

CLANS OF MIDGARD



Clans of Midgard is a draft, write, and fight game in which players play as leaders of Viking clans seeking to gain glory! Conquer territory, fight monsters, sail the seas in your drakkar, collect powerful runes, and honor your warriors who have passed on to Valhalla. The player who best achieves these goals will be forever remembered as a Hero of the Viking Age!

COMPONENTS



1 double-sided gameboard
(2-3 players and 4 players)



28 rune cards



5 second-age-god cards



5 first-age-god cards



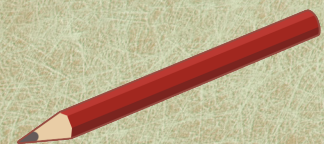
1 pad of score sheets



60 warrior cubes
(15 in each of 4 different colors)



1 valkyrie die



4 pencils

GAME SETUP

- 1 Place the map in the center of the table showing the side that matches your player count. The side for 2 or 3 players shows 3 Viking heads in the top right; the 4 player side shows 4 heads. Put the valkyrie die beside the board.
- 2 Give each player 1 score sheet and 15 warrior cubes in their chosen color.
- 3 Separate and shuffle the god cards into two stacks according to their First Age and Second Age backs.

Next you will make the god deck, which consists of two face-down Second Age cards at the bottom and two First Age cards on top (creating a god deck of 4 cards). Return the unused god cards to the box without looking at them.



- 4 Shuffle the deck of rune cards and set it near the game board.
- 5 You are ready to begin your saga!



HOW TO PLAY

Clans of Midgard takes place over four rounds. After the fourth round you will calculate your score based on the information you have recorded on your score sheet. The player with the most victory points (VP) wins the game.

Each round proceeds through the following four steps:

- 1 **Reveal God**
- 2 **Draft Rune Cards**
- 3 **Resolve Rune Cards**
- 4 **Battle for Territory**

REVEAL GOD

Reveal the top card of the god deck and place it where all players can see. This will determine what offerings will do this round. (Offerings are one of the icons that players can gain from choosing cards).

There are several parts to a god card: (1) name, (2) age, (3) and the text box with the special rules that the god introduces to the game.

Gods grant powerful abilities to the player who makes the greatest offering in the round they appear. Make sure to read the effects for each god carefully when the card is revealed.

More information about offerings and gods appears on page 6.



DRAFT RUNE CARDS

Deal each player a hand of rune cards. In a 2- or 3-player game deal 8 cards to each player*. In a 4-player game, deal 7 cards to each player.

2-PLAYER RULES

**In a 2-player game you also deal 8 cards face down to a dummy player named Helga. Helga will add warriors to the board based on the cards she receives but does not participate in card drafting or any other phases of play. Choose an unplayed color for Helga and deal her cards near those pieces.*

Set any leftover cards aside face down.

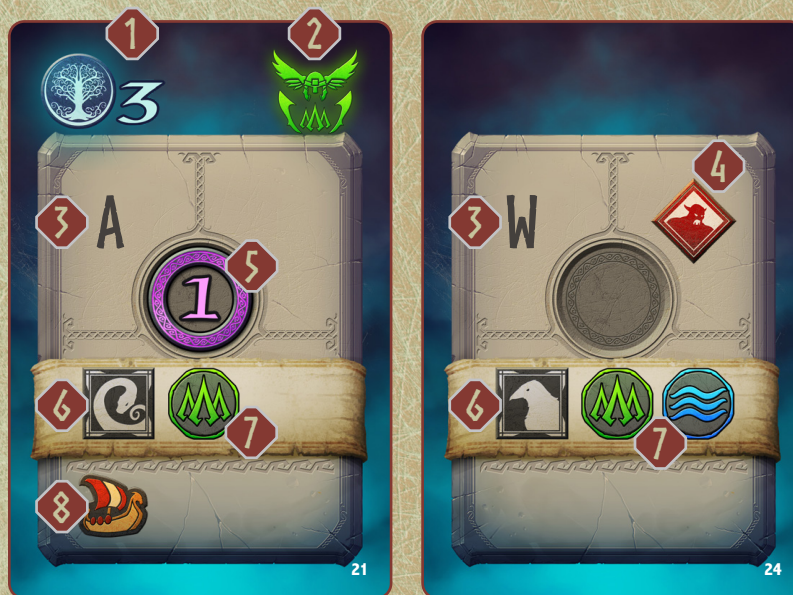
Next, select a card from your hand and place it face down in front of you. Once everyone has done this, all players pass the cards they did not pick to their neighbor.

In the first and third rounds, you pass cards clockwise. In the second and fourth rounds, you pass cards counterclockwise.

Repeat the process of picking one card, placing it face down, then passing the rest to a neighbor, until all of the cards have been selected and are face down on the table.

You are allowed to look at cards you have chosen already, just be careful not to mix up the cards you have picked with the cards in the hand you are picking from.

Each rune card has a unique combination of icons and values that represent the different benefits it provides. Each of the effects are briefly summarized below:



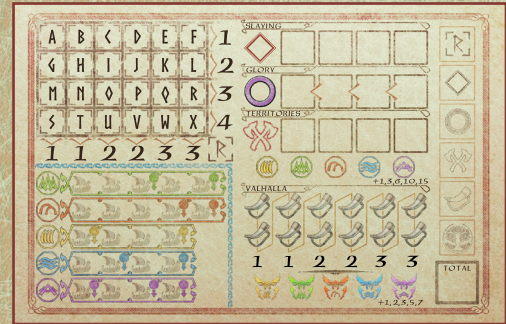
- 1 Offerings** win you the god for the round, if you have the most offering icons
- 2 Valkyries** grant you a battle bonus in the territory they correspond to.
- 3 Letters** grant victory points when you complete rows and columns.
- 4 Monsters** can be hunted in pairs and slain for victory points.
- 5 Glory** is worth VP, but only if you collect more than you did the previous round.
- 6 Clans** allow players to deploy warriors to territories on the map, but only the clan that you showed the greatest support for will allow you to deploy.
- 7 Territories** are where you deploy warriors on the map based on your clan support.
- 8 Drakkar** allow you to launch ships, deploying warriors to territories.

RESOLVE RUNE CARDS

During this step, players simultaneously mark their player sheets and deploy warriors based on the rune cards that they drafted.

MARKING ICONS

When an effect requires you to mark an icon, cross off the corresponding icon on your score sheet. Each of the markable areas of the sheet follow different rules. They are described in the corresponding sections below (rules for Valhalla horns are covered in the Battle for Territory rules).



To ensure nothing is missed, process the different icon categories in the order listed below:

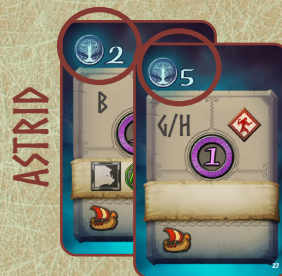
◆ Offerings

Read the god card again to remind everyone of its ability. All gods have an effect on play that helps the player who made the greatest offering.

The player with the most offering **icons** on the rune cards they drafted has made the greatest offering and collects the God card for this round. The numbers next to the offering **icons** are only used for breaking ties: in case of a tie for most icons, the tied players compare the sums of these numbers and the higher sum is the winner. If there is still a tie the player with the single highest numbered offering wins the tie.

Offering Example #1

Bjorn and Astrid each have two offerings. Bjorn has the 3 and 4 and Astrid has the 1 and 5, Bjorn's offerings have the greatest value (7) and therefore Bjorn wins the tie for greatest offering.



Offering Example #2

Bjorn and Astrid each have two offerings. Bjorn has the 3 and 4 and Astrid has the 2 and 5, They are also tied in value (7) but Astrid has the single highest value among the them. Therefore Astrid wins the tie for greatest offering.

2-PLAYER RULES

In the rare case that neither human player has any offerings, the god is discarded without effect.

◆ Clans & Territories



Clan symbols determine which clan you support this round and territory icons tell you where that clan sends troops on your behalf.

First, determine the clan you have supported. You always support the clan of which you have the most clan symbols. In the case of a tie, consult the clan priority chart to break the tie - in order from left to right.



Bjorn has 3 serpent clan symbols and 3 boar clan symbols. The clan priority track shows that the serpent clan has a higher priority than the boar clan - therefore Bjorn supports the serpent clan.

Once you have determined which clan you support, set aside all your cards that show that clan's symbol. For each of **these** cards, add a warrior cube of your color to the map board onto the territories shown on each individual card. This may cause you to add more than one cube to a territory this round.

These warriors will come into play when resolving the Battle for Territory (pages 10 & 11).

2-PLAYER RULES

Reveal Helga's cards for this step and add warriors to the board based on the clan symbols she has as though she were any other player. Then discard her cards. You will not need them again this round.

◆ Letters

Each letter allows you to mark the corresponding letter on your letter chart. Most cards only have one letter on them but some will show two letters separated by a slash. In that case, you choose one of the letters shown to mark. Once a letter has been marked on your sheet, you cannot mark it again.

A	B	<	>	E	F	1
G	H	I	J	K	L	2
M	N	O	P	Q	R	3
S	T	U	V	W	X	4
1	1	2	2	3	3	

If you finish a row or column, circle the number at the end of it. At the end of the game you will earn victory points for each complete row and column on the letter chart. The more rows and columns you complete, the more points you will earn!


◆ Monsters



There are four different monsters in the game. In order from most common to least common they are: Draugrs, Trolls, Dragons, and Krakens. By slaying monsters you will earn victory points.

If you have at least two of a monster's icon amongst the cards you picked, you have slain that monster this round! You may slay each monster at most once per round and you earn victory points for each different type of monster you manage to slay.



If you draft cards containing 4  and 2  you have slain a Troll and a Dragon and score 7 VP.

The victory point value for each monster can be found around the map. Determine which monsters you have slain, then add up the total glory points you earned in the round and write it in the left-most empty box of the area marked 'slaying' on your score sheet.

◆ Glory



Glory is a push your luck race against yourself where each future act must be more glorious than the last for people to notice! Each round, your glory score is equal to the combined value of all of the glory on cards you picked.

If the total glory you gained in the current round is greater than the glory recorded on your glory track in the previous round, write that number in the leftmost empty space on the glory section of your score sheet.

If the total glory you gained in the current round is equal to or less than the glory you recorded in the previous round, write 0 in this round's glory box. Each recorded glory value is worth an equivalent amount of victory points at the end of the game.

In the first round of the game, any glory value will score you glory points and should be written in the leftmost empty box on the 'glory' area of your score sheet.



◆ **Drakkar**



This part of the round should be done in secret. Once all players have confirmed completion of the other phases, each player should hide this section of their score sheets with a hand or other object and mark their drakkar simultaneously.



There are five rows of drakkar on your score sheet, each corresponding to a specific territory on the map. For each drakkar icon on the cards you kept, cross off one drakkar icon on your sheet. You may cross off your drakkar all in one row, or split your drakkar across multiple rows.

Drakkar must be crossed out from left to right. If you cross out a Drakkar that has a launch icon beside it, you will add a warrior cube to the corresponding territory. Each launch icon will only add 1 warrior per game.



When crossing out a drakkar with a launch icon, you should immediately place your warrior cube on that icon - this will help you remember which icons were crossed off this turn.

After all players have marked off their drakkar, reveal your sheets and deploy any warriors that you launched this turn to the map.

Note: If you have already crossed out all your drakkar, future drakkar icons have no effect for you.

◆ **Valkyries**




Valkyrie icons include a territory symbol. There are 5 valkyries, 1 for each territory on the map. Valkyries allow you to roll the valkyrie die when territories are contested (see battle, pg. 10), or to mark a valkyrie symbol on your score sheet if there is not a battle in that territory. At the end of the game you score 1, 2, 3, 5, or 7 victory points for marking 1, 2, 3, 4, or 5 valkyrie symbols off your score sheet. Valkyries are resolved at the same time as players resolve Battle for Territory.



BATTLE FOR TERRITORY

The last step of each round is battle. Each territory has a number printed on it that indicates its threshold for battle. If the number of warriors in a territory is equal to or greater than the territory's threshold, a battle will occur there this round. If the number of warriors from a territory is less than the territory's threshold, no battle happens in that territory this round.



Resolve each battle one at a time, starting with the lowest limit territory  and continuing as follows:



until all territories have been checked and resolved.

For each territory, first identify the player who has the valkyrie that belongs to that territory:

If you have that valkyrie and there is *no battle* for that territory, cross off the matching valkyrie icon on your score sheet (if you have not already).

If there is a *battle*, roll the valkyrie die. Add the indicated number of your warriors to the territory.



If you roll the slash result, mark the corresponding valkyrie icon on your score sheet (if you have not already).

Next, compare the combat values for each player with warriors in that territory. Your combat value is equal to the number of warriors you have in that territory.

The player that has the greatest combat value for the territory is victorious! If two or more players are tied, they are both victorious.

If you are victorious, take your warriors from that territory and place them in a pile in the area of the map near the serpent's head with the crossed axe icon. These will be scored at the end of this phase. Then, mark the symbol corresponding to the territory in which you just won a battle on your player sheet (if you haven't already).



At the end of the game you score 1, 3, 6, 10, or 15 victory points for marking 1, 2, 3, 4, or 5 different territory symbols off your score sheet - so try to spread out your victories!

Players that are not victorious in the battle for a territory remove their warriors from the contested territory and put them back into their supply, marking a horn in Valhalla for each warrior they take back. When marking horns in Valhalla you must mark them in order from top to bottom and from left to right, finishing each column before moving onto the next. When you have marked both horns in a column, circle the number to remind you that you have earned victory points for sending warriors to Valhalla.



Once each territory has been checked for battle and resolved, all players take back their victorious warriors from the crossed axes at the top area of the map. Write the number of warriors you had in this area in the leftmost empty box in the 'territories' to be scored as victory points. Then add your victorious warriors back to your supply.



If this was the 4th round, proceed to end game scoring. Otherwise, shuffle all the rune cards back together (including the cards set aside after the previous deal and the cards drafted by all players) and then begin a new round by returning to the Reveal God phase.

END OF GAME

After the fourth round, calculate your total victory points and determine the winner. Follow these steps, filling in the final score tally area in the right-hand side of your score sheet. Score victory points for each of the following:



Letters: Add up the circled numbers from completed rows and columns of letters.



Monster slaying: Add all of the points recorded in the slaying area.



Territories: Add all of the points recorded in the territory area. Don't forget to include the bonus 1, 3, 6, 10, or 15 points for different territories crossed off.



Glory: Add all of the points recorded in the glory area.



Valhalla: Add all of the points recorded in the Valhalla area. Don't forget to include the bonus 1, 2, 3, 5, or 7 points for different valkyries crossed off.



Gods: Some gods grant you bonus scoring opportunities. If you have one of these gods, don't forget to add their bonus points when calculating your final score.

Calculate final scores: Add all of the victory points recorded in the boxes on the right hand side of your score sheet. The player with the most points is the winner! If there is a tie, then the tied player with the fewest horns crossed off in Valhalla wins. If there is still a tie, the tied players share the victory.

CREDITS

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