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Game: **FIRE & AXE**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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FIRE & AXE™

Set Up

Shuffle the 3 **Saga** card sets and randomly remove 3 cards from each of the Eras.

Put the remaining cards together—the 1st Era cards first, then the 2nd Era, then the 3rd Era—to make the Saga deck. Place the first 3 cards on the board.

Randomly place the small Towns on the colored ports and the three largest Towns on Paris, Rome and Constantinople.

Sort the **Goods** tokens by type: Furs, Skins, and Tusks. Place a Skins token on the **Goods in Demand** space.

Shuffle the **Rune** deck and deal one card to each player.

Place the **Wind Dial** onto the compass space with +1 pointing South.

Place the **Preparing** and **Sailing** markers next to the Days track.

Each player chooses a color and takes their plastic longboat and crewmen and longboat card.

The player with the hairiest head is First Player and gets a Victory Point. Going clockwise, each player gets one more point than the player before him.

Turn Sequence

The basic unit of a turn is the **day**. 7 days make one turn.

During his turn a player may carry out up to 7 of the following actions:

WINTERING: Load one crewman or one Goods token

HOME PORT: Draw a Rune (can hold max of 3)

MOVE longboat into an adjacent sea, river or port

A player does not have to use all this 7 actions, but unused actions are lost. **Preparing** and **Sailing** markers are used to keep track of total actions and may never be moved a total of more than 7 spaces in a turn.

A player may also carry out **tasks** at no cost in days.

Trading

Raiding

Settling

A player may also do the following at no cost in days.

NOT IN HOME PORT: Play and/or discard a Rune

FROM ANYWHERE: Move to the Wintering box from anywhere, remove all goods and all but 1 crew, and end current turn.

WINTERING: Move to a home port

Loading

Loading may only take place in the Wintering box.

In the 1st Era a player may load up to a limit of 5 crewmen and goods tokens; in the 2nd Era up to 6 crewmen and goods; in the 3rd Era up to 7 crewmen and goods.

After a longboat has been loaded it moves immediately at no cost in actions to any one of the home ports.

A longboat must always have at least 1 crewman. If a longboat has no crew, it is placed in the Wintering Box and any goods tokens are discarded.

Drawing Runes

Runes may never be played or discarded, only drawn, when a player's ship is at a home port.

Rune cards are kept hidden. No player may hold more than 3 Rune cards at a time.

Movement

It takes one Day for a longboat to move to an adjacent sea, river or port.

A longboat may never enter a port occupied by another longboat.

All other spaces may be occupied by any number of longboats.

Difficult Sailing

Each sea or river space or port is in one of the four **sea zones** (North, South, East and West). Ports belong to the zone of the adjacent space (*Shetland* and *Faeros* are in the Western zone).

The compass shows the number of **Clear Sailing Days** for each zone, modified by the Wind Dial.

When a player plays or discards a Rune card he may choose to turn the wind dial a quarter turn in either direction.

If a player exceeds the Clear Sailing Days limit he must lose crewmen and/or goods tokens equal to the corresponding number shown on the **Navigation Incident Table**.

Losses are taken one sailing day at a time. Count sailing days from the first zone when resolving losses in a second zone.

Tasks

A player's longboat must be in the foreign port where he wishes to carry out that task. No tasks may be performed in a home port.

A player may carry out several tasks a turn, but only one task per port per turn.

He may perform a task in a port, sail away and then return, but must not perform another task there until the next turn.

A player beginning a turn in a port may perform a task there before moving.

Tasks take up no time.

Three ports of the same color make up a **region**. Grey ports are **independent** and do not belong to a region.

Trading

To trade, move a goods token from your longboat to the port and add the port's point value to your score (in gold). A port may only contain one goods token.

No port in a region may contain the same token as another port in that region.

Goods in Demand

A player who trades a good that is on the **Goods in Demand** space receives +2 points.

Goods in demand can change due to the play of a *Change in demand* Rune card.

Raiding

Only ports with a town model can be raided.

If successful, take the town model and the point score on its counter underneath.

If a port contains a goods token, its value is -1 during a raid.

Roll 1 die per crewman (up to 3 dice), one at a time.

If a roll exceeds the port value, the raid is successful.

If a roll fails, lose one crewman. The player may stop rolling at any time.

Settling

A port may never have more than one settlement.

If successful, move a crewman from your longboat onto the port. Once placed they may never be moved.

A player may not attack another player's settlement.

A player may not settle a port with a town model, or a port in a region with a town model. It must be successfully raided first.

If a port contains a goods token, its value is -1 during a settlement.

Roll 1 die per crewman (up to 3 dice), all together. You may choose to roll fewer than the maximum number of dice.

If any roll exceeds the port value, the settlement is successful.

For each roll that fails, lose one crewman.

If a successful settlement renders a longboat crewless, the player may decide that the settlement has not been founded in order to keep a crewman aboard.

Rune Cards

A player may play (singly or in combination) and/or discard any number of Rune cards during his turn at no cost in days.

An *attack* refers to either a raid or a settlement attempt.

Playing or discarding a rune allows a player to turn the Wind Dial one quarter-turn in any direction.

Wintering

A player may place his longboat in the Wintering box, from anywhere on the board, at any time during his turn, thus immediately ending his turn.

All goods tokens and all but one crewman must be removed from the longboat card.

If a longboat becomes crewless, the longboat is placed in the Wintering box and all goods tokens are discarded.

A longboat may move directly from the Wintering box to a home port at no cost in time.

Sagas

Three Sagas cards are face up at all times. To complete a saga, these requirements must be met:

Trade: a goods token must be in each of the named ports.

Raid: the town model must be removed from each of the named ports.

Settle: a settlement belonging to any player must be present in each of the named ports.

A player who *completes* a saga gets the card, even if he didn't contribute to the rest of its completion.

As soon as a saga is completed, a new Saga card replaces it. If a saga is impossible to fully complete it is discarded.

When the Saga deck is exhausted, the final rounds begin.

The Final Rounds

Once the Saga deck is exhausted, the game can end in one of two ways:

1. Immediately when the final Saga is completed.
2. When 3 rounds of play have been completed, starting from the player to the left of the player who turned over the last Saga.

Keep track of the final rounds with the final round markers.

Final Scoring

In-Game Points

Points from trading, raiding, completing certain Sagas and the Colonization Rune.

Bonus Points

Bloodied Axe Bonus

The player who has acquired the greatest number of town models scores 3 bonus points for each of them (if there is a tie, each tied player receives the bonus).

Settlements

Each settlement is worth the value of that port.

If 2 of the ports in a region are occupied (by any players), each port is worth double its value. If all 3 ports in a region are occupied (by any players), each port is worth triple its value.

Independent ports are never doubled or tripled.

Sagas

Players sort their Sagas by home ports.

The player who completed the most sagas for Norway receives 10 points per each such card. The player who completed the second most receives 5 points per card.

If there is a tie, each tied player receives 10 points per card, and no one receives points for second most.

Score points in the same way for Sweden and Denmark.

The winner is the player with the most points/gold coins. Players may tie and share the win.



Turn Sequence

7 days

Carry out up to 7 'days' worth of the following actions:

WINTERING: Load one crewman or one Goods token

HOME PORT: Draw a Rune (can hold max of 3)

MOVE longboat into an adjacent sea, river or port

May also carry out **tasks** in foreign ports; no cost in days.

Trading

Raiding

Settling

May also do the following; no cost in days.

NOT IN HOME PORT: Play and/or discard a Rune

FROM ANYWHERE: Move to the Wintering box from anywhere, remove all goods and all but 1 crew, and end current turn.

WINTERING: Move to a home port

Loading

1st Era load limit: up to 5 crewmen and goods

2nd Era load limit: up to 6 crewmen and goods

3rd Era load limit: up to 7 crewmen and goods.

After longboat loaded it moves immediately at no cost in actions to any one of the home ports.

A longboat must always have at least 1 crewman. If no crew, place in Wintering Box and discard goods tokens.

Movement

May never enter a port occupied by another longboat.

If exceeding the Clear Sailing Days limit for zone lose crewmen and/or goods equal to the number shown on the **Navigation Incident Table**.

When playing or discarding a Rune card you may **turn the wind dial a quarter turn** in either direction.

Tasks

May carry out several tasks a turn, but only one task per port per turn.

Trading

Move goods token from boat to port, take port's point value in gold (*Goods in demand* +2 points).

Only one goods token per port. No port in a region may contain the same token as another port in that region.

Raiding

If successful, take the model and its point score in gold.

Can only raid ports with a town model. If port has a goods token, value is -1 during raid.

Roll 1 die per crewman (up to 3 dice), *one at a time*.

If a roll exceeds port value, raid is successful.

If a roll fails, lose one crewman. May stop rolling at any time.

Settling

If successful, permanently move a crewman from your longboat onto the port.

Only one settlement per port. May not attack another player's settlement. If port has a goods token, value is -1 during settlement.

May not settle a port with a town model, or a port in a region with a model. It must be successfully raided first.

Roll 1 die per crewman (up to 3 dice), *all together* (may roll less than the max number of dice).

If any roll exceeds port value, settlement is successful.

For each failed roll, lose one crewman.

If a successful settlement renders a longboat crewless, may decide there is no settlement to keep a crewman.

Sagas and Final Rounds

Replace a Saga card when it is completed. Discard cards that are impossible to fully complete. Only the player who *completes* a saga gets the card.

Once the Saga deck is exhausted, the game ends:

1. Immediately when the final Saga is completed.
2. When 3 rounds of play have been completed, starting from the player to the left of the player who turned over the last Saga.

Final Scoring

Gold is scored in-game from trading, raiding, completing certain Sagas and the Colonization Rune.

Bloodied Axe Bonus

The player with the greatest number of town models scores 3 bonus gold for each of them.

On a tie, each tied player receives the bonus.

Settlements

Each settlement is worth the value of that port.

- if 2 ports in a region are occupied (by any players): each port is worth double its value.
- if 3 ports in a region are occupied (by any players): each port is worth triple its value.

Independent ports are never doubled or tripled.

Sagas

Players sort their Sagas by home ports. For each port:

- the player who completed the most sagas: 10 gold per such card.
- the player who completed the second most: 5 gold per such card.

On a tie, each tied player receives 10 gold per card, and no one receives points for second most.