



NEMESIS RULEBOOK v1

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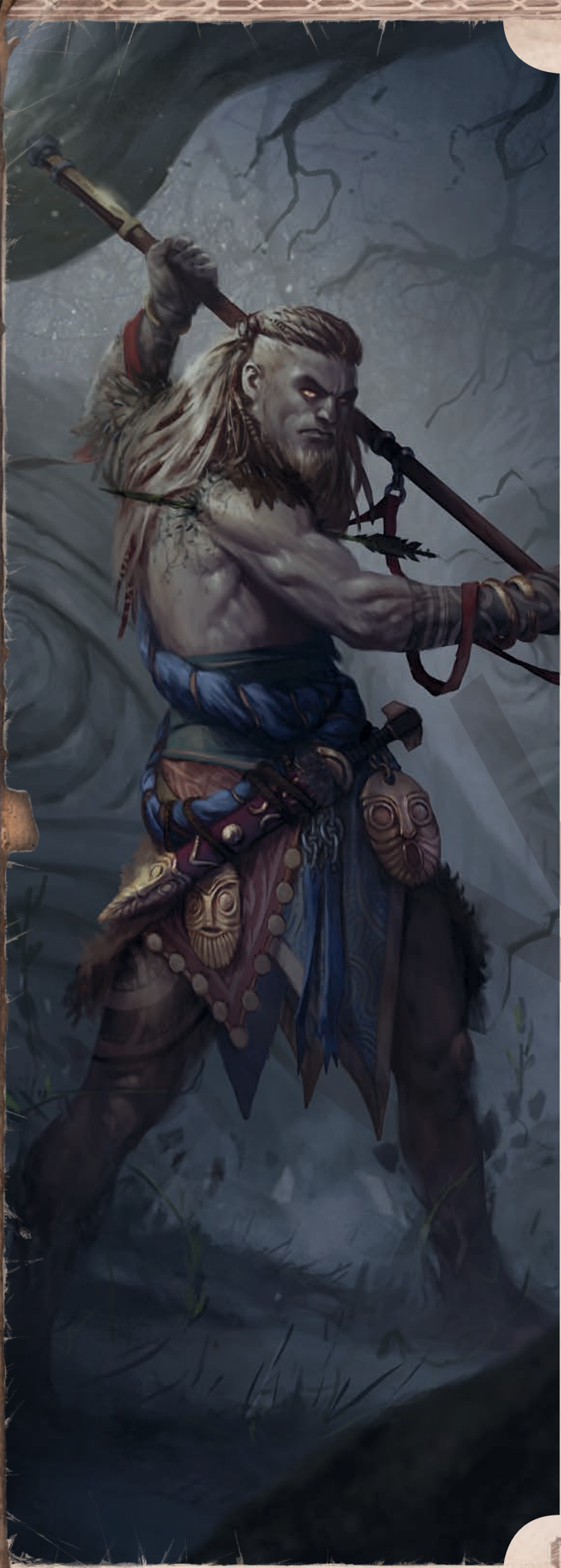
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I INTRODUCTION

These Solo and Cooperative Game Mode rules assume that players have a thorough knowledge of how to play Monolith's Mythic Battles boardgame. Those rules are not reprinted here but are referenced herein, so prior experience playing the game is required. Solo and Cooperative rules allow one or more players to play through specially designed skirmishes or scenarios that eliminate the need for a human opponent. Instead, the players themselves will control the Nemesis's dashboards and miniatures. By using a system of targeting priorities, the players move the pieces and roll the dice against their own units. The players do not need to think or strategize for the Nemesis units. There will be instances where players will need to understand the Nemesis unit's Talents and Powers to make the most of their activation, but the rules on Talents, Powers, and Terrain will guide the players on how to proceed.

II PLAYER ACTIVATIONS

Gameplay for the player won't change, although some of their units' powers might behave differently. Players will draw and activate as usual. They will draft units as the scenario or skirmish dictates. The only difference is strategic. It will require a slightly different approach when battling against the pre-determined commands of this non-player Nemesis than it does against a human opponent.

III WINNING THE GAME

Each scenario states its own victory conditions. In Cooperative Mode, players all win or lose together. During a game, when two rules contradict each other, the rule with the higher priority takes precedence.

IV GAME SETUP

Every game of MYTHIC BATTLES: PANTHEON is set up according to the game mode selected by the players: Skirmish and Adventure are player vs. player modes covered in the main rule book, while Cooperative Campaign and Nemesis Skirmish are player vs. the game itself and are covered in this rule book.

A ■ COOPERATIVE SCENARIOS

1• SCENARIO CHOICE

Each cooperative scenario is a standalone adventure. Players select a scenario together, ensuring the scenario-recommended number of players is taken into account.

2• RECRUITMENT

The scenario will indicate whether the recruitment process for players is Draft Pool or Limited. The Nemesis process is always Limited.

- ♦ **DRAFT:** Recruitment points (RP) value is player number dependant and is scenario-dictated. Selection and counter selection occurs.
- ♦ **LIMITED:** Each player's army is scenario-dictated.

3• TURN ORDER

For multiplayer games, players must determine their turn order before the game begins. This turn order cannot be changed for the rest of the game.

The game starts with a player's turn (player's choice). Every time a player's turn ends, Nemesis activates.

In a single player game, the turn order is:

- Player 1 > Nemesis

In a multiplayer game, the turn order is:

- Player 1 > Nemesis
- Player 2 > Nemesis
- Player 3 > Nemesis

B ■ NEMESIS SKIRMISH

1• NEMESIS CHOICE

The player chooses which god to battle and selects one of their armies from the preconstructed list.

2• BOARD CHOICE

The player chooses which board to play on and which side of the board they will deploy on.

3• RECRUITMENT

The player may draft any units not currently in the opponent's army. They are limited to the recruitment points allowed in the Solo Skirmish scenario rules.

- Restricted Draft (Optional) - When a player drafts a unit, roll a die. On a 0-1, that unit is unavailable.
- Limited Draft (Optional) - Using the draft cards, players are limited to a draft pool of 5 random divinities and 40 RP worth of Monsters/Heroes/Troops.

C ■ TABLE SETUP

After the player builds their deck, build the deck for Nemesis by shuffling together all the unit cards, all art of war cards provided by units, plus three additional art of war cards. Place the deck near the area with the Nemesis dashboards.

Follow the standard setup for the gameboard by placing any required 3D elements and Troop units.

Solo/Cooperative Mode is played in a series of rounds. During each round, a player takes a turn followed by a Nemesis turn. The round starts with the lead player's turn, and continues clockwise around the table until each player/Nemesis turn has occurred. If all of a player's units are eliminated from play, the player's turn (and subsequent Nemesis turn) is skipped.

A ■ COOPERATIVE SCENARIOS

The player turn sequence is identical to Skirmish or Adventure Mode.

B ■ TROOP RECALL

This type of unit is represented by a troop card which lists and tracks their various game values:

♦ PLAYERS ♦

A player cannot recall a Troop unless that player controls a Divinity (or certain Heroes such as Circe). A Divinity cannot recall allied Troops owned by other players. In addition, Troops are never considered a Destroyed Unit, even if there is no Divinity to recall them.

♦ NEMESIS ♦

Troop recalls happen at the end of the Nemesis' turn if an Art of War/Omphalos card was drawn during the turn, the Troop is not at full vitality, AND the Nemesis divinity is on the game board.

An asterisk (*) indicates which Troop will be recalled. If a Troop unit does not have an asterisk, it is considered a Destroyed Unit when killed.

Troops associated with with a specific unit (Circe, etc.) are recalled according to the rules in the appendix.

C ■ ACTIVATION LIMIT

Players may activate a maximum of 2 different units from their own army in each of their turns. Nemesis may activate a maximum of 2 units (see Leader talent for exceptions), but the same units are allowed to activate twice per turn.

D ■ DECK

V PLAYING THE GAME

◆WHEN A PLAYER'S DECK RUNS OUT◆

Only THAT player shuffles their discard pile to form a new deck.

If necessary, THAT player draws a card (or cards) in order to have a hand of 3 cards.

Add an Art of War card to the top of the Nemesis's deck so it is the first card drawn during the Nemesis's turn.

◆WHEN THE NEMESIS DECK RUNS OUT◆

Shuffle the Nemesis discard pile to form a new deck. Do not include any Destroyed units.

E ■ DESTROYING DIVINE STONES

Nemesis treats Divine Stones differently than players. Instead of the divinity absorbing a Divine Stone, Nemesis units destroy them. Any Nemesis unit can destroy a Divine Stone, but to do so requires a Complex Action. No roll is required, and even a unit with an Offense Value of 0 can destroy a Divine Stone.

When a Nemesis unit activates in an area without a Divine Stone, it will move towards the nearest Divine Stone if it is unable to attack a Player unit. It will use a Walk action if it can reach the desired area, or a Run action if it cannot. (See Gem Collector for exceptions.)

When a Nemesis unit activates in an area with a Divine Stone, use the Targeting Priority to determine if the unit destroys the Divine Stone.

◆NEMESIS DESTROYS A DIVINE STONE◆

1. Add a Divine Stone card to the top of the Nemesis deck.

◆NEMESIS DRAWS A DIVINE STONE◆

1. All injured Nemesis units regain 1 health.
2. Nemesis gets a second activation.
3. Nemesis performs a Troop recall at the end of the activation.
4. Remove the card from the game.

F ■ NEMESIS TURN SEQUENCE

Nemesis takes a turn after each player. Draw one card from the Nemesis deck.

- If it is an activation card for a Destroyed Unit, remove the card from the game and draw a replacement card.
- If it is an activation card for a Living Unit, activate the unit following the Activation Rules.
- If it is an Art of War/Divine Stone card, Nemesis will activate 2 units this turn (and may also Recall a unit depending on the scenario).
 - » Draw a card and activate the 1st unit
 - » Draw another card to activate the 2nd unit
 - » If a second Art of War/Divine Stone card is drawn, discard it and draw a replacement card.

G ■ NEMESIS ACTIVATION RULES

Players must take the time to evaluate the Nemesis unit's options by reviewing their Talents, Powers, Move, and Range stats. By following the rules below, the Nemesis units will act aggressively but not necessarily wisely. Players should use this to their advantage, especially since these modified rules make the Nemesis more powerful than a human player.

1. Determine all of the Player units the activating unit can possibly attack (by using Ranged, Melee, Walk, Climb, Aerial Attack, or Powers).
- **Area Attack (Multiple Targets)** - If the activating unit has an Area attack and can use it to attack multiple units, choose the location and attack that targets the MOST enemy units. Perform each attack in reverse order of the Targeting Priority (starting with 6 and ignoring 4).
 - Nemesis units do not require Art of War cards to use their powers.
 - Nemesis units do not suffer "friendly fire" from area attacks or power effects.
 - **Melee/Ranged Attack** - If the activating unit cannot attack multiple enemy units, use the Targeting Priority to perform a Melee or Ranged attack.
 - **Area Attack (Single Target)** - If the unit cannot perform a Melee or Ranged attack, use the Targeting Priority to perform an Area attack power against a single unit.
2. If the activating unit cannot attack any enemy units, or has an Offense Value of 0, it will Walk or Run towards the nearest Divine Stone (see Destroying Divine Stones).

H ■ NEMESIS ATTACK RESOLUTION

When a Nemesis unit attacks, proceed as follows:

1. Roll the dice for the attacking Nemesis unit
2. If the attack is against a unit with a defense of 6 or less, optimize the results to reach that number.
3. Otherwise, get as many 5s as possible from the first assault and retain any unused spare dice to boost the totals in the second.
4. In the second assault, get as many wounding hits as possible.

I ■ NEMESIS TARGETING PRIORITY

When choosing a Target, Nemesis unit will always choose based on the list below, with Player divinities (if applicable) being the highest priority.

1. Player Divinity with the lowest defense.
2. Hero or Monster with the lowest defense who is carrying a Divine Stone.
3. Troop with the lowest defense who is carrying an Divine Stone.
4. Destroy unclaimed Divine Stone in its area.
5. Hero or Monster with the lowest defense.
6. Troop with the lowest defense.

How to Handle Decisions

If there is a tie between multiple Target units at the same priority level (for example, two heroes with 7 defense), or if there are multiple destination zones for movement, Nemesis will choose the one that enables it to take advantage of Talents (such as Block, Torment, Force of Nature, Leader), the attack bonus from an elevated area, or to avoid a negative bonus (Terror).

If this does not resolve the decision, Nemesis will choose the one that enables it to take advantage of Terrain (Rock, Forest, Ruins).

If this does not resolve the tie, the player may select the choice that is most beneficial to them.

J ■ ADDITIONAL DECISIONS

Sometimes the players must make a decision for Nemesis units that is not covered in these rules. In

these circumstances, the players may select the choice that is most beneficial to them.

VI TALENTS

ARCHER

- **NEMESIS BEHAVIOR:** Nemesis units will position themselves to take advantage of this Talent if possible, unless it prevents them from making an area attack against the largest number of units or attacking their chosen Target.

BERSERKER

- **NEMESIS BEHAVIOR:** Nemesis units with this Talent will always use it.

BLOCK

- **NEMESIS BEHAVIOR:** Nemesis units with Block will move into the zone with their Target if possible (unless that prevents them from making an area attack against the largest number of units). Nemesis units without Block will avoid zones where they would suffer from Block unless a) there is no other way to attack their chosen Target, or b) entering the area provides them with an offensive or defensive bonus and there are no other areas that would provide an offensive or defensive bonus.

BOLSTER

- **NEMESIS BEHAVIOR:** Nemesis units will position themselves to take advantage of this Talent if possible, unless it prevents them from making an area attack against the largest number of units or attacking their chosen Target.

CLIMB

- **NEMESIS BEHAVIOR:** Nemesis units with Climb must take into account the extended reach when determining Player units to attack. Nemesis units will take advantage of the attack bonus from elevated zones if possible (unless the Block or Torment rules come into play).

CLOSE COMBAT

- **NEMESIS BEHAVIOR:** Nemesis units will position themselves to take advantage of this Talent if possible, unless it prevents them from making an area attack against the largest number of units or attacking their chosen Target.

CLOSE PROTECTION

- **NEMESIS BEHAVIOR:** Nemesis units will position themselves to take advantage of this Talent if possible, unless it prevents them from making an area attack against the largest number of units or attacking their chosen Target.

FORCE OF NATURE

- **NEMESIS BEHAVIOR:** Nemesis units with this Talent will use Force of Nature whenever possible.

GEM COLLECTOR

- **NEMESIS BEHAVIOR:** Nemesis units with Gem Collector who are targeting, and moving towards, an area with a Divine Stone will use this Talent from an adjacent area rather than enter the area with the Divine Stone. After moving and claiming the Divine Stone, this unit will immediately drop it.

GUARD

- **NEMESIS BEHAVIOR:** A Nemesis Troop with this Talent will use it to guard their divinity. Non-troop units do not use this talent.

INITIATIVE

- **NEMESIS BEHAVIOR:** Nemesis will not use this Talent unless otherwise indicated in a scenario or the appendix.

LEADER

- **NEMESIS BEHAVIOR:** If a Nemesis unit with Leader shares an area with a friendly Troop at any point during its activation, activate the Troop after the unit finishes activating. No card is required for this Troop activation, and it does not count towards the Nemesis activation limit.

MIGHTY THROW

- **NEMESIS BEHAVIOR:** A Nemesis unit will only use Mighty Throw in the following circumstances:
 - If the target has Guard.
 - If their target is carrying an Divine Stone.In either case, if the Nemesis unit rolls such that Mighty Throw is possible, it will throw the unit one zone closer to the player starting zones (if possible). If multiple zones exist, choose one that does not give an Offensive or Defensive bonus. If multiple zones meet this criteria, choose one that is empty. If none are empty, or multiple are empty, the player may choose.

MOBILITY

- **NEMESIS BEHAVIOR:** Nemesis units with this Talent will move away from the area with their Target (if possible) after they attack.

SCOUT

- **NEMESIS BEHAVIOR:** Nemesis units with this Talent will always use it.

SLAYER

- **NEMESIS BEHAVIOR:** Nemesis units with this Talent will reroll the 2 lowest numbers unless they are 5s.

SNEAK ATTACK

- **NEMESIS BEHAVIOR:** Nemesis units will position themselves to take advantage of this Talent if possible, unless it prevents them from making an area attack against the largest number of units or attacking their chosen Target.

TERROR

- **NEMESIS BEHAVIOR:** Nemesis units with this Talent will always use it.

TORMENT

- **NEMESIS BEHAVIOR:** Nemesis units will position themselves to take advantage of this Talent if possible, unless it prevents them from making an area attack against the largest number of units or attacking their chosen Target.



VII POWERS

Many of the powers work the same for players and Nemesis. Other powers, however, are either modified or ignored based on these modified rules. Units and their powers are listed in the appendix.

Nemesis Powers do NOT require Art of War cards.

VIII TERRAIN



BUILDING

- **NEMESIS BEHAVIOR:** When moving towards its Target, if a Nemesis unit has a choice between entering a zone with a defensive bonus and one without, it will choose the zone with the defensive bonus.



BURNING

- **NEMESIS BEHAVIOR:** Nemesis units that are not Fireproof will avoid a Burning area unless there is no other option to reach their Target. If they enter a Burning area, they will exit in the direction of their intended destination.



CLIFF

- **NEMESIS BEHAVIOR:** No special behavior.



DIVINE SOURCE

- **NEMESIS BEHAVIOR:** A Nemesis unit entering this area must stop its movement, then roll a die and apply the result:

BLANK : The unit can move 1 area (if needed).

- 1: The unit can move 1 area (if needed).
- 2: The unit regains 1 vitality (if possible).
- 3: The unit regains 1 vitality (if possible).
- 4: The unit regains 1 vitality (if possible).
- 5: Nemesis shuffles its deck & discard pile.



FOREST

- **NEMESIS BEHAVIOR:** When moving towards its Target, if a Nemesis unit has a choice between entering a zone with a defensive bonus and one without, it will choose the zone with the defensive bonus.



OPEN GROUND

- **NEMESIS BEHAVIOR:** No special behavior.



POLAR

- **NEMESIS BEHAVIOR:** Nemesis units that are not Boreal will avoid Polar zones unless there is no other option to reach their Target.



ROCK

- **NEMESIS BEHAVIOR:** When choosing a Target or Targets, a Nemesis unit with Climb will enter a Rock zone if it enables the unit to reach its Target or roll additional dice for its attack (unless the Block or Torment rules come into play).



RUINS

- **NEMESIS BEHAVIOR:** When moving towards its Target, if a Nemesis unit has a choice between entering a zone with a defensive bonus and one without, it will choose the zone with the defensive bonus.



STEPS

- **NEMESIS BEHAVIOR:** When choosing a Target or Targets, a Nemesis unit will enter a Steps zone if it enables the unit to reach its Target or roll additional dice for its attack (unless the Block or Torment rules come into play).



STRUCTURE

- **NEMESIS BEHAVIOR:** When moving towards its Target, a Nemesis unit will choose this area if it enables the unit to reach its Target.



WATER (AQUATIC)

- **NEMESIS BEHAVIOR:** Nemesis units that are not Aquatic will avoid Swamps and Water unless there is no other option to reach their Target.



3

THE DIVINE COUNCIL

■ MIMIR'S WELL ■

A new world order is forming as a new alliance of gods forms. Those left behind, including Tyr, Vidar, and Freyr, learn of a divine council meeting at Mimir's Well and are determined to interrupt their machinations.

Accompanied by all the heroes and monsters they could gather on short notice, they surround the well, only to realize a magical shield prevents them from absorbing the powerful Rune Stones. Regardless, they know their mission: destroy the conspirators!



FORCES

FORCES

Player units deploy in the areas marked in red.
Nemesis units deploy in the area marked in blue.



PLAYER 1

God: Tyr

Heroes: Bodvar Bjarki

Monsters: Angrboda, Draugr



PLAYER 2

God: Vidar

Heroes: Brunhild

Monsters: Grendel's Mother, Troll

Troops: Jomsvikings



PLAYER 3

God: Freyr

Heroes: Harold Hadrada, Skuld

Monsters: Grendel, Gullinbursti

Troops: Varangian Guard

SETUP

SETUP

Nemesis units are Baldr, Freyja, Idunn, Sif, and Thor.

VICTORY

VICTORY

THE PLAYERS WIN IF THEY KILL BALDR, FREYJA, IDUNN, SIF, AND THOR.

THE PLAYERS LOSE IMMEDIATELY IF FOUR RUNE STONES ARE DESTROYED OR IF A PLAYER GOD IS DESTROYED.



SPECIAL RULES

❖ GOLDEN APPLES:

Place Idunn's three tokens as indicated on the setup diagram.

❖ FORBIDDEN FRUIT:

Player gods cannot absorb Rune Stones. This does not prevent player units from claiming Rune Stones or Nemesis units from destroying them.

❖ BOTTLENECK:

If a Nemesis unit cannot deploy because the deployment zone is saturated, the activation is wasted.

❖ DIVINE SOURCE:

Nemesis units take advantage of the Divine Source when they deploy.





3

THE MENAGERIE

▪ RAID ON HEDEBY ▪

Tired of his failures on Asgard, Loki has transported a frightening array of animals to Midgard, led by his mate Angrboda. By binding the life force of a small, humble creature into an array of mighty creatures, he hopes the residents of Hedeby are ignorant of their danger until it's too late.



FORCES

FORCES

During initial deployment, Troops may deploy in any zone of their choosing. Heroes may only deploy in the zones marked in red. Nemesis units start the scenario on the game board.



PLAYER 1

Heroes : Beowulf, Lagertha

Troops: Berserkers, Huscarls



PLAYER 2

Heroes: Brunhild, Harold Hardrada

Troops: Jomsvikings, Seers



PLAYER 3

Heroes : Hrolf Kraki, Skuld

Troops: Ulfhednar, Varangian Guard

SETUP

SETUP

Nemesis units are Angrboda, Gullinbursti, Hraeslveg, Ratatosk, and Tanngnjostr & Tanngnisnir.

VICTORY

VICTORY


THE PLAYERS WIN IF THEY KILL ANGRBODA, GULLINBURSTI, HRAESLVEG, AND TANNGNJOSTR & TANNGNISNIR BEFORE RATATOSK CORRUPTS ALL 6 ROOTS OF MIDGARD.

SPECIAL RULES

❖ UNTOUCHABLE:

Ratatosk cannot be targeted, attacked, blocked, slowed down, thrown, or be affected by units or terrain board effects in any way. Ratatosk may enter saturated zones, and does not count as a unit in a zone for any reason. Ratatosk never attacks, since he is focused on corrupting the roots.

❖ ROOTS OF MIDGARD:

The  token represents a Root of Midgard. No unit can interact with a Root of Midgard except for Ratatosk.

❖ CORRUPTING THE ROOTS:

When Ratatosk activates, he moves to the nearest zone with a Roots of Midgard token. When he enters a zone with a Roots of Midgard token, flip it to the red side. Once all 6 tokens have been flipped, Midgard is corrupted and the players lose.



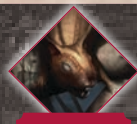
HRAESLVEG



CULLINBURSTI



TANNGRJOSTR
& TANNGRISNIR



RATATOSK



ANGRBODA





IRRESISTABLE FORCE

■ NAGFLAR ■

Odin has organized a group of heroes to aid him in gathering Rune Stones and ridding him of pesky monsters. To aid them, he has imbued one of them with the power to regenerate the other heroes. He's also given them a lyre that plays a magical tune that draws Rune stones to their ship.



FORCES

FORCES

During initial deployment, player units may only deploy in the zones marked in red. Nemesis units start the scenario on the game board.



PLAYER 1

Monsters: Freya's Cats, Hraeslveg, Mimir, Utgarda-Loki



PLAYER 2

Monsters: Garm, Grendel's Mother, Ratatosk, Tanngnjost & Tannggrisnir



PLAYER 3

Monsters: Frost Jotunn, Grendel, Gullinbursti
Troops: Oathbreakers

SETUP

SETUP

The players shuffle number tokens 1-4 and place one facedown on Beowulf, Brunhild, Sigmund, and Veteran Lagertha.

Nemesis units are Beowulf, Brunhild, Jomsvikings, Sigmund, and Veteran Lagertha.

VICTORY

VICTORY


THE PLAYERS WIN IF THEY KILL ALL NEMESIS UNITS.

THE PLAYERS LOSE IMMEDIATELY IF ALL FOUR RUNE STONES ARE DESTROYED OR IF ALL PLAYER UNITS ARE DESTROYED.



SPECIAL RULES

❖ REGENERATE:

When a hero is killed, flip the  token on their dashboard. If the token shows any number other than 1, lay the hero down in the area it was killed. The hero is not dead, but instead regenerating. Treat this unit as if it were dead for all game play effects (cannot be attacked, talents and powers cannot be used, etc.) except for occupancy. During the regenerating unit's next activation, it performs the following complex action:

Rebirth: Stand the hero back up at full vitality.

❖ THE CHOSEN ONE:

When a hero is killed, flip the token on their dashboard. If the token shows number 1, the hero is dead and the Regenerate special rule is no longer in effect.

❖ THE CALL OF ODIN:

Whenever a deck is reshuffled or a unit is destroyed, move all Rune Stones one area closer to the nearest ship area by the shortest route. If an unclaimed Rune Stone reaches a ship area by this method, immediately destroy it as if a Nemesis unit had destroyed it. This rule also applies if a unit carrying a Rune Stone drops it in a ship area.



❖ REMINDERS:

Units with Horde do not count as a living unit for purposes of victory conditions.

Without a divinity, units cannot be recalled unless a unit has a power that allows it.

Heroes cannot absorb Rune Stones.



3

TERRAFORMING VIGRID

■ VIGRID ■

Ragnarok has left the world covered in fire and ice. Few mortals remain, and even fewer gods. But monsters roam the land, seemingly immune to the scorching lava and freezing polar regions. Njord has discovered that rune stones can nullify the polar effects. Even better, Sif has learned how to ruins, when mixed with a monster's blood, can cool the lava and make the land habitable once more.



FORCES

FORCES

During initial deployment, player units may only deploy in the area marked in red.



PLAYER 1

God: Sif

Heroes: Gullveig

Monsters: Hyrrokin

Troops: Berserkers, Varangian Guard



PLAYER 2

God: Thor

Heroes: Harold Hardrada

Monsters: Freya's Cats, Troll

Troops: Huscarls



PLAYER 3

God: Njord

Heroes: Lagertha

Monsters: Frost Jotunn, Utgarda-Loki

Troops: Jomsvikings

SETUP

SETUP

Place 2 ruined steles in each Ruins instead of 1. Nemesis units are Garm, Gullinbursti, Hraesveg, Mimir, Ratatosk, and Tanngnjostr & Tannggrisnir.

VICTORY

VICTORY

THE PLAYERS WIN IF ALL BURNING AND POLAR ZONES BECOME OPEN AREAS.

THE PLAYERS LOSE IMMEDIATELY IF ALL THEIR UNITS ARE DESTROYED

SPECIAL RULES

ETERNAL FOES:

When a Nemesis unit is killed, temporarily remove the unit from the game board. The player who killed the Nemesis unit immediately adds a Rune card to their hand. The next time that Nemesis unit's activation card is drawn, redeploy it at full vitality to its indicated starting location for that activation.

IMMUNITY:

Nemesis units treat Burning and Polar areas as Open Ground.

MIMIR:

Mimir does not move. If Mimir cannot attack a player unit when he activates, the activation is wasted.


BLOODTHIRSTY:

Nemesis units do not move towards, claim, or destroy unclaimed Rune Stones. This rule does not affect Nemesis targeting priority for claimed Rune Stones. If a Nemesis unit (other than Mimir) cannot reach a target, it will Run toward the closest enemy unit with the lowest defense.


TERRAFORMING ICE:



A player unit carrying a Rune Stone may perform a Simple Action to throw the Rune Stone to an adjacent Polar area. This area is considered Open Ground for the remainder of the game. The layed down Rune Stone no longer counts as a Rune Stone, but merely marks the area as Open Ground.

BLOOD FROM A STONE:

If a player unit uses Force of Nature with a 3d stele to wound a Nemesis unit, place a  token in that Nemesis unit's area. Treat this token as a Rune Stone in every regard except it cannot be used for the Terraforming Ice special rule.

TERRAFORMING FIRE:

A player unit carrying a  token may perform a Simple Action to throw it to an adjacent Burning area.

A Burning area with a  token is considered Open Ground for the remainder of the game. The  token no longer counts as a Rune Stone, but merely marks the area as Open Ground.



❖ **CATAclysmic Terrain:**

Player units cannot enter or fly over Burning or Polar areas—for any reason—until they are converted to Open Ground.

❖ **HARDY TERRAIN:**

Rune Stones cannot be absorbed. In addition, if a 3d Column is used with Force of Nature but does not wound the enemy, place the 3d Column in the area with the enemy. Treat this area as a Ruins as long as the 3d Column remains in the area.

❖ **THE FIGHT MUST GO ON:**

If a player's divinity is killed, the player continues playing as long as they have a living unit, but Troops

cannot be recalled. Destroyed Troop cards can then be used to buy a maneuver like other destroyed units.

❖ **REMINDER:**

Units with Horde do not count as a living unit for purposes of victory conditions.



1/2

NEMESIS SKIRMISH

After listening to Mimir in solemn silence, each army starts looking for the steles until they reach the town of Hedeby. Both sides begin a breakneck race against time, trying to recover enough artifacts to achieve their goals while also attempting to sabotage each other's efforts. The streets become the setting for a campaign of pillaging by the gods and bloody skirmishes between the troops.



BOARDS

The Skirmish scenarios can be played on any board. The following maps show the different setups for the four boards in the core box. The divine stones are placed as indicated on the setup diagrams. The deployment zones are indicated on the setup diagrams depending on the number of players.



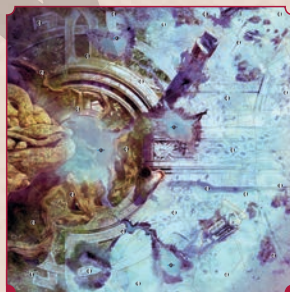
NAGLFAR - PAGE 6



RAID ON HEDEBY - PAGE 7



VIGRID - PAGE 8



MIMIR'S WELL - PAGE 9

FORCES

FORCES

First, the player chooses which Nemesis army to battle using the Solo Skirmish Armies chart.

Then the player recruits forces for their army per the standard rules excluding units in the Nemesis' force.



1 PLAYERS: 18 RP



2 PLAYERS: 15 RP EACH

DEPLOYMENT

The numbers in the hexagons correspond to the same numbered unit in the selected Nemesis army. When that unit is deployed during play, place unit #1 in the area with hexagon 1, etc.

Place Nemesis Troop units in their assigned deployment areas.

After this is done, the Player places any of their Troop units in the deployment areas shown on the game board.

VICTORY

VICTORY

THERE ARE TWO WAYS TO WIN NEMESIS SKIRMISH. WHEN ONE OF THESE IS TRUE, THE GAME ENDS IMMEDIATELY. EITHER:

- WHEN ALL NEMESIS UNITS HAVE BEEN DESTROYED, THE PLAYER(S) WIN.
- WHEN THE PLAYER TEAM ABSORBS A FOURTH DIVINE STONE, THE PLAYER(S) WIN.
- **HARD MODE:** WHEN THE PLAYER TEAM ABSORBS A FIFTH DIVINE STONE, THE PLAYER(S) WIN.

THERE ARE TWO WAYS TO LOSE NEMESIS SKIRMISH.

- WHEN A PLAYER DIVINITY IS DESTROYED, THE PLAYER(S) LOSE.
- WHEN NEMESIS DESTROYS THE FOURTH DIVINE STONE, THE PLAYER(S) LOSE.



SETUP

A



SETUP

B



SETUP

C



SETUP

D



NAGLFAR

SETUP

A



SETUP

B



SETUP

C



SETUP

D



RAID ON HEDEBY

SETUP

A



SETUP

B



SETUP

C



SETUP

D



VIGRID

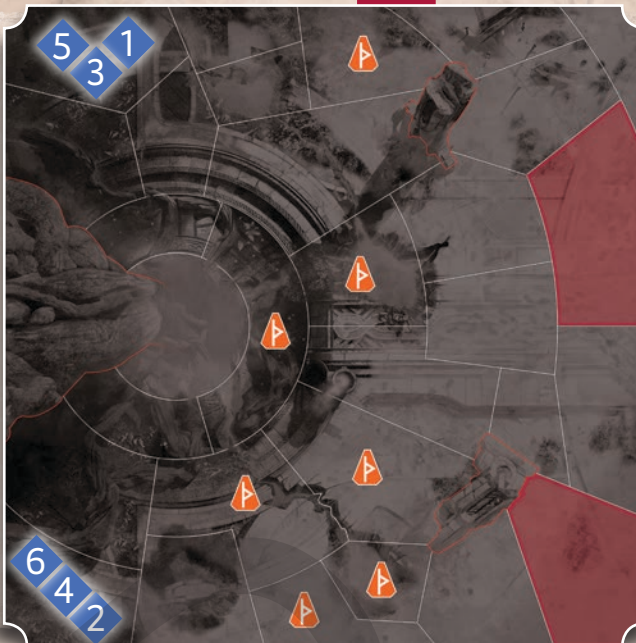
SETUP

A



SETUP

B



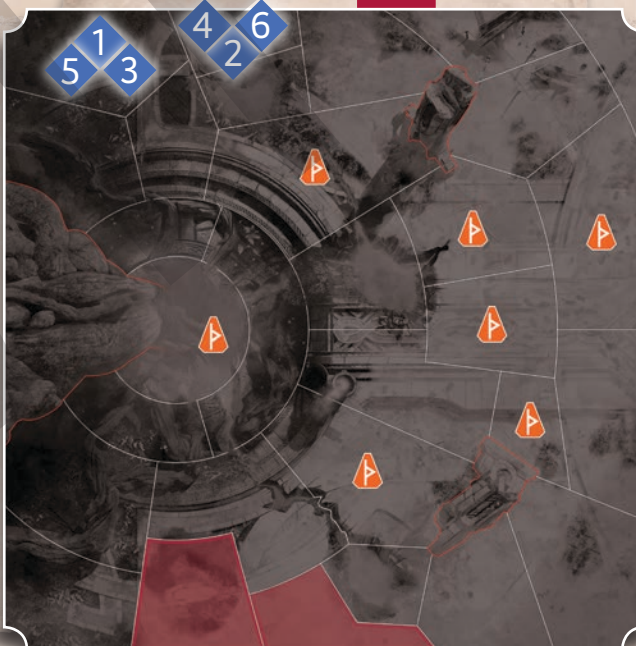
SETUP

C



SETUP

D



MIMIR's WELL

NEMESIS ARMIES

BALDR

1. Baldr
2. Garm
3. Draugr
4. Sigmund
5. Jofurr
6. Egill

1. Baldr
2. Angrboda
3. Gullinursti
4. Ratatosk
5. Light Elves
6. Tanngnjóstr

1. Baldr
2. Hraesveg
3. Grendel's Mother
4. Brunhild
5. Jomsvikings
6. Berserkers

1. Baldr
2. Grendel
3. Harold
4. Hrolf Kraki
5. Huscarls

1. Baldr
2. Fafnir
3. Sigurd
4. Skuld
5. Oathbreakers

FREYJA

1. Freyja
2. Bodvar Bjarki
3. Freja's Cats
4. Lagertha
5. Shield Maidens
6. Ratatosk

1. Freyja
2. Hrym
3. Veteran Lagertha
4. Mimir
5. Dwarves
6. Seers

1. Freyja
2. Grendel's Mother
3. Norns
4. Hyrrokin
5. Jofurr
6. Berserkers

1. Freyja
2. Utgarda-Loki
3. Lagertha
4. Troll
5. Berserkers

1. Freyja
2. Grendel
3. Draugr
4. Harold
5. Jomsvikings

FRIGG

1. Frigg
2. Troll
3. Beowulf
4. Draugr
5. Light Elves

1. Frigg
2. Grendel
3. Hrolf Kraki
4. Tanngnjóstr
5. Berserkers
6. Jomsvikings

1. Frigg
2. Fafnir
3. Sigurd
4. Garm
5. Varangian Guards

1. Frigg
2. Angrboda
3. Gullinbursti
4. Hyrrokin
5. Oathbreakers

1. Frigg
2. Fenrir
3. Brunhild
4. Frost Jotunn
5. Ulfhednar

FREYR

1. Freyr
2. Hraesveg
3. Egill
4. Grendel's Mother
5. Oathbreakers
6. Tanngnjóstr

1. Freyr
2. Garm
3. Brunhild
4. Beowulf
5. Jofurr

1. Freyr
2. Fenrir
3. Veteran Lagertha
4. Mimir
5. Varangian Guards

1. Freyr
2. Hyrrokin
3. Gullinbursti
4. Gullveig
5. Sigmund

1. Freyr
2. Hrym
3. Angrboda
4. Frost Jotunn
5. Dwarves

NEMESIS ARMIES

HEL

1. Hel
2. Gullveig
3. Freya's Cats
4. Grendel's Mother
5. Shield Maidens

1. Hel
2. Draugr
3. Brunhild
4. Grendel
5. Dwarves

1. Hel
2. Hyrrokin
3. Veteran Lagertha
4. Egill
5. Oathbreakers

1. Hel
2. Fenrir
3. Sigurd
4. Bodvar Bjarki

1. Hel
2. Utgarda-Loki
3. Angrboda
4. Gullinbursti
5. Huscarls

IDUNN

1. Idunn
2. Norns
3. Fenrir
4. Sigmund
5. Huscarls
6. Seers

1. Idunn
2. Frost Jotunn
3. Harold Hardrada
4. Draugr
5. Ulfhednar
6. Beowulf

1. Idunn
2. Bodvar Bjarki
3. Hyrrokin
4. Hrolf Kraki
5. Jomsvikings

1. Idunn
2. Brunhild
3. Garm
4. Angrboda
5. Berserkers

1. Idunn
2. Sigurd
3. Fafnir
4. Troll
5. Jofurr

LOKI

1. Loki
2. Mimir
3. Gullveig
4. Ratatosk
5. Grendel's Mother

1. Loki
2. Hraesveg
3. Skuld
4. Egill
5. Jofurr
6. Gullinbursti

1. Loki
2. Troll
3. Sigurd
4. Hrolf Kraki
5. Huscarls

1. Loki
2. Fafnir
3. Harold Hardrada
4. Garm
5. Oathbreakers

1. Loki
2. Brunhild
3. Fenrir
4. Frost Jotunn
5. Berserkers

NJORD

1. Njord
2. Brunhild
3. Grendel
4. Grendel's Mother
5. Dwarves

1. Njord
2. Skuld
3. Harald Hardrada
4. Hyrrokin
5. Jofurr
6. Berserkers

1. Njord
2. Gullveig
3. Bodvar Bjarki
4. Gullinbursti
5. Light Elves

1. Njord
2. Fenrir
3. Beowulf
4. Mimir
5. Varngian Guards

1. Njord
2. Fafnir
3. Lagertha
4. Egill
5. Jomsvikings

NEMESIS ARMIES

SIF

1. Sif
2. Garm
3. Sigmund
4. Grendel's Mother
5. Huscarls
6. Harold Hardrada

1. Sif
2. Frost Jotunn
3. Gullinburst
4. Angrboda
5. Ulfhednar
6. Ratatosk

1. Sif
2. Utgarda-Loki
3. Norns
4. Hraesveg
5. Seers

1. Sif
2. Hrolf Kraki
3. Grendel
4. Sigurd
5. Varangian Guards

1. Sif
2. Bodvar Bjarki
3. Fenrir
4. Tanngnjóstr
5. Berserkers

SKADI

1. Skadi
2. Fafnir
3. Sigurd
4. Skuld
5. Seers

1. Skadi
2. Veteran Lagertha
3. Grendel's Mother
4. Brunhild
5. Shield Maidens

1. Skadi
2. Fenrir
3. Sigmund
4. Hrym
5. Oathbreakers

1. Skadi
2. Garm
3. Hrolf Kraki
4. Hyrrokin
5. Berserkers

1. Skadi
2. Hraesveg
3. Utgarda-Loki
4. Bodvar Bjarki
5. Jomsvikings

THOR

1. Thor
2. Troll
3. Brunhild
4. Tanngnjóstr
5. Light Elves
6. Mimir

1. Thor
2. Draugr
3. Gullveig
4. Sigmund
5. Jofurr
6. Tanngnjóstr

1. Thor
2. Fafnir
3. Frost Jotunn
4. Beowulf
5. Berserkers

1. Thor
2. Tanngnjóstr
3. Egill
4. Grendel
5. Ulfhednar
6. Harold Hardrada

1. Thor
2. Angrboda
3. Veteran Lagertha
4. Gullinburst
5. Varangian Guards

TYR

1. Tyr
2. Fenrir
3. Mimir
4. Veteran Lagertha
5. Oathbreakers

1. Tyr
2. Bodvar Bjarki
3. Egill
4. Hyrrokin
5. Seers

1. Tyr
2. Frost Jotunn
3. Brunhild
4. Fafnir
5. Jomsvikings

1. Tyr
2. Utgarda-Loki
3. Hraesveg
4. Beowulf
5. Huscarls

1. Tyr
2. Garm
3. Sigurd
4. Grendel's Mother
5. Jofurr
6. Sigmund

VIDAR

1. Vidar
2. Gullveig
3. Utgarda-Loki
4. Frost Jotunn
5. Jomsvikings

1. Vidar
2. Norns
3. Utgarda-Loki
4. Hyrrokin
5. Dwarves

1. Vidar
2. Skuld
3. Mimir
4. Hrym
5. Berserkers
6. Sigmund

1. Vidar
2. Fafnir
3. Hrolf Kraki
4. Ratatosk
5. Shield Maidens

1. Vidar
2. Grendel's Mother
3. Grendel
4. Beowulf
5. Huscarls

ADD-ON ARMIES

RAGNAR SAGA

1. TBD
2. TBD
3. TBD
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1. TBD
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1. TBD
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JÖRMUNGAND

1. TBD
2. TBD
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SURT

1. TBD
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5. TBD

NIDHÖGG

1. TBD
2. TBD
3. TBD
4. TBD
5. TBD

1. TBD
2. TBD
3. TBD
4. TBD
5. TBD

APPENDIX

This section provides clarifications on unit powers for the core box, stretch goal box, and small expansions. If a specific power is not mentioned, it works as usual.

DIVINITY POWERS

Baldr

Player: No Change.

Nemesis: Never use **TOUCHED BY THE SUN**. Always use **FRIGG'S BLESSING**.

Freyja

Player: No Change.

Nemesis: Always use **NECKLACE OF BRÍSINGAR**. **VALSHAMR** makes Freyja deploy in the nearest Open Ground area with a divine stone instead of the standard rules. **FREYJA'S CATS** is reflected in the Nemesis Armies list or in scenario rules.

Frigg

Player: No Change.

Nemesis: Never use **DIVINE LINK**. When attacking with **WEAVING THE THREADS OF THE FUTURE**, do not search or rearrange decks.

Freyr

Player: No Change.

Nemesis: Use **ABUNDANCE** to recall wounded Troops even if an Art of War card was not drawn during the turn. Use the **SKIBLADNIR** immunity whenever possible. At the start of Freyr's activation, roll 1 die. If the result is 4 or 5, increase his movement value by 1 for the turn. **GULLINBURSTI** is reflected in the Nemesis Armies list or scenario rules.

Hel

Player: No Change.

Nemesis: Place the **GANGLATI & GANGLOT** token on the non-divinity player unit with the highest movement value. If tied, choose the one with the highest RP value. If still tied, players choose. Use **DEATH** to choose the player's divinity (God or Titan). Always use **LIFE** if possible. Choose the non-Troop unit with the most lost Vitality (if possible). If tied, players choose. If the only damaged unit is a Troop unit, heal that unit.

Idunn

Player: No Change.

Nemesis: Always use **DECEPTIVE YOUTH**. Place **GOLDEN APPLES** in areas with Divine Stones (player's choice). Wounded, non-Troop units will consume an apple if possible.

Loki

Player: No Change.

Nemesis: Always use **MALICE** if the attack can be redirected to a non-Nemesis unit. Otherwise, Loki will only use **MALICE** if he can redirect the attack to a Troop unit. Never use **METAMORPHOSIS**.

Njord

Player: No Change.

Nemesis: When using **WHIRLWIND**, do not move units. Always use **LORD OF THE CURRENTS**.

Sif

Player: No Change.

Nemesis: No Change.

Skadi

Player: No Change.

Nemesis: Skadi will always try to use a Ranged Attack to take advantage of **ONDURDIS**. Use **MISTRESS OF TRAPS** to place a token in an Open Ground area with a Divine Stone that does not already have a trap (player's choice). If there are no areas that meet this criteria, do not place a token.

Thor

Player: No Change.

Nemesis: Use **MJÖLNIR** when Thor could not otherwise perform an attack. Use **MASTER OF THUNDER** using normal activation rules. Always use **TANNGNJÓSTR & TANNGRISNIR** to regain vitality (when applicable). The Monster recruit option is reflected in the Nemesis Armies list or scenario rules.

Tyr

Player: Nemesis does not draw a card when **JUSTICE** is used.

Nemesis: Never use **JUSTICE**.

Vidar

Player: No Change.

Nemesis: **BOUND BOOT** does not require an art of war card. Always use **THE AVENGER**.

MONSTER POWERS

Angrboda

Player: **BAD OMENS** has no effect on Nemesis.

Nemesis: No Change.

Draugr

Player: **SPECTRAL TOUCH** also applies to destroying Divine Stones.

Nemesis: No Change.

Fafnir

Player: No Change.

Nemesis: No Change.

Fenrir

Player: No Change.

Nemesis: Use the movement portion of **THE HUNT IS ON** if it allows Fenrir to move into an area with a unit with a higher targeting priority. Use **THE DEVOURER** whenever possible.

Freyja's cats

Player: No Change.

Nemesis: No Change.

Garm

Player: No Change.

Nemesis: Never use **FRENZY**.

Grendel

Player: No Change.

Nemesis: No Change.

Grendel's Mother

Player: No Change.

Nemesis: Only use **SNEAKY CRONE** if the target is a Troop. Randomly choose which power is affected by **CURSE**.

Gullinbursti

Player: For **GOLDEN SILKS**, place the Art of War card on top of the Nemesis deck.

Nemesis: No Change.

Hraeslveg

Player: No Change.

Nemesis: Never use **VIOLENT GUST**. Damage from **FREEZING WIND** does not affect Nemesis units.

Hrym

Player: No Change.

Nemesis: Use **ICE LORD** at the end of each activation until the tokens are all used.

Hyrrokin

Player: No Change.

Nemesis: Only use **BEAST'S BITE** if it will target 3 player units.

Frost Jötunn

Player: No Change.

Nemesis: Use **HORDE** when an art of war card is drawn if Jötunn has been destroyed. Troop Recall cannot happen on the same turn as **HORDE**. Use **ICY TOUCH** whenever possible. Follow the same targeting priority as for attacks.

Mimir

Player: No Change.

Nemesis: Never use **DIVINATION**. If Mimir would use his activation to move towards a Divine Stone that is in reach of **DEEP ROOT**, Mimir will use Deep Root to claim the Divine Stone and then immediately drop it.

Ratatosk

Player: **STIRRING UP BITTERNESS** has no effect on Nemesis.

Nemesis: **STIRRING UP BITTERNESS** means the next time a player attempts to activate a unit, they must randomly choose the unit.

Tanngnjóstr & Tanngrisnir

Player: **PAY YOUR WAY** has no effect on the Nemesis.

Nemesis: No Change.

Troll

Player: No Change.

Nemesis: If the Troll can attack a target during its activation, use **MOUNTAIN** (and do not remove 3D elements when using Force of Nature). Otherwise, use **PEBBLE**.

Utgarda-Loki

Player: **LORD OF UTGARD** has no effect on Nemesis.

Nemesis: Use **MASTER OF CHALLENGES** whenever the opponent's attack or defense value is higher. Never use **LORD OF UTGARD**.

HERO POWERS

Beowulf

Player: No Change.

Nemesis: Use **HRUNTING** if the defender's defense is 7 or higher. Otherwise, use **NÆGLING**.

Bodvar Bjarki

Player: No Change.

Nemesis: For **THE SLEEPER & THE BEAR**, players may choose the sleeper's location following all required limitations. Always use **FYLGJA** if possible, even against a single unit.

Brunhild

Player: No Change.

Nemesis: Always use **GRUDGE** when applicable. Use **BRING BACK THE BRAVE** to redeploy a destroyed troop unit unless it can be recalled instead.

Egill

Player: No Change.

Nemesis: Always use **NIDSTANG**. Never use **RECOUNTING THE SAGA**.

Gullveig

Player: No Change.

Nemesis: Only use **CORRUPTION** if the destroyed unit has the Guard talent. Always use **DISCORD**. If Nemesis is facing multiple opponents, it applies to the player who activates next.

Harald Hardrada

Player: No Change.

Nemesis: Use **LANDEYTHAN BANNER** and **THE MERCILESS** when possible.

Hrolf Kraki

Player: No Change.

Nemesis: Always use **SKOFNUNG**. Use **SOWING YOUR TREASURE** whenever possible at the end of Hrolf's activation. Place the token in an area without a Divine Stone closest to a player unit.

Lagertha

Player: No Change.

Nemesis: Always use **SHIELD WALL**. Use **BLOCK** only for rolls of 5.

Lagertha Veteran

Player: No Change.

Nemesis: If using **HEROIC BREAKTHROUGH**, only move if it allows Lagertha to move into an area with a player's divinity.

Norns

Player: No Change.

Nemesis: Use **URD** if there is an art of war card in the discard pile. Never use **VERDANDI**. When using **SKULD**, choose a unit from the next player following the same targeting priority as an attack.

Sigmund

Player: No Change.

Nemesis: Always use **METAMORPH** and **GRAM**.

Sigurd

Player: No Change.

Nemesis: Always use **DRAGON'S BLOOD**. For determining victory conditions, Sigurd is considered "dead" when at 1 vitality. Never use **THE RING OF ANDVARI**.

Skuld

Player: No Change.

Nemesis: Use **POWER OVER DEATH** when applicable. Never use **CHIMERIC APPROACH**.

VMP

ASGARD

HEIMDALL

1. Heimdall
2. TBD
3. TBD
4. TBD
5. TBD

1. Heimdall
2. TBD
3. TBD
4. TBD
5. TBD

1. Heimdall
2. TBD
3. TBD
4. TBD
5. TBD

1. Heimdall
2. TBD
3. TBD
4. TBD
5. TBD

1. Heimdall
2. TBD
3. TBD
4. TBD
5. TBD

ODIN

1. Odin
2. TBD
3. TBD
4. TBD
5. TBD

1. Odin
2. TBD
3. TBD
4. TBD
5. TBD

1. Odin
2. TBD
3. TBD
4. TBD
5. TBD

1. Odin
2. TBD
3. TBD
4. TBD
5. TBD

1. Odin
2. TBD
3. TBD
4. TBD
5. TBD

DIVINITY POWERS

Heimdall

Player: TDB

Nemesis: TBD

Odin

Player: TDB

Nemesis: TBD

MONSTER POWERS

Eikthyrnir

Player: TDB

Nemesis: TBD

Huginn & Muninn

Player: TDB

Nemesis: TBD

Sons of Muspell

Player: TDB

Nemesis: TBD

HERO POWERS

Thrud

Player: TDB

Nemesis: TBD

Sigi

Player: TDB

Nemesis: TBD

Valkyrie

Player: TDB

Nemesis: TBD



SETUP

A



SETUP

B



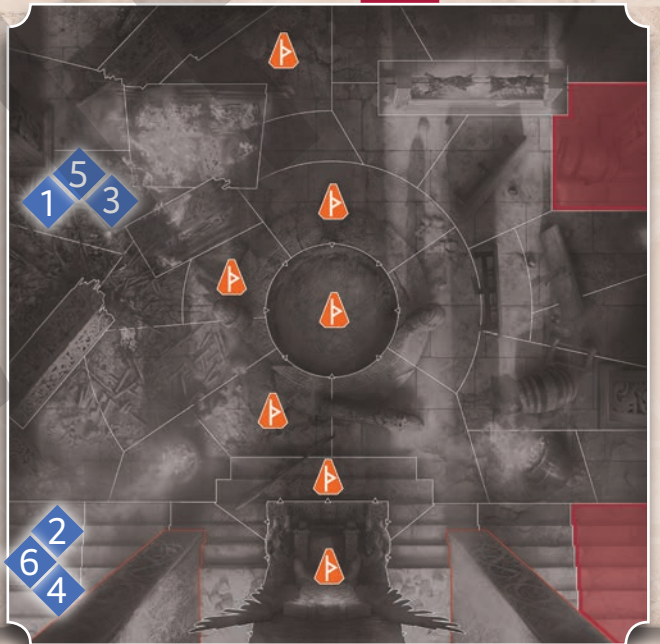
SETUP

C



SETUP

D



VALHÖLL

SETUP

A



SETUP

B



SETUP

C



SETUP

D



BIFRØST

Ʀ Ɓ < ⅀ ⅂ ⅃ ⅄ ⅅ ⅆ ⅇ ⅈ ⅉ ⅊ ⅋ ⅌ ⅍ ⅎ ⅏ ⅐ ⅑ ⅒ ⅓ ⅔ ⅕ ⅖ ⅗ ⅘ ⅙ ⅚ ⅛ ⅜ ⅝ ⅞ ⅟



Ʀ Ɓ < ⅀ ⅂ ⅃ ⅄ ⅅ ⅆ ⅇ ⅈ ⅉ ⅊ ⅋ ⅌ ⅍ ⅎ ⅏ ⅐ ⅑ ⅒ ⅓ ⅔ ⅕ ⅖ ⅗ ⅘ ⅙ ⅚ ⅛ ⅜ ⅝ ⅞ ⅟

