

NORD - A GAME OF JARLS

PLAYER AIDS

1. RESOURCES

for each settlement delivered to:

- 1 point per FOREST REGION
- 1 point per MOUNTAIN SPACE

Conditions:

- at least 1 warrior in the settlement
- not the fewest warriors in the settlement
- Connection to the settlement

- ✗ Cave-In: mountain workers that made deliveries are returned
- ✗ Empty the dragon boat
- ✗ New treasure tiles

2. WARRIORS

for warriors for each settlement:

- Points: SQUARE of the total number of WARRIORS supplied

Food supply: 1 food supply for each warrior

In 3x3 region 1 food supply from:

- the settlement itself
- each fishing boat
- Each forest region with a worker

- ✗ Storm: all sea workers and all fishing boats are returned
- ✗ Empty the dragon boat
- ✗ New treasure tiles

5. TREASURES

DIFFERENT TREASURE TYPES

Number	1	2	3	4	5	6
Points	1	2	3	5	10	15

IDENTICAL TREASURES

Number	1	2	3	4	5	6
Points	0	0	9	16	25	36

TREASURE TILES

NEGOTIATOR (hammer / gold)

move a warrior between connected settlements

TWO REGIONS (goblet / axe)

place new land workers onto 2 different regions

MANY MEN (helmet / sword)

place +2 land workers or +1 sea worker

GAME TURN (A or B)

A Placing WORKERS

- Play 1 treasure tile

- 1 to 3 land workers or 1 to 2 sea workers

2. Attack from A on B

- at least 1 warrior in A
- no warrior in B
- new connection between A and B

B Challenging a foreign JARL

- At least 2 and the single most warriors.
- Connection to the dragon boat

ATTACK FROM A ON B

- Conditions:
- in A, in B
 - New connection A → B



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PLAYER AIDS SETUP

VARIABLE SETUP

2 players 6  , 6 	3 players 7  , 7 	4 players 8  , 8 
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-  next to at least 1 land space
- One  on every 
-  on a space next to water
- Every  at least 2 spaces away from every other  and 
- (no one space regions)
-  not on  [treasure spaces]

SETUP 2 PLAYERS



SETUP 3 PLAYERS



SETUP 4 PLAYERS

not recommended for beginners

