

Captured

"Captured-pile"

Keep track of your captured units by using this card as your "captured-pile".

4

Skills

Assault: A unit with Assault may use its attack step even if it has moved this turn.

Counter-attack: A unit with Counter-attack does damage while defending.

Crush: A unit with Crush may ignore Armour when in battle.

Emerge: Pay/place a unit with Emerge in any area.

Flank: An outside unit with Flank may move to an area if it first rolls "L". It doesn't have to move after that roll.

Hidden: A unit with Hidden may roll L against an attacker to ignore it if the unit with Hidden wins the roll.

Intrude: A unit with Intrude may move in/out of non-ship enemy structures.

Navigate: A unit with Navigate may move to/from enemy areas without a Path.

Patrol: A unit with Patrol may choose to be attacked from a local attack instead of any local structure(s) or inside unit(s).

Plunder: If a unit with Plunder defeats any unit/structure, draw 2 cards.

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-->

Removed

"Removed-pile"

Keep track of your removed cards by using this card as your "removed-pile".

4

Skills

Protect: An outside unit with Protect may choose to be attacked by a local attacker instead of any local outside unit that was to be attacked.

Shieldwall: If you have an outside unit with Shieldwall, another outside unit may have up to CC/RC+1 while defending.

Sneak: A unit with Sneak may let a unit it's in battle with, roll 6's instead of 4's.

Survival: A unit with Survival may ignore weather.

Tracking: A unit with Tracking may ignore Hidden/Sneak/Invisible.

Vanguard: A unit with Vanguard may, while outside, be removed to remove a locally played tactic that has the text "Remove this card when it's played", before it has any effect.

-->

Heavy Rain

0

Req: Asheim leader

Asheim Weather

Units whose players don't have any asheim card in play, have P-1, and must roll P to move/attack/defend successfully.

On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.

Heavy Rain

0

Req: Asheim leader

Asheim Weather

Units whose players don't have any asheim card in play, have P-1, and must roll P to move/attack/defend successfully.

On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



Cold Spell

0

Req: Asheim leader

Asheim Weather

There may be a non-summer/winter weather in play, alongside this weather. Counts as: Winter.

On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.



Cold Spell

0

Req: Asheim leader

Asheim Weather

There may be a non-summer/winter weather in play, alongside this weather. Counts as: Winter.

On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.



Cold Spell

0

Req: Asheim leader

Asheim Weather

There may be a non-summer/winter weather in play, alongside this weather. Counts as: Winter.

On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.



Heavy Snowfall

0

Req: Asheim leader, winter
Asheim Weather

Units whose players don't have any asheim card in play can't get Food supply, nor move, to/from their enemies areas.
On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



Heavy Snowfall

0

Req: Asheim leader, winter
Asheim Weather

Units whose players don't have any asheim card in play can't get Food supply, nor move, to/from their enemies areas.
On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



Frozen Hills

2

Req: Asheim leader
Asheim Tactic/Area - Path

Players with Asheim card(s) in play may move units between this and enemy areas. Units whose players have Asheim cards in play may attack, with RC, units outside of any area from this path.



Wintergrim Farm

1

Req: Local asheim HQ, local worker
Asheim Structure - Building

Your Wintergrim units are also workers. If a worker is inside: Farm has F:3, or F:5 if atleast one worker is a Farmer.
Remove an inside Thrall as a move step: Place a Farmer from your deck, inside.



Wintergrim Farm

1

Req: Local asheim HQ, local worker
Asheim Structure - Building

Your Wintergrim units are also workers. If a worker is inside: Farm has F:3, or F:5 if atleast one worker is a Farmer.
Remove an inside Thrall as a move step: Place a Farmer from your deck, inside.



Wintergrim Farm

1

Req: Local asheim HQ, local worker
Asheim Structure - Building

Your Wintergrim units are also workers. If a worker is inside: Farm has F:3, or F:5 if atleast one worker is a Farmer.
Remove an inside Thrall as a move step: Place a Farmer from your deck, inside.



Wintergrim Farm

1

Req: Local asheim HQ, local worker
Asheim Structure - Building

Your Wintergrim units are also workers. If a worker is inside: Farm has F:3, or F:5 if atleast one worker is a Farmer.
Remove an inside Thrall as a move step: Place a Farmer from your deck, inside.



Forge

1

Req: Local asheim HQ, local worker
Asheim Structure - Building

If a worker is inside: Your weapons are Sharper (damage +1), or Sharpest (damage +2) if the worker is a Blacksmith.
Remove an inside Thrall as a move step: Place a Blacksmith from your deck, inside.



Harbor

1

Req: Local asheim HQ, local worker
Asheim Structure - Object

Remove an inside worker as a move step: Take two (four if it's a merchant) removed non-climate/worker cards to your hand, or (if it's a Thrall) you may place a Merchant from your deck, inside.

CC	RC	A	H	P	L	R	F
0	0	1	2	0	1	2	1

CC	RC	A	H	P	L	R	F
0	0	1	1	0	1	1	0

CC	RC	A	H	P	L	R	F
0	0	1	2	0	1	4	0

**Temple**

Req: 2 asheim HQs, local worker

Asheim/Godheim Structure - Building

Remove all your captured units: Mix your removed-pile into your deck.
Remove an inside Thrall as a move step: Remove one weather card in play, or add a permanent dice to a weather card in play.

CC	RC	A	H	P	L	R	F
0	0	1	2	0	1	4	0

**Tundra and Village**

Req: Asheim worker

Asheim Area/Structure - Building/HQ

On your start phase: You may draw one card for each worker inside this structure.
On your end phase: You may pay/place units here from your hand if there's room.

CC	RC	A	H	P	L	R	F
0	0	1	6	0	1	4	2

**Tundra and Village**

Req: Asheim worker

Asheim Area/Structure - Building/HQ

On your start phase: You may draw one card for each worker inside this structure.
On your end phase: You may pay/place units here from your hand if there's room.

CC	RC	A	H	P	L	R	F
0	0	1	6	0	1	4	2

**Mushrooms**

Req: Local asheim leader

Asheim Tactic - Item/Drug

Place this on a local unit. If placed on a leader: your local units have **Berserk**.
(A unit with Berserk that attacks with CC and deals damage, may always continue with a new attack step directly after.)

**Desertion Bribe**

Req: Local asheim leader

Asheim Tactic - Item/Bribe

Remove this card when it's played.
All enemy units in the same area as your leader, roll P against your leader. For any units that fail, you may pay the cost of those units to remove them.

**Desertion Bribe**

Req: Local asheim leader

Asheim Tactic - Item/Bribe

Remove this card when it's played.
All enemy units in the same area as your leader, roll P against your leader. For any units that fail, you may pay the cost of those units to remove them.

**Desertion Bribe**

Req: Local asheim leader

Asheim Tactic - Item/Bribe

Remove this card when it's played.
All enemy units in the same area as your leader, roll P against your leader. For any units that fail, you may pay the cost of those units to remove them.

**Wintergrim Jarl**

Req: 2 asheim HQ's, captured unit(s)

Asheim Unit - Legend/Leader

Crush, Counter-attack
Your local workers and wintergrim units have: **Assault, Navigate**
(A unit with Crush may ignore Armour in battle.)
Weapon: Two-handed Axe (CC, 3 damage)

CC	RC	A	H	P	L	R	F
4	0	1	3	4	1	-2	-2

**Wintergrim Housekarl**

Req: 2 asheim HQs

Asheim Unit - Warrior

Shieldwall, Protect
When winter: **Assault**
If your unit(s) are captured/corpses:
This unit requires only one asheim HQ.
Weapon: Battle Axe (CC, 2 damage)

CC	RC	A	H	P	L	R	F
3	1	0	2	2	1	-1	-2

**Wintergrim Housekarl**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

Shieldwall, Protect

When winter: Assault

If your unit(s) are captured/corpses:
This unit requires only one asheim HQ.
Weapon: Battle Axe (CC, 2 damage)

CC	RC	A	H	P	L	R	F
3	1	0	2	2	1	-1	-2

**Wintergrim Housekarl**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

Shieldwall, Protect

When winter: Assault

If your unit(s) are captured/corpses:
This unit requires only one asheim HQ.
Weapon: Battle Axe (CC, 2 damage)

CC	RC	A	H	P	L	R	F
3	1	0	2	2	1	-1	-2

**Wintergrim Housekarl**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

Shieldwall, Protect

When winter: Assault

If your unit(s) are captured/corpses:
This unit requires only one asheim HQ.
Weapon: Battle Axe (CC, 2 damage)

CC	RC	A	H	P	L	R	F
3	1	0	2	2	1	-1	-2

**Wintergrim Patrol**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

When outside: Tracking, Patrol**If an enemy unit/structure is in your area:** This unit requires 1 asheim HQ, and may move directly after being placed.
Weapon: Sword (CC, 2 damage)

CC	RC	A	H	P	L	R	F
2	0	1	2	2	1	-1	-2

**Wintergrim Patrol**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

When outside: Tracking, Patrol**If an enemy unit/structure is in your area:** This unit requires 1 asheim HQ, and may move directly after being placed.
Weapon: Sword (CC, 2 damage)

CC	RC	A	H	P	L	R	F
2	0	1	2	2	1	-1	-2

**Wintergrim Patrol**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

When outside: Tracking, Patrol**If an enemy unit/structure is in your area:** This unit requires 1 asheim HQ, and may move directly after being placed.
Weapon: Sword (CC, 2 damage)

CC	RC	A	H	P	L	R	F
2	0	1	2	2	1	-1	-2

**Wintergrim Patrol**

Req: 2 asheim HQs

Asheim Unit – Warrior

3

When outside: Tracking, Patrol**If an enemy unit/structure is in your area:** This unit requires 1 asheim HQ, and may move directly after being placed.
Weapon: Sword (CC, 2 damage)

CC	RC	A	H	P	L	R	F
2	0	1	2	2	1	-1	-2

**Blacksmith**

Req: Asheim structure

Asheim Unit – Worker

1

Crush (Crush ignores armour when in battle.)**Remove as a move step:** Search your deck for a Forge, show it and put it in your hand, or a local structure has full Health.
Weapon: Sledgehammer (CC, 2 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Blacksmith**

Req: Asheim structure

Asheim Unit – Worker

1

Crush (Crush ignores armour when in battle.)**Remove as a move step:** Search your deck for a Forge, show it and put it in your hand, or a local structure has full Health.
Weapon: Sledgehammer (CC, 2 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Blacksmith**Req: Asheim structure
Asheim Unit - Worker

Crush (*Crush ignores armour when in battle.*)
Remove as a move step: Search your deck for a Forge, show it and put it in your hand, or a local structure has full Health.
Weapon: Sledgehammer (CC, 2 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Blacksmith**Req: Asheim structure
Asheim Unit - Worker

Crush (*Crush ignores armour when in battle.*)
Remove as a move step: Search your deck for a Forge, show it and put it in your hand, or a local structure has full Health.
Weapon: Sledgehammer (CC, 2 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Farmer**Req: Asheim structure
Asheim Unit - Worker

Remove as a move step: Search your deck for a Farm, Rain or a warrior, show it and put it in your hand, or remove a local structure-less empty area.
Weapon: Scythe (CC, 1 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Farmer**Req: Asheim structure
Asheim Unit - Worker

Remove as a move step: Search your deck for a Farm, Rain or a warrior, show it and put it in your hand, or remove a local structure-less empty area.
Weapon: Scythe (CC, 1 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Farmer**Req: Asheim structure
Asheim Unit - Worker

Remove as a move step: Search your deck for a Farm, Rain or a warrior, show it and put it in your hand, or remove a local structure-less empty area.
Weapon: Scythe (CC, 1 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Farmer**Req: Asheim structure
Asheim Unit - Worker

Remove as a move step: Search your deck for a Farm, Rain or a warrior, show it and put it in your hand, or remove a local structure-less empty area.
Weapon: Scythe (CC, 1 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

**Godi**Req: Asheim structure
Asheim Unit - Worker/Leader

Your local units have Plunder.
Remove as a move step: Search your deck for a legend, Temple, Snowfall, or a Bribe, show it and put it in your hand.
Weapon: Staff (CC, 0 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	3	1	-1	-1

**Godi**Req: Asheim structure
Asheim Unit - Worker/Leader

Your local units have Plunder.
Remove as a move step: Search your deck for a legend, Temple, Snowfall, or a Bribe, show it and put it in your hand.
Weapon: Staff (CC, 0 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	3	1	-1	-1

**Godi**Req: Asheim structure
Asheim Unit - Worker/Leader

Your local units have Plunder.
Remove as a move step: Search your deck for a legend, Temple, Snowfall, or a Bribe, show it and put it in your hand.
Weapon: Staff (CC, 0 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	3	1	-1	-1

**Godi**

Req: Asheim structure
Asheim Unit – Worker/Leader

Your local units have Plunder.

Remove as a move step: Search your deck for a legend, Temple, Snowfall, or a Bribe, show it and put it in your hand.

Weapon: Staff (CC, 0 damage)

1**Thrall**

Req: Asheim structure
Asheim Unit – Worker

Vanguard

Remove as a move step: Search your deck for a worker, show it and put it in your hand, or draw a card.

Weapon: Scythe (CC, 1 damage)

1**Thrall**

Req: Asheim structure
Asheim Unit – Worker

Vanguard

Remove as a move step: Search your deck for a worker, show it and put it in your hand, or draw a card.

Weapon: Scythe (CC, 1 damage)

1**Thrall**

Req: Asheim structure
Asheim Unit – Worker

Vanguard

Remove as a move step: Search your deck for a worker, show it and put it in your hand, or draw a card.

Weapon: Scythe (CC, 1 damage)

1**Thrall**

Req: Asheim structure
Asheim Unit – Worker

Vanguard

Remove as a move step: Search your deck for a worker, show it and put it in your hand, or draw a card.

Weapon: Scythe (CC, 1 damage)

1**Travelling Merchant**

Req: Asheim structure
Asheim Unit – Worker

Remove as a move step: Search your deck for a HQ, Path, Tactic or Harbor, show it and put it in your hand, or mix one removed card into your deck.

Weapon: Hand Crossbow (RC, 1 damage)

1**Travelling Merchant**

Req: Asheim structure
Asheim Unit – Worker

Remove as a move step: Search your deck for a HQ, Path, Tactic or Harbor, show it and put it in your hand, or mix one removed card into your deck.

Weapon: Hand Crossbow (RC, 1 damage)

1**Travelling Merchant**

Req: Asheim structure
Asheim Unit – Worker

Remove as a move step: Search your deck for a HQ, Path, Tactic or Harbor, show it and put it in your hand, or mix one removed card into your deck.

Weapon: Hand Crossbow (RC, 1 damage)

1**Travelling Merchant**

Req: Asheim structure
Asheim Unit – Worker

Remove as a move step: Search your deck for a HQ, Path, Tactic or Harbor, show it and put it in your hand, or mix one removed card into your deck.

Weapon: Hand Crossbow (RC, 1 damage)

1

CC	RC	A	H	P	L	R	F
0	1	0	1	2	1	-1	-1

CC	RC	A	H	P	L	R	F
0	1	0	1	2	1	-1	-1

CC	RC	A	H	P	L	R	F
0	1	0	1	2	1	-1	-1

Card types

A card with the word "AREA" creates a new area when played. "Local" means "In this area". If an area is defeated, remove that owner's structures/inside units. Other cards are placed by their owners in their areas if there's any left. A UNIT is often placed in a STRUCTURE when payed. A unit in a BUILDING or a DWELLING may ignore weather. If a building, dwelling or a SHIP is defeated, any inside units are also defeated. If an OBJECT is defeated, any inside units aren't defeated. Units inside a ship can attack and be attacked with RC, by local outside units, and with RC/CC attack units inside a local ship. A WEATHER card affects all areas. A weather card can't be played if there is a weather card already in play, unless there's written exceptions. A TACTIC card can be played at any time in the game, except when dices are rolling. If tactics are played simultaneously, they also happen simultaneously. If, for example, a unit is removed to search for a card, a played tactic like Bribe happens first. Visit www.nattsmyg.net for the manual.

2 The 4 phases of a turn

1: Start, 2: Move, 3: Attack, 4: End

1: Read and follow "On your start phase," -instructions that appears on some cards.

2: Move any unit(s) one at a time one step inside/outside/between your local structures if there is room "R", between your areas if already outside, or to your path from an enemy area, or to an enemy area if moving from your Path.

3: Outside units who haven't moved may attack anything in the same area once, one at a time. Inside units can't attack. Units may defend any amount of times, even when inside structures. If using "Sword (CC, 2 damage)", roll "CC" (close combat) many dices. If it has CC:2, roll 2 dices. The defending unit also rolls CC many dices. Most 4+ wins. If the attacker wins, it deals 2 damage. Defending units doesn't deal damage.

(Continued on the next side)

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1 Setting up the game

Separate cards with "Asheim" and "Vanheim" written in the description into two separate decks. Choose a deck. **Roll a dice** to see who gets highest and gets to start his/her first turn. **Each player** chooses, in secret, a "HQ" (either *Tundra with Village* or *Forest with Cabin*), and any two units with "worker" written in the description.

The player who won the roll, reveals and places his/her chosen workers on top of the structure ("inside" it), on the table on his/her side. The other player(s) may now finish searching for cards and do the same. **Both players** shuffle and place the rest of their decks facing down.

Take turns following the 4 phases of a turn (see the green "2" rule card). **Read** the rules of the various card types when played (see the red "3" rule card). **Be aware** of your units' skills (see the blue "4" rule card). It's your own responsibility. **Game mode - Destroy:** Defeat all your opponents' HQs to win, and have fun! Visit www.nattsmyg.net for more info.

2 The 4 phases of a turn

1: Start, 2: Move, 3: Attack, 4: End

Armour "A" reduces damage unless the attacker rolled atleast one 6. Non-reduced damage does permanent Health "H" damage. Place a dice on the damaged unit to show its remaining health.

Defeated enemy units may be "captured" and placed in an attackers "captured-pile". If not captured, it's placed in an owners "removed-pile".

4: Read the "Req" (it stands for "requires") field of a card. If you have that required card(s) in play, pay the cost (the **big** number on the middle right of the card) by removing that many cards from your hand to your removed-pile. If the number is "2", remove two cards. When the cost is payed, place the card into play. Units must often be placed in structures, so check "R".

ALWAYS: Summarize your food "F" across all areas. Remove units if the value is negative.

-->



Dense Fog

0

Req: Vanheim leader
Vanheim Weather

Units/ships whose players don't have any vanheim card in play, can't use Navigate, and must roll L to move/attack/defend.

On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



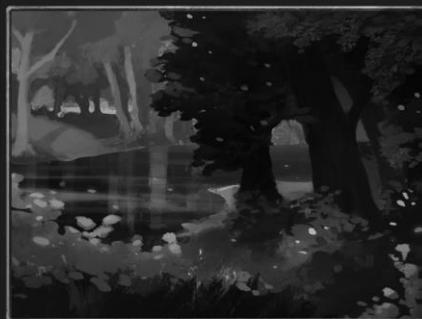
Dense Fog

0

Req: Vanheim leader
Vanheim Weather

Units/ships whose players don't have any vanheim card in play, can't use Navigate, and must roll L to move/attack/defend.

On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



Windstorm

0

Req: Vanheim leader
Vanheim Weather

There may be a non-summer/winter weather in play, alongside this weather. Counts as: Summer.

On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.



Windstorm

0

Req: Vanheim leader
Vanheim Weather

There may be a non-summer/winter weather in play, alongside this weather. Counts as: Summer.

On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.



Windstorm

0

Req: Vanheim leader, summer
Vanheim Weather

Units whose player's don't have any vanheim card in play, roll L or get 1 crush damage on that player's start phase.

On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



Windstorm

0

Req: Vanheim leader
Vanheim Weather

Units whose player's don't have any vanheim card in play, roll L or get 1 crush damage on that player's start phase.

On your start phase: Roll 2 dice. If not, or no dice show 4+, remove this card.



Warm Spell

Req: Vanheim leader
Vanheim Weather

There may be a non-summer/winter weather in play, alongside this weather.
Counts as: Summer.
On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.

0

Warm Spell

Req: Vanheim leader
Vanheim Weather

There may be a non-summer/winter weather in play, alongside this weather.
Counts as: Summer.
On your start phase: Roll 3 dice. If not, or no dice show 4+, remove this card.

0

Overgrown Forest

Req: Vanheim leader
Vanheim Tactic/Area - Path

Players with Vanheim card(s) in play may move units between this and enemy areas. Local units whose players have Vanheim cards in play have **Sneak** and may move here directly after attacking.

2

Forest and Cabin

Req: Vanheim worker
Vanheim Area/Structure - Building/HQ

On your start phase: You may draw one card for each worker inside this structure.
On your end phase: You may pay/place units here from you hand if there's room.

4

Forest and Cabin

Req: Vanheim worker
Vanheim Area/Structure - Building/HQ

On your start phase: You may draw one card for each worker inside this structure.
On your end phase: You may pay/place units here from you hand if there's room.

4

Stormshade Tunnel

Req: Local/non-local vanheim leader
Vanheim Tactic/Structure - Dwelling

Hidden
You may pay/place this in any area.
Food supply can't be cut off to this area. Your Stormshade units may move between this and any of your non-ship structures.

1

Stormshade Tunnel

Req: Local/non-local vanheim leader
Vanheim Tactic/Structure - Dwelling

Hidden
You may pay/place this in any area.
Food supply can't be cut off to this area. Your Stormshade units may move between this and any of your non-ship structures.

1

Glade

Req: Local vanheim HQ, local worker
Vanheim Structure - Object

Inside units may move to your hand.
On your end phase: You may pay/place units here from you hand if there's room.

4

Spirit Tree

Req: Local Glade, local worker
Vanheim/Helheim Structure - Object

Roll L for an inside unit as a move step:
Remove the unit and a weather card in play if successful. Remove this card if fail.
Remove all your captured units: Mix your removed-pile into your deck.

1

CC	RC	A	H	P	L	R	F
0	0	1	4	0	2	2	4

CC	RC	A	H	P	L	R	F
0	0	0	4	0	2	4	0

CC	RC	A	H	P	L	R	F
0	0	0	2	0	2	1	0



Spirit Tree

Req: Local Glade, local worker
Vanheim/Helheim Structure - Object

1

Roll L for an inside unit as a move step:
Remove the unit and a weather card in play if successful. Remove this card if fail.
Remove all your captured units: Mix your removed-pile into your deck.

CC	RC	A	H	P	L	R	F
0	0	0	2	0	2	1	0



Fire Arrows

Req: Local vanheim leader
Vanheim Tactic - Item/Armament

0

Place this on a local unit. If placed on a leader: your local units have **Fire Arrows**.
(If a unit with Fire Arrows attacks with a bow and wins against anything, it's a defeat. Remove Fire Arrows if it rains.)



Luck Charm

Req: Local vanheim leader
Vanheim Tactic - Item/Charm

0

Place this on a local unit. If placed on a leader: your local units have **Luck Charm**.
(A unit with Luck Charm may add "L" many dices when making a roll.)



Net Traps

Req: Local vanheim leader
Vanheim Tactic - Item/Trap

2

Remove this card when it's played.
All enemy units in the same area as your leader, who have moved this turn, must roll "L", and units who fail are captured if nothing else tries to capture it.



Net Traps

Req: Local vanheim leader
Vanheim Tactic - Item/Trap

2

Remove this card when it's played.
All enemy units in the same area as your leader, who have moved this turn, must roll "L", and units who fail are captured if nothing else tries to capture it.



Net Traps

Req: Local vanheim leader
Vanheim Tactic - Item/Trap

2

Remove this card when it's played.
All enemy units in the same area as your leader, who have moved this turn, must roll "L", and units who fail are captured if nothing else tries to capture it.



Stormshade Troll

Req: Glade, captured unit(s)
Vanheim Unit - Legend/Spirit

4

Emerge, Crush, Flank
When summer: **Sneak, Survival, A+2**
When night: **Sneak**
Your Stormshade units can **Emerge** locally.
Weapon: Fist/Stone (CC/RC, 4/2 damage)



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Stormshade Hunter

Req: Glade
Vanheim Unit - Warrior

2

On your start phase: You may draw one card if this unit is in a structure-less area.
When summer: **Flank, Survival**
(A unit with Survival may ignore Weather.)
Weapon: Bow (RC, 2 damage)

CC	RC	A	H	P	L	R	F
2	1	0	8	3	2	-3	-3

CC	RC	A	H	P	L	R	F
2	1	0	8	3	2	-3	-3

CC	RC	A	H	P	L	R	F
1	2	0	2	2	1	-1	-2



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Stormshade Vätte

Req: Glade

Vanheim Unit – Spirit

0

Sneak, Intrude, Survival
If inside a structure: It can't provide food.
Remove as a move step: Look at the local HQ owners hand and remove any tactics.
Weapon:

CC	RC	A	H	P	L	R	F
2	2	0	1	2	3	0	-1



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Tree Spirit

Req: Vanheim structure

Vanheim Unit – Worker/Spirit

1

If inside a Spirit Tree: L+2.
Remove as a move step: Remove a local non-structure empty area, or place one removed non-climate card in your hand.
Weapon:

CC	RC	A	H	P	L	R	F
1	1	0	1	1	2	-1	-1



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Leafshroud Gnome

Req: Vanheim structure
Vanheim Unit – Worker/Spirit

When outside: F+4.
When summer: Hidden.
(Anything with Hidden may roll L against an attacker to ignore it if winning the roll.)
Weapon: Wooden spoon (CC, 0 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	2	-1	-1



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1	0	0	1	2	2	-1	-1



Ranger

Req: Vanheim structure
Vanheim Unit – Worker/Leader

Your local units have Hidden.
Remove as a move step: Search your deck for a tactic or a storm, show it and put it in your hand.
Weapon: Dagger (CC, 1 damage)

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1



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1	0	0	1	2	1	-1	-1

**Ranger**

Req: Vanheim structure

Vanhheim Unit – Worker/LeaderYour local units have **Hidden**.**Remove as a move step:** Search your deck for a tactic or a storm, show it and put it in your hand.**Weapon:** Dagger (CC, 1 damage)**1****Woodsman**

Req: Vanheim structure

Vanhheim Unit – Worker**Remove as a move step:** Search your deck for a structure, show it and put it in your hand.**Weapon:** Two-handed axe (CC, 3 damage)**1****Woodsman**

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Vanhheim Unit – Worker**Remove as a move step:** Search your deck for a structure, show it and put it in your hand.**Weapon:** Two-handed axe (CC, 3 damage)**1****Woodsman**

Req: Vanheim structure

Vanhheim Unit – Worker**Remove as a move step:** Search your deck for a structure, show it and put it in your hand.**Weapon:** Two-handed axe (CC, 3 damage)**1****Värd**

Req: Vanheim structure

Vanhheim Unit – Worker/Spirit**Remove as a move step:** Search your deck for a Fog or a unit, show it and put it in your hand, or a local non-defeated unit has damage and Sickness removed.**Weapon:****1**

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

CC	RC	A	H	P	L	R	F
1	0	0	1	2	1	-1	-1

CC	RC	A	H	P	L	R	F
0	0	0	1	3	2	-1	-1

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Vanhheim Unit – Worker/Spirit**1**

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Weapon:

CC	RC	A	H	P	L	R	F
0	0	0	1	3	2	-1	-1

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CC	RC	A	H	P	L	R	F
0	0	0	1	3	2	-1	-1

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Weapon:

CC	RC	A	H	P	L	R	F
0	0	0	1	3	2	-1	-1

Captured

"Captured-pile"

Keep track of your captured units by using this card as your "captured-pile".

Removed

"Removed-pile"

Keep track of your removed cards by using this card as your "removed-pile".