

PAX · VIKING ·

COMPREHENSIVE RULEBOOK

By Jon Manker



COMPONENTS

In Pax Viking, you represent a Jarl, a powerful leader in the Norse culture, whose family has grown strong over the course of centuries. It is now a pivotal point in history and an opportunity to unite many Jarldoms into a unified country. Using a trade network in the east, powerful allies in the west and smart tactics, you may prevail as the first monarch of Sweden!

Pax Viking is a strategic and historical game of trade and diplomacy in the 10th century for 1-6 players. The game highlights those Vikings who traveled eastwards, towards the rich trade routes of Persia and around the Black Sea. Skilled opportunists in the matters of silver and axe, these Vikings were ready to wield whichever worked best in any given situation. They shared an adventurous explorer ethos with the westward traveling Vikings, and reached far to the south and east, forming strong alliances, influencing societies, and founding empires along their way.

The areas under Norse control are vast. The administration of power is becoming increasingly complicated. The Viking longships are excellent for voyaging both at sea and on rivers. In the western part of Europe, your neighboring Jarls in Denmark and Norway are pillaging the lands. It is wise to be on good terms with these Powerful Allies. You interact with them by traveling to their Posts in the West. But you are also aware of the economic advantages to be gained by having followers in the strong Trade Center of some existing larger cities as well. It is up to you to weave and navigate a successful saga within *Pax Viking* in order to win the crown.

Gameboard



220 Saga Tiles



20 Victory Condition Cards



7 Ally Longships



3 Dublin Longships



2 Faroe Longships



2 Iceland Longships

Tokens



4 Influence Markers



60 Silfr Coins



20 Gull Coins
each worth 5 Silfr



7 Trade Center Markers

Player Components



9 Jarlboards



72 Home Markers
in 6 player colors, 12 each



36 Jarldom Followers
in 6 player colors, 6 each



36 Theocracy Followers
in 6 player colors, 6 each



36 Sweden Followers
in 6 player colors, 6 each



36 Rus Followers
in 6 player colors, 6 each

Rule documents

- 1 Concise Rulebook
- 1 Appendix Rulebook
- 1 Comprehensive Rulebook
- 2 Rosetta Stone boards



36 Longships
in 6 player colors, 6 each



24 Action Markers
in 6 player colors, 4 each

Gameboard



- A. Lay out the **Gameboard** in the middle of the table.
- B. Place the **Ally Longships** on the gameboard in the pre-printed spots located within the Sea Regions of the German Ocean just outside Dublin (3 Black) and the Norwegian Sea near Faroe (2 Gray) and Iceland (2 White).
- C. Place the **4 Influence Markers** on the indicated spaces on the gameboard.
- D. Place 4 randomly selected **Victory Condition Cards** faceup on the indicated spaces on the gameboard based on the **Difficulty Level** you wish to play: **(D)**
 - * Novice: For beginners, casual players, or families.
 - * Standard: Recommended Difficulty Level after your first game.
 - * Advanced: For experienced players.
 - * Eklundian: For players looking for the ultimate Pax Viking challenge.

As a handicap system you may draw **Victory Condition Cards** from different categories (for example two Novice and two Advanced Cards) and let less advanced players reach the easier conditions to win while more advanced players have to reach the more difficult conditions.

- **Bragi's Variant:** You can start the game with the Victory Condition cards facedown, revealing 1 card each time a player plays an Event, until all cards are revealed.

- E. Randomly select 12 **Saga Tiles** per player. Shuffle the selected Saga Tiles and place them facedown on the **Saga Pile** space. Fill the **Saga Track** with face up tiles from the Saga Pile.
 - **Starter Deck:** If you want a less luck-based Saga Tile distribution, use the starter deck as your Saga Pile. These tiles are marked 2p, 3p, 4p, 5p and 6p to the right of the Tile's title. Use only the 2p Tiles for a 2 player game, the 2p and 3p Tiles for a 3 player game and so forth.
 - **Custom Starter Deck:** If you want to create a less luck-based deck from all 220 Tiles, separate the Saga Tiles in randomized facedown decks of Ventures, Events, Advocates, and Gods. Draw 4 Ventures, 3 Events,





3 Advocates, and 2 Gods per player, then shuffle them all facedown into a Saga Pile.

F. From the Saga Tiles not in the Saga Pile, randomly select **Ventures** in the amount of 6 minus the number of players. Each Venture used must be for a unique Region. Place them as Posts on their respective Regions on the gameboard. If a Region already has a Venture Post, draw another Venture until you have populated the required number of starting Venture Posts. Return the remaining Saga Tiles to the box, as they won't be used this game.

Starting Venture Posts					
Players	2	3	4	5	6
Ventures	4	3	2	1	0

G. Place the **7 Trade Center Markers** next to the gameboard.

H. Randomly assign each player a **Jarlboard** and all components of their chosen color. Each player should now do the following:

- Place your **6 Follower Tokens** in each of the designated spaces of the 4 Follower types on your Jarlboard:
 -  Jarldom,  Sweden,  Theocracy, and  Rus.
- Place your **6 Longships** in the designated spaces at the top center of your Jarlboard.
- Place your **4 Action Markers** next to your Jarlboard.
- Locate your Home on the gameboard and place one of your **Home Markers** on it. Your Home symbol is



shown on your Jarlboard. The color of the name plate on your Jarlboard indicates the color of the Wind in which your Home is located to assist you in locating it.

I. Randomly determine the **Start Player and take your Starting Silfr**.

- We recommend Grandmother Lill's technique: Grab one Longship belonging to each player, shake them all in your hands, then gently toss them in one direction on the table to see whose Longship lands furthest away. This player is the Start Player.
- The Start Player takes 3 Silfr and places them on the image of the Jarl on their Jarlboard. The next player in clockwise order is the second player who takes 4 Silfr and so on.
- Add any additional money that may be listed on your Jarl's special ability.

Starting Silfr						
Player order	1	2	3	4	5	6
Silfr	3	4	5	6	7	8

KEY CONCEPTS

Terminology: Words that have a special meaning in these rules are defined in the Rosetta Stone (back of the rulebooks and on the Rosetta Stone boards). These defined words along with terms illustrated in the Components section or exemplified in the Anatomies are written with First Letter Capitalization so that you know there is further reference for these terms within these rules if you find it necessary. Standard Actions are written in ALL CAPS. On the Saga Tiles and in the Concise Rules, both actions and Rosetta stone terms are in ALL CAPS.

The Golden Rule: If any text on a tile or card says something different than what is written in these rules, the tile or card text has precedence.

Component Limits: Your Longships and Followers of your color are limited to 6 of each, and your Home Markers are limited to 12 each. You can only place these if you have them in your supply. The Silfr and Gull coins have no limit. In the event that you run out of them, use replacements.

Duchies: If you have Established your Followers on 2 Venture Posts in a Region, it is called a Duchy. Some special abilities also create Duchies. Powerful Allies or Trade Centers may not be part of a Duchy unless a special ability allows it. Once a Duchy is Established, place your Home Marker in the Region with your Duchy unless a special ability says otherwise. Your Duchy acts as an additional Home location for the JOURNEY action.



Economy Limits: You can never go into debt, except through promises made in Trade during the JOURNEY action. Thus, when you choose an action yourself, such as INVEST, you must have enough to pay the cost or you cannot take that action. If you are forced by game effects to pay Silfr and do not have enough, pay as much as you can.

Hand Limit: The standard Hand Limit is 4. This may be modified by special abilities. Hand Limit is checked during the Winter Solstice so you may exceed the Hand Limit during your turn before Winter Solstice takes place.

Home Locations and Jarlboard Sanctuary: Each Home Marker can be used as a starting point for your Longships' JOURNEY off your Jarlboard. Home Markers and your Jarlboard are not considered part of any Region or Wind when it comes to ability effects. Rivals cannot enter your Jarlboard through any Home Marker.

Order: Unless otherwise stated, when an ability applies to several players, resolve the ability in clockwise order, starting with the player whose turn it is.

Public and Private Information: All information in the game is public except Saga Tiles in your hand. As such, you do not need to reveal a Saga Tile you draw from the Saga Pile directly into your hand. However, for a game with more strategy and negotiation, consider making all information public.





Soft Requirements: Unless stated otherwise, you can perform as much of an action or ability as you like, except for Events which must be performed as fully as possible.

Winds: The four larger areas found on the map of the gameboard and named after the four directions found on a compass can offer some direction to players' strategies.

- In the North, you will find most of the Home locations and a mix of Trade Centers and Venture locations.
- In the East, you will find most of the Venture locations.
- In the South, you will find most of the Trade Centers and some of the Home and Venture locations.
- In the West, you will find all of the Powerful Allies.

GAME BOARD ANATOMY

The map on the Pax Viking gameboard shows the areas to which Vikings traveled, with a focus on their eastward exploration. The Regions reflect cultures and kingdoms present around the 10th century that you will populate and compete over during the game. May the tides and timing of actions and influence be ever in your favor!

A. **Influence Markers:** Influence Markers for each Follower type of Jarldom , Sweden , Theocracy , and Rus  are stored here at the top of the gameboard when not claimed by a player.¹

B. **Victory Condition Cards:** The selected Victory Condition cards are displayed at the top of the gameboard in the 4 printed card spots based upon the Difficulty Level and Variant you have opted to play (See Setup step 5).




C. **Saga Track:** The Saga Track contains the Saga Pile in the zero cost spot, followed by a market of 7 faceup Saga Tiles with indicated cost starting at 1 Silfr in the lowest spot and continuing to 12 Silfr at the highest spot before the Saga Pile.

D. The Map

- **Winds:** A Wind is a group of Regions of the same color. They are named after the four winds found on a compass. The North Wind is blue. The East Wind is green. The South Wind is orange. The West Wind is purple.



- **Regions:** A Region is any named area on the map that can be identified as one of the following three types:

- * **Sea Regions** (name in black text) consist of named bodies of water.
- * **River Regions** (name in white text with one or more white borders) consist of Posts on land accessible by river.
- * **Harbor Regions** (name in white text with a Harbor and no white borders) consist of Posts accessible by sea based Harbors .



Sea Region



River Region





Harbor Region


1. INFLUENCE MARKERS represent the following: The *Jarldom Followers* are raiders who raid and pillage their way to power. The *Sweden Followers* are entrepreneurs and merchants that built trade networks back to Sweden. The *Theocracy Followers* are Christian missionaries or tax collectors who are aided by the ideological authority and command structure of the Church. *Rus' Followers* are establishing a federation that would be known as the Kievan Rus'.

- **Posts:** A Post is a circle on the map, either empty, filled with a Venture Tile or pre-printed on the gameboard with a Trade Center or Powerful Ally. There are four types of posts:


1. **Empty Post** is a Post with no pre-printed Post or Saga Tiles placed.

2. **Venture Post**  is a Venture Tile that has been played onto a Post. It provides the ability written on the tile when **ACTIVATED** which requires you to have an Unexhausted Longship and Follower on the Venture to perform its ability then Exhaust that Longship.

3. **Trade Center**  (gray pre-printed Posts on the map) provides a persistent ability that may only apply during the listed action once Established with a Follower (type and number shown) on that Post. Trade Centers provide economic advantages.²

4. **Powerful Ally**  (brown pre-printed Posts on the map) provides immediate gains. Some provides Followers others Powerful Ally Longships and added Home locations when Established. In this case the Home markers do not count as a Duchy. (Re)placing the Follower on the indicated Follower icon costs the Silfr listed on the bottom of the Post if applicable. If you gain Powerful Ally Longships, (Re)place your Home markers on them. They remain where they are and are instantly available to use.

There are two ways to access Posts using Longships:

1. **Harbor:**  A pier-shaped icon found on some Posts. This icon means that you can only move into and out of the Post from the Sea Region where the Harbor is located.

2. **River Region:** If a Post doesn't have a Harbor icon, it is accessed through Rivers. This means that you can only move into and out of the Post from the River Region the Post is within.³

- **Home:** This is your starting location, either depicted by the symbol on your Jarlboard that is printed on the gameboard or added with additional Home Markers through certain conditions. Consider all Longships stored on your Jarlboard as starting their **JOURNEY** from your Home location(s), taking their first step to an adjacent Region or Post.



2. TRADE CENTERS. The first towns in Scandinavia were places with a relatively dense concentration of people who gained their living through trade and the manufacture of commodities mainly designed for the local market; [...] Some of these sites may have grown up spontaneously because they stood at the intersection of communication routes, but most seem to have been deliberately founded by a king or great landowner, no doubt with the intention of acquiring revenue by imposing tolls on the commodities brought into and exported from the town. —Graham-Campbell, 1994.

3. RIVER REGIONS. Why are River Regions not called Land Regions? Because you are traveling by longship, the vessel with the best cargo capacity in Europe.













SAGA TILE ANATOMY

Much of the historical record of the Vikings is told through the Sagas, written down centuries after the events took place. Many historical people and events from the Sagas may become important when you play a game of Pax Viking. But, with each game you will recast them to create new and unique Sagas of your own. These new Sagas are not set. There is no fate but what we make for ourselves.



In *Pax Viking*, there are 4 types of Saga Tiles: **Venture**, **God**, **Advocate**, and **Event** that you will use to Establish Followers, Challenge Rivals, **ACTIVATE** abilities, and **PLAY** Events as you seek to achieve the Victory Conditions.

On each Saga Tile, you will find:

- A. **Type:** The icon at the top center of the Saga Tile represents whether it is a  Venture,  God,  Advocate, or  Event.
- B. **Location:** To **PLAY** a Saga Tile, there must only be Longship(s) you control positioned on a Post located in the location.
- C. **Follower Icon:** This leftmost icon on the Saga Tile represents the type of Follower to be placed from your Jarlboard onto this Saga Tile when **PLAYED**. They can be:  Jarldom,  Sweden,  Theocracy, or  Rus Follower(s). Events do not have Follower Icons.
- D. **Trigger Icon:** This rightmost icon indicates when the ability **ACTIVATES**.
 -  Persistent - persistent ability, may only apply during the listed action underneath. If an action, such as **PARLEY**, is listed under this icon, the ability only applies during the listed action
 -  Longship – needs to be **ACTIVATED** using an Unexhausted Longship
 -  Immediate – one-time ability occurs immediately when the Post is Established
 -  Althing - In turn order, vote whether the Event Resolves. If 50% or more agree, Resolve. Check Victory Conditions regardless.⁴
- E. **Ability:** The effect that occurs under the conditions of the Trigger icon.
- F. **Name & Historical Context:** The thematic flavor located in the bottom banner of the Saga Tile offers historically relevant detail that does not affect gameplay.
- G. **Saga Tile Number:** Each Saga Tile has a unique number for ease of reference.
- H. **Starter Deck Indicator:** Showing for which player count this should be in the Saga pile when playing using a Starter deck.

4. ALTHING is the oldest existing parliament in the world, founded in 930 CE at Thingvellir (the “assembly fields”) in Iceland.

JARLBOARD ANATOMY

In Pax Viking, the supplies of your Jarl, a powerful leader in the Norse culture, are stored on your Jarlboard. You will need to make clever use of these supplies if you wish to unite Sweden as its next monarch!⁵



- A. **Follower Supply:** Followers for each Follower type of Jarldom, Sweden, Theocracy, and Rus are stored at the top of your Jarlboard when not in play.
- B. **Longship Supply:** The Longships in your player color are stored at the top of your Jarlboard until put into play onto the gameboard.
- C. **Special Ability:** Each Jarl has a unique special ability that should be noted and utilized to your advantage.
- D. **Home:** Your unique Home symbol indicates your Jarl's base of operations on the gameboard. The Jarlboard name plate color indicates the Wind in which you will find your Home. All Longships stored on your Jarlboard start their movement from your Home location(s), taking their first step to the adjacent Region or Post.
- E. **Gods and Advocates:** You may PLAY God Tiles and Advocate Tiles onto the marked circles on your Jarlboard for your personal use of their abilities once Established.
- F. **Actions:** The 4 Influence Actions and 5 Standard Actions are referenced on your Jarlboard. When you take an Action, place a previously Unexhausted Action Marker on that Action to indicate it is Exhausted. If you have an Influence Marker, you can use it to take its corresponding Influence Action or any of the 5 Standard Actions. You may perform the same Standard Action multiple times but you can never perform more than 4 actions in a turn.
- G. **Sequence of Play:** A quick reference of the steps to take in each Phase of a Turn.





5. THE PIRENNE THESIS holds that the Islamic conquests of the Mediterranean sea lanes shifted the trade routes north, which positioned the Vikings as middlemen between Europe, the Muslim Empire, the Byzantine Empire, and the Persian Empire. The Norse Jarls were able to maintain their status through gift-giving of luxury items from abroad, and returning from a dangerous voyage laden with foreign wares was a way to gain wealth, honor, and fame. Thus trade, rather than a byproduct of the Viking Age, was actually the main cause for the political, social, and economic changes that characterize this period. —Tara Carter, 2010.

SEQUENCE OF PLAY

Pax Viking takes place over an indeterminate number of rounds. Each round consists of an Influence Phase, an Action Phase, and a Winter Solstice for each player in clockwise order. Play continues until one or more players achieves one of the revealed Victory Conditions during a Victory Condition check or upon the emptying of the Saga Track. Novice Victory Conditions are checked at the end of your turn during the Winter Solstice. Standard, Advanced, and Eklundian Victory Conditions are checked every time an Event is Resolved.

Start Player goes first, then proceed clockwise. The sequence of play for each player's turn within each round:

INFLUENCE PHASE: Gaining Followers will provide you with special Influence Actions based on their traits, if you emerge as their leader, that is. Have you exceeded your Rivals in order to gain this influential support?

During the influence phase, you will determine if you alone have more Established followers for any of the 4 Follower types,  Jarldom,  Sweden,  Theocracy, or  Rus, than your Rivals by comparing the highest number revealed in each player's Follower supply on their Jarlboard. Thus, ties are not friendly as you seek to gain the lead in Influence. You will always only have 4 total Action and/or Influence Markers.

- If you have a higher number revealed than any Rival in one or more Follower type(s), place one of your Action Markers on the space next to the applicable Influence Marker(s) you now control, returning any Rival's marker that may be there. Then take the corresponding Influence Marker(s) from the gameboard into your supply.
- Conversely, if you no longer have more Followers of any type than all Rivals for an Influence Marker that you previously held, return that Influence Marker to the gameboard and retrieve your Action Marker.



- ACTION PHASE: As a Jarl, you face difficult decisions, like how to select just 4 actions from among the 5 Standard Actions and 4 possible Influence Actions. To become the future monarch of Sweden, you must choose wisely. All actions described in detail in the next two sections of the rules.**

During the action phase, select each of the 4 actions you wish to perform this turn, one at a time. Mark each action you plan to take by placing your Action Marker on the corresponding action space on your Jarlboard and then perform the action.

- Your Action Markers may only be placed on Standard Actions which can be performed more than once per turn as long as you have sufficient Action Markers available.
- Influence Markers achieved may be placed on either the Standard Actions or on its specific Influence Action. As such, you may perform each Influence Action you have access to only once a turn.



2. **WINTER SOLSTICE: As noted on your Jarlboard, perform these end of turn steps:**

- a. **Income:** Take 1 Silfr per Follower type you have placed, up to the 4 types of Jarldom, Theocracy, Sweden, and Rus. (Max 4)



- b. **Refresh:** Any Exhausted components are returned to their Unexhausted state. Refill the Saga Track by moving the existing Saga Tiles down and drawing new tiles to fill up to the 7 spaces shown on the gameboard with the newest tiles being placed on the most expensive positions. If the Saga Pile is empty, simply move the existing Saga Tiles down on the Saga Track.
- c. **Discard down to your Hand Limit** of 4 (+/- any modifications) Saga Tiles.


Standard Actions

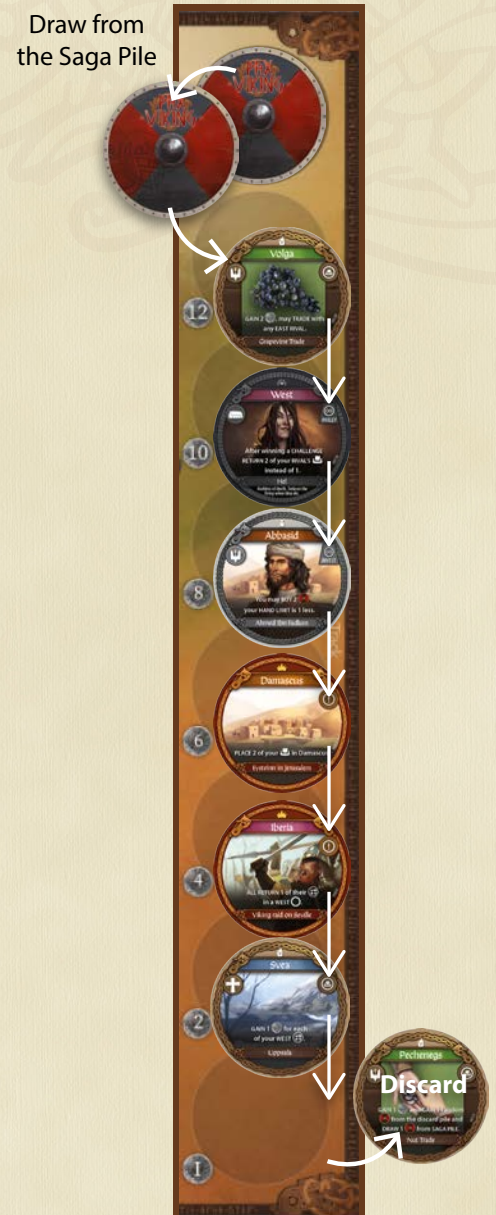
Note that JOURNEY and ACTIVATE can only be done using an Unexhausted Longship but PLAY and PARLAY can be done using any Longship.

A. **INVEST:** Take 1 Saga Tile to your hand. To do this, you may:

- Draw from the top of the Saga Pile for no cost and immediately
Discard the Saga Tile on the 1 Silfr cost space (if any) of the Saga Track. Slide the other Saga Tiles within the Saga Track down, and refill the uppermost space on the Saga Track from the Saga Pile, or
- Buy from the Saga Track for the listed Silfr cost on the gameboard without refilling the Saga Track.

B. **JOURNEY:** Move 1 Unexhausted Longship you control up to 3 Steps then Exhaust with the option to Trade before or after any step if Colocated with a Rival.

- Steps:
 - * Moving in or out of a Post counts as 1 Step.
 - * Harbors  indicate that the Post can only be entered or exited from a Sea Region.
 - * White borders count as one step to cross.
 - * Black borders, which indicate a land-locked area not accessible by river, are impassable.
 - * When moving a Longship from your Jarlboard to the gameboard, the first step is into a Region or Post next to any of your Home Markers.
- Trade: During your JOURNEY, when your Longship is in the same Region as a Rival's Longship (Posts within the Region included) you may Trade Saga Tiles, Longships, Followers, Silfr, or non-binding promises.
- Each Longship may only JOURNEY once per turn.



Trade Examples

Bribery: Ingvar moves a Longship into Edla's Post. Ingvar offers Edla 3 Silfr to exchange Edla's Follower and Longship in that Post for Ingvar's. Ingvar notes that if Edla does not agree, Ingvar will send in more Longships to take the Post by force. Edla agrees.


Haggling: Sigrid grabs a 12 cost tile from the market for free that she knows Ingvar really wants. Sigrid then moves a Longship so she is Colocated with Ingvar and offers it for 5 Silfr. Ingvar instead offers a tile Sigrid is marginally interested in, plus 2 Silfr. Sigrid agrees.

Extortion: Ingvar has his fleet of three Dublin ships in the German Ocean, which is Colocated with Harald's Post in Normandy. Ingvar promises Harald he will not attack Normandy as long as Harald pays him a Silfr every turn. Harald agrees, and Ingvar JOURNEYS south instead of raiding Normandy.

Journey



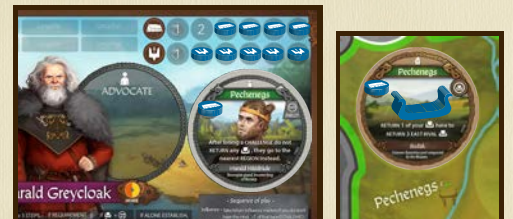
C. **PLAY:** If the Requirement is met, which is having a Longship in a Post in the location listed on the Saga Tile with no Rival Longships present, you may (Re)place and Establish the Saga Tile or Resolve an Event.

- **Ventures:** Place the Venture onto an empty Post or Replace an existing Venture Post (pre-printed Posts can not be Replaced) within the location listed on the tile, where you also have a Longship. Then Establish the tile by placing your Follower on the Venture according to the Follower type shown and paying the cost listed at the bottom of the Venture if applicable. This is now your Venture Post. When replacing a prior Venture Post, Discard that Venture and return its Follower to its Jarlboard.
- **Advocates:** Place your Advocate onto your Jarlboard in an Advocate circle. You may Replace an existing Advocate and return its Follower to your Jarlboard. Establish by adding your specified Follower to the new Advocate.
- **Gods:** Place your God onto your Jarlboard in a God circle. You may Replace an existing God and return its Follower to your Jarlboard. Establish by adding the indicated Follower to the new God.
- **Events:** Do not Place the Event tile. Instead, Resolve the effect as much as possible according to the Trigger icon shown then perform a Victory Check if playing at standard difficulty level or higher.
 - *  Immediate - Resolve then Discard the tile out of the game (not to the discard pile), or

Venture Tile



Advocate Tile



God Tile



Event Tiles



D. **ACTIVATE:** Perform the written ability on a Venture Post if you have a Follower and an Unexhausted Longship on the Post, then Exhaust that Longship. You may **ACTIVATE** the same Venture several times on the same turn as long as you have another Unexhausted Longship on the Post to then Exhaust.

Activate



E. **PARLEY:** You may **PARLEY** as long as a Longship you control is Alone in the Post or you have more Longships, including special abilities, in the Post than a Rival.

- If there are no Rival Longships present on this Post, Establish by adding your indicated Follower to the Post.
- If there are Rival Longship(s) present on this Post, you may Challenge to remove their Longship(s) so that you can Establish your Follower if you exceed Rival Longships including special abilities.

Challenge



Challenge: Add any potential modifications from persistent abilities of Gods, Advocates, or special abilities to your total Longships on this Post and compare to those of your Rival. You need to have more Longships than that Rival in order to perform a Challenge.

Effect: If you are able to perform a Challenge, return the Rival's first Longship (Rival's choice) and move every other Longship of that Rival to the nearest Region.

- Powerful Allies and Trade Centers require that you pay the Silfr noted at the bottom of the Post when you Establish to add your indicated Follower(s) on the Post. Otherwise, the current Follower(s) remains. Key Trade Centers require 2 Followers to be placed and the cost is for placing both. If you have Follower(s) on a Trade Center, put its Trade Center Marker next to your Jarlboard to remember that you have its persistent ability.

Key Trade Center



Influence Actions

You can perform the following 4 Actions by using the corresponding Influence Marker if you have it this turn. As there is only 1 Influence Marker of each type, each Influence Action may only be performed once on your turn.

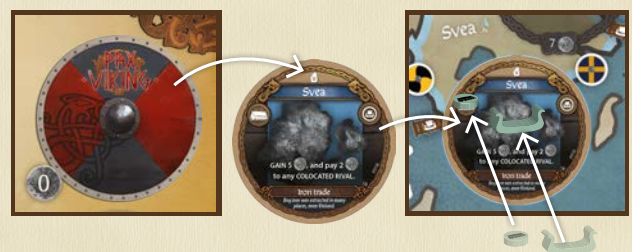
F. **Jarldom Action:** Move 1 of your Longships 1 step to a Post (Longship must end this movement on a Post) where you may remove 1 Rival's Longship (if there are any). If you are now the only player who has a Longship(s) on this Post, Establish by placing your indicated Follower and returning any Rival Follower present to its Jarlboard.

Jarldom Action



G. **Sweden Action:** Draw a Saga Tile from the Saga Pile into your hand. If it is a Venture tile, place a Longship on a Post in the location listed on the tile. If there are no Rival Longships present, Establish the tile by placing your Follower on the Venture Post.

Sweden Action



Examples of the Sweden action:

1. You Draw and pull a Venture tile, but there are already two Venture Posts with Longships on them located in its listed location. You put a Longship on one of the Posts, but you cannot **PLAY** the Venture because you are not Alone. That's the end of your action.
2. You Draw a Venture Tile, but you already have a Duchy in the location listed on the tile. You place a Longship on one of your Posts. You are Alone so you could Replace either of the Venture Posts of your Duchy.
3. You Draw and pull a Venture Tile, the location listed is full, but one of your Rival's Venture Posts has no Longships present. You put a Longship there and **PLAY** the Venture Tile (you have a Longship Alone on the Post so the Requirement is met), replacing your Rival's Venture and Follower.
4. You Draw and pull a Venture. There is an empty Post in the location listed on the Venture Tile. You put a Longship on the Post and **PLAY** the Venture, having met the Requirement.
5. You draw and pull a Venture Tile. You do not have any Longships in the location listed on the Venture Tile. You do not have any Longships on your Jarlboard so you cannot Place a Longship on the Post. You cannot **PLAY** the Venture Tile because you have not met the Requirement.

Theocracy Action

H. **Theocracy Action:** Establish a Theocracy Venture or Powerful Ally Post anywhere on the map by (Re)placing with your Theocracy Follower and paying any cost listed at the bottom of the Post. Whether a Venture or Powerful Ally, this Post must have the Follower type of Theocracy for this action.




Rus Action



I. **Rus Action:** Take a Rival's Advocate from their Jarlboard, as long as you have a Longship Alone on a Post in the location listed on the Advocate you steal. Place this Advocate on your own Jarlboard with your applicable Follower, returning your Rival's Follower to their supply on their Jarlboard.

Persistent abilities

 Persistent abilities of a God, Advocate, or Trade Center on which you have a Follower may impact your actions.





In *Pax Viking*, the game ends once one or more players achieve one of the revealed Victory Conditions when these conditions are checked.⁶

Novice Difficulty Victory Conditions are checked during your Winter Solstice.

Standard Difficulty and Higher Victory Conditions are checked for all players when an Event is PLAYED.

The End of the Saga Victory Check: When the last Saga Tile from the Saga Track is taken, at such time that the Saga Pile and the Saga Track are empty, then the game ends. If no player fulfills a Victory Condition at that time then use the tie breaker to determine the winner.

Tie Breaker: In the case of more than one player fulfilling Victory Conditions or if no one fulfills any when the Saga Track runs out, compare the tied players as follows:

- The player with the most Established Followers wins.
- If a tie still exists, then the player with the most remaining Silfr amongst those who tied for most Established Followers wins.
- If a tie remains, then the players share the victory, the crown, and an unusual historical reference to a time when more than one monarch ruled together!

6. FOUR PATHS TO VICTORY. Each path is associated with a particular quality that your Followers respect:

Jarldom - Followers support the traditional decentralized jarldom structure of Viking warlords.

Sweden - Followers support a strong centralized rule of Sweden where its northern jarldoms become a unified country. Eric the Victorious achieved this victory upon being crowned in 970 CE.

Theocracy - Followers support a combination of religion and politics under monotheistic religious leaders - Christianity, or potentially Islam.

Rus' - Followers support empires in the east founded by the Swedish Vikings.

Changelog and clarifications

<https://cutt.ly/paxviking-changelog>



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ROKETTA HONE

- ALL** Every player, including you.
- ALONE** Have only your Longship(s) in a **POST**.
- ALTHING** In turn order, vote whether the Event **RESOLVES**. If 50% or more agree, **RESOLVE**. Check victory conditions regardless.
- AVAILABLE** If the component is in your hand, Jarlboard, **SAGA TRACK**, or discard pile.
- BUY** Transfer the listed amount of silfr to the supply to add the tile to your hand.
- CHALLENGE** Choose a **RIVAL** in the same **POST** who has fewer Longships. **RETURN RIVAL'S** first Longship and move every other **RIVAL** Longship to the nearest **REGION**. **RETURN** all **RIVAL** Followers acting as Longships.
- COLOCATED** Longships that are in the same **REGION**. A **POST** is always in a **REGION**.
- COPY** Use a **RIVAL's** ability.
- DISCARD** Move tile(s) to the discard pile face up. The discard pile is open information.
- DRAW** Draw a tile from the top of the **SAGA PILE** and place it in your hand. If you used the **INVEST** action to **DRAW**, remove the 1 cost tile from the **SAGA TRACK**.
- DUCHY** A **REGION** with two Ventures with followers of the same color. Some abilities may also create a **DUCHY**. Add a **HOME** marker to a **DUCHY** you control.
- EAST** Is in the East **WIND**.
- ESTABLISH** **(RE)PLACE** Follower(s) on the indicated Follower icon(s), pay the cost at the bottom of the **POST** if necessary. There can never be more than one color Follower on a tile. Abilities are not active until after the Follower is **ESTABLISHED**.
- (UN)EXHAUST** Mark or unmark that a component has been used. It can no longer be used for actions that require **EXHAUSTING** that component.
- GAIN** Without spending an extra action or money, gain this ability or component.
- HAND LIMIT** The number of tiles allowed in your hand (the default is 4) at the end of your **WINTER SOLSTICE**.
- HARBOR** Denotes that the **POST** may only be entered from the sea **REGION** the harbor is in.
- HOME** A starting location, either printed on the board or added with **HOME** markers. It is not considered a part of any **REGION** or **WIND**.
- KEY TRADE CENTER** **TRADE CENTERS** marked with a : Miklagard, Chang'an, India, and Damascus.
- NORTH** Is in the North **WIND**.
- ONCE** Ability applies only once per any player's turn.
- (RE)PLACE** Place or replace a component from your hand or Jarlboard on the map. You cannot replace Trade Centers or Powerful Allies.
- POST** Any circle on the map. These include empty circles, Ventures , **TRADE CENTERS** , and **POWERFUL ALLIES** .
- POWERFUL ALLY** The brown preprinted **POSTS** on the map. Their abilities immediately trigger when **ESTABLISHED**.
- REFRESH** Refill empty **SAGA TRACK** spots. If you're in Winter Solstice, **UNEXHAUST** all of your components.
- REGION** Any named area on the map that is not a **POST**. Sea **REGIONS** have black names. River **REGIONS** have at least one white border. Harbor **REGIONS** have no white borders.
- REQUIREMENT** Have only your Longship(s) in a **POST** in the location listed near the top of the tile.
- RESOLVE** You must follow the instructions on the Event tile as much as possible, then remove (not **DISCARD**) it from the game. Then check to see if anyone has met a victory condition.
- RETURN** Return the component to its starting setup position.
- RIVAL** Any other player or components another player controls.
- SAGA PILE** The stack of unrevealed tiles on the zero cost space.
- SAGA TRACK** The selection of tiles in the marked cost spaces.
- SOUTH** Is in the South **WIND**.
- STEP** One movement into/out of a **POST**, or across a white border into/out of a **REGION** or **HOME** marker. **POSTS** without a **HARBOR** must be entered from a River **REGION**.
- TRADE** Exchange tiles, Followers, Longships, silfr, and/or non-binding promises with a **COLOCATED RIVAL**.
- TRADE CENTER** The grey preprinted **POSTS** on the map. After **ESTABLISHING**, their abilities trigger during certain actions.
- WEST** Is in the West **WIND**.
- WIND** One of the 4 colored areas of the map: **North**, **South**, **East**, **West**.



ALTHING



Ability must be **ACTIVATED** using an **UNEXHAUSTED** longship



Ability occurs immediately when **PLAYED** or **ESTABLISHED**



Persistent ability, may only apply during the listed action underneath



ADVOCATE



VENTURE



EVENT



GOD



POWERFUL ALLY



TRADE CENTER



KEY TRADE CENTER



HARBOR



ACTION



LONGSHIP



POST



TILE



SILFR



ANY FOLLOWER