

ASGARD'S CHOSEN™

CREATED BY MORGAN DONTANVILLE

GAME RULES

IT IS THE END OF THE BRONZE AGE! A NEW ERA BEGINS.

YOU HAVE RECENTLY DISCOVERED HOW TO EXTRACT IRON FROM THE ORE IN THE PEAT BOGS, IT IS BEST TO USE YOUR NEW DISCOVERY BEFORE OTHERS USE IT AGAINST YOU. AS A TEUTONIC LORD, YOUR DUTY IS TO ENSURE YOUR FAMILY LINE IS PRESERVED AND THAT YOUR LAND PROSPERS AND GROWS. OF COURSE, EVERY OTHER LORD SEEMS TO BE THINKING THE SAME THING. THE GODS GRANT FAVORS BOTH TO CONTROL CREATURES AND TO AID YOUR GOALS. OFFER THEM THE PROPER SACRIFICES, APPEASE THEIR WHIMS, AND YOU WILL WIN THE GAME.

GAME GLOSSARY

In *Asgard's Chosen*™, certain verbs have very specific meanings in the context of the game. Such verbs are called “keywords” and are capitalized and in *Italics* or in ***Bold Italics*** in the rules and on the cards.

Appease: Satisfy the requirements of a god card in your hand, and place it under your unused control markers.

Banish: Place a card onto the banished pile. The card is out of the game.

Discard: Place a card into your personal discard pile.

Draw: Take a card from your personal draw pile and place it into your hand.

Mustering: Pay a card’s *Mustering* cost with cards from your hand. Place the *Mustered* card, and the cards used to pay for it, onto your personal discard pile in any order you like.

Play: Take a card from your hand and put it face-up in front of yourself. Use it for its power, terrain ability, etc.

Rebuked: When an attacker loses a battle (see page 14).

Sacrifice: Put a card into the Barrows. Certain gods and events require sacrifices.

Take: Put a card into your hand.

Vanquish: This means that your hero is inactive. Lay it on its side until it is no longer *Vanquished*.

Withhold: Place a card or cards out of the game temporarily. Return them to their owner at the indicated time.

In addition to the keywords, there are some nouns and phrases that have special significance within the context of the game.

Ability: An ability is an effect that a card can use in specific situations as long as certain conditions are met (correct phase, correct terrain, etc.). Abilities printed on cards over-ride any rules printed in the rule book.

Banished Pile: The face-up pile for *Banished* cards.

Barrows: The area where you put *Sacrificed* cards (see page 7 for full rules).

Creature Deck: The face-down pile beside the Tisch.

Discard Pile: Your own personal pile of face-up cards.

Draw Pile: Your own personal pile of face-down cards.

Item: A town item or an enchanted item.

Keeper: A kind of event card that is kept in play until the next event card is revealed during the *Mustering* phase.

Terrain Ability: A terrain ability is a creature ability that can be used in the campaign phase when a creature is *Played* in battle that involves terrain that matches the creature’s terrain type.

Tisch: The display of 8 cards that available for you to *Mustering*.



COMMON COMPONENTS



12 Land tiles:

3 Starting tiles

9 Standard tiles



10 Town tiles



1 Start player marker



8 Enchanted tokens:

4 water 4 wind

PLAYER COMPONENTS

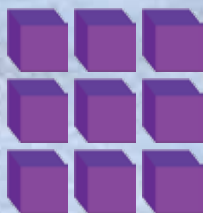
4 Sets of player pieces (red, yellow, blue, purple).

Each set includes:



2 Heroes

1 female 1 male



9 Control markers



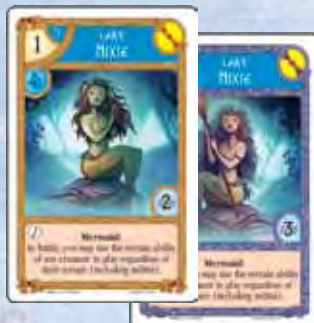
2 Hero tiles

1 female 1 male

Also included are 2 double-sided Player Aid sheets and a Introductory set-up sheet. You must remove these from the center of this rule book and cut them apart on the dashed line as shown.

GAME CARDS

180 Total cards—used to form 2 different decks (gold borders are deck 1, silver borders are deck 2), a game marker, and starting god cards for each player.



90 Creature cards:

60 for deck 1

30 for deck 2



18 Town Item cards:

14 for deck 1

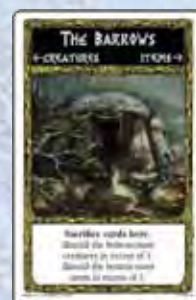
4 for deck 2



8 Enchanted Item cards:

4 for deck 1

4 for deck 2



1 Barrows card:

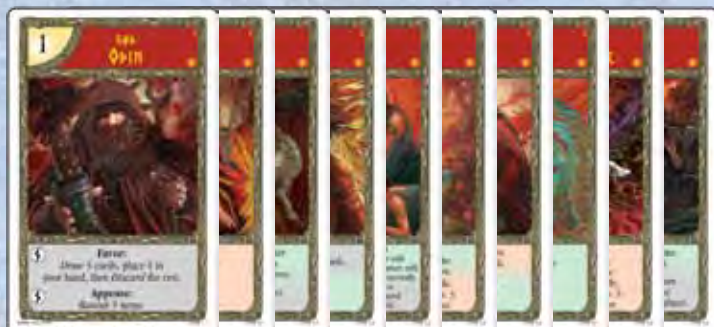
a game marker



23 Event cards:

13 for deck 1

10 for deck 2



40 God cards:

4 sets of 10 gods—1 set for each player

OVERVIEW

Your admittance to Valhalla is contingent upon your victory in this game, and that victory is contingent upon your success at *Appeasing* the gods. Each turn a god can grant a favor to aid you on your quest to build armies, fight battles, and capture new lands. But each god demands something in return—victory in battle, charity, and sacrifice are the prices you must pay to *Appease* your gods. The final round of the game triggers when you *Appease* a set number of gods. Whoever *Appeases* the most wins the game.

SET-UP

PERSONAL SET-UP

You take:

- 1 set of god cards. Each god has an icon in the lower right corner beside the god's name (see God Cards on Page 7). 10 different gods share the same icon—this forms a set. Shuffle and place your set face-down in front of you to form your personal draw deck.
- 2 heroes (1 Male & 1 Female) in your color
- 2 hero tiles (1 Female & 1 Male)
- 9 control markers in your color

Start Player: If you have done something heroic more recently than your opponents, take the start player token and place it in front of yourself.

If none of you have been heroic lately, use a random selection method.



Personal Set-up:



Heroes

Player 1's Starting Set-up



Hero Tiles



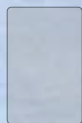
Control Markers



Draw Pile



Starting Hand



Discard Pile

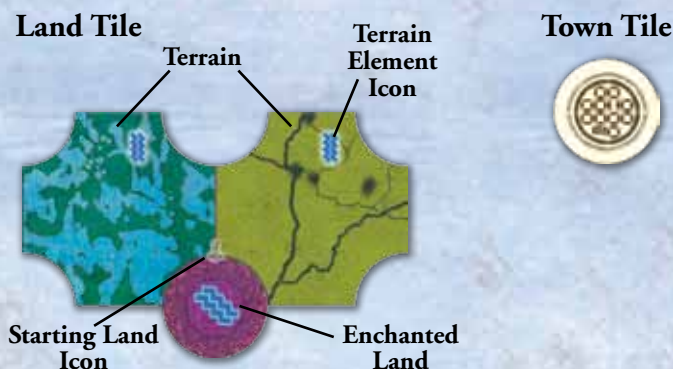
If you are the starting player, *Draw* 5 cards into your hand. The player to your left *Draws* 6, the remaining players each *Draw* 7 cards. Keep your hand hidden from others.

Introductory Game: You start with the 5 god cards marked with an "I" in your hand: Thor, Tyr, Odin, Baldr, and Freyja. Shuffle your remaining god cards and place them beside yourself to create a draw deck.

BOARD SET-UP

You and your opponents must build the game board before you can begin. It is constructed entirely out of land tiles and town tiles.

Introductory Game: Use the Introductory Game set-up pull-out sheet as a guide to build the board for your first game.



Each land tile consists of 3 territories in various combinations: 2 are terrains and 1 is an enchanted land. There is a third type of territory, called a town. Towns are on separate circular tiles.

3 KINDS OF TERRITORIES:

- **Terrain: 6 Kinds, in 2 Different Elements**



- **4 Different Enchanted Lands**



- **Town**



The number of players in your game determines how many land and town tiles you need to build the game board.

- 2 players: use 7 land tiles and 7 town tiles
- 3 players: use 9 land tiles and 9 town tiles
- 4 players: use 11 land tiles and 10 town tiles

Note: There are 3 land tiles with a starting land icon on them. You must always include these 3 tiles in the game board mix.



Introductory Game: Build your game board according to one of the introductory game set-ups shown on the pull-out sheet.

Note: The town tiles all have different art, but are, in fact all the same, and thus are entirely interchangeable.

Take the 3 starting land tiles and randomly add as many tiles as you need for the number of players in the game. Place the unused tiles back into the box. Shuffle the tiles together and stack them, face down, to form a stack. Take the required number of town tiles and place them beside the stack.

Beginning with the starting player, draw 1 land tile and place it in the center of the table. Now place a town tile adjacent to any land tile. The next player, in turn, continues this pattern until all land tiles and town tiles are placed.

RULES FOR PLACEMENT:

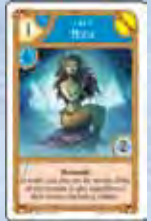
- You must place the land tile first, then the town.
- A land tile must always touch 2 or more territories (terrain, town, enchanted land)
- A town tile must always touch at least 2 terrains

Note: In a 4-player game you only use 10 town tiles. So, after you place the final land tile, you do not place a town tile.

CARD SET-UP

There are 6 types of cards in the game. All of the cards will be explained in detail in the cards section, but for now all you need to do is separate them. So, separate the cards into distinct piles as follows:

- **Pile 1: The Barrows card.** Place this beside the board in a spot accessible and visible to all players. Leave a bit of room to each side of it.
- **Pile 2: Creature deck 1.** These are the gold-bordered cards with wolves in the frame corners. Although this is called a creature deck, it also contains town items, enchanted items, and events. After you remove the necessary starting cards (see below) shuffle the remaining cards.
- **Pile 3: creature deck 2.** These are the silver-bordered cards with witches in the frame corners. Like Creature deck 1, it also contains town items, enchanted items, and events. Shuffle these cards and set them aside for now. They are not used for awhile.
- **Pile 4-7: God cards.** These are the bronze-bordered cards with the face of a god in the frame corners. Each god has an icon to the lower right of the god's name (*, †, ⊗, ✖). 10 different gods share the same icon. These 10 gods form a set. All sets are identical. Give 1 set of god cards to each player at the start of the game. Place yours face-down in front of you to form your draw deck.



Examples of Land Tile and Town Tile Placement

1. First Land Tile Played



2. First Town Tile Played
"NO"s only touch 1 region



3. Second Land Tile Played
A, B, and C are all legal placements.
There are, of course, many more.



D is not a legal placement
because the land tile only touches 1 other territory



Before shuffling creature deck 1, find the 8 starting items Æcerbot, Wið Færstice, Merseburg Incantation, Ljóðatal, Skadi's Bow, Aarni, Bragi's Harp, & Raskovnik (*various items*). They are marked with an “\$” in the upper right corner of the card.



If you are sitting to the right of the starting player, take all 8 of the starting items. Choose 1 and pass the rest to the player on your right. Continue this process until each player has chosen 1 starting item (*the starting player gets last choice*). Return all remaining items to creature deck 1 and shuffle that deck.

Introductory Game: Before shuffling creature deck 1, find the 4 starting items Almace, Curtana, Gram, Anguvadel (*swords*). They are marked with an “F” in the upper right corner of the card. Randomly give 1 of these cards to each player. This card is the beginning of your starting hand. If you are playing with fewer than 4 players, place any remaining “F” swords to the side. You will shuffle these back into creature deck 1 after you set up the Tisch.



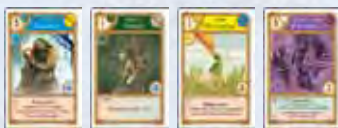
Optional Starting Items: Once you are more familiar with the game, you can add the 4 enchanted items (also marked with an “\$”) from deck 2 to the starting items.

TISCH SET-UP

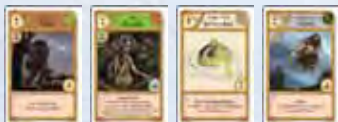
Shuffle creature deck 1. Draw 4 cards from creature deck 1 and lay them out, side by side, to form the bottom row. Repeat this process to form a top row directly above the bottom row.

Example of Creating the Tisch

Second, deal the top row.



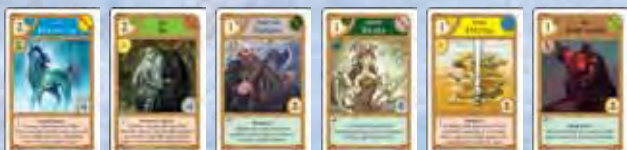
First, deal the bottom row.



If you draw an event card during this setup process, immediately *Banish* it and draw a replacement from the creature deck 1. *Banished* cards are removed from the game. Put them aside to form the “banished pile” (see *Banish* in glossary).

Introductory Game: When setting up the Tisch, if you draw a card with an “F” in the corner, temporarily set it aside (with any leftover “F” items). After the Tisch is set-up, reshuffle these “F” cards into creature deck 1. These cards are: Bäckhästen, Dis, Duergar, Huldra, Strzyga, and Svartalfar.

Remove for Introductory Game:



HERO SET-UP

Beginning with the starting player, place 1 of your heroes onto any unoccupied territory on the board (*terrain, town, or enchanted land*). If you place your hero on a terrain or a town, place a control marker there as well. If you place your hero on an enchanted land, you do not place a control marker (*no one can control an enchanted land, you can only visit*).

When you place your hero, you may take 1 card from the Tisch that matches the territory (if no cards match, take nothing). This card can be from either the first or the second row. When you take a card, it creates a void in the Tisch—you must refill it. If the void is on the bottom row, slide the top-row card immediately above it down to fill the void. Fill any voids in the top row as soon as they are created with a new card from the creature deck.

The player to your left repeats this process until everyone has placed both of their heroes.

Remember: You can only start your heroes in **unoccupied** territories (only 1 hero per territory).

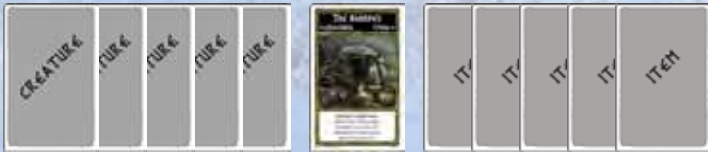
Example of Hero Setup (Note: Entire board is not shown here)



Blue places his male hero (plus a control marker) on a bog (A), and takes a bog card from the Tisch. Red places her male hero (plus a control marker) on a scrub (B) and takes a scrub card. Yellow places his female hero (plus a control marker) on a town (C) and takes a town item card. Blue places his second hero (no control marker) on an enchanted land (D) and takes an enchanted item. Red places her second hero (plus a control marker) on a hill (E) and takes a hill card. Finally, yellow places his second hero (plus a control marker) on a forest (F) and takes a forest card.

THE CARDS

THE BARROWS



Maximum of 5 Creatures

Maximum of 5 Items

The Barrows is a special grave for creatures and items (both Town and Enchanted). Any card that is *Sacrificed* during the game is placed in the Barrows (see *Sacrifice* on page 2). Place creatures on the left of the Barrows card, items on the right. The Barrows can only hold a maximum of 5 cards on each side. If there are ever 6 or more cards on either side of the Barrows, you must immediately *Banish* the oldest (innermost) card(s) on that side until there are only 5.

GOD CARDS

Gods: During the god phase each round, you may *Play* a god card for its special ability called a favor. The effect of each god's favor is specified on that god's card. You may *Appease* a god, if the card is in your hand, by fulfilling the requirement specified on the god's card.



IMPORTANT: God cards may only be *Played*, *Discarded* or *Appeased*. You may **NEVER** give them to other players, *Sacrifice* them, *Banish* them, or place them in the Tisch.

CREATURE DECK CARDS

Creature deck cards come in 2 versions, Deck 1 cards and Deck 2 cards. Each deck has a different color card border. Separate the decks at the beginning of the game as previously described in Card Set-up.

At the beginning of the game you use creature deck 1. Once it is exhausted, use creature deck 2. If you Exhaust creature deck 2, shuffle the banished deck 2 cards to form the new draw deck—this triggers the game end round.

Creatures: These cards start in the creature deck. Each comes in a color that matches its affiliated terrain. This terrain indicates where you can *Muster* each of them from and where their powers are effective. As the game progresses, creatures form the bulk of your deck and provide the bulk of your power.

Each creature has a power value that it uses to fight. The power is the number in the upper left corner of the card. This power is used to attack and defend in battles. It is also used as influence (like a currency) to *Muster* other creatures into your deck (see *Muster* on page 14-16).

Each creature's *Muster* cost is shown on its card in the lower right corner of the picture. Behind the *Muster* cost there is an element icon that indicates whether the creature is from a wind or water element terrain.

Each creature has a "terrain bonus." This is the smaller number with a "+" beside it in the small inset field next to its power. A creature can only earn its terrain bonus when it fights in its own terrain (see The Battleground + Attacking Terrain, page 10), or when you use that creature to *Muster* creatures of the same native terrain (see *Muster* phase, page 14).

Each creature has an ability. If you use the ability during the campaign phase, it is called a "terrain ability." A creature can only use its terrain ability when you *Play* it in a battle involving its native terrain. Occasionally it can use its terrain ability when you *Play* it to *Muster*. The phase icon indicates when you can use a creature's terrain ability (sometimes there are more than one).

Each creature has a weakness called "opposing terrain," shown in the top right corner of the card. A Creature can never fight in, appear in, or be used to *Muster* a creature of this opposing terrain (see *Opposing Terrain*, page 10).

The Heraldry symbol on each creature card is mainly used in the solitaire and cooperative versions of the game.

In battle, random creatures can appear as militia that defend territories that you attack.



Town Items: These cards start in the creature decks. You may *Muster* them into your deck, if you have control of a town, at the *Muster* cost shown. They are off-white in color and match the towns. *Playing* a town item has effects as detailed on the card itself. Town cards have no inherent power. They have no terrain abilities, or terrain bonuses, but some offer a combat bonus in battle as described on the item card's ability text.



Enchanted Item Cards: These cards start in the creature decks, and are quite similar to town item cards. You can only *Muster* them if your hero occupies an enchanted land. Each enchanted item has a special “interrupt ability” that you can use in battle to instantly block any ability a creature uses.



Event Cards: These cards start in the creature deck. They are activated only in the *Muster* phase and they will affect the game in a variety of ways. Some events activate immediately. Others, called “keepers” (marked with a “K” in the corner), remain in play and change the game in some way until the next event card comes out (see Events, page 15).



GAME PLAY

You play *Asgard's Chosen* over a series of rounds, until one player wins, or the game ends. Each round is divided into 5 phases. Phases 1-4 are divided into turns. Take your turns in player order, beginning with the first player, and proceeding clockwise around the table. After phases 1-4 are complete, all players perform step 5 simultaneously.

SEQUENCE OF PLAY:

1. God Phase ⚡—Play 1 god to use its favor
2. Charm Phase 🍷—Play 1 charm item
3. Campaign Phase 🕒
 - a. Move your first hero and resolve any attacks
 - b. Move your other hero and resolve any attacks
4. Muster Phase 🏰—Buy cards to add to your deck
5. Renewal Phase—Prepare for a new round
 - a. Discard and Draw up to 7 cards
 - b. Revive *Vanquished* heroes
 - c. Pass the start player marker to the left

1. GOD PHASE ⚡

In turn order, you may chose to *Play* 1 god card from your hand. Playing a god allows you to use that god's favor. *Play* the god card face-up in front of yourself and leave it there until the renewal phase.

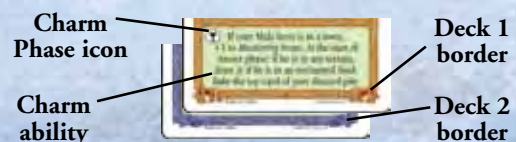
Each god card describes the favor it grants, and has a phase icon that indicates when the favor may be used. The favor cannot be used during any other phase.

Important: If you use a god for its favor, you cannot *Appease* it during that round. You can only *Appease* gods *Played* from your hand (see *Appeasing Gods*, page 16).

2. CHARM PHASE 🍷

In turn order, you may chose to *Play* 1 charm card from your hand. Charm cards are the items with a charm phase icon in the corner of the text area. You may only *Play* 1 charm card per charm phase. *Play* the card face-up in front of you. It stays there until the renewal phase.

Note: Some charms have abilities that you can use (or, in some cases, must use) in other phases of the game. These are described in the charm ability text on the card itself.



3. CAMPAIGN PHASE

During the campaign phase your heroes get to *Move*, fight and conquer. You only get 2 turns per campaign phase. On each of your turns, you can only *Move* 1 of your heroes.

Beginning with the start player, each of you, in turn, have the option to *Move* 1 of your heroes. Once everyone has taken their first turn, you all take your second turn (again in turn order). On your second turn, you can only *Move* your hero that did not *Move* on the first turn.

IMPORTANT: *If a hero is Vanquished, it cannot Move.*

MOVE

The term *Move* means moving a hero from one territory to another. On your turn:

- *Move* 1 of your heroes that has not *Moved* this round.
- You may choose to pass (not *Move* a hero).
- Your hero may *Move* as far as you'd like through any contiguous territories that you control (see control, below).
- You may *Move* freely through any enchanted land that is not occupied by an opponent's hero.
- You may *Move* freely through a territory occupied by your other hero.
- You may not *Move* through gaps or holes in the board.
- You may end your *Move* on any territory that you control.
- Your hero may attempt to *Move* into an uncontrolled territory or contested territory. If you do, you must stop at the border, and attack. Only after you win an attack are you allowed to enter (see Attack, page 10).
- If you *Move* a hero, flip its gender tile face-down at the end of your turn. This way everyone can see which hero you can still *Move* this round.

IMPORTANT: *in Asgard's Chosen there is a critical difference between "controlled," "occupied," and "contested." Here's how we define them in the game:*

CONTROLLED

Any territory that contains a control marker is controlled by the owner of that marker. You may place a control marker in any terrain or town. However, you may **never** control an enchanted land—you can occupy them, but they are too magical for mere mortals to control.

UNCONTROLLED

Any territory that contains no control marker or heroes. You may freely *Move* into an uncontrolled enchanted land. However, if you attempt to *Move* into an uncontrolled terrain or town, you must stop at the border and fight a battle.

OCCUPIED

A territory is occupied if it has a hero in it. Your hero can occupy a terrain you control, a town you control, or any enchanted land. No more than one hero can occupy a territory at one time. However, you may freely *Move* your hero through a territory occupied by your other hero.

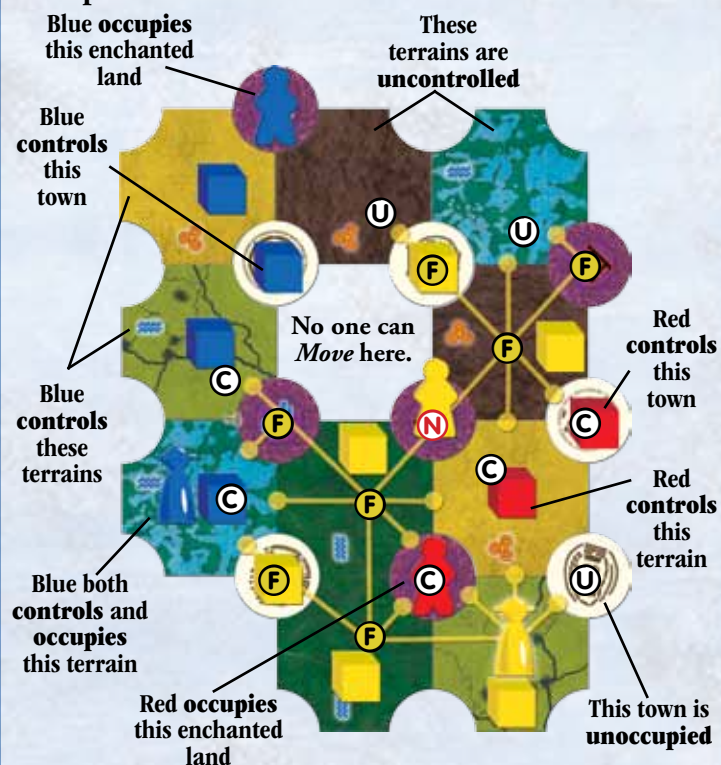
CONTESTED

A contested territory is any territory, which you are attempting to enter, that is currently controlled or occupied by an opponent, or would generate militia if you enter it. If you attempt to *Move* into a contested territory, you must stop at the border and fight a battle.

UNCONTESTED

Any territory that contains your own control marker is uncontested. Additionally, any unoccupied enchanted land is uncontested.

Example of Movement



Yellow controls all of the territories with a yellow control marker and decides to *Move* his female hero. The yellow paths indicate all of the ways he can freely *Move* that hero. The territories marked with the **F** are all territories that the female hero could *Move* to for free. If Yellow wants to *Move* his female hero into any of the territories adjacent to his controlled spaces, he will have to fight a battle (see page 10). The terminal dots above indicate whether the territory the hero is attempting to *Move* into is "contested" (**C**) or "uncontrolled" (**U**). Yellow's female hero may *Move* past (**N**), but may not stop there, because his male hero is already in that territory.

ENCHANTED LANDS

Occupying an enchanted land gives you special powers. These powers depend upon which land you occupy. A *Vanquished* hero cannot use these powers (see *Vanquished*, page 14).

Focus = (+2) During the renewal phase, after refilling your hand, *Draw* 2 cards for each focus land occupied by your heroes. If, after this *Draw*, you have more than 13 cards in hand, *Discard* until you only have 13.

Water Mastery = +2 power to attack or defend in water-element terrain (Forest, Bog, and Lake). If your hero occupies or is attacking from this enchanted land, place a water token in front of yourself as a reminder. If you *Move* your hero out of this land, you must immediately give up the water token.

Wind Mastery = +2 power to attack or defend in wind-element terrain (Scrub, Hills, and Mountain). If your hero occupies or is attacking from this enchanted land, place a wind token in front of yourself as a reminder. If you *Move* your hero out of this land, you must immediately give up the wind token.

Faery Ring = Once, on your turn, in the *Muster* phase, reveal the top card from the creature deck. If it is a creature or an item, *Take* this card into your hand. If it is an event card then activate the event immediately. In this case, you don't get a card, and do not redraw. You may do this as many times as you have heroes occupying Faery Rings. You may *Muster* as normal after using this power.

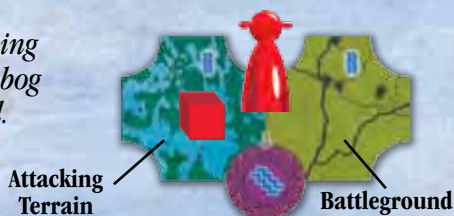
Note: *The special powers of the enchanted lands are cumulative. For example, if both of your heroes occupy a "Wind Mastery" land, you get +4 to attack or defend in wind terrain.*

Introductory Game: During the first turn of the game ignore enchanted lands' powers.

THE BATTLEGROUND + ATTACKING TERRAIN

If your hero *Moves* across a border into any uncontrolled or contested territory you must fight a battle. When fighting a battle, place your hero so that it stands on the border of two territories. The territory your hero is attacking from is called the "**attacking terrain.**" The territory your hero is attempting to conquer is called "**the battleground.**" Your hero, and thus all of the creatures you use in the ensuing battle, can use abilities and powers from both terrain types (except opposing terrain of course).

Here, Red is attacking from the lake. The bog is the battleground.



FIGHTING BATTLES

There are 2 sides in every battle—an attacker and a defender. If it is your turn, you are the attacker. The defender depends upon the situation. If the battleground is unoccupied, the defender consists of random militia (possibly none). If the battleground is contested, the defender consists of some random militia (possibly none), possibly a bodyguard (see *Generate Militia*, on page 11), plus any creatures that your opponent wishes to *Play* to defend his or her territory.

THE ORDER OF BATTLE:

1. **Generate Militia:** Reveal cards from the creature deck.
2. **Attacker Plays:** The attacker *Plays* any number of cards.
3. **Defender Plays:** The defender *Plays* any number of cards.
4. **Attacker Goes Berserk:** Attacker may *Play* more cards.
5. **Honor Draw:** The defender *Draws* some number of cards.
6. **Battle Resolution.**

Note: *The following rules for battles all refer to battles where the attacking terrain and the battleground are terrains. In battles involving other a town or an enchanted land, the rules are nearly the same, but there are some very important differences. The rule changes for battles involving non-terrain territories are detailed on page 14.*

OPPOSING TERRAIN

Before you read the detailed rules for battles, it is important to understand opposing terrain. Each creature has a weakness called "opposing terrain" as shown in the top right corner of the card. Militia can never appear in an opposing terrain. If one does, immediately *Sacrifice* it. If you are the attacker or the defender, you can never *Play* a creature card who's opposing terrain matches the battleground (e.g., you can't *Play* a "Dis" if the battleground is Hill). The chart below shows each terrain and its opposing terrain. It also shows examples of creature cards that correspond to each terrain type.

Here's a list of all opposing terrains



GENERATE MILITIA

Whenever you attack a terrain or a town, you usually encounter some militia that will defend that territory. You only generate militia for the defender—never for the attacker.

If a **battleground is uncontrolled**, or if it is **contested without a hero** (opponent's control marker only), you must generate defending militia in the following way:

- Reveal the top 2 cards of the creature deck. Immediately *Sacrifice* any revealed items or creatures whose opposing terrain matches the battleground, and immediately *Banish* any event cards revealed. If both of the revealed cards are *Banished/Sacrificed*, then reveal 1 more card. If this third card is an item, opposing creature, or event, *Sacrifice/Banish* as described. Any revealed creatures that were not *Sacrificed* are the defender's militia for the battle.

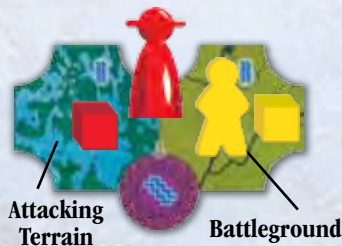
Special 2-Player Game Rule: If any 2 defending creatures have a matching heraldry symbol, reveal another militia card. Repeat if any symbols continue to match. There can be up to a maximum of 5 cards drawn during response from the militia. *Sacrifice/Banish* these new cards as described.

If a **battleground is occupied by a hero**, you must generate militia exactly as above, but add the following step to the end of the generation process:

- After generating the militia for the battleground, you must see if the defending hero has a personal bodyguard. Reveal the top card from the creature deck. If it is an item, event or has opposing terrain to the battleground, *Sacrifice/Banish* it as described above, and hero has no bodyguard. In all other cases, this final creature is added to the militia.

Example of Militia Generation:

Red is attacking from the lake. The bog is the battleground. The battleground is contested by Yellow with a Hero.



1a. Reveal 2 Cards:
Event is *Banished*
Creature is *Sacrificed*
(it has opposing terrain).



1b. Reveal 1 More:
Since BOTH cards from 1a were *Sacrificed/Banished*, reveal 1 more.



2. Reveal a Bodyguard:
Because a hero is defending the battleground, reveal 1 more card.

Calculating Militia Power

Add up the power of all the militia in play. This is the base power of the militia.



In addition to its base power, each militia adds its terrain bonus if its terrain matches the terrain of the attacking terrain and/or the battleground. This bonus is shown in the inset box next to a creature's power (the "+" number).



Add up the power of all militia in the battle. Include any terrain bonuses they might earn. This sum total is the "militia power."

Example Calculating of Militia Power:



+



=

4 militia Power

Base Power = 1
Terrain Bonus = none
(no scrub terrain in the battle)

Base Power = 1
Terrain Bonus +2
(Battleground = Bog)

Keep the militia separate from the defender's play area, but visible to all. Militia creatures do not use their terrain abilities in battle.

ATTACKER PLAYS CARDS

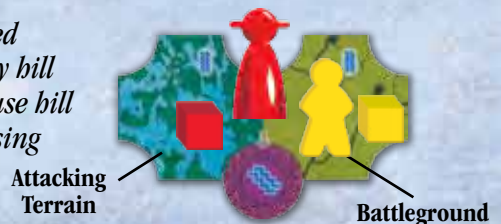
After looking at the militia, as the attacker, you decide if you want to continue the battle. If you do, you can *Play* as described below. If you don't, you lose the battle, and proceed to the "defender plays cards" step.

You can *Play* any number of creature or god cards from your hand. You may also *Play* any number of item cards if they have a campaign phase icon (Ⓛ) on them. These cards are referred to as "*Played* cards." All cards you *Play* are committed to the battle. They remain face-up in front of you until battle resolution. *Play* your cards one at a time and apply any ability effects immediately as each card is *Played* (see attacking creature abilities, on page 12).

Important: In battle, you cannot *Play* a creature whose opposing terrain matches the battleground.

Special Case: In rare instances, a creature may be forced from your hand into a battle. If this creature's opposing terrain matches the battleground, immediately **Discard** it, do not **Sacrifice** it.

In this battle, Red cannot *Play* any hill creatures, because hill creatures' opposing terrain is bog.



Attacking Creature Abilities

If you *Play* a creature with a campaign phase ability whose terrain type matches the attacking terrain or the battleground, you may choose to trigger that ability. If you choose to trigger the ability, its effects are applied immediately (you cannot save abilities for later).

Example of Attacker in Action:

In this battle, Red cannot **Play** any hill creatures because hill creatures' opposing terrain is bog, and the battleground is bog. However, any lake and/or bog creature she **Plays**, will trigger its campaign phase (Ⓛ) terrain abilities.



The attacking terrain is lake. So, for her first card, Red decides to **Play** a lake creature that has a campaign phase ability. She chooses "Fossegrim." Fossegrim's card reads:

If facing 2 or more militia, you may **Take** and **Discard** 1 militia along with Fossegrim.



Fossegrim **Takes** and **Discards** this Card



Since there ARE 2 defending militia, Red decides to **Take** the "Draugr" and **Discard** it and Fossegrim into her discard pile.



Next, Red **Plays** a "Garmr." Then her Odin card. Then she decides to stop playing attack cards.



Leaving this Card

IMPORTANT: You CANNOT **Play** a creature in battle if its opposing terrain matches the battleground terrain—even if the attacking terrain matches the creature's terrain.

Even though she is attacking from a lake, Purple cannot **Play** any lake creatures in this attack, because scrub is the battleground, and lake creatures' opposing terrain is scrub.



Calculating Attacker Power

Calculate the attacking creature(s) power in the same way that you calculated the militia's power. Like militia, an attacking creature also earns a terrain bonus if it matches the attacking terrain or the battleground.

Some items add to your power in the campaign phase (Curtana and Gram, for example). If you *Play* these cards during your attacker plays cards step, add these power enhancements to your attack power as well.



In addition to the usual creature, item, and terrain bonuses, as the attacker, you can earn power bonuses by occupying element mastery enchanted lands. If you have a mastery token in front of you that matches the battleground, add +2 to your attacking power.

Note: If you *Move* a hero so that it enters a mastery land and then attacks out of that land, take a mastery tile before you begin the battle.



Example of Element Mastery Bonuses in Action:



In this battle, Blue's female hero is attacking Purple. The Attacking terrain is a mastery enchanted land and the battleground is a bog. Blue's male hero is standing on another water mastery enchanted land, so Blue has a +2 Water token in front of himself. After adding up his attack cards, blue adds 4 to his attack power (+2 for each water mastery land he is in or attacking from).

Some gods grant favors that give you power in the campaign phase (Thor and Tyr, for example). If you *Played* one of these gods in the god phase, then add its power to your total.



Add up the total power of the card(s) you *Played*. Add any terrain bonuses they might earn. Add any modifiers from god's favors, items, and/or mastery. This sum is your attack power.

So, using the "Example of Attacker in Action" in the previous column: Red's Attack power is currently 3, and yellow's militia power is currently 1. Red is winning the battle.

If your attack power is equal to or less than the militia power, you lose the battle. Now:

- If the battleground is uncontested, go to “Battle Resolution.”
- If the battleground is contested, even though you lost, go to “Defender Plays Cards.”

If your attack power is greater than the militia power, and:

- If the battleground is uncontested, you win the battle. Go to “Battle Resolution.”
- If the battleground is contested, you have not won the battle yet. Go to “Defender Plays Cards.”

DEFENDER PLAYS CARDS

As the defender of the battleground, you may *Play* any number of cards from your hand. You can *Play* cards even if the attacker *Plays* none. The same rules that applied to the attacker in “Attacker Plays Cards,” apply to you.

Attacking Creature Abilities

As the defender, all of your creatures’ abilities work exactly like the attacker’s creatures.

Calculating Defender Power

Calculate your defensive power in the same way the attacking player did (power + power bonuses + any items + gods + mastery tokens, charms, etc.). This sum is your base defender power. Now, add the militia power to your base defender power, to arrive at your defensive power.

If your defensive power is:

- less than the attacker power, you lose. Go to “honor *Draw* for defender.”
- equal to or greater than the attacking power, you win—unless the attacker decides to go *Berserk*.

ATTACKER GOES BERSERK

In a contested battle, if the defender power is equal to or greater than your attack power, you may choose to go *Berserk*. If you go *Berserk*, you may *Play* as many cards from your hand as you wish. After you *Play* these cards, calculate their power as usual. This is your *Berserk* power.

Add your *Berserk* power to your attack power. If the sum of these two is higher than the defender power, you win the battle.

All previously-stated rules for attacker playing cards, terrain abilities, bonuses, calculating power, etc. apply to the cards you *Play* while *Berserk*.

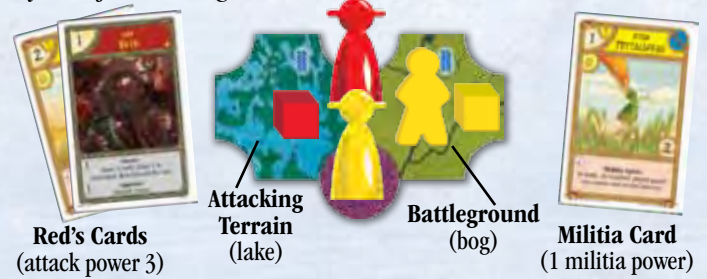
The defender cannot *Play* cards after you go *Berserk* (unless a specific card allows them to, like “Dís”).

HONOR DRAW FOR DEFENDER

As the defender, whether you lost or won the battle, you always get to *Draw* some cards. *Draw* as many cards as the attacker *Played* during the *Berserk* step. If the attacker *Played* no cards in this step, or did not go *Berserk*, *Draw* 1 card.

Example of Defender in Action:

Continuing the action from the example on page 12, Red’s attack power stands at 3. Yellow’s militia power stands at 1. Yellow will try to defend his bog!



Yellow plays a “Bäkahästen.” Its text reads:

You may either *Move* your other hero to any uncontested territory, or retreat from combat and *Move* combatting hero to any uncontested space.

Using the card’s ability, Yellow *Moves* his female Hero to the water mastery land and places a +2 Water token in front of himself. The card’s power is 2. It is also a lake creature, so it gets a terrain bonus of +1. This brings Yellow’s defensive power to 6. Yellow decides to stop playing cards and is currently winning the battle.



Defender Card (power 2 +1=3)



Mastery Token (power +2)

Example of Attacker Going Berserk:

Red really wants this bog. So she decides to go *Berserk*.



Red plays her first Berserk card, “Angurvadel” Its text reads:

In battle with your female hero, increase power by 2 and *Draw* 1 card.

So, Red’s power is now 5, and she draws 1 card. Now she plays her 2nd card, “Ormr.” It is neither a lake nor a bog creature, so neither its ability, nor its terrain bonus trigger. However, it does have a power of 3. Bringing Red’s attack power up to 8. Red wins the battle!

The Honor Draw:

Yellow lost the battle 8-6. Since Red *Played* 2 cards while *Berserk*, Yellow gets to *Draw* 2 cards.

BATTLE RESOLUTION

Banish any militia cards. *Discard* all of the cards you *Played* in the battle. The defender does the same.

If you attacked and won: Place your control marker in the battleground (unless it is an enchanted land, see Battles in Enchanted Lands on page 13). If a defender's control marker is already there, return that marker to the defender.

Note: *Control markers are intentionally limited to 8 (the 9th is for marking the god's you have Appeased).* If you need to place a control marker and you have used all 8, then you must remove 1 from another territory you control and place it in the new territory.

If the defender's hero was in the battleground, and lost the battle, follow the rules detailed in *Vanquished Heroes*, below.

If you attacked and lost: You are Rebuked. Return your hero to the attacking terrain. This hero is not *Vanquished* (see *Vanquished Heroes*, below).

VANQUISHED HEROES

If one of your heroes was the defender in the battleground, and you lost the battle, your hero is *Vanquished*. That hero must retreat to any contiguous territory that you control. Lay your hero token on its side in this territory to indicate its *Vanquished* state. If you have no contiguous controlled territories to retreat to, place your *Vanquished* hero on any open enchanted land.

A *Vanquished* hero is entirely inactive. You cannot *Move* it. You cannot use it to *Muster* (see *Muster* phase). Your *Vanquished* hero cannot defend a territory.

If an opponent attacks the territory containing your *Vanquished* hero, generate militia normally, but do not generate a bodyguard for the *Vanquished* hero. If the attacker wins the battle in this territory, your *Vanquished* hero must again retreat (as per the previously stated rules). However, your *Vanquished* hero cannot be *Vanquished* again, so the attacker cannot gain credit for *Vanquishing* you in this situation.

IMPORTANT: *If after losing a battle, you have no control markers on the board, Rebuke the attacker (see battle resolution, above) and immediately place your control marker back into the battleground and remove the attacker's. Your hero is still Vanquished and the battle is still considered a success for the attacker.*

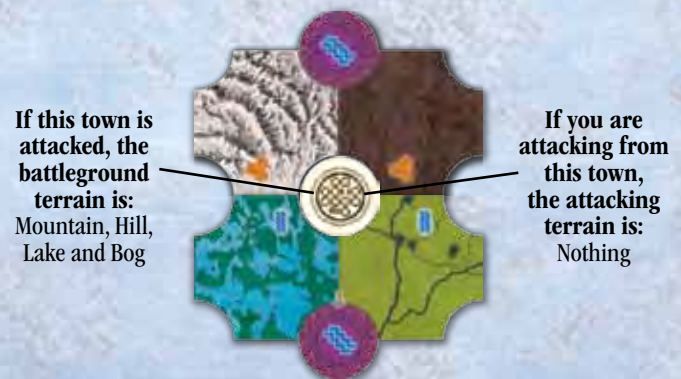
IMPORTANT: *If you are ever Vanquished, you may immediately Sacrifice a creature from your hand to allow your Vanquished hero to become active again (stand it back up). The attacker still gets credit for Vanquishing you.*

Introductory Game: During the first round of the game, you may not attack other players. If, on the first round, you cannot attack an uncontested neutral territory (you are completely surrounded), you may *Draw* a card from your deck.

BATTLES IN TOWNS

The thing to remember about towns is, they are very strong if they are the battleground, but they are less than ideal as attacking terrain. For battles in towns, all rules for militia generation, attacking, and defending apply just like battles in terrain, with the following exceptions:

- If a town is the battleground, its terrain matches the terrain type of ALL adjacent terrains.
- Each militia card generated in a town ignores opposing terrain. This applies to any bodyguard as well.
- Each militia earns its power bonus if it matches ANY adjacent terrain.
- Each creature the attacker or defender *Plays* ignores opposing terrain.
- Each attacking creature earns its power bonus from only the attacking terrain.
- When defending in a town, each defending creature you *Play* earns its power bonus and terrain ability if it matches ANY adjacent terrain.
- When attacking from a town, there is no attacking terrain type. The battleground terrain has no special rules.



BATTLES IN ENCHANTED LANDS

The only time an enchanted land can be a battleground, is when it is occupied by your opponent. If you attack an opponent in an enchanted land, the only militia generated is the 1 bodyguard card for the defending hero—there is no other militia. In an enchanted land there is no battleground terrain, so you don't need to consider opposing terrain when generating the bodyguard card.

Reminder: *You can never place a control marker in an enchanted land. Enchanted lands can NEVER be controlled by a player—they can only be occupied.*

4. MUSTER PHASE

Mustering is how you increase the size and effectiveness of your deck. You can only *Muster* creatures or items. To *Muster* them you must pay the appropriate *Muster* cost, then place

the purchased card, along with the payment, into your discard pile. You can arrange these discards in any order you wish. The *Muster* phase begins with the starting player, and continues in turn order until all players pass in succession.

REFILLING THE TISCH

At the beginning of your turn, you must check to see if the Tisch is missing any cards. If any cards are missing from the bottom row, slide any card from the space immediately above it down to fill the void. If any cards are still missing, fill each void with the top card from the creature deck (from bottom to top, left to right).

If you reveal an event card, pause your turn, and resolve the event (see below). Once that is resolved, repeat the process for filling voids.

If that card is another event, repeat this process. If that card is a creature, a town item, or an enchanted item, use it to fill the void in the top row.

When creature deck 1 runs out, creature deck 2 becomes the new creature deck.

EVENTS

Events are ONLY triggered during the *Muster* phase, when refilling the Tisch. If you reveal an event card, pause your turn. The event activates immediately. If the event:

- is blank in the upper left corner, it is a one time event. Apply or perform all results from the event, then *Banish* it.
- has a “K” in the upper left corner, it is a “keeper” event. Keeper events have a lasting effect on the game. Place it beside the game board so everyone can remember its effect on the game. As stated on the card, keepers are kept in play until the next event card is revealed—*Banish* the old keeper (Yes, even an event that is not a keeper will *Banish* a keeper).



Introductory Game: During the first turn of the game banish all Events without playing them.



MUSTERING

Once the Tisch is full, you may *Muster* 1 creature or item from the Tisch, or choose to pass. If you pass, you can still *Muster* on future turns (unless all of your opponents pass in succession). During the *Muster* phase, your turn does not end until you tell the next player that it is his/her turn.

CONTROL/OCCUPANCY REQUIRED TO MUSTER

It is important to remember that you can only *Muster* cards that match terrain you currently control or occupy. Therefore, in order to *Muster*:

- **creatures**, you must **control** a terrain of their type.
- **town items**, you must **control** a town.
- **enchanted items**, you must **occupy** an enchanted land.

WHAT YOU CAN MUSTER

Generally, you may only *Muster* cards from the bottom row of the Tisch. However, in certain situations, your heroes can perform “deep scouting” to *Muster* cards from the top row of the Tisch. You can only deep scout in a territory that contains **both** your hero and a control marker. If you satisfy this condition, you can *Muster* a card that matches that territory.

Note: You can never deep scout in an enchanted land, because you cannot have a control marker there.

REMEMBER: You cannot count a *Vanquished* hero when you *Muster*.

MUSTER COST AND PAYMENT

Every creature or item card has a *Muster* cost. Generally this cost is twice that card’s power. If you wish to *Muster* a card, you must pay this cost.



To pay the *Muster* cost of a card, you must *Play* cards from your hand. Use the power on these cards as a form of “currency” to pay the *Muster* cost. Similar to calculating power in battle, you may *Play* multiple cards and add their powers together to arrive at the *Muster* cost.



Matching terrain is beneficial. If you *Play* a creature to *Muster* another creature with matching native terrain, you earn the terrain bonus.



Opposing terrain is detrimental. You cannot *Play* a creature to *Muster* a creature of opposing terrain (e.g. *scrub* can’t *Muster* *lake* and vice versa).



Some creature abilities, items, and gods’ favors can help you *Muster* creatures. These cards have the *Muster* phase icon (☞) on them. You can only trigger a creature’s *Muster* ability if you *Play* that creature to pay a *Muster* cost (i.e., you cannot *Play* a creature with opposing terrain just to trigger its ability, because you cannot pay with creatures of opposing terrain in the first place).

If the total power (including bonuses) of the cards you *Play* equals or exceeds the *Muster* cost of the card that you wish to *Muster*, the new card is yours. *Take* and *Discard* the new card and all of the cards that you *Played* to pay for the card.

Remember: If you have a hero standing on a faery ring, that hero can use this enchanted land’s power on any of your turns during the *Muster* phase (see *Faery Ring*, on page 10). This does not count as your 1 *Muster* per turn.



Example of Mustering in Action

Top Row
of the Tisch



Bottom Row
of the Tisch



On the bottom row, Red can **Mustering** any town item, enchanted item, bog creature, lake creature, or mountain creature, because she controls or occupies territory of those types.

Blue can **Mustering** any town item, enchanted item, hill creature, scrub creature, or forest creature, because he either controls or occupies territory of those types.

On the top row, Red can **Mustering** a lake creature, because she both occupies and controls a lake.

Blue cannot **Mustering** the scrub creature from the top row, because his hero in the scrub is **Vanquished**. Neither Red nor Blue can **Mustering** the enchanted item, because it is in the top row.



It's Blue's Turn. He controls a hills space, so he decides to **Mustering** the giant spider on the bottom row. Its **Mustering** cost is 7.

Blue has 2 trolls and a draugr in his hand. He cannot use the draugr—its opposing terrain is hills. So, he uses the trolls. Their combined power is 6. Additionally they each get a +1 terrain bonus to **Mustering** another hill creature. So, Blue has a total of 8 power from the Trolls in this situation. He **Plays** the trolls, **Takes** the spider, **Discards** all 3 cards. Blue decides to put a troll on top of his discard pile.

Blue is done, so he tells to Red that she can take her turn.

5. RENEWAL PHASE

The renewal phase is basically a cleanup and reset phase. It prepares you for the next round of play. All players perform this phase simultaneously. Perform the following steps in order:

1. If you *Played* a god card in the god phase, *Discard* it.
2. If you *Played* an item card in the charm phase, *Discard* it.
3. From the cards remaining in your hand, you may *Discard* as many or as few as you would like (*anything from 0 to all*).
4. *Draw* enough cards from your personal draw pile to refill your hand to 7 cards if possible.
Remember: For each of your heroes standing on a Focus enchanted land, you get to *Draw* 2 additional cards and add them to your hand.
5. Revive any *Vanquished* heroes. Stand them up. They are now active again.
6. Refill the Tisch if it is not full.

HAND SIZE

There is a maximum hand size of 13 cards.

There is no minimum hand size (yes, while uncommon, it is possible for you to have fewer than 7 cards in your draw deck, hand and discard pile combined).

REFORMING YOUR DRAW DECK

If your draw deck ever runs out of cards, shuffle your discard pile to form your new draw deck. If you were in the process of *Drawing* multiple cards when your draw deck ran out, continue to *Draw* after you reform your deck.

APPEASING GODS

Appeasing gods is what *Asgard's Chosen* is all about. The number of gods you need to *Appease* changes from game to game (see Game End / Winning). Each god card details how you *Appease* that god. The following universal rules apply to *Appeasing* gods:

- You can only *Appease* a god card you *Play* from your hand.
- If you *Play* a god for its favor, you cannot *Appease* it that round (it isn't in your hand).
- Each god indicates which phase you can *Appease* it.
- You can only *Appease* a god on your turn.
- You can only *Appease* 1 god per phase.

When you *Appease* a god, place its card face-up in front of you, under your unused control markers. You are always allowed to check which gods your opponents' have already *Appeased*.



GAME END / WINNING

You trigger the game end in one of two ways:

1. Play for an unlimited number of rounds until one player *Appeases* an agreed-upon number of gods:
 - 4 for the Introductory game
 - 5 for the Standard game
 - 6 for a Saga game
 - 7 for the Epic game.
2. Play until creature deck 2 runs out. Take all of the deck 2 cards in the *Banished* pile. Reshuffle them and form a new creature deck to finish the round.

In both cases, the trigger does not end the game immediately. Instead, you must complete the current round all of the way through the *Muster* phase, at which point the game ends. Try to *Appease* as many of your gods as possible before the end of this final round.

At the end of the final round, add up the number of gods you *Appeased*. If you Appeased the most, you win. If there is a tie, the tied player with the most control markers on the board wins. If there is still a tie, the tied player with the most cards (his/her draw deck, hand, and discard pile combined) wins.

The winner is truly Asgard's Chosen, whose name will live on in saga and song.

INTRODUCTORY GAME

This is a summary of the rules differences for the introductory game.

- You start with the 5 god cards marked with an "F": Thor, Tyr, Odin, Baldr, Freyja.
- Using the introductory set-up pull out as a guide, build a board according to the number of players. In the 3 or 4 player setup, if you want the board to be slightly more aggressive, remove the indicated land tile.
- Look through creature deck 1. Find the 4 starting items marked with an "I," Almace, Curtana, Gram, and Anguvadel. Give 1 at random to each player. Put the card into your hand, not into your deck.
- In the set-up, put all items or any creatures with the letter "F" to the side. These creatures are: Dvergar, Dis, Huldra, Strzyga, Sartalfa, and Backahasten. After the Tisch is set-up reshuffle these cards with the remainder of creature deck 1.
- During the first round of the game ignore the enchanted lands' powers.
- During the first round of the game you may not attack other players. If on the first turn you are hemmed in and cannot attack a neutral space, you may draw a card from your deck.
- During the first round of the game banish all events.

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You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at: custserv@mayfairgames.com



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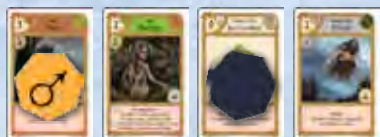
SOLITAIRE ET CO-OP RULES

Maybe you cannot find an opponent. Or, perhaps you'd rather play with, not against, another player. In either case, you can still play *Asgard's Chosen*. The Solitaire rules are written in blue.

Co-Op: The co-op game uses all of the rules that the Solitaire game does, but there are a few slight differences. These rules are interspersed in rust-colored text.

Use the standard game set up for 2 players. Draw 3 random “\$” cards and choose 1 to start with. Set up the Tisch as normal. From one of the colors that you are not using, place a male hero tile face-up on the 1st creature from the left in the bottom row and a female hero tile face-down on the 3rd card. Place neutral control cubes on all 6 terrain territories of the starting land tiles (indicated by the hammer) and all towns adjacent to those terrains. After setup, shuffle any *Banished* event cards back into the deck.

Place Tiles
on the
Bottom Row.



Co-Op: You and your partner each choose to play 1 of the 2 heroes (one of you plays the male, the other the female). Deal 5 god cards to each of you to form your hands. For your starting item, find 3 random “\$” cards. The 2nd player chooses 1 of these first, adding it to his/her hand, then the start player does the same. *Banish* the last 1. You each should now have a 7 card hand (5 gods + 1 “\$” Item + 1 card from your initial placement). You both use a shared draw deck, as well as a shared discard pile (both start empty).

Game play in the co-op version is the same as in the standard game. You and your partner each take turns, each phase, as usual. You each may *Play* a god for favor, and you each may *Play* a charm. However, the favors and charm abilities only affect the player that *Played* them. Any gender restrictions on the cards still apply. (E.g., Your male hero cannot use).

Variable set-up: Place 2 cubes in territories that are adjacent to each of your heroes.

CAMPAIGN PHASE

MILITIA

If a terrain is uncontrolled, generate 3 militia cards. If a terrain is contested, generate 4 militia cards.

If any 2 of the militia have matching heraldry symbols, draw another card. Repeat this process if heraldry symbols continue to match. Stop if you generate 5 militia—that is the maximum you can generate.



When generating militia, if you reveal any event cards, create a queue of events that can only hold 3 events. *Banish* any more than that. These events produce random “Event Attacks.” Resolve these attacks at the conclusion of the current battle. Event cards count toward the militia's 5 card maximum, but they are not considered to be defending militia.

EVENT ATTACKS

Look at the event cards revealed while generating militia. Each has a colored circle in the upper right corner. The color corresponds to territory type (or types), and indicates which territory is under attack.

- If you **do not control** a territory of the type(s) indicated, place an enemy control marker on a matching territory nearest to one of your heroes. If multiple qualifying territories are equidistant then you may choose which gets a control marker. You may never place a control marker on an enchanted land.
- If you **do control** one or more territories of the type(s) indicated, the event attacks 1 of these territories.

Selecting the attack: The event attack is first directed at a hero. If either of your heroes is in a territory that matches the event attack, that territory is the target. If both heroes, or no heroes, are in a territory that matches the event attack, your closest territory to an enemy control marker is the target. If they are equidistant then you may choose which of your territories gets attacked.

If the enemy controls an adjacent territory to the battlefield, that land is considered attacking terrain. If there are multiple terrains to choose from, you may choose before the battle begins.

Event attacks are resolved as follows:

1. Generate your militia and bodyguard as usual.
2. Reveal 3 cards from the top of the creature deck. This is the attack against you. Any matching heraldry among the attacking cards flips another card. There is a maximum of 5 total cards that can attack you.
3. You may defend as usual.
4. The event attack always goes *Berserk*. Reveal 1 card from the top of the creature deck (this may be in addition to the 5-card maximum). If any heraldry icons match the original attacker cards, reveal another card. As long as the event attack reveals matching heraldry symbols while *Berserk*, it will not stop until it beats your defense. Any creatures discarded or taken out of play from the first attack are not able to use their heraldry in this *Berserk* attack.
5. Honor draw is performed as usual.

IMPORTANT: *Event cards revealed during an event attack DO NOT cause new event attacks. Any event cards that are revealed in an event attack are **Banished**.*

MUSTER PHASE

The 2 tiles in the 1st and 3rd positions on the bottom row in the Tisch indicate which cards your “opponent” will *Muster*. At the end of each of your turns during the *Muster* phase, First, refill the Tisch. Then remove the card under the face-up hero tile. Move that tile to the card above it on the Tisch and flip the tile face-down. Then flip the other hero tile face-up. Refill the voids as usual (new cards go under the tiles).

When it is your turn to *Muster*, you are allowed to *Muster* cards that have tiles on them. These tiles merely indicate the space from which your “opponent” removes cards on its turn.

If you reveal an event, its effects only apply to you. After resolving the event, move both of the tiles to the 2nd and 4th positions. When another event card is drawn return the tiles to the 1st and 3rd positions.

Co-Op: You can only deep scout with the hero that you control. Events only affect the *Mustering* player.

APPEASING GODS

Appeasing gods in the solo game is the same as in the standard game, with one exception:

To *Appease* Loki: Banish 3 Cards

Co-Op: After both heroes have completed the phase, either of you may *Appease* a god. You still may only collectively *Appease* 1 god per phase.

To *Appease* Thor: Each of you must win a battle in a territory containing an opposing control cube.

GAME END / WINNING

You win if you are able to *Appease* 7 gods before the standard game end.

Co-Op: You win if you and your partner *Appease* 8 gods before the standard game end.



Addendum to Card Definitions For Solitaire & Co-Op Play
Withhold: Discard 1 militia.

Look at players hand: Look at the top 3 cards of the creature deck.

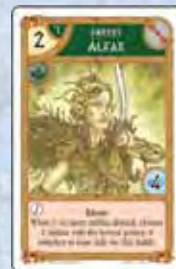
Tyr: If you *Play* Tyr for his favor, you can only *Move* 1 of the 2 players. The first player to attack with a hero gets to use the favor.

CARD EXPLANATIONS

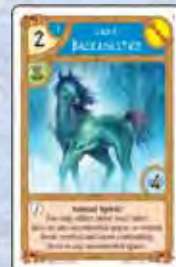
There are several cards in *Asgard's Chosen* that can be a bit tricky to understand at first. Below are examples of how you use these cards. All of the examples use deck 1 versions of the cards, unless otherwise specified. There are 3 things worth mentioning about ALL of the cards in the game:

1. Any text on a card takes absolute precedence over any game rule (*basically, the cards break rules*).
2. All of the cards in this game are completely overpowered (in the right situation).
3. A card's ability only triggers if its terrain matches appropriately to the phase the ability can be used.

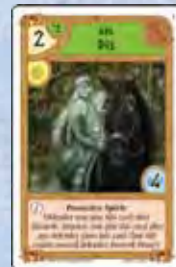
Álfar (Al-farr): You are attacking from a forest into a hill and you are facing militia of 1 Svartalfar (1+1 power) and 1 Mittagsfrau (1 power). You *Play* and Álfar, and the Mittagsfrau switches to the your side for the battle. After the battle the Mittagsfrau is *Banished* with the other militia cards.



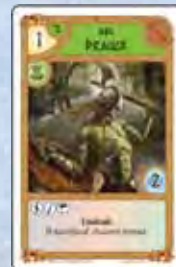
Bäckenhästen (Baak-eh-Haa-sten): You are attacking from a bog into a lake, and you *Play* a Bäckenhästen. You can immediately move your other hero, if you wish. You decide to move it to a water mastery enchanted land. Your attack power is now 5 (2+1 for the card, and +2 for occupying a water mastery land).



Dís (Diss): You are defending in a lake and the attacking terrain is a bog. After all militia generation, attacker plays, and defender plays, your defensive power is 5 and the attacker's power is 3 (you are winning). Your opponent decides to go *Berserk*, and plays enough cards to bring his/her attack power to 6 (he/she is winning). Now you *Play* a Dís, bringing your defensive power to 9 (you are winning again). Sadly, he/she also had a Dís, and he/she *Plays* it. The final result is attacker 10 defender 9. Your opponent wins.



Draugr (Draw-Gurr): During the god and/or *Muster* phase, you do not have to occupy or control a bog to use a Draugr's ability. If you have a Draugr in your hand, and you have to *Sacrifice* a card, you get to *Discard* this card instead (place it in your discard pile instead of the Barrows).



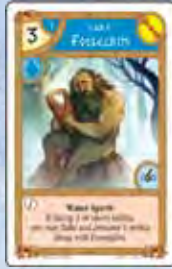
Fairies: During the *Muster* phase, you do not have to occupy or control a forest to use a Fairies' ability. *I.e. If you Play a Fairies while Mustering a Dis, you immediately Draw 1 card.*



Nixie (Nix-ee): You are attacked in a scrub from a lake. Militia generation produced a Fairies (1 power) card. Your militia power is 1. Your opponent *Plays* a Nixie (1+1 power). Your opponent uses the Nixie's terrain ability to copy the Fairies' terrain ability, to *Draw* 1 card.



Fossegrim (Foss-eh-grim): You are attacking from a lake into a hill, and you facing militia of 1 Giant Spider, 1 Strzygna, and 1 Ormr. You *Play* a Fossegrim. You immediately choose to *Take* the Giant Spider. *Discard* the Giant Spider and the Fossegrim. There are still 2 militia left, so you decide to *Play* another Fossegrim. You immediately choose to *Take* the Ormr. *Discard* it and the second Fossegrim. The militia power now stands at 1, while your attack power is still 0.



Ormr (Orm-er) in campaign phase: You are attacking a mountain from a forest. You *Play* an Ormr (3 +1 power) and follow that up with another Ormr (3+1). Your attack power is now 8. You decide that you want to use an Ormr's terrain ability. So, you *Discard* an item. This doubles 1 of your Ormr's total power to 8. Your total attack power is now 12 (8+4). If you discard another item, the second Ormr's terrain ability triggers, and your total attack power would be 16 (8+8).



Huldra (hull-druh): During the *Muster* phase, you do not have to occupy or control a forest to use a Huldra's ability. So, a Huldra is worth 3 power when you use it to *Muster*. If you are using a Huldra to *Muster* another forest creature, the Huldra is worth 4 power.



Ormr while Mustering: During the *Muster* phase, you do not have to occupy or control a mountain to use an Ormr's ability. So, an Ormr is worth 6 power when you use it to *Muster*. If you are using an Ormr to *Muster* another mountain creature, the Ormr is worth 8 power.

Mamuna (ma-Moon-uh): You are attacking a town from a bog. Your opponent has a hand of 7 cards. You *Play* a Mamuna, and randomly select 3 cards from your opponent's hand. The cards you selected are a Dis, a Huldra and a Mittagsfrau. You decide to return the Huldra and the Mittagsfrau to your opponent. You *Withhold* the Dis (place it to the side of the table) until after the battle is resolved. After the resolution is complete, return the Dis to your opponent's hand.



Giant Spider: You are attacking a hill from a lake. The defender's militia is Troll (3+1 power) and Fairies (1 power). You *Play* a Giant Spider (2+1) to *Banish* the Troll. You follow up by *Playing* a Troll (3+1) of your own. You are winning the battle 7 power to 1. The defender *Plays* a Nixie (1+1) and copies the ability of your Giant Spider, and decides to *Withhold* your Troll. Place your Troll aside until all players have finished the campaign phase. You are now losing the battle 3 power to 3 (ties go to the defender).



Mittagsfrau (Mitt-toggs-frou): You are attacking a scrub from a bog. The defender's militia is a Garmr (2+1). You *Play* an Ormr (3 power) and a Garmr (2+1 power). You are winning (6 attack to 3 defense) and stop attacking. The defender plays a Mamuna (2+2 power) and a Draugr (1+2 power). This brings the defender's total defense to 10 power. You *Play* a Mittagsfrau, this cancels the terrain bonuses (the "+" power) of the creatures *Played* against you. This affects the +2 from his Mamuna and the +2 from his Draugr (the militia is unaffected—it was generated, not played). You are now tied at 6 power each.



Strzyga (Stresh-eh-gaa): You are attacking a scrub from a hill. The defender generates 2 militia cards. You *Play* a Strzyga card (1+1). The top creature card in the barrows is a Giant Spider (2+1). *Take* the Giant Spider and *Play* it. You use the spider's ability (hills are in the battle) to *Banish* 1 of the militia. Your attack power is now 5.



Important: After the battle, you get to keep the Giant Spider. Simply *Discard* it with the rest of the cards you *Played* in battle.