

NeoNavis

Viking Waves



Rules of PLAY

VIKING WAVES SCOTLAND/ENGLAND & IRELAND MAP



VIKING WAVES FRANCIA MAP

VIKING WAVES PLAYER DISPLAY

Raids/Armies:
(Use player mills for sea, see sea markers)

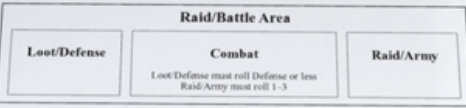
Cost:
Phase 1: 2 each, limit = 4
Phase 2: 18 each, limit = 8
Phase 3: 50 each, limit = 8
Sea: 1 each, limit = 5
Sea: 2 15 each, limit = 6
Sea: 3 45 each, limit = 6

Wealth Track (Ph. 1: 10 at start, Ph. 2: 40 at start, Ph. 3: 375 at start, Sea: 3: 100)									
000	100	200	300	400	500	600	700	800	900
00	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9

Raids/Armies:
(Use player mills for sea, see sea markers)

Cost:
Phase 1: 2 each, limit = 4
Phase 2: 18 each, limit = 8
Phase 3: 50 each, limit = 8
Sea: 1 each, limit = 4
Sea: 2 15 each, limit = 6
Sea: 3 45 each, limit = 6

Wealth Track (Ph. 1: 10 at start, Sea: 1: 13, Ph. 2: 40 at start, Ph. 3: 375 at start)									
000	100	200	300	400	500	600	700	800	900
00	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9



Loot/Defense Setup:

- Phase 1:** Ireland: 26, Scotland/England: 16, Francia: 2, unused: 5
Coastal/Defense: 14, unused: 2
- Phase 2:** Ireland: 35, Scotland/England: 25, Francia: 44, unused: 15
- Phase 3:** Ireland: 11, Scotland/England: 32 (+ Settlements), unused: 12

Turn Track

Phase 1:	1	2	3	4	5	6									
Phase 2:	7	8	9	10	11	12	13	14	15	16	17	18	19		
											20	21	22	23	24
Phase 3:	16	17	18	19	20	21	22	23	24						

Sequence of Play:

- Raid Preparation/Army Ratings**
Non-Initiative player goes first
 - Farm/Craft/Trade Income**
Initiative player goes first
 - Collect Settlement Income**
Phase 3 only, Initiative player goes first
 - Raid Assignment/Army Movement**
Initiative player goes first
 - Uprising Check**
Phase 3 only, Initiative player mills
 - Resolve Raids/Battles**
Non-Initiative player goes first
 - Build Settlements**
Phase 3 + Ph. 2 in Scot.; Non-Initiative first
- 8. Advance Turn Marker**

VIKING WAVES COUNCIL SHEET 2

VIKING WAVES COUNCIL SHEET 1

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Viking Waves™

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1. INTRODUCTION

Viking Waves is a game primarily for two players, though limited solitaire play is also possible. It takes place in the areas raided and conquered by the Norse (Norwegian) and Danish Vikings during the early Viking Age (the years from 793 to 879): England, Scotland, Ireland, and France. The various Viking chieftains rarely fought each other directly, but they were interested in raiding and settling throughout this same area, and so the players compete indirectly.

The game is divided into three phases, each of which can be played as a separate game, or all three can be played sequentially as a campaign. In Phase 1, which lasts from 792 until around 834, each raid involves only a few ships and lasts only a few days. In Phase 2, from around 834 to around 850–864, the raids use several times as many ships and involve temporary bases for larger-scale operations in the raided territories. In Phase 3, from around 850–864 until 879, the goal is conquering land with armies and creating permanent settlements.

In the standard game, each player represents an ever-changing group of Norse and Danish chieftains (rather than exclusively representing chieftains of either particular group). The player who spends the most wealth to attract the best warriors available has the advantage of initiative in seizing the best territories first. Optional rules allow for the historical division of territory between Norse and Danish groups (allowing each player to exclusively represent one), provide for limited combat between the two players, and provide for solitaire play.

2. OVERVIEW OF PLAY

Players first decide which phase to play (or whether to play a campaign) and whether any optional rules will be used. With standard rules, they will each bid an amount of wealth at the start of each turn for the initiative.

At the start of each of the first two phases, the loot/defense counters are randomly assigned face-down in each of the areas involved in that phase. For each turn within that phase, the players bid for initiative (if playing the standard game), then the players prepare raids, assign them, and resolve them (the order in which players do each of these depends on who has initiative). At the end of each phase, any loot/defense counters that may remain on the map are removed, and the new loot/defense counters for the next phase are placed. Phase 3 follows a similar procedure, though with a few extra rules allowing for army movement, uprisings, and the creation of settlements (though settlements can appear in Scotland in Phase 2 as a result of successful raids).

Phases 1 and 2 cover the period of raids, while Phase 3 covers the period that Vikings began creating permanent settlements. Consequently, the player counters used to represent raids in the first two phases represent Viking armies in the third phase, and loot/defense counters, which primarily represent loot in the first two phases, represent defending armies in the third phase.





At the end of a phase, the player with the higher score wins. If playing a campaign, the player winning two out of three phases wins the campaign.

3. COMPONENTS AND SCALE

- This rulebook
- Two 8½" x 11" maps. Each area's rectangle contains the setup information for each phase. The blue/red distinction for the numbers is significant only with the historical optional rule. Some of the Phase 1 areas have a white background: these are Coastal Defense areas (which draw their Loot/Defense counters from a different pile, but otherwise act like normal Phase 1 areas).
- Player Display. This contains regions for players to place their units while preparing each turn's raids, player wealth tracks, the combat area, a turn track, and information helpful during play.
- Counters: 60 Raid/Army counters, 30 Settlement counters, 232 Loot/Defense counters in four batches, 14 indicator markers, and 6 optional-rule Combat counters.




You will also need one or two six-sided dice, some scratch paper, and one or two pencils/pens.

The colors of the Raid/Army and Settlement counters indicate whether they belong to the blue player or the red player. When using the historical option, blue is for the Norse player and red is for the Danish player.




Raid/Army counters:	Settlement counter:	Indicator Marker:	Combat counters (optional rule):
			

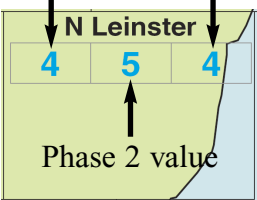
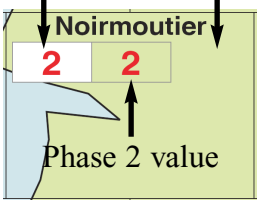
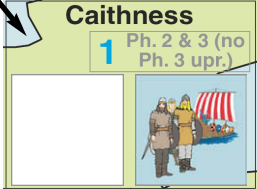
Loot/Defense Counters:	<i>Phase 1</i>	<i>Coastal Defense</i>	<i>Phase 2</i>	<i>Phase 3</i>
	Ph. 1 4 L 0 D	CD 4 L 3 D	Ph. 2 15 L 1 D	Ph. 3 2 Def.
	<i>4 Loot, 0 Defense</i>	<i>4 Loot, 3 Defense</i>	<i>15 Loot, 1 Defense</i>	<i>2 Defense</i>

Wealth Track
Example of 10:

	100	200	300	400
00		20	30	40
	1	2	3	4

Wealth Track
Example of 241:

000	100		300	400
00	10	20	30	
0		2	3	4

Phase 1 value	Phase 3 value	Coastal Defense (no Phase 3)	(no Phase 1)	Scotland area which can be settled in Phase 2
				
			Example of Loot/Defense & Raid/Army placements:	

Each rectangular area on the map is roughly 70 by 50 miles. Phase 1 turns are about seven years long, Phase 2 turns are about three, and Phase 3 turns are about two years long. Phase 1 Raid counters are roughly a dozen ships. Phase 2 Raids are 30+ ships. Phase 3 Army counters are each up to several hundred warriors.