

# REAVERS OF MIDGARD

THE CARD GAME



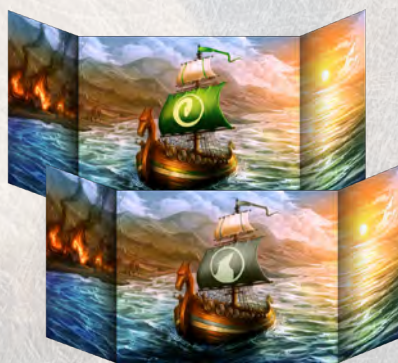
In **Reavers of Midgard: The Card Game**, you are the master of your own longship with a small but loyal crew by your side. You set out to gain glory and become the most renowned reaver in all of Midgard. Recruit vikings to man your longship. Raid villages, towns, and castle keeps. Collect the spoils of victory as you harry the Nordic coastline. But be mindful you don't clash with other reavers too often lest you earn yourself a reputation too terrifying for anyone to follow.

The player with the most glorious exploits will outlive even the mighty Viking empire as they are immortalized in the stories of the skalds!

## COMPONENTS



**1 Score track**  
(score board)



**6 Player screens**



**12 Supply cards**



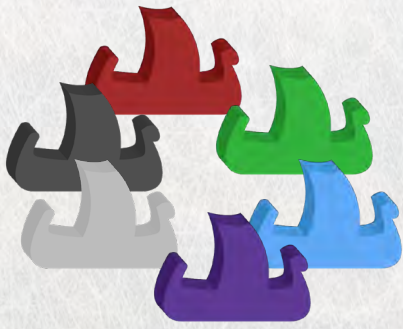
**7 Location cards**



**7 Location action cards**



**42 Destination cards**  
6 sets of 7 cards



**6 Player ships**



**6 Player score tokens**



**48 Reaver cards**



**85 Spoils cards**



**45 Coins\***  
30 Silver - Worth 1  
15 Gold - Worth 5



**60 Raid tokens†**  
20 Farms, 20 Walls,  
20 Towers



**30 Terror tokens\***  
25 Small tokens - Worth 1  
5 Large tokens - Worth 5



**1 First player token**



**1 Weapons die**

## COMPONENT LIMITATIONS

\* Coins and Terror are unlimited. If the supply runs out, you may use a suitable substitute.

† Farms, Walls, and Towers are limited. If the supply runs out, they are no longer added to locations nor available for purchase.

## GAME SETUP

- 1 Each player selects a color and takes the corresponding ship, player screen, score token, and 7 destination cards. Score tokens should be kept in front of you during the game to remind others of your player color.
- 2 Set up the location cards in the middle of the play area, making a row of cards. Place ROSKILDE (P) along with locations 1, 2, and 3 (BJORGVIN, TONSBORG, and NIDALOS).
  - For a 4+ player game add location 4 (VASTERAS).
  - For a 5-player game, also add location 5 (ODENSE).
  - For a 6-player game, also add location 6 (LEIRVIK)

On each location put the corresponding location action card with the A-side face up. (Match the art to see which location action card corresponds with each location card.)

*Variant: You can use random locations. Always use ROSKILDE (P), but then select random locations equal to the numbers of players (three in a 2-player game). Note that you will be using all locations with 6 players, making this set-up variant unusable.*

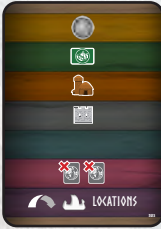
- 3 Place all the coin, farm, wall, tower, and terror tokens off to the side within reach of all players.
- 4 Shuffle the reaver deck and place it near ROSKILDE (P). Then, flip 4 reaver cards face up next to the deck to form the market.
- 5 Shuffle the spoils deck and place it face down near the play area. Place the weapons die near the deck.
- 6 Shuffle the supply cards and randomly return 2 of them to the game box. Place the remaining 10 supply cards face down as a supply deck near the play area.



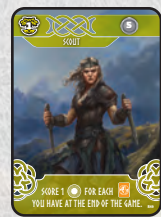
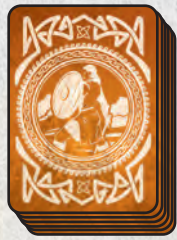
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6



4



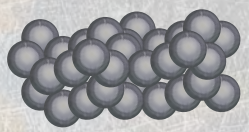
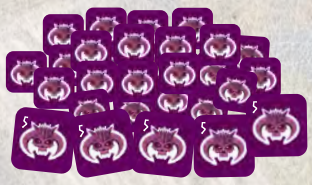
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# HOW TO PLAY

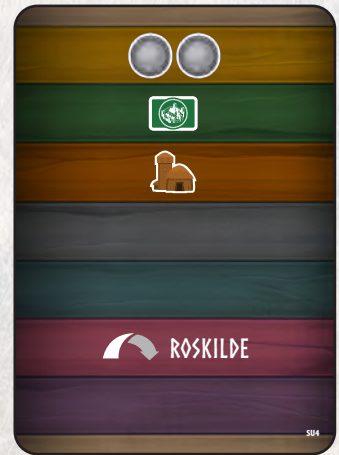
## ADD RESOURCES TO LOCATIONS

At the start of each round, reveal and discard the top card of the round deck. For each coin symbol shown on the supply card, add to each location the number of coins shown in that location's supply area. Repeat this process for all spoils and raid icons. If the spoils deck ever runs out, shuffle the discard to form a new deck.

If there is a flip symbol for Roskilde, flip the Roskilde action card to its opposite face. Otherwise, discard the two oldest reavers in the market. (Whenever reavers are removed from the market—bought or discarded—slide all remaining reaver cards to the right before refilling).

If there is a flip symbol with a boat symbol and the word LOCATIONS, flip over the action card on every location (other than Roskilde) **which has at least one player ship present** (in the first round, players' ships are not at any location).

*NOTE: tokens and cards can build up over multiple rounds if no one visits a location. Always add to all locations according to the supply card regardless of what is already on them.*



## EXAMPLE

The supply card above shows two coin icons, 1 spoils card, 1 farm raid token, and the flip Roskilde icon. Bjorgvin's supply area shows 1 coin, so you need to add 2 coins (1 coin, twice) to Bjorgvin's supply. Tonsburg's supply area shows 2 coins, so this supply card will add 4 coins (2 coins, twice) to Tonsburg. Each shown location gets one spoils. Bjorgvin gets 1 farm raid token. Then Roskilde's location action card flips to the reverse side.



## PLAY DESTINATION CARDS

Simultaneously, each player selects one of the destination cards from their hand and places it face down in front of them. Once all players have done so, flip over your card and move your ship onto the matching location. You can never visit the same location twice in a row.

Be sure to leave the destination card you played face up on the table as a reminder, until you have revealed your next one.




## ACTIVATE LOCATION ABILITIES AND COLLECT REWARDS

Once all players have moved their ships, activate the effects of the locations. (Location actions are described in detail beginning on pg. 7.)

Then, anyone who is alone at their location collects all the tokens and cards currently at that location. All tokens and spoils cards owned by a player are hidden information. Both are kept behind player screens.

Whenever 2 or more players end up at the same location (excluding Roskilde), add a terror token to the loot that is present. Also be sure to add any additional tokens or cards as indicated by the location actions as needed.

All players sharing a location must negotiate how to split all the tokens, cards, and coins present at that location (including terror tokens). Once those players have come to an accord, they each collect the agreed upon items. If no agreement can be reached, remove the terror token from the location and all players present at that location must collect a terror token from the main supply. All other rewards remain on that location for the next round.

Anytime a player acquires a weapon card (a spoils card showing the ) , they must roll the weapons die:



Nothing happens



Gain 1 Terror



Gain 1 random Spoils card

**NOTE:** When at the same location as other players, you can bargain with them not only for the rewards at that location but also for ANYTHING that you have among your possessions (even terror!). Your negotiations do not have to be limited to what is on the location. You can also make promises to be collected and paid in later rounds. However, agreements for future favors are **not binding** so be careful who you trust!

# LOCATION ACTIONS

## ROSKILDE ACTIONS

Roskilde is a special location that resolves in a more complicated fashion. Roskilde is neutral ground. No terror is assigned to players if more than one of them are here.

Any players who went to Roskilde may activate each of the location actions they wish one at a time in action and player order (see below). The actions allow players to purchase reaver cards and acquire tokens. Each action can only be executed once per player.

The actions are as follows:

### Roskilde A



- Gain a terror token to purchase 1 reaver card.
- Purchase up to 2 reaver cards for their listed coin cost. Before purchasing, you may pay 1 coin to refresh the market.\*
- Purchase a farm token for 1 coin.
- Purchase a wall token for 2 coins.
- Spend 2 coins to discard a terror token.

### Roskilde B



- Gain a terror token to purchase 1 reaver card.
- Purchase up to 2 reaver cards for their listed coin cost. Before purchasing, you may pay 1 coin to refresh the market.\*
- Purchase a farm token for 1 coin.
- Purchase a tower token for 3 coins.
- Spend 4 coins to discard 1 terror; a player of your choice takes 1 terror from the supply.

*\*To refresh the market, discard all face-up cards and deal out 4 new face-up cards*

The market is refilled after the completion of each action taken by each player. When a player is making multiple purchases, they make all of their purchases before refreshing the market for the next player.

Reaver cards acquired by players are placed face up in front of their player screen and are always public knowledge.

If the reaver deck ever runs out, shuffle the discard to form a new deck.

If 2 or more players are at Roskilde, they alternate taking actions. The actions available must be taken from top to bottom and for each action a player may choose to take the action or pass.

Turn order for taking actions proceeds clockwise from the player who has the most Yggdrasil symbols on hired reavers. If there is a tie, check for the player with the most helm symbols. If there is still a tie, check for the player who came from the closest location (Location #1 Bjorgvin being the closest and Location #6 Leirvik being the furthest). If still tied, determine the player who takes the first action randomly.



## BJORGVIN ACTIONS



- Sell a farm token for 2 coins.
- Sell a wall token for 4 coins.
- Sell a tower token for 6 coins.

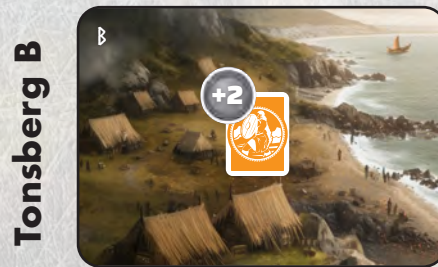


- Add 2 coins to this location for every player who landed here (before collecting/negotiating rewards).

## TONSBERG ACTIONS

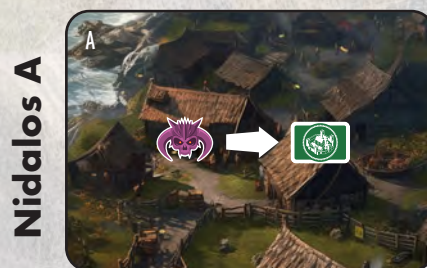


- You may spend 3 coins to discard 1 terror.

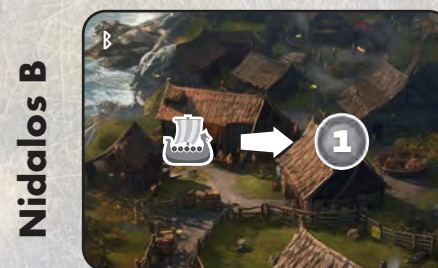


- Draw the top card from the reaver deck. You may purchase it for its printed cost +2 (otherwise, discard it).

## NIDALOS ACTIONS



- You may take a terror token from the supply to draw and reveal the top card of the spoils deck then add it to your supply (if it is a weapons card, roll the die to resolve as normal).



- Add 1 coin to this location for each player who landed here (before collecting / negotiating rewards).

## VASTERAS ACTIONS

### Vasteras A



- You may take a terror token from the supply to draw and reveal 2 cards from the spoils deck. Keep one and discard the other.

### Vasteras B



- You may discard one of your spoils cards and take 5 coins from the supply.

## ODENSE ACTIONS

### Odense A



- You may take a terror token from the supply to take your choice of a farm, wall, or tower from the supply.

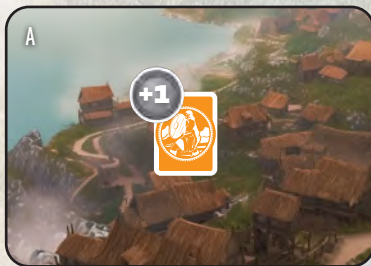
### Odense B



- You may discard a farm, wall, or tower token to discard 1 of your terror tokens.

## LEIRVIK ACTIONS

### Leirvik A



- Draw the top card from the reaver deck. You may purchase it for its printed cost +1 (otherwise, discard it).

### Leirvik B



- Add 1 spoils card to this location for every 2 players who land here (before collecting / negotiating rewards).



## END OF ROUND/GAME



After all locations have been resolved, players collect the card that they played on the previous round and leave the card they played for the current round face up in front of them. Leave all player ships on their locations.

If there are any cards left face down in the supply deck, begin a new round. If the deck is empty (after 10 supply cards have been revealed), the game is over, and you move on to final scoring.

### FINAL SCORING

Move all player ship tokens onto the zero space of the scoring track. Each player adds all the items below to their score on the track. (If you have the deluxe version of the game, use your custom shaped pawn as a score token instead of your player ship.)

#### Raid Tokens

Farm - 1 each

Wall - 2 each

Tower - 3 each

+4 glory for each completed set of 1 farm, wall, and tower.

#### Spoils Cards

Set collection values as listed. If you max out the value of a set and still have additional cards of that type, start a new set. (For example, if you had 9 armor cards, you would get 30 glory for completing a set and an additional 6 glory for having 3 additional cards in a 2nd set.)

#### Reaver Cards

Count how many helm symbols you have then count how many Yggdrasil symbols you have. Multiply those two numbers together and add the total to your score.

Some reaver cards also grant bonus glory at the end of the game, which is described in their text box. Add this glory to your score.

#### Terror

Each player loses points based on how many they have: -1 / -3 / -6 / -10 / -15 / -21.

If you have more than 6 terror tokens, lose an additional 6 glory for each terror beyond the sixth.

#### Coin

Every 2 coins is worth 1 glory.

The player with the most total Glory is the winner. If there is a tie for most glory, check the list below for the tied player with the most of each indicated item. Start at the top of the list. If there is still a tie, move on to the next condition.

The tie breakers are as follows:

- Most reaver cards
- Most spoils cards
- Most raid tokens
- Most terror tokens

If there is somehow still a tie, Odin has decided that the tied players share the victory!

## 2-PLAYER VARIANT RULES

When playing with 2 players, there is far less conflict than in a game with more players. For additional tension, we recommend using this following variant.

Use the player pawn of an unused color as an automated player - we will call them Bjorn.

When playing with Bjorn, a new step is added to the normal game sequence:

1. Add resources to locations.
2. Play destination cards.
3. Activate location abilities and collect rewards
- 4. Move Bjorn**

Bjorn begins the game out of play and only enters play during the first "Move Bjorn" step. When you move Bjorn for the first time, Bjorn goes to the leftmost location in play (other than Roskilde). On subsequent "Move Bjorn" steps, Bjorn moves one location to the right. If there are no more locations to the right, Bjorn returns to the leftmost location. Bjorn never goes to Roskilde.

When Bjorn arrives at a location, discard all spoils, tokens, and coins back to the supply (Bjorn has raided that location).

If a player goes to the location containing Bjorn, the player collects all rewards but also takes a terror token as though they had gone to a location with another player.

Bjorn counts as another player for the sake of activating location effects. Bjorn does not have a score and cannot win the game. All other rules remain the same.

## CREDITS

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### Special Thanks

Lance Myxter - he knows what he did.

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