



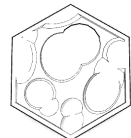


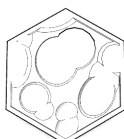


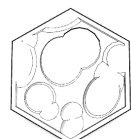


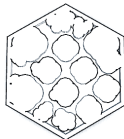






DRANG		COST:	9
OFF	DEF	TYPE:	Human/Raider
MEL	1	2	<i>The youngest and most inexperienced of the raiders, these youth are taken on raids to test their mettle</i> 
BAL	1	2	
ARC	0	1	
RITE OF PASSAGE		TERRAIN	
<p>When a Drang defeats an enemy unit, you may, if possible, swap them with a single Thegn pulled either from reserves or enemy captures</p>			
		RECRUIT	
		 x2	

SKEPPARE		COST:	13
OFF	DEF	TYPE:	Human/Raider
MEL	3	3	<i>Fearless captains of a Drott's raiding vessel, these skilled warriors know where and when to shore for a proper raid</i> 
BAL	0	3	
ARC	0	2	
SET SAIL		TERRAIN	
<p>In place of summoning the Skeppare, you may move the Viking Ship to any open Water tile</p>			
		RECRUIT	
		 x5	

THEGN		COST:	10
OFF	DEF	TYPE:	Human/Raider
MEL	2	2	<i>Seasoned veterans of countless raids, these hardened warriors loot and pillage in the name of their honored Drott</i> 
BAL	0	2	
ARC	0	2	
RAMPAGE		TERRAIN	
<p>When a Thegn defeats an enemy unit, you may, if possible, move them into an adjacent, open tile</p>			
		RECRUIT	
		 x3	

DROTT		COST:	14
OFF	DEF	TYPE:	Human/Raider
MEL	3	3	<i>A mighty warlord who has risen to power by virtue of his deeds in battle, he commands both fear and respect</i> 
BAL	0	3	
ARC	0	2	
RAIDING PARTY		TERRAIN	
<p>In place of moving the Drott, you may move a single allied Raider from anywhere on the map into an open tile adjacent to the Drott</p>			
		RECRUIT	
		 x5	

BERSERK		COST:	12
OFF	DEF	TYPE:	Human/Raider
MEL	3	2	<i>Dressed in bear skins and wielding great axes, these frothing madmen whirl into battle with an insatiable, bestial fury</i> 
BAL	0	2	
ARC	0	2	
FRENZY		TERRAIN	
<p>When a Berserk would be defeated in an assault, roll a die and, on a 5+, they are not defeated</p>			
		RECRUIT	
		 x4	

VIKING SHIP		COST:	6
OFF	DEF	TYPE:	Construct/Ship
MEL	0	3	<i>Swift and sturdy, these raiding vessels are feared by many, their dragon-headed prows a portent of slaughter</i> 
BAL	2	3	
ARC	0	3	
VIKING SHIP		TERRAIN	
<p>See below</p>			
		BUILD	
		 x5	



POCKET-TACTICS
Raiders from the Far Shore

From the far shore they hail, white sails flying in the mist-bound winds. By the dragon headed prow shall you know these invaders, these cold men born of the dragon and the wolf. Gather your iron, for they come to take what is yours by blood and by fire.

-CONTENTS-

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- Thegn x3
- Berserk x3
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- Water Tile x7
- Hill Tile x2
- Forest Tile x1

-NEW RULES-

Pillage: This set includes a single **pillage dial**. At the beginning of the match, the dial is set to 0. Whenever a **Raider** you control defeats an enemy unit or fortification, you may turn the dial clockwise by one value. These turns signify pillage points that may be spent to bolster your reserves and may never go beyond five (turns beyond that are lost). During your turn, in place of activating a unit, you may spend a number of accrued pillage points and add a **Raider** unit you own to your reserves, taken from enemy captures (or from a sideboard, if you are playing with one). You must be able to meet the unit's **Recruit** cost to do so.

Viking Ship: The Viking Ship is used in place of a base tile, and functions the same way as a base tile (though does not grant an extra re-roll to adjacent units). The Viking Ship is otherwise treated as a unit, though may not be activated to move on its own. It may, however, be activated to make **Ballistic** assaults.

When setting up the map, the Viking Ship must be placed in the following ways. In scenarios where the **Raiders** are the first player, place in Viking Ship in the first Water tile drawn. If the **Raiders** are the second player, place the **Viking Ship** in the Water tile furthest from the enemy base.

If the Viking Ship is destroyed (and there are no other fortifications that function as a base tile), then the force is defeated. The Viking Ship has a **Lumber** cost, which is applicable only if you include it within a force using the **Lumber Resource Dial** (see **Villagers of Midgard**).