

HALL OF HEROES

RAIDERS OF THE NORTH SEA

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INTRODUCTION

2

In Raiders of the North Sea: Hall of Heroes, a mead hall has been constructed, attracting a new breed of adventurers. Each raid brings new quests for the daring to endure. With mead in abundance, there is little room for the wary. So sharpen your axe and ready your shield, there are new adventures awaiting!

COMPONENTS

27 Quests



12 Reputation Tiles



40 Mead

1 Black Worker

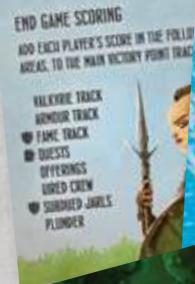
3 Purple Score Markers



6 Multiplier Tiles

6 Player Boards

3 Reference Cards



1 Ship Card

5 Gold

1 Mead Hall Board



Setup Raiders of the North Sea as described in the original rulebook, with the following changes and additions:

1. Place the Mead Hall board directly below the Main Board.
2. Shuffle all Quests and place them facedown alongside the Main Board, forming the Quest Draw Pile.
3. Shuffle all Reputation Tiles and place 4 faceup on the 4 spaces to the right of the Mead Hall. Return all remaining Reputation Tiles to the game box, as they won't be used.
4. Before placing any Plunder or Valkyrie on the raiding spaces, place all Mead and 5 Gold in the Main Supply.
5. Each player receives 1 Player Board. This includes a spot to place their Worker between turns. Also included are spaces to place Crew and Offerings. All Plunder, Provisions, Silver and Mead may be stored on the right side of the board. Throughout the game, players may send warriors on Quests. Any acquired Quests and Reputation Tiles are placed above each player's board for scoring at the end of the game.
6. Shuffle all new Townsfolk Cards together with all cards from the base game of Raiders.
7. Draw and place 3 random cards faceup on the spaces to the left of the Mead Hall. When placing cards here, always fill empty spaces from right, to left.
8. When playing with 4 or more players, a new card draft is recommended. However, this may also be used with less players. To use the new draft follow these steps:



- Deal 5 cards facedown to each player.
- Each player looks at their hand of cards and chooses one card to hire for free (*no silver required*). For now, players should place this card facedown on their Player Board.
- Of their remaining 4 cards, all players pass 1 card to the player on their left and 1 card to their right.
- All players must now turn their previously hired crew card faceup.
- All players should now have a hand of 4 cards (*2 from their starting hand and 1 from each neighbour*).

MEAD HALL ACTIONS

Hall of Heroes introduces the Mead Hall into the Village. This is a new building for players to either place or pick up a Worker from when **Working** in the Village on their turn. There are no restrictions or variations based on the colour of Worker placed in the Mead Hall.

When placing or picking up a Worker in the Mead Hall, the current player may take 1 of 2 actions:

1. Charm the Crowd
2. Complete a Quest

1. Charm the Crowd

Finding the right people can sometimes be a challenge. Fortunately the Mead Hall brings in all types to impress with your winning charm!

When taking this action, the current player takes one of the faceup Townsfolk Cards from the spaces to the left of the Mead Hall. The chosen card should be placed into their hand (*not their crew*). They also collect any Silver and Mead shown above the chosen card. After doing so, move any faceup cards to the right, filling the empty spaces. Finally, draw the top card from the Townsfolk Draw Pile and place it faceup on the left-most space in the Mead Hall.



For example, the current player placed their Worker into the Mead Hall to Charm the Crowd. They chose to pick up the right card, along with 1 Silver and 2 Mead. Both remaining cards were then shifted to the right and a new card was drawn and placed in the left space.

2. Complete A Quest

Raiding Settlements is hard work and your crew keep trying to die in a glorious death. Still, it's the frequent raids that lead to new Quests opening up at the Mead Hall!

Each time a Settlement is raided, a Quest must be drawn from the top of the Quest Draw Pile and placed faceup over the empty space where the Plunder once sat. Quests offer new ways for players to score Victory Points and acquire various Plunder, Silver and Provisions.



After each raid, a new Quest is drawn to fill the empty raid space.

Note: If players think they may have forgotten to place a Quest, they can compare the number of empty raid spaces to completed Quests. If there are less Quests than empty raid spaces, simply draw and place the required Quests. Their location on the board is not important.

When taking the Mead Hall action to Complete a Quest, the current player chooses any 1 of the available Quests on the board and discards the required Military Strength from their hand. The location of the Quest is not important and all Quests are available without any restriction on Worker colour. Players may discard more Military Strength than required to Complete a Quest.

It is important to note that the required Military Strength for Quests must come solely from a player's hand (*not from their crew's Military Strength, Armour or Mead*). All used cards are immediately placed in the Discard Pile.



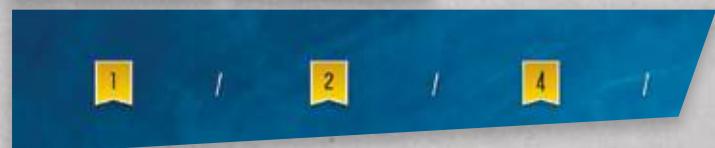
Required Military Strength
Rewards

There are 3 types of Quests, with unique Illustrations: Escort, Kill and Steal

When completing a Quest, the current player immediately gains the Plunder, Silver and Provisions shown on the Quest. They then place the Quest above their Player Board in the left-most empty space.

MEAD HALL ACTIONS

For example, the current player picked up a Worker from the Mead Hall to Complete an Escort Quest. They discarded 6 Military Strength from their hand, collected 1 Gold and 1 Provision, then placed the Quest above their Player Board.



REPUTATION TILES

If players complete multiple Quests of a certain type, they may gain some reputation back at the Mead Hall.

When a player gains 3 or more Quests of a single type (*Escort, Kill, or Steal*), they may claim any 1 available Reputation Tile. If all 4 Reputation Tiles have already been claimed, they do not receive one. When claiming a chosen Reputation Tile, the current player gains the indicated bonus action and places the Reputation Tile above their Player Board, as they did with their Quests.



For example, the current player just completed their 3rd Escort Quest and claimed a Reputation Tile. They immediately hired a new Crew Member for free and placed the Reputation Tile above their Player Board.

There is no limit to how many Quests or Reputation Tiles each player may acquire. However, they will only score Victory Points for up to 10 of them (as limited by their Player Board).

Armour is great, but sometimes warriors just need a little liquid courage.

Players can collect Mead while Charming the Crowd in the Mead Hall, by gaining Reputation Tiles, or with some of their hired crew and Town Hall actions. Players are limited to holding no more than 8 Mead at the end of their turn.

While raiding, players may give as much Mead as they hold to their crew. **This must be done before rolling any dice.** To show this, players should physically place the Mead onto their crew. Which Crew Members they place it onto is not important.

Each Mead given to their crew temporarily increases their Military Strength by 1. So 6 Mead would increase the total crew's Military Strength by 6. After scoring any Victory Points for Military Strength, all used Mead must be immediately returned to the Main Supply. Any Mead that wasn't used during the raid remains in the current player's supply.

For example, the current player decided to raid the middle Fortress on their turn. They decided to give 4 Mead to their crew. Their total Military Strength consisted of the following:



Rolled Dice = 8

Hired Crew Strength = 13

Hired Crew Actions = 2

Armour = 7

$$Mead = 4$$

Total Strength = 34

VP Scored = 10

END GAME SCORING

At the game's end, players will score final Victory Points, as outlined in the original rulebook.

Players will also add to their score, the Victory Points shown below their right-most Quest or Reputation Tile.

*For example, if a player acquired 4 Quests and 1 Reputation Tile, they would score 7 Victory Points.
If another player acquired 7 Quests and 2 Reputation Tiles, they would score 14 Victory Points.*

REPUTATION ACTIONS

 Take a 'Charm the Crowd' action in the Mead Hall

 Draw 3 cards from the top of Townsfolk Draw Pile

 →  Immediately hire a new Crew Member for free
Note: This actions requires no Silver to be spent

 →  Immediately make an Offering without paying any required Silver

 Gain 3 Provisions

  Gain 1 Gold and 1 Provision

 Gain 2 Livestock

 Gain 4 Mead

  Gain 1 Iron and 2 Mead

 Gain 3 Silver

 Gain 2 Victory Points

 Gain 2 Armour

