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THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

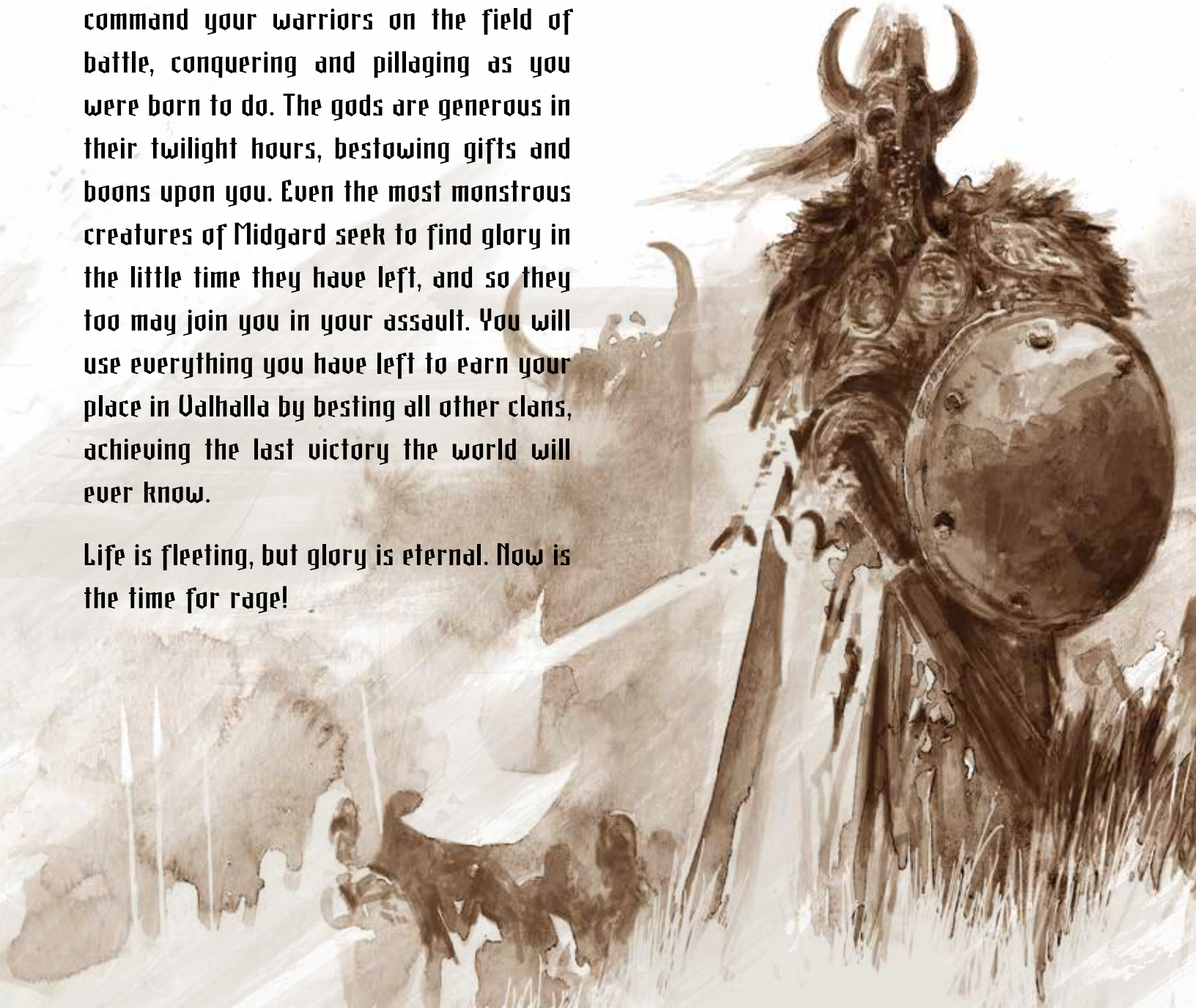
Odin All-Father, in his wisdom, always knew Ragnarök would come. He never found a way to prevent the destruction of Midgard. Lesser creatures can only cower and wait for the end.

But not you. You are a Viking, leader of a proud and ancient clan. Even in the face of final doom for all the world, you will command your warriors on the field of battle, conquering and pillaging as you were born to do. The gods are generous in their twilight hours, bestowing gifts and boons upon you. Even the most monstrous creatures of Midgard seek to find glory in the little time they have left, and so they too may join you in your assault. You will use everything you have left to earn your place in Valhalla by besting all other clans, achieving the last victory the world will ever know.

Life is fleeting, but glory is eternal. Now is the time for rage!

Objective

The goal of the game is to achieve the greatest amount of glory before the world finally comes to its fiery end. You gain glory through victory in battle, through pillaging, accomplishing quests for the gods, and dying valiantly in battle. The game progresses through three Ages, as Ragnarök slowly consumes the world. The player with the most glory at the end is the winner.



Game Components

1 Game Board

1 Age Track Sheet

1 Valhalla Sheet

4 Clan Sheets

102 Cards
(3 decks of 34)

1 Doom Token

9 Pillage Tokens

1 Saga Token

1 First Player Token

8 Ragnarök Tokens

16 Clan Tokens
(4 per clan)

4 Glory Markers
(1 per clan)

10 Wolf Clan Figures
(8 Warriors, 1 Leader, 1 Ship)

10 Bear Clan Figures
(8 Warriors, 1 Leader, 1 Ship)

10 Serpent Clan Figures
(8 Warriors, 1 Leader, 1 Ship)

10 Raven Clan Figures
(8 Warriors, 1 Leader, 1 Ship)

44 Small Plastic Bases
(11 per clan)

8 Large Plastic Bases
(2 per clan)

9 Monster Figures

Basic Concepts

Game Board

The *Blood Rage* game board is a map of the mythical terrain around Yggdrasil, the great tree that binds the nine worlds together. The land is divided into nine **provinces**. The center province is Yggdrasil. There are eight outer provinces around it, divided into three regions: Manheim, Alfheim, and Jotunheim. Provinces that share a border are considered **adjacent** (Yggdrasil is adjacent to all the other provinces).

Each of the provinces has three to five **villages**. Each village can hold a single plastic figure. Because of this, each province can only have as many figures within its borders as it has villages. Yggdrasil has no villages, and so there is no limit to the number of figures that can occupy Yggdrasil.

In addition, there are four **fjords** situated between pairs of outer provinces. Each fjord is said to be **supporting** the two provinces that it is connected to. Any effect that affects a province, also affects its supporting fjord. There is no limit to the number of Ship figures that can occupy each fjord.

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

Clan Sheet

Each of the clans the players can choose to play as has its own clan sheet in order to keep track of its 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.

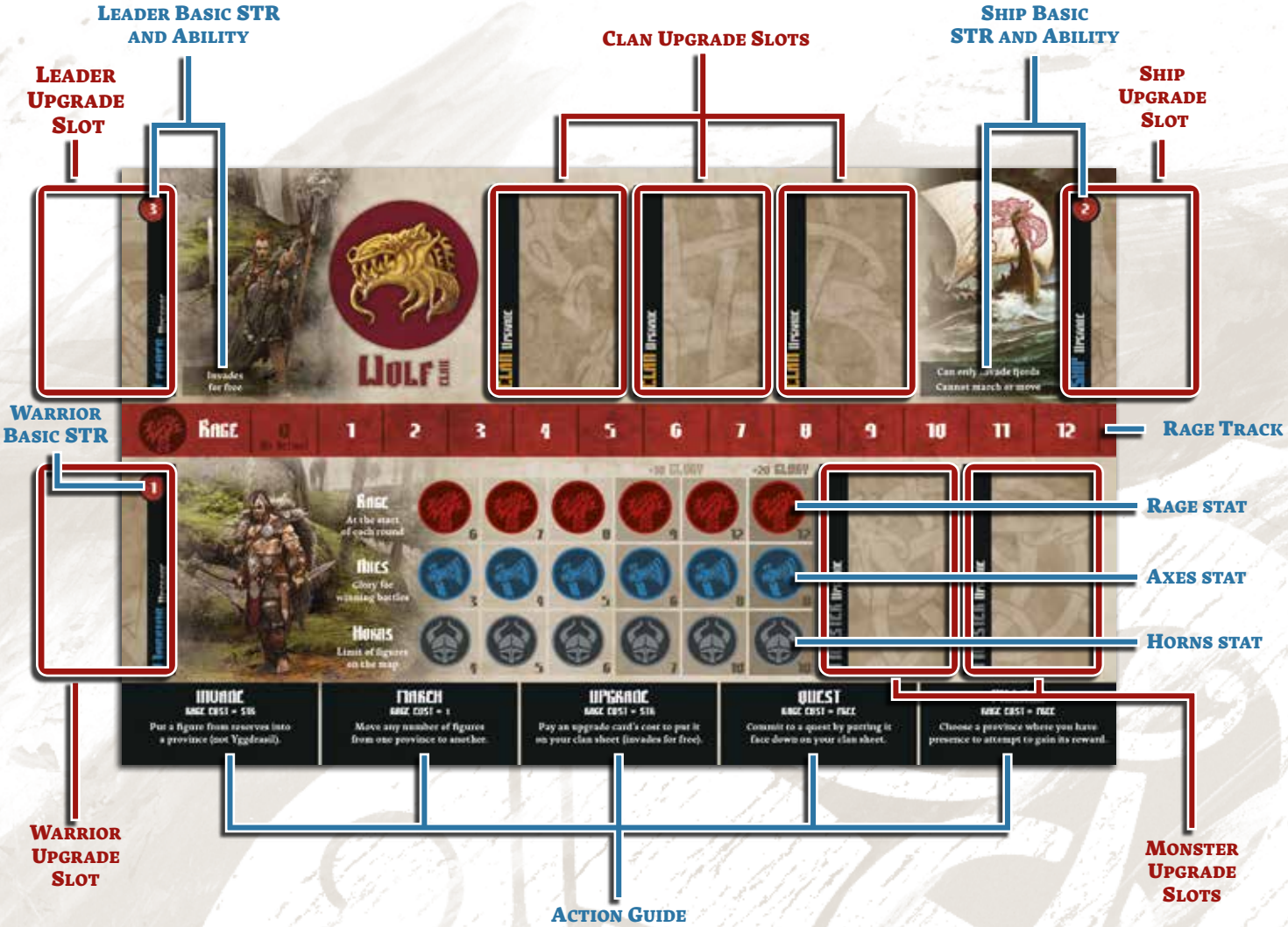
Below the Rage Track are your clan's **stats**. These are **Rage**, **Axes**, and **Horns**.

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 many figures you can have on the board at a time. With greater numbers, you can fight more battles, pillage more lands and shed more blood.

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 increase your stats to legendary levels by the end of the game, you'll gain powerful glory bonuses.



Figures

Each of your figures — Leader, Ship, Warriors, and eventually Monsters — has a **Strength** rating (**STR**). At the start of the game, these ratings are all shown on your clan sheet: Leaders have STR 3, Ships have STR 2, and Warriors have STR 1. Having plenty of strength on the board will help you win battles and fulfill quests.

In addition, Leaders and Ships start the game with special abilities, as detailed on the clan sheet.

As the game progresses, you may upgrade your figures by placing Upgrade cards on the appropriate slot on your clan sheet. These cards will tell you your figures' new STR rating and abilities. **Note that Leaders and Ships still retain the abilities detailed on the clan sheet, even if they are upgraded.**

Whenever a figure is destroyed, be it in battle, victim of a special ability, or by the inescapable doom of Ragnarök, it is placed on the Valhalla sheet that sits next to the board. There it waits for the next Age to rejoin the battle.

Cards

Three decks of cards are included that represent the gifts of the Norse gods. Each round of the game will introduce a new deck. These gifts can help in a wide variety of ways.

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

Quest cards (green) represent divine quests given to your clan. If successful, they can grant you a lot of glory.

Upgrade cards (black) upgrade several aspects of your clan:

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

Setup

Prepare Your Clan

First, each player chooses one of the available clans to play, by placing one of the **Clan Sheets** 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.

Take your clan's **Leader** figure and **8 Warrior** figures, and make sure the small plastic bases in your clan's color are attached to them. This helps easily distinguish your units on the board. Take one **Ship** figure and make sure it's got a sail attached in your clan's color. Keep all of your figures near your clan sheet. This area is called your **reserve**.

Also keep your clan's extra 2 small bases and 2 large bases next to you. They will be used if you recruit any Monsters.

Take your clan's **Glory Marker** and place it on the **Glory Track** around the board, on the "0" spot.

Take all of 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 the game with the following stats: **6 Rage**, **3 Axes**, and **4 Horns**. Finally 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.

Prepare the Board

Next to the **Game Board**, place the **Valhalla** sheet and the **Age Track** sheet.

Take all the **Pillage tokens** and place the one with the green border on the Yggdrasil province at the center of the board, with the reward side facing up. Shuffle the other 8 Pillage tokens and place them randomly on the other 8 provinces surrounding Yggdrasil, face up. The Pillage tokens show the reward you get for pillaging that province, as explained on page 18.

Take the 8 **Ragnarök** tokens and shuffle them. Place one on each of the three Ragnarök spots on the Age Track. The tokens should have the text side facing up, indicating what provinces will be destroyed in the course of the game.

As a constant reminder of which province is doomed to be swallowed next by Ragnarök, place the **Doom** token on the province indicated by the Ragnarök token on the First Age track.

Before the game begins, some provinces will already have been destroyed by Ragnarök, leaving less usable space on the board. Depending on the number of players in the game, randomly take the number of Ragnarök tokens indicated below and place them on the provinces indicated on them, with the "destroyed" side facing up.

- In a 4-player game, 1 province is destroyed.
- In a 3-player game, 2 provinces are destroyed.
- In a 2-player game, 3 provinces are destroyed.

The remaining Ragnarök tokens are placed back in the box. A province with a Ragnarök token on it is effectively out of the game. No figures can ever be placed in that province.

Prepare the Cards

Separate the cards by their card backs, creating three different decks: 1, 2, and 3.

Depending on how many people are playing the game, some cards may need to be removed from each deck to make sure the game is balanced properly. The cards that may need to be removed show on the left side a small number, such as 3+, or 4+. This indicates that the card should only be included when playing with the indicated number of players or more.

- For a 4-player game, no cards are removed.
- For a 3-player game, all 4+ cards are removed.
- For a 2-player game, all 3+ and 4+ cards are removed.

Each deck contains eight 4+ cards and six 3+ cards. Any removed cards are placed back in the game box. Then, shuffle each of the three decks separately and place them, face down, on the appropriate **Gods' Gifts** spots of the Age Track.

Last Steps

Place all Monster figures next to the board, within reach of all players

Place the **Saga** token on the first spot of the First Age on the Story Track. This is the "Gods' Gifts – Age 1" spot. The Saga token will be moved from phase to phase of each Age, one Age after the other, in order to help players keep track as the game progresses.

Finally, give the **First Player** token to the player who was born furthest to the north. 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.

The Phases Of Play

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

1. Gods' Gifts
2. Action
3. Discard
4. Quest
5. Ragnarök
6. Release Valhalla

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

Gods' 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.

On the Second and Third Age, if a player has a leftover card in their hand from a previous Age, they must first place this card face down on their clan sheet, on top of their clan symbol.

Take the deck of cards from the Age Track of the current Age and deal 8 cards to each player. The few remaining cards won't be used in this game session.

First Game?

For your First Age, we recommend you simply play with the 8 cards you're dealt, and don't draft. After one Age, players should be familiar enough to draft during the Second Age.

Drafting works like this: Each player inspects the eight cards dealt to them and selects one to keep, placing it face down on their clan sheet, on top of the symbol of their clan animal. Once everyone has placed 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 face down on their clan sheet. Then everyone passes their remaining cards to the left.

Continue picking and passing cards until each player has placed six new cards on their clan sheet. By that point, everyone will have two cards left to pass. But instead of passing them, they must be discarded without showing them.

At the end of this phase, all players should have 6 cards in their hand, plus any card 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.

Strategy Tips for Drafting

Most cards are named after a specific god, with each god providing a different kind of gift. If you stick mostly to cards named after one or two gods, you should do well. Here's what you can expect from each god:

Odin: Judgment and punishment in and out of battle.

Thor: Glory and spoils for victory in battle.

Loki: Revenge or spoils for defeat in battle.

Frigga: Resources and support.

Heimdall: Foresight and surprises.

Tyr: Great numbers for winning battles.

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

Drafting in a 2-Player Game

Drafting is a little different in a 2-player game. Players select 2 cards to keep (instead of 1), placing them face down on their clan sheet, and pass the rest to their opponent. This is done two more times until each player has placed 6 cards on their clan sheet. Then the remaining 2 cards are discarded.

Action Phase

This is the main part of the game, where invading and pillaging takes place, battles are fought, and blood is 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.

Example: *The Raven player has improved his Rage stat two steps during the previous Age, so he begins the next Action phase with 8 Rage.*

The player with the First Player token will go first, and play proceeds in 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 you clan's Rage Track to indicate how much Rage you've spent. If you do not have enough Rage to fully pay for a particular action, 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.

A player who is down to zero Rage cannot perform **any** action on their turn, **not even an action that costs zero Rage**. All that player can do is react to other players' actions, such as participating in a battle started by another player.

Players have five options to choose from when performing 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.

- **INVADE**: Place a figure from your reserve onto an empty village on the map.
- **MARCH**: Move the figures from one province to empty villages in a different province.
- **UPGRADE**: Place a card from your hand on your clan sheet to improve your abilities.
- **QUEST**: Commit to a quest by placing a Quest card from your hand face down onto your clan sheet.
- **PILLAGE**: Attack a province and plunder its bounty for your clan.

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 provinces that are not yet destroyed have been successfully pillaged (even if players still have Rage left).

INVADE

Choose a single figure in your reserve and pay Rage equal to that figure's STR. Take that figure from your reserve and place it into any empty village in any outer province. If the chosen figure is a Ship, it must be placed in any fjord. You cannot use this action to place a figure directly in Yggdrasil; to put your troops in Yggdrasil you'll have to March them there. Also note that invading with your Leader does not cost any Rage.

Example: *The Raven player has upgraded his Warriors. Since their STR is now 2, he pays 2 Rage in order to Invade the empty Utgard village with 1 of the Warriors in his reserve.*

Note: Always pay attention to your Horns stat. If the number of your figures on the board is equal to your current Horns stat, you cannot Invade with any more figures (Valhalla is not part of the board).

March

When you order your troops to March, you must pay 1 Rage. Choose one province (you cannot choose a fjord) and move any number of your figures from that province to empty villages in another single province. The destination province doesn't have to be adjacent, it can be anywhere on the board.

You cannot move figures from two different provinces in the same action, nor move your figures to two different provinces. You can only March from any one province to any other.

Note: Using the March action is generally the only way to get your figures to Yggdrasil. There are no villages in Yggdrasil, so there is no limit to the number of figures you can have there.

Example: *The example below shows five different legal or illegal March actions:*

1: *The blue player can move his 2 figures, even though the provinces are not adjacent. He's unable to move all 3 of his figures from Gimle because Elvagar only has 2 empty villages.*

2: *The yellow player can move all the figures he wants from Angerboda to Yggdrasil. There's no limit to the number of figures that can occupy Yggdrasil.*

3: *The brown player cannot move his figures into two different provinces with a single March action.*

4: *The red player cannot move his figures from two different provinces with a single March action.*

5: *Ships can never be moved.*

UPGRADE

Each clan sheet has slots for up to eight upgrades: one each for your Warriors, Leader and Ship, two for Monsters, and three for your Clan.

When you Upgrade, you must choose an Upgrade card from your hand and pay Rage equal to that card's STR. Then place the card in the appropriate slot on your clan sheet. If there is more than one potential slot, you choose which one to use. If there is already a card in that slot, discard the old card and replace it with the new one. This new Upgrade card is now in 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.

Example: *In order to play the Loki's Eminence upgrade, the Serpent player must pay Rage equal to its STR of 2. Since she already has three Clan Upgrades on her clan sheet, she chooses to discard Frigga's Succor to make space for the new upgrade. Her clan now has both Loki's Domain and Loki's Emminence, giving it a total of 3 Glory for each figure she releases from Valhalla!*

TROOP UPGRADES

When you play a **Leader, Warrior**, or **Ship** upgrade, if you have the corresponding figure in your reserve, you may immediately (before the next player's turn) Invade with it without spending any extra Rage.

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 may immediately Invade with it without spending any extra Rage.

Your Monster can die and be sent to Valhalla like any other figure, returning to your reserve in the next Release Valhalla phase. It can gain Glory for you during the Ragnarök phase just like any other figure.

You can only have 2 Monsters as part of your clan at a time. If you discard a Monster's card in order to place a new Monster in its Upgrade slot, the old Monster figure is immediately returned to the game box.

Quest

Take a Quest card from your hand and commit to it by placing it face down on your clan sheet, on top of your clan's animal symbol. It costs no Rage to commit to a Quest. There is no limit to the number of Quests you can commit to during each Age, and you may commit to two Quests of the same type (each giving its reward independently). You may inspect your own Quests at any time.

During this Action phase, you should try to fulfill the demands of the Quests you commit to, reaping the rewards listed on them during the next Quest phase (see page 20). 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.

Example: *The Bear player commits to the Jotunheim! Quest. If during the next Quest phase he has the most STR in any of the Jotunheim provinces, he'll gain 7 Glory and raise one of his clan stats 1 step.*

Pillage

If you successfully Pillage a province, you will gain a reward, either by improving one of your clan stats, or by gaining more glory. But first you will need to defeat in battle any other clans occupying that province.

To Pillage, choose a province that has at least one of your figures in it (or in a supporting fjord) and has not yet been successfully pillaged this phase (its Pillage token is showing the reward side up). It costs no Rage to Pillage, but remember that you can't take any action if you're down to zero Rage. A Pillaging action is resolved by following 3 steps in order:

1. Call to Battle: Players may move adjacent figures to join the battle.

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

3. Resolution: Highest STR determines the winner. Losers are destroyed, winner gets rewards.

1. CALL TO BATTLE

Once you have declared your intent to Pillage that province, 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 (including you) may, if they wish, move one of their figures from an adjacent province into an empty village in the province you are pillaging. Moving a figure in this way does not cost Rage, and even players with zero Rage can do it. (Note that Ships cannot be moved.) Once all villages in that province are occupied, or when no one else wishes to join in, the battle begins.

Note: There are no villages in Yggdrasil, so any number of figures can join a battle there.

If at this point there are no enemy figures in the province or its supporting fjord, no battle takes place and you automatically Pillage the province, gaining its reward (see next page) and flipping its Pillage token to its "pillaged" side. Note that in this case you don't gain any Glory for winning battles.

Otherwise, a battle will take place, and all figures in the province being pillaged, or its supporting fjord, must participate in it.

2. PLAY CARDS

Each player participating in the battle must choose one card from their hand and hold it face down 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 takes 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 he had in the battle before comparing STR, that does not mean that 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.

Some special Battle cards can be used to further increase the Strength of your troops even after players have revealed their cards. These special cards have their STR bonus on a solid white disc, and they indicate in the card text that they can be played after cards are revealed but before determining a winner (they can also be played normally). The pillaging player has the first chance to add Strength from one of these special cards, and it proceeds clockwise around the table from there until nobody wants to play any.

3. 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 he played. The losers of the battle take all of their played cards back into their hands.

All losing players must destroy all of their figures that were in the battle (including those that were supporting from fjords), placing them on the Valhalla sheet.

If the player who initiated the Pillage wins the battle, they have successfully pillaged the province and gain the Pillage Reward indicated in the Pillage token (see below). Flip the token to its "pillaged" side to indicate that the province cannot be pillaged again until the next Age.

If the pillaging player does not win the battle, the province is not pillaged and nobody gets the Pillage Reward. Any player (including the pillager) can try again later in the phase to pillage the province.

Finally, the winner of the battle gains Battle Glory, whether he's the pillaging player or not. The number of Glory points they get is equal to their current Axes stat, as indicated on their clan sheet.

Pillage Rewards

When you successfully Pillage this province, increase your clan's Rage stat one step. You do not gain additional Rage during this phase, but you will start with more in the next Age.

When you successfully Pillage this province, increase your clan's Axes stat one step. The increased Glory for victory in battle takes effect immediately and includes this battle.

When you successfully Pillage this province, increase your clan's Horns stat one step.

When you successfully Pillage this province, gain 5 Glory.

When you successfully Pillage Yggdrasil, increase all three of your clan stats one step.

Example:

1. *The Wolf clan player (red) chooses to Pillage Andlang. She can do this despite not having any figures in Andlang, because her Ship is in the supporting fjord. The Raven clan player (blue), seated to her left, moves his Warrior from Gimle to an empty village in Andlang. The Serpent clan player (yellow) would love to join this battle by moving her Leader from Horgr to Andlang, since Horgr has already been pillaged, but Horgr is not adjacent, so she can't. The red player moves a Warrior from Yggdrasil to one of the empty villages in Andlang, then the blue player moves a Warrior from Yggdrasil, taking the last empty village in Andlang. The red player would really like to move another Warrior in from Yggdrasil, but there are no empty villages left in Andlang.*

The red and blue players are the only ones with any presence in Andlang, so they will be the only ones fighting. Red has a total Strength of 3 (2 for the Ship and 1 for the Warrior) while blue has a total Strength of 2 (2 Warriors, each with 1 STR). They select their cards, place them on the table, then reveal them.

2. *Red reveals Tyr's Crush, a battle card with a value of +4. But blue had no intention of winning, and simply reveals an Upgrade card, adding nothing to his Strength. Red ends up with a Strength of 7 (3+4), and blue with 2 (2+0). Red wins the battle.*

3. *Both of blue's Warriors die and are sent to Valhalla, but the blue player keeps his Upgrade card and returns it to his hand. Red pillages Andlang, flips the pillage token face down on the board, and increases her clan stat for Axes by one step, raising its value from 3 to 4. She then gains 4 Glory for her battle victory and discards her played battle card.*

Discard Phase

Players can only keep a single card (if they have any left) to carry over to the next Age. All players must discard down to one card.

In the Third Age players should discard all cards, completely emptying their hands.

Quest Phase

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

Most Quests involve having the most Strength in any one of the provinces of a particular region. Add together the STR of each of your figures in that province (including the supporting fjord) and compare your total to the total STR of each other clan in that same province. If your total is greater, you fulfill the Quest. If you tie with an enemy, you fail the Quest.

Example: *The Serpent player (yellow) reveals she has committed to the Manheim! Quest. She'll succeed if she has the most STR in any province of the Manheim region. In Elvagar the red player has three STR 1 Warriors, for a total of STR 3, while the yellow player also has a total of STR 3 due to her STR 1 Warrior and STR 2 Ship in the supporting fjord. Since it's a tie, Elvagar does not grant the Serpent player the Quest.*

However, her STR 2 Ship is also supporting Angerboda, where the blue player has only a STR 1 Warrior. With this the Quest succeeds and the Serpent clan gets the 5 Glory listed on the Quest cards and the player decides to raise her Horns stat one step.

Ragnarök Phase

Take the token that's on the current Ragnarök slot and place it on its corresponding province, with the "destroyed" side facing up. That province is destroyed forever and is out of the game.

There can be no more glorious death to a Viking than to be destroyed in Ragnarök. When a province is destroyed this way, all figures in that province, and in its supporting fjord, die and are placed in Valhalla. Each such figure earns its clan some Glory. The amount of Glory granted is indicated on each Ragnarök slot on the Age Track. For each of their figures (including Monsters) destroyed in Ragnarök, the players gain 2 Glory in the First Age, 3 Glory in the Second Age, and 4 Glory in the Third Age.

Next, place the Doom token on the province indicated by the next Age's Ragnarök token.

Example: *The Ragnarök token indicates Gimle, so it's taken from the Age Track, flipped and placed on the Gimle province on the board, destroying it. All figures in that province and supporting fjord are destroyed and placed in Valhalla. Two red figures and two blue figures are destroyed. Since the Age Track indicated a 3 Glory reward this Ragnarök phase, each player gains 6 Glory. The Doom token is then moved to the province indicated in the next Ragnarök phase: Andlang.*

Release Valhalla Phase

At the end of each Age, all figures in Valhalla are returned to their respective owners. Move all figures on the Valhalla sheet belonging to your clan back to your reserve. Any figures on the game board remain there.

End of an Age

Before moving on to the next Age, flip all Pillage tokens on the board back to their "reward" side. These tokens are not reshuffled; they stay on the same province throughout the game.

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

Then, move the Saga token down to the first phase of the next Age on the Age Track. A new Age will then begin with a new set of Gods' Gifts. With each new Age, those gifts will grow in strength and power, offering greater glory, and leading to greater clashes on the board over less and less remaining territory as Ragnarök continues to destroy the land.

End of the Game

Once the Release Valhalla 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 what clan has gained the most glory and earned its place in Valhalla next to Odin's throne!

Play Tips

Blood Rage is not just a simple area control game. While winning battles can certainly be a path to victory, you can sometimes gain a great deal by dying. In a suicidal battle, you can gain glory as your troops are sent to Valhalla. And at the same time you deplete cards from the hand of the winner, weakening them for future battles.

Quests can score huge amounts of glory. They're much too powerful to ignore. But if you collect too many of them, you may be too weak to accomplish them. You need to strike a balance. It's also important to watch the other players as they invade and pillage. If you can figure out which quests they are committed to, you have a much better chance of stopping them from completing those quests.

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.

Example: *The Raven player has managed to raise two of his clan stats to legendary levels. At the end of the game he gains +10 Glory for Rage and +20 Glory for Axes, for a total of +30 Glory.*

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

Rules Summary

The Phases of each Age

1. Gods' Gifts

Deal 8 cards to each player. Draft until each player has 6 cards. Discard remaining 2 cards.

2. Action

Set Rage to clan's current Rage stat.

Take turns performing 1 action at a time, paying the Rage cost associated to each action.

Players with 0 Rage cannot take any action.

Continue until all players have 0 Rage or all provinces are pillaged.

INVADE

Pay Rage equal to a figure's STR to move it from your reserve onto an empty village.

Can't Invade Yggdrasil. Ships can only Invade fjords. Leaders Invade for free.

MARCH

Pay 1 Rage to move any of your figures from one province to empty villages in one other province.

Ships can't March.

UPGRADE

Pay Rage equal to the STR of an Upgrade card in your hand to place it on your clan sheet.

If you Upgrade a figure, you may immediately Invade with it for free.

QUEST

At no Rage cost, place a Quest card from your hand face down on your clan sheet, committing to it.

PILLAGE

At no Rage cost, choose an un-pillaged province with at least one of your figures in it (or in a supporting fjord) to attempt to pillage it.

Starting with the player to the left, players may move for free figures from adjacent provinces into empty villages of the province being pillaged.

All players with figures in the battle choose and reveal one card. Add your card STR bonus to your figures total STR. Highest total wins the battle. On a tie all participants lose the battle.

All losing players return all played cards to their hands. All of their participating figures are destroyed and go to Valhalla.

If pillaging player wins, gain Pillage Reward and flip Pillage token.

Winning player gains Battle Glory equal to his Axes stat and discards all played cards.

3. Discard

Players discard their hands down to 1 card.

4. Quest

Reveal and discard all played Quest cards, gaining rewards for completed Quests.

5. Ragnarök

Destroy current doomed province. All figures in it and in its supporting fjord are destroyed and go to Valhalla.

Gain the amount of Glory indicated on the Age Track for each of your figures destroyed.

Move Doom token to the next doomed province.

6. Release Valhalla

Return all figures in Valhalla to their owner's reserve.

End of an Age

Flip all Pillage tokens up. Pass First Player token to the left.

End of the Game

Gain the indicated Glory bonus for each of your clan stats at legendary levels.

Player with the most Glory wins.