

COMBAT RESULTS TABLE (Total attack combat factors minus total defense factors)

Die Roll	-2 -	-1	0	1	2	3	4	5+
-3	k	k	k	k	k	k	k	k
-2	k	k	k	k	k	k	k	w
-1	k	k	k	k	k	k	w	f
0	k	k	k	k	k	w	f	n
1	k	k	k	k	w	f	n	F
2	k	k	k	w	f	n	F	W
3	k	k	w	f	n	F	W	K
4	k	w	f	n	F	W	K	K
5	w	f	n	F	W	K	K	K
6	f	n	F	W	K	K	K	K
7	n	F	W	K	K	K	K	K
8	F	W	K	K	K	K	K	K
9	W	K	K	K	K	K	K	K

k = attacker killed. w = attacker withdraws. n = no results. W = Defender withdraws. K = defender killed.

SPELLS: (Ghosts: 1 die. Ignore 4-6; Drow = 1 die. Witch = 2 dice. Compare to table below).

1	HAGALL: -1 to combat factor to every counter in area for the turn. Also, no counter may move by sea next turn.
2	IS: Area cannot be a kingdom for the rest of the game.
3	JARA: All counters in the area lose their next turn.
4	NIED: Roll another die. On 1-3, combat result is an automatic 'n' and all counters in the area lose their next turn.
5	WYNN: Roll another die. On 1-3, all heroes and jarls move as far as they can toward the hero's starting country and may not attack anything this turn.
6	YR: Roll another die. On 1-3, all face up counters are wounded.

MONSTER	GLORY	LUCK
Dragon	6	5
Drow	3	2
Ghost	2	2
Giant	4	3
Troll	3	3
Witch	5	4

RUNES (First time a hero kills a ghost, drow, or witch, roll a die. Compare to table below)

1	AMSIR: the gods notice hero on a die roll of 1 or 2 (rather than 1).
2	EON: Increase hero's movement factor by 1.
3	GEOFU: All areas in hero's kingdom yield one additional mark per turn.
4	ING: Wounded hero doesn't have to go back to home country to heal (but does have to rest for 1 turn).
5	OGAL: Increase hero's combat factor by 1.
6	SYGIL: When a successful spell has been cast on hero, roll a die. On 1-3, spell does not affect hero.

Notice of the gods: (Optional. On a roll of 1 (or 1-2 if the hero has the rune Amsir), roll 2 dice and compare below.)

1	FREY	1-4 = Hero's next wound is healed without resting. 5-6 = Hero's next 2 wounds are healed, but 2 nd wound causes hero to lose 2 turns.
2	LOKI	1-4 = Lose 1 point of luck. 5-6 = Add 1 point of luck.
3	NJORD	1-2 = The entire sea counts as 1 movement point. 3-4 = Add 1-6 marks. 5 = Lose 1-6 marks. 6 = No travel by sea next turn.
4	ODIN (Next turn)	1 = Add 3 to enemy's combat strength next turn. 2 = Add 1 to enemy's combat strength next turn. 3 = Nothing. 4 = Add 1 to hero's combat factor next turn. 5 = Add 3 to hero's combat factor next turn. 6 = Add 5 to hero's combat factor next turn and 3 points of glory.
5	THOR	1-3 = Nothing. 4-5 = Add 1 point of glory. 6 = Add 2 points of glory.
6	TYR	1 = Add 3 to enemy's combat strength next turn. 2-3 = Nothing. 4 = Add 1 to hero's combat factor next turn. 5 = Add 2 to hero's combat factor next turn. 6 = Add 1 to each person's combat factor on the hero's side next turn.

RUNES (First time a hero kills a ghost, drow, or witch, roll a die. Compare to table below)

1	AMSIR: the gods notice hero on a die roll of 1 or 2 (rather than 1).
2	EON: Increase hero's movement factor by 1.
3	GEOFU: All areas in hero's kingdom yield one additional mark per turn.
4	ING: Wounded hero doesn't have to go back to home country to heal (but does have to rest for 1 turn).
5	OGAL: Increase hero's combat factor by 1.
6	SYGIL: When a successful spell has been cast on hero, roll a die. On 1-3, spell does not affect hero.

MAGIC TREASURES:

BROSUNG NECKLACE - Worth 20 marks. It may be traded by stopping in an area ADJACENT to a dragon and swapping pieces (no trade-backs).

FREY FAXI. Double the movement of the owner and all pieces stacked with it. May be used only 3 times.

THE MAGIC SHIRT. +1 to combat factor of the owner (defense only), and +1 to movement .

THE MAIL COAT. +2 to combat factor of the owner (defense only).

MAGIC SWORDS:

DRAGVENDILL, GRAM, & TYRFING: +2 to user's combat factor.

BALMUNG. +1 to user's combat factor. Cancels the effect of the Magic Shirt and the Mail Coat.

HRUNTING. +1 to user's combat factor. Also turns a 'w' or 'W' on the CRT into the other result.

LOVI. +1 to user's combat factor or +3 if the combat opponents include jarls.

SEQUENCE OF PLAY:

Movement. Hero with the most glory moves first. Break ties with die rolls.

Combat and Jarls. Same order as movement. Recruit jarls after combat.

Kingdoms and Taxes. Heroes and jarls collect taxes from areas in the kingdom.

Place Monsters. Place a number of monsters equal to the number of players. Roll 2 dice for each monster and place face up in that area. Dead monsters are not re-used. The first four dragons placed in the game have a magic treasure placed underneath them.

Place Jarls. Place a number of jarls equal to the number of players. Roll 2 dice for each jarl and place face up in that area. Dead jarls are not re-used.

Mark turn. Increase turn marker by 1.

COMBAT SEQUENCE:

Determine attacker and defender.

Spells. Roll for applicable drow, witch, and ghost spells.

Luck. Spend luck to modify the die roll.

Total all modifiers. Runes, gods, spells, magic items, and luck.

CRT. Roll a die and look up modified roll on the combat results table .

Apply the combat results.

gods. Check to see if a god noticed the battle (optional).