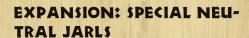
NORD - A GAME OF JARLS **EXPANSION: SPECIAL NEUTRAL JARLS 1**



Ragnar, Eirik, Floki and Thorstein can substitute neutral jarls. They are placed during the setup before the player's jarls onto a central settlement. For each you find a small overview tile and a scenario tile with the rules.







EIRIK - THE FISHERMEN RULES

As long as Eirik is alive Sea workers connected to Eirik's settlement provide more food. A sea worker located around Floki's settlement provides 2 foodpoints. Sea workers not located around the settlement provide 1 food.





FLOKI RESOURCES 4 Points per **Forrest Region**



FLOKI - THE LUMBERJACK RULES

As long as Floki is alive each forest region from which recources are successfully delivered to Floki's settlement provides 4 points.

Siedlung geliefert werden, 4 Punkte ein. von dem erfolgreich Rohstoffe an Flokis Solange Floki lebt, bringt jedes Waldgebiet

> BECEIN **LIOKI - DEK HOLZFAELLEK**

AUFBAU FLOKI 2-4 SPIELER 3 Spieler 6 0 CARCARCARCARCARCARDARDINGNONDING

NORD - A GAME OF JARLS EXPANSION: SPECIAL NEUTRAL JARLS 2



THORSTEIN - THE BLACKSMITH RULES

As long as Thorstein is alive each mountain space from which recources are successfully delivered to Thorstein's settlement provides 3 points.

Solange Thorstein lebt, bringt jedes Berg-feld, von dem erfolgreich Rohstoffe an Thorsteins Siedlung geliefert werden, 3 Punkte ein.

BECEFIN - DEB SCHWIED





SOUND SOUND

RAGNAR - THE MARAUDER RULES

Ragnar's settlement replaces a normal one. It takes 2 spaces. Onto 1 space warriors are placed, Ragnar onto the other.

As long as Ragnar is alive, each time he is involved in an attack (**A** or **B**) a treasure tile from the supply is placed under him. When a player challenges Ragnar he picks one treasure for each of his warriors in Ragnar's settlement, the rest is discarded to the supply.



