Skiringssal (opposite Helsingborg, S. 15)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1		–	–	–	–	–
Short game	–	–	–	–	–	–		

Improved Outlying Areas and Trading Action 13B
Take 1 position from an outlying area strip of your choice. Additionally, you may upgrade 1 goods tile by 1 level. You also receive 1 ore.



Bronze Foundry

New Craft End Action 11E
Exchange 1 ore for 1 gray special tile of your choice that has a tongs symbol and a sword value lower than 9 *(or for a blue goods tile "Chest")*. If you instead spend 2 ore, you may take a tile with a sword value lower than 10 (instead of 9).

***Attention:** This may replace the starting action tile E11 if it is in the game (even if it is currently occupied; see rulebook p. X).*







Rouen (opposite Lincoln, S. 16)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	0	1		–	–	–	–	–
Short game	–	–	–	–	–	–		

New Housebuilding Start Action 1A
Pay 1 wood, 1 stone, and 1 silver to build a medium building. This may be the standard building "Stone House" or a size-2 Kaupang building you have already unlocked.

Carpentry

New Processing End Action 9A
Discard 2 weapon cards of your choice to receive 1 Tool tile.





Dublin (opposite Roskilde, p. 17)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1		–	–	–	–	–
Short game	–	–	–	–	–	–		

New Shipbuilding Start Action 2A
Pay any combination of 3 wood and silver to receive a Nef.

Inn

New Overseas Trading Start Action 15A
To perform this action, you must own a Nef. Pay 1 silver to flip any number of different orange goods tiles in your supply to their red side. *(You may not flip tiles that are already placed on your cover areas.)*

Example: With this action you could flip 1 flax, 1 cabbage, 1 hemp, and other orange tiles to their red side – but not additional flax, cabbage, or hemp tiles.









Brattahild (opposite Aarhus, S. 18)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2		–	–	–	–
Short game	0		–	–	–	–		

Improved Shipbuilding Action 2B
Receive either a fishing boat for free or pay 1 wood to receive a Skuta. *(The cost of each option is reduced by 1 wood.)*

Igloo

New Fishing Start Action 4A
Perform a fishing action with the orange die. You must use exactly 1 fishing boat or 1 Skuta *(without giving it up)*.
Success: You receive 1 tusk.
Failure: You receive 1 spear, 1 trap, and 1 bow weapon card as compensation.





8
1–3

Avaldsnes (opposite Haithabu, S. 19)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2		–	–	–	–
Short game	0		–	–	–	–		

Improved Hunting Action 3B
Perform this improved big game hunt according to the normal rules. On success, you receive 1 hide and 1 game meat *(instead of 1 salted meat)*. If you instead declare failure, you receive 1 bow, 1 trap, and 1 axe weapon card as compensation.



6

Furrier's Workshop

New Textile Production Start Action 10A
Exchange 1 hide for 1 fur.





6
1



York (opposite Vineta, S. 20)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2		–	–	–	–
Short game	0		–	–	–	–		

Rampart: 7 additional points at the end of the game if you have filled all five rampart spaces with 1 stone each.

Improved Outlying Areas Action 12B
Take up to 2 positions *(from left to right)* from an outlying area strip of your choice and receive 1 random weapon card. Additionally, you may fill 1 rampart or palisade space of your choice with the corresponding building material from the general supply.

Mint

New Craft Start Action 11A
Exchange 1 chest for 1 treasure chest.

York Castle

Note: The storage space holds 1 ore.

Palisade: 4 additional points at the end of the game if you have filled all three palisade spaces with 1 wood each.





***Note**: To fill the income spaces, the relevant palisade spaces to the left must also be filled.*

8
1–4

Ribe (opposite Birka, S. 21)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3		–	–	–
Short game	0	2		–	–	–		

New Fishing End Action 4E
Perform a fishing action with the orange die. You may use at most 1 fishing boat or 1 Skuta (without giving it up), but you may also perform the action without a ship.
Success: You receive 1 oil and 1 hide.
Failure: You receive 1 sword, 1 axe, and 1 spear weapon card as compensation.





8

6
1–2



Note: To fill income space 3, the penalty space below the rune in the separate cover area must also be filled



Note: *To fill income spaces 1 and 2, the grave space to the left must also be filled.*

Nidaros (opposite Aalborg, S. 22)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3		–	–	–
Short game	0	2		–	–	–		

New Hunting Start Action 3A
Perform a hunting action with the orange die.
Success: You receive 1 hide and 1 pig.
Failure: You receive 1 spear, 1 bow, and 1 trap weapon card as compensation.

Pilgrimage Site

Grave: 1 additional point at the end of the game if you have filled the grave space with 1 rune stone tile.

8
1–5

Vejle (opposite Kalmar, S. 23)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3	4		–	–
Short game	0	2	4		–	–		

New Emigration Start Action 18A
You may either recall 1 Knorr / Nef or up to 2 fishing boats / Skutas / longships *(in any combination)* that you have already sent to Kaupangs. Remove them from the corresponding cover area and return them to the berths on your home board, where they become available again. In addition, you receive 1 berries tile.



***Note**: The two river spaces next to the wood bonus are not part of the cover area and cannot be filled (but they count as filled for the income diagonal).*

10

Jelling Royal Court

3 **Graves:** 3 additional points at the end of the game if you have filled both grave spaces with 1 rune stone tile each.



6
1–3



Note: To fill income space 3, the lower palisade space in the separate cover area on the left must also be filled.



Cambridge (opposite Karlstad, S. 24)

Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3	4		–	–
Short game	0	2	4		–	–		

Palisade: 6 additional points at the end of the game if you have filled all four palisade spaces with 1 wood each.

New Trading Start Action 14A
Upgrade 1 goods tile by up to 3 levels.
(You may not upgrade different tiles.)
Example: You could upgrade an orange fruit tile into a blue treasure chest tile.

8
1–6

Nottingham (opposite Colchester, S. 25)

5

Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3	4	5		–
Short game	0	2	4	6		–		

3 **Rampart:** 3 additional points at the end of the game if you have filled both rampart spaces with 1 stone each.

New Outlying Areas and Trading Start Action 13A

This action works like a raiding action, but without ships or ore. Perform a raiding die roll with the orange die. The normal rules apply *(2 re-rolls, +1 per discarded weapon that is shown)*. As a reward, take 1 blue goods tile *(no gray special tile)* whose sword value is equal to or lower than your final result. If you instead declare failure, you receive each depicted weapon once as compensation.



***Note**: To fill income space 3, the spaces in the separate cover area at the bottom left must also be filled, as well as the rampart space to the left.*



12

6
1–4



Noirmoutier (opposite Île de Ré, S. 26)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3	4	5		–
Short game	0	2	4	6		–		

Improved Raiding Action 16B
Perform this improved raid according to the normal rules. However, stone is additionally depicted *(to increase the result or as compensation)*, and you may add 1 ore from the ship you used.



8
1–7

Odense (opposite Oslo, S. 27)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	0	1	2	3	4	5	6	
Short game	0	2	4	6	8			

Improved Overseas Trading Action 15B
Perform this improved overseas trading action according to the normal rules. However, you only need to own any ship *(instead of a Skuta)*, and the additional fee of 1 silver is waived.



***Note**: To fill the income spaces, the relevant spaces in the separate cover area at the bottom right must also be filled.*

14

Nonnebakken

Rampart / Palisade: 6 additional points at the end of the game if you have filled all four rampart / palisade spaces with 1 stone or wood each. The spaces do not need to be filled with the same material.



6
1–5



Helsingborg (opposite Skiringssal, S. 2)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	0	1	2	3	4	5
Short game	0	2	4	6	8	10		

Palisade: 7 additional points at the end of the game if you have filled all five palisade spaces with 1 wood each. *(The top-left space counts as already filled.)*

Improved Fish Catch Action 4B
Führe diesen verbesserten Fischfang nach den normalen Regeln aus. Allerdings ist zusätzlich Holz abgebildet *(zum Bezahlen bzw. als Entschädigung)* und du erhältst bei Erfolg 2 Stockfische *(statt 1)*.

Rope Maker's Workshop

New Processing End Action 9E
Exchange 1 hemp for 1 rope and 2 silver.





8
3–8

Lincoln (opposite Rouen, S. 3)

5 Discovery Bonus

Round	1	2	3	4	5	6	7	8
Normal game	–	–	0	1	2	3	4	5
Short game	0	2	4	6	8	10		

New Textile Production End Action 10E
Exchange 1 wool for 1 garment.



Builders' Workshop

New Housebuilding Start Action 1A
Pay 2 wood, 2 stone, and 2 silver to build a large building. This may be the standard building "Longhouse" or a size-3 Kaupang building you have already unlocked.

16





6
1–6

Roskilde (opposite Dublin, S. 4)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	0	1	2	3	4	5
Short game	0	2	4	6	8	10		



Underwater Rampart: 16 additional points at the end of the game if you have filled the upper ship space with a longship and all four rampart spaces with 1 stone each. When placing the longship, you may not perform a ship transport.

Improved Emigration Action 18B
Perform this improved emigration according to the normal rules. Additionally, you receive 1 wood.

Butcher's Shop

New Produce Start Action 8A
You receive 1 peas tile. Additionally, you receive 1 salted meat if you have 1 pig in your supply. If you have at least 2 pigs, you receive 2 salted meat instead.



Note: To fill income spaces 2 and 3, the relevant spaces to the left of the bay must also be filled.





8
4–8

Aarhus (opposite Brattahild, S. 5)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	0	1	2	3	4
Short game	–	0	2	4	6	8		

Palisade: 7 additional points at the end of the game if you have filled all five palisade spaces with 1 wood each.

Rampart: 7 additional points at the end of the game if you have filled all five rampart spaces with 1 stone each.

New Outlying Areas Start Action 12A
Take up to 2 positions from an outlying area strip of your choice. Additionally, you may fill up to 2 rampart and/or palisade spaces of your choice with the corresponding building materials from the general supply.

18

Brewery

Improved Processing Action 9B
Exchange 1 grain for 2 weak beer and 1 silver. Additionally, or instead, exchange 1 wood for 1 oil.



Note: To fill the income spaces, the relevant spaces in the separate cover area on the left and the relevant rampart/palisade spaces must also be filled.





6
2–6



Note: Um die Einnahmen-Felder belegen zu dürfen, müssen auch die relevanten Palisaden/ Grab-Felder belegt sein.

Hedeby (opposite Avaldsnes, S. 6)

Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	0	1	2	3	4
Short game	–	0	2	4	6	8		

Palisade: 7 additional points at the end of the game if you have filled all five palisade spaces with 1 wood each. *(The bottom space counts as already filled.)*

Graves: 6 additional points at the end of the game if you have filled all four grave spaces with 1 rune stone tile each.

Improved Craft Action 11B
Exchange 1 stone for 2 rune stone tiles *(you no longer receive silver)*.

Grubenhaus

Improved Textile Production Action 10B
Exchange 1 flax for 2 silver and 1 linen.





8
4–8

Vineta (opposite York, S. 7)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	0	1	2	3	4
Short game	–	0	2	4	6	8		

Palisade: 3 additional points at the end of the game if you have filled both palisade spaces with 1 wood each.

Improved Housebuilding Action 1B
Build a small building for free. This may be the standard building "Shed" or a size-1 Kaupang building you have already unlocked.

Jómsborg

Harbor Chain: 3 additional points at the end of the game if you have filled both harbor chain spaces with 1 ore each.

New Raiding Start Action 16A
Perform a raiding action with the orange die. You must use exactly 1 fishing boat or 1 Skuta *(without giving it up)*. On success, take 1 blue goods tile *(no gray special tile)* whose sword value is equal to or lower than your final result.

20



***Note**: The space with the small lake next to the sheep bonus is not part of the cover area and cannot be filled (but it counts as filled for the income diagonal).*





6
2–6



Note: Income space 4 is part of a grave space. It may only be filled with a rune stone tile.



Birka (opposite Ribe, S. 8)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	0	1	2	3
Short game	–	–	0	2	4	6		

Palisade: 12 additional points at the end of the game if you have filled all eight palisade spaces with 1 wood each. *(The bottom-left space counts as already filled.)*

Graves: 4 additional points at the end of the game if you have filled all three grave spaces with 1 rune stone tile each.

New Outlying Areas End Action 12E
Take 1 position from an outlying area strip of your choice and 1 position from another outlying area strip of your choice. Additionally, you receive 1 berries tile.

8
5–8

Aalborg (opposite Nidaros, S. 9)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	0	1	2	3
Short game	–	–	0	2	4	6		

6 **Graves:** 6 additional points at the end of the game if you have filled all four grave spaces with 1 rune stone tile each.

Improved Trading Action 14B
Upgrade 1 goods tile by up to 2 levels. *(You may not upgrade two different tiles.)* Additionally, you receive 1 wood, stone, or ore.

Note: The Kaupang board has two separate income diagonals, which grant income independently of each other. (For example, the upper 0 space might be filled, generating 1 silver, while the lower income diagonal is still completely empty.) However, the following still applies: To fill the upper income spaces 1 and 2, the relevant spaces in the separate cover area below must also be filled.



Stables

The cover area may only be filled with the depicted animal tiles. Their printed victory points do not count at the end of the game.



6
3–6

Kalmar (opposite Vejle, S. 10)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	–	0	1	2
Short game	–	–	–	0	2	4		



Palisade: 3 additional points at the end of the game if you have filled both palisade spaces with 1 wood each.

New Raiding End Action 16E
Perform a raiding action with the orange die. You must use exactly 1 Knorr or 1 Nef *(without giving it up)*.
Success: Take 1 gray special tile or 1 blue goods tile whose sword value is equal to or lower than your final result.
Failure: You receive 1 spear, 1 bow, and 1 trap weapon card as compensation.



Note: To fill the income spaces, the relevant spaces in the separate cover area on the left and the relevant palisade spaces must also be filled.



8
6–8

Karlstad (opposite Cambridge, S. 11)

5 Discovery Bonus								
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	–	0	1	2
Short game	–	–	–	0	2	4		

New Livestock Market Start Action 6A
Choose one animal type and immediately perform a breeding of your animals of that type *(according to the normal breeding rules)*. Additionally, you receive 1 egg.



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Horse Paddock

Special Rule: Once you have built the horse paddock, your horses breed a second time in Phase 7 of every round. Perform both breedings separately and one after the other.
Example: You have 4 non-pregnant horses. During the first breeding, one of them becomes pregnant. You then perform the second breeding: turn the newly pregnant horse back over and receive 1 additional horse from the supply. You now have 5 non-pregnant horses.



6
4–6



Colchester (opposite Nottingham, S. 12)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	–	–	0	1
Short game	–	–	–	–	0	2		

New Overseas Trading End Action 15E
To perform this action, you must own a Knorr or Nef. Flip any number of different green goods tiles in your supply to their blue side.
(You may not flip tiles that are already placed on your cover areas.)
Example: With this action you could flip 1 hide, 1 linen, 1 garment, and other green tiles to their blue side – but not additional hide, linen, or garment tiles.



Note: Income space 0 is part of a rampart space and may only be filled with stone.

Castellum Camulodunum

4 **Rampart:** 4 additional points at the end of the game if you have filled all three rampart spaces with 1 stone each.

Île de Ré (opposite Noirmoutier, S. 13)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	–	–	0	1
Short game	–	–	–	–	0	2		

Rampart: 3 additional points at the end of the game if you have filled both rampart spaces with 1 stone each.

New Emigration End Action 18E
Give up 1 longship to receive 2 silver and 1 silver hoard. Any ore that equipped the longship is lost.







Oslo (opposite Odense, S. 14)

5	Discovery Bonus							
Round	1	2	3	4	5	6	7	8
Normal game	–	–	–	–	–	–	–	0
Short game	–	–	–	–	–	0		

Rampart: 3 additional points at the end of the game if you have filled both rampart spaces with 1 stone each.

New Occupation End Action 5E
Pay 1 wood, stone, or ore to play up to 2 occupations from your hand.

