RED NORTH

James Dickinson



Rulebook

Red North

Battle horns echo across the North... the time for conquest has come! Sharpen your axes and send your fiercest heroes and raiders to seize control of the Northern Outposts. Early victories may bring glory, but beware… during Ragnarok, the Gods themselves may tip the scales. Only those who outsmart their enemies will claim victory!

Game Overview

The game is played over three rounds: Spring, Summer, and Ragnarok. Victory Points (VP) are awarded to players who control Outposts at the end of each round. The player with the most VP at the end of the final round is declared the winner.

In each round, players secretly deploy forces to form a Raiding Party, aiming to capture or defend Outposts. During the round, players may take actions to reinforce their Party, inspire their troops, or invoke special powers. Once all players have passed, any remaining hidden cards are revealed, and the player with the most points in each colour gains control of that Outpost.

Credits

Game Design – James Dickinson
Artwork - Giacomo Vichi
Game Development – Sam Dickinson, Andrew Dickinson, Gordon Calleja, Charalampos Apartoglou, Christian Paller
Graphic Design – Heiko Günther, Christopher Borg
Lettering, Knotwork – Heiko Günther
Marketing – Eveline Foubert
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COMPONENTS



5 Outpost tiles (1 per colour)



16 VP tokens



20 Glory tokens

Glory knows no bounds - if you run out of Glory tokens, use any suitable stand-in.



First Player



Tie Breaker



Champion

3 special tokens



55 Raider cards (11 per colour)



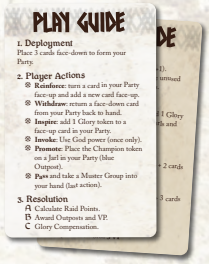
5 Hero cards (1 per colour)



8 God cards



10 Jarl cards



4 Setup/Play guide cards

Game Setup

1 - Select Outposts

Always include the **green** Outpost. Then, randomly select a number of additional Outposts equal to the number of players plus one. *For example, with 4 players, you would use all 5 Outposts.* Finally, place the selected Outposts near the centre of the play area, so that they are visible to all players.

2 - Remove Unused Components

The Outposts you selected in the first step determine the faction colours that are in play for this game. Remove **all Outposts**, **Raider** cards, and **Hero** cards of colours that are **not** in play from the game.

When playing with less than 4, remove **Jarl** cards based on player count:
× 3 players – remove 2 Jarl cards
× 2 players – remove 4 Jarl cards

3 - Distribute Starting Stuff

Give each player **1 Jarl** card and **1 Glory** token. Then, shuffle the remaining Jarl cards together with the Raider cards to form the draw deck. From this deck, deal **6 cards** face-down to each player. These 6 cards and the Jarl form the starting hand. Give the **First Player token** to the player with the largest feet.

4 - Create Spring Muster Groups

At the start of Spring and Summer, you prepare the Muster Groups. Always create one more Muster Group than the number of players.

Create the Spring Muster Groups now: You have **1 Hero card** per colour in play. Place them face-up in the centre of the play area. For each Hero card, draw **2 random cards** from the draw deck and place them face-up under the Hero card - place them partially overlapping in a way that keeps colour and value of each card fully visible. *Note that in **Summer** the number of cards in the Muster Groups is different. Also see page 6 & 12.*

3-Player Setup Example



Gorðon's stuff



Draw deck



God cards



Keep remaining components ready for later use.



Outposts in play



Spring Muster Groups, with one Hero per colour in play



Rikki's stuff



Håkkå's stuff (First Player)

GAME STRUCTURE

The game is played over three rounds (Spring, Summer, and Ragnarok), with different setups and increasing rewards:

1 Spring



Outposts are worth 1 VP each.

Each Muster Group contains:
× One **Hero** card per colour in play
× **Two** face-up cards from the draw deck

2 Summer



Outposts are worth 2 VP each.

Each Muster Group contains:
× One random **God** card
× **Three** face-up cards from the draw deck

3 Ragnarok

Outposts are worth 3 VP each.

No Muster Groups are created for this final round.

Game End

The game ends at the end of the third round (Ragnarok). *Everybody (but Líf and Lífþrasir) dies.* The player with the most VP is declared the winner all the same.

GAME PLAY

Each round consists of three phases: **Deployment**, **Player Actions** and **Resolution**, in that order.

DEPLOYMENT

Deploy Raiding Parties

Each player simultaneously chooses **3 cards** from their hand and places them **face-down** in a row in front of them to form their Raiding Party.



Rikki's Raiding Party



cards remaining in Rikki's hand

After placement, the cards in your Raiding Party as well as their **position** generally do **not** change. You may only change them through specific actions during the Player Actions phase.

Activate Outpost Powers

If you control the red or the yellow Outpost, you may now use their special power. *In the first round, since no player controls any Outposts, you can safely skip this step.*



If you control the **red Outpost**, Angleland, you may now give the First Player token to a player of your choice, or decide to keep it for yourself.

If you control the **yellow Outpost**, Sax, you may now select a single **Raider** card from the discard pile and place it **face-up** to either the left or right end of your Raiding Party.

PLAYER ACTIONS

Starting with the player with the First Player token and proceeding clockwise, players take turns performing one action at a time. Continue until all players have passed. The available actions are:



Withdraw

Return a **face-down** card from your Raiding Party to your hand. Face-up cards may not be withdrawn.

If this creates a gap in the middle of your Party, slide the remaining cards together to close the gap.



Reinforce

Turn one face-down card in your Raiding Party face-up, then add one card from your hand **face-up** to either end of your Party.

You may not add cards to the middle of your Party, and you may not take this action if you have no face-down cards remaining.

Inspire

Place 1 Glory token on a **face-up** Raider or Hero in your Party. Each Glory token adds +1 to the Raid Points for that colour. Glory tokens may not be placed on Jarls.



Promote

Place the Champion token on a **face-up Jarl** in your Party. That Jarl now adds +2 Raid Points to each adjacent Raider or Hero in your Party.

This action is only available if you control the blue Outpost and have the Champion token.



Invoke



Use the special ability of a God card you control. You may only do this **once per game.** Discard the God card after use.

This action is only available in the third round: Ragnarok. Also see "Gods", page 15, for further details on each God card.

Pass

Take one of the remaining Muster Groups into your hand.

Once you pass, you may **not** take any further actions this round. You skip your future turns.

Apart from the special abilities of Outposts and Gods, this is the only way you gain new cards to your hand. Your hand size is not limited.



RESOLUTION

Once all players have passed, resolve the round in the following order:

A - Calculate Raid Points

First, turn all face-down cards in each player's Raiding Party face-up.

Then, for each colour, each player totals the Raid Points of **all cards of that colour in their Raiding Party**.

- **Jarls** add +1 Raid Point to each adjacent Raider or Hero in the Raiding Party. They do not affect other Jarls.
- **Glory tokens** add +1 Raid Point to the colour of the card they're placed on.
- **Outposts** controlled by a player add their printed Raid Points to that player's strength in the corresponding colour.

Raider	2 Raid Points
Hero	4 Raid Points
Jarl	+1 to adjacent cards
Glory	+1 to colour placed on
Outpost	printed value







Resolution Example:

***Green** goes to Gorðon.*

***Red** becomes uncontrolled, as neither Rikki nor Gorðon have the Tie Breaker.*

***Purple** and **blue** go to Håkkå, as he has the Tie Breaker.*



B - Award Outposts

The player with the most Raid Points in each colour wins or retains control of that colour's Outpost and scores VP, based on the current round:

Round	1 – Spring	2 – Summer	3 – Ragnarok
Score per Outpost	1 VP	2 VP	3 VP

If two or more players are tied for highest, the player with the Tie Breaker token takes it. If none holds the Tie Breaker token, the Outpost is returned to the centre. No player controls it.

Note that the **Tie Breaker** token does **not** change hands yet. So, even if you take the green Outpost from another player in this round, this will **not** allow you to break ties for control of other Outposts in this round.

Place any Outposts you control in front of you.

C - Award Glory Compensation

Take 1 Glory token for **each colour** you did not win, in which you had at least one Raider or Hero of a matching colour in your Party.

Outposts lost without a battle – meaning you had no Raider or Hero of that colour in your Raiding Party – do not grant you any Glory, even if the Outpost itself has Raid Points.



Resolution Example, continued:

Håkkå gains 1 Glory, for green. Rikki gains 3 Glory, for red, blue, and purple. Gorðon gains 2 Glory, for blue and red.

D - Collect Outpost Tokens

If you control an Outpost that grants a token or lets you draw cards, do so now. The Outpost indicates when and how to use those tokens.

Red / Angleland	Take the First Player token.
Green / Vinland	Take the Tie Breaker token.
Blue / Rus	Take the Champion token.
Purple / Frankenland	Draw 2 cards from the deck.



Also see "Outposts", page 14, for further details.

If the red Outpost, Angleland, is **not** in play, give the **First Player** token to the player with the most VP. In the event of a tie, if none of the tied players controls the green Outpost, the player that currently has the First Player token keeps it.

E - Prepare the Next Round

Return all Glory tokens from all Raiding Parties to the supply. Discard all cards from all Raiding Parties. The first time this happens, create the discard pile and place it next to the draw deck.



Finally, discard the unclaimed Muster Group, but set aside the **unclaimed Hero card** - it may still come into play during Ragnarok.

At the end of Spring, create the **Summer Muster Groups**: Randomly select **God cards**, one more than the number of players. Place them face-up in the centre of the play area. Then, under each God card, place **3 random cards** from the draw deck face-up. Remove unused God cards from the game.

Example for the Summer Muster Groups in a 3-player game:



At the end of Summer, do **not** create Muster Groups. Only Ragnarok remains, and you will not need new Raiders after *that*…

GAME END

At the end of the third round (Ragnarok), the game ends.

Proceed with the Resolution phase as usual, with the following exceptions:

D - Collect Outpost Tokens: Do not collect Outpost tokens or draw any cards, **except** for the **Tie Breaker** token.

E - Prepare the Next Round: Skip this step entirely.

Finally, add up each player's VP. The player with the highest total is declared the winner.

In the event of a **tie**, if one of the tied players holds the Tie Breaker token, they win the game. Surprise! If none of the tied players holds that token, resolve tiebreakers in the following order:

1 - The player with the most unused Glory tokens wins.
2 - The player with the most cards remaining in hand wins.
3 - The tied player closest in turn order to the current First Player wins.

Note that there is **no** second place in Red North – only victory, or defeat.

OUTPOSTS

When you gain an Outpost at the end of a round, take the corresponding tile (from the play area, or from another player, or retain it if already held) and place it in front of you. Outposts grant you special abilities. *Also see "Collect Outpost Tokens", page 12, and "Activate Outpost Powers", page 7.*



Green / Vinland

In the Resolution phase, **after** Outposts are awarded, take the **Tie Breaker** token. The Tie Breaker token denotes you as the player that wins all ties that you are part of, including final victory. Note that the Tie Breaker token is never "used" per se, it only marks the Tie Breaker player.

Purple / Frankenland

In the Resolution phase, after Outposts are awarded, draw **2 additional cards** from the deck to your hand.

Red / Angleland

In the Resolution phase, after Outposts are awarded, take the **First Player** token. After Deployment, give the First Player token to a player of your choice, or decide to keep it for yourself.

Yellow / Sax

After Deployment, you may select 1 Raider card from the discard pile and add it face-up to either side of your Raiding Party. Do this before the First Player takes their first action.

Blue / Rus

In the Resolution phase, after Outposts are awarded, take the **Champion** token. During the Player Actions phase of the following round, as an action, you may use this token to empower one of your Jarls (*also see "Promote", page 9*).

GODS

Gods appear in the Summer round as part of the Muster Groups. When you pass during the Summer round, place the God you receive face-up in front you. To use its power, you may invoke that God once, as an action during the Ragnarok round, after which you discard it.



Thor - Retrieve the Hero card discarded as part of the leftover Muster Group at the end of the Spring round, and add it to your hand.

Loki - Take 2 Glory tokens from the supply and immediately place them on **any** cards in your Party, face-up **or face-down**. As usual, Glory tokens may not be placed on Jarls. Not even Loki would dare to break *that* rule.

Odin - Gain 2 VP: take a 2VP token.

Freya - Draw 1 card from the deck, look at it secretly, and place it **face-down** at either end of your Raiding Party. This may result in your Party consisting of 4 face-down cards, which rocks.

Nornir - Retrieve all Glory tokens from all cards in your Raiding Party. You may replay them later this round individually, as regular actions.

Tyr - Draw 4 cards from the deck and add them to your hand.

Saga - Turn 1 card of your choice in **each** opponent's Raiding Party face-up. Skip players who have no face-down cards in their Party.

Hel - Search the discard pile for any 1 Jarl or Raider card and place it face-up anywhere in your Raiding Party – even between other cards.

MOST HELPFUL SUMMARY

Setup (*page 4*)

1 Select (number of players +1) Outposts. Always include green.
2 Remove Heroes, Raiders and Outposts of unused colours.
With 2 players, remove 4 Jarl cards. With 3 players remove 2 Jarl cards.
3 Give each player 1 Jarl and 1 Glory. Deal each player 6 cards.

Round	1 – Spring	2 – Summer	3 – Ragnarok
Muster Groups	Hero + 2 cards	God + 3 cards	no Muster Groups
Outpost Score	1 VP	2 VP	3 VP

Each Round

Deployment: simultaneously (*page 7*)

Place 3 cards face-down to form your Raiding Party

Player Actions: take one action in turn until all pass (*page 8 + 9*)

× Reinforce: turn a card in your Party face-up and add a new card face-up
× Withdraw: return a face-down card from your Party back to your hand
× Inspire: add 1 Glory token to a face-up card in your Party
× Invoke: use your God power (*once only, during Ragnarok*)
× Promote: place the Champion token on a face-up Jarl in your Party (*only available if you control the blue Outpost*)
× Pass: take a Muster Group into your hand. No further actions this round

Resolution (*page 10, 11 + 12*)

A Calculate Raid Points
B Award Outposts (most Raid Points per colour)
C Award Glory compensation (1 per battle fought and lost)
D Collect Outpost tokens and cards
E Prepare next round (and determine First Player, if necessary)

MIGHTY BOARDS