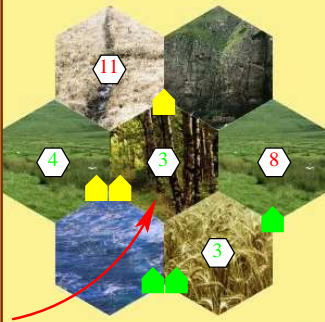
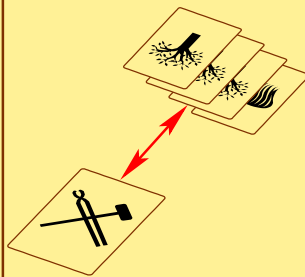


Harvest



Ignore the dice, choose one hex which will yield harvest and be aged

Harvest



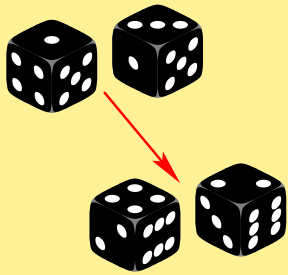
Swap your own harvest with another player (even if you received none)

Harvest



Pick three extra resource cards (only two of them may be of the same kind)

Harvest



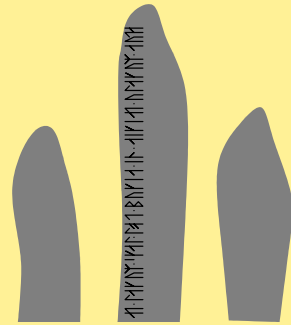
Re-roll one or both of the black dice

Harvest



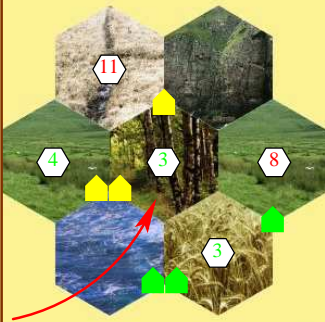
Either double the result of the harvest, or cancel it altogether

Harvest



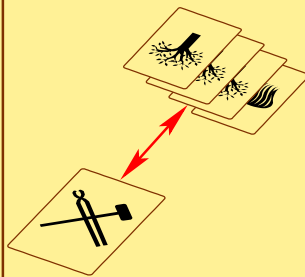
Cancel the harvest, and start an Althing phase as if a 7 was rolled

Harvest



Ignore the dice, choose one hex which will yield harvest and be aged

Harvest



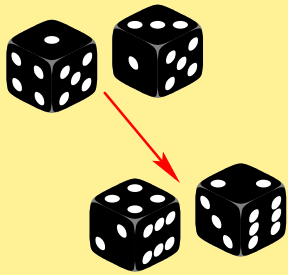
Swap your own harvest with another player (even if you received none)

Harvest



Pick three extra resource cards (only two of them may be of the same kind)

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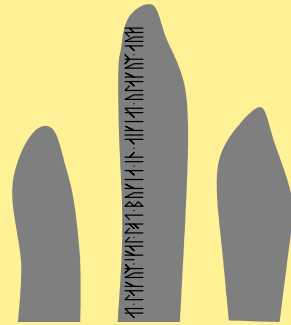
Re-roll one or both of the black dice

Harvest



Either double the result of the harvest, or cancel it altogether

Harvest



Cancel the harvest, and start an Althing phase as if a 7 was rolled

Althing



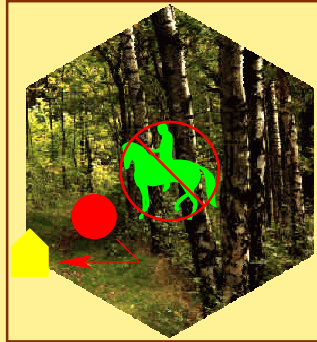
Add one support in each suit you play resources in at this Althing

Althing



Use a different resource than the contested one in a suit (from the start)

Althing



Remove an outlaw and award victory points normally

Althing



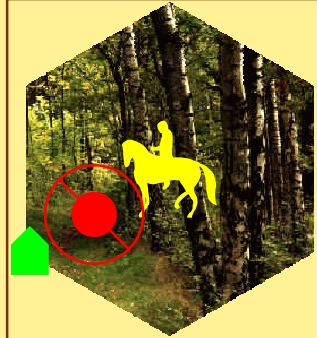
Abort a suit.  
Resources are spent, but no victory point awarded

Althing



Disallow a player to take over an offered suit (for either side)

Althing



Remove a victory point token at the start or end of the Althing

Althing



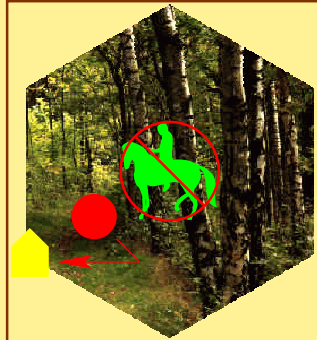
Add one support in each suit you play resources in at this Althing

Althing



Use a different resource than the contested one in a suit (from the start)

Althing



Remove an outlaw and award victory points normally

Althing



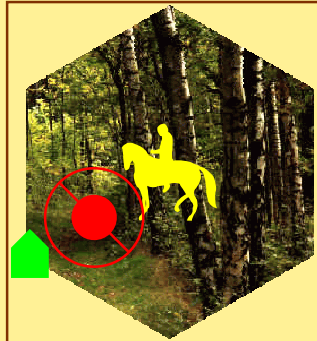
End the Althing.  
If a suit is interrupted,  
all resources are spent

Althing



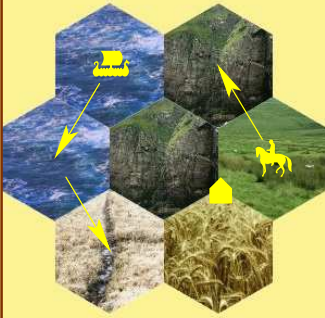
Disallow a player to  
take over an offered suit  
(for either side)

Althing



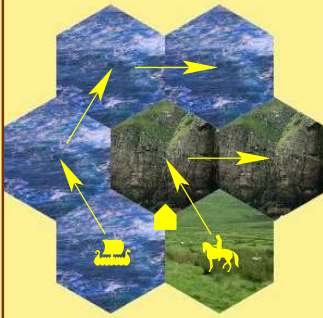
Remove a victory point  
token at the start or end  
of the Althing

Movement



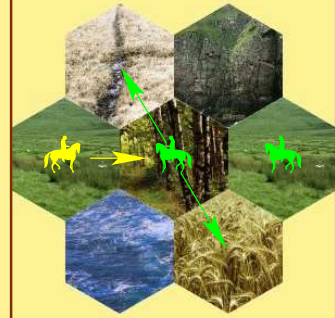
Move a ship to a land hex or a settler to a mountain without an adjacent farm

Movement



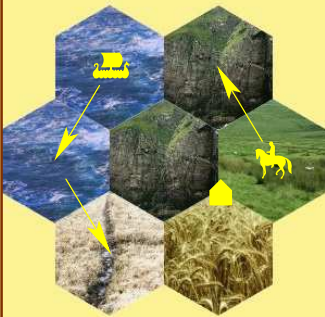
Move one step extra (three with a ship, two with a settler)

Movement



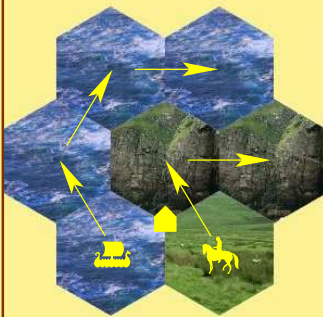
Chase away another unit (even if not outlawed by yourself or at all)

Movement



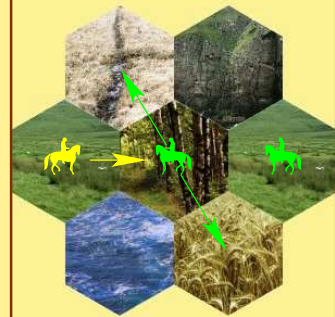
Move a ship to a land hex or a settler to a mountain without an adjacent farm

Movement



Move one step extra (three with a ship, two with a settler)

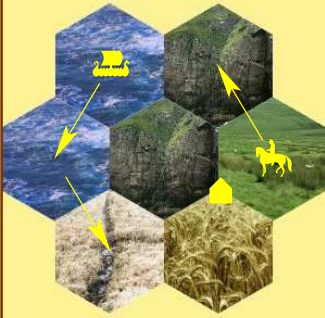
Movement



Chase away another unit (even if not outlawed by yourself or not at all)

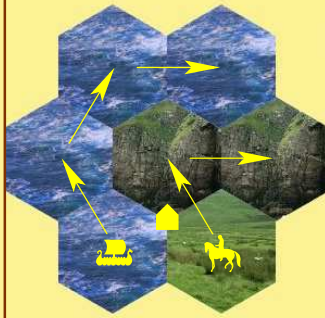


Movement



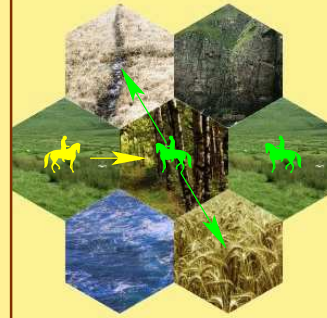
Move a ship to a land hex or a settler to a mountain without an adjacent farm

Movement



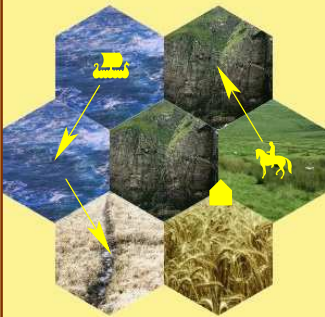
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Movement



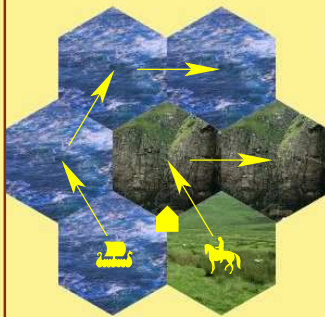
Chase away another unit (even if not outlawed by yourself or at all)

Movement



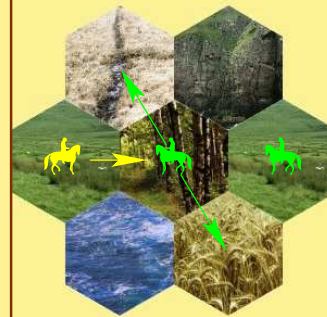
Move a ship to a land hex or a settler to a mountain without an adjacent farm

Movement



Move one step extra (three with a ship, two with a settler)

Movement



Chase away another unit (even if not outlawed by yourself or not at all)

Exploration



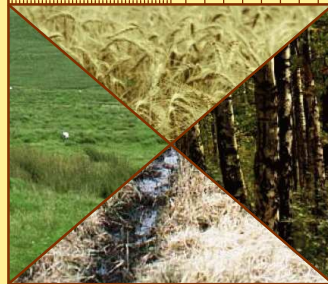
Discover pastureland.  
Roll two dice for value  
and choose which to use

Exploration



Discover a grainfield.  
Roll two dice for value  
and choose which to use

Exploration



Choose terrain yourself.  
Roll only the normal one  
die for value

Exploration



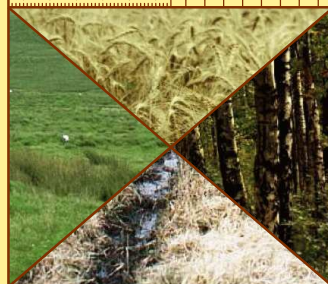
Discover an iron ore bog.  
Roll two dice for value  
and choose which to use

Exploration



Discover a forest.  
Roll two dice for value  
and choose which to use

Exploration



Roll two dice for terrain  
and choose one. Pick any  
available value marker

Exploration



Discover pastureland.  
Roll two dice for value  
and choose which to use

Exploration



Discover a grainfield.  
Roll two dice for value  
and choose which to use

Exploration



Choose terrain yourself.  
Roll only the normal one  
die for value

Exploration



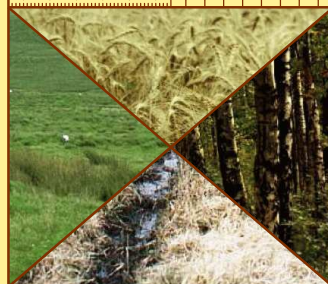
Discover an iron ore bog.  
Roll two dice for value  
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Discover a forest.  
Roll two dice for value  
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Exploration



Roll two dice for terrain  
and choose one. Pick any  
available value marker