

# blood rage valhalla



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# ART

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## THE SAGA CONTINUES BEYOND RAGNAROK...

Ragnarok has come and gone. Midgard lies in ruin, shattered by fire and flood. But for the greatest warriors of the Viking clans, death was only the beginning.

In **Blood Rage: Valhalla**, the greatest Viking clans clash once more—not on the fields of Midgard, but in the sacred chambers of the afterlife. Here, under the ever-watchful eyes of the gods, combat is eternal. These are no mere echoes of life; the battles of Valhalla are grander, fiercer, and charged with divine purpose.

Gather your warriors, monsters, and elites anew. Prove your worth in contests of valor and strategy, and earn the blessings of Loki, Freya, Thor, and others. The gods will also descend from their halls to join the fray, bending the flow of battle with their wrath or favor. Their presence is awe-inspiring and creates tension around them as all clans want to prove themselves to the gods, but only one clan will rise above the rest to become the gods' chosen in the eternal feast. Each chamber pulses with power, offering unique challenges and boons. Victory is not just a matter of strength—it is a test of honor, strategy, and your clan's bond to the divine.

Earn glory through combat, earn favor through sacrifice, and carve your legend into the very walls of Valhalla. In this afterlife, there is no rest—only the endless roar of war.

This is not the end of your story—it is the beginning of your legend.

**Welcome to Valhalla. Fight. Die. Rise again.**

## OBJECTIVE

Blood Rage: Valhalla is an area control game for 3-5 players, where the goal of the game is to achieve the most Glory by the end of the third age. You gain Glory through victory in battle, accomplishing quests for the gods, and by winning contests put on by the gods. The game progresses through three Ages, as more gods enter the Halls of Valhalla. The player with the most Glory at the end is the winner.

# ART



# GAME COMPONENTS



**1 GAME BOARD**



**140 CARDS**  
(5 GOD DECKS, 1 MONSTER DECK)



**1 FIRST PLAYER TOKEN**



**1 SAGA TOKEN**



**8 CHAMBER TOKENS**



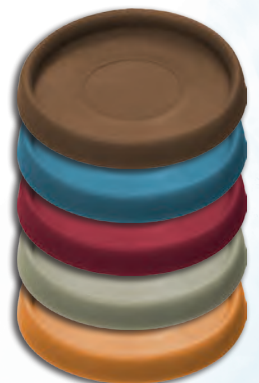
**5 GLORY MARKERS**  
(1 PER CLAN)



**5 CLAN SHEETS**



**55 SMALL PLASTIC BASES**  
(4 PER CLAN)



**10 LARGE PLASTIC BASES**  
(2 PER CLAN)



**5 GOD TOKENS**



**20 CLAN TOKENS**  
(4 PER CLAN)



**45 CLAN REWARD TOKENS**  
(9 PER CLAN)

## Module to Combine Blood Rage & Valhalla

### RAINBOW BRIDGE BOARD



**GOD TILES**



**LEADER CARDS**



**1 SAUNA SHEET**





**8 BEAR CLAN FIGURES**  
(2 ELITES, 6 WARRIORS)



**8 RAVEN CLAN FIGURES**  
(2 ELITES, 6 WARRIORS)



**8 WOLF CLAN FIGURES**  
(2 ELITES, 6 WARRIORS)



**8 STAG CLAN FIGURES**  
(2 ELITES, 6 WARRIORS)



**8 SERPENT CLAN FIGURES**  
(2 ELITES, 6 WARRIORS)



**15 MONSTER FIGURES**



**Blood Rage: Valhalla** is a standalone game built upon a design framework similar to its original predecessor, **Blood Rage**. If you have played the original, we have denoted the rule differences between the two games in the rulebook.

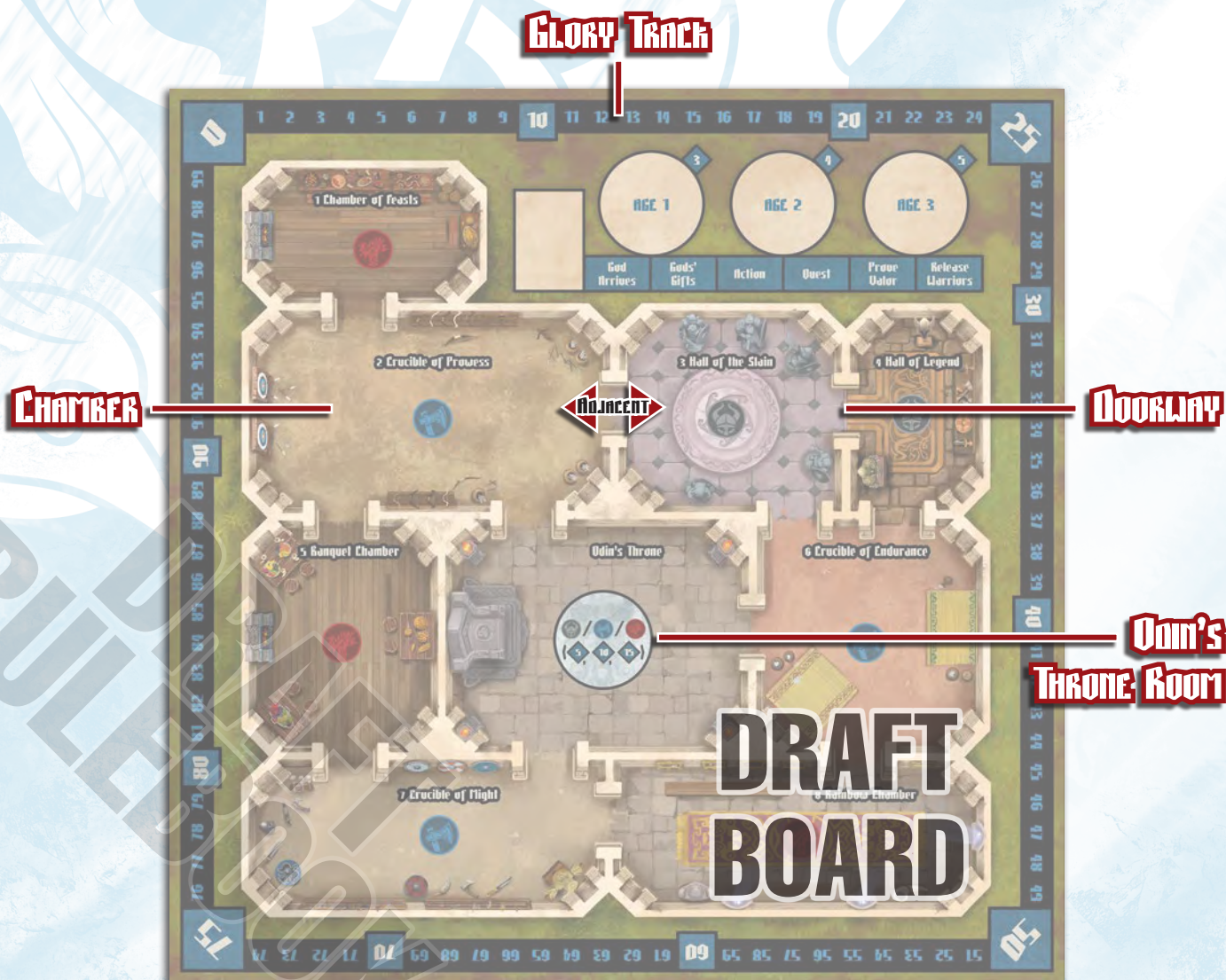
## GAME BOARD

The Blood Rage: Valhalla Game board displays a top-down view of the Halls of Valhalla, a palace in Asgard where the gods come to feast. The halls consist of nine **Chambers**, with **doorways** connecting them. Chambers that share a doorway are considered **adjacent**.

Odin's Throne and other Chambers containing god or chamber tokens work similarly to Yggdrasil in Blood Rage, where players cannot summon directly into the space. However, when a conflict is started there, only figures from adjacent rooms may join that battle.

Each Chamber can hold any number of plastic figures. The game board for Valhalla does not include **villages** or **fjords**.

Finally, there is the Glory Track, which runs around the edge of the board to keep track of the players' scores. Each player will move their clan's Glory marker along this track whenever they gain Glory.





## CLAN SHEET

Each of the clans the players can choose to play as has its own clan sheet, which keeps track of their resources, stats, and upgrades.

Across the middle of your clan sheet is your Rage Track. Rage is your currency. When you take actions, it will usually cost you some of your Rage. You will move your clan token along this track to indicate how much Rage you have left at the moment.

Below the Rage track are your clan's stats. These are Rage, Axes, and Horns.

The Rage stat tells you how much Rage you will have at your disposal at the beginning of each round. With more Rage, you can take more actions.

The Axes stat tells you how much Glory you gain for

winning battles. With more Axes, your victories in battle will be more glorious, spurring your clan farther on your path to victory.

The Horns stat tells you how much Glory you gain for completing quests.

Horns no longer limit the number of units you can have on the board at any given time, and Quest cards no longer include Glory awarded printed on them.

As the game goes on, you'll have several opportunities to increase each of your clan's stats. Whenever one of your stats is increased by one step, move the respective clan token one slot to the right. If you're able to improve your stats to legendary levels by the end of the game, you'll gain powerful Glory bonuses.

The diagram illustrates the layout of a Wolf Clan sheet. At the top, the 'WOLF CLAN' logo is shown next to five 'UPGRADE' slots. Below this is the 'RAGE TRACK', a horizontal bar with 12 numbered slots (1-12) and a 'RAGE' icon. To the left of the track are labels for 'RAGE TRACK', 'RAGE STAT', 'AXES STAT', and 'HORNS STAT'. The 'RAGE STAT' section shows a grid of red 'RAGE' icons with values 6, 7, 8, 9, 12, and 12. The 'AXES STAT' section shows a grid of blue 'AXES' icons with values 3, 4, 5, 6, 8, and 8. The 'HORNS STAT' section shows a grid of grey 'HORNS' icons with values 4, 5, 6, 8, 10, and 14. Below the stats are five action cards: 'SUMMON' (RAGE COST = 1), 'MARCH' (RAGE COST = 1), 'UPGRADE' (RAGE COST = 5/16), 'QUEST' (RAGE COST = 4), and 'CONTEST' (RAGE COST = 4). A red box highlights the 'UPGRADE CARD SLOT' at the top right. A blue line connects the 'ACTION GUIDE' label at the bottom to the action cards.

ACTION GUIDE



# BASIC CONCEPTS

## FIGURES

Each of your figures - Elites, Warriors, and eventually Monsters - has a Strength rating (STR). At the start of the game, Elites and Warriors have a STR of 1, while Monsters have STR equal to their rage cost, unless otherwise stated on the card. Having plenty of strength on the board will help you win battles, complete quests, and compete for the favor of the gods.

As the game progresses, you may upgrade your figures by placing Upgrade cards onto slots on your clan



sheet. These cards will tell you your figures' new STR rating and abilities.

Whenever a figure is destroyed, in battle or from a special ability, it is placed near the player's clan sheet that controlled the ability or won the conflict. In the case of a conflict that ends in a tie, figures are instead placed on the Sauna sheet. When figures are killed in Odin's Throne or a god Chamber during the Prove Valor Phase (see page 18), they also go to the Sauna sheet. There it waits for the next Age to rejoin battle.

## CARDS

Each of the gods in Blood Rage: Valhalla has its unique deck of cards, which represent gifts from the Norse gods. Each round, players will receive these gifts, which can help them in various ways.

Cards are no longer separated into three different decks. A single deck will be created during setup based on which gods are in play for the game.

**Battle cards** (red) add to your army's Strength in battle.

**Quest cards** (green) represent divine quests given to your clan that can be placed face down on empty slots of your clan sheet. If successful, they can grant you a lot of Glory.

Glory rewards are no longer included on quest cards and are determined by your Horns track on your clan sheet.

**Upgrade cards** (black) upgrade can also only be placed in an open slot on your clan sheet, and can enhance several aspects of your clan:

- **Monster Upgrades** are unique mythological beings you can recruit to join you in battle.
- **Elite Upgrades** upgrade the strength and/or abilities of your Elite figures.
- **Clan Upgrades** are upgrades for your clan as a whole that offer a variety of different effects.



Upgrade cards no longer have fixed slots where they can be played. There are seven slots available on your clan board for Upgrade and Quest cards to be placed. You can no longer discard a played Upgrade or Quest card on your Clan Sheet to make room for a new one.



# ART

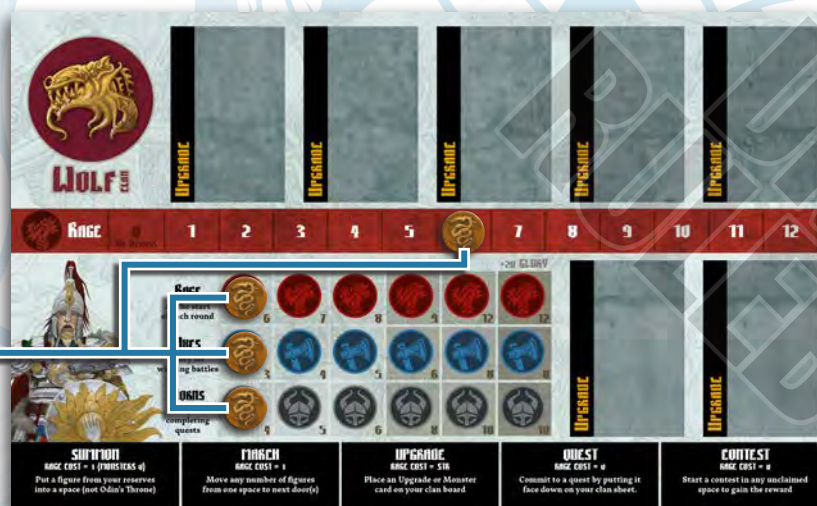
## SETUP

### PREPARE YOUR CLAN

- 1 Each player chooses one of the available clans to play and takes the matching **Clan Sheet**, placing it in front of them. At the start of the game, all clans are equal, but they'll soon become unique with each player's choice of upgrades.
- 2 Take your clan's 2 Elite Figures and 6 Warrior figures and place them next to your clan sheet to create your Reserve. If this is your first game, snap a small base matching your clan color to all your figures.
- 3 Collect the remaining 3 small and 2 large bases that match your clan color to your reserve. They will be used if you recruit any Monsters.
- 4 Take your clan's **Glory Marker** and place it on the **Glory Track** around the board, on the "0" spot.
- 5 Take all your **Clan Tokens**, placing one of them on the first spot of each of the three **Clan Stats** on your clan sheet: **Rage**, **Axes**, and **Horns**. This means all players start with the following stats: **6 Rage**, **3 Axes**, and **4 Horns**. Then, take your last Clan token and place it on the **Rage Track** on your clan sheet. Since your starting Rage stat is 6, the token is placed on the "6" spot of your Rage track. Finally, take your **Clan Reward Tokens** and leave them closer to your clan sheet.



#### CLAN TOKENS STARTING POSITIONS





## ART

## PREPARE THE BOARD

- 1** Place the Game Board in the center of the play area with the Sauna sheet next to it.
- 2** Take the 8 Chamber tokens and shuffle them. Select 3 at random and place each in their corresponding Chamber so they cover the Chamber reward. These Chambers may not be contested, and figures cannot be summoned there while these special tokens are there.
- 3** Shuffle the God tokens and randomly place one on each of the three Age slots. The leftover Gods will not be used in this game.

### FIRST GAME?

We recommend playing your first game with Thor, Loki, and Tyr as the gods to be used.

- 4** Find the 25 cards for each of the 3 Gods on the Age Track and shuffle them together to form one deck of 75 cards.
- 5** Randomly select 3 Monster cards per player (9 cards for 3-player, 12 cards for 4-player, and 15 cards for 5-player) and place their matching figure by the game board within reach of all players.
- 6** Shuffle all selected Monster cards with the god cards to form the deck players will draft from each age. (The deck will be 84 cards for 3-player, 87 cards for 4-player games, and 90 cards for 5-player games.)
- 7** Place the **Saga** token on the first spot of the First Age on the Age Track. This is the "God Arrives - Age 1" Spot. The Saga token will be moved from phase to phase of each Age, one Age at a time, to help players keep track as the game progresses.
- 8** Finally, give the **First Player** token to the player who was born furthest north, or just choose randomly. That player will start the game in the First Age. The First Player token will be passed to the player to the left at the end of each Age.









## ART

PHASES OF PLAY

Blood Rage: Valhalla is played over a series of three rounds, known as Ages. Each Age is divided into six phases:

1. GOD ARRIVES
2. DRAFT GOD'S GIFTS
3. ACTION
4. QUEST
5. PROVE VALOR
6. RELEASE WARRIORS

The phases must be played in order, and a phase must be completed before moving on to the next one. Move the Saga token on the Age Track from one phase to the next as they are finished, to help keep track. Once the last phase of an Age is done, the Saga token is moved back to the first to start the next Age. When the Saga Token reaches the last phase of the Third Age, the game ends.

GOD ARRIVES PHASE

Take the God token in Age One and place it in the Chamber with the lowest-numbered Chamber token in it. Remove the Chamber token from the game and ensure the God token's reward is sided up, covering the Chamber Room bonus.

When winning a contest in the location of a god, the winning player gains the bonus of the God tile instead of the bonus of the Chamber.

**Note:** During the first Age, Tom managed to win a contest in Tyr's Chamber. He may upgrade any track on his clan sheet once, and also kill an Enemy figure in any room. Those are his rewards.





## DRAFT GOD'S GIFTS PHASE

During this phase, players build a hand of cards in a process called drafting. These cards will provide them with upgrades for troops and clan, monsters to join the fight, quests for Glory, and the raw power to win battles.

In the Second and Third Ages, players will collect all the cards they discarded during the round and will choose 3 to hold onto for the next age, placing them facedown on the clan symbol of their clan sheet before drafting. If a player has more than 3 cards, the cards not placed on their clan mat are removed from the game.

Take the deck of cards from the Age Track and deal 6 cards to each player, and return the remaining cards to the Age Track.

Drafting works like this: Each player inspects the six cards dealt to them and selects one to keep, placing it facedown to the side of their clan sheet, on top of their clan symbol. Once everyone has put a card on their clan sheet, everyone passes the rest of their cards to the player on their left.

Now, each player looks at the cards they've been passed, selects one to keep, and places it facedown by their clan sheet. Then everyone passes their remaining cards to the left.

Continue picking and passing cards until each player has placed five new cards by their clan sheet. By that point, everyone will have one card left to pass. But instead of passing it, they must discard it to the bottom of the deck without showing it.

At the end of this phase, all players should have 5 cards in their hand, plus up to 3 cards they might have saved from a previous Age. Keep these cards secret from the other players. You will be able to use these cards during the Action phase.

Drafted cards and cards placed face down on your Clan Sheet may be looked at during any point while drafting, but must be returned to their same spot.

During Age 2, players will pass cards to their right instead of left during the God's Gifts Phase. During Age 3, players will return to passing cards to their left.

## STRATEGY TIPS FOR DRAFTING

Each unique god deck encourages a different style of play. If you build your strategy around one or two gods, you should do well. Here's what you can expect from each god:

- **Thor:** Glory and spoils for victory in battle.
- **Loki:** Revenge or spoils for defeat in battle.
- **Freya:** Protection of figures and support.
- **Baldur:** Foresight and multiple quests.
- **Tyr:** Win conflicts by brute force.

You generally should strive for a relative balance of card types. Ignoring a card type altogether (such as Quests, Upgrades, or Battle Cards) won't make you automatically lose, but it may cost you!

## ACTION PHASE

This is the main part of the game, where clans will compete for the gods' favor. Battles will be fought, and blood will be spilled.

All players begin the Action phase with the amount of Rage indicated by the Rage stat on their clan sheet. If this is the first Age, you've already taken care of this by placing your Clan token at 6 Rage during setup. In subsequent Ages, if you have improved your clan's Rage stat, you will begin the Action phase with more Rage.

The player with the First Player token goes first, and play proceeds in a clockwise order from there.

On your turn, you must choose a single action to perform.

If that action carries a cost in Rage (it usually does), you must pay that cost and then take your action. Move the token on your clan's Rage Track to indicate how much Rage you've spent. If you do not have enough Rage to pay for a particular action fully, you cannot take that action.

Once your action is complete, your turn ends. The player to your left will then take their turn, performing a single action and paying any Rage cost associated with it. Players continue taking turns in order until all players have passed their turn.

A player who is down to zero Rage cannot perform any actions on their turn, not even an action that costs zero Rage. All that the player can do is react to other players'



# THE PHASES OF PLAY

actions, such as participating in a contest started by another player. Note that if they later gain some Rage, they resume performing actions on their turn.

If you cannot take an action, or do not wish to, you can choose to pass. However, when you pass, you lose all your remaining Rage and can take no further actions.

**End of the Action Phase:** The Action phase immediately ends when either all players are down to zero Rage, or all of the rooms without Chamber tokens have been successfully contested (even if players still have Rage left).

Players have five options to choose from when taking an action (as indicated at the bottom of the clan sheet). Players can take the same action several times throughout an Action phase, always taking a single action per turn.

- **Summon:** Place a figure from your reserve into a Chamber that is not Odin's Throne or includes either a god or a Chamber token.
- **March:** Move any number of figures from one Chamber to any adjacent Chambers connected by a doorway.
- **Upgrade:** Place an upgrade card from your hand onto an open upgrade space on your clan sheet to improve your abilities.
- **Quest:** Commit to a quest by placing a Quest card from your hand facedown in an open upgrade slot on your clan sheet.
- **Contest:** Start a contest in a Chamber that has an unclaimed reward.

## SUMMON

Choose a single figure in your reserve and pay the appropriate Rage to place it in a common Chamber on the board. Warriors and Elites cost 1 Rage to be summoned, where Monsters cost 0 Rage. Figures may not be summoned directly into Odin's Throne room or into a Chamber that contains either a god or a Chamber Token.

**Common Chamber** – A chamber is considered common if it does not contain a Chamber or God Token. Odin's Throne is never considered a Common chamber.

As players gain control of Monsters during the game, they cost 0 Rage to be summoned. Players must still have at least 1 Rage on their Rage Track to summon a figure.

The Rage cost for summoning figures is no longer determined by the figures' STR. Summoning costs 1 Rage for Warriors and Elites. Summoning Monsters does not cost any Rage.

## MARCH

When you order troops to March, you must pay 1 Rage. Choose a Chamber and move any number of your figures from that Chamber to any number of adjacent Chambers to it connected by a Doorway.

There is no limit to the number of figures that can be in a Chamber, and figures can only march to Chambers connected by Doorways.

### CALLOUT BOX: EXAMPLES OF MARCH.

SHOW ONE FIGURE GOING TO AN ADJACENT ROOM. THAT IS A VALID MARCH.

SHOW 3 FIGURES GOING TO AN ADJACENT ROOM. THAT IS A VALID MARCH.

SHOW 2 FIGURES GOING FROM ONE ROOM TO TWO DIFFERENT ADJACENT ROOMS. THAT IS A VALID MARCH.

SHOW 2 FIGURES FROM DIFFERENT ROOMS GOING TO THE SAME ADJACENT ROOM. THAT IS NOT A VALID MARCH.



## UPGRADE

Each clan sheet has slots for up to seven upgrades or Quest cards. When you Upgrade, you must choose an Upgrade card from your hand and pay Rage equal to that card's STR. Then place the upgrade in an open slot on your Clan Sheet. This Upgrade card is now a permanent effect, granting you any benefits listed on it, from higher strength for your troops to special abilities.

If your clan has two Upgrades in different slots that give you the same type of benefit, both cards take effect independently. One does not cancel the other.

In case you already have all of your seven upgrades slot filled, you can no longer play an upgrade or commit a Quest (see Quest page 17).

**Monster Upgrades:** Monsters are unique figures that can dramatically change the course of the game. Each has a powerful and unique special ability.

When you play a Monster upgrade, take the corresponding Monster figure, attach your clan's base to it, and place it in your reserve. It is now yours for the rest of the game, counting as one of your figures. You cannot play a Monster upgrade if you do not have a clan base available to do so.

Differently from Blood Rage, Monsters are not immediately summoned anymore when a Monster's upgrade card is played.

Your Monster can die and will be sent to an opponent's kill pile like any other figure, returning it to your reserve during the Release Warriors phase.

Also, it can gain Glory for you during the Prove Valor phase just like any other figure.

Differently from Blood Rage, when you summon a Monster that died in a previous Age, you do not have to repay their cost in Rage. Now they are free to summon.



## QUEST

Take a Quest card from your hand and commit to it by placing it face down on an open upgrade slot on your Clan Sheet. It costs no Rage to commit to a Quest. You may only commit to a Quest card if there is an open upgrade spot on your clan sheet. You may inspect your committed Quests at any time.

During this Action phase, you should try to fulfill the demands of the Quests you commit to, reaping Glory determined by your Horns stat on your Clan Sheet, as well as any other rewards written on the Quest card, during the Quest phase. However, there's no penalty for failing a Quest.

**Note:** Even though it costs no Rage to commit to a Quest, remember that you cannot take **any** actions if you're down to zero Rage. Not even a free one.

## CONTEST

If you successfully win a contest in a Chamber, you will receive a reward. Most times, this reward is improving one of your clan stats, but if the contest is in a Chamber containing a god, you will also gain a bonus unique to that god.

To take a Contest action, choose a Chamber that has at least one of your figures in it that also has a reward still available this age to claim. It costs no Rage to contest, but remember that you can't take any actions if you're down to zero Rage. A Contest action is resolved by the following 3 steps:

**Call to Battle:** Players may move an adjacent figure to join the battle.

**Play Cards:** Players in the battle reveal cards to add STR and/or special effects.

**Resolution:** Highest STR determines the winner. Losers' figures are added to the winners' kill pile, and the winner gets rewards.

## CALL TO BATTLE

Once you have declared your intent to Contest a Chamber, the other players have a chance to join the battle. Starting with the player to your left and going around in clockwise order, each player (you being included and as the last one to act) may, if they wish, move one of their figures from an adjacent Chamber connected by a doorway to the one you are holding the contest in. Moving a figure in this way does not cost Rage, and even players with zero Rage can do it.

Players may move only one figure and only once when a Contest is starting.





## ART

Differently from Blood Rage, players now can only move at most one of their adjacent figures to the conflict and only once will they have the opportunity to do so.

If at this point there are no enemy figures in the Chamber you are holding the contest in, no battle takes place, and you automatically gain the rewards available in the Chamber. Note that in this case, you don't gain any Glory for winning battles because no battle took place.

If there are enemy figures in the Chamber, a battle takes place, and all figures in the Chamber must participate in it.

## PLAY CARDS

Each player participating in the battle must choose one card from their hand and hold it facedown in front of them (unless they have no cards left in their hand; in that case, they don't have to put a card in). Then they all reveal their chosen card simultaneously.

If you reveal a Battle card, its +STR bonus will be added to the total STR of your figures in the battle. Also, any special abilities listed on the card take effect at this point. If, however, you reveal an Upgrade or Quest card, it adds nothing to your Strength in battle and has no effect.

Each clan adds together the STR of each of its involved figures, and adds the +STR bonus offered by their played Battle card (if any). This is their clan's total STR in that battle.

Note: If a card's special effect causes a player to lose all the figures they had in the battle before comparing STR, that does NOT mean that the clan is out of the battle. The figures were destroyed in the course of battle, and the clan might still emerge victorious if its played Battle card has enough STR.

**Note:** In case two effects of cards would happen at the same time, the priority of resolution for those cards starts with the player who initiated the battle, rotating clockwise.



## RESOLUTION

The player with the highest STR total wins the battle! In case of a tie, all participating players lose the battle.

The winner of the battle (if any) must discard all cards they played into their own discard pile. The losers of the battle take all of their played cards back into their hands. All losing players must remove all of their figures that were in the battle, placing them in the winning player's kill pile. In the event that all players lose the battle (ties), their miniatures are placed on the Sauna sheet.

If the player who initiated the Contest wins the battle,

they have successfully won the challenge in that Chamber and gain the reward in that location.

The winning player then takes one of their clan tokens and covers the reward icon in that Chamber.

If the player who initiated the contest does not win the battle, the rewards for that Chamber are not claimed. Any player (including the player who started the contest) can try again later in the phase to contest the Chamber again.

Finally, the winner of the battle gains Battle Glory, whether they started the contest or not. The number of Glory points they earn is equal to their current Axes stat, as indicated on their clan sheet.

## QUEST PHASE

Each player reveals all the Quest cards they have committed to. If you have fulfilled a Quest's requirements, you may raise any one of your clan stats one step, and you gain the amount of Glory equal to your Horns stat on your clan sheet. If you fail to fulfill a Quest, you get nothing, but you also lose nothing. Return all revealed Quests back to your hand, whether successful or not.

**Note:** If you choose to increase your Horns stat from completing a Quest card, you are awarded Glory according to this new Horns stat.

## Example

ART

DRAFT  
RULEBOOK



## ART

### PROVE VALOR PHASE

During this phase, players will compete for approval of the gods. In each Chamber where a god has arrived and in Odin's Throne room, check to see which player has the majority in each Chamber. The player(s) with the most figures (not STR) in the Chamber has appeased the gods, and each of their figures is removed from the board, placing them on the Sauna sheet and finally rewarding that player with the amount of Glory depicted on the board, depending on the current Age for each figure killed.

In the First Age, Odin's Throne room and the Chamber with the first god who arrived will award 3 Glory per figure killed during the Prove Valor phase. In the Third Age, Odin's Throne room and all 3 other Chambers with gods in them will award 5 Glory per figure killed during the Prove Valor phase.

Players who do not have the majority in the Chamber are not killed during this phase and will remain on the board for the next age.

**Note:** If there is a tie for majority between clans, all clans are awarded Glory based on the Age, and all figures are removed from the board.

### RELEASE WARRIORS PHASE

At the end of each Age, all figures in kill piles or in the Sauna sheet are returned to their respective owners. Any figures on the game board remain there.

### END OF AN AGE

Before moving on to the next Age, remove all Clan tokens from the board and give them back to the respective players.

All players gather any cards from their discard pile to their hand. If any player has more than 3 cards in their hand, they must choose which cards to remove from the game to get their hand down to 3.

The First Player token is passed to the player to the left.

Then, move the Saga Token over to the first phase of the Age Track. A new Age will then begin with a new god arriving on the board. With each new Age, there will be more gods to prove your valor to, and there will be more Chambers in the palace to contest over.



## END OF GAME

Once the Release Warriors phase of the Third Age is completed, the world has come to an end, and so has the game. It is now time to see which clan has gained the most Glory and earned its place in the palace next to Odin's throne!

There is one last bonus to tally, though. Players gain a Glory bonus for increasing each of their clan's stats to legendary levels. At the end of the game ONLY, for EACH of your clan stats that has been increased to the 4th or 5th step, gain +10 Glory. For each of your clan stats that has been increased to the last step, gain +20 Glory.

The player whose clan has the most Glory is then declared the winner!

## THE RAINBOW BRIDGE MODULE

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