

# CHAMPIONS OF MIDGARD

A GAME BY OLE STEINESS

RULEBOOK





## GAME DESCRIPTION



### THE JARL OF TRONDHEIM HAS DIED.

Without strong leadership, his prosperous port has fallen into a state of catastrophe. Fearsome creatures have sensed this weakness in Midgard and are coming in droves, driving chaos and destruction before them. Trolls attack the town. Draugr terrorize nearby villages. Monsters strike at travelers and merchants alike. The people are suffering and they need a champion.

In **Champions of Midgard**, you are a Viking Leader who seeks to gain **Glory** for your clan and fill the boots of the old Jarl. Defeat the Trolls to keep the townsfolk on your side. Slay Draugr to earn gold to fund your journeys. Kill Monsters in their lairs to gain **Glory** and the Favor of the Gods. By defeating these epic creatures, you will prove yourself worthy to become the new Jarl and be heralded as a **Champion of Midgard!**



## GOAL OF THE GAME



The goal of the game is to have the most **Glory** at the end of 8 rounds.

**Glory** is gained primarily through fighting enemies and lost by accruing Blame for failing to defend the town. See end game scoring for more details.





# COMPONENTS



1 Game Board



5 Viking Leader Boards  
Each with a unique special ability

8 Market Stall Tiles  
4 Military / 4 Economic



20 Worker Meeples  
5 of each player color



1 Round Marker



1 Start Player Marker

1 Small Public Longship



4 Private Longships

1 Large Public Longship



8 Player color markers



8 Merchant Ship Cards



10 Rune Cards



18 Journey Cards



36 Monster Cards



12 Destiny Cards



16 Troll Cards



21 Draugr Cards



20 Wood Cubes



34 Viking Warrior Dice  
12 Swordsmen (White Dice)  
12 Spearmen (Red Dice)  
10 Axemen (Black Dice)



60 Coins



30 Food Cubes



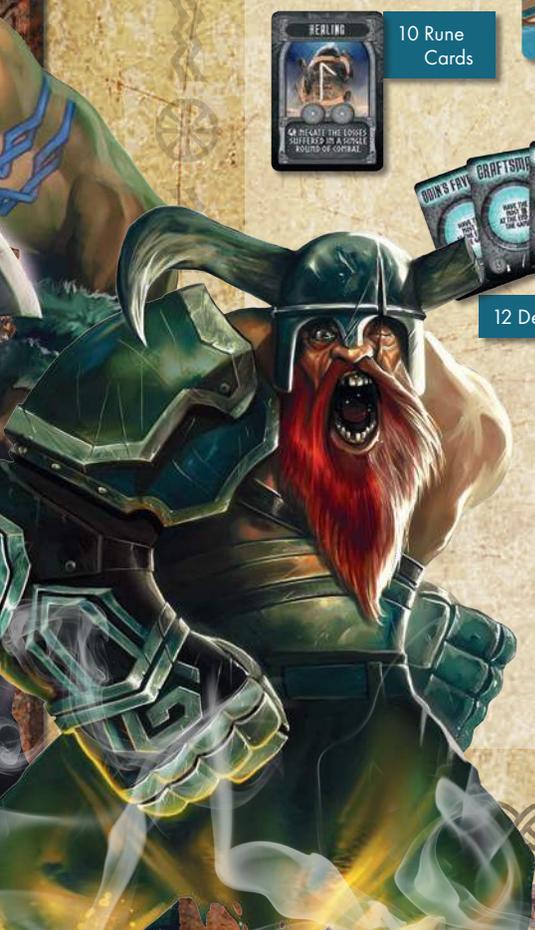
3 Damage Tokens



54 Favor Tokens



28 Blame Tokens  
Blame tokens cause Glory loss at the end of the game





# SETUP



- 1 Place the game board in the middle of the table.
- 2 Place the Round Marker in the space marked Round 1.
- 3 Shuffle the Market Stall Tiles and add them to the empty spaces based on the number of players participating.  
**In a 2-player game,** add 1 Military Tile and 1 Economic Tile.  
**In a 3-player game,** add 1 Military Tile and 2 Economic Tiles.  
**In a 4-player game,** add 2 Military Tiles and 2 Economic Tiles.  
Return the remaining Market Stall Tiles to the box.
- 4 Place the Small and Large Public Longships on their corresponding spaces on the board and the Private Longships off to the side of the board near the Shipwright's Hut. (Private Longships marked 3+ and 4+ should be returned to the box in games with fewer players than indicated.)
- 5 Shuffle the Rune Cards, Destiny Cards, Merchant Ship Cards, Troll Cards, Draugr Cards, Journey Cards, and Monster Cards and place them on their corresponding spaces on the board.
- 6 Place the Food, Wood, Viking Warriors (Swordsman Dice, Spearmen Dice, & Axemen Dice), Coins, Favor Tokens, and Blame tokens near the game board where all players can access them.
- 7 The player who has most recently earned **Glory** in battle receives the First Player Marker.
- 8 Beginning with the player to the right of the start player and proceeding counter-clockwise, each player chooses a Viking Leader Board.  
*Viking Leader Boards indicate what Special Ability your Leader has, as well as your maximum capacity for Viking Warriors.*
- 9 Each player takes worker meeples in their preferred color, along with starting resources of 1 Food, 1 Wood, 1 Coin, 1 Favor Token, and 1 Swordsman Die.
- 10 Players should place 1 worker meeple in the general supply (to be earned by use of the Worker Huts Location) and keep 3 in their personal supply (4 in a two player game). Any additional worker meeples should be returned to the box.
- 11 Finally, each player receives 1 random Destiny Card – then you are ready to begin.



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**GYLFIR**  
THE SEAWORTHY  
Does not pay when taking goods from the





# PLAYING THE GAME



The game is played over 8 rounds, during which you send workers from your clan into town to gather weapons and supplies necessary to fend off the hordes of enemies just beyond the walls. Workers may set the stage for your Viking Warriors to fight the Trolls who regularly attack the town, fight the Draugr who plague the neighboring villages, or hunt the Monsters who reside on distant shores poised to strike at the town and the ships which ensure the survival of the Nordic harbor. Most locations on the board can only be occupied by 1 worker per round; if you want something, you had better send your worker there first!

At the end of the 8th round, the player who has earned the most **Glory** wins the game.

## PLAYING A ROUND

The steps you follow to play a complete round of **Champions of Midgard** are laid out in iconography in the top right of the game board. This should serve as a handy reminder during your game and as a refresher for subsequent plays.

## ROUND SETUP



- 1 Place the top card of the Troll Deck face-up in the Troll Space on the board.



- 2 Place the top 2 cards of the Draugr Deck face-up in the Draugr spaces on the board.



- 3 Place 1 Journey Card face-down in each empty Journey Space on the board.



- 4 Place 1 Monster Card face-up in each empty Monster Space on the board. *Note: The leftmost Journey space and Monster space are only used in a 4-player game.*



- 5 Reveal the top Merchant Ship Card, placing it on top of any previously revealed Merchant ship cards.



- 6 Add 1 Viking Warrior (of the appropriate color) to each of the Swordsmith, Hafter, and Blacksmith locations and add 1 Food Cube to the Smokehouse location. (The locations which receive an item every turn are blue for easy identification)

## WORKER PLACEMENT

Beginning with the player holding the First Player Marker and proceeding clockwise, players take turns assigning 1 worker to an available space on the board and carrying out the associated action. This process is repeated until no player has workers remaining. Then, all players proceed to assigning Viking Warriors.

*(All possible actions are described in the appendix.)*



Placing a worker in the Blacksmith



Placing a worker in the Hunting Grounds

If a player finds themselves unable (or unwilling) to activate a location on the board, they may beg the townsfolk for assistance. To beg, place your worker on your Leader Board and collect one Food and one Blame from the supply.

## ASSIGNING VIKING WARRIORS

Any player who placed a worker on the Troll Card location, Draugr Card location, or Longship(s) must now assign the Viking Warriors/Food Cubes they wish to send.



Viking Warriors sent to fight the Troll should be placed on the Troll Card.



Viking Warriors sent to fight Draugr should be placed on the corresponding Draugr Card.



Viking Warriors sent to fight Monsters on distant shores should be placed in their longship(s) along with the Food Cubes you plan to feed them on the journey. Remember not to exceed the capacity of the ships with Viking Warriors or food (details of ship capacity are included in location descriptions and indicated on the ships themselves).

Any Viking Warriors not assigned elsewhere are assumed to be hunting if you placed a worker on the Hunting Grounds.



*(Note: If an enemy has a "no swords/spears/axes" symbol on it, players are not permitted to assign that type of Viking Warrior to fight that enemy. Viking Warriors of any type may travel on a ship to face an enemy but Warriors of the prohibited type are destroyed by the enemy before the first round of combat. They do not participate and are discarded to the general supply without ever being rolled.)*

# COMBAT RESOLUTION

The Combat Resolution phase is resolved in the following order:

- 1 First, any players who placed a worker on the hunting grounds roll all of their dice not assigned elsewhere and collect food equal to the number of hits rolled (max 6).
- 2 Next, if a player has assigned Viking Warriors to fight the Troll, they participate in combat against the Troll until either the Troll or the player has been defeated.



**BLAME:** If no player kills the Troll, each player takes a Blame token from the supply during round clean-up. Blame causes loss of Glory at game end. If any player kills the troll, the player who killed the troll may discard one of their Blame tokens and may force an opponent to take 1 Blame token from the supply. The townsfolk have fickle attitudes about those who protect them (and those who fail to).

- 3 Then, beginning with the left Draugr and proceeding to the right Draugr, players who have sent Viking Warriors to fight Draugr now resolve combat against them. If no player has assigned Viking Warriors to the Draugr Card(s), proceed to the next step.
- 4 Finally, beginning with the leftmost distant shore location and proceeding to the rightmost distant shore location, players resolve their journeys and then combat the Monsters by following the steps below. If no player assigned a Ship to a particular location, simply skip that location and move on to the next one.
  - A. Reveal the Journey Card and resolve its effect (described in detail at the end of the rules).
  - B. Feed your Viking Warriors. You must have enough food in the boat to feed all your Viking Warriors. The 2 locations closest to the right edge of the board are closer to the port and therefore require less food for the shorter journey (1 Food Cube feeds 2 Viking Warriors. The 2 locations closest to the left of the board are further from the port and require more food (1 Food Cube feeds 1 Viking Warrior). This is depicted on the board for your reference. If there is not enough food to feed all Viking Warriors, unfed Warriors starve and are returned to the general supply. All food sent on a journey is returned to the supply, even if there is more than the Vikings require.
  - C. Combat the Monster!

## DETAILS OF COMBAT



Combat against Trolls, Draugr, Krakens, and Monsters (referred to collectively as enemies) is resolved in the same way. Enemies have a Damage value and a Defense value. In order to defeat an enemy, a player must deal damage equal to or greater than the enemy's Defense value (referred to as lethal damage).



Enemy  
damage  
value



Enemy  
defense  
value

Combat takes place in a series of rounds which consist of the player rolling their Viking Warrior dice in an attempt to deal damage to the enemy and then taking damage from the enemy by discarding their Viking Warriors. A player's damage and an enemy's damage are dealt simultaneously so even if a player deals lethal damage to an enemy, they still take damage from that enemy. Combat ends at the end of a round in which at least one of the following is true:

- \* The enemy has taken lethal damage.
- \* All committed Viking Warrior dice have been defeated.

**Follow these steps in order to resolve a round of combat:**



**1** Attack with all of your Viking Warriors by rolling the dice you have committed to fight the enemy.



**2** (Optional) Discard 1 Favor Token to reroll some or all of the dice just rolled. This step may be repeated if you have, and wish to spend, multiple Favor Tokens.



**3** For each Weapon Result rolled, place a Damage Token on the enemy's card. (Some dice faces show 2 weapons and count as 2 hits)



**4** Discard 1 Viking Warrior for each damage the enemy inflicts; negate the loss of 1 Viking Warrior for each Shield Result you rolled.



**5** Check to see if the enemy has been dealt lethal damage:

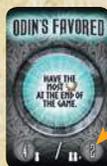
- A.** If the enemy has received lethal damage: take the enemy card and collect the reward indicated. Return surviving Viking Warriors to your personal supply. In this example, the player would score 6 **Glory** on the score track and gain 4 coins from the supply.
- B.** If the enemy has not received lethal damage and you still have Viking Warriors left: begin a new round of combat.
- C.** If the enemy has not received lethal damage and you have no Viking Warriors left: your Viking Warriors have been defeated and you collect no reward. Remove any Damage Tokens placed on the monster.

## CLEAN-UP

- 1 Take back your workers from all locations, returning rented Ships to their spaces on the board and Private Ships to your play area.
- 2 If the Troll was not defeated, discard the Troll card and give each player 1 Blame Token.
- 3 Discard any undefeated Draugr Cards. *Note: Discarded Troll and Draugr cards go to the enemy discard pile in the bottom right corner of the board.*
- 4 Discard any revealed Journey Cards.
- 5 Add 1 coin to each undefeated Monster card. This is an additional reward for the player who eventually defeats this Monster. Monsters may gain several coins before they are defeated.
- 6 If this was Round 8, proceed to final scoring. Otherwise, advance the Round Marker and return to Round Setup to play another round.

## GAME END & FINAL SCORING

After the 8th Round, the game is over and players begin final scoring. We recommend players calculate their final scores one at a time, beginning with the player furthest behind on the Glory Track. Players familiar with the game may find they prefer to score simultaneously. The following items score points at the end of the game:



**Destiny Cards** – If you alone have satisfied the condition of a destiny card in your possession, you have completely fulfilled your destiny and score the larger **Glory** bonus. If you are tied for the condition, you have only partially realized your potential and score the smaller **Glory** bonus.



**Sets of Enemies (1 of each color)** – The townspeople are impressed with your ability to brave varying combat conditions! Score 5 **Glory** for each complete set.

Trolls do not have a color and do not count for end game scoring.



**Runes (used or unused)** – Runes are symbols of power and provide varying amounts of **Glory** indicated on each card.



**Private Longships** – Longships are status symbols and provide **Glory** based on the type of longship you built.



**Favor of the Gods** – Each unspent Favor Token is worth 2 **Glory** at the end of the game.



**Coins** – Score 1 **Glory** for every 3 coins you have remaining.



**Blame** – Lose **Glory** based on your reputation with the townsfolk. **Glory** loss is calculated according to this chart:

	= -1		4	= -10	
2	= -3		5	= -15	
3	= -6		6+	= -21	

**The player with the most Glory is declared a Champion of Midgard. They earn the title of Jarl and are the winner of the game!**

*In the case of a tie, the tied player who defeated the most enemies (total cards collected, including Trolls) wins the game. If there is still a tie, the tied players rejoice in their shared victory.*



## APPENDIX



### I. Worker Placement Locations

**Blacksmith** – Collect the Viking Axemen Dice present and place them in your personal supply.

**Draugr Card Spaces 1 & 2** – During the Assign Viking Warriors Phase, commit Viking Warriors to fight the Draugr.

**Hafter** – Collect the Viking Spearmen Dice present and place them in your personal supply.

**Hunting Grounds** – Send Viking Warriors hunting for food during the Combat Resolution Phase. *(This space may accommodate several workers – there is no restriction on the number of players who may place a worker here.)*

**Large Public Longship** – Pay 1 Coin to the supply then place this longship in the harbor adjacent to the Distant Shores location you wish to journey to. During the Assign Viking Warriors Phase, you will need to load this longship with Viking Warriors and Food Cubes to feed them. How many Viking Warriors and how many Food Cubes you place on the ship is up to you, but the combined total may not exceed the Ship's Capacity of 10.

**Longhouse** – Collect 1 Viking Swordsman from the supply and take the First Player Marker from whoever presently has it. If you have the First Player Marker already, you must pass it to the player on your left.

**Market** – Trade Food Cubes, Wood Cubes, and/or Coins to the supply in exchange for Food Cubes, Wood Cubes, and/or coins at a ratio of 1:1.

**Merchant Ship** – Pay 1 Coin to the supply then collect the Food Cubes, Wood Cubes, or Viking Warriors displayed on the current Merchant Ship Card.

**Runesmith** – Pay 1 Wood Cube to the supply and claim 1 Rune Card, placing it face up in front of you. You may select either of the face-up rune cards, or take a random one from the deck. Flip the Rune Card to activate its ability – keep the card for end game scoring.

**Sage's Hut** – Look at 1 face-down Journey Card then draw 1 Destiny Card. Destiny Cards provide opportunities for end-game scoring and should be kept secret from your opponents until the end of the game.

**Shipwright** – Select a Private Longship and pay the cost indicated on the card. Take that Private Longship from next to the board and place it beside your Leader Board. You may place a worker on this private ship in any Placement Phase (Including the Phase it was acquired) and use it just like either the Small or Large Public Longship. The capacities of private ships and their Glory rewards vary based on cost. Each player may only build 1 Private Ship.

**Small Public Longship** – Place this longship in the harbor adjacent to the Distant Shores location you wish to journey to.

During the Assign Viking Warriors Phase, you will need to load this longship with Viking Warriors and Food Cubes to feed them. How many Viking Warriors and how many Food Cubes you place on the ship is up to you, but the combined total may not exceed the Ship's Capacity of 5.

**Smokehouse** – Collect the Food Cubes present and place them in your personal supply.

**Stave Church** – Pay X coins to the supply. Collect Favor from the supply based on the amount of coins you paid.

1 Coin = 1 Favor      3 Coins = 2 Favor  
6 Coins = 3 Favor      10 Coins = 4 Favor

**Swordsmith** – Collect the Viking Swordsmen Dice present and place them in your personal supply.

**Troll Card Space** – During the Assign Viking Warriors Phase, commit Viking Warriors to fight the Troll.

**Worker Huts** – Pay 5/4/3/2 Gold and collect your extra worker. The worker may be used during this game round and all future game rounds. The first player to use this space pays 5, the next player pays 4 and so on.

### II. Journey Card Effects

**All Quiet** – No Effect.

**Kraken** – Resolve Combat against the Kraken.

**Lost** – Lose 2 items of your choice (2 Food Cubes, 2 Viking Warriors, or 1 of each).

**No Wind** – Lose 1 Food Cube.

**Storm** – Lose 1 Food Cube or 1 Viking Warrior (your choice).

**Whirlpool** – Lose 1 Viking Warrior.

### III. Viking Leaders

**Asmundr the Pious** – Asmundr wishes to be Odin's Chosen representative in Midgard and has turned acquisition of Favor into a Glorious pursuit! His ability essentially allows Asmundr to use his Favor Tokens for free. He will always gain the 2 Glory from them whether he spends them on rerolling or not. He may still wish to use them sparingly in order to either achieve a destiny or make it more difficult for other players to do so.

**Dagrun the Destined** – Dagrun has the gift of a sage but never focused on developing it due to all her combat training – she has not however suppressed her abilities completely. Whenever Dagrun places a worker on the Sage's Hut location, she draws an extra destiny card allowing her to more freely choose her destinies. The card she does not select is returned to the bottom of the Destiny Card deck. When used in conjunction with the True Vision Rune Card, Dagrun draws 4 Destiny Cards but still selects only 1 to keep.

**Gylfir the Seaworthy** – Half merchant and half warrior, Gylfir has connections down at the docks. When going to the



## APPENDIX



Merchant Ship location he finds many warriors willing to fight by his side and many merchants willing to part with some spare supplies to aid his cause. Whenever Gylfir places a worker at the Merchant Ship location he takes whatever is indicated on the card without paying the coin required of the other leaders.

**Svanhildr the Swordmaiden** – Svanhildr has specialized in a weapon generally scoffed at by other Viking Leaders. Regarded as weaker than the axe and less versatile than the spear, a sword in Svanhildr's hands can be just as deadly as either. A result of 1-hit on a swordsman die does 2 damage for Svanhildr and a result of 2-hits does 3 damage. This does gain her extra food when hunting but she may still not exceed the maximum of 6 in the Hunting Grounds space – there are only so many deer in the forest after all.

**Ullr the Berserker** – Ullr was trained in the ways of the berserker and in turn teaches his Warriors how to fight without fear, for the Glory of their clan! During any round of combat in which 1 or more Warrior Dice shows a 2-hit result, Ullr gains 1 Glory to be scored immediately on the track (regardless of the final outcome of the battle).

### IV. Rune Cards

All rune cards are single-use and contain the "flip to activate" symbol. They may be activated at any time.

**Gifts** – Collect 4 Resources from the general supply. Choose any combination of Wood, Food, and/or Gold.

**Glory** – Use when defeating an enemy (Troll, Draugr, or

Monster). Gain 50% more Glory for defeating that enemy (rounded down). (e.g. Use when defeating a Monster worth 13 Glory; Gain 6 additional Glory.)

**Healing** – Negate the losses suffered in a single round of combat. If the combat continues, future losses are suffered in full.

**Journey** – After revealing a journey card, discard it without suffering the consequences. Reveal the next journey card in the deck and apply those results instead (even if they are worse).

**Knowledge** – View all face-down journey cards on the board. Do not look at the journey cards in the deck.

**Potential** – Use after rolling for a round of hunting or combat. Any dice which show a blank result are re-rolled and their new result is used instead.

**Reaction** – Use after rolling for a round of hunting or combat. Count shield results as single hits. They still count as shields as well. (Swordsman dice used this way count as 2-hit results for Svanhildr)

**Success** – Reveal a destiny card in your possession and score it immediately. Keep the card and score it again at game end.

**True Vision** – Use when activating the Sage's Hut. Draw two additional destiny cards. Keep just 1 and return the others to the bottom of the deck.

**Wealth** – Double the amount of coins currently in your possession. You may not gain more than 5 coins in this way.



## F.A.Q.



### Are components limited?

Viking Warriors (dice) are limited and when the supply is empty no more can be acquired until some are returned to the supply as a result of combat. Resources are not limited. If players find themselves needing more wood/food/coins than are provided they should track the extra using supplementary components or on paper.

### What if I acquire more Viking Warriors than I have room for on my Leader Board?

You are not permitted to take the excess Warriors. If you have 7 Viking Warrior dice already and take an action which says you acquire 2 Viking Warrior dice, you may only take 1 of the Viking Warrior dice you are owed. You choose which you keep and any excess are returned to the supply.



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