
NORTHGARD
UNCHARTED LANDS
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WELCOME TO NORTHGARD : UNCHARTED LANDS

News came of a bountiful land beyond the seas, ripe for the taking.

Vying for fame and power, warchiefs sent their bravest clan warriors on a journey to uncover those distant shores...

And claim for themselves the uncharted lands of Northgard.

In this game each player controls of a clan of the Northgard universe. They will build their own deck of cards during the game, and with their personalized decks, they will be trying to impose themselves in a race for new territories, fame and prosperity.

Note to our backers: *This is the content of the Warrior Edition at the start of the KS campaign. It may evolve and change during the campaign. The extra content of the Warchief Collector Edition is described on the campaign page.*

COMPONENTS

70 units (14 for each player, in 5 different colors)



30 starting cards (6 for each player, with a special banner bearing the color of the player)



15 clan cards (1 initial card and 2 upgrade cards for each of the 5 clans)



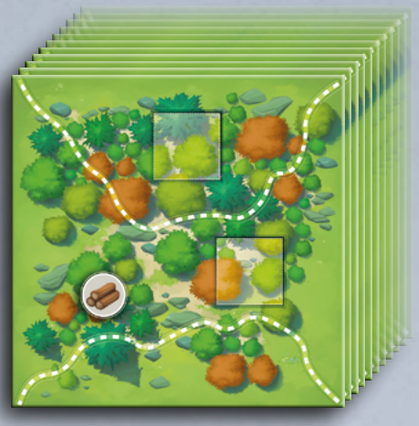
43 Development cards



56 building tokens
(7 for each of the 8 types)



35 map tiles (including 1 Starting tile)



63 resources tokens
(21 Food, Wood, Lore)



10 Unrest cards



1 Kaija, the Armored Bear token
(for Bear Clan only)



27 resource «x5» tokens
(9 Food, Wood, Lore)



60 Fame tokens values 1 (x30), 5 (x20) and 10 (x10)



2 special dice



1 first player marker



GOAL OF THE GAME

Have the most Fame points at the end of the seventh turn , OR be the one to control three closed territories with large buildings at the end of any turn.

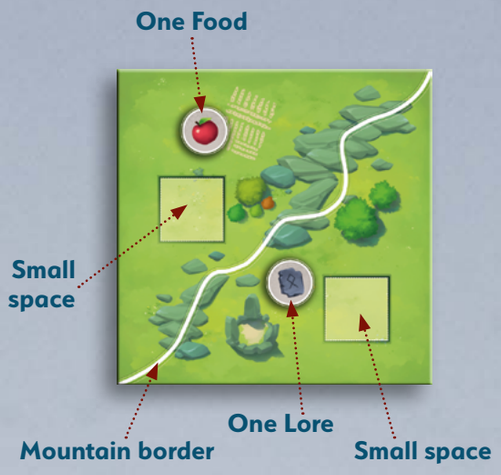
THE MAP TILES

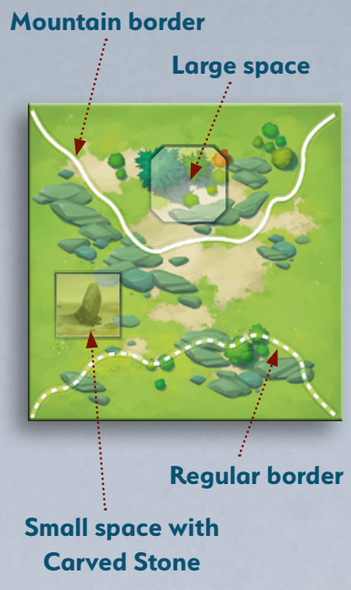
The map tiles may contain borders that delimit up to four territories. Borders with dotted lines are regular borders, while borders with continuous lines are Mountain borders (for more details, see the move action below).

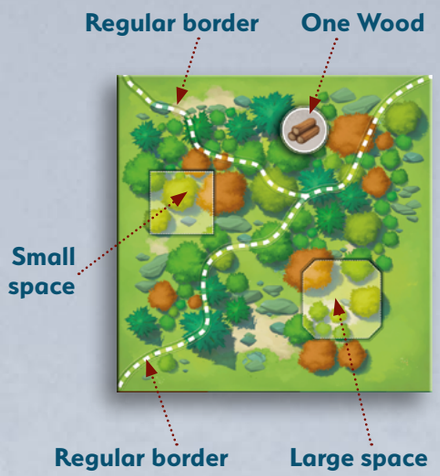
They may contain the following resources:
Food, Wood and Lore.

The tiles also have spaces for small and large buildings (see the build action below).

Some of those spaces contain a Carved Stone symbol : . This is the only place where you can build a Carved Stone building.







GLOSSARY

Border: The lines displayed on the map tiles.

Territory: Space created between several borders and/or the edge of the map tiles. Units can be physically placed anywhere inside a territory's borders (even spread out on different tiles of a same territory for ease of manipulation).

Adjacent territories: Two territories are adjacent if they have at least one common border (touching by a point or corner of a tile doesn't count).

Closed territory: A closed territory is a territory that has been totally defined by borders. Such territory cannot be explored (extended) further.

Open territory: An open territory is a territory that is not closed yet. Borders are not complete around the territory. In such situation the edges of the map tiles mark their (evolving) borders.

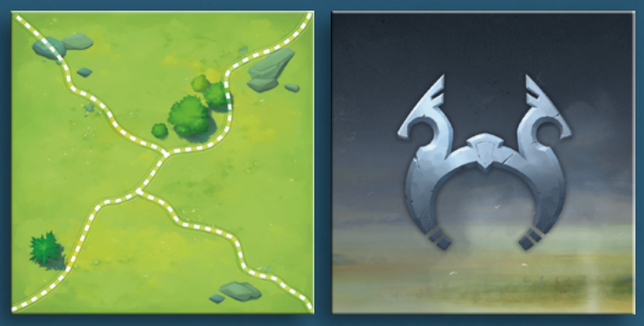
Territory owner: the player that has at least one unit in that territory controls it.

Neutral territory: a territory that has no units. Although it can have buildings created by previous owners.

Combat: conflict happening whenever units of two colors are in the same territory.

STARTING TILE

The starting tile has a different back and is always placed first during setup.



Front Back

SETUP OF THE GAME

A. Each player places all their fourteen units (one color per player) next to them on the table, creating a personal reserve. Remove all the unused units from the game.

B. Place the Fame tokens, the dice, resources (Food, Wood, Lore) and buildings on the table, creating a common reserve in easy reach of all players.

C. Each player takes the 6 starting cards of their color. Remove all the unused starting cards from the game.

D. Shuffle the clan sheets and deal one randomly to each player. Return the unused clan sheets to the game box. Then give to each player the corresponding clan cards: one initial clan card to be added to their starting deck, and two clan upgrade cards (temporarily named « level 2 ») for later use, to be placed under their clan sheet.

E. Place the Unrest cards in a face up deck on the table.

F. Shuffle all the Development cards and take an amount corresponding to the number of players: 14/21/28/35 cards for 2/3/4/5 players. Place this deck face down on the table. Return the rest of the cards to the game box.

G. Place the starting map tile at the center of the table, then shuffle the map tiles and place them in a face down pile on the table.

H. Determine randomly the starting player (by rolling two dice – the most axes win) and give them the first player marker.

Give to each player their starting resources, starting with the first player and going clockwise around the table:

1st → two + one, 2nd → two + two,
3rd → two + two, 4th → three + two
and 5th→ three + two.

I. The starting player draws the first map tile from the pile and places so it touches the starting tile. They take three of their units and place them in one territory of the newly placed map tile.

Continuing with the next player in clockwise order, each player does the same by respecting the following rules:

- The new map tiles must touch orthogonally an already placed map tile (and not necessarily the starting map tile).
- The player units must not be placed in territories that already contain units (not even their own).
- The border lines must be always continued. The newly placed map tile cannot be placed so that border lines stop suddenly in the middle of map tiles.





Repeat the current step once, so that each player has two groups of three units on the map.

Note: Rarely, it can happen that it is impossible to respect these rules above; in such case, simply place the map tile on the bottom of the pile and replace it with the next one.

Important: The players may not gain any resource, Fame or any benefit due to their special powers during the setup phase.

J. Each player shuffles their own deck (six starting cards plus their initial clan card, for a total of seven cards) and places them face down as their draw pile.

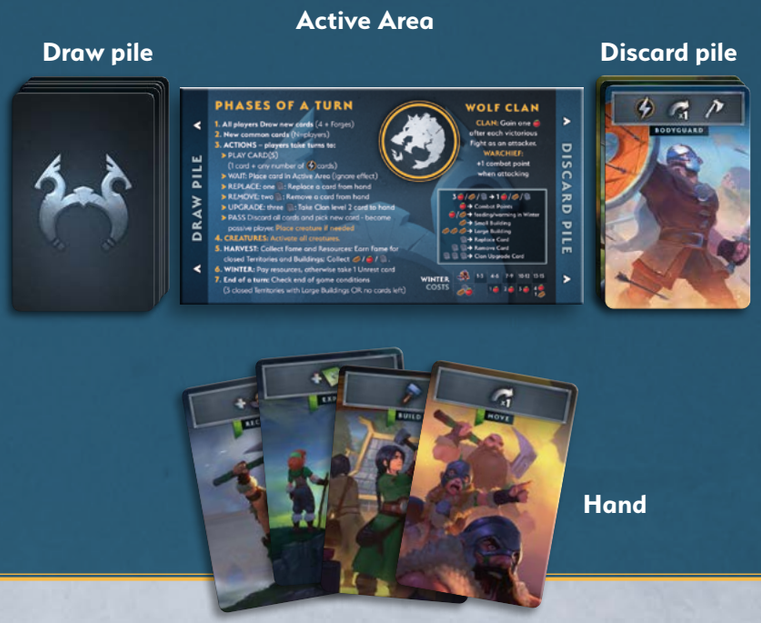
K. The game can begin with the first turn, and the first player is the starting player.

DECK BUILDING

This is a deck building game. Each player has their own deck of cards with 4 distinct zones: drawing pile (face down - to draw cards from), hand (hidden to others - to play the cards from), active area (where the cards are played during the current turn - only the last card is visible) and the discard pile (face up - where cards go at the end of turn). The cards go from the draw pile to the hand, then to the active area, then to the discard pile, then back to the draw pile.

Important: A player will reshuffle their discard pile to form a new draw pile only when they need to draw a new card from their empty drawing pile.

Each player should place their clan sheet in front of themselves. Always place the drawing pile on the left side of the sheet and the discard pile visible on the right side of the sheet. See picture.



GAME TURNS



1. START OF TURN

Each player draws four cards from their own deck. When a player doesn't have any card in their draw pile, then they must shuffle their discard pile and create a new face down draw pile.

Important: this shuffling will always happen when a player must draw a card from their empty draw pile, at any time during the game.

The first player then draws the first N cards from the common deck and places them visible on the table next to the common deck. (N = number of players).

2. ACTIONS

This phase is a sequence of rounds. Starting with the first player and following clockwise, each player takes turns to play their round one after another, until all players have passed. Each player may take multiple rounds during this phase. During their round, the current player needs to choose one of the following possibilities:

A. Play card(s)

The current player plays one card from their hand into their active area, and uses its action. The card actions are described later in the rules. The played cards are placed face up in the active area.

Flash cards, displaying this symbol , are special. The player may play any number of these cards before and/or after the main action card. In such cases, the cards must be played one at a time, as a card action has to be resolved completely in order to play another card. Note that the player can also choose to play only a Flash card and nothing else (effectively ignoring the Flash bonus).

B. Wait

The current player picks a card from their hand and places it into the active area, without applying its effects.

C. Replace a card

The current player picks a card from their hand and places it into the active area without applying its effects, and spends an additional one . They draw a new card from their own draw pile.

D. Remove a card

The current player pays two to remove a card from their hand and places it in the game box, effectively removing it from the game. Then, they draw a new card from their own draw pile.

E. Upgrade

The current player picks a card from their hand and places it into the active area without applying its effects, and spends an additional three to get an upgrade. They pick one of their clan's upgrade card and place it in their hand. This card can be played in a subsequent round and is therefore integrated in the player's deck. A player may do several upgrades in the same turn.

F. Pass

The current player discards all the cards left in their hand (if any) to their discard pile and all played cards from the active area, and then picks a new card from the common cards displayed on the table (placed during phase 1 of the turn). They MUST place this new card on the top of their draw pile. The first player to pass also takes the First player marker.

Remarks:

- In this case the play of Flash cards is not allowed.
- Of course, when the player has no cards left in hand, they can only Pass.

Important: The current player will not play anymore in this phase, while the others keep alternating rounds until they have also passed.

3. HARVEST

Starting with the first player, each player must collect Fame and resources in their territories.

A. Collect Fame from closed territories

First, for each closed controlled territory the players receive . Territories spreading on two tiles only bring one , while larger territories (three tiles or more) brings two .

B. Collect resources and Fame

Then, the players gain additional Fame and resources from their controlled territories in the following ways:

- The player collects three for each of their Altar of Kings.
- The player collects one for each corresponding icon displayed on their controlled territories and/or buildings.
- The player collects one for each corresponding icon displayed on their controlled territories and/or buildings.
- The player collects one for each corresponding icon displayed on their controlled territories and/or buildings.

C. Trade resources

Then, players may exchange their resources with the reserve in the following way:

For any three discarded resources of any type, they may take from the reserve one resource of their choice.

Important: The collected must be kept face down by each player. The other tokens are kept visible in front of the players.

4. WINTER

Starting with the first player, each player must spend resources for the winter.

Depending on the total number of deployed units, each player must spend resources as explained in the following table.

When a player cannot spend the required Food, then they must discard all their remaining and additionally take an Unrest card that is placed on top of their draw pile.

The Unrest cards are integrated in the player deck but only hinder the player's actions (they have no effect and cannot be removed from the game). Additionally, each one forces its owner to lose three at the end of the game.

WINTER COSTS	1-3	4-6	7-9	10-12	13-15
		1	2	3	4 + 1

Example of Harvest and Winter



- **Closed Territories:** Purple gets no Fame. Red gets two . Yellow gets two .
- **Resources:** Purple gets two and one Red gets three , one and two ; Yellow gets one , one and three
- **Winter:** Red pays one for four units, Purple pays two for seven units, Yellow pays nothing for three units.

5. END OF TURN

A. Check the end of game conditions

1. If at this moment, any player controls at least three closed territories with at least one large building (Altar of Kings, Forge, etc) in each.

OR

2. If at this moment, there is no common cards left on table

The game ends here. See the "The End of the Game" section.

B. The second chance

Whenever a player doesn't have any units left on the map at the end of the turn, they can place a group of three new units in any neutral territory on the map. They continue the game with the same deck, resources and Fame.

ACTIONS

The following actions correspond to the cards a player may play during **Phase 2 – Actions.**

The icons in the top box of each card describe the effect of the action, while the eventual bottom box specifies if there are any exception to the usual rules applying to this action.

Four actions are displayed on the starting cards: Recruit, Explore, Move, Build. The Feast is a wild card that allows you to play the action of your choice. Each player starts with the same six starting cards plus a Clan card (unique to the Clan's player).

RECRUIT ACTION



The current player places a given number (displayed by the card) of new units on the map, with the following conditions:

- The new units can only be placed into a territory they control.
- The new units may be placed in different territories if several units are recruited.
- There is no limit to the number of units that can be placed in one single territory.
- The number of units a player may have on the board is only limited to the number of models available in their reserve.
- When recruiting at least one unit in a territory with Training Camp, another extra unit is automatically added in that territory.
- If the player has no units left on the board and play a recruit action, they can choose a neutral territory to place the units into.



The cards are always right

Northgard : Uncharted Lands is a game where the texts on the cards can contradict the basic rules of this rulebook, to create more powerful effects. In that case, the rules stated on the cards takes priority over this rulebook.

Example

Red uses a Recruit-2 action and they add two units on the map, on two different territories, both of them having a Training Camp on it. As both units are added on a territory with a Training Camp, they trigger an additional unit recruitment in their respective territories, allowing the player to place four units with the same action

Before



After



BUILD ACTION

The current player places a new building token on the map with the following conditions:

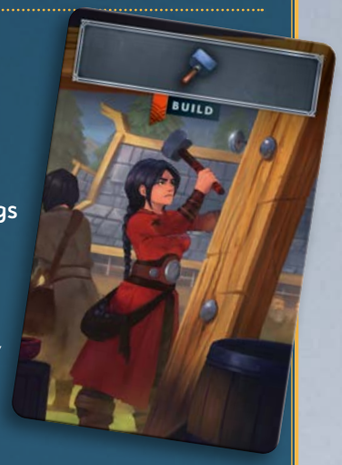
- The new building must be placed inside a territory they own, on a corresponding available space.
- The current player pays one to the bank for a small building, or three for a large building.
- Small buildings can only be built only on small spaces, large buildings only on large spaces.
- A Carved Stone can be built only on a small space with the Carved Stone icon .
- The player cannot build a type of building that already exists in the same territory.
- The total number of buildings that can be built is limited to the number of building tokens.
- Once built, the buildings cannot be moved or removed.

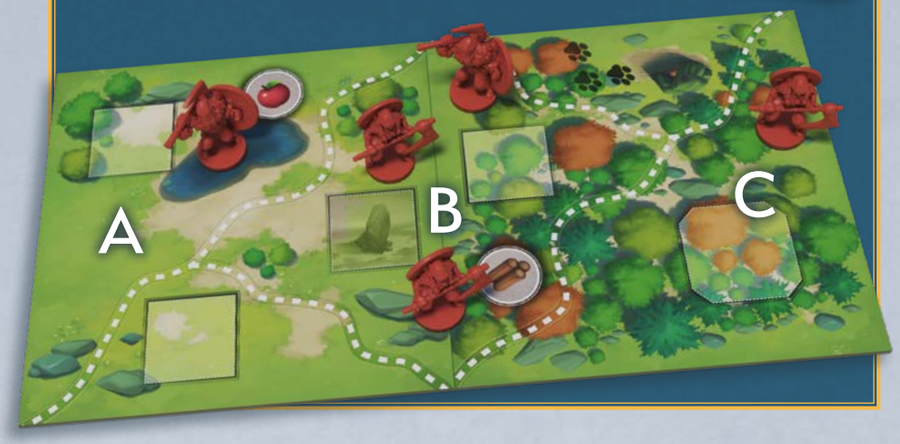
Example

Red has two . They can build :

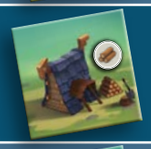
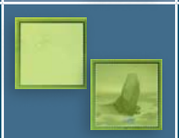
- A Carved Stone, only in the space with the Carved Stone icon of Territory B.
- Any of the four other types of small buildings in Territory A or B (including on the Carved Stone space if they wish so).

They cannot build a large building in Territory C, as they would need three .





SMALL BUILDINGS

Building	Placement	Wood needed	Benefits
			**Food Silo:** Phase 3 - Harvest: Collect **one** 
			**Woodcutter Lodge:** Phase 3 - Harvest: Collect **one** 
			**Defense Tower:** During Combat, the owner gets one more  per Defense Tower to be added to their dice result.
			**Training Camp:** Phase 2 - Each time a player recruits unit(s) in a Territory with Training Camp(s), add one more unit for each Training Camp.
			**Carved Stone:** Phase 3 - Harvest: Collect **one** 

LARGE BUILDINGS

Building	Placement	Wood needed	Benefits
			**Fortress:** During combat, add  to the Defender's result. One can win the game with at least three closed territories with large buildings.
			**Forge:** Phase 1 - draw one more card per Forge controlled (four cards plus one card per Forge). One can win the game with at least three closed territories with large buildings.
			**Altar of Kings:** Phase 3 - collect three  for each controlled Altar of Kings. One can win the game with three closed territories with large buildings.

MOVE ACTION

The current player can make as many independent moves as the card displays, as part of a single move action.

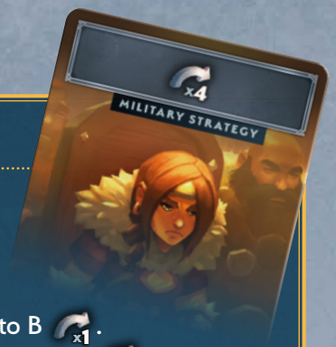
- A move is to take any number of units from a controlled territory (from one to all of them) and move them to an adjacent territory by crossing one border per move.
- The default/initial move card has only 1 move, but Development cards and Clan cards can have several moves indicated.

x1 x2 x3 x4 x?

- These multiples moves are played consecutively, meaning that you can gather units in another controlled territory before moving out of it with a greater number of units. They can be split in any way the current player wants, assigned to the same group of units or in any combination that follows the rules stated above.
- If your Move action specifices a combat bonus (extra or), this applies to any combat generated by the move.
- Mountains: crossing each Mountain border uses an additional move of the move card. This penalty applies when no other normal border exists between the two adjacent territories. The Mountain cannot be crossed by using two different move actions.
- A player cannot cross enemy territories. Once entering an enemy territory, all units moving there must stop. A combat is triggered and will be resolved when the current played has made all their moves.
- Combat: Whenever units of two players are mixed in the same territory, there is combat. A move action may trigger one or multiple combats! As stated above, complete first all the moves and then resolve the combat. See the Combat section.
- Reminder: When using multiple move actions in the same round due to cards, the actions must be resolved separately, and their conditions respected individually. Therefore, the player could not cumulate multiple cards to pass Mountains, and the player needs to resolve combats triggered by the first card before using the next one.



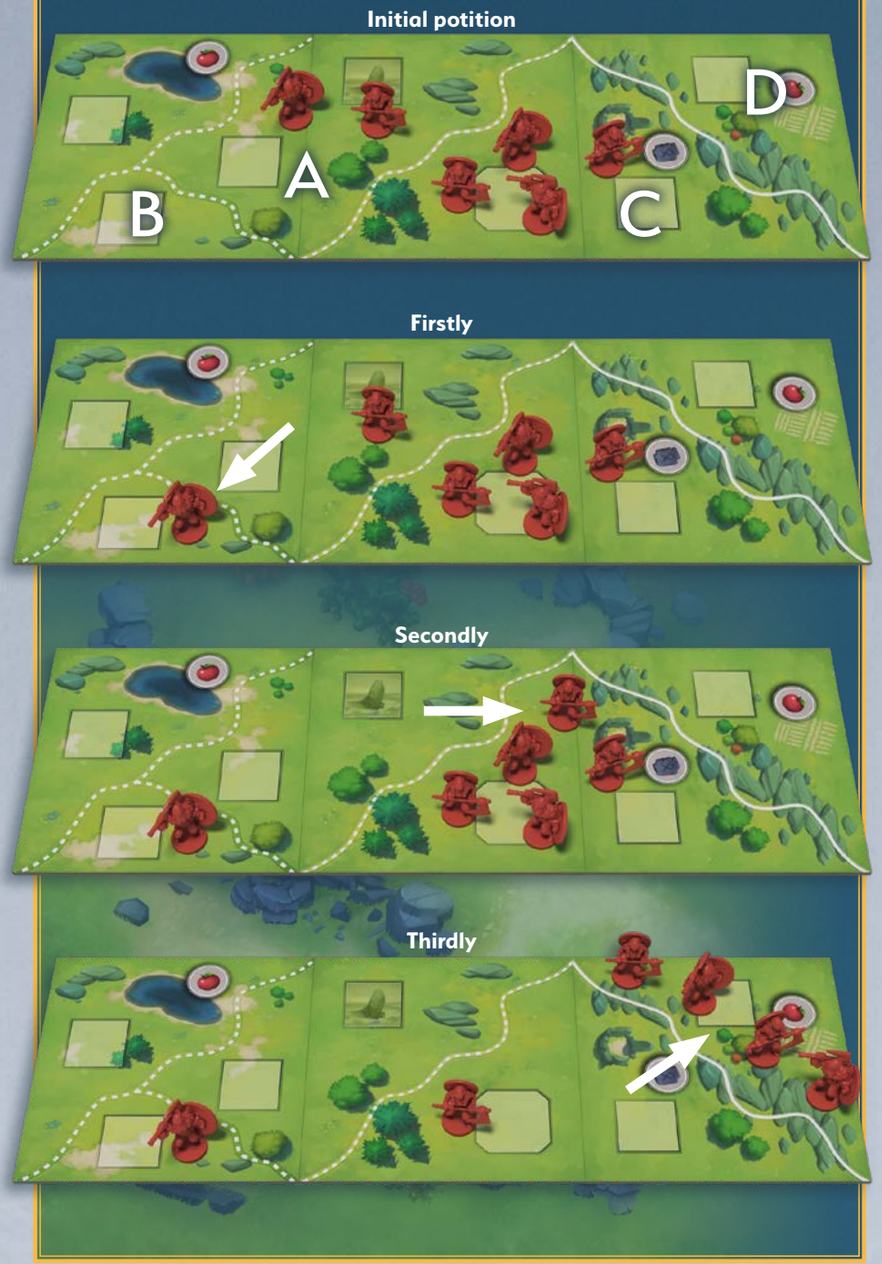
Example



Red uses a x4 action.

- Firstly, they move one unit from territory A to B x1.
- Secondly, they move one unit from territory A to C x1.
- Thirdly, they leave one unit in Territory C before passing the Mountain border to territory D with the remaining four units x2.

At the end of the Move action, Red controls territories B, C and D.



EXPLORE ACTION

The current player draws a new map tile from the pile and places it on the table with the following conditions:

- A player can only explore from an open territory (not a closed territory) they control.
- The new map tile can only be placed adjacent orthogonally to the present map tiles (not diagonally).
- The borders cannot be discontinued, meaning that the newly placed map tile cannot be placed if that border stops suddenly in the middle of map tiles.
- If by any mean the new tile cannot be placed (rarely) then it is removed from the game and the next tile is picked up .
- When there are no map tiles left in the pile, players cannot explore anymore.
- If the explore action merges different territories to create a bigger one, the resulting territory may exceptionally contain several buildings of the same type, if they were previously in the two original territories.
- It is allowed to leave "holes" on the map.
- It is not allowed to place the new tile so that different players have units in the same merged territory. In other words, a combat cannot be triggered by exploring and merging territories.

Earning Fame at territory completion

Whenever the current player closes one or more territories, they earn Fame for each controlled territory they just closed.

Reminder: A territory is controlled only if there are units in it.

The current player earns as many as the number of map tiles forming the newly closed territory.

Example

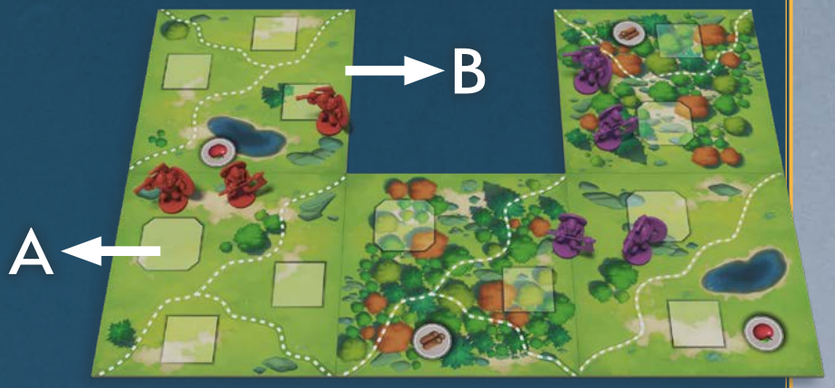
Case 1: If Red is the current player and place this tile, they close the territory in which Yellow had already a unit. In this case nobody gains any Fame, as the closed territory is not controlled by Red, and Yellow is not the current player closing their own territory.

Case 2: If Yellow is the current player and place this tile, they close their own territory and collects three (as the territory is spread out on three tiles).

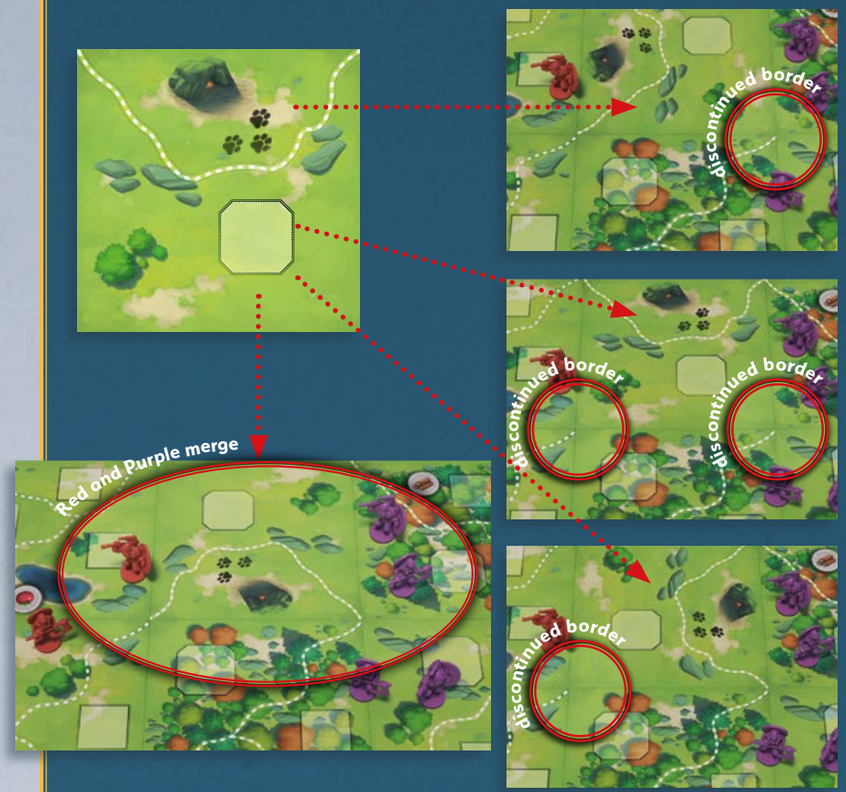


Forbidden placements

Red uses an Explore action and they have two opportunities.



However, the new tile drawn cannot be placed in B, as any orientation would result either in a discontinued border, and/or merging Red and Purple units in the same territory, which is impossible.



DRAW ACTIONS

The current player may use Draw actions to draw more cards from their own draw pile.

A Draw action might require you to draw several cards, and some of them will be kept in hand, others placed back on the draw pile or discarded. The symbols will display what you have to do with the set of cards drawn through the Draw action.



Keep card in hand



Discard



Put on top of own draw pile

Precisions:

- These effects apply only to the cards just drawn by this action. A player cannot discard or put back in the drawing pile one of the cards they had in hand before the draw action.
- When you have several cards to discard or put back on the top of your draw pile, you choose the order in which you place them back.
- Remember that the draw action just played is placed in the active area of the game, and NOT the discard pile ; meaning that if a player needs to reshuffle their discard pile to create a new draw pile, this card (and all the other cards in the active area) will not be available to be drawn again immediately.
- If there are not enough cards in the draw and/or discard piles to draw the number of cards required, the draw action cannot be played.

Example

Draw three new cards,
keep one in hand, discard one
and place one back
on the draw pile.



SPECIAL ACTIONS

The Special action cards indicate an action (described in the card's text) that is usually too exotic to be illustrated by the common Action symbols. Simply follow the instructions on the card and resolve the action's text accordingly.



COMBAT

A combat is triggered automatically whenever there are units of different players in a same territory (usually as a consequence of a move action). The combat involves only the units in that territory. If multiple territories have mixed units, then there are multiple combats and they must be resolved one after the other, in order of the attacker's choice.

COMBAT FACTORS:

The combat is resolved thanks to 4 factors:

- number of participating units
- eventual bonus coming from the action card (for the attacker) or buildings (for the defender)
- number of discarded food (well fed warriors fight better)
- the uncertainty of fate, represented by the roll of a die for each player involved.

ICONS AND COMBAT POINTS

: one / two / three combat point(s)

: one casualty

DICE RESULTS :

: two combat points

: three combat points

: choose between one combat point and one casualty

= two combats points and one casualty

: two casualties

: one combat point and one casualty

THE COMBAT STEPS IN DETAIL:

Step 1: Count starting forces

Units: Each player counts their own number of units in the combat. Each unit is worth (combat point).

Step 2: Factor in eventual bonuses

The Attacker adds the eventual number of displayed on their move card.

The Defender adds eventual building defense points from the Fortress .

Step 3: Food bonus

Starting with the attacker, both players decide how many they discard for this fight. It is limited by the number of their own units involved in the combat (one food per unit). Each discarded adds to their player's result.

Step 4: Roll the dice

Starting with the attacker, each player rolls one combat die.

If a / resulted is rolled, the player must decide if it is considered as or as . The Attacker has to decide before the Defender's roll.

Step 5: Apply casualties

For each casualty rolled, the opposing player must remove one unit from combat. Some move actions add additional casualties. Also, defensive buildings like a Defense Tower may add casualties.

Step 6: Has any player lost all their units?

If any player lost all their units after the Step five, then the combat is clearly won by the other player. In such case, do not pursue to the next steps. It may happen rarely that both players lose all their units, in such case nobody wins.

Step 7: Determine the winner

Add up for each player the total number of combats points from the previous steps: units + bonus + food + die result. The winner is the player with the highest score. In case of a tie, the defender is the winner.

Step 8: Loser retreats

The loser takes all their remaining units and places them in any adjacent territories that are either friendly or neutral. These units can be spread out as desired on multiple adjacent territories. If there is no adjacent friendly or neutral territory, then all units that have to retreat are removed and placed back in the player's reserve. Units cannot retreat via mountains – if only Mountain borders are available, the units are also removed and placed back in the player's reserve.

Note: The buildings are not destroyed after a combat. They stay in place, property of the territory's owner.

Example of Combat 1

Red attacked Purple using a basic move action (no combat bonus). Red has five units and no bonus points. Red adds two , and this gives a starting number of seven combat points. Purple has two units and two bonus points (due to the Fortress) and decides to add two (they cannot add more with only two units), totalling six combat points. Red rolls the die and gets . Red makes two casualties and this will make them victorious for sure. Purple rolls the die and gets .

Total points: Red: seven, Purple: eight.

Casualties: Red lost one unit (due to the Defense Tower), and Purple lost two units (due to the die roll).

Combat aftermath: Red is the winner as Purple is left with no units. Red takes the ownership of the territory.

Retreat: No need to retreat, as Purple has no remaining units after the combat.

Before



After





Example of Combat 2

Red plays a move action and attacks Yellow by moving only four units to Yellow's territory. Red has four units and one bonus point (from their card). Red adds no , for a starting number of five combat points. Yellow has two units and two bonus points from the fortress. Yellow adds two , for a starting number of six combat points.

Red rolls the die and gets . Yellow gets / . Yellow chooses the to inflict one casualty.

Total points: Red: six, Yellow: six.

Casualties: Red lost two units (one from the die and one from the Defense Tower). Yellow lost one unit (due to the die roll).

Combat aftermath: As this is a tie, the winner is the defender. Yellow keeps the ownership of their territory.

Retreat: Red lost and retreats with their two units left, one to its starting territory and one other to an adjacent neutral territory.

Before



After



AS A REMINDER is gained during the game by

Exploration (Action): the number of tiles forming the newly closed territory

Control of closed Territories (Harvest): One or two per closed territory.

Buildings (Harvest): Altar of Kings.

Cards (Action): Some Special actions may give .

Resources (End game): One per any three resource tokens in the player's reserve.

END OF THE GAME AND WINNER

The game can be over in the following different ways:

1. ANY PLAYER OWNING AT LEAST THREE CLOSED TERRITORIES WITH AT LEAST ONE LARGE BUILDING IN EACH.

This can happen at the end of any turn. In this case the winner is the owner of those territories. If multiple players reach this condition at the same time, then the tie is broken first by the greatest number of , then if tied again, by the greatest number of territories (open or closed) controlled, and if tied again, by the most units on the board, and if tied again, by the greatest number of buildings on the board.

OR

2. THERE ARE NO MORE CARDS LEFT IN THE COMMON DECK.

This is therefore happening at the end of the seventh turn.
The player with the most Fame win the game:

Count the total number of for each player. Add one per set of three resources of any type still in a player's reserve. Substract three per Unrest card in a player's deck.

If tied, by the greatest number of territories (open or closed) controlled, and if tied again, by the most units on the board, and if tied again, by the greatest number of buildings on the board.

Note: *Winning with the condition 1 is more powerful than having most , meaning that someone with three closed territories wins the game even if another player has more in the last turn of the game.*



CLAN POWERS

Besides their specific cards, choosing a clan means that you will benefit from a special power, and cards unique to that clan. These special powers are described below.

Note to our backers: *the game is still being developed and we are constantly playtesting the clans for balance. It is always possible that a couple abilities or cards change along the way.*

This kickstarter campaign is a great opportunity to collect valuable feedback from our community, don't hesitate to share your thoughts with us!



> BEAR CLAN

Clan Power: the Bear Clan player has access to a special Unit, Kaija the Armored Bear (see below).



THE BEAR TOKEN

The Bear clan has a powerful armored bear called Kaija to defend their lands and boost their productivity. The token behaves mostly as a regular unit, with some additional powers.

- When the Bear clan player recruits, they can place Kaija instead of a regular unit.
- When the Bear clan player moves, they can move Kaija along other units.
- When the Kaija token is in a territory, it produces one more Food during the Harvest phase.
- Kaija doesn't have to be fed during winter.
- If she is involved in a combat, Kaija counts as one unit. If she is the Defender, the Bear player can also ignore one casualty inflicted by their opponent.

>GOAT CLAN :

Clan Power: For each closed territory with buildings they control, the Goat Clan player collects one extra during the Harvest phase (up to a maximum of three)

> RAVEN CLAN:

Clan Power: whenever the Raven clan player is closing a controlled Territory by exploring as the current player, they immediately collect the resources displayed on its tiles and buildings as if this was the Harvest phase.

> STAG CLAN:

Clan Power: instead of the regular amounts, the Stag clan player earns two per small closed territory, and three per large closed territory during the Harvest phase.

> WOLF CLAN :

Clan Power: the Wolf clan player earns one after each combat where they were the attacker.

MODULE: WARCHIEFS

The Warchiefs are Northgard valiant heroes ! Each clan has a Warchief to lead them, represented by a special miniature.

Using them is optional, but we recommend doing so to bring more flavor to the game and reinforce the asymmetry between the clans.

Add the corresponding Warchief to each Player's reserve.

WARCHIEF RULES

- A Warchief follows every standard rules, and count as a regular unit : it can be recruited, moved, and fight like any other unit.
- A Warchief can therefore be placed with a recruit action instead of a regular unit. If they die, simply place them back in the player's reserve, and they can be recruited again with any future recruit action.
- A Warchief can consequently be set up at the start of the game, replacing one of the regular units.
- During combat, all Warchiefs are worth x2 instead of x1. They still only count as one unit for the Food bonus that can be spent by a player, or the casualties (one skull is enough to remove a warchief from a territory).
- Remember that units are removed by their owner, therefore a player taking casualties and having several units including the Warchief can choose if they remove the Warchief or not.
- Warchiefs are not affected by Special Card actions or abilities targeting a unit (like the Raven Upgrade card for instance).
- In a similar fashion to the clan powers, every Warchief has a unique permanent power. It is only in effect in a combat where the Warchief is involved.

Warchiefs Powers

- **Bear warchief:** if involved in a combat as the defender, the Bear player ignore one skull inflicted by the attacker (this can stack with Kaija's effect).
- **Goat Warchief:** if involved in a combat as the defender, this warchief is worth x3 (instead of the usual x2).
- **Raven Warchief:** if involved in a combat, the Raven player can reroll the combat die once. They must accept the new result. If the Raven player is the attacker, this reroll must be made before the defender's roll.
- **Stag Warchief:** if involved in a combat, when counting starting forces (Step 1), the Stag player can bring a unit from an adjacent territory into this combat. This movement ignores Mountain borders.
- **Wolf Warchief:** if involved in a combat as the attacker, this warchief is worth x3 (instead of the usual x2).



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