VIKING RAID · PLAYER AID

GOING MEDIEVAL · RULES V1.2

Goal: most Ducats after Winter, plus any Mercy Pact bonus. Each Villager battles the Raider one on one.

A RAID IN 12 STEPS

1. **Choose the Raider:** next eligible player (must hold Ante × Villagers). Check every status now.
2. **Blind Boast** *(optional)*: Prosperous only, 2 Ducats to the Spoils, if the full Ante is still affordable after.
3. **Antes:** each Villager pays the Season Ante.
4. **Launch:** the Raider matches the total Antes = Raid Stake.
5. **Deal:** 5 cards to each Villager; none to the Raider.
6. **Mercy Pact** *(optional)*: offered now (see back).
7. **Protect:** keep 2 free, buy more (table below). The rest go face down to the Raider Pool.
8. **First Raid:** the Raider takes 9 random Pool cards (short? top up from the deck), keeps the best 5, shuffles the rest into the deck.
9. **Nightfall:** Villagers draw 5, lock their best 5; unused cards to the Village Discard Pool.
10. **Mercy resolution:** partners combine hands; benefactor picks 5.
11. **Second Morning Raid** *(optional)*: Raider pays the Season cost to the Spoils, draws 5 from the Village Discard Pool, rebuilds.
12. **Final Battle:** the Raider reveals, then all Villagers. Settle each separately.

PROTECTION

Keep	Cost	Exposed	Build from
2	free	3	7
3	1	2	8
4	3	1	9
5	6	0	10

Paid at step 7, held until the battle.

SEASONS

Season	Ante	2nd Raid
Spring	1	2
Summer	2	3
Autumn	3	4
Winter	4	5

A Season ends when every eligible player has raided once, or no one left can.

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DECK: TWO COPIES OF EACH FACE CARD, RANKS 0–9 IN ALL THREE ESTATES (60 CARDS, NO FACELESS)

HANDS, BEST FIRST

1	**Five of a Kind**	five of one rank
2	**Royal Flush**	9–8–7–6–5 of one Estate
3	**Straight Flush**	a Straight of one Estate
4	**Four of a Kind**	four of one rank
5	**Full House**	Three of a Kind + a Pair
6	**Flush**	five of one Estate
7	**Straight**	five ranks in a row
8	**Three of a Kind**	three of one rank
9	**Two Pair**	two pairs
10	**One Pair**	two of one rank
11	**High Card**	none of the above

Rank 0 is low; straights never wrap. Ties: higher set, then kickers. **Estates never break ties.** Raider vs Villager still tied: **the Raider wins**.

FINAL BATTLE, PER VILLAGER

VILLAGER SURVIVES

- Keeps their Ante
- Takes the Raider's matching share
- Gets all Protection back
- Boasted? May win the Spoils

RAIDER WINS

- Takes the Ante
- Keeps its matching share
- Takes half the Protection (round up)
- Rest of Protection to the Spoils

Spoils of War: only Boasting survivors may claim. Strongest hand takes all; exact ties split, odd Ducat stays. None? Carries over. Unclaimed after Winter: lost to the sea.

STATUS (CHECKED AT THE START OF EACH RAID)

Prosperous can pay the Ante	Normal play. Raider only if holding Ante × Villagers.
Impoverished can't pay the Ante	Antes everything. No Boast, no Raider, no Mercy offer.
Destitute 0 Ducats	Antes 0. No Boast, Protection or Raider. Keeps 2 random cards unseen; 3 go to the Pool.

Mercy Pact (one offer and one receipt each per game): a Prosperous player not holding or sharing the lead pays a Destitute player 4 Ducats. They combine hands; the benefactor picks 5. The partner can't win; at the end the benefactor adds half the partner's Ducats (round up).