



# Fornaldar Nordic Saga

— Rulebook —

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## 1.0 Introduction

Fornaldar : Nordic Saga is a two player game of strategy, set against the backdrop of the War of the Sampo, 2721 and the Second Northern War, 2679. One player (The Fomorian League player) controls the various troll clans (Skane, Basulea, Fynn & Lochlann) as well as their allies : the mundane kingdom of Ycelia. The other player (The Mundane Alliance player) controls the mundane kingdoms of Midhrasir, Nerfringia and Suderpathia, the allied dwarves of Normorea, the elves of Thulorm and the mermen of Skergota. The giants (Jötuns) are controlled according to scenario. The players alternately move counters representing the armies and characters under their control across a map of ancient Scandinavia and Jutland and use these pieces to attack each other, to capture strategic objectives, and to fulfill their victory conditions in the selected scenario.

## 2.0 Game Components

**2.1** The map represents Ancient Sweden and Norway as far north as most established settlements of the time, Denmark, part of Finland, the European continent and surrounding waters.

The hexagonal grid surimposed on the map terrain regulates movement and positioning of playing pieces. Each hexagon (hex) represents an area four leagues from side to side. The map is divided into a number of kingdoms. Some hexes are color-coded to indicate the Magical Aspect of the hex (either mundane, normal, enchanted, or wild magic).

**2.2** The game includes several charts and tables printed on the map. They include the Terrain Effects Chart, Combat Results Table, Casualty Table, Attrition Table, Victory Points Track, and Eliminated Units Holding box. A Combat Rating Roster, printed in this rule booklet, is provided to help players record the status of characters under their control (this roster should be photocopied for repeated use). Four detailed summaries – Enchantments, Magic Items, Places of Power, and Characters – are also provided on player aids.

**2.3** The 480 playing pieces represent armies, individual ships, characters and markers.

Armies are represented by individual Combat Strength Points (CSP's) of a particular race and kingdom. Within the same color, these pieces are interchangeable. Each CSP represents 50 to 150 soldiers, depending on the race.

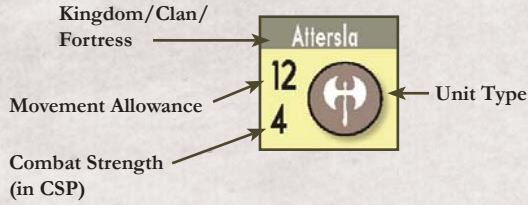
Each ship piece represents a single named warship at full strength (when face up) or damaged (when facedown).

Each character playing piece represents one of the leading who fought in the war. In most cases, the front face of the piece shows the person in the company of an escort of troops (equivalent to a single CSP), and the back face shows the person without this escort.

Various markers represent magic items and help players keeping track of game activities.

## SAMPLE PLAYING PIECES

### Army Playing Piece (Front)



### Army Playing Piece (Back)



**Note:** Some of the army pieces have the name of a fortress in which they are deployed on the front, and the corresponding hex number on the reverse side, for set-up purpose.

Other army counters are distinguished only by kingdom or clan. These pieces are printed with different Combat Strengths on the front and reverse side to provide greater flexibility in breaking down armies. There is no difference among Combat Strength Points of the same kingdom. They may be freely exchanged like money to break down or build up armies (to reflect casualties or to help maneuvering the forces in the field).

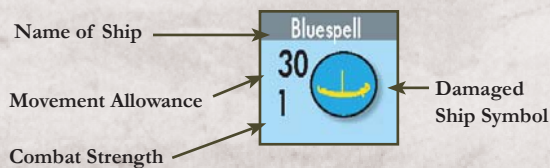
There are nine type of army pieces representing the eight races depicted in the game :



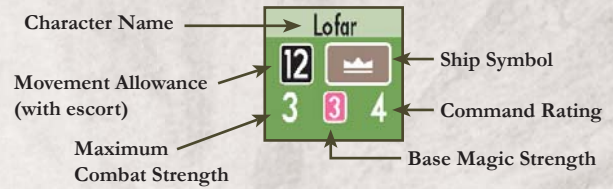
### Ship Playing Piece (Front)



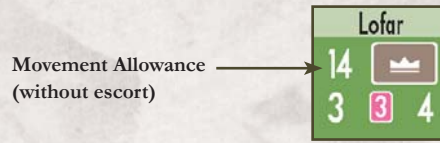
### Ship Playing Piece (Back)



### Character Playing Piece (Front)



### Character Playing Piece (Black)



**Note:** Many characters in the game have special abilities that are depicted by the Character Symbol used on their playing pieces :



Hafnir bears a wolf head symbol for aesthetic purpose. His unique special abilities are described in the characters summary.

Some characters have more than one special ability. For a summary of Character Symbols, see the mapsheet.

Fiskari (in 2<sup>nd</sup> northern war scenario only) and Rhodiorm show different character/artifact on their back. In these two cases the character/artifact depicted on the back of the piece enters the game whenever the character shown on the front side is killed.



Some character pieces have a magic item on the reverse side, of the same background color as their clan/ kingdom. This magic item is carried by the character shown on the front until that character is killed. At that time, the piece is flipped over to reveal the magic item, which may be claimed and used by other characters.

## 3.0 Glossary

FRONT



BACK



Possession

Mermen pieces have a back side without the swimmer icon indicating that the piece is currently on land. The front side shows the same piece at sea.

FRONT

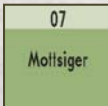


BACK



### OTHER PLAYING PIECES

FRONT



Artifacts

BACK



FRONT



Heirloom

BACK



FRONT



Rain

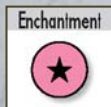
BACK



Clear



Ruin



Enchantment



Dragon Breath



This Side



Farcall



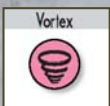
Refit



Elven Knowe



Intercept



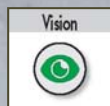
Vortex



Fly



Mental Attack



Vision



Snow



Hide



Healing



Dispel Magic



Strength



Scrying



can be increased to his Maximum Combat Strength again. Only enchantment or possession of a magic item can raise a person's Current Combat strength higher than the Maximum printed on his piece. When involved in combat, a character always use his Current Combat Strength.

**Current Magic Strength:** Determined by adding the current Mana Level (which varies according to the Game-Turn in progress) to a character's Basic Magic Strength. **Characters with a basic magic strength of 0 do not add the current Mana level.** Their Current Magic Strength is always 0. This Current Magic Strength helps determine the range at which enchantments will be effective.

**Enemy / friendly:** distinguish the playing pieces and actions of one player from those of the other. All pieces controlled by one player are friendly to one another and are enemies of all pieces controlled by the other player. Phases during which players may undertake certain activities (see Sequence of Play, 5.0) are also referred to as friendly or enemy (for Example, a friendly movement phase).

**Force:** All friendly pieces occupying a single hex constitute a stack, referred to as a "force" when including ships or characters with CSP's/escorts.

**Friendly coastal hexes:** this concept is relevant to attrition at sea (6.0) and mobilization (10.2). Islands are never considered friendly coastal hexes. For Example, a troll ship entering 1606 will not activate Normorea but 1706 will, as it is a coastal hex friendly to the mundane player. A mundane fleet in 1706 or 1806 will not suffer attrition during rain but will do so in 1606 or 1705 as these hexes are not considered friendly.

For the purpose of this rule only, Ylland is considered part of Basulea and not an island. Fyrn is considered part of Fynn. Myrmoen, Myr & Utengo constitute Skane and are not treated as islands (note how the relevant parts are linked by trails). The coastline of Skergota is considered friendly to the mundane alliance player.

**Kingdom/clan:** Each playing piece belongs to one kingdom (Normorea, Ycelia Midhrasir, Suderpathia, Nerfringia) or clan (Basulea, Skane, Fynn, Lochlann). The home region of Jötuns is Jotunheim. The Mermen have no real kingdom/clan boundaries but their coves are located on the island of Skergota. The home land of the kobolds is off-map.

**Home hex.** Some Characters have a home hex where they enjoy specific advantages.

**Movement Allowance:** The measure of a playing piece's ability to move across the map. The Movement Allowance is expressed in terms of Movement Points, which are expended to enter a hex according to the Terrain Effects Chart.

**Race:** Each playing piece belongs to one of seven races : Mundane, Troll, Dwarf, Mermen, Kobold, Elf or Jötun.

**Type:** Playing pieces are one of three types : army, ship, or character.

## 4.0 Setting up the Game

**4.1** Select a scenario and determine who will play each side.

**4.2** Set up all active and inactive pieces according to scenario instructions.

**4.2.1** The playing pieces are designated by hex number, character, ship (in italic), by magic item, and by CSP's of army pieces (e.g., Troll x 4 means 4 CSP's of Trolls).

**4.2.2** Next to each clan/Kingdom, the initial and reinforcing number of Combat and Escort strength points are indicated under brackets.

**4.3** The player controlling the various pieces determines their stacking order (i.e. which pieces are topmost and bottommost). All characters with escorts are deployed with their escorts attached. All ships are deployed full strength.

**4.4** Place the Game-Turn marker on the Calendar track according to scenario instructions.

**4.5** The game is now ready to begin. Play begins with the first Game-Turn, and proceeds for the number of Game-Turns specified in the scenario selected, at which time victory is evaluated.

## 5.0 Sequence of Play

Each Game-Turn represents about 15 days. Game activities may never be undertaken out of sequence. The player whose Player-Turn is in progress is referred to as the active player, and his opponent is the inactive player.

### A. WEATHER PHASE

Players consult the Calendar Track and note the Mana Level and the weather for the current game-Turn. During Gormánudur (1) and Einmánudur (4) a die must be rolled to determine the weather (6.0)

### B. REINFORCEMENT PHASE

Players place scheduled reinforcements on the map according to specific scenarion instructions.

### C. ENCHANTMENT PHASE

**C.1** Both players secretly note on a piece of paper what enchantments the characters they control are casting during this phase, listing the characters casting the enchantments, target hexes (where appropriate), and any other information necessary to determine the effects of the enchantments.

**C.2** The players reveal the enchantments they will cast during the Phase and all details concerning them.

**C.3** Each player independently determines wether each enchantment he is attempting to cast is effective (20.5).

**C.4** Enchantments that are effective take immediately effect and remain in effect for the entire Game-Turn. In some cases, it will

be necessary to place a marker to indicate it.

**C.5** Each character who attempted to cast an enchantment (wether successful or not) is noted by placing an enchantment marker on his piece.

## **D. ATTRITION PHASE**

**D.1** Each player determines which of his army pieces, ships, and characters must undergo attrition as a result of :

- lack of command
- the presence of storms or other weather effects or enchantments
- the occupation of mundane, enchanted, or wild magic hexes

**D.2** For all pieces identified in D.1, follow the attrition procedures in 8.0.

## **E. FOMORIAN PLAYER-TURN**

### **E.1 Recovery Phase**

**E.1.1** The Fomorian player removes all Refit markers from his ships and turns each ship that had a refit marker face-up to reveal its undamaged side.

**E.1.2** The Fomorian player may place Refit markers on any of his damaged ships which are eligible to initiate repairs during this Phase (9.0).

**E.1.3** The Fomorian player determines which of his characters are eligible to have wounds healed during the Phase (including those healed in Step E.1.5.

**E.1.4** The Fomorian player rolls one die for each character eligible in Step E.1.3 and apply the result .

**E.1.5** The Fomorian player determines which of his characters occupy Places of Power which have automatic healing properties, and remove the appropriate number of wounds from those characters (9.0).

### **E.2 Mobilization Phase**

**E.2.1** The Fomorian player consults the Mobilization Table to determine which friendly inactive pieces are eligible to become active.

**E.2.2** For each eligible inactive clan or non aligned character, the Fomorian player rolls two dice and modifies the result as per the Mobilization Table.

### **E.3 Movement Phase**

**E.3.1** The Fomorian player moves each of his forces individually up to the limit of their individual Movement Allowances, splitting and/or combining stacks, adjusting the order in which pieces are stacked together, and conducting overruns and artifact searches as he wishes. The movement of Fomorian forces

may be interrupted by Mundane Alliance forces attempting interception (14.8).

**E.3.2** When the Fomorian player has moved all his pieces that he wishes to move by normal movement, he declares which of his pieces (if any) will attempt a forced march. Forces that engage in forced march move again, using a number of Movement Points equaling the Command Rating of any one character in the stack. Roll for possible attrition.

### **E.4 Reaction Phase**

The Mundane player may move all his eligible forces a number of Movement Points equal to the Command Rating of the highest ranked character in their force.

### **E.5 Combat Phase**

**E.5.1** The Fomorian player announces which of his forces occupying a hex with enemy pieces will initiate combat (ground battle, naval battle or melee).

**E.5.2** The Fomorian player announces the hexes (from among those in which he is fighting ground battles and naval battles) in which he also wishes to conduct challenge combat and specifies the type of challenge combat he wishes to initiate.

**E.5.3** The Mundane player announces which of those challenge combats declared in the previous Step he will accept. He may also declare that he is initiating challenge combat in hexes in which, although a battle or engagement is taking place, the Fomorian has initiated no challenge combat (or only one type of challenge combat).

**E.5.4** The Fomorian player announces which challenge combats he will accept from among those initiated by the Mundane player in the previous Step.

**E.5.5** Resolve challenge combats for Ground and Naval Battles.

**E.5.6** When all challenge have been resolved, the players separately resolve all ground, naval battles and melees announced in Step a.


## **F. MUNDANE PLAYER-TURN**

The Mundane Player-Turn is conducted exactly as the Fomorian Player-Turn, except the Mundane player is the active player (from E1 to E5). This sequence of play is repeated until the end of the last Game-Turn of the scenario being played. At the end of each full Game-Turn, the Game-Turn marker is advanced one box along the Calendar Track.

## **6.0 Weather**

**6.1** Weather affects the movement rate of the various playing pieces and may require attrition for some pieces. The weather for the entire map for each Game-Turn is listed on the Calendar Track. On turn 1 (Gormanudur) and turn 4 (Einmanudur), a die must be rolled to determine the weather on the map. The weather can be altered locally through enchantments or magic items. There are three types of weather: clear, rain, and snow.

**6.2** Clear weather has no effect on play.

**6.3** Rain 


**6.3.1** All ships that are bad sailers (have the yellow icon silhouette) at sea during the Attrition phase must undergo attrition. All ships not located in a controlled fortress hex or friendly coastal hexes are considered at sea.

The active/inactive status of the kingdoms/ clans has no bearing on sea attrition. The Edelfox never suffers sea attrition while in the fortress of Pellost.

**6.3.2** Ships & Mermen pay double Movement Points (MPs) to enter each hex.

**6.3.3** All minor rivers that border only hexes in which there is rain are treated as major river hexsides. The effects of fords (but not ferries and bridges) on such hexes are ignored.

**6.3.4** The MP cost to enter a clear hex or any hex by trail/Faerie road/Giants path is increased by one.

**6.4** Snow 

**6.4.1** The MP cost to enter a mountain hex and cross a mountain pass hexside is doubled unless only one of the hexes joined by that hexside is under the effect of snow.

**6.4.2** Minor river hexsides that border only hexes in which the weather is snow are treated as clear hexsides.

**6.4.3** Army CSP's occupying a snow hex must undergo attrition unless in a **fortress or ruin**.

**6.4.4** Ships occupying a coastal hex under the effect of snow may not depart that hex. Ships must cease movement upon entering such a hex.

**6.4.5** Each ship designated a bad sailer that occupies an all-sea hex under the effects of snow during the Attrition phase must undergo attrition during that phase.

**6.4.6** The MP cost to enter clear, woods, forest, and rough hexes is increased by one. All marsh hexes are treated as clear.

**6.4.7** Snow always supercedes rains when both occur in the same hex.

**6.4.8** Forces occupying a snow hex may not use force march.

**6.4.9** Forces moving through any snow hexes during a skammdegi day and Mermen swimming during snow calendar turns must roll two dice for each stack at the end of their move, subtracting the Command Rating or the Basic Magic Strength of any one friendly character accompanying the stack and adding +4. Consult the attrition Table (see player aid), using this total to determine the loss level suffered by the stack.

**6.5** Weather effects Precedence Order Enchantments and artifacts may locally modify the weather. Whenever several conditions overlap in a particular hex, the weather condition in that hex is determined by the following order of precedence:

- Talisman of winds
- Enchantment of the Elements
- Enchantment of Storm Calling
- Enchantment of Fimbulwinter
- Enchantment of Rainmaking
- Calendar weather

*Exception: rain never takes precedence over snow*

## 7.0 Losses

**7.1** Characters may lose Combat Strength Points; ships may lose steps, causing them to be damaged or destroyed; and army (and escorts) Combat Strength Points may be removed from play as a result of attrition, combat or enchantments.

**7.2** Whenever a player is required to remove losses from army/escort pieces, each loss represents one Combat Strength Point (CSP) permanently removed from play. A CSP loss may be satisfied by removing an escort (invert the character piece to which the escort is attached to reveal the unescorted side) or by removing or inverting an army piece. Example: A 2-CSP army piece required to lose one CSP would be inverted to reveal it's 1-CSP side. Army CSP's are interchangeable within the same color (clan/kingdom).

**7.3** Ships take losses in terms of Steps rather than CSP's. Each ship has two Steps, represented by the ship piece's front, full-strength side and back, damaged side. To satisfy a one- Step loss, invert a full-strength ship to its damaged side, or remove a damaged ship from play. Removing full-strength ship from play satisfies a two-Step loss. Ships removed from play never return to the game, but a ship that loses only one Step (damaged) may be repaired (9.0).

**7.4** Damage to a character is recorded on the Combat Strength Roster. Each player should keep his own copy of this roster, upon which he secretly records the losses suffered by his characters. Losses to characters are represented by wounds which are marked in the boxes opposite the character's name as shown:

### CLAN FYNN

Gorm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reomur	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scyld	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

*In this example, Reomur has received two wounds; Scyld has received five wounds (his Maximum Combat Strength) and has thus been killed. Gorm is unwounded.*

**7.4.1** When all of a character's boxes are marked off, the character's piece is removed from the map i.e. killed in action.

**7.4.2** If the character had an escort, a CSP of the appropriate clan/kingdom should be placed in the character's location.

**7.4.3** Characters who still have unmarked boxes remaining may be healed of their wounds (9.0). As wounds are healed, they are erased from the character's boxes.

**7.5** Losses as a result of combat and attrition are derived from the Casualty Table. Losses suffered by a piece will be usually inflicted by results derived from the Combat Result Table or the Attrition Table. The results of these two tables are expressed in terms of letters which are indexed, according to the size of the forces involved, on the Casualty Table.

**7.6** The owning player always determines how losses are distributed among the pieces in that force.

So long as all losses are removed, the player may distribute them among eligible pieces as he sees fit.

*Exception: Certain results (indicated with a \*) on the Casualty Table require that all losses to a particular type of piece be removed from one piece of that type until the piece is destroyed, after which any remaining losses may be removed from any eligible pieces of that type.*

**7.7** Excess losses are ignored. If there are insufficient CSP/character boxes remaining to satisfy total losses inflicted, the excess is lost with no penalty (the force is destroyed or the character killed).

**7.8** Losses are removed simultaneously when inflicted as a result of combat. Neither player may examine how his opponents applies his losses before he applies his own. All losses are removed before retreats are undertaken.

**7.9** Army and escort CSP's never suffer losses as a result of naval battle. Results to the left of the slash on the Casualty Table are ignored in such cases.

*Exception: army/escort CSP's aboard ships are destroyed if the ship on which they are embarked is sunk. Characters aboard ships which are sunk are immediately reassigned to any friendly ship remaining in the stack. If no friendly ship remain, the characters are eliminated unless the hex is a coastal hex and no enemy ships remain in the hex (in which case they are put in the coastal hex). In any event, all magic items (including possessions) carried by a character aboard a ship which sinks are removed from play.*

**7.10** A piece's Current Combat Strength is used as its Combat Strength. Characters have their Combat Strengths reduced by one for every wound they have suffered. Similarly, the Combat Strength of a damaged ship is shown on its damaged side.

## 8.0 Attrition

**8.1** The following pieces are required to undergo attrition during the attrition phase:

**8.1.1** Any piece occupying a hex which is under an enchantment of Vortex Creation during an Attrition phase.

**8.1.2** Any ship (but not embarked CSP's and characters) that is a bad sailer, not in a friendly coastal hex, occupying a hex under the effect of rain or snow during an Attrition phase (i.e either because of calendar weather or enchantment).

**8.1.3** Any Mermen, Kobold and Elvish CSP's and/or characters occupying a mundane hex.

**8.1.4** Any Mundane CSP's or characters not embarked on a ship and occupying an enchanted hex.

**8.1.5** Any CSP or character (of any race) not embarked on a ship or not at sea and occupying a wild magic hex.

*Exception: characters and their escorts in those places of power marked as healing places on the Places of Power player aid :*



**8.1.6** Any army CSP not occupying a friendly fortress and not under the command of a character.

**8.1.7** Any CSP or character in a hex affected by snow, not occupying a fortress or a ruin.

**8.1.8** Mermen on their swimming side during a Skammdegi turn.

**8.2** Pieces also consult the attrition table as a result of forced march (14.4) or as a result of *moving* through snow hexes during a skammdegi day (6.4.9), or (Mermen) swimming during a snow calendar turn, immediately upon completion of the march. This is in addition to the attrition check during the Attrition Phase.

**8.3** Characters and their escort do not suffer attrition in their home hex due to the presence of wild magic aspect or snow. The wild magic and snow modifiers never apply to them.

**8.4** Procedure. All friendly pieces undergoing attrition in a hex undergo attrition together, as a single stack.

*Exception. Ships and disembarked armies in the same hex undergo separate attrition (with separate dice rolls).*

**8.4.1** Pieces in a particular hex only undergo attrition once per Game-Turn. In cases where pieces in a hex are subject to more than one reason for attrition they still only undergo one attrition dice roll. However, all dice roll modifications applicable to any pieces subject to attrition apply to all pieces undergoing attrition in that hex. Such dice roll modifications are cumulative.

*Example: If an army of 4 CSP's, without a commander, comprised of Merman and Elves occupy a mundane hex (+3 to the dice roll) over*

## Magic Item Summary



### 37. His Hat

Subtract 2 from attempts to cast an enchantment of Vortex Creation or Mental attack and provides one drm during Mental Attack resolution. The bearer is considered an enchanter if his Basic Magic Strength is at least 1.



### 38. Lymrim's Hammer

The bearer is considered a hero. Jotuns cannot use this artifact.



### 39. The Argian Torque

All active enemy pieces with 3 hexes of the Argian Torque (including in fortresses) must check for attrition during the Attrition Phase with an additional +1 drm.



### 40. Sea Horse

The Sea horse moves like a ship. One stacked character may be freely transported. There is no cost to embark/ debark. The Sea Horse cannot be intercepted and automatically evades enemy pieces. The Sea horse can never leave major rivers/sea hexes.



### 41. Vikrane

The bearer doubles hits inflicted in Trial by Combat.



### 42. Staff of Curius

The staff of Curius lowers all terrain costs by 1 (to a minimum of 1). All enchantments cast into a hex containing the Staff of Curius have a +2 drm.



### 43. Howling Mirror

If the bearer of the Howling Mirror is in a wild magic hex during the reinforcement phase, it can attempt to bring centaurs reinforcements in its hex. This is considered an enchantment and the bearer cannot move for the turn. Roll 2 dice on the following table:

2-3 : bearer takes a hit  
4-6 : -  
7-8 : 1 CSP's  
9-10 : 2 CSP's  
11-12 : 3 CSP's



### 44. Kressek

Kressek adds 1 to the bearer's combat strength and doubles the first positive combat result inflicted to his opponent in challenge by combat (1 becomes 2 and 2 becomes 4). It also gives one drm in Melee Combat.



### 45. Orb of Olth

The wearer can cast the enchantment of Freeze.



### 46. Njal's Glove

For each six rolled when attacking in Trial by Combat, one additional hit is inflicted. In defense, one additional hit is inflicted for each roll of 1.



### 47. Maslok

During Trial by combat Maslok converts any "E" result inflicted into "F".



### 48. Feldern Brooch

This artifact can heal 1 wound per character in the same hex during the recovery phase.



### 49. The Dark Helm

The bearer is considered a king and can always attempt to react out of an enemy occupied hex, regardless of respective Command Ratings.



### 50. Hano

In trial by combat, a die roll of 2 (defending) or 12 (attacking) eliminates the opponent in one blow. Any other double results in one additional hit inflicted.



### 51. Sidall's Scroll

Allows the enchantment of the Elements and the enchantment of Maelstroem.



### 52. Staff of Roaldr

Allows the enchantment of Fulguration.



### 53. Stone of Grótti

During any reinforcement phase the bearer can "consume" this artifact to enter the 8 CPS's Jotun piece labeled "Grótti" in its own hex.



### 54. Ohnskali

Gives any merman bearer one column shift in Trial by Combat, Melee, and Naval Battle.



### 55. Erlingur

The wearer of this diadem can cancel any one challenge in the same hex with no ill effect. The wearer is considered a king.

*which an enchantment of Vortex Creation is cast (+5 to the dice roll), both the Elves and the Mermen would be required to undergo attrition. Since all friendly pieces undergoing attrition in a hex must do so in a single dice roll, the dice roll would be modified by +8 for all pieces in the hex.*

**8.4.2** The owning player rolls two dice for each hex containing 6 pieces undergoing attrition. The result is determined on the Attrition table.

**8.4.3** The attrition dice roll may be modified as follow (cumulative) :

**Subtract :**

- the Command Rating of the highest ranking character in the hex who is undergoing attrition.
- the Base Magic Strength of any one character in the hex who is undergoing attrition.

**Add :**

- +3 if the pieces undergoing attrition are Mermen, Elves or Kobolds occupying a Mundane hex.
- +3 if the pieces undergoing attrition are Mundane pieces in an enchanted hex.
- + The current Mana Level if the hex the stack occupies is a wild magic hex.
- +5 if the pieces undergoing attrition are doing so as a result of an enchantment of Vortex Creation.
- +1 in snow hexes unless occupying a friendly fortress or friendly coastal hex (for ships & mermen)
- +4 during a Snow Calendar turn unless occupying a fortress, ruin or (for ships & mermen) a friendly coastal hex.

**8.4.4** Attrition results in the loss of CSP's and Steps from characters, armies, escorts, and ships.

**8.4.5** Pieces not required to undergo attrition in a hex are not affected by attrition, and may not be damaged or removed to satisfy losses.

*Example : A force composed of Midhrasir and Mermen pieces has entered the Realm of Thulorm (enchanted aspect). The mundanes are required to undergo an attrition check but the Mermen are exempt and cannot suffer any losses. They are ignored when calculating the strength of the force for attrition purpose.*

**8.4.6** When ships or armies & characters are stacked together and undergo attrition, losses are determined separately for units and characters using the same dice roll.

**8.4.7** For purpose of attrition, the strength of a force is determined as follows on the Casualty Table :

- Naval forces : the sum of the ships combat strength.

- Ground forces : the sum of the Army /escort Combat Strength Points
- Characters : the sum of the characters Current Combat Strength.

*Example :*

*During Solmanudur II, a hex containing 18 CSP's of Mundanes led by Hakon and Snorri (2 wounds) undergoes attrition in a wild magic hex. The Mana level is 6. The dice roll of 9 is modified by +6 for the mana level and -5 for Hakon's command rating for a final result of 10 which gives an attrition result of D. To determine the CPS's loss cross-index the force strength of 18 with the attrition letter of D to find a result of 5/3. The result to the left of the slash applies to armies and the Mundane player removes 5 CSPs. To determine the character loss, crossindex the force strength of (5+6-2=9) with the attrition letter of D to find a result of 2/2. The result to the right of the slash applies to characters and the Mundane player distribute a total of 2 wounds on the Combat Roster.*

**8.4.8** Mermen take losses as ships at sea (with 1 CSP = 1 Step) and as CSP's on land.

## 9.0 Recovery and Refit

A character who has suffered a wound may be healed, and a ship that has lost a Step may be refit using the procedure described in the sequence of play.

**9.1** Only ships occupying coastal hexes free of enemy ships and army/escort CSP's during a friendly Recovery Phase may be refit.



**9.2** Refit markers should be placed on refitting ships. All characters and army CSP's are considered to be ashore as soon as the Refit marker is placed on the ship carrying them.

**9.3** Ships with Refit markers are eliminated if they occupy a hex containing one or more enemy (but no friendly) ships at the end of any phase.

**9.4** Ships with Refit markers are eliminated if an enemy ship or CSP/escort occupied their hex at the end of any phase.

**9.5** Procedure. Characters occupying specific Places of Power or the same hex as artifacts such as Lormalien and the Highstaff of Jir may have one or more wounds healed (see Places of Power and Artifacts Players aids).

**9.6** The Active Player must attempt to heal all Characters under his control who are suffering from wounds during his Recovery Phase :

He rolls a die. If the die roll is less than or equal to the Current Combat Strength of the character, he recovers from a number of wounds equal to the roll. A natural roll of 6 has no effect .

## 10.0 Mobilization

**10.1** All pieces on the map are in one of two states: active or inactive. Inactive pieces may not move, attack, or perform any other game functions Active pieces never become inactive.

**10.2** Inactive pieces may be “Mobilized” by dice rolls on the Mobilization Table. In addition inactive pieces are mobilized when :

- they are attacked by enemy pieces
- when the enemy player attempts to cast any enchantment that would affect them,
- when enemy CSP's/escorts or heroes enter their clan/kingdom
- when enemy ships entering a coastal hex of a friendly non-activated clan/ kingdom.

“Enemy” is defined here as belonging to the side that cannot mobilize the inactive pieces.

**10.3** During the Mobilization Phase, players may roll once for each eligible Clan/Kingdom/Character. To attempt to activate them roll two dice, add or subtract any modifiers as listed on the Mobilization table on the player aid. If the modified roll is less than or equal to the number for that Clan/Kingdom/ Character, those pieces becomes active under the activating player's control. Otherwise, pieces remain inactive, and no new attempt to activate them is possible until the next player's Mobilization Phase.

**10.4** While inactive, a clan/kingdom can be entered by friendly characters but no army/escort CSP's. Friendly ships/mermen can remain at sea in coastal hexes.

**10.5** Non aligned pieces (grey background counters) are deployed inactive. Non-aligned units printed in black are friendly to the Fomorian player. Non-aligned units printed in blue are friendly to the Mundane player. Some units are neutral and can 7 Refit be activated by both players. Such units are printed in black on one side and in blue on their reverse side.

**10.6** A Draugr may appear in some Places of Powers as a result of a search for artifacts. It is automatically removed from play after the melee generated by it's activation is resolved.

## 11.0 Movement

**11.1** Each piece has a printed Movement Allowance. This Movement Allowance is expressed in MPs to enter each hex. The MP cost for each race to enter each type of terrain is listed on the Terrain Effects Chart (see mapsheet). The ability of pieces to move may be affected by the presence of other pieces (11.7 & 11.8), by enchantments (see Player Aid #1) and by the weather (6.0).

**11.2** The active player may move his pieces during a friendly Movement Phase. The inactive player may move his pieces during a Reaction Phase or during the enemy movement phase using interception (14.8).

**11.3** Each player may move his pieces through contiguous hexes in any direction up to the limit of each piece's Movement Allowance. A piece may not enter a hex unless it has sufficient MPs to pay the entry cost for that hex.

**11.4** The cost to enter a hex varies with the type and race of the piece entering the hex.

**11.4.1** Ship pay only one MP to enter any sea except the Normorean Sea (which costs 2 MP's per hex). Ships may only enter all sea/lake or coastal hexes (exception 14.7).

**11.4.2** Mermen pay ½ MP per sea hex (1MP per hex in the Normorean Sea) during a Nattleysi day (Nightless Day on the Calendar) and double that cost during Skammdegi days (Short Days on the Calendar).

**11.4.3** Army CSP's, escorts and characters pay the number of MP's listed on the Terrain Effect Chart (TEC) under then column representing their race. For this purpose, the race of the game's pieces is given below:

**Mundane:** All characters and army CSP's of Midhrasir, Nerfringia, Suderpathia and Ycelia.

**Elves:** All characters and army CSP's of the Realm of Thulorm.

**Giants:** All characters and army CSP's of Jotunheim.

**Mermen:** All characters and army CSP's of the Mermen of Skergota.

**Dwarves:** All characters and army CSP's of Normorea.

**Trolls:** All characters and army CSP's of Lochlann, Fynn, Basulea and Skane.

**Kobolds:** All characters and army CSP's with red background color.

For the race of individual characters, see the Characters Player Aid.

**11.5** Pieces may be moved individually or in groups (called “force” when containing CSP's/escorts). A force or group of characters moves at the rate of the slowest piece in it.

*Example, if one piece would be required to expend 2 MP's to enter a hex, and another piece in the same stack would be required to expend 3 MP's, both pieces moving together would be required to expend 3 MP's to enter the hex.*

A moving force or group of characters may drop off or pick up pieces during it's Movement Phase. Only pieces that haven't yet moved during the turn may be picked up. Dropped off forces can no longer move for the duration of the phase.

**11.6** Army CSP's not under the command of a friendly Character or not embarked on ships may not move during any Movement or Reaction Phase.

**11.7** All army/escort CSP's must stop whenever they enter a hex occupied by enemy army/escort CSP's or heroes (including fortress garrisons). Characters moving with the army/ escort CSP's must also stop. The active player's pieces may only continue their movement in this case if they conduct a successful Overrun of the hex (14.5).

**11.8** All characters must stop whenever they enter a hex containing enemy army/escort CSP's (including fortress garrisons) and may only continue their movement if they successfully evade the enemy pieces (19.0).

**11.9** Whenever there are two or more types of terrain in a hex, the player conducting movement chooses which type of traversable terrain present in the hex he wishes to use. Pieces entering the hex stacked together pay only the entry cost for that one type of terrain. Different pieces entering separately may each utilize different terrain types. A hex's Aspect is not considered a terrain type, only physical terrain can be selected for movement.

**11.10** Some hexsides may cost additional MPs to cross, according to the TEC. All such costs are cumulative.

**11.11** Trails, Faerie roads and Giant's paths negate the effects of terrain in hexes for purposes of movement. However, hexside terrain is not negated. A piece that enters a hex containing a trail, Faerie road or Giants' path across a hexside containing that same symbol pays the trail, Faerie road or Giant's path cost to enter the hex. Trails and Giant's paths cease to exist in mountain hexes affected by snow.

**11.12** Army and character pieces entering a Fynvirke hex (see TEC, the upside down blue triangle) always pay the Fynvirke cost in addition to the selected terrain type in the hex.

**11.13** Tursas moves like a ship but may attack enemy ground pieces in coastal hexes by switching to it's reverse side. In coastal hexes, Tursas may be attacked in battle by ground forces or in naval battle by ships (but not both) according to its swimming status.

**11.14** Flying pieces pay 1 MP per hex regardless of the type or terrain in the hex and pay no additional costs for hexsides.

**11.15** Some types of terrain are prohibited to certain pieces. Pieces may only enter hexes containing some land, except ships, Mermen and pieces with the fly icon. Pieces with the fly icon may cross any hexside freely. Only dwarves and kobolds may use tunnels.

## 12.0 Stacking

The stacking order of pieces in a force may be freely altered during a friendly Movement Phase or Reaction Phase.

**12.1** The order in which pieces are stacked indicates what characters(s) command the pieces, who possesses which magic items, and whether a piece is embarked on a ship (14.2).

**12.2** To indicate that a character possesses a magic item, the item is placed beneath a character. To indicate that pieces are being carried by ships, those pieces are placed on top of the ships. The character who commands a force is stacked on top of that force.

**12.3** The players may never examine each other's stack except as a result of an Enchantment of Vision (or a magic item having similar effect).

**12.4** There is no stacking limits. Army counters have been provided in case some stacks become unwieldy. Put the army counter on the map and keep the units off-board as long as desired.

## 13.0 Escorts

Some characters have a symbol on the front of their piece indicating that they have an escort attached, equivalent to one Army CSP for all purpose.

**13.1** The escort CSP is directly attached to the character and so is not subject to command rules.

**13.2** Escorts may be freely attached or detached during movement or reaction. When an escort is attached to an unescorted character, the character's piece is turned over to reveal the front face (escort attached) and one Army CSP is removed from the hex. When an escort is detached, the character is turned over to reveal the back (unescorted) side.

**13.3** An escort may only be attached to unescorted characters with escort capacity (one side indicates an escort's presence) who occupy a hex with a friendly Army CSP of the same color.

**13.4** Escorts, unlike army CSP's can be teleported (14.3)

## 14.0 Special Movement

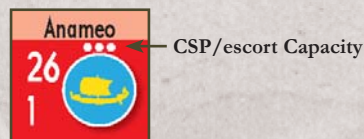
**14.1** Several types of movement may be employed during a friendly Movement (never Reaction) Phase. These include: teleportation, sea transport, overrun, flight and forced march. In addition, artifact searches may be conducted (though these are not movement, they do cost MPs (21.13).

**14.2** Naval transport  
Ships may embark and/or disembark friendly characters, escorts, and armies which occupy a coastal hex with them.

**14.2.1** Ships, mermen and flyers are the only pieces that can enter all-sea hexes without the aid of ships. Whenever land pieces (characters, armies, and escorts) occupy a coastal hex with friendly ships during their Movement Phase, the ships pay 5 MPs to embark the pieces.

**14.2.2** Pieces carried by ships may also be disembarked at any time during a friendly Movement Phase when the ship occupies a coastal hex, at a cost of 5 MPs to the ship (regardless of the number of pieces transported). A ship may embark or disembark pieces as many times as it's movement allowance allows.

**14.2.3** Most ships can only have one army/escort CSP embarked at any instant (exception : some ships have increased transport capacity indicated by a circle containing the number of CSP's/escort that the ship may carry).



**14.2.4** Any number of characters may be embarked. Land pieces are shown to be on board a ship by placing them on top of the ships. Flying and swimming pieces may never be embarked.

**14.2.5** Some hexes are split by a sea/lake (e.g. 2928, 0616). Players should note which area of the hex their pieces occupy as these areas function like separate "hexes" for movement purpose.

**14.2.6** A Ship and the pieces embarked on it are treated as a single piece.

**14.2.7** Land pieces using sea transport during a Movement Phase may not move by land during that Phase. They have no Movement Allowance, and may not expend Movement Points for any purpose. Further, the fate of the ship determines the fate of any pieces carried aboard it, per the exception of rule 7.9.

**14.2.8** Characters aboard a ship may not cast enchantments, engage in artifact searches, or participate in ground battles. They may engage in challenge combat, and their abilities are considered when conducting naval battles. They also suffer losses mandated by the Combat Result Chart during naval battles.

#### **14.3** Teleportation

Teleportation allows a character to move directly between Places of Power.

**14.3.1** Any enchanter (no other character) occupying a Place of Power can attempt teleportation by spending one MP, then rolling two dice. If the roll is less than or equal to the character's Current Magic Strength (see 3.0), the character may be moved immediately to another Place of Power within a range equal to that character's Current Magic Strength in hexes.

**14.3.2** If the dice roll is greater than the character's Current Magic Strength, the attempt fails and the character immediately takes one wound. A new attempt may be made immediately by expending another MP, if the player wishes.

**14.3.3** A character may teleport other friendly characters and escorts stacked with him, at a cost of +1 MP per extra character teleported and +2 MPs per escorts. Teleported characters can be sent to different in range hexes and, the teleporting character is not required to teleport himself but may do so.

**14.3.4** Teleported units are considered to have expended the same number of MPs as the enchanter used to teleport them.

#### **14.4** Forced March

Armies and characters may engage in forced march after normal movement. Force march allows pieces to move an additional number of MPs equal to the Command rating of the highest ranking leader in the stack.

**14.4.1** Upon completion, roll two dice for each stack that engaged in forced march, subtracting the Command Rating of the highest ranking leader in the stack and then consult the attrition table to remove losses. (8.2).

**14.4.2** Pieces conducting forced marches cannot also embark for Naval transport as units must begin their turn in a coastal hex to do so (14.2.7) They may teleport, conduct overruns and artifact searches. Mermen on land may use forced marches.

#### **14.5** Overruns

Overruns are a special type of movement in which the active player's pieces attack enemy pieces without having to stop moving.

**14.5.1** Whenever one or more Army/ Escort CSP's enter a clear, woods or rough hex which does not contain an enemy-controlled fortress, they may overrun any enemy army/escort pieces and heroes in the hex.

**14.5.2** All pieces conducting an overrun must be part of the same stack when they enter the hex to be overrun.

**14.5.3** The moving pieces immediately expend four MPs to conduct the overrun attack. A battle is then resolved as described in 17.5. If, after one Round of battle, the enemy pieces are destroyed or retreat from the hex, the attacking pieces may continue their movement. Otherwise, their movement is ended and no additional Rounds of combat are fought.

**14.5.4** In addition to all normal battle modifications, 3 is subtracted from the attack dice-roll. Challenge combat may take place as a prelude to an overrun.

#### **14.6** Mermen

Mermen can move both on land and on sea/lake.



**14.6.1** Mermen on their front side have a blue swimming icon and move exactly like ships, though they have no transport abilities and can never be embarked.

**14.6.2** It takes 1 MP to switch from their front side to their reverse (land) side or vice versa and can only occur in coastal hexes (Exception see 14.7). When on land, Mermen act as other land units, though they still cannot embark on ships.

**14.6.3** Mermen pay 1/2 MP per sea hex during Nattleysi turns and 1 Movement Point per hex during Skammdegi turns.

**14.6.4** Mermen can move along rivers, per 14.7.3 below.

#### **14.7** River Move

Ships may move along major rivers and minor rivers made impassable by rain (6.3.3) at a cost of 1 MP per hexside. Exception: No river hexsides bordering mountain hexes are navigable.



**14.7.1** At the end of its movement the ship is put in a hex adjacent to the hexside it occupies and a "This Side" marker is placed on top to indicate its position on the river. Ships may embark/disembark pieces in adjacent hexes while in a river hexside.

**14.7.2** Ships located in minor river hexsides where rain no longer exist are stuck and unable to move. They are destroyed if enemy land forces move into an adjacent hexside free of friendly land forces.

**14.7.3** Mermen on their swimming side may move along major and minor rivers just like ships with the following differences:

- A. Mermen can navigate minor rivers even when it is not raining.
- B. Mermen pay only 1/2 MP per river hexside during Nattleysi turns.
- C. Mermen cannot end a turn in a river hexside as swimmers, they must pay 1 MP and switch to their land side. They are then placed in an adjacent hex on the river and the force may be split between both banks of the river if the player chooses.

**14.7.4** Mermen and ships treat lakes exactly as sea/coastal hexes

**14.7.5** River move is not possible when snow conditions apply to both hexes bordering a river hexside.

#### **14.8** Interception

Interception allows a non phasing player's hero or force to stop an enemy force (not characters) that is conducting movement during its Movement Phase (not Reaction Phase), including forced march.



**14.8.1** Not all units in a hex need intercept but at least one character and one CSP/escort must be part of the intercepting force.

*Exception: The non-phasing player may attempt intercept with one or more heroes without CSPs, in which case no CSP/escort are required.*

**14.8.2** A force cannot attempt interception if enemy units occupy its own hex.

**14.8.3** Interception attempts can be made against an enemy force that moves within 3 hexes of the intercepting units/characters.

**14.8.4** A force may attempt to intercept a moving enemy force only once per movement phase, though multiple forces may each attempt to intercept a moving force.



**14.8.5** The hex entered by the enemy force must be free of enemy units and **must be closer or at equal distance to the intercepting force** (no intercept of forces moving away).

**14.8.6** Forces using teleportation or flying units may not be intercepted. Intercepting forces may not embark/ disembark, switch movement mode (mermen), use teleportation or overrun.

**14.8.7** Naval/swimming forces can use interception against opposing Naval/ swimming forces using the procedure below.

**14.8.8** Procedure. Roll one die. Add the command rating of the highest ranking (15.5) intercepting leader and subtract one for each hex distant, to include the enemy hex and in passable (for the intercepting units) terrain. If the result is equal to or higher than 7, the intercepting player moves into the phasing player's hex and the phasing player's force movement is over. Place an intercept marker on the stack.

**14.8.9** If phasing player forces enter the same hex later during the Movement Phase they cannot participate in the first combat round. They must wait the second combat round to add their units to the force calculation.

**14.8.10** Die roll modifiers for the intercepting forces :

- A. -1 for each unbridged/unforded minor river hexside crossed.
- B. -1 for each hex entered containing mountain (unless moving along a road)
- C. -1 if the weather in any part of the intercept path is rain or snow.

**14.8.11** A phasing player's force must initiate combat if intercepted.

**14.8.12** A force that successfully intercepts cannot also move in the Reaction Phase.

#### **14.9** Reaction

During the Reaction Phase of each Player-Turn, the inactive player may move any eligible unembarked land pieces under his control.

**14.9.1** Each force that has enemy units within a range in hexes equal to the command rating of the highest ranking leader (15.5) may react.

*Example : Hakon's Command Range is 5, so whenever an enemy stack ends its turn within 5 hexes of Hakon enables him to react if he chooses.*

**14.9.2** The inactive player may detach a force from a hex to react, not all units must do so. However the leader of the detached force must be the highest ranked leader committed to the move and it's command rating must have been used to determine the range.

**14.9.3** The reacting force has MPs equal to the Command Rating of the highest ranked character of the intercepting force used to determine range. Reaction MPs may only be used to move.

**14.9.4** A force may not exit a hex containing enemy army or escort CSP's unless the Command Rating of the reacting character is greater than the highest Command Rating of any enemy character in that hex. Roll one die: If the DR is less than the reacting leader's Command Rating, the reacting player may move his stack out of the hex. A roll of 6 is always considered a failure.

**14.9.5** Mermen may only react while on land. Otherwise ships and swimming Mermen cannot use Reaction Move.

**Note:** Reaction movement occurs after the active player has finished all of his movement, but before battles. This allows a defender to reinforce, or possible escape from a battle.

## 15.0 Command

Army CSP's (but not ships, characters, or escorts) suffer penalties whenever they are not under command by a character.

**15.1** Army CSP's which are not under command suffer the following penalties:

- A. They may not move, react, or conduct forced march. They may embark and/or debark, and may be transported by sea.
- B. They undergo attrition each Attrition phase in which they do not occupy a fortress.
- C. Their Combat Strength is halved (rounded down, minimum strength of 1).
- D. Units which are out of command may not conduct artifact searches or overruns.

**15.2** To be in command, an army CSP must be stacked beneath a character who is eligible to Command those units (15.4).

**15.3** The order in which pieces are stacked may be changed at any time during movement or at the conclusion of a combat round.

**15.4** Characters may command only specified army CSP's.

**15.4.1** Captains may command only army CSP's of their own color.

**15.4.2** Marshals may command only army CSP's of their own race.

**15.4.3** King's may command any friendly army CSP's

**15.5** The Command Rating used to modify various game functions must be that of the highest-ranked character in the stack (regardless of race).

*Example: If only Captains are present, any Captain's Command Rating may be used. However, if a Marshal or King is present, only his Command Rating may be used.*

**15.5.1** If there are two or more characters of equal rank, the owning player may choose which Command Rating is used.

## 16.0 Initiating Combat

Combat may take place in any hex containing opposing pieces. The initiation of combat is voluntary (exception : forces being intercepted must initiate combat). There are three distinct types of combat in Fornaldar: ground battle, naval battle and, melee. Challenge combat is a subpart of ground battle and naval combat.

**16.1** The active player may initiate a battle whenever his ships, armies, escorts, or characters occupy a hex containing enemy ships, armies, escorts or characters.

**16.2** At least one army or escort CSP must be present (on either side) for a ground battle to occur. At least one ship or swimming piece must be present on both sides for a naval battle to occur. If only characters (even heroes) are present on both sides, only melee is possible.

**16.3** All friendly and enemy armies, escorts, and characters in a hex must participate in any ground battle initiated in a hex. Ships (plus pieces embarked on them) and pieces on their swimming side may not participate in ground battles.

**16.4** One or several heroes can engage an enemy force in ground combat, even without any escort/CSP, because heroes can use their Current Combat Strength in ground battle.

**16.5** If a naval battle is initiated in a hex, ships with Refit markers may not participate and ignore all results (however ships under refit markers left alone with enemy ships in a hex are considered destroyed).

All other friendly and enemy ships/ swimming units in the hex must participate, as must any characters, escorts, and army CSP's embarked on ships. Unembarked land pieces and mermen on their reverse side may not participate in a naval battle.

**16.6** In the absence of army/escort CSP's, the active player may initiate a melee between his characters and enemy characters occupying a hex. Melee can only occur on ground. This will exclude meremen on their swimming side.

*Exception : swimming mermen characters may melee Tursas in sea/ coastal hexes if no Fomorian CSP's/ escorts are in the same hex. Tursas, on the other hand, can be involved in melee, ground or naval combat depending on the location and units engaged.*

**16.7** Once a melee is initiated, all characters not embarked on a ship who occupy that hex must participate unless they possess a magic item (Airnir, Highstaff of Jir, Staff of Tengen) allowing them to evade automatically). In this case, melee may be declined by the character possessing the item (and sometimes by accompanying characters in the hex).

**16.8** Challenge combat. Either player may initiate one or both types of challenge combat during a Combat Phase as a prelude to

ground or naval combat : Duel Arcane (17.8) or Trial by Combat (17.9).

**16.8.1** To initiate a challenge combat, the player states the hex in which the combat will take place, which type of combat it will be, and what character will be the challenger (but not what that character's current strengths are or what magic items he may be carrying). The opposing player, in each case, states whether or not he will accept the challenge, and which friendly character in the hex will fight for him. Failure to accept a Challenge results in either a -3 or -5 modifier to any Battles that occur later in the Combat sequence (see 17.5.6).

**16.8.2** Challenge combat is a one-on-one combat. Only one character per side may fight in each challenge combat, and only one challenge combat of each type, either Duel Arcane or Trial by Combat, may be initiated per ground or naval battle. The same character may be selected to fight both type of duels. **However, if one side has only one character in a hex and that character already fought in one type of challenge he may decline a second challenge (of different type) without subsequent DRM penalty per 17.56.** Magic items may be transferred between friendly characters occupying the same hex before resolving challenge combat.

**16.8.3** A duel arcane is a type of challenge combat between magicians. Only characters with a Basic Magic Strength of at least 1 may participate in a duel arcane. Such combat is resolved using each participant's Current Magic strength (17.8)

**16.8.4** A trial by combat is challenge combat between warriors. During a trial by combat, a character's Current Combat Strength is used (17.9).

## 17.0 Resolving Combat

**17.1** Combat is conducted in Rounds during which the initiative may pass back and forth between players.

**17.2** Each time the Combat Ratio is calculated, the dice are rolled and losses are removed. These actions constitute one Round. Once a Round is completed, a new Round begins, unless one side retreats or is destroyed.

**17.3** The active player is always the attacker initially, and thus has the initiative. However, except for Challenge combats, the attacker may decline to continue attacking at the end of each Round. The original defender then has the option to become the attacker, that is, takes the initiative. If the defender takes the initiative, the Combat Ratio is recalculated (but the terrain type remains the same in all Rounds once selected). The players may trade the initiative back and forth resolving one Combat Round after another in a hex until :

A. All of the pieces of one side are eliminated or have successfully evaded (19.0).

*Exception: Opposing characters may remain; a melee may not occur if a ground battle or naval battle in which the characters took part has already taken place.*

B. One side retreats out of a hex as a result of combat (see the Combat Results Table).

C. Both sides decline to initiate a new Round of combat.

**17.4** Combat is resolved by cross indexing the Combat Ratio (17.55) with a modified dice-roll on the Combat Result table. The result of this procedure is indexed with the size of each force to determine the exact losses that each side suffers. Each type of combat in each hex is resolved independently. The order in which the combats are resolved (within the sequence of play) is entirely up to the active player. He need not announce the order in which he will resolve his combats in advance. Each individual combat must be resolved before proceeding to a new combat, however (i.e., one of the results given in 17.3 must occur).

### 17.5 Ground Battles

The active player announces the hex in which the battle will take place.

**17.5.1** The inactive player states which terrain type his pieces will defend in Exception: fortresses 18.0.

**17.5.2** All Combat Strength modifications listed on the Terrain Effect Chart are applied to both players' pieces. Even if the initiative changes and the original attacker becomes the defender, the terrain type does not change. Supernaturals characters get the same modifier as the leading highest ranking character in the force.

*Exception : fortresses provide D & T results only to defenders.*

**17.5.3** The attacking player may announce challenge combat. The inactive player accepts (or refuses) as many challenge combats as he wishes (but note penalties in 17.56 for doing so unless he has already fought a challenge this round already), and may initiate his own which the active player may accept, or decline with applicable DRMs applied as well.

**17.5.4** Each player adds the Current Combat strength of each hero and Current Magic Strength of every character on his side to his modified army/escort CSP combat strength.

**17.5.5** The Attacker's Combat Strength is divided by the Defender's Combat Strength, and rounded down to the nearest simplified Combat Ratio found on the Combat Results Table (thus, 6 CSP's attacking 14 CSP's becomes a Combat Ratio of 1-3). There is no voluntary reduction of Combat Ratios i.e you cannot withhold forces from the battle if they are present.

**17.5.6** The attacking player rolls the dice, and modifies the result as follows:

A. + the Command Rating of the highest ranking attacking character in the hex.

B. +3 if the defending player declined a duel arcane

C. +5 if the defending player declined a trial by combat.

D. - the Command Rating of the highest ranking defending character in the hex.

E. -3 if the attacking player declined a duel arcane

F. -5 if the attacking player declined a trial by combat.

G. -1 in snow hexes during skammdegi days

H. Shift 1 column in favor of a player if at least half of his army/escort CSP's are Jötuns (rounded down).

**17.5.7** The Combat ratio found in Step 5 yields a vertical column on the Combat Result Table. The modified roll yields a horizontal row. The intersection of line and column yields a pair of letters. The letter to the right of the slash refers to the defender. The letter to the left of the slash refers to the attacker. These results are used to determine losses on the Casualty Table (printed on the map).

**17.5.8** Each player finds the column on the Casualty Table containing his lettered result, then finds the strength of force involved in the combat. Combat losses are calculated separately for characters and ships/ CSP's. That is, the strength of a force is determined as follows on the Casualty Table :

A. Armies/escorts: The sum of the Army/escort Combat Strength Points.

B. Characters: The sum of the Current Combat Strength of the characters.

**17.5.9** By indexing the line representing the strength of each force with the column representing the combat result, the player determines his losses for Armies/escorts and his losses for characters. Losses to the left of the slash refer to army/escort CSP's, while losses to the right of the slash refer to wounds inflicted on characters who participated in the combat. If a result has a \*, all wounds or enough to kill the character (whichever is less) are inflicted on one character who participated in the battle. Any wounds in excess of what is necessary to kill the character are inflicted on other characters who participated in the combat.

*Example :*

*A force of 15 strength points of troops and a hero with a current strength of 5 attacks an enemy force of 12 strength points led by a 4 strength non-hero leader at 1-1 odds (20/12 = 1.66 rounded down to 1-1), rolls a modified 9. The defender suffers losses on the E table, while the attacker suffers losses on the D table. Then, referencing the Casualty table on the mapsheet, we see the defenders 12 strength points on the E table = 5SPs lost for the troops, while 4 strength points of leaders yield 2 wounds. The attackers 15 strength points on the D chart = 4SPs lost and the 5 strength points of leaders take 1 wound. If there were multiple defending characters present, the total of 2 wounds could be distributed across two characters or all on one.*

**17.5.8** Retreats. A retreating attacker must move back to the hex from which it entered the battle hex. A retreating defender cannot retreat in the from which the attacker entered the battle hex.

## **17.6** Naval Battles

The active player announces the hex in which the battle will take place.

**17.6.1** The active player may announce Challenge combat and the inactive player accepts/refuses) these challenge combats, and may initiate his own, which the active player can accept/ refuse as he wishes. The challenges are resolved.

**17.6.2** Each player totals the Combat Strengths of his participating ships, Mermen, Current Combat Strength of heroes, and army/escort CSP's carried aboard the ships, and calculates the Combat ratio as in 17.5.5.

**17.6.3** The attacking player rolls two dice, and modifies the roll exactly as in 17.5.6, then indexes the results as is 17.5.7 - 17.5.9

**17.6.4** For purposes of naval combat, the strength of a force is determined as follows:

A. Ships/mermen CSP's: The sum of the individual ships Combat Strength, merman CSP's.

B. The sum of embarked CSPs/escorts

C. Characters: The sum of the Current Combat Strength of heroes.

**17.6.5** Each player's combat result is indexed with his strength of force on the Casualty Table, once for ships/ merman CSP's and once for characters. Combat losses are calculated separately for characters and ships.

**17.6.6** Numbers on the left of the slash on the Casualty Table are ignored. Those on the right of the slash represent both steps lost from ships (or merman CSP's), and wounds inflicted on characters. A result of \* indicates that at least one character must be killed (7.6) or one Ship sunk.

*Example :*

*A troll force comprising Klaktbryg, Eir's courser, Oakfist, Whiteseal, two embarked troll CSP's and Tursas attacks a defending force including Lhyr, Tunaz, 4 CSP's of merman and the Ice maiden in a coastal hex. Odds are (3+3+2+2+4=14) / (4+8+1=13) = 1/1*

*For the first round a dice roll of 6 gives a result of C/Bo. The strength of the troll fleet is 8 which, cross-indexed to C gives a result of 1 step loss (flip the Whiteseal). The strength of the troll characters is 8 and Klaktbryg takes one wound.*

*The strength of the mundane alliance fleet is 5, leading to no loss. The strength of mundane alliance characters is 7 which, cross indexed with the letter B gives no wound.*

*The mundane alliance force has now the option to retreat (both forces being led by equal Command Rating leaders) or go to the next round.*

## **17.7** Character Melees

Melees are "battles" between just characters and only occur on ground when there are no CSPs/escorts present in the hex, just

characters. The active player announces the hex in which the melee will take place.

**17.7.1** The players separately total the Current Combat Strength or Current Magic Strength (whichever is higher) for each of their participating characters. Only one strength (combat or magic) can be used per character (though each time the combat strength is recalculated, the rating selected may be changed). The Current Combat strength of heroes is doubled for purpose of melee combat.

**17.7.2** Divide the attacking players total strength by the defending players total strength to get the Combat ratio, as in 17.55.

**17.7.3** The attacking player rolls the dice, and modifies the result as follows: Add/subtract 1 to the side with the highest command rating in the melee.

**17.7.4** Each player indexes his combat result with his force's strength on the Casualty Table. The force's strength is found using the same numbers as were used to calculate the Combat Ratio, except that the face value of all characters is used (the mana level is not added to characters Basic Magic Strength and the Current Combat Strength of heroes are not doubled).

**17.7.5** The losses to the left of the slash on the Casualty Table are ignored. Those to the right of the slash are wounds inflicted. A result of "\*" indicates that at least one character must be killed, if sufficient wounds were generated to do so.

**17.8** Duel arcane  
Duel arcane are conducted similarly to melees.

**17.8.1** The characters involved may only use their current Magic Strengths to calculate the Combat Ratio. To calculate losses, the strength of force is based on the Basic Magic Strength.

**17.8.2** Only one character may participate per player and only magic items can modify the dice roll. Command has no effect on duel arcane. Acceptance of a duel arcane is voluntary but, once accepted, a character may never withdraw from the duel (all retreat results are ignored) until one or both participants are dead.

**17.8.2** Jötun characters may not challenge in Duel Arcane.

**17.9** Trials by combat  
Trials by combat are conducted similarly to melees.

**17.9.1** The characters involved may only use their Current Combat Strength (doubled for heroes) for purposes of calculating the Combat Ratio and force strength (using their unmodified Combat strength) for losses.

**17.9.2** Only one character may participate per player and only magic items can modify the dice roll. Command has no effect on trial by combat. Acceptance of a trial by combat is voluntary but, once accepted, a character may never withdraw from the trial (retreat results are ignored) until one or both participants are dead.

## 18.0 Fortresses

**18.1** There are seven types of fortresses: stockades (mundanes), castles (an improved stockade with higher walls and towers), dwarrowdelfs (dwarves), brochs (trolls), caves (jötuns), coves (mermen) and the Fynvirke (an oak barrier built to defend troll lands from mundane raids). Each of these fortress types modifies the Combat Strengths for army/escort CSP's which fight battles (only) in them.

**18.2** Army/ escort CSP's (but not ships) and characters occupying a hex containing an undestroyed fortress, are considered to be inside and must defend it if attacked. All Rounds of battle are conducted using the terrain bonuses and penalties for the fortress. Players should note that both the attacker and defender's Combat Strength can be modified when a battle is fought at a fortress.

*Exception: Doubled & Tripled results benefit only the defender.*

**18.3** A character in a friendly fortress may not be attacked in melee combat unless the fortress is destroyed. However, Characters may still be challenged to Trial by Combat and Duel Arcane.

**18.4** All fortresses have a Defense class from A to D. This indicator is a measure of the fortress defense values : intrinsic garrison and command value.

A: Intrinsic Garrison : 2 CSPs ; Intrinsic Command rating 4  
B: Intrinsic Garrison : 2 CSPs ; Intrinsic Command rating 3  
C: Intrinsic Garrison : 1 CSPs ; Intrinsic Command rating 2  
D: Intrinsic Garrison : 1 CSPs ; Intrinsic Command rating 1

The Fynnvirke hexes are considered class D

The intrinsic garrison of a fortress is added to the defense strength of other friendly pieces in the hex (a separate counter represents this garrison when a fortress is attacked) . It is never modified by terrain. This intrinsic strength may be eliminated as a combat loss, but only after all other army/escort CSP's in the hex have been eliminated.

If the attacker fails to destroy the fortress the intrinsic garrison is immediately restored to full strength.

The elimination of a garrison does not result in victory point award (22.0), but does destroy the fortress for the rest of the game (place a ruin marker in the hex).

Fortresses may be destroyed, but never captured . The Fynnvirke hexes may never be destroyed, however.

The intrinsic command rating of the fortress may be used in place or in absence of a defending character's command rating.

**18.5** Characters may not attack pieces inside a fortress unless they attack in conjunction without at least 1 CSP or escort (assaults on fortresses require manpower).

**18.6** The **Fynvirke** is the only type of fortress that affects movement. All pieces except trolls pay additional MPs to enter a Fynvirke hex per the Terrain Effect Chart).

**18.7** **Kvalholla** (hex 3927) is the only castle on the map. Whenever Kvalholla Castle is attacked and the attacker gets an "o" result on the combat result table, losses are applied and the combat ends with that round. No enemy ship can enter 4027 or 4028 as long as Kvalholla remains undestroyed.

## 19.0 Evasion

**19.1** In general, opposing pieces in the same hex are considered to be aware of each other. However, the evasion procedure may be used to "avoid" enemy pieces. In effect, successful evasion allows unfriendly pieces to occupy the same hex as if they were ignorant of each other. Whenever characters other than heroes occupy a hex containing enemy army/escort CSP's without a friendly army/escort, they are automatically killed unless one of the following conditions is met:

- A. The characters are inside a fortress or embarked on ships.
- B. The enemy army/escort CSP's are embarked on ships.
- C. The character is flying (intrinsic attribute or enchantment).
- D. The characters successfully evade the enemy CSP's.

**19.2** Characters (only) may attempt Evasion in the following situations. Ships, armies, and characters with escorts may not evade:

- A. When enemy pieces enter a friendly occupied hex during the enemy Movement Phase.
- B. When friendly pieces enter hexes occupied by enemy pieces Movement Phase.
- C. Characters may attempt to evade enemy pieces at the conclusion of a battle in which all friendly army/escort CSP's and heroes have been killed through Challenge combat or wounds received in ground/naval Battle. If unsuccessful, then rule 19.1 applies (i.e. KIA).

**19.3** To evade, both players roll a die. Each player's roll is modified by the addition of either the Command Rating or the Current Magic Strength (rolling player's choice) of any friendly character in the hex. Note: Seniority (15.5 does NOT apply here). A player with army/escort CSP's in the hex has the additional option of adding the number of army/escort CSP's to his roll (instead of using a character's rating). At sea a player has the option to add the number of individual ships. If the evading player rolls higher, the evasion attempt succeeds. Add 2 if a force contains a character in his home hex. Re-roll ties.

**19.4** Pieces which successfully evade while moving may ignore the presence of enemy pieces in the hex in which the evasion took place.

**19.5** Pieces which successfully evade enemy pieces entering their hex may not be overrun or otherwise attacked by those pieces. However, other pieces which enter the hex and are not evaded may still overrun or attack the characters. Note that when one piece in a hex is in contact with enemy pieces, all pieces are in contact. Therefore, if one stack of enemy pieces is evaded and another is not, the first stack may participate in the attack of the stack which was not evaded.

Note that pieces in an undestroyed fortress may not evade.

**19.6** If a hero is present in a hex, accompanying characters have more options. A hero (indicated by a star symbol on their counter) functions as if his Current Combat Strength was the strength of an army (e.g., a Combat Strength of 3 is equal to 3 army CSP's). Consequently, so long as a hero occupies a hex, the characters in the hex are considered to be accompanied by friendly army/escort CSP's, if the owning player so chooses (and therefore able to conduct ground combat).

If the hero leaves the hex without the characters so protected, or is eliminated, the characters will be killed if an enemy army/escort CSP's enters the hex (unless they evade). Note that heroes may also attempt to evade, just like any other character, they don't have to stand and fight.

## 20.0 Enchantments

**20.1** An enchantment is a form of magic used only by enchanter. During the Enchantment phase, for each Enchanter occupying a Place of Power (see also 20.3, below) both players secretly write which enchantments they wish to cast, as described in 5.3 of the sequence of play. Players then reveal which enchantments they have plotted, determine the effects of these enchantments, and place an enchantment marker on each character who attempted to cast an enchantment. Most enchantments take immediate effect, and remain in effect for the remainder of the Game-Turn.

**20.2** Only one enchantment may be cast by any one enchanter during each Enchantment phase.

**20.3** Certain enchantments require that a character occupy a specific Place of Power, or have possession of a given magic item.

**20.4** The player controlling the casting enchanter determines that character's Current Magic Strength.

**20.5** The player rolls two dice, and if the roll is less than or equal to the Current Magic Strength, the enchantment is successful and takes immediate effect. Otherwise it fails, and no new attempt to cast an enchantment may be made by the casting character.

**20.6** Characters who attempt to cast an enchantment during an Enchantment Phase may do nothing else for the remainder of the Game Turn. They may not accept challenge combat (though no penalty is suffered for this refusal), move, conduct artifact searches, react to enemy movement, or take any other action except to defend themselves if attacked in a Melee. Their leadership rating may be used in battles and, once attacked, may choose to adopt the role of

attacker if the original attacker declines to continue a combat he originated, per rule .

## 21.0 Magic Items

There are three type of magic items in the game: Artifacts, Heirlooms and Possessions.

**21.1** Artifacts are green colored and start the game set up in Places of Power. They may be discovered and acquired by characters.

*Exception: The Magic Sampo #1 starts the game with Reomur in the War of the Sampo scenario.*

**21.1.1** Artifacts usually enter the game as a result of an artifact search.

**21.1.2** The artifacts are deployed on the map at the beginning of the game and cannot be used until discovered. Discovery is accomplished whenever one or more active characters occupy the hex in which the item is hidden during their Movement Phase.

**21.1.3** The active player announces that he is searching the hex and which characters are participating in the search. He also announces how many MP's (minimum of 4; maximum of 8) all characters in the hex will expend on the search.

**21.1.4** Add the Current Magic Strength, or the Current Combat Strength if a hero is searching, of all characters involved in the search. Add the number of escort (not army) CSP's attached to those characters.

**21.1.5** On the Discovery Table (see mapsheet), find the number calculated in 21.14 and roll two dice. Add the number of MP's expended (4-8) to search. The result obtained will be:

"D" : a Draugr attacks the characters in melee combat, which ends the turn.

"C#" : a curse, resulting in wounds.

"-" which is no effect.

# : A number corresponding to an artifact. If a result is obtained which cannot be met because the numbered artifact has already been discovered and taken away, treat as no effect.

*Exception : if a second artifact is available that could have been found with a lower die roll, that artifact has been found instead.*

**21.1.6** Regardless of the result, any number of searches can be conducted in the same hex, and/or by the same pieces in a Phase up to their movement allowance (unless a Draugr is encountered). A newly discovered item must be immediately assigned to a character participating in the search, or it may be left in the hex and treated as if it were undiscovered.

**21.2** Heirlooms are colored to match the characters who may use them. For Example, Usherbane #20, may only be used by characters of clan Skane.

**21.3** Possessions are portrayed on the back of the playing piece of the individual who possesses them at the beginning of the game.

For Example, the Ada's Mask #23 is possessed by Aulgerda at the start of the War of the Sampo scenario. A few possessions, like the sea horse are colored grey. **Possessions may be captured and used by their new owner.**

**21.4** Characters, ships, and armies may carry magic items, or they may be stored in friendly fortresses.

**21.5** Possession of a magic item is indicated by placing it beneath the character, ship, or army that is carrying it. The item may be transferred between friendly pieces at any time so long as they are in the same hex at the time of transfer. Any time a magic item is not in the possession of a character or army, or in a fortress, it may be picked up during movement or reaction by any active piece entering its hex.

**21.6** While any character can carry a magic item, only eligible characters may use magic items (derive a benefit from).

*Exception : supernatural characters (marked "s" on the Character Player Aid) cannot use or carry artifacts.*

CSPs can carry magic items, but cannot use them.

**21.7** For an item which increases one or more of a character's attributes (Magic Strength, Combat Strength, Command Rating), the character in possession must have a rating of 1 or higher in every one of the affected characteristics in order to be able to use it. For Example, Thurolf's Helm #3, only adds +2 to the Command Rating of a character with a Command rating of 1 or more.

**21.8** A particular character may only use one magic offensive weapon at a time (sword, mace, bow, hammer ...).

**21.9** A particular character may only use one wizard staff at a time.

**21.10** A particular character may only use one set of armor at a time.

**21.11** A character may only use two magic items per Phase. A character may not benefit from more than two items borne on his character during a Phase (although he may benefit from additional items borne by someone else).

**21.12** Undiscovered magic items may be freely examined by both players

**21.13** Magic items may be captured or destroyed in combat (melee, battle or engagement). Whenever a character is killed in melee, ground or naval battle, duel arcane, or trial by combat, any magic item in that character's possession :

- A. May be picked up by a friendly character or army CSP;
- B. May be captured by an enemy character or army CSP
- C. Can be destroyed.

The controlling player rolls two dice. If the result is a 2 to 4, the item is broken or blasted and permanently removed from play. If the result is 5 to 8, the item is recovered by a character (or army CSP) of the original owner's choice. On a roll of 9 to 12 the item is captured by an enemy character (or army CSP).

*Exception: If a character is killed in a duel arcane or trial by combat, the items are destroyed on a dice roll of 2 to 9. On a dice roll 10 to 12 they are captured by the enemy character who was the victor in the combat. If that character is also dead, then the item stays in the possession of the original owner prior to combat.*

## 22.0 Victory Points

Victory is based on the accumulation of Victory Points (VP's).

**22.1** VPs are granted for the destruction of enemy pieces and fortresses and for the possession of artifacts. Players receive VPs for the destruction of all destroyed enemy pieces, regards of how those pieces were destroyed (attrition, Draugr, etc...)

**22.2** Additionally, VPs are awarded for:

A. 1VP per ship CSP sunk

B. 1VP per army/escort CSP destroyed

C. 10VP for each enemy fortress destroyed

D. 5VP per enemy character killed

E. 5VP for each artifact held at the end of the game.

F. 5VP for each captured heirloom held at the end of the game.

G. Scenario specific VPs are listed in the scenario special rules.

## 23.0 Characters Summary

Certain special rules apply to various Characters in the game. Each entry on the player aid gives the Character's name and, sometimes, title, the years of their birth/death and a letter. The letter indicates race (e: Elf; d: Dwarf; m: Mundane; j: Jötun; me: Mermen; t: Troll; a: ancient; k: Kobold and s: Supernatural). Ancients and Supernatural move like Mundanes except specifically stated on the character player aid or special flying/swimming abilities.



## 24.0 Scenarios

### 24.1 War of the Sampo (2721- 2722)

In the year 2721 (357 B.C), rumors regarding the discovery of the magic Sampo in the realm of Thulorm reached the Castle of Kvalholla, kingdom of Midhrasir. Prince Harald the Tall set out to retrieve the precious artifact, lost in ruins of the Elven knowes at the end of the Second Northern War.

Unbeknownst to Prince Harald, the Fomorian champion Reomur Bloodspear of Clan Fynn had learned too of the fate of the Sampo. The famed troll reached Nilyen Knowe in time to ambush Harald. He slew him, grabbed the Sampo and fled to the safety of the mundane town of Langriverdale. In those times, Langriverdale was ruled by Heior, Queen of Ycelia and most formidable enemy of Midhrasir.

As King Hakon learned of the loss of his younger son he demanded the sampo for atonement, following the customs of the times. But the Sampo was corrupting many souls and the artifact would not leave Reomur's hands.

Hakon raised the Red Banner on the castle dungeon and prepared for war on his northern foe. Over the course of the ensuing year and half, every kingdom, every town, hamlet, hero and creature of Scandinavia would be dragged in the War of the Sampo which would forever change the destiny of those lands.

#### 24.1.1 Set-up

The game begins on turn 11 (Heyannir II) and ends on turn 10 (Heyannir I) of the following year. The mundane player starts with 0 VP, the Fomorian player begins with 30 VPs (for possessing the Magic Sampo). Ground units & characters in the same hex as ships have the option of starting the game embarked.

#### Active pieces

##### Clan Fynn (Fomorian)

- 1745: Wrath of Gorm, Old Haddock.
- 1545: Gorm, Eberic, Troll x 8.
- 1349: Troll x 4.
- 1044: Scyld, Swiftdagger, Troll x 5.
- 3109: Reomur, Magic Sampo (#01).

##### Ycelia (Fomorian)

- 3305: Heior, Demon Vial (#27), Kobold Dust (#18), Mundane x 6.
- 3905: Tengen.
- 4203: Hatta, Mundane x 3.
- 4506: Sorcerer, Pentacle.
- 3909: Knud, Mundane x 4.

- 3109 : Mundane x 3.

##### Midhrasir (Mundane)

- 2220: Lembi, Mundane x 6.
- 3020: Snorri, Mundane x 6.
- 3927: Hakon, Gritvard's Helm (#13), Signhild, Orm's Sling, Golden Raven, Mundane x 9.
- 3526: Kars, Seaweaver, Mundane x 3.
- 3128: Mundane x 4.
- 3432: Olvard, Mundane x 4.

#### Inactive pieces

##### Clan Lochlann (Fomorian)

- 1515: Dralak, Konkiff, Troll x 7, Farisbane Shoes (#25).
- 1216: Fjordfish.
- 1112: Runesong, Troll x 6.
- 1414: Svip.
- 1509: Moongnawer, Troll x 4.

##### Clan Basulea (Fomorian)

- 1735: Hargoll, Black Orb (#19), Harasser, Troll x 6.
- 1538: Troll x 4.
- 1841: Shrieker.
- 1541: Grendel, Troll x 6.
- 1642: Cinderhull.

##### Clan Skane (Fomorian)

- 2244: Lothgar, Whiteseal, Eir's Courser, Troll x 6.
- 1848: Klakthryg, Usherbane (#20), Oakfist, Troll x 4.

##### Jötunheim (Fomorian)

- 1622: Giant x 6. 0927: Antero, Giant x 6.
- 1123: Jarn, Giant x 6.

##### Nerfringia (Mundane)

- 2024: Sigurd, Mundane x 5.
- 2131: Blue-spell.
- 2331: Thorskuld, Aulgerdā, Mundane x 5.
- 2235: Light Pearl.
- 2835: Mundane x 5.

##### Suderpathia (Mundane)

- 2739: Astholf, Leif, Mundane x 6.
- 3339: Mundane x 3.
- 3440: Wavelord.
- 2342: Mundane x 3.
- 2445: Rathnar, Ironjaw, Icemaidsen.

##### Normorea (Mundane)

- 2604: Dorin, Dain's Mace (#15), Dwarf x 5.
- 2210: Lofar, Yngvur (2-5-0), Dwarf x 10.
- 2512: Dwarf x 5.
- 2014: Gundin, Nirping's Mailcoat (#17), Dwarf x 7.

### Mermen (Mundane)

4235: Tenaz, Mermen x 6.  
4038: Lhyr, Talisman of Winds (#26), Havha, Mermen x 6.  
All Mermen start on their nonswimming side.

### Non-Aligned

3202: Ajattar.  
2714: Fiskari.  
1219: Rodhiorm.  
2947: Ogmund.  
4750: Wodan, Edelfox.  
4331: Tursas.

### Artifacts

Deploy 10 artifacts in the hexes indicated as follows :

4811: Väina's Kantele (#02).  
3515: Fyratnen (#06), Glaumjord (#08).  
3218: Mottsiger (#07), Erënya (#10).  
4424: Angsung (#05).  
1706: Thurolf's Helm (#03).  
6518: Staff of Virimir (#11).  
2132: Amulet of Kluth (#04).  
3639: Alabaster Horn (#09).

Total initial CPS's/escort:

Fomorian : 103 ; Mundane : 109

### 24.1.2 Special Rules

1. There is no activation roll on turn 1. Skip phases D2 & E2. Movement allowance of all pieces are halved (round down). Reaction move and forced marches are allowed but halved (round down). No intercept is allowed. The Magic Sampo has already helped create a CSP in Langriverdale.
2. The fortress of Pellost (4750) can only be entered by characters, army/escort CSP's and ships accompanied by Wodan.
3. Mundane invasion. The mundane alliance player may roll each turn for the activation of a group called "Mundanes" (part of an off-map kingdom). It consists of an unnamed "Captain" and a number of CSP's equal to the roll of two dice. The forces enters on the southern mapedge between hex 1150 & 1750. The activation of this group cannot be helped with an enchantment of farcalling. At the discretion of the mundane player, any remaining units can be withdrawn from the map during the mundane player movement phase. Starting with next turn they can be rolled again for activation (at full strength – leader included). Mundane CSP's without a leader automatically suffer 50% losses (rounded up) during the attrition phase (no other attrition roll ever applies). Losses among this group never generates any VP.

### 4. Reinforcements

Tuisto and 4 army CSPs enter on turn 5 (Harpa) in any intact fortress in Nerfringia. Lohi and 2 army CSPs enters on turn 6 (Skerpla I) in any intact fortress in Basulea or Fynn.

During the first clear weather turn of the calendar year, each clan/kingdom (including Mermen & Jötuns) produces 1 CSP per intact fortress, except Kvalholla which produces three and Gunnar Thorpe which produces two. These reinforcements may be placed in any fortress inside the clan kingdom up to 3 CPS's per fortress.

### 24.1.3 Victory Conditions

Additional VPs are granted for :

- Possession of the Magic Sampo : 30 VPs (both sides)
- Destruction of Kvaholla : 20 VPs (Fomorians)
- Destruction of Gunnar Thorpe : 10 VPs (Mundanes)
- Destruction of Maalakan Hill : 10 VPs (Mundanes)
- Eliminating Reomur : 10 VPs (Mundanes)

These VPs are in addition to the standard VPs [22.2]

Subtract the Fomorian VP total from the Mundane VP total and consult the Victory Level Table Table below :

80 +	Mundane Crushing Victory
40 to 79	Mundane Substantial Victory
11 to 39	Mundane Marginal Victory
-10 to +10	Draw
-11 to - 39	Fomorian Marginal Victory
-40 to -79	Fomorian Substantial Victory
-80 or less	Fomorian Crushing Victory

## 24.0 Scenarios

### 24.2 The Second Northern War (2680)

#### Who remembers today the last fight of the Elves ?

##### Fiskari

For ages, the Elven Kingdom of Thulorm, had thrived in Scandia. It's companies of dark green warriors kept the world away from the enchanted Falls of Dokkvordar, the magnificent Knowes of Nilyen & Tuvelien and unseen, but rumored riches beyond human imagining.

Heior, Queen of Ycelia nurtured plans to destroy the troublesome Elven power on her Southern frontier. After years of bribing, conspiring and spreading her corrupting influence, Heior's plans at last came to fruition: The Elves closest ally Midhrasir was paralyzed by internal strife, unable to intervene. Opposing factions were struggling for the title of King.

Heior's time had come! She sent the call to the Kobolds of Kainuu: Small, sleek, agile creatures, proficient at climbing rocks and palisades and imbued with powerful magic and they answered. Kobold armies assembled in Ycelia's Southernmost stockades. The Trolls mobilized and stood ready to neutralize Normorea. The path to total conquest was clear..

#### 24.2.1 Set-up

The game begin on Calendar turn 5 (Harpa) and ends at the latest on calendar turn 14 (Haustmánudur).

The mundane players starts with 65VPs (for possession of the Magic Sampo and the 2 undestroyed Elven knowes). Ground units & characters in the same hex as ships have the option of starting the game embarked.

The Nilyen Knowe marker is placed in 3318 and the Tuvelien Knowe marker in 3615. Both hexes have Enchanted aspect, not Wild Magic.

#### Active pieces

##### Ycelia (Fomorian)

- 3305: Mundane x 3.
- 2908: Bjarki.
- 4506: Mundane x 3, Sea Spider, Demon's Lute, Dark Rage.
- 3109: Gullveig, Mundane x 6, Khurao, Kobold Dust (#18), Kobold x 8.
- 3909: Jofur, Mundane x 8, Juterp, Greutung, Kobold x 11.

##### Realm of Thulorm (Mundane)

- 3515: Cythar, Fyratnen, Magic Sampo (#01), Elf x 8.
- 3218: Fiskari, Elf x 5.
- 2714: Alfildir.
- 3617: Kanddare, Reef Dancer ("This Side" marker pointing south).

#### Inactive pieces

##### Clan Fynn (Fomorian)

- 1745: Sea Hound, Cavenagh.
- 1545: Brodd, Haldris, Troll x 6.
- 1249: Troll x 4.
- 1044: Ulf, Jörgom, Troll x 5.

##### Clan Basulea (Fomorian)

- 1735: Wyrn, Horok's Boat, Troll x 6.
- 1538: Troll x 4.
- 1241: Schlipme.
- 1641: Totnarik, Troll x 6.
- 1841: Kuru, Blue Squid.

##### Clan Skane (Fomorian)

- 2244: Logmadr, Reaper, Langpard, Sweepg Hull, Troll x 6.
- 1848: Troll x 4.

##### Clan Lochlann (Fomorian)

- 1509: Goseric, Troll x 5 (Basulea), Troll x 4, Maglon.
- 1112: Rigr, Snowdrifter, Sea Ghost, Troll x 6.
- 1515: Batran, Vulsegrip, Troll x7.

##### Midhrasir (Mundane)

- 2220: Thunkist, Mundane x 6.
- 3128: Mundane x 4.
- 3526: Berserker, Triton, Guardian.
- 3927: Vithar/Asmundr, Gritvard's Helm (#13), Freya, Mundane x 9.
- 3432: Egill, Mundane x4.

##### Nerfringia (Mundane)

- 2024: Randulph, Mundane x5.
- 2029: Katenag.
- 2331: Asketil, Idunnr, Mundane x 5.
- 2835 Mundane x5.
- 2235: Wavesplitter, Fairwind.

##### Suderpathia (Mundane)

- 2342: Mundane x 3.
- 3339 : Mundane x 3.
- 2739: Hrolfr, Mundane x 6.
- 2445 : Ottarr, Misty, Grimlaug.

##### Normorea (Mundane)

- 2604: Dwarf x 5.
- 2113: Yngvur (3-4-0).
- 2512: Ori, Nirping's Mailcoat (#17), Dwarf x 5.
- 2014: Tekk, Niferglim (#33), Dwarf x 7.
- 2210: Bombur, Dwarf x 10.

### Mermen (Mundane)

4235: Mermen x 6.

4038: Spyrax, Ingwaz, Talisman of Winds (#26), Mermen x 6.

All Mermen start on their nonswimming side.

### Jötunheim (?)

1019: Jötun x4.

1622: Surth, Jötun x4.

1123: Jormun, Jötun x4.

### Non-Aligned

3202: Ajattar.

2947: Ogmund.

2316: Völund.

### Artifacts

Deploy 8 artifacts in the hexes indicated as follows :

4811: Vainä's Kantele (#02).

4424: Hammer of Bere (#36).

1606: Thurolf's Helm (#03).

0518: Staff of Virimir (#11).

2132: Skavard (#30), Hringla (#31).

3639: Alabaster Horn (#09).

2929: Lormalien (#22).

Total initial CPS's/escort:

Fomorian : 111 ; Mundane : 122

### 24.2.2 Special Rules

1. Pre-game move : Fomorian forces may expand up to 6 MPs prior to the first game turn. No enemy occupied hex may be entered.

2. The first game turn begins with the Fomorian Movement Phase. Only Midhrasir can possibly activate on turn 1 and there is no Mundane Reaction phase.

3. Midhrasir starts the scenario paralysed by a succession conflict. No Midhrasir unit may move and no Mundane Player units may enter Midhrasir by any means until either Vithar or Asmundr becomes King. One die is rolled during the Mundane Activation Phase : a roll of six indicates that one character has prevailed (determine which one at random). DRMs:

+1 for each turn after the first

+1 for each elven knowe destroyed

+1 if there are Fomorian forces in Midhrasir

As soon as Midhrasir has a King it is activated and all restrictions are waived.

4. Basulean forces in Lochlann activate with Lochlann, not Basulea.

5. Mundane invasion : see special rule # 3 in scenario 24.1 This group can no longer activate if the Jotuns enter the war on the Mundane player side.

6. Greutung is a siege engine with a Movement Allowance of seven controlled by whoever has CSP's/ escorts in it's hex. Greutung can never retreat from combat and may be captured : when enemy forces are alone in a hex with Greutung, roll two dice. Greutung is destroyed on a roll of 2-6 and captured on a roll of 7-12. Greutung cannot use intercept move, and cannot be embarked on ships. Greutung cancels all D and T terrain benefits derived from fortresses and the special attributes of Kvalholla.

7. Reinforcements

Turn 7 (Skerpla II) : Krikol, Parnion, Anameo, Kobold x 3 on any eastern map edge hex of the Oster Sea. 3 Ycelian CPS's in any fortress in Ycelia. Turn 9 (Sólmanudur II) : Loftunga, Mundane x 4 in any fortress in Midhrasir.

8. End of the game

At the end of Calendar turn 12 (Tvimanudur 1) players roll a die. On a roll of 1-2, the game ends immediately. At the end of Calendar turn 13 (Tvimanudur 2) players roll a die. On a roll of 1-4, the game ends immediately.

### 24.2.3 Victory Conditions

Additional VPs are granted for :

- Possession of the Magic Sampo : 5 VPs (either sides)
- Destruction of Kvaholla : 20 VPs (Fomorians)
- Destruction of other Midhrasir fortresses : 5 VPs (Fomorian)
- Destruction of Maalakan Hill : 10 VPs (Mundanes)
- Destruction of other Ycelian Fortresses : 5 VPs (Mundane)
- Occupying or having been the last to pass with friendly CPS's through ruins in 3318 and 3615 : 10 VPs each (either player).
- Each undestroyed Elven knowe : 30 VP (Mundane).

These VPs are in addition to the standard VPs (22.2)

Subtract the Fomorian VP total from the Mundane VP total and consult the Victory Level Table Table below :

91 +	Mundane Crushing Victory
46 to 90	Mundane Substantial Victory
16 to 45	Mundane Marginal Victory
-15 to +15	Draw
-16 to -45	Fomorian Marginal Victory
-46 to -90	Fomorian Substantial Victory
-91 or less	Fomorian Crushing Victory

**OPTIONAL RULE :**

**24.2.4 Auberón's Expedition**

**A.** Auberón's expedition consist of the following units : Auberón, Ogme, Corin, Stoutheart, Galetop, Cloudkiss, Swancoat and Silverpeak. These units come from the game "Albion: Land of Faerie".

**B.** Auberón's expedition enters activated on turn Calendar tur 7 (Skerpla II) in hexes 0134 to 0136. It can freely enter Jötunheim and stack with any Jötun units without activating Jötunheim. No enemy occupied hex may be entered during the turn on entry.

**C.** Starting with Calendar turn 8 (Sólmanudur I), the Mundane player will loose VPs during each Mundane Activation Phase for maintaining Auberón's expedition on the board :

Turn	VP Loss
9-12	20
13-14	30

Auberón's expedition can be withdrawn during any Mundane Activation Phase time. All pieces are instantly removed from the map.

**D.** Any losses to Auberón's expedition will award the Fomorian player triple the standard Victory Points.

**E.** All Fomorian activation rolls have a -1 drm if any piece from Auberón's expedition initiates an attack or enters Utgardar. The Fomorian player cannot roll to activate Jotunheim if any expedition leader is in Utgardar.



## 24.0 Scenarios

### 24.3 March of the Jötuns (2784-2785)

It was a time of great uncertainty. New powers tested their strength while old powers re-emerged from the shadows. Unknown blue painted men appeared in the East while King Eyalf of Midhrasir built new alliances to counter the Ycelian threat. The Elven remnants, having barely survived the disastrous Northern War, struggled to recover their civilization from the ashes of their former glory. Strange fellowships of enchanters were rumored to be thriving on distant islands with plans that no one knew, but everyone feared. The Trolls were recovering and agitating again.

In those times, Frozur of Utgardar climbed to the top of Farview Dome and discovered a howling mirror. Drawn by the noise, he unwittingly enabled the artifact to open a gate to an unknown branch of Ygdrasil (The Tree of Life). Centaurs came though the mirror.

Frozur soon gained great power and influence, united the Jotuns and became the first king of Jötunheim in eons. His Centaur allies joined him in his plan to expand the realm of Jötunheim at the expense of his mundane neighbors. The great north was soon engulfed once again in another fantastical war and magical events.

#### 24.3.1 Set-up

The game begins on Calendar turn 7 (Skerpla II) and ends on Calendar turn 1 (Gormanudur).

#### Active pieces

##### Jötunheim (Fomorian)

- 1119: Nitul, Jötun x8.
- 1922: Klattka, Centaur x10, Saemung, Jötun x4, Troll x2 (Norskold).
- 1722: Jötun x4.
- 1223: Frozur, Howling Mirror (#43), Jötun x6.

##### Nerfringia (Mundane)

- 2124: Asdulf, Mundane x5.
- 2431: Mundane x5.
- 2335: Altias, Keran.
- 2935: Erfus, Arn, Mundane x5.

#### Inactive pieces

##### Clan Fynn (Fomorian)

- 1845: Gretek, Sea Eel.
- 1645: Hnag, Gunnpak, Troll x 8.
- 1349: Troll x 4.
- 1144: Glum, Pasdrago, Troll x 5.

##### Clan Basulea (Fomorian)

- 1835: Kiarlak, Gei Sutr, Bender, Troll x 6.
- 1638: Troll x 4.
- 1341: Skialgrim.
- 1641: Kogr, Troll x 6.
- 1941: Takamon.

##### Clan Skane (Fomorian)

- 2344: Geirflaug, Larian, Hoize, Troll x 6.
- 1948 : Geirrid, Troll x 4.

##### Clan Lochlann (Fomorian)

- 1609: Troll x 4.
- 1212: Bjork, Frama, Codbiter, Troll x 6.
- 1615: Herdbolt, Stone of Grotti (#53), Tind, Drapa, Troll x7.

##### Ycelia (Fomorian)

- 3405: Aesa, Harkan, Mundane x6.
- 3209: Mundane x3.
- 4009: Draugr, Mundane x4.
- 4606: Kausi, Soltis, Mundane x3.

##### Midhrasir (Mundane)

- 2320: Sturlung, Mundane x6.
- 3120: Dropmund, Mundane x 6.
- 3228: Mundane x 4.
- 3626: Mundane x 3, All Shine, Fysro, Mundane x 6 (Swithiod); Tupilak (Swithiod).
- 4027: Eyalf, Illgrima, Mundane x 2 (Guard), Mundane x 9.
- 3532: Mundane x 4.

##### Suderpathia (Mundanes)

- 2442: Scorp, Mundane x 3.
- 2545: Mundane x 2.
- 2839: Biallek, Mundane x 6.
- 2941: Thorra.
- 439: Mundane x 3.
- 3540: Hengis.

##### Normorea (Mundanes)

- 2704: Gisli, Dwarf x5.
- 2310: Asefni, The Dark Helm (#49), Kimbi, Hano (#50), Dwarf x10.
- 2612: Dwarf x5.
- 2213: Yule.
- 2114: Katli, Dwarf x7.

##### Mermen (Mundanes)

- 4335: Ushpav, Mermen x 6.
- 4138: Hagentyr, Mermen x 4.
- All Mermen start on their non-swimming side.

## Non-Aligned

- 1706: Jibalian.
- 1316: Muranir.
- 1025: Krenkel.
- 4524: Ballara.
- 2814: Sifka, Loherim x4.
- 3950: Gestum.
- 4850: Vigmund, Sea Horse (#40).

## Artifacts

Deploy 8 artifacts in the hexes indicated as follows :

- 4911: Erenya (#10).
- 3615: Sidal's Scroll (#51).
- 3739: Onhskali (#54).
- 3047: His Hat (#37).
- 3029: Kressek (#44).
- 2232: Hringla (#31).
- 0618: Staff of Virimir (#11).
- 2119: Lymrim's Hammer (#38).

## 24.3.2 Special Rules

1. The first game turn begins with the Fomorian Movement Phase. There is no mobilization phase for either player on turn 1. On turn 2 the Fomorian player gets -2 drm to all mobilization rolls.
2. Forces of Swithiod (the white Mundane pieces + the grey Guard unit) activate with Midhrasir.
3. The Centaurs pieces do not suffer attrition due to wild magic hexes. However they are affected by mundane aspect like mermen with a +3 drm to attrition roll.

### 4. The Jibalian

The Jibalian is a heavy aerial ship carrying a fellowship of enchanters and including a small embarked force operating the ship. The Jibalian can cast enchantments during the Enchantment phase regardless of its position on the map and without the restrictions of 20.6. The Jibalian doesn't roll for attrition in wild magic hexes and never add the wild magic drm to attrition modifiers.

The Jibalian can engage in ground combat or melees. The Jibalian acts as a hero and takes losses as a character. However it can never use recovery and so never erases "wounds" (the refit of such a ship is beyond the scope of the war). The Jibalian cannot engage in challenges. It always has the option to retreat on a "o" result even if the rest of the force is stuck.

If alone in a hex the Jibalian can try to evade non flying enemy pieces (an exception to the automatic evasion in 19.1.C.) If an enemy stack contains any flying pieces, evasion is not possible. The Jibalian cannot command any forces but may be commanded by a king.

5. Centaur units, like the Jibalian, are unaffected by attrition in wild magic hexes. Centaurs units can always retreat on a "o" result regardless of respective command ratings.

## 6. Reinforcements

- Turn 8 (Sólmanudur I) Hardang, Troll x4.
- Turn 9 (Sólmanudur II) : Gizur, 1 random Wanderer (random draw), Jolomon, Oka, Mundane x2 (Midhrasir).

## 7. Loherim

Loherim CSPs do not suffer attrition in Dokkvordar due to the presence of wild magic and never use the manna drm to resolve attrition checks in this hex.

## 24.3.3 Victory Conditions

Additional VPs are granted for:

Fomorian:

Any Fomorian piece occupying Breildalr at the end of the game : 10 VP Fomorian CSP's in Nerfringia and Suderpathia at the end of the game : CSP's x 5.

Elimination of the Jibalian : 7 VPs Mundane :

Jotun fortress destroyed : 5 VP Mundane Alliance CSP's in Jötunheim 's in Nerfringia at the end of the game : CSP's x 5.

Subtract the Fomorian VP total from the Mundane VP total and consult the Victory Level Table below :

80 +	Mundane Crushing Victory
40 to 79	Mundane Substantial Victory
11 to 39	Mundane Marginal Victory
-10 to +10	Draw
-11 to -39	Fomorian Marginal Victory
-40 to -79	Fomorian Substantial Victory
-80 or less	Fomorian Crushing Victory

## LEADERS AND HEROES OF MIDHRASIR

- m. **Eyalf of Fridmundara** (2746-2785). King of Midhrasir.
- m. **Illgrima** (2751-2784). Enchanteress of Kvalholla.
- m. **Sturlung "Sturdylegs"** (2760-2784) Sturlung becomes king of Midhrasir if Eyalf is eliminated. Sturlung's Command Rating is considered one higher for retreat purpose.
- m. **Dropmund, Hero of Midhrasir** (2745- 2784). Dropmund has a -1drm to recovery rolls in Alfars Mills.
- m. **Gizur "the Explorer"** (2639-?).

## LEADERS AND HEROES OF NERFRINGIA

- m. **Erfus, Heroe King of Nerfringia"** (2759-2785)
- m. **Asdulf "Goldbeard"** (2662-2785).
- m. **Arn, "of the Voice"** (2648-2785). Arn can command CSP's within a radius equal to his Basic Magic strength for the purpose of moving up to one half their movement allowance. Home hex : Caldfyr.

## LEADERS AND HEROES OF SUDERPATHIA

- m. **Biallek, King of Suderpathia** (2756- 2784). Biallek wears the diadem of Erlingur.
- m. **Thorra**, (2659-?) The seer of Skogril Bath.

## MERMEN LEADERS AND HEROES

- me. **Ushpav, Sovereign of Skergota** (2601-2784).
- me. **Hagentyr "Flat Face"**, Enchanter of Skergota (2527-?).  
Hagentyr becomes king of the Mermen if Ushpav is eliminated and gains the ability to command any troops.

## LEADERS AND HEROES OF NORMOREA

- d. **Asefni, King of the Normorea** (2724-?). If Asefni is killed, Katli becomes king of Normorea and gains the ability to command any troops. Asefni possesses the Dark Helm (#49).
- d. **Kimbi "the Hammer" hero of Normorea** (2715-2784).
- d. **Katli, Heir of the Normorean throne** (2734-2784).
- d. **Gisli, Marshall of the North** (2592- 2788). If Asefni and Katli are killed, Gilsu becomes king of Normorea and gains the ability to command any troops. Gilsu wears Nirping's Mailcoat (#17).
- d. **Yule "the Weird"** (2657-2784). Yule and his escort never rolls for attrition for any reason and are ignored in any attrition force calculation.

## LEADERS AND HEROES OF THE MUNDANE ALLIANCE

- a. **Vigmund "Longpipe"** (?-2784) Vigmund possesses the Sea Horse (#40). Home hex : Pellost.
- a. **Ballara, Wizardress of Aland** (2761-?). Ballara bears the Staff of Curius (#42). Home Hex : White Beetle Glade.

## LEADERS AND HEROES OF FYNN

- t. **Hnag, Warchief of Clan Fynn** (2748-2795) If Hnag is eliminated, Gunnpak becomes king of Clan Fynn.
- t. **Gunnpak "Ironhead", Champion of Clan Fynn** (2651-2684).
- t. **Hardang "Bold Strike"** (2749-2699) If Hardang commands a stack in Ground Battle, Naval battle or Melee, the initial combat round is shifted 2 column in his favor.
- t. **Glum, Sorcerer of Fynn** (2746-?) Home hex : Dundor Lundr.

## LEADERS AND HEROES OF BASULEA

- t. **Kogr of Sjøland, Warchief of clan Basulea** (2738-2784).
- t. **Kiarlak, Marshall Protector of the Sunde** (2749-?). Kiarlak has +1 drm in Naval Battle when commanding a force in the Sunde. Skialgrim, Seer of Ylland (2751-2785). Home hex : Baldr's Meadow.

## LEADERS AND HEROES OF SKANE

- t. **Geirflaug, Warchief of Clan Skane** (2753-2794).
- t. **Geirrid, "the Witch Warrior"** (2737-?). Home hex : Dundor Lundr.

## LEADERS AND HEROES OF LOCHLANN

- t. **Herdbolt , Warchief of Lochlann** (2751-?). If Herdbolt is killed, Drapa becomes king of Lochlann and gains the ability to command any troops.
- t. **Drapa Thunderfist** (2759-2784). is Champion of Lochlann.
- t. **Bjork of Mulafell** (2745-2784). Bjork cannot enter a forest or

wood hex except on a road/trail/path.  
t. **Tind "the Shady"** (2729-?). Home hex : Ullevi's Pillars.

## LEADERS AND HEROES OF THE YCELIA

- m. **Aesa, Witch Queen of the Ycelia** (2660-xxxx).
- m. **Harkan, "the Black Paladin"** (2745- 2789). Jofur wears Glaumjord (#08).
- m. **Kausi "Red Tongue", Mage of Ycelia** (2638-2679). Bjarki possesses the Rune Staff (#35).

## LEADERS AND HEROES OF JOTUNHEIM

- j. **Jormun, Lord of Utgardar** (2548-xxxx).
- j. **Surth, Warden of the Eastern Mar-ches** (2601-xxxx).

## LEADERS AND HEROES OF THE FOMORIAN LEAGUE

- s **Krenkel** (? - 2784) -A wicked, smart dragon dwelling on the mountain tops of Jotunheim.
- s **Muranir** (? - ?) The multiheaded beast of the frozen wilderness.

## SUPERNATURALS

- s **Draugr** (generic)

A draugr is a corporeal undead living in the graves of dead characters. Only heroes, characters wielding a weapon artifact, or enchanters may melee a draugr. Should a situation develop where such a condition is not fulfilled all remaining characters caught in the melee are killed. Command rating modifiers are ignored when meeleing Draugrs.

## NON ALIGNED

- e. **Sifka Sorcerer of Fynn** (2746-?) Home hex : Dundor Lundr.

## Additional Enchantment

### 15. Fulguration

**Requirements:** Caster must possess the staff of Roaldr.

**Effects:** Any target leader within a range equal to the caster's

Current Magic Strength takes one hit. This enchantment is always cast with a +1 drm.

### 16. Enchantment of Freeze

**Requirements:** Caster must possess the Orb of Olth.

**Effects:** Any selected stack within a range equal to twice the caster's

Current Magic Strength can only move an number of MPs equal to the the highest Command Rating in the stack and cannot use forced march.

### 17. Enchantment of Maelstrom

**Requirements:** Caster must possess Sidall's Scroll.

**Effects:** The target must be a full sea hex within a radius equal to the caster's Current Magic Strength. Ships within a radius of 2 hexes of the Maelstrom may not move. Ships caught in the maelstrom radius check for attrition during the attrition phase with a +3 drm for the Maelstrom. Roll for each Maelstrom during the reinforcement phase : on a roll of 2-6 it disappears, otherwise it stays on the board.

## Mobilization Table

Activated by the Fomorian Player		Activated by the Mundane Player	
Character/Clan	Dice	Character/Clan	Dice
Clan Lochlann	7 <sup>1</sup>	Midhrasir	5 <sup>2</sup>
Clan Basulea	6	Suderpathia	6
Clan Skane	5	Normorea	5 <sup>1</sup>
Clan Flynn	6	Mermen	5
Ycelia	5	Vigmund	5
Muranir	7	Ballara	6
Gestum	5 <sup>4</sup>	Jibalian	4 <sup>3</sup>
Krenkel	5	Sifka	4
Sifka	3		

**1** Subtract 1 from the Mundane player roll if Clan Lochlann is activated and subtract 1 from the Fomorian player roll if Normorea is activated.

**2** Subtract 1 per destroyed fortress in Nerfringia

**3** Subtract 1 if Krenkel is activated

**4** Subtract 1 if the Mermen are activated

**All** Subtract 1 starting with calendar turn 9 (Sólmánudur II)

**Turn 2:** add 2 to all Fomorian mobilization rolls

## Discovery Table

Hex	Modified Dice	Search Points in Hex			
		0-8	9-16	17-24	25+
Snaymire (4911)	2-9	D	D	C3	C1
	10		10	10	10
	11-12	10	10	10	10
Tuvélien Knowe (3615)	2-6	C3	C2	C1	
	7-9		51	51	51
	10-12	51	51	51	51
Trolls Hollow (3042)	2-6	D	C2	C1	
	7-10		44	44	44
	11-12	44	44	44	44
Shapeshifter's Bowl (0618)	2-6	C1	C1		
	7-10	C1			11
	11-12	11	11	11	11
Emerlundr (3047)	2-5	C2	C1		37
	6-9			37	37
	10-12		37	37	37
Traef Kringlo (3739)	2-5	C2	C1		
	6-9			54	54
	10-12	54	54	54	54
Sulberhov (2232)	2-6	C1	C1	C1	
	7-9	C1		31	31
	10-12	31	31	31	31
Traef Vatna (2119)	2-8	C3	C2	C1	
	9-10	C1		38	38
	11-12	38	38	38	38

**C1 (2,3,4):** The active player must remove from the participating characters a number of CSPs equal to the indicated number, due to a curse guarding the magic item.

**#:** The searching characters discover the magic item represented by this number.

**No effect.** The search is unsuccessful. A new search may be immediately attempted provided the required MPs are available.

**D: Draugr.** The active player must immediately fight a melee with a Draugr. Escorts are ignored. The Draugr is always removed after combat resolution.

**Note:** Dice rolls greater than 12 are treated as 12.

## Fornaldar - Example of Play 1

A Fomorian mixed army led by King Dralak (which is allowed to command units from other clans and races) moves deeply into Nerfringia with the goal of attacking the fortress at Pengo Merket. He's seconded by the dragon Rhodiorm and enchanter Svip. Pengo market is initially defended by a leaderless force to which the intrinsic garrison is added. Having used it's 10 movement points the active force uses a forced march to reach its destination. The Fomorian player rolls 2 dice on the attrition table and subtract King Dralak's command rating . A roll of 8(-4)=4 gives a results of 1/1 (based on CSP strength of 15 & character strength 16). The Fomorian player elects to eliminate 1 Troll CSP and put one wound on Dralak. A Mundane force led by the King of Nerfringia, 3 hexes away, does not intercept, but use reaction move to reach to Pengo Merket before the combat phase.

The combat begins with challenges. Snorri challenges the dragon Rhodiorm (accepted) and Svip challenges Aulgerda in duel Arcane, which Aulgerda declines (giving the Fomorian force an automatic +3 drm in the ensuing battle). Snorri and Rhodiorm engage in Trial by Combat. The Mottsiger artifact has no effect against Rhodiorm. The initial odds are 1/1. The 1st roll is a 7 (D/D). Snorri takes one wound and inflicts one on the dragon. The ensuing rolls of 9 (D/E), 7 (D/D), and 9(D/E) result in Rhodiorm being ultimately defeated. Snorri is seriously wounded (4 wounds).

The two sides now engage in Combat .

During the first round, Fomorian strength is 12 (CSP) +8 (Svips current magic strength) = 20.

Mundane strength is 8 (CSP) +2 (Hero strength) + 9 (enchanter strength) = 19 doubled to 38 for the fortress +1 for the intrinsic defense strength of the fortress = 39. Initial odds are 1/2 shifted to 1/1 (because half or more of the Fomorian CSPs are Jotun. A roll of 4 adjusted to 7 (+3drm from challenges) gives a result of D/D. The Fomorian player cross checks checking the die roll with his respective CSP strength (12) and character strength (10). He remove 4 Troll CSPs and Dralak takes 2 wounds. The mundane does likewise and eliminates 2 Midhrasir CSPs and Thorskuld takes two wounds.

During the second round, Fomorian strength is 8 (CSPs) +8 (enchanter strength) = 15. Mundane strength is 6 (CSPs) + 9 (enchanter strength) = 15 doubled to 30 +1 (intrinsic defense)= 31. Odds are now 1/3 shifted to 1/2 for the Jotuns. The dice give a 7 +3= 10 = A/Dr. The Fomorian takes no losses. The Mundanes loose 2 Nerfringian CSPs and Thorskulgd takes two additional hits. The Fomorian now elects to force the mundane force to retreat out of the hex (result) and the stockade is captured.



## Fornaldar - Example of Play 2

A Fomorian Fleet consisting of 6 ships from clan Fynn and Basulea led by King Grendel and is moving back to Fynn. As it moves within two hex of a combined Mermen/Midhrasir fleet the Mundanes player attempts interception. To the roll of 5, 4 is added for the Mundane force Command rating and 2 is subtracted for the distance. The result of 7 is a successful intercept. The Fomorian fleet move is halted and the Mundane fleet move into it's hex.

Challenges : Grendel challenges Olvard (accepted). Grendel's strength is doubled (hero) while Olvard's strength is increased by 2 due to an enchantment of strength. The rounds develop as follows :

Round 1. 10vs6 - 1/1. Roll 8 : E/E => 2 wound each

Round 2. 6vs4 -/1. Roll 5 C/B no effect

Round 3. 6vs4 1/1. Roll 4 D/B => 1wound on Grendel

Round 4. 4vs4 1/1. Roll 10 A/D => 1 wound on Olvard

Round 5. 4vs2 2/1. Roll 10 A/D => Olvard killed



### Combat round 1

Initial Fomorian strength is: 17 (ships) + 6 (CSPs) + 2 (hero) = 25 ; Mundane : 6 \* 2 = 12 (Mermen) + 9 (fleet) + 3 (CSP) = 24. Odd are 1/1 shifted to 2/1 for Grendel's special ability. Roll 8 - 1 drm (command rating differential) = C/C°. The Fomorian take 2 ship hits. (flipping Shrieker & Cinderhul), Mundane take 1 leader wound (L.hyr), and 2 ship/mermen hits (flip the Seaweaver and Orm's sling). The mundane fleet has the option to retreat but elects to continue the battle.

## Combat round 2

Fomorian : 15 (ships) + 6 (CSPs)  
 +2 (hero)= 25 ; Mundane : 6 \*2= 12  
 (Mermen) + 7 (fleet) +3 (CSP) = 21. Odd  
 are 1/1 shifted to 2/1 for Grendel's special  
 ability. Roll 7 -1 drm(command rating  
 differential) =C/C° The Fomorian take 2  
 ship hits (flip Old Haddock & Swift dagger).  
 The Mundane also take 2 hits flipping  
 the Golden Raven and eliminating the  
 Seaweaver (and one embarked CSP beyond  
 transport capacity)



## Combat round 3

Fomorian : 13 (ships) + 6 (CSPs)  
 +2 (hero)= 21 ; Mundane : 6 \*2= 12  
 (Mermen) + 5 (fleet) +2 (CSP)  
 = 19. Odd are 1/1 shifted to 2/1 for  
 Grendel's special ability. Roll 4, -1  
 drm(command rating differential) =rD/  
 A° The fomorian take two ship hits  
 (flipping Harrasser and eliminating the  
 Swift dagger). The mundane fleet could  
 retreat but is not interested.



## Combat round 4

Fomorian : 11 (ships) + 6 (CSPs)  
 +2 (hero)= 19 ; Mundane : 6 \*2= 12  
 (Mermen) + 5 (fleet) +2 (CSP) = 19. Odds  
 are 1/1 shifted to 2/1 for Grendel's special  
 ability. Roll 4-1 drm(command rating  
 differential) =rD/A°. The Fomorian takes  
 two ship hits (eliminating the Harasser and  
 Old Haddock) and 1 character wound  
 (Hargoll). Having only 5 transport capacity  
 left the Fomorian also eliminates Hargoll's  
 escort.



## Combat round 5

Fomorian : 9 (ships) + 5 (CSPs) + 2 (hero) = 16 ; Mundane : 6 \* 2 = 12 (Mermen) + 5 (fleet) + 2 (CSP) = 19. Odd are 1/2 shifted to 1/1 for Grendel's special ability. Roll 9-1 drm (command rating differential) = E/E. The Fomorian takes two more ship hits, flipping the Wrath of Gorm and eliminating the Cinderhull. 2 Fynn CSPs are removed to conform with transport capacity. Grendel takes an additional wound and Hargoll is killed. The Mundanes take 5 hits, eliminating 4 Mermen and Gorm's sling (along with one Midhrasir CSP). Both Lhyr and Havha take a wound.

## Combat round 6

Fomorian : 4 (ships) + 3 (CSPs) + 1 (hero) = 8 ; Mundane : 2 \* 2 = 4 (Mermen) + 3 (fleet) + 1 (CSP) = 8. Odd are 1/1 shifted to 2/1 for Grendel's special ability. Roll 3-1 drm (command rating differential) = E/A°. The Fomorian fleet has to lose 2 ships and is annihilated. The fate of the black Orb is determined according to 21.13. A roll of 5 indicates that the magic item is recovered by the original owner but since there are no survivors in the Fomorian fleet the artifact is lost at sea ....



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### CREDITS

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**Game and Scenario Design** - Karoly Szigetvari  
**Editing** - Matthew Fergusson and Jon Compton  
**Map & Counter Art** - Antonio Pinar  
**Layout & Design** - Lise' Patterson  
**Production** - Jon Compton

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