

FATE

RULEBOOK



Freyja, the goddess of fertility and beauty, has long kept a sacred well in the small village of Grimheim, the town where you grew up. You may have set the town hall on fire once or twice in your teens, and you were almost exiled after that incident with the axe - dubbed “the axe-ident” by the insufferably witty elders - but it has always been your cherished home. Anyway, Freyja’s Well... It has been annoying Freyja’s enemies for centuries. Usually, her presence in the town is enough to keep her enemies well away. However, with an important wedding to attend in Asgaard, Freyja is gone for some time, and it seems that the neighboring monster hordes were not invited. Well, they want the well destroyed, and they want it done well, and welly soon. At Loki’s command, they well over the borders of the valley, threatening the well-being of Grimheim. Since all the respectable warriors left for the wedding, that leaves you and your friends – unproven heroes with great ambitions. Although you lack a warrior’s training, you compensate with glowing enthusiasm. You are certain that your skill is enough to hold the monsters off until Freyja’s return. Otherwise, you may need to improvise, but that is something in which you DO have some training.

The village needs a hero – you need to become a Defender of Grimheim. It is your... Fate.

GAME OVERVIEW:

In Fate, each player takes the role of an aspiring hero of Grimheim. Together, the heroes try to defend the town against increasing waves of monsters coming from all directions. Each time a monster enters Grimheim, a town piece is destroyed. All players lose if the town is completely destroyed, but they win if at least Freyja’s Well remains when she returns at the end of the game.



1 Game Board

A map of Grimheim and its surroundings, with monster stats and 2 alternative time tracks.



10 Town Pieces

9 houses and Freyja's Well to place in Grimheim. If they are all destroyed, you lose the game.



4 Heroes (2 Hero Boxes)

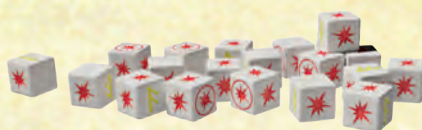
Each hero consists of 1 miniature and a deck of 40 cards, including abilities, equipment, and events.



4 Player Boards

Tracks your actions and more.

GAME COMPONENTS



20 Attack Dice

Used to resolve attacks and effects.



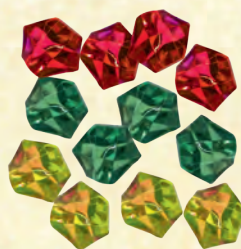
8 Damage Dice

Used to mark damage and progress on quests.



12 Player Markers

3 per player, to mark actions and upgrade cost.



150 Crystals

50 each of green (mana ●), yellow (gold/experience ●), and red (damage ●).



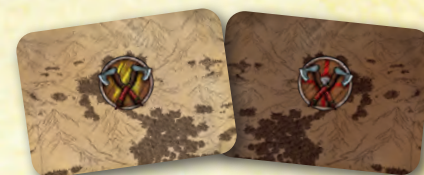
1 Rune Stone

Marks the turn on the time track.



1 Monster Dice

Optional: Increases difficulty and makes monsters less predictable.



54 Monster Cards

(36 yellow, 18 red)

These determine where monsters appear on the board.



10 Draugr



15 Skeletons



20 Imps



10 Jotunn



15 Elementals



20 Sprites



10 Trolls



15 Brutes



20 Goblins



6 Legends

141 Monster Tiles

THE GAME BOARD

The game board shows a map with hexagonal **areas**. Each area has a terrain type: either **plains**, **mountain**, **forest**, or **lake**. Regardless of terrain type, areas can also have **roads**. All areas with names are called **locations**. Some locations contain several areas and have a red or yellow border.

Grimheim is the town in the center of the board. Unlike other locations, Grimheim is considered one single area (see more below).



Plains

There are no special rules for plains.



Mountain

Only monsters may move into mountains.



Forest

When a character occupies a forest area, it has cover (see **Attacks** on page 9).



Lake

No character may move into a lake area.



Roads

Roads only affect how monsters move (see page 8). They have no other function in the game.



Locations

All places with names are **locations**. Some locations are only 1 area and some contain several areas.



Troll Caves

Consists of 3 mountain areas that may be occupied by heroes as well as monsters.



Nailfare

Consists of 2 lake areas that may be occupied by characters.



Grimheim

This is considered to be one big area where any number of heroes may stand at the same time. Heroes inside Grimheim are considered to be adjacent to each other, but not adjacent to the surrounding areas: heroes inside Grimheim cannot interact with characters or terrain outside of it and vice versa.

When you move into Grimheim, your current movement always ends (you need another move action or effect to exit). When moving out from Grimheim, you may enter any area adjacent to it (except the mountain).

If a monster enters Grimheim, remove any 1 Town Piece and return the monster tile to the supply. If a Legend monster enters Grimheim, instead remove 3 Town Pieces. If the last piece (Freyja's Well) is removed, the players lose the game.

Healing Effect of Freyja's Well: Using a mend action in Grimheim lets you remove a total of 5 damage markers from your hero and equipment cards (instead of just healing 2 damage from your hero).

Time Tracks

Along the edge of the board, there are two alternative time tracks. These keep track of which turn it is and when to add new monsters to the game board. The shorter time track is for a shorter game (30 min./player) with a slightly lower difficulty level, while the longer (40 min./player) will take more skill to win. Each turn with crossed axes introduces new monsters, and skulls mean all monsters **charge** towards Grimheim (see Monster Turn, page 8).

If Freyja's Well remains after the last turn, you win!

Monster Supplies

All monster tiles that are not in use are stored in their respective supply spots on the game board.



CARD OVERVIEW

Each hero deck is unique, but all of them contain 40 cards:

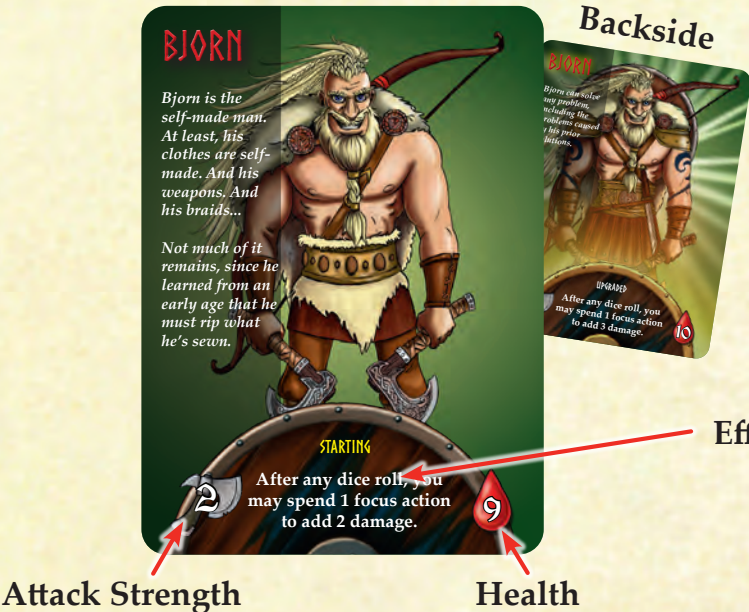
Hero Card: 1 double-sided hero card, where the backside shows an upgraded version. You need to upgrade your hero to use that side.

Ability Cards: 6 double-sided ability cards, where the backside shows an upgraded version (notice the “I” and “II” in the card names). One of these abilities is marked “STARTING” and starts in play.

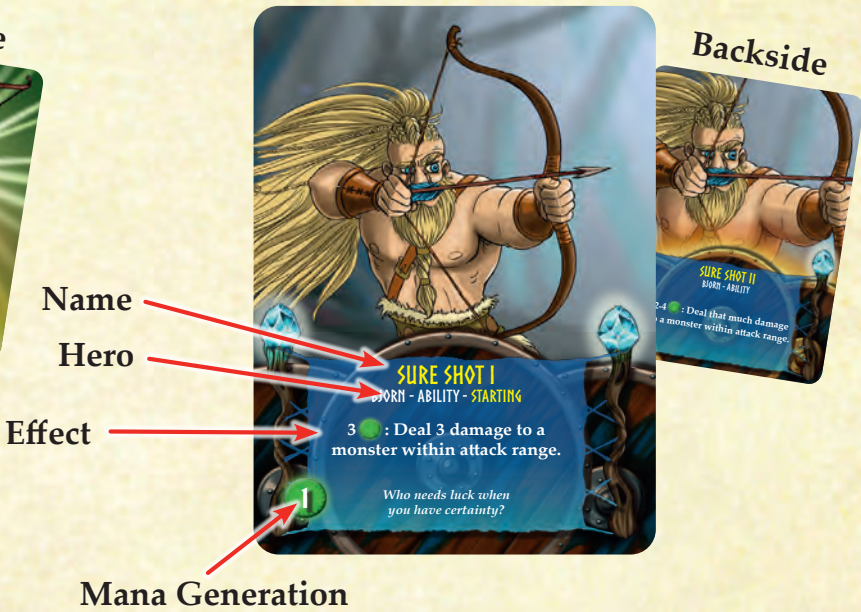
Equipment Cards: Approximately 10 cards, depending on the hero. The backside has a color matching the hero portrait. One of these cards is marked “STARTING” and starts in play.

Event Cards: Approximately 23 cards, depending on the hero. The backside shows the hero portrait. Whenever you are instructed to draw cards, this always refers to event cards. You can never have other types of cards in hand.

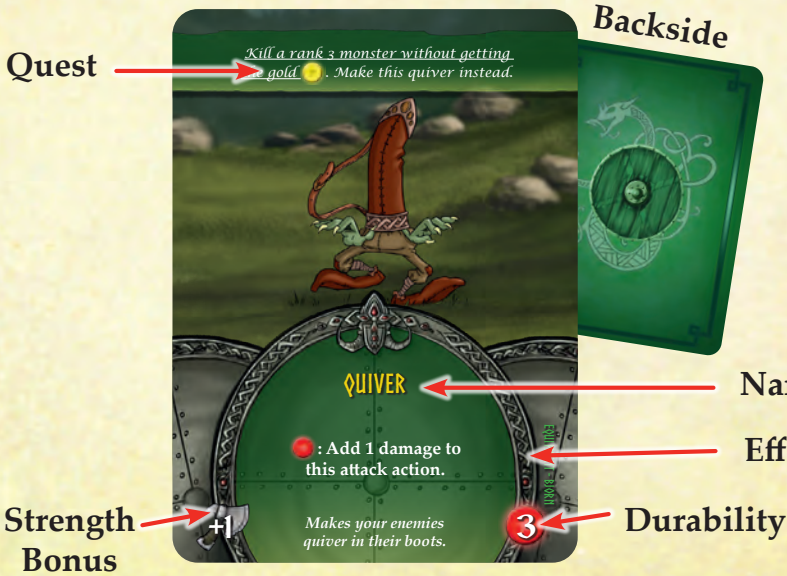
Hero Card:



Ability Card (Blue):



Equipment Card (Green):



Event Card (Red):




GAME SETUP


1. Place the monster tiles on their respective supply spots on the game board.


2. Place Town Pieces (including Freyja's Well) in Grimheim based on player count:

- 1 player: 4 pieces
- 2 players: 6 pieces
- 3 players: 8 pieces
- 4 players: 10 pieces

If the last piece (Freyja's Well) is removed, you lose the game!

3a. Place 3 damage markers  on the specified area in Troll Caves. A hero there may remove them to remove 3 damage from his/her cards.

3b. Place 3 mana markers  on the specified area in Nailfare. A hero there may add them to their cards.

3c. Place 3 gold markers  on the specified area in Wyrms Lair. A hero there may gain them.



4. Choose a time track (short or long). Place the Rune Stone on the first spot of that track. If Freyja's Well still stands after the last turn, you win the game!

5. Shuffle the yellow and red monster cards into 2 separate face-down decks. Each player draws a yellow monster card and places monsters accordingly (see page 11).

More monsters appear the next time the Rune Stone enters a  or .



PLAYER SETUP


6. Each player takes a player board and places it in front of him/her on the table.

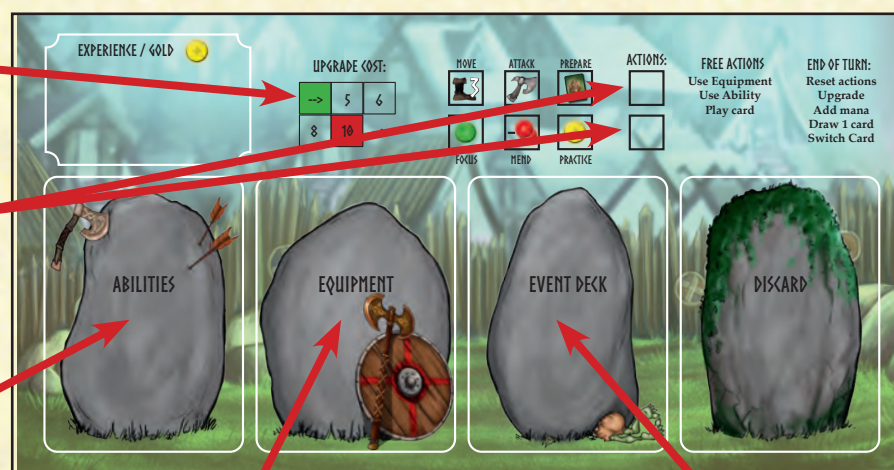
7. Each player chooses one of the hero decks with its accompanying miniature, and places the miniature in Grimheim on the game board.

8. Place the hero card, starting equipment, and starting ability *outside* your player board on the table. The cards outside the player board are your *active* cards that you can use (cards on your player board are not "yours" yet).

9. Place 1 player marker on the green start of the upgrade cost track. After each upgrade, the next will cost more (to a maximum of 10).

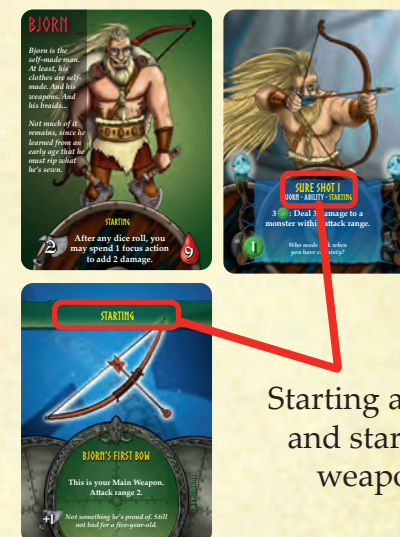
Place 2 player markers in the empty "Actions" spots on the player board. You may take 2 different actions each turn.

10. Shuffle the 5 remaining ability cards and place them on the Abilities spot (level I side face up). These are powerful effects you can acquire by gaining experience  and upgrading your hero. Only the top card should be visible at any time.





11. Shuffle all remaining equipment cards and place them face up on the Equipment spot. The top card is your ongoing quest. If you complete the quest, you get the equipment. Only the top card should be visible at any time.

12. Shuffle all event cards and place them face down on the Event Deck spot.



Starting ability and starting weapon

13. Add 2 gold  to your player board, add 1 mana  to your starting ability card, and draw 1 card from the event deck. (Skip this step for a more challenging game.)

TURN OVERVIEW

The players agree on who will be the starting player. If they cannot agree, the one who can drink the most mead without falling over is the starting player. If you decide this by a contest, don't continue play until all players wake up again. The player order will not change during the game. On each turn, a player may perform 2 actions by moving his/her action markers from the empty spaces to one of the available action spaces. The player may not move both action markers to the same space, even if he/she really wants to.


The available actions are presented below. The player may also perform any number of free actions available, such as playing cards or using cards in play. When the player is done taking actions, the turn ends (see End of Turn below). At this point the next player may eagerly start the next turn. Once all players have performed their turns, the monsters have their own turn, see rules on page 8.

ACTIONS



Move - Move your hero up to 3 areas on the board. Each area may only be occupied by one character at a time. You cannot move through occupied areas, not even your co-players' areas. Heroes cannot move into mountain areas.




Attack - Sum up your attack strength  indicated on all your cards in play. Roll that many attack dice against a monster within your attack range (read more on page 9).




Prepare - Draw 1 card from your event deck. You may never have more than 4 cards in your hand, but you may discard cards without effect at any time to make room for new cards.




Focus - Add 1 mana  to one of your abilities or equipment that uses mana.





Mend - Remove 2 damage  from your hero. If you are in Grimheim, damage may also be removed from equipment cards, and you may remove a total of 5 instead of 2.




Practice - Add 1 experience  to your player board.


If a card lets you perform a specific action, it is an **additional** action: perform that action without moving any action marker. This is the only way to perform the same action more than once on the same turn.


FREE ACTIONS

Use Equipment - Your equipment cards may only be used once per turn (except cards that prevent damage – they may be used once each time you receive damage). Some equipment requires you to place a damage marker on it to perform the effect (e.g., “: Draw 1 event card”). Such equipment has a **durability** value ( icon in the lower right corner) indicating how many damage markers it can hold. If it already has that many damage markers, it cannot be used again until damage has been removed.

Use Ability - Your ability cards may only be used once per turn (except cards that prevent damage – they may be used once each time you receive damage). Many abilities require you to spend 1 or more mana  to perform their effects. That mana must be taken from the same card; you may not pay with mana from other cards.




Play Event - Play an event card from your hand. Perform its effect, then place it in your discard pile. You may not play event cards while performing an action, such as in the middle of your movement. However, if the card says “this attack action”, it may be played after the dice roll in an attack action to alter the results. You may not play cards outside your turn unless the card specifically tells you to do so or prevents damage.

Share Gold - You may give or receive gold  from any adjacent hero.
Tip: the transfer will be smoother if both heroes agree.

NOTE: Free actions never count as “attack actions”, even if they roll attack dice  or deal damage.

END OF TURN

When the player has performed 2 actions and any free actions he/she wishes to perform, the End of Turn starts. Do the following in order:

1. Reset the action markers to their empty spots.
2. Upgrade your hero if you have enough experience  to do so, see Experience and Upgrades on the next page.
3. Add mana  to all cards that have Mana Generation ( icon in lower left corner). These cards only add mana to themselves.
4. Draw 1 card to your hand. If you already have 4 cards, you may not draw this card, unless you discard another card without effect first.
5. You may put the top equipment on the bottom of the equipment pile OR put the top ability on the bottom of the ability pile. You may not look at the next card beforehand.

QUESTS AND EQUIPMENT



The only way to get new equipment is by completing quests. Each player has an equipment pile on their player board, where the top card shows the current equipment you can obtain by completing the quest written at the top of the card. For clarity, the quest requirements are underlined, while the rest of the text is for flavor. If you complete the quest, immediately move the equipment card from the top of the pile to your other active cards outside the player board.

Since the equipment pile is face up, a new equipment card with a new quest is now revealed.

When a quest tells you to “spend” an action, it means you have to take that action (move an action marker to that action space) *without* gaining its normal effect; you are completing the quest *instead* of the normal effect. You do not have to complete a quest in one go; some quests may even require several turns to complete. Track any progress with crystals or damage dice on the equipment card.

You may have any number of equipment cards in play. The only restriction is that you may only have 1 **Main Weapon**. If you get a new Main Weapon, place it on top of the other one for the rest of the game.

Example: Bjorn's equipment Bone Bane Bow has this quest: “Spend a mend action on Nailfare to bind the relics.” He moves to one of the Nailfare areas and moves his other action cube to the Mend Action to get this equipment. Note that he doesn't get to heal 2 damage. Because he already has a Main Weapon, he places Bone Bane Bow over it to replace it.

EXPERIENCE, GOLD, AND UPGRADES



Throughout the game, you will collect gold and experience 🟡, which are treated as the same resource in this game (gold may be spent as experience and vice versa). Whenever you kill a monster (directly or indirectly, through attacks or other effects), you gain experience 🟡:



- * Gain 1 experience for rank 1 monsters (Sprites, Goblins, Imps).
- * Gain 2 experience for rank 2 monsters (Elementals, Brutes, Skeletons).
- * Gain 3 experience for rank 3 monsters (Jotunn, Trolls, Draugr).

* Gain even more experience for killing Legends (see the individual Legend cards).

See monster reference on the game board (or page 10) for more monster info.

Experience/gold markers 🟡 are stored on your player board.

At the end of each turn, a hero may be upgraded if he/she has enough experience to take the next step on the upgrade cost track. For example, you need to remove 5 experience to perform your first upgrade.



UPGRADING

Pay the experience 🟡 printed on the next step of your upgrade cost track, then move the upgrade cost marker there.

Choose an upgrade:

- A) Gain a new ability: Move the top ability from the ability pile to your active cards outside the player board.
- B) Improve a card: Flip one of your existing ability cards or your hero card to its upgraded side.

Note:



- * A player cannot upgrade more than once per turn, even if he/she has the required 🟡 for additional upgrades.
- * If you choose an ability that generates mana, mana is added after upgrading; the new ability generates mana the same turn.
- * When you reach the red square on the upgrade track, all future upgrades cost 10 🟡.



THE MONSTER TURN

1. Move Time Marker
2. Roll Monster Dice (Variant)
3. Monsters Move
4. Monsters Attack
5. Reinforcements

After all heroes have performed their turns, the monsters have a turn of their own, following these steps:

1. Move the Time Marker one step. If it enters a reinforcement spot , you will draw new monster cards in the Reinforcements step. If it enters a skull spot  all monsters will *charge* during the Monsters Move step, see below. If it enters the last spot, the players win if Freyja's Well remains at the end of that monster turn.

2. Roll the Monster Dice and perform its effect, see below. Note that this step is an optional variant to increase the difficulty and make monsters less predictable. If this is your first game, we recommend that you skip this step and don't use the monster dice.




Maneuver: In player order, all monsters adjacent to that hero simultaneously rotate clockwise around that hero, if possible. This may mean that monsters move into Grimheim to destroy Town Pieces.



Maneuver: Like above, but counter-clockwise, and therefore much scarier.



Attack: All monsters have attack strength  +1 this turn.



Push: Each hero adjacent to a monster is pushed 1 area toward Grimheim, if possible (follow monster path).



Charge: All rank 1 monsters *charge* this turn, see Charge rules.



Ambush: All heroes must place 1 new goblin adjacent to themselves. If a player stands in Grimheim, this effect is ignored for that player.

3. Monsters Move. There are 2 golden rules for the movement phase:

- 1) Monsters adjacent to heroes NEVER move in this phase.
- 2) Monsters ALWAYS follow their path toward Grimheim.

The arrows at the edge of the game board show which direction all monsters from that side of the board will move. They move in this direction until they either reach Grimheim or a road. Once on a road, the monster will follow the road the rest of the way to Grimheim. Monsters will never deviate from this pattern during the movement phase, but may be moved by other effects into new paths toward Grimheim.



Some paths toward Grimheim.

Starting with the monsters closest to Grimheim and ending with the monsters farthest away, move each monster 1 area forward, if possible. Monsters cannot move if they are adjacent to a hero (golden rule 1), and they cannot move if the area in front of them is already occupied. If 2 monsters would enter the same road area, the monster already on the road moves first.

Charge: A monster that charges *moves 1 additional area* on its path toward Grimheim. Monsters charge for a few different reasons, but will never take more than 1 additional step.

A) The Monster Dice may cause rank 1 monsters to charge.

B) On skull turns , all monsters charge.

C) If a monster cannot attack after its normal movement, but can do so by charging, it charges.

If a monster is not adjacent to a hero, it will move as normal, even if that means it moves out of attack range.

Legends don't like to stand in line behind other monsters. If other monsters stand in their way, they simply switch places with them in order to move, including any additional charge step.

If a monster moves into Grimheim, remove it from the game along with 1 Town Piece. If it's a Legend, remove 3 Town Pieces instead.



1) Goblin **A** is closest to Grimheim, but since it is adjacent to Embla, it cannot move.


2) Handle brutes **B** and **C** next. Brute **B** moves first, since he is on a road. Brute **C** cannot move now, as his path is blocked.

3) Move trolls **D** and **E** 1 step forward.

4) Troll **F** moves 1 step, but charges (moves 1 additional step) to attack Embla.


4. Monsters Attack

In whichever order the players decide, all monsters who can attack do so. If a monster can attack more than one hero, the players decide which one is attacked, see Attacks below.

5. Reinforcements. If the time marker is on a reinforcement spot , each player draws 1 monster card and places monster tiles on the game board according to the card's instructions, see Monster Cards on page 11.

ATTACKS

When attacking, the character chooses a target within its attack range. If nothing else is stated, each character has attack range 1, meaning it can only attack adjacent enemies.

Calculate the attacker's strength . For heroes, sum up the strength values on your hero, equipment, and abilities. Roll that many attack dice to determine how much damage is dealt:



HIT



MISS





HIT, *except* if defender has cover (by standing in a forest).



Rune: MISS, but some effects may apply when rolling this side.

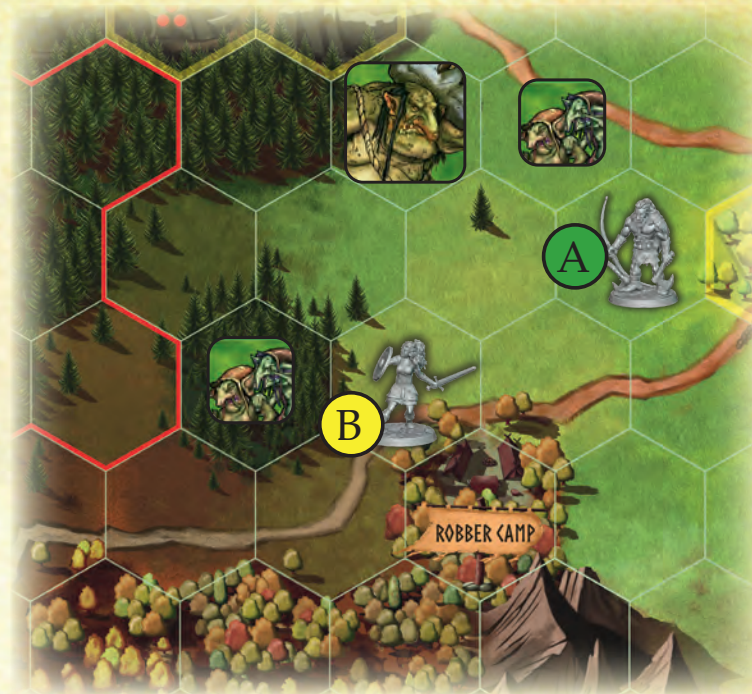
Cards that refer to "this attack action" may be played after the dice are rolled to alter the outcome. If the hero is the defender, the player may use events, abilities, and equipment to prevent damage. Once all special effects have been added, count up all hits and deal that much damage to the defender:

- If the defender is a monster, place a Damage Dice on the monster tile (or Legend card) to show how much damage it has. If a monster has as much damage as its health, you killed it; remove the monster tile and gain as much experience  as it is worth.
- If the defender is a hero, place damage  on the hero card to mark how much damage the hero has. If a hero has as much damage as his/her health, he/she is knocked out, see below.





KNOCKED OUT HEROES:






If heroes are knocked out, they are immediately carried back to Grimheim. By their mother. She's not happy.

- Remove damage markers from the hero card until there is *exactly* 5 damage on it.
- Remove 2 town pieces from Grimheim (some villagers panic and flee, leaving their houses undefended).
- There is no other penalty for being knocked out; continue play as normal.



Examples:

Bjorn (A) wants to attack. Since he has a bow that gives him attack range 2, he can attack the troll. He sums up his attack strength: 2 from his hero card, +1 from his bow, and +1 additional from his Quiver equipment, totaling 4. He rolls 4 attack dice, getting the following result:    . After the roll, Bjorn plays the card "Master Shot", adding 2 damage to the attack, totaling 5 damage. The player marks the damage with a Damage Dice on the Troll tile.

Embla (B) attacks the adjacent goblin. She rolls her 4 dice, but gets this result:    . Since the goblin stands in a forest, it has cover, so no dice hit. Luckily, Embla plays the card "Magic Runes", which allows her to add 3 damage if she rolled a rune. She deals 3 damage to the goblin, who dies. She gains 1 experience  and kicks the goblin corpse off the map, back to the goblin monster supply.



THE MONSTERS

Trollkin:

From the smallfolk, known as goblins, to the brutes of the forest, and on to the full-size trolls, these creatures live mainly in the woods. They are known to come in groups and tribes, and their strength lies in their numbers.

Trollkin Effect: All trollkin get +1 attack strength for each other trollkin adjacent to them.

Goblin Additional Effect: Goblins move 2 areas instead of 1. (They will take a 3rd step if they charge.)

Fire Horde:

These fiery beings are the spawns of Jotunnheim. The sprites are small and mischievous living fireballs. With enough magma nutrition, they grow up to be fire elementals, hovering on their own fiery swirl, ejecting burning rocks caught up from the ground. The largest fire horde creatures are the Jotunn themselves, the ancient fire giants. Mostly made of large boulders with magma holding them together, the Jotunn are known for their great strength, hurling rocks at their enemies.

Fire Horde Effect: All fire horde monsters have attack range 2.

Dead:

Death might not be as final as some believe. These dead creatures spring back to life, albeit without any of their former mental capacities. They are reckless and brutal, and their only goal is spreading death. The imps are nasty spawns of Hel, with their wing claws full of toxins. Skeletons are raised Viking warriors of old. It is said that what doesn't kill you makes you stronger, but you'll find that what does kill you might also make you stronger. Not as strong as the draugr though, who are raised half-giants, tough and armored.

Dead Effect: Runes ♠ count as hits when the dead attack.

Draugr Additional Effect: Draugr have armor (prevent 1 damage each time it is dealt damage).

Legends:

You may also encounter some of the ancient horrors of Norse mythology, referred to as *Legends*. They have special stats and some of them have extra effects. When a Legend enters Grimheim, it tears down 3 Town Pieces instead of just 1, so don't let them in! Legends also switch places with monsters in front of them if their movement is otherwise blocked, see Monsters Move step on page 8. Each Legend comes in 2 levels, 1 yellow and 1 red. Choose the right side of the Legend tile when placing it on the board!



Grendel

The strength of this colossal beast is matched only by his lack of intellect. He has heard the singing from the mead hall and can't bear it any longer. He is hungry...



Nidhuggr

While the actual Midgaard Serpent encircles the entire world tree, Yggdrasil, nobody really has time to compare the sizes when this beast approaches.



Surt

The fire giant with his flaming sword is supposed to bring about Ragnarök, the apocalypse of the cosmos – if he makes it that long.



Queen of the Dead

A chilling sight to behold, Hel brings the dead to the underworld at death. At least those who died of old age and sickness. Let's hope that's not you...



Hrungrbald




This brute leader is fearless and collects battle scars as trophies of his invincibility. Naturally, his presence infuses the entire trollkin clan with confidence.



Seer of Odin





This unsettling figure may be blind, but still sees things of the past and future, acting as an advisor to the Asgaard gods. In this case Loki and his hordes.

		
Goblin	Brute	Troll
♠1 Rank 1	♠3 Rank 2	♠6 Rank 3
♥2 ●1	♥3 ●2	♥7 ●3
*Move 2		



		
Sprite	Elemental	Jotunn
♠1 Rank 1	♠3 Rank 2	♠5 Rank 3
♥2 ●1	♥4 ●2	♥6 ●3

		
Imp	Skeleton	Draugr
♠2 Rank 1	♠4 Rank 2	♠6 Rank 3
♥2 ●1	♥3 ●2	♥5 ●3
		*Armor

THE MONSTER CARDS

On reinforcement turns, marked  or  on the time track, monsters appear on the board. The monster cards are used to determine how to place these monsters. In player order, each player draws 1 corresponding monster card ( or ) and places the monsters accordingly.

There are two types of monster cards: standard monster cards and Legend cards. Standard monster cards (like Jotunn Youth Camp, at right) show a set of monsters to place in a location on the board. In this example, place 3 sprites and 3 elementals in Spewing Mountain, according to the setup shown on the card. When the monsters have been placed, place the monster card at the bottom of the corresponding deck.

The Legend cards have an image showing the legendary enemy, the special stats and effects of the Legend, and sometimes placements for standard monsters that come along with it. For example, Queen of the Dead enters the Dead Plains with 4 imps, 3 skeletons, and 1 draugr. Note that the Legend tiles have two sides corresponding to the two different levels of each Legend,  and .

Place the Legend card beside the game board to keep track of its strength, health, effect, and reward. When the Legend is killed, place the card at the bottom of the corresponding deck.

In some situations, not all monsters can be placed as indicated on the card. If so, put the card at the bottom of the deck and draw a new one until you get a card that can be placed.

These are some examples where you need to draw a new card:

- * If there are not enough monster tiles available in the supply.
- * If you draw a Legend card and that Legend tile is already in play.
- * If one or more of the indicated areas are occupied.

ADJUSTING DIFFICULTY

If you have won Fate several times, you can escalate the difficulty in a few different ways:

1. You can add the Monster Dice to introduce a less predictable movement pattern for the monsters. The Monster Dice is described on page 8.
2. Try the longer time track; it makes the game slightly more difficult to win.
3. Skip step 13 in the setup, starting with no gold, mana, or cards in hand.
4. Start one step up on the upgrade cost track on your player board to increase the cost of all your upgrades.
5. If you still persist in winning the game, contact the Fryxelius brother closest to your location to come and control the monsters personally, introducing arbitrary surprise rules during the game to make it more challenging...



SOLO RULES

Playing Fate solo is just as playing with other player counts. Since each player draws 1 monster card at every Monster Reinforcement step, the difficulty adjusts automatically to the number of players.



CLARIFICATIONS

Line of Sight - When an attack or effect has range 2 or more, it can target any character within that number of areas, even if it stands behind other characters or mountain areas. The exception is Grimheim, which may not be shot over. Instead, count the areas around Grimheim's borders to reach your target.

Unpreventable damage - When a character is dealt unpreventable damage, it cannot use effects to prevent it. This is especially relevant for Boldur and draugr, which otherwise would always prevent 1 damage.

Adjacency - You are considered to be adjacent to the terrain type of your own area as well as adjacent areas. For example, if a quest requires you to be adjacent to a forest and you are standing in a forest surrounded by plains areas, you still fulfill the requirements.

Preventing Monster Movement (e.g. Suppressive Fire) - You can only prevent a monster's normal movement, not rotation due to the Monster Dice, not being pushed back by Legends, and not any other effect – only their own movement. Charging is considered part of their normal movement and is thus prevented.

Move +1 - "Move +1" lets you move 1 additional step in your move action, and only in your move action. If the effect is "Move 1 area" (without the "+"), it is a separate movement.

Wrecking Ball - This lets Boldur move into occupied areas and move the occupying character 1 step. It may be moved to the area from which Boldur is coming, but never off the board or into other occupied areas.

Abilities (free actions vs. ongoing effects) - An ability can only be used once per turn, but this does not apply to abilities that give you permanent upgrades of attack strength, health, etc. or that trigger on other actions. It also doesn't apply to effects preventing damage; they may be used each time you are dealt damage.



Example: Bjorn needs range 4 to reach goblin (A) since you cannot shoot over Grimheim, and range 3 to reach goblin (B).

CREDITS

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DESIGNER THANKS:

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