

SAGA



Mimic

Use the special ability of any othe player's god. Odin has no ability.

INTIMIDATION 1

LOKI



Treachery

You may capture an enemy adjacent city by road if the enemy can retreat. Move the enemy units; take one of your army units in play and place it into that city.

INTIMIDATION 1

FORSETI



Reveal Truth

You may burrow for the turn a rumor card from the hall or another player.

INTIMIDATION 2

FREYR



Prosperity

Add 2 points in each of the 3 production tracks.

INTIMIDATION 3

THOR



Lightning Storms

Select 2 road adjacent cities to your kingdom, each city must retreat 2 army units in different cities if they can.

INTIMIDATION 4

TYR



Draft

Add 3 army units to your production.

INTIMIDATION 5

HOLLER



Plague

Select 3 road adjacent cities to your kingdom. Each city loses 1 army unit.

INTIMIDATION 6

NORNS



Change Destiny

You may burrow for the turn a private or public knowledge card from the hall or another player.

INTIMIDATION 7

ODIN



Leader of the gods

There is no special ability, just an high intimidation value.

INTIMIDATION 15

RUMOR 6



They hit people with their head.

INTIMIDATION 2

RUMOR 6



They walk on ice bare foot.

INTIMIDATION 2

RUMOR 6



They all measure 7 feet tall.

INTIMIDATION 2

RUMOR 6



They fight with weapons in both hands.

INTIMIDATION 3

RUMOR 6



They can walk through fire.

INTIMIDATION 3

RUMOR 6



They can eat raw flesh.

INTIMIDATION 3

RUMOR 6



They do not bleed in battle.

INTIMIDATION 5

RUMOR 6



They can stay awake for weeks.

INTIMIDATION 5

RUMOR 6



They can breathe underwater

INTIMIDATION 5

RUMOR 6



They eat stones for breakfast.

INTIMIDATION 8

RUMOR 6



They can walk on water.

INTIMIDATION 8

RUMOR 6



They throw their enemies in the air.

INTIMIDATION 8

RUMOR 6



They can swim across the sea.

INTIMIDATION 13

RUMOR 6



Their swords are 6 feet long.

INTIMIDATION 13

RUMOR 6



They run faster than horses.

INTIMIDATION 13

RUMOR 6



They can fight base handed.

INTIMIDATION 21

RUMOR 6



They attack with thousands of warriors.

INTIMIDATION 21

RUMOR 6



They can lift cattle with their hands.

INTIMIDATION 21

MATHEMATICS



For each **type** of square resource icon you control, you gain 2 glory points during the scoring phase. (max 6 points)



DOCKS



Each port under your control gives you 1 glory point during the scoring phase.



ARCHITECTURE



Each time you fill up your building track, you get 3 glory points.



SHIPS



Each port gives you 1 additional production point during your production phase.



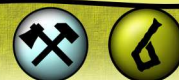
CURRENCY



For each 2 city you control, you gain an extra point during your production phase.



PAPER



Buildings gives 3 production points instead of 2 in their respective categories.



MASONRY



Your opponent needs to roll 5+ to hit when he attacks. Ignore during invasions.



STRATEGY



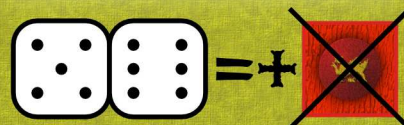
During your combat roll, you must re-roll once any die roll of value 1 to 3. Ignore during invasions.



ARCHERY



During your combat roll, if you rolled at least one 5 or 6, you kill an additional unit. Ignore during invasions.



CARTOGRAPHY



Before the battle resolution, the defender can move units in the attacked city from any other road adjacent city. Ignore during invasions.



HORSE RIDING



Units can move twice when using roads. You may move through friendly or empty cities. Ignore during invasions.



NAVIGATION



You do not need to follow navigation routes. All ports in the same sea are connected together. Ignore during invasions.



PHILOSOPHY



Opponents must have more troops than you in order to intimidate you.



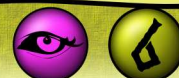
LITTERATURE



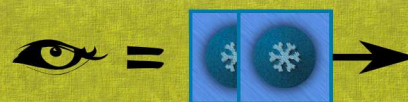
Each rumor card is worth a minimum of 10 intimidation each.



LAWS



When you intimidate, a second unit retreats.



MINING



Circle resource icons with a sword (Metal) gives you 2 points on your unit track during your production phase.



MACHINERY



Circle resource icons with a hammer (Wood) gives you 2 points on your building track during your production phase.



IRRIGATION



Circle resource icons with a scroll (Wheat) gives you 2 points on your knowledge track during your production phase.

