

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, Draugr, 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