

Name	Military Strength	No. in Deck	Cost to Hire	Hire Crew Action	Town Hall Action
Archer	3	2	3	Gain 2 VP when raiding an Outpost	Swap an opponent's worker with 1 from the Village
Armourer	3	3	3	Gain 2 Strength when raiding a Monastery	Gain 1 Armour
Avenger	3	2	3	If killed, force an opponent to lose a crew member also	Force all opponents to lose 1 silver
Barbarian	3	3	3	Gain 2 Strength when raiding a Fortress	Take any 1 plunder from an opponent
Berserker	4	4	3	If killed in a raid place card back into hand	Force an opponent to lose 1 Armour
Brawler	2	3	2	Once per raid you may reroll 1 die	Lose 1 crew member to gain 1 plunder from the supply
Brynjar (Hero)	4	1	4	Gain 1 strength for every 3 Armour you currently hold/ You cannot hire more than 1 hero	
Cartographer	0	2	1	Pay 1 less gold when raiding a Fortress	Lose 1 provision to gain 1 gold
Champion	4	2	4	Gain 3 VP at the game's end	Force all opponents to lose 1 provision
Folke (Hero)	3	1	4	Gain 1 strength for all other hired crew member/ You cannot hire more than 1 hero	
Forager	0	3	1	Gain 1 additional provision in the Mill	Gain 2 Provision
Gatekeeper	2	4	3	Draw 1 additional card in the Gate House	Draw 3 new cards to your hand
Gravedigger	0	3	1	If killed in a raid gain 1 gold	Swap 1 hire crew member with a card in your hand
Huntsman	1	4	1	Pay 1 less Provision when raiding an Outpost	Gain 1 Provision & 1 Silver
Jeweller	0	3	1	Gain 1 additional silver in the Silversmith	Lose 2 silver to gain 1 gold
Marauder	2	3	2	Gain 1 VP when raiding an Outpost	Lose 1 livestock to gain 1 gold
Mercenary	4	4	4	If killed in a raid gain 1 VP	All players must give you 1 silver or 1 provision
Merchant	0	2	2	Gain 1 additional VP for each livestock at the game's end	Use any building's action as if you worker where there
Ragnhilgr (Hero)	4	1	4	Gain 1 strength for every 2 Valkyrie you have taken/ You cannot hire more than 1 hero	
Recruiter	1	3	2	Pay 1 Less silver when hiring crew in the Barracks	Hire 1 crew member immediately for only 2 silver
Sage	1	2	2	You may take 1 additional action in the Long House	Move all 3 offering titles to the bottom of the stack
Scout	2	3	2	Pay 1 less provision when raiding a Monastery	Swap an equal amount of cards with an opponent
ShieldMaiden	3	4	3	Gain 1 VP when raiding a Monastery	Lose 1 livestock to gain 1 iron
Trader	0	2	3	Gain 1 additional VP for each Offerings Title at the game's end	Make an offering paying 1 less plunder or silver
Warlord	3	3	4	Gain 2 VP at the game's end	Take up to 2 silver from an opponent
Warmonger	3	4	3	Gain 1 VP when raiding a Harbour	Take 1 provision from an opponent