

Midgard (Summary of rules)

Note: A natural die roll of 20 on Skill-, Attack- and Defense checks are always successful

Order of Play

1. Planning phase

- 1.0. Reactivate (turn back 90 degrees) own spells (page 18)
- 1.1. If no Action cards are owned, then draw one from the deck and play it immediately (page 10). Otherwise:
- 1.2. Either play one Action card (page 10 and 13)
- 1.3. Or pay one Gold to discard all your own Action cards (0-4) and draw up to four new cards. This option ends your turn (page 10)

2. **Action phase** Take your number of actions (2 to 4)

3. **Bonus phase for fellow players.** Receive one bonus action after successfully aiding the active player (no movement possible)

4. **Drawing phase** Draw 1 action card (Limit of 4 action cards at the end of the turn)

Combat

Once at the start of combat:

1. **Special attack** of Bosses or Shadows. The adventurers have to survive this attack (Defend with combat card "Surprise") (page 10 and 17)

2. **Initiative** Initiative bonus (Flag) + 1 d20 + any other bonuses : highest sum gets the 1st attack (page 17)

Combat consists of several combat rounds. A combat round consists of an attack by the winner of initiative (the loser of initiative can defend), followed by an attack by the loser of initiative (the winner of initiative can defend). Repeat the rounds until either one of the participants yields, flees or runs out of Life Points.

3. Attack

3.1. **Basic Attack value** = 4 +

or "Weapon proficiency" = Basic ability value **Strength** (including Treasure bonuses) +

or “Divine Blessing” = Basic ability value **Strength -2** (including Treasure bonuses) +

3.2. Add Weapon value (for example a Short sword adds +4) +

3.3. Add Bonuses from a Strength potion, Spells (Flaming blade) or Skills (for example Acrobatics)

3.4. Add the roll 1d20 or die replacement card

Result < 20 = Attack fails

Result = or > 20 = **Attack successful**, Defender tries to defend against damage

4. **Defend**

4.1. **Basic Defensive value** = 4 +

or “Weapon proficiency” = Basic ability value **Dexterity** (including Treasure bonuses) +

or “Divine Blessing” = Basic ability value **Dexterity -2** (including Treasure bonuses) +

4.2. Add Shield value (for a example adds +1) +

4.3. Add Bonuses from a Strength potion, Spells (Magic Shield) or Skills (for example Acrobatics) +

4.4. Add the roll 1d20 or die replacement card

Result Attack > Defense: Hit, Defender loses at least 1 LP (with weapon/spell maybe even more)

Result Attack < or = Defense: Defense successful, no hit, no loss of LP.

Magic

First roll to check if the spell is successful!

1. Basic **Magic** value = 4 +

or “Spellcasting” = Basic ability value **Intelligence** (including Treasure bonuses) +

or “Divine Blessing” = Basic ability value **Intelligence -2** (including Treasure bonuses) +

2. Add Spell value (for example Protective Ghost +3) +

3. 1d20 or die replacement card

Result < 20 = Spell fails and maybe results in loss of lp for caster

Result = or > 20 = Spell is successful and takes effect.

Turn Spell cards 90 degrees to the side after use (Check card text if any special rules apply)

Free actions executed at any time during one's own turn

1. Add a fellow player (located on the same city map) to form a party in order to:
 - get support to gain a fixed token (+4 per fellow player, max. +8). If the support is successful, the supporters gain **1 bonus card** (see Order of Play, 3. Bonus phase for fellow players)
 - get support in Adventures and against Shadows
2. Play a "Support" action card in order to gain a fixed token
3. Play a "Die replacement card" instead of rolling a d20
4. Play a "Luck card"
5. Play a "Reaction card." Attention: This can also be done during another player's turn
6. Pay **3 Gold** to prevent 1 Resistance roll
7. Pay **3 Gold** to buy 1 action card (Limit: 4 action cards at the end of one's own turn)
8. Pay **1 Gold** to add +2 to a roll in order to gain one fixed token (Payable before the roll, and you can use as much gold as you are willing to spend)

Actions (costing 1 action point)

1. **Draw 1 action card** (Limit of 4 cards in hand at the end of one's own turn)
2. **Move** along **1 city map** (horizontal or vertical)
3. **Increase 1 Ability by 1**
 - a) **Dexterity** only in **City 4** Cuanscadan or **City 8** Halfdal
 - b) **Intelligence** only in **City 5** Geltin or **City 11** Thalassa
 - c) **Strength** only in **City 2** Beornanburgh or **City 12** ThameCost: **4 Gold**

⇒ Required to use certain weapons and/or spells
4. **Buy 1 Item**
 - a) **Equipment** only in **City 3** Corrinis or **City 9** Orsamanca
 - b) **Spells** only in **City 1** Candranor or **City 7** Meknesch

c) **Weapons/ Armor** only in **City 6** Gimil-Dum or **City 10** Runsgard

Cost: Pay **1 Gold** to draw one random card

Pay **2 Gold** to draw 2 random cards, keeping 1

Pay **3 Gold** to search the card pile and take 1 card

5. Choose 1 new skill

When leveling up from from **experience points gained**. pay **3 Gold** in any city.

The player may choose the new skill, but it has to fulfill all requirements (Appropriate values in Intelligence, Strength or Dexterity) This action can be taken at any time during one's own turn

6. Heal Basic life points

- a. Play 1 additional action card in order to heal the printed amount of hearts, although you can't exceed your basic life points (Life points gained from armor or helmets are not healed. Life points from the skill "Robust" are healed)
- b. Successfully cast the spell "Heal"

7. Repair armor

Restore all LP of an armor (including helmets), even if you used all the armor LP. This is only possible in cities that sell **Weapons/ Armor 6** Gimil-Dum and **10** Runsgard)

8. Gain 1 fixed token

Make a check roll (CR), or make two with tokens that have a "+" sign, to see if the token can be collected: Ability + 1d20 + modifiers

a) **< 20 CR** failed. Draw and resolve a **Destiny card** (page 19)

b) **= or > 20 CR** successful, followed by the resistance roll (RR) of the token (1d20 + 9 or 10). **Paying 3 Gold negates the RR**

CR > RR The player may collect the token

CR = or < RR The token remains in place. The player can reattempt the roll for 1 action

Modifiers: a) +2 per **1 Gold** (paid before rolling)

b) +4 per fellow aiding player (max. 2 aiding players)

c) Play support card

CR with a natural die roll of 20 always succeeds (countering is only possible by also rolling a natural 20)

9. Reveal 1 (random) token

- a) Forgery pick up without further action
- b) Item pick up without further action
- c) Event place face up on city map, any modifiers take effect immediately
- d) Creature Combat. If the creature is beaten, the token is removed from play. If the creature survives, the token is put back, face down
- e) Encounter Make a CR (see 7.)
 - If the CR is successful, the token is removed from play
 - If the CR fails, the token is put back, face down

10. Complete 1 of the 3 different Tasks of one city

Hand in 1 fixed token or a forgery in the appropriate city

10.1 Hand in 1 forgery (Value of forgery = Number down left, next to the mask symbol)

- a) Original is already in place Forgery is immediately removed from play
- b) No token in place
 - b1) $1d20 + \text{Value of forgery} = \text{or} > 20$ Place forgery token, receive reward
 - b2) $1d20 + \text{Value of forgery} < 20$ Player is placed in the tower, token is removed from play

10.2 Hand in original

- a) No forgery in place Place token, receive reward
- b) Forgery in place
 - b1) $1d20 + \text{Value of forgery} = \text{or} > 20$ Place original token, receive reward
 - b2) $1d20 + \text{Value of forgery} < 20$ Player is placed in the tower, token is removed from play

First completed Task in this city	Reward according to token
Second completed Task in this city	Reward according to token + City treasure
Third completed Task in this city	Reward according to token + 1 Reward card

If a treasure is picked up, 1 adventure is immediately drawn and placed in any city without an adventure or shadow

11. **Begin 1 adventure** (Yellow = Level 1, Blue = Level 2, Red = Level 3)

An adventure is always put in play after 1 treasure has been picked up.

Start with level 1 adventures, then level 2 and finally level 3.

At any time there can only be 1 adventure or 1 shadow in a given city

11.1 Add fellow players to form a party or try alone

11.2. Shuffle card deck according to level, draw 3 challenge cards

11.3. Any items noted on the adventure card (white font, black border) that are in the possession of a player in the party can be used to solve any 1 challenge automatically.

- Forgeries do not count
- The player can keep the item
- The resolved challenge card is kept by the player in possession of the item

11.4. Reveal a challenge card with the active player deciding who of the players will be “resolving the challenge.” No member of the party can be forced to resolve a challenge against his/her will. Every party member can only try to resolve a given challenge once.

CR: Appropriate Ability + 1d20 – any modifiers

= or > 20 Challenge resolved

< 20 Challenge not resolved, for consequences see “Adventurers”

If the card only reads “Ability,” then any ability can be used to solve the challenge

Help: The negative modifier of the adventure card is reversed

Solution: The challenge card is automatically resolved

Adventurers: “broken heart” –1 LP

“-“ nothing happens

“Tower” Player is placed into the tower

“-1 IN” Player loses 1 point of Intelligence

Group: “-1 action card” All party members lose 1 action card

“broken heart” All party members lose 1 LP

“-1 reward card” At the end of the adventure, the players receive 1 reward card fewer.

“The adventure is over”

The party failed (all remaining actions expire, the players receive neither EP nor rewards.

“All into the tower” All party members are put into the tower.

“The adventure has failed”

All party members are dead.

11.5. Abort adventure (the party has failed) or reveal 2. challenge card

11.6. Abort adventure (the party has failed) or reveal 3. challenge card

11.7. Abort adventure (the party has failed) or reveal final boss on the back of the

adventure challenge card

Passing the adventure

Hand out reward cards (max. 1 per player)

Hand out EP according to the adventure + 1 EP per resolved challenge card for the according player.

(The active player decides together with the fellow players, who is able/willing to resolve the challenge. The player (active or fellow) who resolved the challenge, gets the card and after a successful adventure, an EP per card)

Draw **Shadow card** and place it in any 1 city without a shadow or adventure card)

Passing a **Red Adventure (Level 3)** alone = Immediately win the game (+5 Prestige)

12. Fighting Shadows

If an adventure is resolved, a shadow is put into play. First, place the shadow with level 1, then level 2, then level 3, and then finally level 4.

There can be only one shadow or adventure in any city at any given time. Actions cannot be taken in cities with a shadow (Exception: certain items and skills).

Entering a city with shadow costs -1 LP (without entering into combat) or 0 LP if the shadow is immediately attacked.

When fighting the shadow, it first uses its special attack and only then initiative is determined with 1d20 + modifiers. The shadow does not need to roll for attack and damage. All results are noted on its card. All party members must defend against the shadow's attack, and can try to wound the shadow. **(Against the other creatures only one have to fight, against the shadow, all have to fight).**

13. Deal 1 item with other adventurers

The active player may deal with other players on the same city map, either trading 1 item for another one, or buying or selling 1 item for 1 Gold

14. Steal from 1 fellow player

- a) Fellow player is on same city map
- b) **Thief:** CR **Dexterity** (only the skill "Stealing" supports this action) + 1d20. **<20** Action fails, however, it is always followed by
- c) **Victim:** CR **Intelligence** (Skill "Stealing" hinders this action)
 - c1) **CR IN** successful and the **result is = or >** CR **DE** of the thief. Stealing attempt fails + 1 free attack of the "victim" against the thief (who may only defend)
 - c2) **CR IN** fails or the result **is <** **CR DE** of the thief. Stealing attempt successful

Potential loot: 1 treasure, 1 piece equipment, 1 Gold, 1 item, 1 item from reward cards, 1 open artifact, 1 forgery, 1 open token.

You cannot steal: Spells, hand cards, skills, levels

The thief receives the token "Thievery -2" (even if the attempt fails) It costs 2 actions to discard the token. As long as the player owns this token, he/she cannot choose the action thievery.

15. Assault 1 fellow player

- a) Fellow player is on same city map

- b) Do combat using the regular combat rules
- c) As soon as 1 player loses 1 LP, he/she may choose to yield (Combat is lost)
- d) The winner of the combat may take **1 loot** as if he/she were a successful thief
The attacker receives the token "Assault -2" (even if the attempt fails) It costs 2 actions to discard the token. As long as the player owns this token, he/she cannot choose the action assault.

Actions (costing 2 action points)

1. **Leave** the tower (prison). While in the tower, the player cannot perform any other actions. However, he also cannot be assaulted or robbed.
2. Discard "Thievery -2" token
3. Discard "Assault -2" token

1 reward card (among other things artifacts and prestige points) is handed out for:

- **the 3rd completed task in a city** (handing in a token in an appropriate city)
- **defeating creatures** (among the face down tokens)
- **passing an adventure**
- **defeating shadows**

If a player cannot use a reward card for any reason, he/she may trade it for 2 gold immediately after receiving the card

Experience Points EP (square cubes) to increase **levels** are rewarded for:

- **completing the first, second and/or third task in a city** (handing in a token in an appropriate city)
- **defeating guardians** (among the fate cards)
- **passing adventure challenges** (3 per adventure)
- **passing an adventure** (defeating the final boss)
- **defeating shadows**

Creatures

1. **Among face down tokens**

Can **only** be fought by the adventurer who revealed said **creature**.

- a) If the adventurer did not suffer any damage from the creature's attack, **then** he/she may retreat without any further repercussions and continue with any remaining actions (put token back, face down)
- b) If the adventurer suffered at least **1 LP** worth of damage, **then** he/she may decide to flee. However, the creature will **have** one additional attack that **the adventurer cannot defend against**. Furthermore all remaining actions are lost.
- c) The adventurer continues to fight and, if successful, receives 1 reward card

2. As a guardian

The guardian is first fought by the adventurer controlled by the active player.

- a) the hero defeats the guardian, receives 1 EP and flees into an adjacent city with the token
- b) after losing at least **1 LP**, the hero surrenders and is put into the tower
- c) the party flees into an adjacent city or
- d) continues fighting. If successfully defeating a guardian, the victorious hero receives 1 EP. The active player (if alive) is freed from the tower and receives the token. All remaining actions of the active player are lost. The whole party flees into an adjacent city. The party members do not receive a bonus action
- e) the guardian does not regenerate any life points during combat

3. In adventure challenges

Only one adventurer is allowed to attack the creature at any one time.

- a) the attack can be aborted and continued by another adventurer
- b) the adventurer aborting the attack must subjugate himself to 1 attack by the creature that cannot be defended against.
- c) If an adventurer aborts combat against a creature, then he/ she cannot attack again in a later combat round
- d) The creature does not regenerate any life points during combat.

4. As an end boss during adventures

Only 1 adventurer can attack at any given time. The special attack must be defended by all members of the adventuring party.

- a) the attack can be aborted and continued by another adventurer
- b) the adventurer aborting the attack must **face** 1 attack that cannot be defended **against**
- c) If an adventurer aborts combat against an end boss, **then he/ she cannot attack again in a later combat round**
- d) The end boss does not regenerate any life points during combat.

5. As a shadow

The shadow does not need to roll for attack and damage.

All results for attack and defense are noted on **its** card.

Every adventurer may attack the shadow.

Every adventurer must defend against the shadow's attack in order to not lose any life points.

Treasure, artifacts and backpack

- ❖ Treasure **does** not have to be put into the backpack.
 - Rings** are worn on the fingers, **bracelets** on the arms, and **brooches** on the undershirt beneath the armor.
- ❖ The **belt pouch** is kept **in the backpack!**
- ❖ All items marked with a **star (*)** or a **foot** are not placed in the backpack. (For example: backpack, horse, assorted "fixed tokens" and reward cards)
- ❖ **Artifacts** are either kept covered in hand or are placed face up in front of the player. They are not placed in the backpack.
- ❖ **Spells** are kept in the adventurer's spell book (lower right corner on the data sheet)