THE HAMMER OF THOR

A GAME OF NORSE MYTHOLOGY BY JOE ANGIOLILLO

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The **HAMMER OF THOR** is a role playing fantasy board game for any number of players from 1 to 362. It recreates the personalities and adventures of Norse Mythology in a way no other game has ever done. Play evolves along two phases: adventure in the wilderness to gather your forces and **RAGNAROK**, the final battle between good and evil. The player who is on the winning side of this battle, with the highest **REPUTATION**, wins the game. It is possible to recreate all of the Norse myths, but much more fun to rewrite them yourself while playing. There are over 600 cards which can be played in almost any sequence so the game will never play the same way twice.

Re-Design Notes: These rules have been modified to reflect the re-designed components and have had typographic and consistency errors fixed. Some rules have also been rewritten for clarity. See page 22 for a complete list of re-designed components needed and page 24 for a glossary of all counters used in the game.

(1.0) SETTING UP THE GAME

The following procedure is used for multi-player (3 or more players) games. This set-up procedure is modified somewhat for the solitaire and two player games (see 14.0).

PLAYER AIDS

Player Aid sheets have been designed to help both new and experienced players. One Player Aid sheet has an icon glossary of all symbols used in the re-designed game (shown also on page 3 of the rules). Refer to this sheet during the game set-up for help in determining the alignment of the characters (good, evil, or neutral) as well as those characters who are offspring.

SET UP THE GAMEBOARD

Set the gameboard on the table and separate the cards into decks by type (see page 22 for the list of all 18 decks and page 23 for a game setup diagram).

REMOVE THE OFFSPRING

Remove all cards with the offspring symbol ✗ . Shuffle all the Offspring cards together. Place these cards as the Offspring deck facedown beside the gameboard at the bottom right.

ROLL TO SEE WHO GOES FIRST

Each player, in turn, rolls 1d10. (Note that 0 is a zero, not ten as in other games. This applies to all die rolls in the game) The player with the highest die roll is the first player and moves first in each game-turn, with turns going clockwise.

CHOOSE CHARACTERS

Each player chooses a character according to restrictions that follow. They place a counter, representing that character, in a numbered location on the gameboard which matches that character's race: AESIR: location 1-7, VANIR: 8-14, ALFAR: 15-19, JOTUN 20-38, MUSPELLSON: 39-40, GUARDIAN: 41-43, DWARF: 45-47, VALKYRIE: 48-53, ELF/HUMAN 54-56.

(Note: The more powerful characters have counters to represent them. The weaker characters do not. Counters for the weaker characters are arranged by race, not name.)

They also take any item and animals cards listed at the lower left of their Character card. These belong to the character they have chosen.

RESTRICTIONS FOR CHOOSING CHARACTERS

Players must choose characters so that there is an equal number of good and evil characters.

Only one player may choose a neutral character and only if there is an odd number of players.

Players may not choose any Norns (3 cards marked "Norn" in the Norn/Valkyrie deck) or any Offspring.

Players should also study the Missions Chart listed on the back of the Solitaire Tasks Chart. As soon as a character on this chart fulfills the conditions of their particular mission, they receive the listed reward.

RACE ICONS

- ALFAR
- VANIR
- MUSPELLSON
- AESIR
- GUARDIAN
- JOTUN
- ELF/HUMAN
- NORN/VALKYRIE
- DWARF
- ANIMAL

ALIGNMENT TYPES

GOOD

EVIL

NEUTRAL

COLOR CARD SET

GOOD

EVIL

NEUTRAL
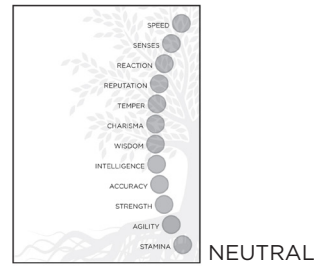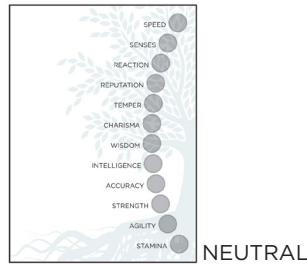
GRAYSCALE CARD SET

CARD ICONS

- M MAGIC ITEM
- BR BRONZE ITEM
- FR FORGED ITEM
- FL FLAMING ITEM
- CHARACTER GOES TO RAGNAROK

- OFFSPRING
- MALE
- FEMALE
- FEMALE - WILL HAVE OFFSPRING
- NEUTER
- NEUTER - WILL HAVE OFFSPRING

PLACE NON-PLAYER COUNTERS ON THE GAMEBOARD

Ignoring any counter that represents a character already chosen by a player, place the counters that represent the following characters face down on the gameboard in the specified locations.

Heimdall [036] at Hlidskialf (location - 08)
Mimir [059] at Mimir's Well (29)
Modgud [140] at Gnipa's Cave (41)
Urd [205] at Urd's Well (50)
Nidhogg [314] at Hvergelmir (64)
Garm [315] at Fallanda Forat (42)
Vithofnir [337] at Eliudnir (43)

Remove the cards for these characters and any items listed on their cards. Place them in reach of all players for later use in the game.

REMOVE THE REMAINING "ASTERISKED" ANIMALS AND ITEMS

Remove all remaining items and animals that contain a '*', either in the upper left-hand corner or after the animal's name from their respective decks. Set them aside for later use. These cards represent animals and items that may belong to characters at the start of the game or characters encountered later.

SET UP THE DECKS

Separate the **RAGNAROK** card from the Prediction deck and set it aside. Shuffle all remaining decks of cards. Place the Character cards in the spaces provided on either side of the gameboard (images on the back side of the cards in each deck will complete the circular areas at the edge of the gameboard).

Place the other decks of cards near the gameboard so that players can reach them when necessary. The Character cards should be kept face down as should the Fate cards, Magic Items, Prediction cards, and Rune cards. All other cards are kept face up. (see page 23 for a complete game setup diagram of all card decks)

From the Fate and Prediction decks draw the following number of cards:

for 3 players: 15 Fate cards + 15 Prediction cards
for 4 players: 25 Fate cards + 15 Prediction cards
for 5 players: 35 Fate cards + 15 Prediction cards
for 6 or more players: 35 Fate cards + 25 Prediction cards

placing them in separate, face down, decks. Then draw 2 additional Prediction cards from those left, shuffling them with the **RAGNAROK** card and place them, face down, at the bottom of the Prediction deck.

REPUTATION TRACKING CARDS

Place a **REPUTATION** tracking card face up next to a player's chosen starting character and give each player 3 wooden cubes to mark the character's **REPUTATION** in the game. When new characters lead player groups draw a new **REPUTATION** Tracking card for each and 3 wooden cubes.

a reputation tracking card and 3 wooden cubes are needed for a player's starting character and for each Prime or Sub-Leader or characters with items and/or followers

THE SEASON MARKER
Place the season marker on the gameboard in the area marked SPRING.

YOU ARE NOW READY TO PLAY
HAMMER OF THOR

(2.0) THE CARDS
There are over 600 cards provided with the game. Only a few of these will be in play at any one time. The main cards represent characters and animals, as well as a deck of Encounter cards. Other cards include character aids: Items and Runes; Fate and Prediction; Reputation Tracking, and Leader Actions.

(2.1) CHARACTERS
The Character cards provided with the game represent 365 characters and animals of Norse Mythology. They are divided by color (or grayscale tone) into 10 races. They are also divided by the background image on the card face into three general alignments (good, neutral and evil - see the Icon Glossary). The three Norns have unlimited **STAMINA** and cannot be killed or subdued in combat. They have no alignment and are, thus, to be feared for no player may control them.

All characters and some animals can speak (2.2B on the Abilities, Weaknesses and Instincts Chart). Animals that cannot speak (those which are limited to ATTACK | SUBDUE and EVADE Encounter cards when encountered alone) do not have this ability listed.

On the front of the card is information necessary to play the game:

At the top of the card are the character's name and a three digit identification number.

Below the character's name is the list of relatives, friends, abilities, weaknesses, instincts, items and animals for the character.

To the right is a listing of characteristics quantifying that character's personality, attributes, as well as how the character functions during an encounter and a set of icons governing if the character goes to **RAGNAROK** and which sex the character is.
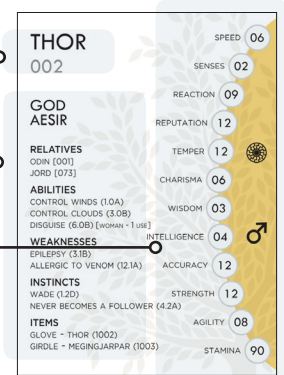
(2.1A) RELATIVES
The relatives of the character are its mother and father whom the character in question will not attack. A character generally cannot attack their relatives in any way to cause them to lose **STAMINA**.

(2.1B) FRIENDS
The friends of the character include their brothers and sisters, mistresses and wives, companions and husbands, etc. A character can only ATTACK or CHALLENGE their friends in a manner that causes subdual damage to those characters (see 5.0 Combat).

(2.1C) ABILITIES
Abilities are special qualities of a character that they can voluntarily use during the game. Since they are voluntary, they must be specified as 'in use' by the player controlling the character. The rules govern when, and for how long, an ability is in effect. Generally, they are in effect for the entire encounter. They may be used by the group leader during an encounter and by any character in combat or after an encounter is over (see 5.0 Combat).

(2.1D) WEAKNESSES
Weaknesses, unlike abilities, are always in effect. In the case of humans it is strongly recommended to remember their weakness: if a Human character is found outside Midgard (in a location with a star or a water drop icon rather than a circle), because of random encounters or group movement, they are placed in the Helheim deck and are considered to have died of natural causes.

(2.1E) INSTINCTS
Instincts, like weaknesses, are always in effect. Unlike weaknesses, they are of positive value. It is up to the player controlling the character to keep track of the instincts of their characters. Like abilities and weaknesses, each instinct is explained on the Abilities, Weakness and Instincts Chart on the Player Aid sheets.

(2.1F) ITEMS AND ANIMALS
Items controlled by a either a character or animal, with which they start the game, are listed in the items and animals section of the Character's card. In random encounters, items and animals which are part of an encountered character's list are not used. After the encounter, if the player group captures any characters from the random group, the player group also takes all items and/or animals listed on those captured characters cards.

(2.1G) CHARACTERISTICS
The characteristics on the Character card represent the personality and tendencies of that character. In most cases they indicate how that character would react during an encounter (see the Encounter cards):

SPEED indicates the number of locations a character can travel to/through one game-turn
REPUTATION, in addition to determining the leader of a group, is used to determine who wins the game
ACCURACY is used during combat to calculate whether or not a character hits their opponent
STRENGTH is used to determine damage (loss of **STAMINA**)
AGILITY is used to modify an adversary's **ACCURACY**
WISDOM is used when controlling an item (see 2.2A3)
INTELLIGENCE is used when casting a Rune spell (see 2.2B1)
SENSES, REACTION, TEMPER, CHARISMA are used during encounters (see 4.3-4.4)
STAMINA lists how much damage a character can suffer before it is subdued or is killed

(2.2) ITEMS, RUNES, SHAPE CHANGE CARDS
Items and Runes are controlled by characters. Items (weapons and magic objects) may be used and reused; they are removed from play only when voluntarily discarded or when they break. (see 2.2A5 Bronze Items). Runes (cast spells) are usable only once and then removed from the game.

(2.2A) ITEMS

(2.2A1) CARRYING CAPACITY
Items are allocated to characters in a group based on player choice within certain restrictions. No character may control more than one item containing the same letter, listed in the upper left-hand corner of the item card: W, S, A, H, P, C, G and SH. Note that WS is subject to both the W and S categories. These are two handed items and, when held, take the place of a weapon and shield.

Only one "B" item is allowed in any one group, though any character in the group can control the item. Characters may control as many items without a letter category as they wish.

(2.2A2) REVEALING AND CONCEALING ITEMS
Items that are face up are considered **revealed**; directions on these items are in effect. Items that are facedown are **concealed**; their directions are ignored. Items that are controlled by a character should be placed adjacent to the character's card to be identified as such.

(2.2A3) ROLLING VERSUS WISDOM
Some items require that a player roll versus the **WISDOM** of the character controlling the item for the directions on the item to work. A player "rolls versus **WISDOM**" by revealing the item for the character and announcing that he is rolling versus **WISDOM** and then rolls the die. If the die roll is less than or equal to the **WISDOM** of the character seeking to control the item, it can be used and the directions on the card for the item take effect.. If not, the directions are ignored. Since revealing and concealing items only occurs during an encounter, rolling versus **WISDOM** can only occur at this time. The roll takes place as soon as the item is revealed. Players may only roll once per turn for each item. Furthermore, each character may be used only once for each item. Characters may not share items.

(2.2A4) EXCHANGING ITEMS
Follow the same guidelines as rearranging groups (See 8.4).

(2.2A5) BRONZE ITEMS
Bronze items are softer items than normal and therefore break easily. If a player rolls a 9 for their character 'to hit' during combat and they have a revealed bronze item (marked with an icon (BR)), or if a 9 is rolled against a character with a revealed bronze item, that item breaks. Broken items are removed from play.

(2.2A6) FORGED ITEMS
Forged items, flaming/fire items and bronze items are drawn from the Forged Item deck. They become available when using Smith abilities (7.0C) or as a result of a group being in Ida's Plain (05) (*the forge of the gods*) at the end of their player-turn. Players may look through the Forged Item deck to choose an item. Keep the Forged Item deck face up.

See the explanation of abilities on each Item card for a detailed description of forged and bronze items.

(2.2A7) MAGIC ITEMS
Magic items not part of a character's list of items they possess are only found through random encounters or by Heimdall [038] by fulfilling his Mission (see the Mission Chart). See the explanation of abilities on each Item card for a detailed description.

(2.2A8) BARK OF INSANITY

The following definitions explain the insanities listed on the Bark of Insanity (1084) magic item:

Catatonia: characters must remain where they are, a player cannot play any Encounter cards for these characters.

Kleptomania: will only use CON, ATTACK | SUBDUE, or CHALLENGE and must get all the items of the player group he is with whether he can use them or not.

Lunacy: always chooses ATTACK | SUBDUE above the horizon or when Mani [048] is in the group, otherwise will do nothing.

Megalomania: will always play the FOLLOWER Encounter card and is never affected by the FOLLOWER Encounter card.

Monomania: always accepts the NEGOTIATIONS proposed by the other leader.

Pathological Liar: cannot NEGOTIATE, loses one follower each game-turn chosen by the player who controls the character.

Paranoia: always EVADES.

Schizophrenia: roll for the Encounter card chosen.

Suicidal Mania: always chooses ATTACK | SUBDUE; if they do not gain REPUTATION each turn, the character kills himself and is placed in the Helheim deck.

(2.2A9) STAFF ASTRAL SPELL

The Staff Astral Spell (1092) item allows a player to move the character revealing that item by Astral Projection (see 4.2C Astral Projection Movement).

(2.2A10) REPUTATION FOR ITEMS

Each magic item and forged item has a **REPUTATION** value. If the items are revealed, they add to the **REPUTATION** of the character controlling them. This fact is especially important in determining leadership of a group. *Note: When items are concealed they do not add to the **REPUTATION** of a character.*

(2.22) RUNES

Runes are one time use spells that can be used by characters with sufficient **INTELLIGENCE** or by players with sufficient luck.

(2.2B1) ROLLING VERSUS INTELLIGENCE

When a player wishes to use a rune, whether during an encounter or as part of his player-turn, he rolls the die. If the die roll is less than or equal to the **INTELLIGENCE** of the character controlling the rune, the spell is successfully cast and the directions take effect. If not, the directions are ignored. In any case, after the attempt, the rune is removed from play.

(2.2B2) REPUTATION VALUE OF RUNES

Unlike items (which add to **REPUTATION** while revealed), runes are only worth **REPUTATION** in two cases. In both instances they are only worth one **REPUTATION** each:

1. when trading them in for forged items
2. at the end of the game (as long as Prediction card (3021) has not been played)

(2.2C) SHAPE CHANGE

Shape Change cards indicate the modified characteristics, abilities, weaknesses, etc. of a character when they change into an animal (or item in one case).

If a player uses the Shape Change ability of one of their characters, he places the matching Shape Change card face up next to his Character card. The Character card is then treated as if it had those characteristics listed on the Shape Change card.

If the Character has lost **STAMINA** before the shape change, that **STAMINA** loss applies to the shape change characteristics. If a character which has shape changed loses **STAMINA** while changed, the **STAMINA** loss applies to the original character once the Shape Change card is removed.

If the **STAMINA** loss to the Shape Change card exceeds the **STAMINA** printed on the Character card, that character dies when the Shape Change card is removed and the Character card is placed in the Helheim deck.

Shape Change is an ability, and, as such, is governed by the rules for abilities. (6.0A-C on the Abilities, Weaknesses and Instincts Chart) The number of total shape changes available, and the possible types of changes, are listed on the Character card.

The letter 'C', listed on some of the characteristics on Shape Change cards, denotes the player should use the character's original characteristic value.

(3.0) SEQUENCE OF PLAY

HAMMER OF THOR is played in game-turns. Each turn is composed of three phases: Birth, Player-Turns, and Season Change. No phase may begin until the previous phase is finished. The game proceeds in this sequence until the **RAGNAROK** Prediction card is drawn.

(3.1) BIRTH

The first player rolls the die. He draws that number of Offspring from the top of the Offspring deck. These Offspring are then shuffled back in their appropriate original decks (ex. place any drawn Aesir Offspring back in the Aesir deck).

(3.2) PLAYER-TURNS

Starting with the first player, each player, proceeding clockwise, takes their turn. Player-turns involve drawing Fate or Prediction cards, moving, and having encounters (see 4.3).

After all players have had their player-turn, proceed to the Season Change phase of the game-turn.

(3.3) SEASON CHANGE

The last player to take their player-turn moves the season marker to the next season to indicate it is the next game-turn. Spring is followed by summer then fall then winter, then the next spring.

Repeat the Birth, Player-Turns, and Season Change phases until **RAGNAROK** is drawn.

(4.0) THE PLAYER-TURN

Like the game-turn, the player-turn is divided into successive phases: Fate followed by Movement followed by Encounter.

(4.1) FATE

At the beginning of a player-turn, the player draws the next Fate card from the deck. If there are no Fate cards remaining, the player draws the next Prediction card. If the **RAGNAROK** card is drawn it must be played immediately.

Fate and Prediction cards may be played at any time during your player-turn or during another player's turn. As soon as these cards are played, they interrupt the game and the direction on the card must be followed.

Each player is only allowed to hold one Fate card or Prediction card at a time. These cards must either be played, held or discarded during this phase of the player-turn. If a player chooses to hold a card, then, during the next player-turn they draw a new card and may choose which to discard. Discarded Fate and Prediction cards, as well as those cards that have been used, are removed from play.

(4.2) MOVEMENT

Movement of a character or group of characters is accomplished by moving the counter representing that group. The number of locations on the gameboard a counter may move is generally determined by the lowest **SPEED** value of any character in the group. Only one counter may be moved by a player in their player-turn and a player may only move their counter during their own player-turn. Players never need to move counters the full **SPEED** value of the characters they represent. Players may elect to not move any counter during their turn if they desire.

The **SPEED** of characters is modified by a number of factors. It costs one extra **SPEED** to:

1. ENTER A WATER **LOCATION** (so long as at least one of the characters in the group cannot traverse water, fly, wade, etc.)
2. EVADE (unless there is no **SPEED** amount remaining for the group)
3. MOVE WITH CAUTION. MOVE WITH CAUTION is a statement made by a player at the beginning of their player-turn so that they need not roll for random encounters unless they choose to (see 4.5).
4. SEARCH the next location their counter will enter. SEARCH is also a "statement of intent" (see the Random Encounter Chart notes).
5. use RECONNAISSANCE on the next location their counter will enter. It is also a "statement" and succeeds or fails based on a die roll. When choosing RECONNAISSANCE, the player who is moving rolls the die. If the number rolled is less than or equal to the lowest **SENSES** rating of any character in the group - all the characters in that group have their **REACTION** increased by three for the first round of an encounter. In addition, characters in the group encountered, may not use Invisibility (see - 9.0A on the Abilities, Weaknesses and Instincts Chart).

(4.2A) CONNECTED LOCATIONS MOVEMENT

Counters may move from one location to another if they are connected by a line. For example, a counter could move from Hlidskialf (08) to Himinbiorg (09) using one **SPEED**.

(4.2B) PROJECTION MOVEMENT

Counters may also move from a location with lowercase letter to another with a matching uppercase letter ("**a**" to "**A**") or from an uppercase location to the matching lowercase location ("**B**" to "**b**"). Counters may not move from a lowercase letter location to a matching lowercase letter location.

For example, a counter may move from Folkwang (12) to Joruveillir (54) using one **SPEED** as the movement would be from "**f**" to "**F**". A counter could also move from Bifrost Bridge (70) to Hlidskialf (08) using one **SPEED** "**A**" to "**a**". It may not move from Hlidskialf (08) to Barri Woods (27) using one **Speed** as this would be from "**a**" to "**a**".

In any phase of movement, a player may move their counter by Connected Locations Movement, Projection Movement, or both.

(4.2C) ASTRAL MOVEMENT

Astral Movement is a form of Projection Movement. Astral Movement requires the entire player-turn. Only the character with the revealed magic item - Staff of Astral Spell (1092) - may move by Astral Movement.
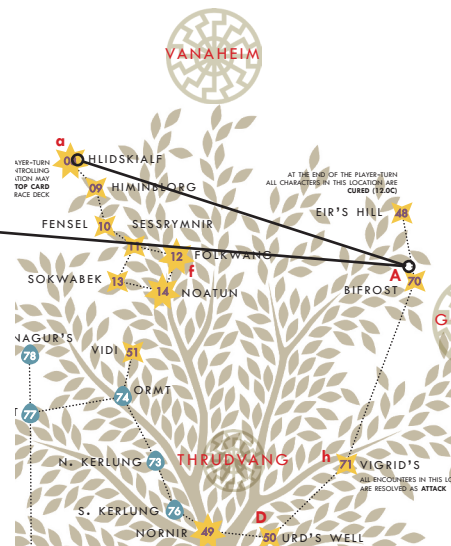
(4.2C1) PROCEDURE

Take a separate counter, turning it to the blank side, to represent the character moving by Astral Movement. Place that counter on the location you wish to move to (any location on the gameboard outside of Helheim). Encounters take place normally. Once the encounter is over, remove the counter representing the astral move. The character remains in its original group.

(4.2C2) ASTRAL ENCOUNTERS

During any encounter involving Astral Movement, characters that lose **STAMINA** also lose **INTELLIGENCE**. Record any loss with counters on the Character card. Characters lose one point of **INTELLIGENCE** each time they lose any **STAMINA** amount. The **INTELLIGENCE** rating of a character may never go below zero. Characters may regain **INTELLIGENCE** at Mimir's Well (29) or by use of certain runes, items, etc.

(4.3) ENCOUNTERS

(4.3A) ENCOUNTER CARDS

The Encounter cards (16 in total, divided into 2 decks with different colors/gray tones) represent the choices available to a player during an encounter. Encounter cards list a number which is added to the leader's **REACTION** (+1, etc.). This addition applies only to determine which player's Encounter card is read first.

During the first round of an encounter, a player may be limited in their first choice based on the race of their group leader (see the rules listed on each Encounter card and rules and also rules section 8.1 for a description of types of leaders). During other encounter rounds they are not limited in this way.

Encounter cards contain three groups of text:

The first group represents conditions when the Encounter card automatically works.

The second group contains conditions when the Encounter card may work. The player usually rolls the die against the characteristics of the two leaders.

The third group details conditions when the Encounter card never works. Rules here must be applied in conjunction with the other encounter group.

Note that if one player's Encounter card works, the directions on the other player's Encounter card are ignored.

If the third round Encounter cards do not work (see 4.4), the player-turn is over. The encounter sequence does not continue.

(4.3A1) ATTACK | SUBDUE

ATTACK | SUBDUE compares the **TEMPER** of the player's leader, and, in some cases, the **CHARISMA** of the opposing leader. If the ATTACK | SUBDUE Encounter card works there is a battle (see 5.0 Combat Rules).
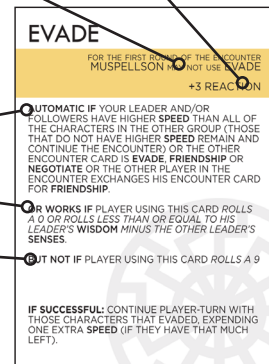
(4.3A2) CON
The use of CON compares the **CHARISMA** of the player's leader with the **INTELLIGENCE** of the opposing leader. If successful, the CON Encounter card ends the player-turn and usually gains an item or character for the player's group.

(4.3A4) FOLLOWER
FOLLOWER compares the **REPUTATION** of the two leaders – a sort of struggle for loyalty. The leader is the character in the player's group with the highest **REPUTATION**. The other characters in the group are considered his followers.

FOLLOWER, if successful, ends the player-turn, and allows the player who chose FOLLOWER to take all the characters in the opposing group with their items and runes and arrange them into their own existing or new groups. A subgroup can also become followers (see 11.1A-C). It is up to the player who plays FOLLOWER to decide whether he rolls for taking over the entire group or some subgroup of a different race which does not match the encountered group's leader.

(4.3A4) SEDUCE
The SEDUCE Encounter card compares the **CHARISMA** of the player's leader to the **TEMPER** of a character in the other group of the opposite sex (see 11.2 for expanded rules). SEDUCE, if successful, ends the player-turn.

(4.3A5) EVADE
EVADE allows the player's characters to flee from an encounter. First, any character in the player's group whose **SPEED** is greater than any character's greatest **SPEED** in the opposing group successfully EVADES. Next, a successful **WISDOM** versus **SENSES** die roll, as outlined on the Encounter card, results in an EVADE for the entire group. If EVADE is successful, the player-turn continues. (see 11.3 for expanded rules)

(4.3A6) CHALLENGE
CHALLENGE allows one-on-one combat. If successful, and agreed to by the other player, combat takes place only between the two group leaders. Once the CHALLENGE is accepted, the end of the combat ends the player-turn. If rejected, the encounter continues.

(4.3A7) NEGOTIATE
NEGOTIATE compares the **WISDOM** of the player's leader to the **TEMPER** of the opposing leader. As with CHALLENGE, NEGOTIATE must be accepted and rejection merely continues the encounter. (see 11.4 for expanded rules)

(4.3A8) FRIENDSHIP
The friendship Encounter card compares the **CHARISMA** of the player's leader to the **TEMPER** of the opposing leader. If successful, it ends the encounter, but the player-turn continues.

(4.3B) LEADER ACTION CARDS
The cards listing leader actions are used when the Encounter cards are chosen. They represent alternatives for the leader to use in addition to the player choosing the Encounter card. Remember that use of a Leader Action card reduces the **REACTION** of the leader by one when determining which Encounter card is used first. (see 4.4)

(4.4) ENCOUNTERS
Whenever a player moves their counter into a location containing another player's counter, or into a location where they roll for an encounter and find a group, the two groups have an "encounter".

The players controlling each group secretly choose one of their eight Encounter cards. The player whose group leader has the higher modified **REACTION** (see Groups 8.0) follows the directions on his Encounter card first (it either can be used automatically (i.e. 'works' as labeled on the Encounter card) or because of a successful die roll). When the leaders' **REACTIONS** are tied, the player who did not move follows the directions on their Encounter card first.

If the first player's Encounter card can be used, the other player's card is ignored. If the first Encounter card cannot be used, and the second player's Encounter card cannot be used, players each choose new Encounter cards. If neither player's Encounter card can be used during the second round of the encounter, players choose a third Encounter card. If the third round Encounter cards cannot be used, the player-turn ends. (See 4.3-4.4)

Note that during the first round of the encounter, certain Encounter cards may not be chosen because of the race of the leader (see the individual Encounter cards for these restrictions). Except for EVADE, no Encounter card may be chosen a second time in the same encounter. (Different players could choose the same card, but a player may not repeat his choice if it did not previously work.)

When the Encounter card says "ENCOUNTER CONTINUES," players may choose any Encounter cards for the remaining rounds (except when the group leader is an animal that cannot speak – in this case only ATTACK | SUBDUE and EVADE may be chosen).

The **REACTION** of the leader is modified by additions from the Encounter card. It is also modified by certain actions of the leader. If a player decides to use any, or all of the five actions listed below for their group leader, they secretly choose the appropriate Leader Action cards before the Encounter cards are revealed (see below for a game play example). Each of the following actions reduces the **REACTION** of the leader by one when determining which Encounter card is used first:

1. use an ability of the leader
2. use an ability of an item
3. reveal an item (turning it face up)
4. conceal an item (turning it face down)
5. attempt to use a rune

If the other player's Encounter card works before your Encounter card, the actions chosen for your leader do not take place.

Remember that the modified **REACTION** rating is used for the group leader when determining which Encounter card plays first. The **REACTION** rating can be increased by the chosen Encounter card and lowered by actions of the group leader. No other character in the group may use these actions before Encounter cards are chosen.

For example, Thor [002] with a **REACTION** of 9 encounters Loki [058] with a **REACTION** of 9. The player for Thor chooses Challenge (+4 **REACTION**) as his Encounter card, but also chooses to conceal 2 items: glove Thor (1002) and girdle Meginjarpar (1003), and also use the Control Wind (1.0A) and Control Clouds (3.0B) abilities. Thor's total **REACTION** for the Encounter is (9 (original value) + 4 (bonus for Challenge card) - 4 (-1 for each item concealed and ability used)) equal to 9. The player for Loki chooses Con (+1 **REACTION**). Loki's **REACTION** for the encounter is 10 (9 + 1). Loki's attempt to Con Thor occurs before Thor can conceal his items, use his abilities, and play Challenge. Since Con depends on **CHARISMA** (Loki's is 12) minus **INTELLIGENCE** (Thor's is 4), in this case if the player controlling Loki rolls 8 or less (12-4 = 8), his Con works and he can "steal" the glove or girdle from Thor before they are concealed.

original Reaction value of 9

+4 for the Challenge Card modifier

-2 Reaction for using 2 abilities and -2 Reaction for concealing 2 items

original Reaction value of 9

+1 for the Con Card modifier

(4.5) ROLLING FOR ENCOUNTERS
Whenever a player moves his counter into a location that is not occupied by another player's counter, he must roll the die and consult the Random Encounter Chart to see what his group has met and which player will be involved in the encounter, playing Encounter cards for the random group. Cards are drawn facedown from the top of the appropriate decks by this player. In the case involving random races, that player rolls the die again and consults the gameboard to determine the appropriate deck to draw from. Each race on the gameboard has a number next to it, use this to determine which deck.

When rolling for a random encounter in a location containing a face down counter add the character represented by the face down counter (along with their items) to what is rolled for on the Random Encounter Chart. They are all grouped together as one random group.

Note that if the player moving has expended one extra **SPEED** at the beginning of their movement to MOVE WITH CAUTION, he must only roll for encounters in those locations that require it. He may additionally roll for any location his counter moves into for a random encounter if desired, but is not required to do so.

"Rolled for" encounters are played the same way as encounters involving player groups. (See 4.3-4.4).

(4.5A1) If there is a random encounter, the player currently moving rolls the die again to determine who plays the encounter for the other group. He consults the Chosen Random Encounter Chart, cross-indexing the new die roll with the number of players in the game. The player controlling this random group examines the cards and arranges them into a battle line and reserve. (see 5.2 for an expanded explanation of these terms) Players then choose Encounter cards.

(4.5A2) The player controlling the random encounter group examines the group of drawn cards in secret unless the player who was moving successfully used RECONNAISSANCE in the location. After the first round of the encounter, he must reveal the contents of the random group, whether there was a successful RECONNAISSANCE or not.

(4.5A3) At the end of the encounter, if the player who is moving gains characters from the random group which had any items or animals listed on their cards, he gains those items and animals as well.

At the end of the encounter, any characters and items in the random group that remain are discarded and shuffled in the appropriate deck on the gameboard.

If a random encounter included a character from a face down counter, the face down counter is placed back on the gameboard unless the character was killed or subdued.

(4.6) ENCOUNTERS INVOLVING PLAYER GROUPS
When a player moves their counter into a space containing another player's counter, he follows the encounter procedure outlined above. The players controlling these groups choose Encounter cards. There is no roll to see who plays the encounter.

When there are two or more counters in a location that a counter moves into, each player rolls for their group. The player with the highest die roll uses their group to encounter the currently moving group. No other player's group may encounter that group unless it returns to the location in the same game-turn.

(5.0) COMBAT
Combat is a method of resolving **ATTACK | SUBDUE** or **CHALLENGE**.

Combat occurs in battle rounds. Each battle round consists of 6 phases, and each phase must be played in order. During these phases a player decides whether or not they want some, or all, of their characters in the battle group to do what is outlined in that phase.

Players take turns in each phase. The player that goes first in each phase is the player controlling the group leader with the higher **REACTION** (check at the beginning of each phase). If both group leaders have the same **REACTION** the player controlling the group that is currently moving goes first.

The results of each phase take place after both players have played that phase.

Battle rounds continue until only one player has characters in their group that can attack. (Remember that characters that **EVADE** are no longer part of the battle.)

(5.1) BATTLE ROUND
These are the phases of the battle round:

1. attacking with any characters
2. revealing or concealing items controlled by characters
3. using abilities of characters (no more than one attempt per character)
4. attempting to use runes controlled by characters (no more than one attempt per character)
5. movement from the battle line to the reserve or vice versa
6. attempts to **EVADE**

(5.2) ATTACK PROCEDURE

The characters in a group are organized into two sets of cards by the player controlling the group. The set to the left is the battle line. The set to the right is the reserve. If a player does not have their cards divided in this way, the group cannot do anything during the first round of the encounter. Furthermore, all characters in a single set are considered to be in the battle line for the encounter and the player who encounters the group may arrange them into the two sets (battle line and reserve) in any manner they wish.

When it is a player's turn to roll for the attacks for their characters, the player reviews both their own battle line and that of their opponent. If the number of characters in the player's battle line is more than three times the number of characters in the opposing battle line, the player's characters in excess of this may attack characters in the opposing player's reserve. Characters in the reserve can attack characters in opposing reserve if they have items (usually spears and bows) or use runes or abilities that allow them to do so. A character in the reserve may only attack a character in the opposing battle line if he is using Mjollnir (1098) or if that character attacked him in their last attack.

The attacking player's first character in his battle line attacks the first character in the opposing player's battle line. The second character in the line attacks the second character in the opposing line and so on.

If the player being attacked is outnumbered, his battle line receives multiple attacks. In this case, go through the battle line as many times as necessary in order to receive one attack from each of the characters in the attacking player's battle line.

A character that is being attacked may not be attacked more than three times per battle round.

An example battle:

Player A has 3 characters in the battle line and 7 in reserve. Player B has 10 characters in the battle line and the higher REACTION therefore Player B attacks first. He uses 9 of his 10 characters from the battle line to obtain a 3 to 1 superiority in characters on Player A's battle line. He then uses the remaining character and attacks one of Player A's reserve characters (Player B's choice). Player B's first character attacks Player A's first character; the second attacks the second; the third attacks the third. Player B's fourth character attacks Player A's first character again; Player B's fifth character attacks Player A's second character, etc. Therefore, Player A's first character is attacked by player B's first, fourth and seventh characters.

All STAMINA loss taken by Player A's characters is noted with counters.

Player A now makes his attack. Player A's first character in the battle line attacks player B's first character in the battle line, his second character attacks B's second character, and his third character attacks B's third character. These are all of Player A's battle line attacks. Player A's attacked reserve character may now attack player B's character who attacked him previously. This is the only character who may attack player B's tenth character.

Player A's remaining reserve characters may use weapons, abilities or runes (if able to from the reserve) on any of player B's reserve. Player B has no reserve in this battle so this rule does not apply here.

(5.3) RESOLVING ATTACKS

Resolving the attack of a character is simple. The player controlling the attacking character rolls the die to see if their character hits. If it does hit he rolls the die again to determine the amount of STAMINA loss. If he doesn't hit there is no damage.

(5.3A) ROLLING TO HIT

1. If the die roll is 0 the attacking character automatically hits.
2. If the die roll is less than or equal to the attacking character's **ACCURACY** minus the attacked character's **AGILITY**, they also hit.
3. A die roll of 9 never hits but will break any bronze item involved.

(5.3B) ROLLING FOR STAMINA LOSS

STAMINA loss is of two types: subdual (temporary) and permanent (to kill). Permanent loss can be due to weapons, disease, fire or venom.

1. To calculate subdual **STAMINA** loss, roll the die, add 1, and multiply the result by the attacking character's **STRENGTH**.
2. To calculate permanent **STAMINA** loss, roll the die and multiply that number by the attacking character's **STRENGTH**.

(5.3C) LOSS OF AGILITY

At the end of each round of battle a character's **AGILITY** is reduced by 1. If they take any loss of **STAMINA**, their **AGILITY** is also reduced by 1. Loss of **AGILITY** is cumulative from round to round and is restored at the end of the battle. The **AGILITY** of a character can never be reduced below zero.

For each round of battle that a character does nothing and does not lose **STAMINA**, one lost point **AGILITY** is restored.

Loss of **AGILITY** should be tracked with the **AGILITY** loss counters provided with the game. It is restored after the encounter.

(5.4) EFFECTS OF STAMINA LOSS
When a character's **STAMINA** is reduced to zero (or less) by subdual loss, the character is subdued. Characters that are subdued cannot do anything for the rest of the encounter.

When a character's **STAMINA** is reduced to zero (or less) by permanent loss, the character is dead and the card is placed in the Helheim deck.

If there is a combination of subdual and permanent **STAMINA** loss, the character is not dead until the total permanent loss is greater than or equal to the printed **STAMINA**. If the character is not dead but the total loss in **STAMINA**, both permanent and subdual, is greater than or equal to the **STAMINA** printed on the Character card, the character is subdued. Whether a character is subdued or not, all permanent **STAMINA** loss must be recorded on the Character card with provided counters.

After the battle, any subdual **STAMINA** loss is restored.

At the end of a battle, if a player has characters remaining that can attack, that player may keep any or all of the opposing player's characters that were subdued. The player may also kill, or abandon any of them (shuffling those cards in the appropriate decks), or they may return them to the player who controlled them before the battle.

(5.5) GAINING REPUTATION BY KILLING CHARACTERS
Only characters in player groups (not randomly encountered groups) gain **REPUTATION**. Players should record **REPUTATION** for all kills. The **REPUTATION** gained is based on the **REPUTATION** printed on the character's card.

Good characters gain the full **REPUTATION** value as listed on the slain character's card for each evil character they kill and half **REPUTATION** (ignore fractions) for each neutral character they kill.

Evil characters gain the full **REPUTATION** value for each good character they kill and half **REPUTATION** (ignore fractions) for each neutral character they kill.

Neutral characters gain the full **REPUTATION** value for each good or evil character they kill and gain half **REPUTATION** (rounded down) for each neutral character they kill.

(6.0) THE DEAD

(6.1) CHARACTERS IN THE HELHEIM DECK
Characters that are killed are placed in the Helheim deck. Dead characters have no **AGILITY** but their **STAMINA** is restored when they are re-animated. If a dead character is killed a second time, their card is removed from play. Players may look through the Helheim deck to review which characters are dead, the deck is then re-shuffled. When a character is drawn from the Helheim deck the first time, place a Helheim Dead counter on the Character card to track the re-animated status of that character.

The Helheim deck is "located" in Eliudnir (43) and all of the characters in that deck are added to any random encounter in Eliudnir.

(6.2) DEAD CHARACTERS CONTROLLED BECAUSE OF CERTAIN INSTINCTS, ETC.
Odin [001], Freyja [037] and Ran [065] gain dead characters as followers in certain instances because of their instincts. These dead characters regain their printed **STAMINA** and their printed **AGILITY** but lose one **STRENGTH**. If these characters die again they are removed from play. Characters in this category should have a Helheim counter placed on their card as well as a -1 **STRENGTH** counter.

(6.3) MOVEMENT BY DEAD CHARACTERS
Characters that have died may move anywhere on the gameboard subject to the normal movement rules. However, they ignore any weakness on their card when it comes to movement.

(6.4) THE DEAD AND THE GUARDIANS
Whenever an encounter takes place where a Guardian [140-144, 314, 315, 337] or Hel [129] is the leader of a group in Helheim (Gnipa's Cave (41), Fallanda Forat (42), or Eliudnir (43)), and there are dead characters in one group or the other, the encounter becomes ATTACK | SUBDUE.

(7.0) THE COUNTERS
Counters have been provided to mark the positions of groups on the gameboard. Only the most powerful characters have a counter to represent them. If one of these characters is a group leader use its correspondingly named counter on the gameboard. If there is a leader without a counter, use one of the group counters to represent the group.

(8.0) GROUPS
Counters represent either one character or a group of characters. The character in a group with the highest **REPUTATION** is the group leader. In the case of equally high **REPUTATIONS**, the player who controls the group decides which of the high **REPUTATION** characters is the group leader.

The characters in a group are organized into two sets of cards by the player controlling the group. The set to the left is the battle line. The set to the right is the reserve. If a player does not have their cards divided in this way, the group cannot do anything during the first round of the encounter. Furthermore, all characters in a single set are considered to be in the battle line for the encounter and the player who encounters the group may arrange them into the two sets (battle line and reserve) in any manner they wish.

Any runes and/or items controlled by a character (whether revealed [face up], or concealed [face down]) are kept next to the Character card controlling those runes and/or items.

(8.1) TYPES OF LEADERS
Prime Leader - the single character with the highest **REPUTATION** out of all his characters. A player may never have more characters of the same alignment than their Prime Leader's **CHARISMA**, nor more characters of other alignments than the Prime Leader's **WISDOM.**
Sub-Leader - one or more characters with the highest **REPUTATION** of each different race in the player's groups.
Group Leader - any character leading one of the groups (maximum of 3) controlled by a player

(8.2) SPLITTING UP GROUPS
A player may always split up a group during movement by leaving one or more of the characters behind in a subgroup. Simply place another counter on the gameboard to represent this new group.

In this way, players may leave slower characters behind so that the main group may continue moving. There are some restrictions to this general rule.

   a. A subgroup must have at least one character or one animal that has the Speak (2.2B) ability to be allocated a counter.
   b. The number of characters in the new group which are the same alignment as the new group leader (good, neutral or evil) may not exceed the **CHARISMA** value of the new leader.
   c. The number of characters of other alignments (good, neutral or evil) may not exceed the **WISDOM** value of the new leader.
   d. The total number of characters a player may control among all his groups is based on the character with the highest **REPUTATION** out of all his characters. This character is the Prime Leader. A player may never have more characters of the same alignment than their Prime Leader's **CHARISMA**, nor more characters of other alignments than the Prime Leader's **WISDOM**. Other leaders are designated Sub-Leaders.
   e. A player may never control more than 3 counters, and therefore, never more than 3 groups.
   f. Humans are exempt from the restrictions on groups totals.

(8.3) REGROUPING
A player may regroup their characters from one or more number of counters into one counter, and therefore one group, if the counters are in the same location at the end of his player-turn or if they are in the same location during his player-turn and the player expends one extra **SPEED** from all of the characters involved. As with splitting up groups, there are certain restrictions when regrouping:

   a. A group must have at least one character or animal that has the Speak (2.2B) ability to be allocated a counter.
   b. The number of characters in a group is governed by the characteristics of its leader. The number of characters of each alignment a player can have in their groups is governed by the characteristics of the Prime Leader (i.e. **CHARISMA** and **WISDOM**) as with splitting up groups.

(8.4) ABANDONING CHARACTERS
A player may abandon any number of his characters at any time during his player-turn so long as it is not during an encounter. He discards those characters in their appropriate decks randomly face down. He also discards any items and runes controlled by those characters randomly in their appropriate decks. He always keeps the one Prediction or Fate card he is allotted.

(8.5) REARRANGING A GROUP

The position of characters and animals within a group (in the battle line or the reserve and their relative status in each group) and which characters hold which items and runes may only be changed by a player during a player-turn, but not during an encounter. As soon as a player announces his player-turn is over, he may not rearrange his characters and their items and runes. Rearranging characters in groups may take place by either player in a combat encounter but only as a function of the combat rules.

(9.0) THE GAMEBOARD

The gameboard is a combination of many locations. The image in the background represents the Norse concept of the universe, the Yggdrasil Tree. The constellations include those stars that can be seen in the Northern skies. These stars represent locations that could be traveled to by the gods.

You will find numerous locations on the gameboard with directions beside them. These directions apply to groups in that location, either at the end of the turn or during transit. Pay careful attention to these directions as counters are moved from one location to another.

Encounters at Jarnvid (289) are grouped together and only require the expenditure of one **SPEED** to enter.

When a counter ends its move in Ida's Plain (05) the player controlling that group automatically receives a bronze item of their choice from the Forged Items deck for a character in that group.

If a player's counter is at Hlidskialf (08), he may look at the top card of any of the other character decks.

Locations in Midgard where a player gets double **REPUTATION** for humans only occurs if their Prime Leader is of the race or alignment listed in the directions for that location.

Salar-stein (45) is part of Midgard and is inhabited by dwarves. Consequently, roll for encounters in Salar-stein and use the Midgard table. If a 1 is rolled, the player draws the next Fate card but also re-rolls using the Random Encounter chart for the encounter. The race of this location is then considered Dwarven for that encounter.

If a location calls for "No **STAMINA** loss due to ___", the lost **STAMINA** is instead recorded as "combat" loss.

Certain locations are considered above the horizon and others considered below the horizon. See the Icon Glossary for these designations.

Whenever the words "water location" are mentioned, they refer to the locations with a water drop icon. Land locations use a star icon to mark them. See the Icon Glossary for these icons.

WATER **LOCATIONS**   LAND **LOCATIONS**

Certain water locations may freeze during Winter and become land locations for the duration of that game-turn. Other locations will never freeze and these are marked on the gameboard.

(10.0) NEW CHARACTERS

At the end of their player-turn, a player may turn in all their cards (except their one Fate or Prediction card). At the beginning of their next turn they may randomly choose a new character. The character they choose must be of the same alignment (good, neutral or evil.) as the character with which they started the game. If a player loses all their characters, either due to their death, being subdued, or for some other reason, they may also randomly choose a new character.

(11.0) SPECIAL CASES DURING ENCOUNTERS

(11.1) FOLLOWER

(11.1A) MORE THAN ONE RACE IN THE SAME GROUP
If the leader of a group cannot become a follower (see 4.2A on the Abilities, Weaknesses and Instincts Chart) the characters in the group that are of the same race cannot become followers either (unless and until the leader is killed, is subdued or **EVADES**).

Characters of a different race than the leader can, however, become followers. The character with the highest **REPUTATION** of each different race is termed the sub-leader. Their **REPUTATION** is compared with the leader of the encountered group. If the sub-leader becomes a follower, so do the other characters in that racial group.

Players using the **FOLLOWER** Encounter card must specify if they are attempting to gain a subgroup as well as which specific one. If a player does not specify before he rolls, he is assumed to be trying to gain the entire group.

(11.1B) ANIMALS IN A GROUP
If a group contains both characters and animals, the animals become followers if the characters do.

If a group contains only animals, the FOLLOWER Encounter card will not work. Instead, the individual animals must be subdued to make them followers.

(11.1C) CHARACTERS THAT NEVER BECOME FOLLOWERS
If a character is not the leader of a group but cannot become a follower (this occurs when encountering randomly drawn groups), that character is put back in the deck randomly facedown if the FOLLOWER Encounter card is successful, after the encounter is over.

(11.2) SEDUCE

(11.2A) PROCEDURE
If the SEDUCE Encounter card works, the player controlling the female character must roll the die (unless the Character card shows an φ^x icon). If the roll is a:

9: the female character dies in childbirth. Place the female character in the Helheim deck.
8: the offspring dies in childbirth – no effect.
1-7: the female character gives birth - the player controlling the female character draws cards from the Offspring deck until a character of the same race as the male character in the seduction is drawn, and places that card in the female character's group (so long as it doesn't violate any rules for grouping). Then they re-shuffle the Offspring deck. *Note that if there are no longer any offspring available of a particular race in the Offspring deck there is no pregnancy.*
0: no pregnancy - no effect

Female characters with the φ^x icon automatically give birth and are treated as if they rolled a 1-7 on the table above.

(11.2B) SEDUCTION OF ANIMALS
A character that is shaped-changed into an animal may SEDUCE an animal of the same species (horse seduces horse, eagle seduces eagle, boar seduces boar, etc.). There is no die roll: the seduction works automatically.

To determine the offspring and which character gets it as a follower, draw the next animal offspring from the Offspring deck and roll the die. If the die roll is an odd number, the player's character gains the offspring. If the die roll is an even number, the animal gains the offspring. Note that species born of animal seduction need not be the same as the parents (horses can breed serpents, etc.).

(11.3) EVADE
The counter of a group that successfully EVADES stays in the same location. EVADE means hide, counters do not move to the next location.

Individual characters or subgroups of a group can EVADE. These subgroups of characters require individual counters to represent them. Consequently, some characters may have to be abandoned because of the 3 group per player limit.

Individual characters can also attempt to EVADE during combat. They must be in the reserve and fulfill the conditions on the EVADE Encounter card. In this case, the player attempting to EVADE compares the WISDOM of their character to the SENSES of the opposing group leader.

Leaders can EVADE during a CHALLENGE whether they are in the reserve or not. The conditions on the EVADE Encounter card must be fulfilled and all the other Character cards left behind. These cards (Character, Items, and Runes) become spoils of war and incorporated into the group of the victor.

(11.4) NEGOTIATE
If one player plays NEGOTIATE the other player can change their Encounter card to NEGOTIATE. This is the only time a player may exchange their Encounter card in the middle of an encounter round.

Negotiations must result in some type of trade. The terms of the trade are specified below. If neither group gains something on one of these categories, the negotiation is effectively rejected. Negotiations consist of:

a. trading Character cards or Animals (but not group leaders)
b. trading Items and/or Runes
c. lending all or some of the characters in your group, with or without their items and runes, to be used by the other group in the next game-turn and then are returned. The size and composition of the new group must conform to the rules for grouping but the group may contain more than one character that can never become a follower or lists "or follows only ___" on their Character card.

Note that option "c" above may only be used for negotiations between players who both control player groups, not during a random encounter. Players using "c" may double-cross the player lending characters by keeping them as their own.

The rules governing grouping take effect before and after an encounter, never in the middle of the encounter.

(12.0) RAGNAROK

When the **RAGNAROK** Prediction card is drawn, all player-turns cease immediately. Players proceed to a grand combat which will decide the winner of the game.

The **RAGNAROK** battle follows the same procedure as other battles (see 5.0 Combat Rules) with a few exceptions:

Only characters with the **RAGNAROK** icon ⊛ on their card are involved in combat. All other characters are placed aside for the moment. Their **REPUTATIONS** will count toward determine the winner after **RAGNAROK**.

Players who chose a good character at the beginning of the game take only good characters and neutral characters to **RAGNAROK**. Players who chose evil characters at the beginning of the game take only evil characters and neutral characters to **RAGNAROK**. The player, if there was one, who began the game with neutral character may allocate their good characters to the good players' side, their evil characters to the evil players' side, and their neutral characters to either side.

Dead humans are considered to be neutral characters that can go to **RAGNAROK**.

The good player(s) determine their battle line – there is no reserve. The evil player(s) determine their battle line – there is no reserve. If a group of players cannot agree on the battle line, it is arranged by the **REPUTATION** of the characters, highest is first to lowest placed last.

The **RAGNAROK** battle is fought to death. There is no subdual damage. Runes cannot be used. EVADE cannot be used. There is never a reserve.

Players should keep track of which characters they send to **RAGNAROK** and the **REPUTATION** those characters gain for kills. **RAGNAROK** continues until all the characters on one side of the battle are dead.

During **RAGNAROK** the players controlling good characters choose first each sequence.

(13.0) WINNING THE GAME
After **RAGNAROK** is over, only those players on the winning side of the battle (good or evil, not both) and the neutral player can win the game. Each of these players counts up the total **REPUTATION** from all their living Characters, Items, Runes, etc. Do not forget to include characters and their items that did not participate in the battle. Among these players, the player with the highest total **REPUTATION** **WINS THE GAME**.

Characters that are killed at **RAGNAROK** are not counted. Their items, runes, etc, are also ignored.

(14.0) 2-PLAYER AND SOLITAIRE RULES

(14.1) SET UP PROCEDURE

(14.1A) TWO-PLAYER GAME
The two-player game is set up the same way as the multi-player game except one player plays Odin [001] and the other player plays Thor [002]. Encounter cards for random groups are rolled for on the Players' Random Encounter chart. The player with the higher **REPUTATION** when **RAGNAROK** is drawn from the Prediction card deck wins the game. There is no **RAGNAROK** battle.

Follow the standard setup rules for the card decks with the following exception:

Separate the **RAGNAROK** from the Prediction deck and set it aside. From the Fate and Prediction decks draw the following number of cards for 2 players: 20 Fate cards + 7 Prediction cards, placing them in separate, face down, decks. Then draw 2 additional Prediction cards from those left, shuffling them with the **RAGNAROK** card and place them, face down, at the bottom of the Prediction deck.

When setting up the game, the player with the higher die roll goes first, choosing Thor or Odin, and places their counter on the gameboard. The other player chooses the remaining character and places their counter.

(14.1B) SOLITAIRE GAME
The solitaire game is played the same way as the two-player game, except the player controls Thor [002]. Instead of trying to outdo Odin in **REPUTATION**, the player tries to outdo the feats of the mythological Thor. He must fulfill the tasks (as listed on the Solitaire Task Chart) of Thor, just as Thor did, and in the order Thor did although he can encounter random groups in between fulfilling tasks.

For random encounters, roll the die and consult the Players' Random Encounter chart, just as you would with the two-player game. For task encounters, the encounter choice of the other group is listed on the Solitaire Tasks Chart.
To win the game, you must meet all of the following requirements:
1.   You must have more than 143 points of **REPUTATION** at the end of the game.
2.   You must move the counter containing Thor to the places listed as tasks in order, although you may make side trips when you wish.
3.   You must finish all of the tasks before the **RAGNAROK** card is drawn ending the game.
4.   You lose if Thor dies.

Set up the cards, drawing certain characters, items etc. for each task as listed on the Solitaire Task Chart, placing them in separate piles as in the rules for multi-players (see also 14.3B). Also, place counters representing the group leader in the locations named, as listed on page 5 of the rules. The Fate and Prediction cards are set up in a specific way. (see 14.3A)

(14.2) SPECIAL RULES

(14.2A) RANDOM ENCOUNTERS
When encountering random groups, choose your own Encounter card, then roll the die. The Encounter card chosen for the random group depends on the die roll (see the Player Chosen for Random Encounters chart). The die roll may be modified as follows:

1.   If the leader of the random group is an animal that cannot speak ignore the chart. An odd number means **EVADE**. An even number means **ATTACK** | SUBDUE.
2.   If the leader of the random group is a Guardian, subtract 3 from the die roll (re-rolling any results of 1 or less).
3.   If the leader of the random group is Muspellson, subtract 2 from the die roll (re-rolling any results of 1 or less).
4.   If the leader of the random group is Jotun, subtract 1 from the de roll (re-rolling any results of 1 or less).

(14.2B) ENCOUNTER CARDS

(14.2B.1) ATTACK | SUBDUE or CHALLENGE
All attacks by the random group are to kill, never to subdue.

(14.2B.2) FOLLOWER
When determining which characters to obtain as followers, the random group always tries for the player's subgroup that is the same race as the leader of the random group. If there is no such subgroup, the random group leader always tries for the entire group.

(14.2B.3) CON
When determining which item or follower to accept for the random group as a result of a successful **CON**, roll the die once for each item and follower. The item or follower corresponding to the highest die roll is taken by the random group. Re-roll any ties.

(14.2B.4) NEGOTIATE
The terms of **NEGOTIATION** are based on die rolls against the **INTELLIGENCE** and **WISDOM** of the random group's leader. To see what the random group will give up, roll once for each follower and each revealed item in the random group. If the die roll for an item is greater than the random group leader's **WISDOM** that item will be given up. If the die roll for a follower is greater than the random group leader's **INTELLIGENCE** that follower will be given up.

To see what the random group wants, roll once for each revealed item, follower and Rune card in your player group. If the die roll for an item is less than or equal to the random group leader's **WISDOM**, they want that item; if the die roll is less than or equal to the **INTELLIGENCE** for follower or Rune card, they want that follower or rune. Only runes that the player wishes to trade are rolled for. Only revealed items are rolled for.

If the player encountering the random group cannot accept the deal proposed by the random group's leader, the negotiations are rejected.

(14.2B.5) SEDUCE
The random group's leader always tries to **SEDUCE** the character of the opposite sex with the highest **CHARISMA** in the your player group. If this cannot be done, the seduction ends.

(14.2C) BATTLE LINE AND RESERVE

For random groups, all the characters, except the leader, are placed in the battle line, arranged with the lowest **REPUTATION** first to the highest **REPUTATION** last. Roll the die to determine where to place the leader. If the die roll is less than or equal to the **TEMPER** of the random group's leader, place it at the end of the battle line – otherwise place it in the reserve.

All items belonging to the random group are placed with the group leader. If the directions on an item causes **STAMINA** loss in any way, the item starts the encounter revealed. If the group leader starts with two items with matching letters ((W), etc.) any excess are given to the character in the random group with the next highest **REPUTATION**.

For those items that do not affect **STAMINA**, roll the die. If the die roll is less than or equal to the **WISDOM** of the leader, the item is revealed. If not, it is concealed.

(14.2D) ABILITIES AND WEAKNESSES

Weaknesses are in effect for all characters all the time. Use of abilities by the random group leader depends on chance. Roll the die once for each ability. If the die roll is less than or equal to the random group leader's **REACTION**, the ability will be used – otherwise it will not.

(14.2E) COMBAT

During combat, all characters in the random group attack to kill. Abilities, runes, revealing and concealing items do not take place. Characters only attack, move to the reserve or battle line, or attempt to EVADE.

If the random group's leader is in the reserve at the beginning of combat, roll the die. If the die roll is less than or equal to the leader's **TEMPER** it will move up to the battle line next round. If the die roll is greater than its **TEMPER**, it will attempt to EVADE in this and all succeeding rounds.

Whenever a character in the random group has lost more than half its printed **STAMINA**, roll the die to see if its morale is broken. Only one roll is made for each character for each encounter. If the character is in the battle line and the die roll was greater than its **TEMPER**, it will move to the reserve next round and attempt to EVADE in all succeeding rounds.

(14.3) SPECIAL SOLITAIRE RULES

(14.3A) FATE/PREDICTION DECK

Shuffle all Fate cards together and place them in a pile face down. Remove the **RAGNAROK** Prediction card from the Prediction deck and shuffle all remaining Prediction cards together. Remove the top six Prediction cards from their deck and place them on the bottom of the Fate deck. Next take the next two Prediction cards and the **RAGNAROK** card and shuffle these three cards together. Place them on the bottom of the Face/Prediction deck. Remove the remaining Prediction cards, they will not be used. As with the multi-player and two-player games, the Fate/Prediction deck is used to keep track of the game-turns. When **RAGNAROK** is drawn (one of the last 3 cards to be drawn), the solitaire game is over.

(14.3B) SET UP THE GAMEBOARD

Place the counters for the characters listed in the tasks on the gameboard as specified. Also remove the cards associated with these tasks and put them to one side. All items are considered revealed as these characters are encountered.

Note that Heimdall [036] is included in a group and his counter is not placed on the gameboard facedown in Hlidskialf (08) as in the two-player and multi-player game setup.

(14.3C) SOLITAIRE TASKS

See the Solitaire Task Chart in the Player's Aid sheets.

QUESTIONS

Does a player automatically receive a free bronze item in the location marked on the gameboard, or must he have a dwarf and use the Smith ability?

They automatically receive a free bronze item of their choice from the Forged Items deck. Dwarves may forge items anywhere but are not needed to forge bronze items here.

If Prediction card (3021) is played, what happens when players are supposed to draw runes.

They do not draw them.

If a player starts with a good character but all his good characters are killed, what does he do with any evil characters and/or neutral characters he has received?

The alignment of a player never changes even when they control characters of another alignment. They can continue playing with the characters they have or discard them and pick a "good" character at random. The player can can still win the game as usual.

What happens if a player gains a follower with higher **REPUTATION** than their original leader but their original leader can never become a follower?

The player must discard one of the two characters.

Can you start with a leader of one alignment and gain a leader of another alignment based on the higher **REPUTATION**?

Yes.

Can animals gain followers?

Yes, most often by subdual combat.

What happens when a weapon that always hits encounters a character with a shield?

There is no die roll to hit. The weapon automatically hits.

Are human were-characters still bound to Midgard?

Yes.

Does venom breath inflict its damage each encounter round or in each battle round?

If the ability is used at the beginning of an encounter round, then each encounter round; if it is used at the beginning of a battle round, then each battle round.

ORIGINAL CREDITS

Original designer, developer, graphics, production: JOSEPH ANGIOLILLO
Box cover: Jerry Redding
Playtesting: Joseph Angiolillo, Bob Martin, Alfred Leonardi, Mike Vitale, Joe Mike, Dave Sweet, Carl Olson, Debby Bowman, Christopher LeBlanc, James LeBlanc, Jimmy Anastasio, Doug Kaufman, Jim Rosinus, Mike Hansen, Leon Home, Carol Home, John Maston, Robban Totten, Shaun Buck, Lee Enderlin, Pete Anderson, Peter Roos, Christine Angiolillo
Dedicated to my wonderful wife Christine.

REDESIGN CREDITS

Components re-designed by Todd Sanders. Rules revised and clarified by Todd Sanders with assistance by Tom Franklin. This game may not be distributed or re-printed for profit. All copyrights are retained by the original copyright holders.

Component List

Player Aid Sheets:

8 pages

Counters:

1561 counters - included are Abilities counters, Character and Group counters, Characteristic Modifier counters and Stamina Loss counters

Map and Card Decks:

The map is 22" x 28" (will fit on an A1 sheet) and comes in a color or grayscale version

18 decks of cards (with total card counts as follows):

Aesir - 34 cards

Alfar - 11 cards

Animals - 49 cards

Dwarf - 60 cards

Elf/Human - 78 cards

Encounter - 16 cards

Fate - 35 cards

Forged Items - 45 cards

Guardian - 8 cards

Jotun - 80 cards

Leader - 24 cards

Magic Items - 92 cards

Muspellson - 2 cards

Norn/Valkyrie - 31 cards

Prediction- 28 cards

Rune - 34 cards

Shape Change - 16 cards

Vanir - 12 cards

655 cards in total

Reputation Tracking Cards - between 27 and 45 cards (depending on how many players)
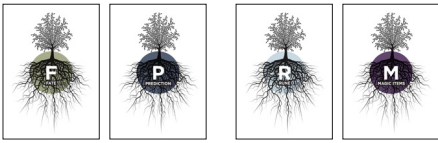
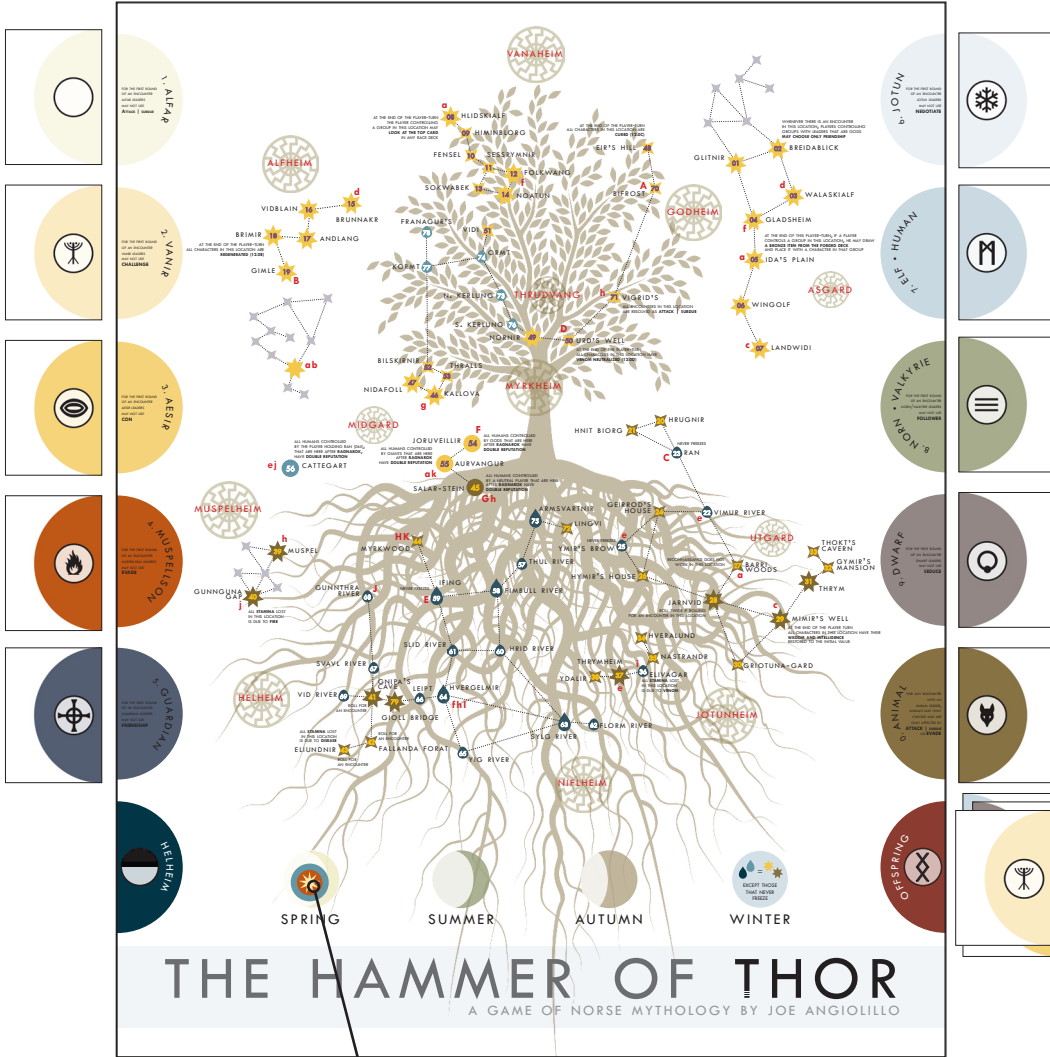additionally needed:

1 ten sided die (1d10)
and approximately 80-100 8mm wooden cubes in one color

The Fate, Prediction, Rune and Magic Items decks are kept face down

The Forged Item and Shape Change decks are kept face up

Place all Character card decks face down next to the game board, organized by race.

Place non-player counters on the gameboard:
Ignoring any counter that represents a character already chosen by a player, place the counters that represent the following characters on the gameboard in the specified locations.

Heimdall [038] at Hlidskialf (08)
Mimir [059] at Mimir's Well (29)
Modgud [140] at Gnipa's Cave (41)
Urd [205] at Urd's Well (50)
Nidhogg [314] at Hvergelmir (64)
Garm [315] at Fallanda Forat (42)
Vithofnir [337] at Eliudnir (43)

Remove all cards with the offspring symbol. Shuffle all the Offspring cards together. Place these cards as the Offspring deck facedown beside the gameboard at the bottom right.

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Place the season marker on the gameboard in the area marked SPRING.
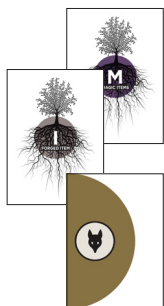
Remove all remaining magic and forged items and all animals cards that contain a '∗', either in the upper left-hand corner or after the animal's name, from their respective decks. Set them aside for later use. These cards represent animals and items that may belong to characters at the start of the game or characters encountered later.

Extra Reputation Tracking cards should be drawn as needed each time a player has a new group leader (Prime Leader, Sub-Leader or character with items and/or followers) along with 3 wooden cubes to track the REPUTATION of that character.
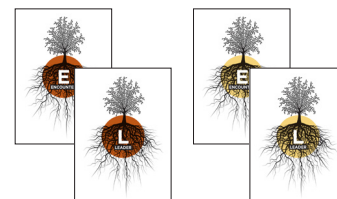
Players will use the Encounter and Leader Action decks during encounters and combat.

CHARACTER COUNTERS

ODIN [001] — Named Character Counter colored by race

AESIR LEADER GROUP 1 / **AESIR GROUP 1** — Non-named Character Counter colored by race

CHARACTERISTIC COUNTERS

-1 WISDOM — Characteristic Modifier Counter

+1W ACCURACY — Characteristic Modifier Counter applies only during (W)inter

MISSION COUNTERS

ODIN VISIT — used when marking Odin's Mission

FREY VISIT — used when marking Frey's Mission

STAMINA LOSS COUNTERS

-1 COMBAT — marks subdual/permanent Stamina damage from combat
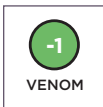
-1 VENOM — marks permanent Stamina damage due to venom

-1 FIRE/FLAME — marks permanent Stamina damage due to fire/flame items

-1 DISEASE — marks permanent Stamina damage due to disease

ABILITIES, WEAKENESSES AND INSTINCT COUNTERS

WERE — marks Lycanthropy Ability (3.0A)

SMITH — marks use of Smith ability (7.0C)

SHOWER OF ARROWS — marks use of Shower of Arrows ability (10.0C)

REBIRTH — marks use of Rebirth ability (12.2C)

HELHEIM — marks character as re-animated dead from Helheim - see rules 6.0

CATATONIA (2.2A8) — marks use of Bark of Insanity item (1084) - see rules 2.2A8

COUNTER GLOSSARY