EACH TIME CARD**
112 b	**Barkeeper**	**0**	Each time you use a "Crafting" action space, you also receive 1 mead.	**EACH TIME CARD**
113 a	**Craft Apprentice**	**0**	Immediately before each time you use a "Crafting" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. *(As usual, the "2 silver" are considered a single item.)*	**EACH TIME CARD**
114 C	**Silk Stitcher**	**3**	Immediately after each time you use a "Crafting" action space, you can also buy exactly 1 silk for 3 silver.	**EACH TIME CARD**
115 b	**Princess**	**1**	Each time you use a "House Building" action space, you also receive 1 silverware. *(This effect does also apply to the action space in the fourth column that lets you build a house and buy a ship.)*	**EACH TIME CARD**
116 c	**Master Bricklayer**	**2**	Each time you use a "House Building" action space to build a stone or long house, you receive a discount of 1 stone. *(This effect does also apply to the action space in the fourth column that lets you build a house and buy a ship. If another card replaces the building cost of the shed with stone, this effect will also apply to the shed.)*	**EACH TIME CARD**
117 A	**Shipowner**	**3**	Immediately after each time you build a knarr or longship paying at least 1 wood, you can take a "⇧ 1 Good" action. *(This effect does also apply to the action space in the fourth column that lets you build a house and buy a ship.)*	**EACH TIME CARD**
118 c	**Messenger**	**0**	Each time you use a "Weekly Market" action space, you also receive 1 mead and 1 stone. *(The large action space in the fourth column also belongs to the "Weekly Market" category.)*	**EACH TIME CARD**
119 b	**Milkman**	**1**	Each time you use a "Weekly Market" action space, you also receive 1 milk. *(The large action space in the fourth column also belongs to the "Weekly Market" category.)*	**EACH TIME CARD**
120 b	**Middleman**	**2**	Immediately after each time you use a "Weekly Market" action space, you can pay 1 silver to take a "⇧ 1 Good" action. *(The large action space in the fourth column also belongs to the "Weekly Market" category.)*	**EACH TIME CARD**
121 B	**Carpenter**	**0**	Immediately before each time you use an "Ship Building" or "House Building" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. *(As usual, the "2 silver" are considered a single item.)*	**EACH TIME CARD**
122 A	**Mountain Guard**	**0**	Each time you use an action space with the "Take Building Resources from One or More Mountain Strips" action, you can receive 1 additional good. If you took goods of 2 different types *(like ore and silver)*, you receive 1 mead. If you took goods of 3 or 4 different types, you receive 1 hide or 1 chest, respectively. *(The 4 different types would be wood, stone, ore, and silver.)*	**EACH TIME CARD**
123 C	**Oil Seller**	**1**	Immediately after each time you use an action space with a "⇧ 1 Good" action, you can exchange 1 oil for 1 silverware *(even if you have just received the oil from the action)*.	**EACH TIME CARD**
124 B	**Laborer**	**1**	Each time you use an action space that gives you exactly 2 silver *(no more, no less)*, you can pay these 2 silver immediately to receive 1 grain and 2 wood *(from the general supply)*.	**EACH TIME CARD**
125 c	**Scribe**	**0**	Each time you take an *(orange)* "Exploration" or *(yellow)* "Emigration" action (on an action space or via an occupation), you also receive 1 rune stone.	**EACH TIME CARD**
126 A	**Trapper**	**2**	Each time you take a "Laying a Snare" action *(on an action space or via an occupation)*, if you succeed, you also receive 1 silver.	**EACH TIME CARD**

127 b	**Angler**	**1**	Each time you take a "Laying a Snare" action *(on an action space or via an occupation)*, if you succeed, you also receive 1 stockfish.	**EACH TIME CARD**
128 A	**Digger**	**2**	Each time you take a "Laying a Snare" action *(on an action space or via an occupation)*, if you succeed, you receive a "Take 1 Building Resource from a Mountain Strip" action. *(As usual, the "2 silver" are considered a single item.)*	**EACH TIME CARD**
129 b	**Meat Curer**	**1**	Immediately after each time you take a "Laying a Snare" action *(on an action space or via an occupation)*, if you succeed, you can discard 1 snare to receive 1 salt meat. *(You receive 1 snare on success and you discard 1 snare for the effect of this occupation: at the end of the day, this is a wash.)*	**EACH TIME CARD**
130 C	**Snare Specialist**	**1**	Immediately after each time you use the "Laying a Snare" action space with 2 Vikings, if you succeed, you can discard 2 snares to return 1 of the placed Vikings to your Thing Square and use it again later this round. *(Effectively, you only end up losing 1 snare, as you receive 1 snare as a reward.)*	**EACH TIME CARD**
131 c	**Bait Layer**	**1**	Each time you take a "Laying a Snare" action *(on an action space or via an occupation)*, whether you succeed or not, you can exchange exactly 1 stockfish in your supply for 1 game meat.	**EACH TIME CARD**
132 b	**Berserker**	**2**	Immediately before each time you take a "Pillaging" action *(on an action space or via an occupation)*, you can return exactly 1 ore from the pillaging longship to the general supply to receive +3 on each of your dice rolls during that pillage. *(This does not apply to raiding. This card can be combined with other cards modifying dice rolls. Tip: enclose the ore space on your home board as soon as possible.)*	**EACH TIME CARD**
133 B	**Lance Bearer**	**1**	Each time you take a "Raiding" action *(on an action space or via an occupation)*, if you succeed, you also receive either 1 silver or 1 peas. *(This does not apply to pillaging.)*	**EACH TIME CARD**
134 A	**Drunkard**	**0**	Each time you take a "Raiding" action *(on an action space or via an occupation)*, if you fail (including on purpose), you also receive a consolatory 1 mead. *(This does only apply to raiding, but not pillaging.)*	**EACH TIME CARD**
135 A	**Lone Wolf**	**2**	Immediately after each time you take a "Raiding" or "Pillaging" action *(on an action space or via an occupation)*, if you used exactly 1 long sword during that action and succeeded, you receive the long sword back. *(If you used 2 or more long swords during the action or failed, you do not receive any back.)*	**EACH TIME CARD**
136 c	**Raider**	**2**	Each time you take a "Raiding" or "Pillaging" action *(on an action space or via an occupation)*, you receive +1 on each of your dice rolls. Also, you can split your battle result to receive two goods. *(Your battle result is the modified dice roll. This card can be combined with other cards modifying dice rolls.)*	**EACH TIME CARD**
137 a	**Melee Fighter**	**3**	Each time you take a "Raiding" or "Pillaging" action *(on an action space or via an occupation)*, you can use spears instead of long swords.	**EACH TIME CARD**
138 c	**Robber**	**1**	Each time you take a "Raiding" or "Pillaging" action *(on an action space or via an occupation)*, you can take a green tile instead of a blue one. The sword value of the green tile is equal to the sword value of its blue back minus 1. *(For instance, green clothing would have a sword value of 14, because the blue silver hoard on the other side of the tile has a sword value of 15.)*	**EACH TIME CARD**
139 C	**Loot Hunter**	**1**	Each time you take a "Raiding" or "Pillaging" action *(on an action space or via an occupation)*, the sword value of the special tile with the highest value that is still on the oval supply board is reduced by 1. *(This can affect multiple tiles.)*	**EACH TIME CARD**
140 A	**Blubber Cook**	**2**	Each time you take a "Whaling" action *(on an action space or via an occupation)*, if you succeed, you receive 1 additional oil *(for a total of 2 oil)*.	**EACH TIME CARD**
141 c	**Ivory Sculptor**	**2**	Each time you take a "Whaling" action *(on an action space or via an occupation)*, if you succeed without spending any wood, you receive 1 cabbage/beans/peas for using exactly 1/2/3 whaling boats. *(You cannot take peas in place of beans, and you cannot take beans or peas in place of cabbage. You cannot discard or simply ignore a whaling boat to receive another reward.)*	**EACH TIME CARD**
142 B	**Whale Catcher**	**3**	Immediately after each time you take a "Whaling" action *(on an action space or via an occupation)*, if you used exactly 1 spear and succeeded, you receive the spear back. *(If you used 2 or more spears or failed, you receive no spears back.)*	**EACH TIME CARD**
143 B	**Antlers Seller**	**2**	Each time you take a "Hunting Game" action *(on an action space or via an occupation)*, if you succeed, you also receive 1 silver.	**EACH TIME CARD**
144 B	**Deerstalker**	**0**	Each time you take a "Hunting Game" action *(on an action space or via an occupation)*, if you succeed, you can also buy 1 "skin and bones" goods tile for 2 silver.	**EACH TIME CARD**
145 a	**Forester**	**2**	Immediately before each time you take a "Hunting Game" action, you can take a "Take 1 Building Resource from a Mountain Strip" action. *(As usual, the "2 silver" are considered a single item.)*	**EACH TIME CARD**

146 C	**Sledger**	**0**	Each time you take a "Hunting Game" or "Laying a Snare" action *(on an action space or via an occupation)*, you receive -1 on each of your dice rolls. For instance, a rolled "1" becomes "0". *(This card can be combined with other cards modifying dice rolls.)*	**EACH TIME CARD**
147 A	**Steersman**	**1**	If you have a knarr, you can take actions requiring a longship *(raiding, pillaging, plundering, or a far exploration)* even if you do not have a longship. *(Even with this occupation, you still cannot place any ore on your knarrs.)*	**EACH TIME CARD**
148 C	**Spice Merchant**	**1**	Immediately after each time you build a knarr paying at least 1 wood, you can buy 1 spices for 3 silver. *(This effect does also apply to the action space in the fourth column that lets you buy a ship and build a house.)*	**EACH TIME CARD**
149 A	**Priest**	**1**	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. *(By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)*	**EACH TIME CARD**
150 c	**Meat Buyer**	**0**	Each time you receive 2 stockfish/salt meat at once *(on an action space or via an occupation)*, you can choose to take 1 game meat in place of 1 one of the stockfish/ salt meat.	**EACH TIME CARD**
151 c	**Thing Spokesman**	**3**	Each time you move exactly 1 or 2 Vikings from the game board to your Thing Square *(due to a failed dice roll or another occupation)*, you also receive 1 silver.	**EACH TIME CARD**
152 A	**Merchant**	**1**	Each time you take a "⇧ 3 Goods" or "⇧ 4 Goods" action *(on an action space or via an occupation)*, you can take another "⇧ 1 Good" action for one of the exchanged goods. For instance, you could exchange a *(orange)* "cabbage" goods tile in your supply for a *(green)* "skin and bones" goods tile.	**EACH TIME CARD**
153 a	**Proficient Hunter**	**2**	Each time you take an action requiring a dice roll, you can roll up to 4 times instead of just 3.	**EACH TIME CARD**
154 a	**Woodcutter**	**2**	In the Actions phase *(phase 5)* of each round, if you receive at least 2 wood from a Viking action, you also receive 1 silver. You can only use this effect once per action. *(This effect does also apply to the action space providing 1 wood per player and 1 ore from the general supply, but not to the Bonus phase.)*	**EACH TIME CARD**
155 b	**Cooper**	**2**	In the Actions phase *(phase 5)* of each round, if you receive at least 2 wood from a Viking action, you can immediately afterward exchange exactly 1 wood for 1 stockfish. You can only use this effect once per action. *(This effect does not apply to the Bonus phase.)*	**EACH TIME CARD**
156 B	**Stone Crusher**	**2**	In the Actions phase *(phase 5)* of each round, if you receive at least 1 stone from a Viking action, you also receive 1 silver. You can only use this effect once per action. *(This effect does not apply to the Bonus phase.)*	**EACH TIME CARD**
157 C	**Skinner**	**0**	In the Feast phase *(phase 9)* of each round, for each (pregnant and non-pregnant) farm animal (sheep and cattle) you place on the "Banquet Table" track, you immediately receive 1 "skin and bones" tile. *(If you place the farm animals on the Banquet Table before the feast, as permitted by the rules, you still receive the reward, but not before the Feast phase.)*	**EACH TIME CARD**
158 A	**Barbarian**	**1**	In the Feast phase *(phase 9)* of each round, if you place at least 1 game meat or whale meat on the "Banquet Table" track, you receive 3 weapon cards and 1 silver *(which you can use for the feast right away)*. Take the weapon cards from the draw pile and place them face up in front of you. *(If you place the meat on the Banquet Table before the feast, as permitted by the rules, you still receive the reward, but not before the Feast phase.)*	**EACH TIME CARD**
159 B	**Festive Hunter**	**1**	In the Feast phase *(phase 9)* of each round, if you place at least 1 game meat on the "Banquet Table" track, you can immediately afterward take a "Hunting Game" action *(without placing any Vikings)*. *(If you place the meat on the Banquet Table before the feast, as permitted by the rules, you still receive the reward, but only after the Feast phase.)*	**EACH TIME CARD**
160 a	**Sober Man**	**2**	In the Feast phase *(phase 9)* of each round, if you do not place any mead on the "Banquet Table" track, you receive 1 silver *(which you can use for the feast right away)*.	**EACH TIME CARD**
161 B	**Whaling Assistant**	**0**	In the Bonus phase *(phase 10)* of each round, if you have at least 7 Vikings on action spaces in the third column, you also receive 1 cabbage. *(The number of Vikings that are actually on the action spaces can be different from the number of Vikings you placed there initially.)*	**EACH TIME CARD**
162 C	**Flax Farmer**	**1**	In the Bonus phase *(phase 10)* of each round, if you have at least 7 Vikings on action spaces in the second column, you also receive 1 flax. *(The number of Vikings that are actually on the action spaces can be different from the number of Vikings you placed there initially.)*	**EACH TIME CARD**
163 a	**Farmhand**	**1**	Each time you place 2 Vikings on the "Hunting Game" action space in the second column, if you succeed, you receive an additional 1 hide and 1 silver.	**EACH TIME CARD**
164 A	**Armed Fighter**	**3**	Immediately before each time you place 4 Vikings in the fourth column, you can take a "Take 1 Building Resource" action to take 1 stone or 1 ore only.	**EACH TIME CARD**

165 A	**Village Leader**	**3**	At the start of the Feast phase *(phase 9)* of each round, if you then have at least 1 clothing in your supply, you receive 2 silver. *(Clothing on your boards does not count.)*	**EACH TIME CARD**
166 B	**Weapons Warden**	**1**	Immediately before each time you place 2 Vikings in the second column, you can draw 1 weapon card from the face-down draw pile and place it face up in front of you. The first time you do so in a round, you do not receive the weapon card.	**EACH TIME CARD**
167 B	**Taster**	**3**	At the start of the Feast phase *(phase 9)* of each round, if you have 1 spices in your supply, you receive 1 silver. If you have 2 or more spices in your supply, you receive 2 silver instead. *(Spices on your boards do not count.)*	**EACH TIME CARD**
168 C	**Earl of Lade**	**2**	Each time the number of Vikings in your Thing Square becomes exactly 3 during the course of a round, you receive 1 silver. This can happen multiple times per round due to other occupations or failed dice rolls. *(Whether you move Vikings from or to your Thing Square to end up with 3 Vikings does not matter.)*	**EACH TIME CARD**
169 C	**Sower**	**1**	In the Harvest phase *(phase 2)* of each round with a harvest, if you have at least 1 flax in your supply at the start of the Harvest phase *(phase 2)*, you receive 2 flax instead of 1 during the harvest. If you have at least 1 grain in your supply, you can choose to receive 1 additional grain instead of the additional flax. *(Even when you only receive peas, beans, and flax during the harvest, you can still receive grain via this card, if you meet the requirement. In rounds with no harvest, you do not receive the additional goods.)*	**EACH TIME CARD**
170 a	**Refugee Helper**	**0**	You receive a discount of 2 silver on all "Emigration" actions *(on action spaces or via occupations). (So emigration costs you nothing in the first two rounds, 1 silver in the third round, and so on.)*	**EACH TIME CARD**
171 A	**Flax Baker**	**2**	After the Harvest phase *(phase 2)* of each round with a harvest, you can immediately exchange 1 flax for 1 grain plus 1 silver.	**EACH TIME CARD**
172 C	**Fish Cook**	**0**	After the Feast phase *(phase 9)* of each round, you can immediately move any or all of the stockfish from your "Banquet Table" track to your *(stone and long)* houses.	**EACH TIME CARD**
173 B	**Punchcutter**	**1**	Each time 1 ore and 2 silver are removed from a mountain strip during the Mountain Strips phase *(phase 11)*, you receive 1 silver and 2 silver, respectively.	**EACH TIME CARD**
174 a	**Bosporus Traveller**	**1**	With each new (pregnant or non-pregnant) cattle you place in your cattle stable, you can buy 1 spices for 4 silver. Alternatively, you can buy 1 silk for 3 silver. *(By the way, "bosporus" is Greek for "cattle ford".)*	**EACH TIME CARD**
175 B	**Codliver Oil Presser**	**2**	Each time you receive at least 1 stockfish from an action *(on an action space or via an occupation)*, you can buy exactly 1 oil for 1 silver. *(This effect does not apply to Bonus.)*	**EACH TIME CARD**
176 B	**Etiquette Teacher**	**3**	Immediately after each time you take an action in which you play at least 1 occupation (on an action space or via an occupation), you receive 1 peas.	**EACH TIME CARD**
177 B	**Maid**	**0**	Each time a stone or long house produces exactly 1 bonus good (during the Bonus phase or via an occupation), you can exchange the bonus good for 1 silverware. *(This effect applies to each of your houses individually and does not apply to houses yielding more or less than 1 bonus good.)*	**EACH TIME CARD**
178 B	**Boat Builder**	**0**	After you play this card, as soon as you have 4 large ships *(knarrs and longships)*, you receive 2 whaling boats without paying wood or silver *(only once via this card)*. *(You only receive whaling boats for which you have room. The amount of ore in the longships does not matter.)*	**AS SOON AS CARD**
179 B	**Cutter Operator**	**2**	Next time you acquire a knarr *(and only that once)*, you receive 1 stockfish and 1 silver for each knarr you have (including the newly acquired one).	**AS SOON AS CARD**
180 C	**Beach Raider**	**-2**	After you play this card, as soon as you have 3 *(or 4)* longships, if your round income at that time is at most 5/11/30 silver, you immediately *(and only that once)* receive 4/3/2 silverware. *(The amount of ore on your longships does not matter.)*	**AS SOON AS CARD**
181 C	**Sail Patcher**	**1**	After you play this card, as soon as you have 3 *(or 4)* large ships *(knarrs, longships)*, if your round income at that time is at most 4/9/30 silver, you immediately *(and only that once)* receive 3/2/1 wool. *(The amount of ore on your longships does not matter.)*	**AS SOON AS CARD**
182 C	**Herb Gardener**	**1**	As soon as you have at least 2 houses *(2 stone or long houses, or one of each; sheds do not count)*, you can use this card at any time *(but only once)* to exchange 2/5 wood for 1/2 spices.	**AS SOON AS CARD**
183 C	**Grain Delivery-man**	**2**	When you play this card, you immediately *(and only once via this card)* receive the following crops: If you have at least 1 knarr, you receive 1 peas, 1 beans, and 1 flax. If you have at least 2 knarrs, you also receive 1 grain. If you have at least 3 knarrs, you also receive 1 cabbage. With 4 knarrs, you also receive 1 fruits.	**IMMEDIATE CARD**
184 C	**Sponsor**	**0**	When you play this card, if you have at least 3 ore in your supply, you can immediately *(and only once via this card)* buy 1 longship for either 4 wood or 3 silver. *(This is not considered a "Ship Building" action.)* You must immediately place 3 ore from your supply on the longship. *(If you have fewer than 3 ore, you cannot use this card.)*	**IMMEDIATE CARD**

185 B	**Dorestad Traveller**	**2**	Each time you would take a "Raiding" action *(on an action space or via an occupation)*, you can take a "⇧ 2 Goods" action instead.	**EACH TIME CARD**
186 A	**Pea Flour Baker**	**3**	In the Feast phase *(phase 9)* of each round, you can place up to 2 peas horizontally on two (adjacent) spaces of the "Banquet Table" track. *(Each peas you place after your second must be placed "inefficiently", i.e., vertically. Tip: this occupation makes the acquisition of a long house worthwhile, because it can provide peas as a bonus good.)*	**EACH TIME CARD**
187 B	**Chronicler**	**2**	Each time you take a Viking action *(in phase 5)*, you can also pay 2 flax to take the "Belt" special tile *(unless another player already owns it)*. At any time and any number of times, you can exchange 3 flax for 1 treasure chest.	**ANYTIME CARD**
188 C	**Mineworker**	**0**	When you play this card in a 1/2/3/4-player game, you also receive 0/1/2/3 silver. Each time you take the "2 silver" from the last space of a mountain strip, you receive 1 additional silver. *(If you take multiple "2 silver" items at once, you receive the additional silver for each of them.)*	**EACH TIME CARD**
189 B	**Seafarer**	**1**	During the scoring, if you then have 2/3/4 exploration boards in front of you, you receive 4/9/16 silver, respectively.	**AS SOON AS CARD**
190 B	**Bosporus Merchant**	**0**	With each new spices you receive in your supply *(in any way)*, you also receive 1 oil.	**EACH TIME CARD**

2. The Placement Rules

Small illustrations on your home board, the exploration boards, and house tiles remind you of how you can place goods, coins, and ore on them.

Rules for the Home board and Exploration Boards

Place the goods within the bounds of the placement areas of your home board and exploration boards.

You can place the following pieces, but **not** orthogonally adjacent to each other *(diagonal placement is fine)*:
- green goods tiles

You can place the following pieces, even orthogonally adjacent to each other:
- blue goods tiles
- silver coins
- ore tokens

- To cover the values in the "income diagonal," you must meet special requirements *(see rules page 12)*.
- Keep in mind the rules about bonus goods *(see rules page 11)*.
- You cannot place tiles *(partially or completely)* on top of each other, and you must place them completely within the bounds of the placement areas.
- You cannot place orange and red goods tiles, nor wood and stone tokens.
- The special tiles are considered to be blue and follows the same rules as the blue good tiles.

Rules for the "Banquet Table" Track *(on the Home board)*

Place the goods side by side on the "Banquet Table" track.

You can place the following pieces, but **not** adjacent to each other:
- orange goods tiles
- red goods tiles

You can place the following pieces, even adjacent to each other:
- silver coins

- For each empty space, you will get a "Thing Penalty" tile *(see rules page 11)*.
- If you place more than one of the same type of good, you must place the additional goods vertically (i.e., inefficiently), if possible.
- You must place the goods completely within the bounds of the "Banquet Table" track.
- You cannot place any green or blue goods tiles, nor any type of building material on the Banquet Table.
- At the end of the Feast phase, move the goods you placed on the Banquet Table to the general supply.

Rules for the Stone and Long Houses

Place the goods within the bounds of the placement areas of your house tiles.

You can place the following pieces, but **not** orthogonally adjacent to each other *(diagonal placement is fine)*:
- orange goods tiles
- red goods tiles

You can place the following pieces, even orthogonally adjacent to each other:
- green goods tiles
- blue goods tiles
- silver coins

- Please note that you cannot cover the pillars in the middle of the long houses.
- Orange and red goods remain in your houses for the rest of the game: do not remove them. (In reality these goods would decay, but they do not in this game.)
- You cannot place ore in your houses. You can place wood and stone, but only on the designated spaces of your sheds and stone houses.
- The special tiles are considered to be blue and follows the same rules as the blue good tiles.

Additional Rules for Sheds and Stone Houses

You can place the following pieces on the designated spaces of your sheds and stone houses:

- wood tokens
- stone tokens

3. The Resources

The following overview summarizes what you need building resources, silver, and weapons for in this game.

Resource	How to get …?	What do I need it for?
Wood	Wood is available on mountain strips and on the "1 Wood per Player and 1 Ore from the General Supply" action space. You also receive 1 wood for each failed hunting attempt *("Hunting Game", "Laying a Snare", "Whaling")*. You can get wood as a bonus good.	For the most part, wood is used to build ships and **as a weapon for hunting**. Other uses: On some "Crafting" action spaces, you can build chests with wood. You can also use wood to build sheds, which allow you to store up to 3 wood (and stone) in them, to avoid negative points. Each stone house allows you to store 1 wood.
Stone	Stone is available on mountain strips. You receive 1 stone for each failed raiding and pillaging attempt. You can get stone as a bonus good. 	For the most part, stone is used to build houses and **as a weapon for raiding and pillaging**. Other uses: On some "Crafting" action spaces, you can make rune stones from stone. You can play an occupation for 1 stone. You can store up to 3 stone (and wood) in each shed, to avoid negative points. Each stone house allows you to store 1 stone.
Ore	Ore is available on mountain strips and on the "1 Wood per Player and 1 Ore from the General Supply" action space. You can get ore as a bonus good. 	For the most part, ore is used to **make your whaling boats and longships stronger**, and you can **place it on your home board and exploration boards**. Other uses: On some "Crafting" action spaces, you can build chests from ore, or you can use it to forge special tiles with a forge tongs symbol. You can play an occupation for 1 ore.
Silver	Often you will be short just a few silver to buy a ship or to emigrate. **You can earn 1 silver coin quickly…** • via any of the Weekly Market actions, • each time you make a rune stone or build a chest, • each time you take an occupation into your hand, • each time you play an occupation for 1 stone/ore. **You can earn 2 silver coins…** • as well as 2 mead on an action space, • when you make clothing from hides and linen, • on mountain strips, if available.	You can collect silver coins. Each coin is worth 1 point at the end of the game. Or you can spend your silver. Many action spaces (like "Overseas Trading") and occupations come with a price that you must pay in order to take the action. You can use silver to buy ships, paying the ship's point value in silver. You can also use silver to cover spaces in your placement areas and Banquet Table.
Weapons	There is only one action space that provides weapons: In phase 4 of each round, you receive a new weapon card. Also, you receive weapons as consolation for failed dice roll attempts.	You need the "bow and arrow" weapon card to be successful when "Hunting Game." Snares are required when "Laying a Snare." Your Vikings use spears for "Whaling." Long swords improve your dice rolls for "Raiding" and "Pillaging." Weapons have no other uses than those mentioned. So you should spend them whenever you can to improve your dice rolls.

4. The Goods

This section provides an overview of all the goods in the game.

Building Resource Tokens

There are three types of building resources: wood, stone, and ore. You can get them in many different ways.

On "Take Building Resources" action spaces, you can take building resources from mountain strips (*see rules page 15*).

On the "1 Wood per Player and 1 Ore" action space, you receive building resources from the general supply.

Your home board features a bonus space for each type of building resource (*see rules page 11*). So do some of the exploration boards.

You receive 1 wood for each failed hunting attempt and 1 stone for each failed raiding and pillaging attempt (*see rules page 17*).

Basic Goods

Basic goods come as tiles. Some action spaces allow you to exchange tiles for other tiles of the same size: You receive farm products *(orange)* in the Harvest phase *(see rules page 8)*. These can be exchanged for animal products *(red)*, which in turn can be exchanged for craft products *(green)*. Finally, craft products can be exchanged for luxury goods *()*.

This is how the exchange actions look like.

You can also check the goods boxes to see which goods can be exchanged for one another: those are situated in columns.

Special Tiles

There are 15 different special tiles and three ways to acquire them.

Raiding and Pillaging

When raiding and pillaging, you can acquire 1 blue goods tile for its printed sword value—this can be a standard good or one of the special tiles.

The "Amber Figure" special tile, for instance, has a sword value of 9.

Forge

This is the forging action space. Here you can forge 1 good with a forge tongs symbol (using 3 Vikings) for 1 ore. Seven of the special tiles (see the following table) and the basic blue "jewelry" goods tile have a forge tongs symbol.

Special Sale

If you have a knarr, this action space allows you to buy up to 2 special tiles (using 3 Vikings). You must pay the depicted amount of silver (as shown below a purse icon, see also the following table).

The Glass Beads are the only special tile to cost nothing.

List of All Special Tiles

"# of spaces" means how many spaces the tile covers when placed in a placement area.

Good	# of spaces	Sword value	Silver cost	Forge symbol?
Glass Beads	5	7	0	no
Helmet	5	8	1	yes
Cloakpin	5	8	1	yes
Belt	5	8	2	no
Crucifix	6	8	2	yes
Drinking Horn	6	8	2	no
Amber Figure	7	9	2	no
Horseshoe	7	9	2	yes
Gold Brooch	8	9	3	no
Forge Hammer	9	10	4	yes
Fibula	9	10	4	yes
Throwing Axe	9	11	4	yes
Chalice	10	12	5	no
Round Shield	12	13	6	no
English Crown*	13	16	–	no

**also worth 2 points*

5. The Boards and Tiles

Home Board

Your home board features a placement area, in which you will place green and blue goods at first. Keep in mind that you can also place ore and silver to fill in any gaps you leave.

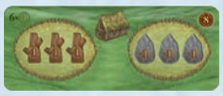
In the bottom left, you can find stables for your sheep and cattle. Some texts on occupation cards make reference to your stables.

At the top right, there is your Banquet Table, and below that, a bay with landing stages for your ships.

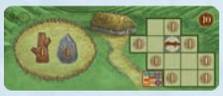
(The little space at the bottom left of your home board is only used in the solo game. This is where you place five Vikings of the second color.)

Building Tiles: Sheds and Houses

There are three types of buildings: sheds, stone houses, and long houses. There are three each of sheds and stone houses, as well as five long houses.



Sheds are worth 8 points each and feature 6 negative points—for a net worth of 2 points. You can avoid the negative points by placing wood and stone on the designated spaces before the scoring. *(Usually there is no reason to place the resources any earlier, unless you have an occupation card that says otherwise.)*



Stone houses are worth 10 points and feature 9 negative points—for a net worth of 1 point. You can avoid 7 of those negative points by placing goods tiles in the placement area. This way you can also unlock hides as a bonus good. The other 2 negative points can be avoided by placing 1 wood and 1 stone on the designated spaces before the scoring.

Long houses are worth 17 points and feature 15 negative points—for a net worth of 2 points. You can avoid the negative points by placing goods tiles in the placement area. This way you can also unlock oil, beans, and peas as bonus goods. Note the two pillars in each long house. You cannot cover those.

- When placing goods, keep in mind you cannot place orange goods adjacent to one another, just as you cannot place red goods adjacent to one another.
- The illustration at the bottom of the house tiles reminds you that you cannot place ore in your houses.

Exploration Boards

Baffin Island

Bear Island

Faroe Islands

Greenland

Iceland

Labrador

Newfoundland

Shetland

- **Baffin Island:** Assuming nobody explores the Faroe Islands *(on the other side of the board)*, you can explore Baffin Island from round 4 *(in the short game from round 3)*. If you explore Baffin Island in rounds 5/6/7 *(in the short game one round earlier)*, you will also receive 2/4/4 silver. Its positive point value of 12 is countered by 24 negative points on its spaces.

- **Bear Island:** Assuming nobody explores Shetland *(on the other side of the board)*, you can explore Bear Island from round 3 *(in the short game from round 2)*. If you explore Bear Island in rounds 4/5/6/7 *(in the short game one round earlier)*, you will also receive 2/4/6/6 silver. Like Iceland, Bear Island features a bonus space providing two bonus goods: 1 rune stone and 1 ore. Its positive point value of 12 is countered by 22 negative points on its spaces.

- **Faroe Islands:** The Faroe Islands are available in rounds 1 to 3 (in the short game only in rounds 1 and 2). After that, the exploration board is turned to the other side, becoming "Baffin Island." If you explore the Faroe Islands in the last available round, you will also receive 2 silver. The Faroe Islands stand out due to their many potential Bonus. Its positive point value of 4 is countered by 16 negative points on its spaces.

- **Greenland:** Greenland is available in rounds 1 to 5 *(in the short game only in rounds 1 to 4)*. After that, the exploration board is turned to the other side, becoming "Newfoundland." If you explore Greenland in the last three available rounds *(3/4/5 in the long game, 2/3/4 in the short game)*, you will also receive 2/4/6 silver, respectively. Greenland features two "income diagonals," both providing silver each round. *(So you can get up to 9 silver each round from Greenland.)* The placement rules to unlock the income values apply to each income diagonal individually. Its positive point value of 12 is countered by 20 negative points on its spaces.

Here you can see how someone going for both income diagonals.

- **Iceland:** Iceland is available in rounds 1 to 4 *(in the short game only in rounds 1 to 3)*. After that, the exploration board is turned to the other side, becoming "Labrador." If you explore Iceland within the last two available rounds *(3/4 in the long game, 2/3 in the short game)*, you will also receive 2 and 4 silver respectively. Iceland is special in that it has a bonus space providing two bonus goods: 1 stone and 1 ore. Its positive point value of 16 is countered by 24 negative points on its spaces.

- **Labrador:** Assuming nobody explores Iceland *(on the other side of the board)*, you can explore Labrador from the third to last round. If you explore Labrador in rounds 6/7 *(in the short game one round earlier)*, you will also receive 2 silver. Its positive point value of 36 is countered by 40 negative points on its spaces.

- **Newfoundland:** Assuming nobody explores Greenland *(on the other side of the board)*, you can explore Newfoundland from the last two rounds. Newfoundland features many valuable Bonus that you can only receive in the second to last round *(due to the fact that the game ends before the Bonus phase of the last round)*. The Cloakpin and stone house Bonus are only available once and three times, respectively. If they are gone already by the time the Bonus phase is played, you do not receive those bonuses. Its positive point value of 38 is countered by 40 negative points on its spaces.

- **Shetland:** Shetland is only available in rounds 1 and 2 *(in the short game only in round 1)*. After that, the exploration board is turned to the other side, becoming "Bear Island." The smaller part of Shetland provides a steady income of silver, the larger provides valuable bonuses. You should try to cover the larger part of Shetland with special tiles showing a forge tongs symbol, especially the Fibula. Its positive point value of 6 is countered by 24 negative points on its spaces.

Exploration action spaces are available in this row of the action board:

As you can see, it does not matter what ship you use to explore the short-distance places Shetland and Faroe Islands.