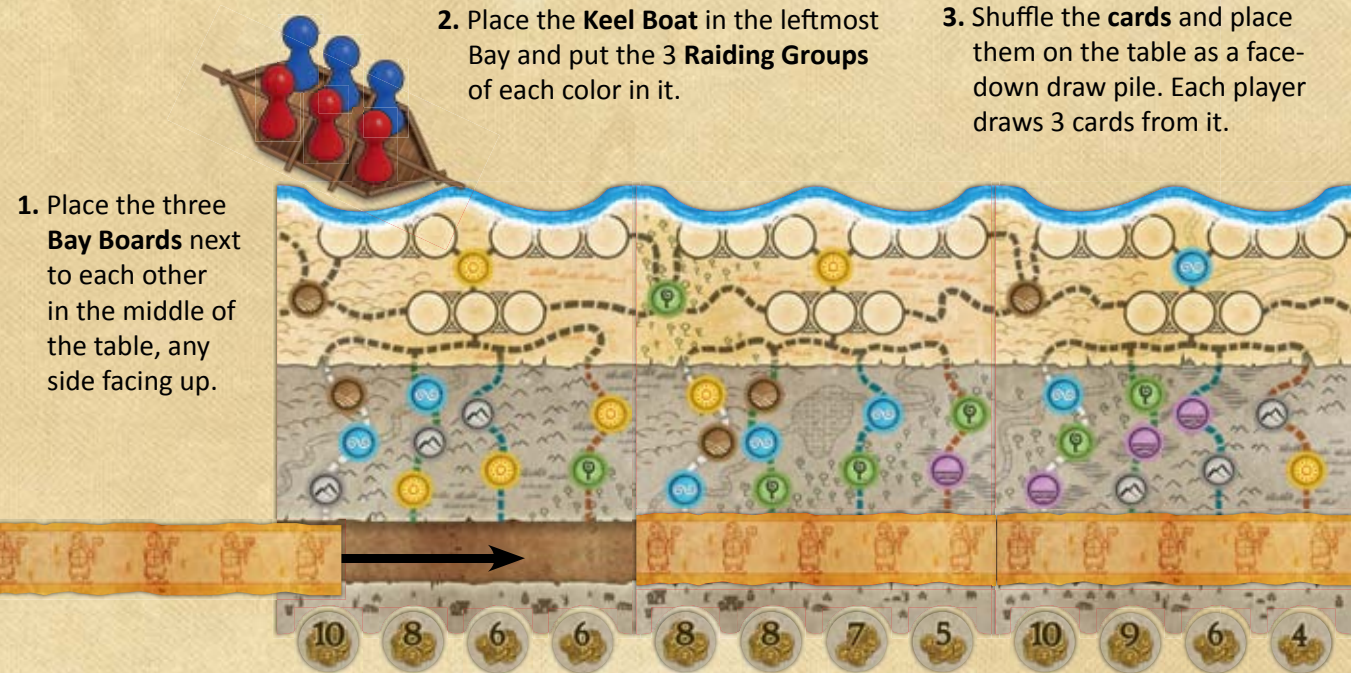


## SETUP



4. Shuffle the **Road Tiles** and place one face down on each Bay Board. Put another three face-down Road Tiles to the side and the rest back into the game box.
5. Shuffle the **Treasure Tiles** face down. For each Bay Board, turn over 4 Treasure Tiles and place them in descending numerical order from left to right in the indentations at the bottom of the Bay Board. Put another 12 Treasure Tiles face down to the side and the rest back into the game box.

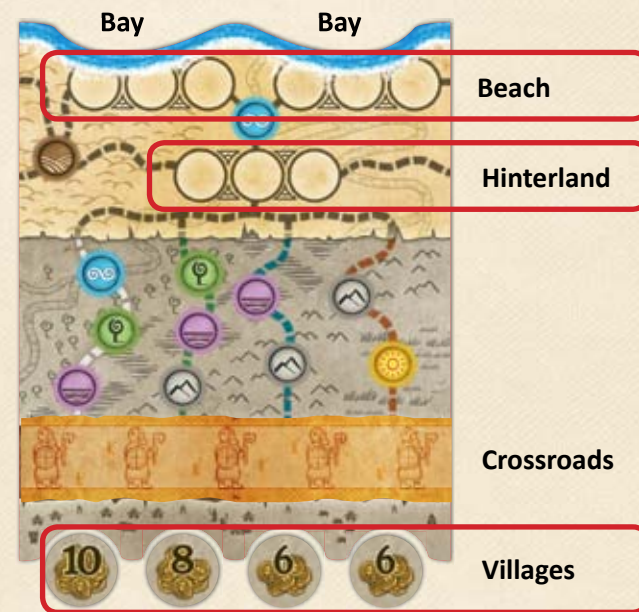


6. Place the three **Shield Markers** ready at hand next to the Bay Boards.



At the start of the game, the Road Tiles are face down. Raiding and playing an Explorer card allows you to look at the other side of a Road Tile. After you looked at a Road Tile, place a Shield Marker with your color facing up on it to show that you can look at it again at any time. Once the other player also had a look at the same Road Tile, turn it face up—now you both know it.

## THE AREAS OF THE GAME BOARD



## COURSE OF PLAY

Play alternates between the two players. A turn consists of two parts:

### A - Raiding Group Actions

### B - Draw Cards

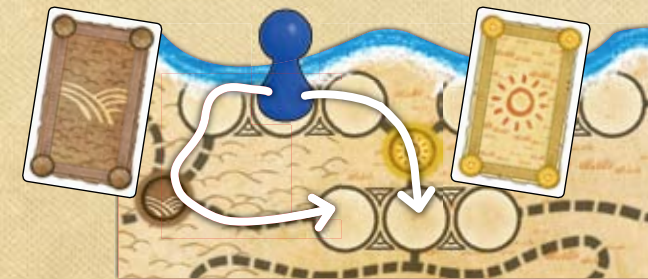
## A - RAIDING GROUP ACTIONS

**On your turn, you can take exactly 1 action with each of your Raiding Groups.**

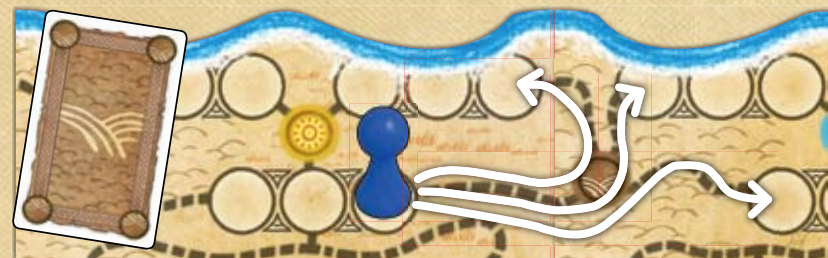
- At the start of the game, all Raiding Groups are in the Boat. You can move a Raiding Group from the Boat to the adjacent Beach (if there is space), or from the Beach back to the Boat. **This does not cost any cards.**
- If you lose one or more Raiding Groups, you can play an Explorer card to place a new Raiding Group in the Boat.



- There are Roads leading from the Beach to the Hinterland. To move a Raiding Group along a Road, you must play a **card showing the appropriate Terrain** and place the card on the discard pile. (It doesn't matter which path you take and where you put your Raiding Group on the 3 spots.)



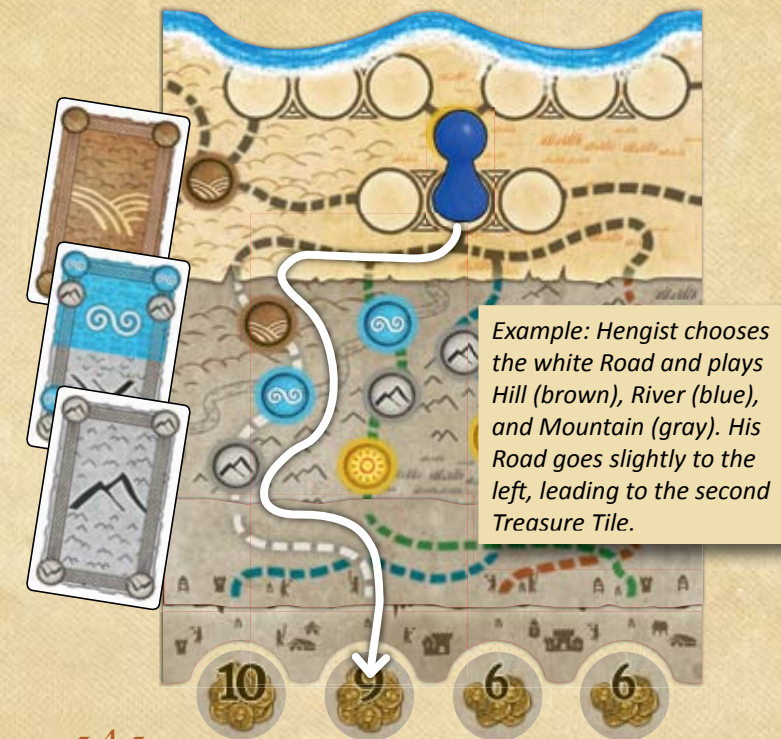
- The Hinterland features Roads going in all directions. To return to the Beach, you must again play an appropriate Terrain card. The same applies if you want to move to an adjacent Hinterland.



- To **raid a Village**, you must first choose one of the four Roads leading to it (white, green, blue, red) and play the appropriate Terrain cards (3 different ones each for white and green, 2 different ones each for blue and red). Then look at the Road Tile and follow the Road you chose to the Treasure Tile to which it leads. (Do not show your opponent the Road Tile. Instead mark it with a Shield Marker in your color. You can look at a Road Tile you marked at any time. If there is already your opponent's Shield Marker on that Road Tile, flip the Road Tile.)

Take that Treasure Tile and return your Raiding Group to the Hinterland—this does not cost any cards.

You must play all required cards at once; you cannot stop partway along a Road. There is only one Treasure at the end of each Road—it does not make any sense to raid an already raided Village again.





B - DRAW CARDS

Draw 2 cards. For each Raiding Group you have in the **Hinterland** (not at the Beach), you draw one additional card. So in total, you can draw up to 5 cards.

TERRAIN AND EXPLORER CARDS

There are three types of cards: Single Terrain cards, Double Terrain cards, and Explorer cards.



**Single Terrain cards** allow a Raiding Group to move through the depicted Terrain type.



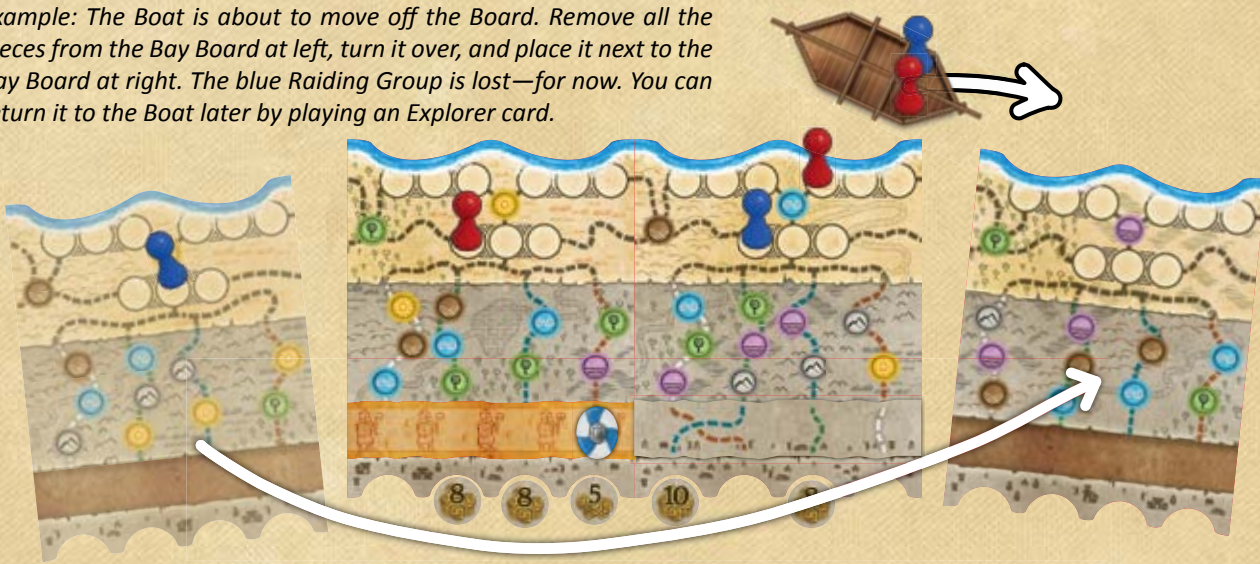
**Explorer cards** are wild cards. You can use them in three different ways:

- a) As a **Terrain card of any type**.
- b) As a **Spy** to look at the other side of a face-down Road Tile. Mark the Road Tile you look at with a Shield Marker in your color. You can look at a Road Tile you marked at any time.
- c) As **Reinforcement** to put a Raiding Group you lost back into the Boat.



When you play an Explorer card, you must choose one of the three actions it provides and carry it out. Immediately afterward, move the Boat to the right—into the next Bay. If the Boat is already in the rightmost Bay and about to move, take the leftmost Bay Board, turn it to the other side, and place it next to the Bay Board at right (then move the Boat to it). Place a new Road Tile and 4 new Treasure Tiles (in descending numerical order) on it, as you did during setup. All Treasure Tiles and Raiding Groups that were on the Bay Board before it moved must be returned to the game box. (Keep in mind you can get your Raiding Group back if you play an Explorer card as Reinforcement.)

Example: The Boat is about to move off the Board. Remove all the pieces from the Bay Board at left, turn it over, and place it next to the Bay Board at right. The blue Raiding Group is lost—for now. You can return it to the Boat later by playing an Explorer card.



GAME END AND SCORING

The game ends immediately when the Boat moves off the Board for the 4th time (i.e. when the 12<sup>th</sup> Explorer card is played), requiring a Bay Board be moved although there are no more Treasure and Road Tiles left to be replaced. Total your Treasure Tiles to determine your scores. The player with the highest score wins.

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UWE ROSENBERG

HENGIST™

Thirty years have already passed since the Roman legions left Britain. The Picts and Scots have gained in power and are pushing inland. To save Britain, Vortigern has asked you and your brother Horsa that you leave Saxony with your tribes and help protect Britain. Over the years he has become a little greedy though and does not pay you enough.

It is time to take matters into your own hands and take what is rightfully yours! You have good enough maps, strong fighters, and boats. There are so many towns, villages, monasteries, and estates waiting to be pillaged! Who will gain the most fame and fortune?

COMPONENTS Before your first play, carefully punch out the card board pieces from the frames.

**1 Keel Boat** (must be assembled, including 1 replacement crossbar)

**6 Raiding Groups** (3 in blue, 3 in red)

**3 two-sided Bay Boards**

**3 Shield Markers**

**60 cards**

**12 Road Tiles**

**30 Treasure Tiles**

**1 rule book**