Imperial Settlers Empires of the North

FAQ and often forgotten rules

CLAN ACTION PAWN - As an action you may spend 1 🍎 to use an unexhausted pawn on an Action tile to move it to **adjacent** tile and **activate** that tile. The pawn becomes exhausted (flip to the side with an "X").

PLAYING BOOST / BUILDING FIELD CARD - When you perform an action from an Action tile or from various action card effects (written in capitals) you may play a SINGLE Boost card OR build a SINGLE Field card. These cards must explicitly state the name of the action in the top left corner as the requirement/cost.

Whenever one of the actions is declared, but before resolving its effect, a player may play a SINGLE Boost card or build a SINGLE Field Location.

This means that:

1. You declare the action,
2. (optional) Play **single** Boost card OR build a **single** Field card.
3. Perform the action you've **declared** (even if boost card moved the Clan action pawn to a different Action tile).

MOVE A PAWN - Means that you may **ONLY** change the position of a Clan action pawn, it doesn't activate the Action tile it's moved onto.

To easier remember that moving =/= activating remember that:

"Spend 1 🍎 to move a Clan action pawn to **adjacent** Action tile and **activate** that tile" is an action you may perform - but don't treat it as connected to any other actions.

Also note that these cards do not mention adjacent - you can move them to any Action tile.

Note that even if you move a pawn by effect of cards like #22 Drinking Competition, you still perform action you've **declared** (which means you perform action of the Action tile on which your pawn was before moving).

BUILDING FIELD CARDS - When you build a Field card due to performing the action stated in its top left corner, you place it in your Empire and gain Goods presented on it.

Note 1: You can't build them by **effect** of "Construct to build" action.

If you have a Field that requires you to "Construct to build" you firstly build that Field and then activate the tile's effect to build any non-Field Location from your hand.

DISCARDING FIELD CARDS - If any game effect will discard a Field with an Upgrade(s) they have to be discarded as well, as they no longer have a field they can attach to.

BUILDING UPGRADE FIELD CARDS - you also can play them only by activating the Action shown on their left top corner. You have to put them under a Field with the same Good type shown (example: You may add an 🍎 upgrade Field only to an 🍎 Field) and gain the Good(s) **ONLY** from the upgrade Field that you just built.

Upgrade Fields counts as Field 🪵 so you can choose them for effects like #77 New Outpost or #12 Homestead.

Note: You can't build them by the **effect** of "Construct to build" action. If you have an upgrade of a Field that requires you to "Construct to build" you must first build that upgrade (and put it under a Field with the same Good type shown) and then activate the tile's effect to build any non-Field Location from your hand.

UNEXHAUST CARD - If an effect doesn't specifically let you choose an enemy's card, you have to unexhaust a card in your Empire.

CONQUERED ISLAND CARDS - they count as any other locations in your Empire.

Note: you may unexhaust them by effects like "unexhaust any 🪵 in your Empire".

TYPE OF CARDS - when you resolve a card that states certain type of locations in your Empire and this card itself has matching type, it resolves for itself.

(for example #25 Brewery)

FACTION MARKERS

	SHIP	MARKER
THE GLENN CLAN		
THE ULAF CLAN		
THE PANUK CLAN		
THE HEIDEL CLAN		
THE NANUR-JUK CLAN		
THE MAC-KINNON CLAN		

SHIPS LIMIT - In the general supply, ships are meant to be unlimited - if you gain a Ship by any game effect, but there is no longer any Ship token use a replacement.

To gain additional Ships you might use cards like #65 Floki's Workshop or #207 Flying Dutchman.

Your personal supply is limited - after you place all of your Ships on the Expedition board you can't perform other Sail actions (unless you take them back by abilities like #57 Valkyrie).

(more on 3rd Ulaf Ship in section "Ulaf Clan")

(more on Common Ships in section "Island cards")

RESOLVING FACE DOWN ISLAND - When you draw a face down Island card you may decide either to Pillage or Conquer it (of course you have to have an to choose the 2nd option) after reading it's text.

GOLD (is **not** a Resource itself) can be used as:

- **a Resource to activate Actions.**
- **a Resource when building Locations (building the usual way).**
- **when you Sail.**
- **to move a Clan action pawn to adjacent tile and activate that tile.**
- **Cannot be used as an assigned Resource of specific kind.**

NINJA WORKER - Is an Easter egg and doesn't have any specific mechanics in the game.

Imperial Settlers Empires of the North

Cards Clarification

THE HEIDEL CLAN

UNEXHAUSTED CARDS WITH ASSIGNED WORKERS - you can use them normally even if there are already assigned workers on them (you will just have more assigned workers on those cards).

ASSIGN OF WORKERS - you have to assign workers to a card that states "assign".

RELEASE OF WORKERS - when you release, you may take workers from any number of cards in your Empire.

Example: Using #21 Drinking competition you may release 2 workers that you have already assigned to #10 Homestead and 1 worker that you have already assigned to #29 Afterparty.

***4, 5, 6 FESTIVAL PREPARATIONS, 10, 11, 12 HOMESTEAD** - Gaining Resources from them is not harvesting them - you have to choose 2 Field cards (you may also choose upgrade Field cards) and gain 1 Resource that is presented on each of them (irregardless of the number of Resources that is shown on the card), but when you choose a Field with upgrades, it doesn't grant you any additional Goods.

Example: In your Empire you have #3 Grassland with #28 New Pasture Upgrade. You use Homestead to choose #3 Grassland and #1 Forest to gain 1 and 1 .

You might also use Homestead to choose #3 Grassland and #28 New Pasture to gain 2 .

***21, 22 DRINKING COMPETITION** - you may **ONLY** change the position of a Clan action pawn, it doesn't activate the Action tile it's moved onto. (see the Move a pawn section).

You may release workers from any number of cards in your Empire (more in the release of workers in section above).

***25 BREWERY -** If you choose to gain apple count in Brewery Location type.

***29 AFTERPARTY -** you can unexhaust Conquered Islands.

THE ULAF CLAN

***3RD SHIP** - When you setup your game take only two Ships, the 3rd one is gained through #65 Floki's Workshop (described below).

***50, 51 HUNTING TROPHIES** you may either

A) spend 1 to gain 1
OR
B) spend 1 to gain 1 and 1 .

***56, 57 VALKYRIE, *37, 38, 39 QUICK RAID** - to resolve them you have to already have Ship on the Expedition board (with assigned or/and when needed).

After resolving, Ship is returned to your supply and you may use them again this round.

***62 WHITE KEEP** - you can resolve an Action location two times and it has to be done immediately one after another.

Resolving twice means that you resolve the whole Action two times - if it has cost you have to pay it for second resolving as well.

Example: You want to use #204 Occult Grounds twice, to do so you'll have to spend 2 to gain 2 .

***65 FLOKI'S WORKSHOP** - you gain your 3rd Ship.

If due to reshuffling the deck you would like to use Floki's Workshop to gain your 4th ship you may take a Common Ship or any other replacement for it.

THE NANURJUK CLAN

***67 SHRUBBERY, *68 WHALE HAUL, *69 CRYSTAL LODES** (Basic Fields) - When you put them back into your hand, there is no way to build them again.

***76, 77, 78 NEW OUTPOST, * 79, 80 EXPEDITION** - You may choose upgrade Field cards for the abilities of these locations (but note that if you choose a Field with an Upgrade(s) card without choosing the Upgrade(s), they have to be discarded, as they don't have Field to attach to anymore).

***95 EXTRA EFFORT** - If you build this card by using the Construct Action, you may play a single Boost/ build a Field with that construct action, and after building Extra effort you may play single Boost/ build a Field with the chosen capital letter action.

THE PANUK CLAN

***107, 108 FOUNDATIONS** - You don't have to spend Goods in order to build the drawn card.

***109, 110 SNOW FESTIVAL** - you can't unexhaust Conquered Islands (as they don't have any type).

***117 ALLIED KRAKEN** - you may assign gained and/ or while you resolve this Sail action (more on order of playing Boosts in "Playing Boost / Building Field card" FAQ section).

***119 READING THE FUTURE** - you may ONLY change the position of a Clan action pawn, it doesn't activate the Action tile it's moved onto (more on Move a pawn in section FAQ).

***123 SOLID ICE CONSTRUCTIONS** - even if Location have more in cost you gain 1 for using this feature, not for each you spend.

Example: You want to build #125 Ice walls - you may spend either 2 / 1 and 1 / 2 . Regardless of number of you decide to spend instead of , you only gain 1 .

***128 GIFT** - you can unexhaust Conquered Islands.

THE MACKINNON CLAN

REMEMBER:

1) GOLD is a Good, not a Resource itself and cannot be used as assigned Resource of a certain type in order to activate the STORAGE effect of the cards.

2) STORAGE - You will gain Goods at the end of the Lookout phase for having a certain number of required Goods Assigned to the card. Some cards will give you a choice of Goods to gain. If you can gain 2 or more Goods, take them in any combination.

For example, if the text on the card says: "STORAGE: 2 : 1 / 1 ". That means that for every 2 Assigned to this card you gain either 1 or 1 . If you have 5 apples Assigned, you can gain any of the following at the end of the Lookout phase: 2 ; 2 ; 1 and 1 .

***147, 148 PROSPECTORS**

Example: You have 2 assigned to #135 Royal Bank. Using Prospectors you release 1 from the Royal Bank and gain 1 from the General supply - so you end up having 2 in your supply (one released and one gained).

***151, 152 TRADE DEAL** - You don't have to choose an already exhausted card. You may choose an unexhausted one.

***160 PLANNER -** Using the Construct Action effect you may build the card you took to your hand using Planner's ability (more on order of playing Boosts in "Playing Boost / Building Field card" FAQ section).

***161 GATHERING INTEREST**

Example: In your Empire you have 2 locations with the type.

One of them is #157 Sea bank with 2 assigned, 2nd is #153 Supplies with 3 assigned. When you play Gathering interest you gain 2 / 2 / 1 and 1 .

***162 NEW RELIGION** - you may assign the gained while you resolve this Sail action (more on order of playing Boosts in "Playing Boost / Building Field card" FAQ section).

*163 STORAGE SHIPS

Example: During the Expedition phase you Pillage #200 Shipwreck shore and gain 2 and 1 . You decide to immediately assign 1 to the #159 Lumber mill you have built in your Empire. The remaining 1 goes to your supply and you gain 1 (adjust the position of your Clan score marker).

THE GLENN CLAN

COPIES

Are treated almost exactly as cards they are attached to - they count as having the same name, type, and ability - effects regarding Copies (like for example #181 Overtime or #192 Easter Island), still applies to them. During the Clean up phase they are unexhausted.

Example: When you have #172 Riding the monster attached to #189 Stuart's Bay, you basically treat them as you'd have two Locations Stuart's Bay - to activate attached Riding the Monster (regardless to exhaustion of Stuart's Bay) you'd have to spend 1 and 1 to HARVEST.

When you build a Copy of a card and attach it to a location with a Building bonus, gain that building bonus (but if you only move that Copy with #192 Easter Island effect, you don't receive the building bonus).

You can attach multiple Copies to a single Location.

If any effect in game discards a Location that has attached Copies they remain in your Empire, but no longer Copy any ability (They remain only their own name, type and ability). Which means that they can be discarded, moved by #192 Easter Island, and provide at the end of the game.

***175 NEIGHBOURHOOD ICE CREAM SHOP** - It is both a Field card and a Field upgrade card. When you build it, decide if you want to build it as Field or add it as an upgrade to already existing apple Field.

***184 CROSSROADS** - you can't play #195 Mystic land and #198 Robinson with its ability

(as they are in fact Locations).

***188 SHIPYARD** - you have to discard a card from your Empire.

The Added card is not counted as Conquered, so you don't receive any "When you Conquer" bonuses. You may discard the Copy. If the card you discarded had Copies they lose the copied effects, but remain in your Empire and you may still use #192 Easter Island to move them.

*192 EASTER ISLAND

Example: you want to move #173 Coastal Fortress from #186 Small Market, so you have to attach it to other like #179 Competition.

***195 MYSTIC LAND** - you can attach it to any card in your Empire including Conquered Islands and Field cards - but note that if you attach it to a Field card, it's another Field - you gain Resources it provides and is treated as another field - not an Upgrade.

Unless you Copy Upgrade Field card - then you receive the Good(s) shown on that Upgrade and treat it as another Upgrade attached to the Field - so when you Harvest gain also the Good provided by the Copied field Upgrade.

***195 MYSTIC LAND, *198 ROBINSON** - both are treated as Locations (they should have in the upper left corner "to build" instead of "to play"), and as Field cards you can't build them by effect of Construct action.

ISLAND CARDS

***207 FLYING DUTCHMAN** - gain 1 Common Ship - If due to reshuffling cards there wouldn't be enough Ship tokens use other replacement (the number of those components in the general supply is not limited).

***208 HAUNTED ISLAND** - When you Conquer Haunted Island gain 1 as well.

***209 BERMUDA TRIANGLE** - you can unexhaust Conquered Islands.

***216 JURASSIC ISLAND** - you may ONLY change the position of a Clan action pawn, it doesn't activate the Action tile it's moved onto. (more on Move a pawn in section FAQ)

***217 SHEEPLAND** - you can unexhaust Conquered Islands.

***218 ABANDONED GRANARY** - Gaining Resources from them is not harvesting them - you have to choose 3 Field cards (you may also choose upgrade Field cards) and gain from each only 1 Resource that is presented on them (irregardless of number of Resources that is shown on them), but when you choose a Field with Upgrades it doesn't grant you any additional Goods.

Example: In your Empire you have #3 Grassland with #28 New Pasture upgrade. You use Abandoned Granary to choose #3 Grassland, #28 New Pasture and #1 Forest to gain 2 and 1 .

Solo Mode

COST OF ACTION TILES AND CAPITAL LETTERS ACTION FROM CARDS - when you perform actions from cards written in capitals, you don't have to spend Resources shown on the Action tiles.

"187 CAMEL ABDUCTION

Take a deck of any other clan and put it face up as a discard pile of enemy.

WINTER IS COMING

You can use cards like #29 Afterparty

"Action: Assign 1 to unexhaust any in your Empire".

to unexhaust Fields, exhausted by events #3 and #5.

PIRATE'S DEN

Do not receive any Building bonus from Islands added during the setup.