

A Johnny Ebsen Game for 3 - 4 players

Time to play: 90 – 120 min.

Age 12+

NORSEHEIM

Game Rules

Introduction

In a land in the far North called Norseheim, way beyond the Rainbow bridge „Bifrost“, the people are mourning their late beloved King Eilif who had ruled for decades. As written in the laws, the council of Chieftains has to appoint a new King no later than 6 month after the passing away of the King. The struggle for power in the Council begins.

There are no Chieftains in Norseheim that does not see themselves as the perfect replacement for King Eilif, so a fierce fight for power starts. Delegations are send to other Regions in an attempt to get the vote of the local Chieftain in the council. The use of military power is also a resort that is commonly used, as the resources of other counties will be helpful financing the creation of an army that will convince other chieftains of their might.

The noise of the fighting on the battlefields disturbs the Giants in Jotunheim and it is commonly known that the Giants do not like being disturbed. They are the rulers of the natural powers and they will releases natural disasters to stop the noise. Only the Gods in Asgaard can prevent the Giants from ruining the beauty of Norseheim, so all the Chieftains must not forget to worship them. Having the Gods on your side is also essential, as the strength and abilities they give you in return for worshipping often makes the difference between victory and defeat.

You take the role of a Chieftain that battle for the power in the council. In this strategic game of war and diplomacy, you are always on the verge of ellimination and being subdued by the stronger.

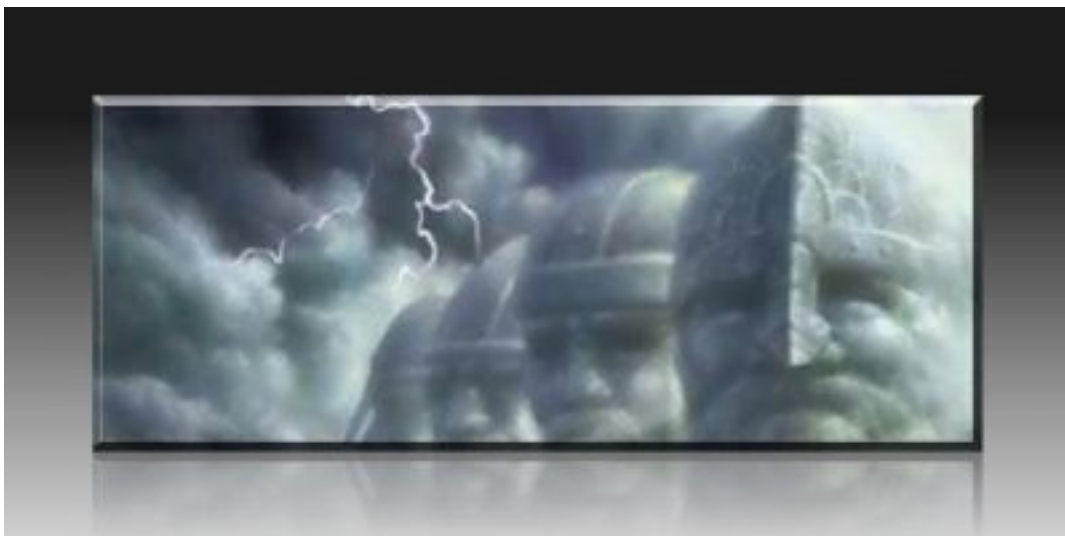


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Contents

1 Game Board

The Game Board shows a map of Norseheim, which is divided into 20 Regions with varying Region values.

The Action Point Table runs on the left side. The players use an Action Point marker to keep track of their Action points.



On the right side the Turn Order Table keeps track of the Rounds and the Turn Order. The players use a Turn Order marker to keep track of the Round and turn order.

In each of the four corners on the map there is a God space, showing four different Gods (Freja, Loke, Thor and Odin). In the corners inside the map there are four Gods card spaces which contain the Gods Cards of the respective Gods.

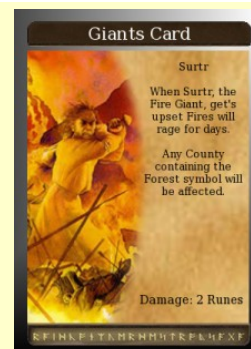
1 Council Board

The Council board shows the Council Room of the Kings Castle. This Council room contains one seat per Chieftain and one empty chair for the King to be. Chieftain markers are placed on top of each of the shown Chieftains. The color of these Chieftains will change according to their alliances during the course of the game.



15 Giants cards

The Giants heap catastrophes on the land of Norseheim if the Gods do not intervene. The Giants Cards represent natural disasters that happens in any of the 5 diferent landscapes.



24 Gods cards



When players worship a God they are rewarded a God card. This card is a onetime use but can be rather powerful in the hands of the players.

4 Gods markers



The player worshipping a certain God takes the God marker and places in the Giants area and thereby helps prevent natural Catastrophes.

55 Action Cards (40 Starter Cards in 4 colors, 10 per player and 15 Booster cards)



Each player will have 10 Starter cards on hand with an option to receive additional Booster cards during the game.

30 Leader tiles (24 Chieftain- and 6 Guard Captain tiles)

Recruit price



Diplomatic strength

Recruit size

Player tile

Alrekr

NPC Recruit number



Diplomacy number Or Guards symbol

Starting army size

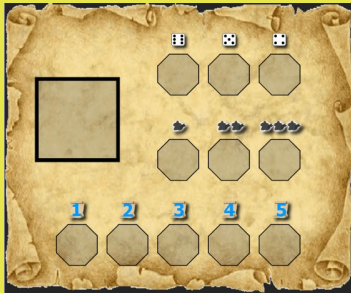
Non player tile

Dagfinn

At the beginning of the game the players select a region with a leader. They become this leader by taking the tile and place it in front of themselves. Regions not occupied by the players are controlled by the non-Player Chieftains and Guard Captains. Depending on the use of the tile the values on them has different meaning (see pictures to the left).



Guards symbol



4 Character boards

Each player receives one character board and places his Chieftain tile in it. He then places Player markers at the appropriate spaces according to the Chieftain tile. The player marker is placed to the furthest left if two spaces have the same value.

The values can be changed during the reward phase in order to increase the abilities of the player.

1 Leader Die

10 Ring Fortress markers

The Ring fortresses are used for training new warriors. Additionally they have a defensive strength of two.

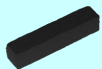
50 Non-player Warrior markers



10 Runes (5 Attacker runes and 5 Defender Runes)



5 Danevold markers



Danevold markers are defensive walls used for protection. The Danevold is built on a border between two regions and will double the defensive strength of a region, no matter from which side is attacked.

Player Markers:

100 Warrior markers (in 4 colors)



40 Player markers (in 4 colors)

4 Player Order markers (in 4 colors)

4 Action point markers (in 4 colors)

16 Settlement markers (in 4 colors)

A player can recruit a new Warrior from a Settlement. Additionally the settlement has a defensive strength of one.

The Goal

The new King of Norseheim is the Player with the strongest Power (most power points) at the end of the 6th and last round. The Power points are calculated by adding the seats in the Council to the value of the Regions directly controlled. A Player can end the game prematurely if one of two things happen at the end of the Council phase (also in the 6th round).

- **If a player has the absolute majority in the Council (9 or more seats).**
- **If a player is occupying all three of the Kings Regions.**

In the case two players achieve the two above situations in the same round the player with the most seat in the Council is the winner.

The Players not winning the game will be expelled from Norseheim, for not supporting the new King and may never return again.

Preparation

1. The Game board is placed in the middle of the table.
2. Shuffle the Giant's cards and place them next to the Game board.
3. Sort the God's cards according to God and shuffle the four stacks. Then place them face up, so that the top card is visible, in the corresponding squares on the Game board. Place the respective Gods markers in the Gods spaces on the Game board.
4. Shuffle and place all the Chieftain tiles face down next to the Game board and draw one Chieftain tile per region on the Game board, except the three central Kings regions. Then collect the remaining tiles and place them in a stack face down next to the Game board.
5. Shuffle and place all the Guards tiles face down next to the Game board. Place on Guards tile in each of the three central Kings regions. The remaining Guards tiles are collected and placed in a stack face down next to the Game board.
6. Distribute the Warrior markers according to the Warrior value of the Leader and Guard tiles.
7. Sort and place the Action Booster cards according to action face up next to the Game board.
8. Each player receives a set of playing pieces and Action Starter cards according to choice of color.
9. A Start Player is determined.
10. Each player places their Action Point marker on the Action Point table clockwise, starting with the Start player. The start Player places his marker in the 15 space the next player in the 16 space, then the next player in the 17 and so on.
11. Starting with the start player each player chooses a region where Settlement marker is placed with a Ring Fortress marker around it. This region may not be one of the Kings regions and may not be next to a region of another player. Then each player replaces the NPC Warrior markers in the region with own colored Warrior markers and the Chieftain tile is removed and placed in front of the player on the Character board of the player. He then places Player markers at the appropriate spaces according to the Chieftain tile. He then subtracts a number of Action points corresponding to the Region value plus the number of Warriors received on the Action point table.
12. The Council board are placed next to the Game board and all seats are being filled with one Black NPC Council markers, except a number corresponding to the number of players. The remaining seats are being filled with a Council marker from each player (for their home region).



Norseheim set up and ready to play.

Playing the Game

The game is played over a maximum of six rounds. Each round consists of several phases that are described below.

1. Player Order phase
2. Action phase
3. Council phase
4. Reward phase
5. Income phase
6. Non-player Chieftain phase
7. Giants phase

Player Order phase

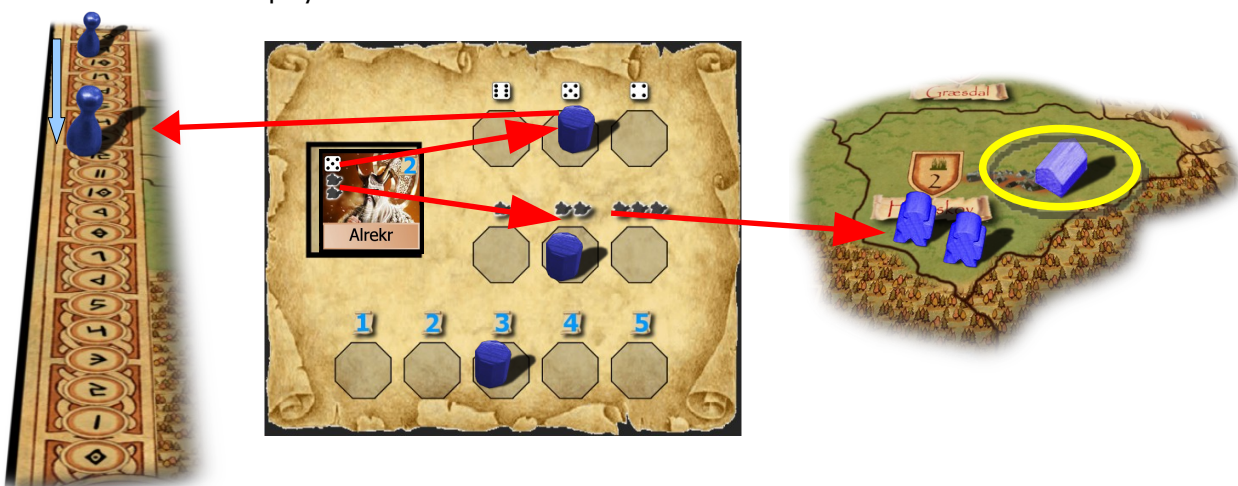
During the Player Order phase the amount of Action Points of each player are compared and the Player with the least Action Points go first, second least goes second etc. This is recorded by placing the Player order markers in the next round box on the Turn order table according order. The final position of the Action point markers for the coming round is determined in the Income phase (or after the initial placement during game setup). If two players have the same amount of Action Points the player with the marker on top goes first. The player Order is shown on the Turn Order table with the front marker being the first player etc.

Actions phase

The Action phase consists of a number of turns. Each turn gives the player the option to perform an action, except when playing the „Double Action“ card, which increases the number of actions to two. A pass will end the phase for a player. When a player takes turn he selects a number of cards equal to the current round number (or less). The Action card shows the base cost of the action. This cost in Action Points are subtracted on the Action Point table. If the player adds further cards with the same action, the cost is reduced by one for each additional Action card with this action. A player has to perform an action, otherwise it is treated as a pass and the player may perform no further actions in the round. When a player choose to end the action phase the remaining (if any) action points are carried into the next round.

Recruit

A player may recruit new warriors by placing a number of warriors, equal to the recruit number given by the Character board, in the region with the Ring fortress marker(s) and one warrior in a region with a Settlement marker. The number of action points to be paid and the number of warriors recruited depends on the Character board of the player.



Attack

With the Attack action it is possible to attack a neighboring Region from another region. The attacking player announces the attack and the number of participating warriors. The attack outcome is determined over one or more battles. Each battle result in the participating players throwing runes, and an attack ends at the end of a battle when the Attacker no longer wishes to continue, when the attacker has no Warriors left or when the defender has no Warriors or buildings left in the region.



When an attack has been announced the attacking player pick up a number of Runes corresponding to the participating number of warriors, but never more than five. The defending player picks up a number of runes corresponding to the number of defending warriors in the region under attack. Additionally he may take one rune if there is a Settlement marker in the region or two runes if there is a Ring fortress in the region. If the attack is happening through a border with a Danevold marker the defense number of runes is doubled, but never more than five. It is not possible to add Warrior markers from other regions to the attack nor the defense.

When the Runes have been thrown the damage is calculated. Each Rune that shows the Rune character is equal one hit and result in one Warrior being removed.

If a Rune is standing upright the Giants are getting disturbed and a Giants card is taken from the Giants card deck and placed in the Giants area.

If no more defending Warrior or building markers are left in the region all remaining attacking Warriors must move into the region. If neither attacking nor defending warriors or buildings are left then a new corresponding (Chieftain or Guard Captain tile) non-player leader tile is drawn and placed in the region together with the corresponding number of non-player warrior markers.

Throwing the Runes

The throwing of the runes is an art that one has to master as a leader. Take the runes being used in the hand and shake the hand. Then throw the runes so that they fly higher than the hand they left before it hits the table. A push of the runes a seen as a sign of weakness and result in abuse and redicule from the fellow leaders. It is recommended to use inside of the upper part of the Game box for throwing the runes.



Relocate

The Relocate action allows a player to relocate all Warrior markers from and to any region under the players control, anyway the he wish. A player may during a Relocation action move Warrior markers into a region under diplomatic control. The total number of Warrior markers (NPC + player) may not exceed the stacking limit of six. These additional warriors help to defend the region but may also be used in an attack on a neighbouring region.

Stacking limit

It is not allowed to have more than six Warriors in one region at any time. If a recruit action would result in more than six warriors in a region, the additional warriors are lost. If a Chieftain phase would result in the stacking limit being violated, the player must remove a corresponding warrior.

Diplomacy

A player choosing the Diplomacy action can convince non-player Chieftains to vote for him in the council by placing Player markers in the region of the non-player Chieftain. The player has to place a number of player markers equal to or greater than the Diplomacy number of the Diplomacy value of the Chieftain. It is only allowed to place Player markers into one region per Diplomacy action.

During the Council phase the player will replace a Black marker in the council with a marker of own color. If another player has convinced a non-player Chieftain already, the player may convince him to change sides by placing even more Player markers as the opponent. A player may never have more player markers in non player regions than the total of his seats in the council added to the diplomacy number on his Character board.



Worship

The players may worship the Gods to get them on their side. This is done by playing a Worship action. After playing the Worship action a player decides which God to worship. Only Gods who has not been worshipped in the same round can be worshipped. When a God is selected the God marker is placed in the Giants area on top of any active Giants cards. If no Giants cards are in play the God's marker is placed next to the Giants deck and is placed on any card becoming active at a later point. Additionally the player may take the top Gods card from the selected Gods deck. The player now has the possibility to play the card at any point in this or future rounds, when he finds it useful. After a God's card is played it is discarded and does not come into play again.

Gods vs. Giants

When a Gods marker is placed in the Giants area it prevents one Giants card from being executed. The card will then be returned underneath the Giants card deck in the Giants phase.

Special abilities

Each God represent different abilities and each Gods deck holds six cards. These cards are placed in the corresponding space on the game board face down. If a player selects to worship a certain God he takes the top card in the deck of that God. Each God can only be worshipped once per turn.

Build

With the Build action the player can build a Danevold, new settlement or upgrade an existing settlement to a Ring fortress. Each region may contain one settlement or Ring fortress only, but any number of Danevold markers as long as it is only one per border section. During the Build action a player may build one settlement OR Ring fortress OR Danevold.



Settlement: Can recruit 1 warrior per recruit action. Adds one to defense.



Ring fortress: Can recruit number of warriors equal to the recruit size given by the Character board. Adds two to the defense. Ring marker is removed first when taking a hit.



Danevold: The marker is valid for the complete border between two regions. Defender strength is doubled in both directions.

Double action

When a player plays the Double action card it allows the player to perform two actions successively. The cost to perform the two actions is the sum of the cost for both actions individually. Also here it is possible to add multiple cards to reduce the costs for an action, but the Double action card does count toward the limit of cards that can be played in a round.

The Council phase

During the Council phase the numbers of seats of the individual players are adjusted. Each region a player has under his control and each region he has under diplomatic control result in a seat in the council. If the adjusting of seats result in a Player having more Player markers used for diplomacy on the game board as allowed, the player has to remove a number of Player markers to adhere to the rule. This might again result in the number of seats having to be adjusted and a readjustment of the Player markers on the board and so on, until there are an eligible number of Player markers on the board.

Reward phase

For the good work in the Council each player is rewarded. The player has to decide between two options.



The player may receive additional Action points equal to the Diplomacy number on his Character board.



The player may choose to take any Booster action card from the available decks and add it to his own deck.

Income phase

The player income is paid in Action points and each player receives a number of Action points corresponding to the value of the regions in direct control plus one action point per seat in the Council that is occupied by the player. The Income phase is resolved in the normal Player order (important for player order in the coming round).



Non-Player Chieftain phase

Roll the NPC die. All NPC regions with a NPC recruit number equal to or lower than the die roll receive an additional warrior marker which is placed in the region. The stacking limit of six are also in effect in NPC regions.

Giants phase

All open Giants cards are resolved. Giants cards having a Gods marker on top of them are returned underneath the Giant card deck. All other Giants cards are resolved according to the text on them.



Mercy rule

Before the game is started it should be agreed upon whether the Mercy Rule is applied in the game. The player with the least seats in the council and only one region under direct control, may at the beginning of an Action phase announce that he wants to use the Mercy rule. He will receive Warriors up to the stacking limit of six, but he loses all action points for the round.

Game End

The game ends at the end of the sixth round, unless one of the two premature victory conditions has been achieved before that. The two premature victory conditions are

If a player has the absolute majority in the Council (9 or more seats).

If a player is occupying all three of the Kings Regions.

If none of these has been achieved the winner is determined by adding the Power points of the players. Power points are given for the value of Regions directly controlled (not diplomatically) and number of seats in the Council. The player with the highest total amount of power points will be the new King of Norseheim.



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