

What is happening, where did they come from?

They're hiding along your borders, worshiping strange gods, having bizarre festivals, and no one understands a single word they're saying. They're full of curiosity, and they're not the most seaworthy but their rafts and their rage keep them afloat. They're so different, you better protect those precious resources! They've always been around, no matter how much you've tried to ignore them. But now it's finally time the Barbarians make themselves known to the Empires of the North!

Imperial Settlers: Empires of the North - Barbarian Hordes is an expansion that allows you to take on the role of 2 Clan leaders that belong to a new Faction—the Barbarians!

COMPONENTS

- > 4 Nearby Island cards
- > 2 Distant Island cards
- > 33 Boudicca Clan cards
- > 33 Urvart Clan cards
- > 6 Clan Ship tokens
- > 4 Raft tokens
- > 8 Ambush tokens
- > 2 Clan markers

GAME SETUP

- > Shuffle the new Distant Island cards into the appropriate deck.
- > Shuffle the new Nearby Island cards into the appropriate deck.
- > Players may choose a Clan from the new ones.
- > If playing with the Boudicca Clan, follow the special Setup instructions.

URVART CLAN

Urvart has his spies in all corners of the world. You ask why? These sneaky barbarians are everywhere, stealing the knowledge of other nations for their own means. Are they hiding among your village unseen, trying to figure out how you make your most famous ale, or learning the intricacies of ice cream production...? How dare they be so dubious and then return home to spread their findings among their people... Outrageous!



AMBUSH TOKENS

Several Urvart Clan's Actions allow you to place on in your opponent's Empires.

When an opponent activates a or Action with an .

- > First the opponent declares they are activating a with .
- > You, the Urvart player, gain 1 Resource from the general supply that matches a Resource the opponent has in their supply. If the opponent does not have any Resources, you gain 1 instead.
- > The opponent removes the from the and resolves the action.

If an opponent has passed for the round, you may not place any on in their Empire.

If an opponent uses a with an , but you have already passed for the round, each step is resolved as normal, but the Resource you gain is chosen by your opponent (as usual it has to match a Resource the opponent has in their supply or 1 if they do not have any Resources).

If a with an is ever discarded, resolve the steps as if the had been activated, and then discard the .

Do not discard from during the Cleanup phase.



For example: Kate decides to Harvest her Grassland (4003) that has an skull on it. She has 2 blue arrows and 1 rock in her supply, so the Urvert player decides to gain 1 blue arrow from the general supply. Then Kate removes the skull from Grassland and resolves the Harvest by gaining 2 sheep.



For example: Tom decides to resolve Offering (4044) that has an skull on it. He has 1 blue arrow, 1 brown arrow, and 1 rock in his supply, so the Urvert player decides to gain 1 brown arrow from the general supply. Then Tom removes the skull from Offering and resolves it by spending 1 blue arrow, 1 brown arrow, and 1 rock from his supply to gain 3 stars.

REVEAL ISLAND

When a green island icon instructs you to reveal an Island green island icon, you may choose to reveal a green island icon from either Island deck. Place the revealed Island green island icon on the appropriate side below the Expedition board to indicate that it is now available for all players using the Expedition board.

For example: Tom resolves Spy on Deck! (424): he spends 1 red person icon and 1 rock from his supply, and then chooses to reveal a Distant Island green island icon, placing it below the Expedition board. He sees that it is a green island icon he is interested in, so he Sails and places his red ship icon with 1 blue arrow assigned on the Expedition board.

URVERT CLAN CARD EXPLANATIONS

WELCOME WAGON (408), LOW-KEY THEFT (422):

Each time you activate one of these cards, you may choose to resolve the full effects multiple times—once for each of your opponents.

For example: During a 3 player game, Kate activates Welcome Wagon (408) and decides to resolve the effect for both of her opponents. She spends 2 red person icons and places 1 skull on her first opponent's green island icon and then places 1 skull on orange island icon of the second opponent.

FORGERY (433): When you activate this card you may choose one of these 2 options:

1. Spend 1 red person icon and exhaust red hand icon to EXPLORE.
2. Spend 1 red person icon and exhaust red sword icon to POPULATE.

SHINTO BANDITS (434): When this card is activated, the Resource is taken from an opponent's supply.

RING AROUND THE ROMANS (438): In order to Retrieve the red person icon you must spend 1 red apple icon to move your Clan action pawn to an adjacent Action tile, activate the tile, and flip your Clan Action pawn to the exhausted side.

BOUDICCA CLAN

Boudicca has a simple plan—build as many boats as possible and then take what she needs. She discovered that the waters were loaded with plenty of resources, good sails, and no security. Why bother with growing crops? Just find them on the open seas! The hardest part, aside from the seas, was the decision to comfortably pluck the plunder from nearby ships, or to travel farther and discover an even more valuable commodity...



SETUP

When playing the Boudicca Clan, you start the game with the following changes:

- Instead of 2 , you begin with 1  and 2 .
- Your starting Goods are those shown to the right of the  on all of your Basic .

NEW BOATS

The Boudicca Clan has 2 types of boats: Ships  and Rafts . They may be used to Sail, or to Harvest.

SAIL

When you Sail—either by using the Action tile or when instructed by the keyword Sail—you may only use a . You may only place a  on the Expedition board when a card specifically allows you to do so.

When you place a  on the Expedition board you are not allowed to place Goods on it and therefore may only Pillage Nearby islands when using a  on the Expedition board.



For example: Kate activates Raft Away Teams (379) to Sail using a . She places it on the Expedition board remembering that she may not assign a  or  to it, and will only be able to Pillage a Nearby Island when it is resolved.

HARVEST

All the  in the Boudicca Clan deck require you to spend either a  or  in order to Harvest from them. When Harvesting, choose either to spend a , or a , by placing it on your Clan tile. Depending upon which you choose to spend, gain the Goods indicated to the right of the  or  on the .

Like spent , spent  and  return to your supply during the Cleanup phase.



For example: Kate resolves the Harvest Action tile, and decides to Harvest from Wool Transport Ransack (375) using a . She places the  on her Clan tile and gains 3 .

BOUDICCA CLAN CARD EXPLANATIONS

BUILDING FIELDS

When you Build a new  (Sakura Ship Ransack (↗385)) or Drowning Dutchman's Pillage (↗398)), you do not have to spend a , but will gain the Goods indicated to the right of the  when the Field is Built.

RAFT WRESTLING (↗389, 390): When you activate this card you may choose between the following options:

1. Retrieve 1  and gain 1 .
2. Gain 1  and move your  1 position up in the Expedition board queue.

INVOLUNTARY REINFORCEMENTS (↗400): When this card is activated, the  /  that resolves Pillage / Conquest comes back to your supply and you may use it again during this round.

INSPIRED PLANKER (↗403): When activating this card, you may change the  to  and vice versa or gain back the same  /  you removed and then gain 1 .

For example: Kate activates Inspired Planker (↗403), so she spends 1 , 1  and removes 1  (by returning it to the general supply) to gain 1  (from general supply) and 1 .

BRITANIA BRIDGE (↗404): The spent  is placed on your Clan tile in the same way it would have been spent to Harvest.

CLAN INTERACTION EXPLANATIONS

Saikoro Clan: When playing the Saikoro Clan you may not use cards regarding  (Greed Stone (↗395)), Inspired Planker (↗403), Britannia Bridge (↗404)). Also, if you ever gain Resources from Boudicca's , you do not spend a , and may only gain the Resources to the right of the .

Umineko Clan: When you activate New Delivery (↗230) and resolve Docking, and there are more than 2 revealed Island cards, gain and assign Goods from each revealed Islands.

Urvart Clan: When you activate a  that gives an opponent a choice, and the choice is not possible, it may not be chosen (e.g. Art Thieves (↗409) an opponent has a choice of discarding 1 random  from their hand—but they have no cards in hand—they must choose the other option).

ISLAND CARDS CARD EXPLANATIONS

Happy Pigs Island (↗440), Abandoned Granary (↗218): do not spend a boat when you gain Resources from Boudicca's Fields.

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