# Setup

## Player

* Choose Leader from last player counterclockwise
* 1 each: Destiny card, food, wood, coin, favor, and
a swordsman (white die)

## Board

* Longships & board spaces have player count qualifiers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Players | Workers | Military | Economy | Epics |
| 2 | 4+1 | 1 | 1 | 2 |
| 3 | 3+1 | 1 | 2 | 2 |
| 4 | 3+1 | 2 | 2 | 3 |
| 5 | 3+1 | 3 | 3 | 3 |

# Round

* PINK/Berserkers always die first.
* COMBAT (Left to Right): Hunt, Troll, Draugrs, Bergrisars, then Sea Voyages. Valkyrie tokens can be spent (refill **after** last purchase) after each combat.
* Polyhedral resets to D4 if used. Do not refill Epics.

# Scoring

* Destiny Cards, Rune Cards, and Private Longships
* 5 each set (one of each color: Red, Blue, and Yellow)
* 2 each Favor token
* 1 each for 3 Coins
* Blame

1 blame -1 points

2 blame -3 points

3 blame -6 points

4 blame -10 points

5 blame -15 points

6+ blame -21 points

* Tie Breaker: most enemies defeated