

# Blood Rage - Reprisal

A new design that uses Blood Rage components. It's for 3 to 5 players.

Each player takes a clan (8 warriors, 1 leader, 1 drakkar) and place his Glory marker on position zero on the game board. Place one pillage token (among: 2 axes, 2 fists, 2 helmets, 1 five Glory), reward face up, at random on each of the eight outer provinces. Note that Yggdrasil is considered as both a province and a region. Go through those 7 phases 3 times (3 ages):

- Doom:** Place the doom token on one random outer province.
- Quest:** Roll one die to determine the active common quest ("most figures" below also means at least one. Re-roll when the mission is unachievable eg. all gray provinces are destroyed):
  - Most figures in Alfheim (gray) region
  - Most figures in Jotunheim (blue) region
  - Most figures in Manheim (yellow) region
  - Most figures in Yggdrasil
  - Most figures in Valhalla
  - Least figure in Valhalla
- Action:** For age 1, determine the first player, randomly. Else, just continue from last age. Here, players take turns (in clockwise order) doing one or two different actions, in listed order, among:
  - Pillage:** A player may pillage an un-pillaged province if his clan is present in it or in its fjords. Yggdrasil can be pillaged once per clan per age. **First**, unless the pillaged province is Yggdrasil, a call to battle is done like so: starting with the player at the left of the pillager, each player may move one of his figures, from a province adjacent to the province been pillaged, to a free village in the province been pillaged. Repeat this process until all players have passed in a row. **Second**, the battle is resolved as described in the pillage resolution box. **Finally**, if the pillage was successful, its pillage token, is flipped. When all but one, two, or three provinces respectively of the current age have been successfully plundered, this phase ends immediately.
  - March:** Select two provinces (they need not be adjacent). Move any of your clan figures located in the first province to empty villages in the second province. Yggdrasil province is considered having unlimited amount of villages. If your only action is this turn is March or if your did not take any action, you stop taking turn this age.
  - Invade:** Take up to [1 + the number of Fists you have collected throughout the ages] figures from your reserve and place them on empty villages. The land figures must be placed in different provinces. Drakkars and the sea monster must be place in fjords. Fjords and Yggdrasil have no figure limits. A clan can have at most [4 + the number of Helmets you have collected throughout the ages] figures on the board.
- Quest resolution:** Clans having fulfilled the active quest get, in random order, one monster of their choice, but in age they get 5 Glory instead. Clans ranking second place for the quest get, in random order, one random monster, but in age 3 they get 3 Glory instead. Monster are taken from the monster pool.
- Ragnarök:** Destroy all the figures (put them in Valhalla) that are in the doom province including the ones in its fjords. Each figures destroyed by Ragnarök bestow two Glory to their clan. The province is then all restaured for the next age.
- Scoring:** Each player gets as many victory points as the number of players having less Glory than they have.
- Reset:** Figures from Valhalla are returned to their players' reserve. Pillage tokens are set to reward face up. Move all Glory markers to position zero - each generation had to earn it. Gods and rented monster return to their respective pool.

**The winning rank is by most victory points. Tie breaker for all tied players is the reverse turn order of the first turn of the first age. Tournament: players get as many tournament points as there are players ranking lower than them.**



## Pillage Resolution

Leaders and drakkars (langskip is in fact the proper name) have a strength of 2. Warriors have a strength of 1. All figures in the province been pillaged (and in its fjord), must battle. For example, let's have those three contenders:

- Clan Bear has an army of strength **4**: 1 Leader, 2 Warriors
- Clan Raven has an army of strength **3**: 1 Warrior, 1 Drakkar
- Clan Wolf has an army of strength **2**: 1 Drakkar

To resolve the battle, each of the three players (pillager go first then clockwise order) must roll the battle dice for his clan. Count one battle point per die showing a 4 or a 5 and two battle points for dice showing a 6. Example result:

- Clan Bear rolls **4** dice: 1, 4, 5, 6 for 4 battle points.
- Clan Raven rolls **3** dice: 1, 5, 6 for 3 battle points.
- Clan Wolf rolls **2** dice: 6, 6 for 4 battle points.

Everyone has lost here since no single opponent has the battle points majority. Move the six figures to Valhalla. To win a battle a clan must have had at least one battle point and it must have more battle points than each one of his opponents.

**When no other clan is interfering:** A battle still happens. 1 battle point is then required. When playing with battle cards, one must be consumed. If the pillage fails, no figure is defeated. Else, the pillager gets one Glory plus one more per Axe he has collected throughout the ages.

**When at least one other clan interfered with the pillage:** If the battle is a tie at zero battle point, all figures stay in place and no one wins. Else, if it's a tie at one or more battle points, all figures die - move them to Valhalla. Else the winning clan's figures stay in place while the others are defeated - destination Valhalla. The winner of the fight gains the reward and then one Glory per interfering clans plus one more per Axe he has collected throughout the ages.

The reward goes to the successful pillager. For Yggdrasil, the pillage reward is three extra Glory. The other rewards are: **Axe, Fist, Helmet.**

**Note:** Use pencil and paper or poker chips to keep track of collected Axe, Fist, Helmet. You can use acrylic blank dice, putting two pips on one side and one pip on two opposing sides.

### Gods Effects in the province they are in (Gods don't occupy villages)

- **Frigga:** After the pillage, the winner may revive any one of his figure from Valhalla - it goes to his reserve.
- **Heimdall:** Pillager may cancel the pillage after rolling his dice. He picks his battle card once all others were revealed.
- **Loki:** If the fight has a winner, the reward goes to the single player that had the fewest battle points. Else pillage failed.
- **Odin:** Clans may engage only one figure (their choosing) in the fight. The losers only lose the figure they have chosen.
- **Thor:** After a battle, the winner, if any, gains three more Glory.
- **Tyr:** Each army has a strength of just one.

**Monsters** are controlled by clans through mystic rituals. They all have a strength 2, except giants having 3.

- **Dwarf:** When defeated in battles (includes battle cards' effects), roll a die: on 1 to 4, he survives (he stays in place).
- **Elf:** When defeated in battles in outside provinces, he may flee to Yggdrasil.
- **The three Giants:** Fire Giant, Frost Giant, Sea Serpent (lives in fjords).
- **Hel Soldier:** When he dies in the action phase, replace him with any land figure in Valhalla - it's now yours until it dies.
- **Troll:** It's never defeated in battles unless the victor sacrifice a figure from the battlefield (it's still a win if no figure left).
- **Valkyrie:** She can go into fully occupied provinces (she doesn't occupy villages). +2 Glory when winning battle with her.
- **Witch:** She can invade Yggdrasil.

*Life involves Conflicts; Conflicts bring Battles; Battles give Glory.*



# Game Options

To spice up the game, choose any number of options below. I suggest you to use all of them - all at once !

## Prayers for the Gods

Right before phase three of each age, players simultaneously produce one to five fingers - so choosing the corresponding gift. Each player that produced a unique value, have their gift granted. Tied players repeat the process, but they cannot pick gifts that has just been granted. Further tied players get no gift! Gifts are only valid in the age they were granted.

1. **Navigation:** After your march action, you may freely move your sea figures.
2. **Rent a Monster:** put one monster of your choosing (from the monster pool) to your reserve.
3. **Spirit:** Your mystics have a strength of 1½ and they may invade external provinces that were pillaged on this age.
4. **Spy:** When any battle resolves to no winner, you may choose a winner among any of the clans that fought.
5. **Strategist:** You may march and then pillage.

**Sub Option 1:** You may show zero finger (your fist), meaning **Blessing**. Each clan that pray for this purpose, receive 3 Glory.

**Sub Option 2:** Each clan that did not received a gift must, in random order, add a god of their choosing to any province, including Yggdrasil. When a province containing gods is is successfully pillaged, in random order, each clan that put a god in there must either remove it from the board or move it to any un-pillaged province.

**Note:** It's strongly encouraged that you carefully negotiate - make, non-bounded deal - prior to get to tell what you pray for.

## Mystics

Each clan add two mystics to its reserve. No dice are thrown for them, yet each one produces ½ battle point. Mystics can only invade un-pillaged external provinces. After the Ragnarök phase, mystics on the board provide 3 Glory each.

## Leader

In battle with the leader dice rolled for the army are open<sup>1</sup>.

## Battle Cards

Instead of throwing dice, each fighting clan (even if there is just one) must simultaneously reveal one of its battle cards in hand and add its power (top left number) to his army strength. At the start of age one only, the players get their eight battle cards in hand. After been played, battle cards are discarded face down in front of each player. Each player get back his discarded cards once he have none left to play. Cards special effects are resolved by the pillager, then in clockwise order. Battle cards effects only affect the province where the battle happen - the battlefield.

<sup>1</sup> An open die, aka exploding die, means to re-roll it as long it produces a 6 (scoring 2 more points each time, while 4-5 scoring 1 point and 1-3 scoring 0 point). If for instance you rolled 6, then 6 then 4, you score 5 points (2+2+1).



# The Battle Cards (the upper left numbers are the battle values)

-∞



If your leader is present in the battlefield, this card power becomes 1.

-∞



If your leader is present in the battlefield, this card power becomes 1.

0



After the fight, you may add any one figure from your reserve to this province.

1



If you lose, one of your figures survives - your pick.

2



No special effect

2



No special effect

3



If you win, lose one figure - your pick.

4



No special effect

-∞



If your leader is present in the battlefield, this card power becomes 1.

-∞



If your leader is present in the battlefield, this card power becomes 1.

0



After the fight, you may add any one figure from your reserve to this province.

1



If you lose, one of your figures survives - your pick.

2



No special effect

2



No special effect

3



If you win, lose one figure - your pick.

4



No special effect



