

**VIKINGS
GONE
WILD**
THE BOARD GAME



GUILD WARS

EXPANSION
RULEBOOK

GUILD WARS

EXPANSION

After years of conflicts it became obvious that only alliances would bend victory one way or another. Many tribes formed guilds and joined forces. This cooperation helped bring to life many new technologies in order to overrule the fate of this war!

The **Guild War Expansion** introduces new core concepts through new Buildings, Units and Defenses! A brand new **2 vs 2 mode** is at the heart of this expansion, but most cards can be used in a regular game.

COMPONENTS

110 CARDS



22 UNITS CARDS



16 MISSIONS CARDS



8 DEFENSES CARDS



3 END OF GAME BONUS CARDS



38 BUILDINGS CARDS



1 DIVINE FAVOR CARD



16 ODIN'S PATH CARDS



4 CHEAT SHEETS CARDS



20 DOUBLE-SIDED

TOKENS



28 WALL TOKENS

NOTE: all cards from this expansion are marked with the sign



INTRODUCING NEW MECHANICS

WALL BUILDER & WALLS



This expansion introduces a new Building: the **Wall Builder**. It allows the player to spend 1 Gold, once or twice per turn, to build a Wall. This Wall is then immediately placed on any player's Building (Town Hall included).

Walls have one effect: If a player wants to attack a Building with a Wall on it, he is forced to attack the Wall first before being able to attack the Building itself.



A WALL HAS A DEFENSE VALUE OF 1 AND IS RETURNED TO THE SUPPLY IF SUCCESSFULLY ATTACKED.

Here is a list of facts about Walls:

- **Wall tokens are not discarded** at the end of a round, unlike Construction or Damage tokens.
- **You can put up to 3 Walls per Building.** In this case, this is not 2 or 3 individual walls to destroy, but a single Wall with a defense value of 2 or 3! In the case of a successful attack, all Wall tokens are destroyed.
- **A Wall is not a Building.** It is not defendable and does not contribute to attack points.
- **Walls can be avoided** if it is attacked with a **Flying** Unit. This capacity allows the Unit to directly target the Building behind the Wall.

FORGE



The **Forge** is a production Building, but instead of producing resources it produces a



that can be used with any Units or Heroes. Each token can only be used once per turn and applies to a single Unit or Hero. They are discarded as soon as they are used. All unused tokens are also discarded at the end of the round.

Example:

Vincent wants to attack Marta's Drakkar with an Elf Archer. The Elf Archer has a strength of 2 and the Building a defense of 3. Vincent then increases the Archer's strength by using one of his  tokens.

By doing so he has enough strength to declare the attack.

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BOOST TOWER



The **Boost Tower** is a production Building, but instead of producing resources it produces a



that can be used to defend yourself alongside any  cards in your hand.

Each token can only be used once per round and to defend a single Building. They are discarded as soon as they are used. All unused tokens are also discarded at the end of the round.

Example:

Vincent attacks Marta's Brewery with a Viking Warrior. The Warrior has a Strength of 1 and the Building has Defense of 1. Marta then decides to use her  token which increases her Brewery's Defense by 1. By doing so, she successfully repels the attack.

FLYING UNITS

You don't want to bother with your opponents Wall? No problem. This expansion introduces the **Flying** effect. Thanks to this ability, your Units can directly attack a Building even if a Wall is on it.



BE CAREFUL: If you send a Flying Unit to attack a Building with a Wall, then you can only attack this Building with other Flying Units. Otherwise, the non-Flying Units need to first attack the Wall on their own.

Note that a Flying Unit can attack a Wall if the player wishes to do so.



SUGGESTED SETUPS

FORTRESS

This configuration is a great way to discover the new Wall and Flying mechanics of this expansion.

- **UNITS:** Fairy / Wall Breaker / Pigator
- **DEFENSES:** Cannon / Anti Air Tower / Sheep Cannon
- **BUILDINGS:** Brewery / Gold Factory / Wall Builder / Drakkar / Gold Container / Beer Container
- **ODIN'S PATH DECK**
 - Take all 40 regular Odin's Path cards.
 - Add 2 Elf Archer and 2 Bone Crusher cards.
 - Add all **Guild War Expansion** Odin's Path cards.
- **MISSIONS DECK**
 - Take all 20 regular Missions.
 - Remove Innkeeper.
 - Add *Brake That Wall!*, *Build That Wall!* and *Learn To Fly* from the **Guild War Expansion** Missions.
 - Follow the usual setup.
- **DIVINE FAVORS DECK**
 - Add **Ragnar** to the 12 regular Divine Favor cards.
 - Follow the usual setup.
- **END-GAME BONUSES**
 - The Great Wall.
 - Frequent Flyer.
 - Plus 2 extra random End-Game Bonuses from the basic set.

TOTAL WAR

This configuration introduces the Forge and Boost Tower while removing both Containers.

Because you are unable to accumulate resources, the economy becomes tighter and the game a lot more offensive.

- **UNITS:** Fairy / Wall Breaker / Bear rider
- **DEFENSES:** Cannon / Anti Air Tower / Sheep Cannon
- **BUILDINGS:** Brewery / Gold Factory / Drakkar / Forge / Boost Tower / Wall Builder
- **ODIN'S PATH DECK**
 - Take all 40 regular Odin's Path cards.
 - Remove Bear Rider, Recipe Theft and Money Theft.
 - Add all ***Guild War Expansion*** Odin's Path cards.
 - Add 2 Elf Archer, 2 Bone Crusher and 2 Pigator cards.
- **MISSIONS DECK**
 - Take all 20 regular Missions.
 - Remove **Innkeeper**, **Gold!** and **Beer!**
 - Add *Brake That Wall!*, *Build That Wall!*, *Learn To Fly*, *Blacksmith*, and *Boost* from ***Guild War Expansion*** Missions.
 - Follow the usual setup.
- **DIVINE FAVORS DECK**
 - Add **Ragnar** to the 12 regular Divine Favors cards.
 - Follow the usual setup.
- **END-GAME BONUSES :**
 - Siege Master.
 - Frequent Flyer.
 - Plus 2 extra random End-Game Bonuses.

CREATING YOUR OWN SET

We strongly recommend you first play with one of the above two suggested sets, but you are free to create your own and include part or all the cards of this expansion.

Create your own constraints or combos. Everything is possible!

A few things we would like to underline:

- Make sure that you do not include Missions and End-Game Bonuses about cards you did not include.
- Be aware that as soon as you add more choices, going beyond the recommended set of 12 different cards, you might create further analysis paralysis (AP). Therefore, make sure to know your players well when playing very large sets.
- You can easily differentiate all cards from this expansion by looking for the  icon on the bottom left of any cards!

Please share your custom sets with the community either on the **Kickstarter** page or on our **boardgamegeek.com** product page!

GUILD WAR

MODE (2 VS 2)

In *Guild War Mode*, players work in teams of 2. Each team shares a single point tracker. Every point made by a teammate is shared with the team.

RULES

- You cannot attack a teammate.
- Your teammate is not an opponent and is not affected by card stating '**All opponents**'.
- Your teammate can still be affected by cards stating 'other players'.
- The last round is reached at 40 team points.
- **The original Divine Favor triggering points (5, 12 and 20) are inactive in Guild War mode.** When the active player passes at 10, 20 or 30 points, **both** teammates get to pick a Divine Favors. The active player picks first.
- If a player successfully attacks a Town Hall level 3, only the attacking player gets a Divine Favor.
- For the End-Game Bonuses, players check their Bonuses conditions together and sum all items they both own for the purpose of each of End-Game Bonus.

GUILD TOWER

The Guild Tower is a Building which is played **only in Guild War Mode**.

The Building has 2 different levels to which you upgrade exactly like your Town Hall.

Note that the Guild Tower does not count towards your building limitation!



- With a level 1 Guild Tower, you may borrow 1 card per round from your teammate's hand. Play it immediately and return it to his/her discard pile.
- At level 2 you may do the same plus borrow 1 gold bar, 1 gold cube, 1 gold coin, or 1 +1 Damage Reward per round.

BORROWING CARDS AND TOKENS

You may borrow a card or a token only if you can play it immediately. I.e. you can borrow a Defense card only if you are being attacked or borrow a  only when you are attacking.

SETUP

- Each teammate picks a Guild card to visualize alliances. Players cannot sit next to their teammates.
- Each player gets a Guild Tower of level 1 and 2. They place the level 1 Guild Tower facing up in front of them. This Building is now active but does not count in the Town Hall building limitation.
- Choose and follow one of the 2 setups below:

GUILD WAR SETUP (2 VS 2)

This configuration uses the **FORTRESS** setup described above. Simply add all of the **2VS2** Missions to the Mission Deck and follow its usual setup.

TOTAL GUILD WAR SETUP (2 VS 2)

This configuration uses the **TOTAL WAR** setup described above. Simply add all of the **2VS2** Missions to the Mission Deck and follow its usual setup.

CREDITS

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