

GOES OF ASGARD RULES

To add the Gods of Asgard to your game of Blood Rage, just follow the Rules below:

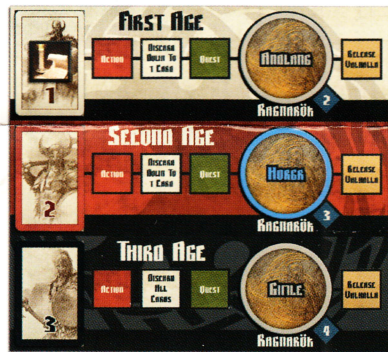
SETUP

At the end of the Setup phase, shuffle the six god cards and randomly draw two of them. Only two gods are used during each game session, return the remaining god cards to the box. Place the two selected god cards next to the board, where all players can see them.

Take the god figures corresponding to the cards drawn to place them in their starting provinces. To determine their starting provinces, take all the leftover Ragnarök tokens that were returned to the box (the ones that are neither on the Game Board nor on the Age Track) and shuffle them. Draw one for each of the two gods, placing the god figure in the province indicated on the token. Return the Ragnarök tokens to the box without any effect.

The god figures never occupy any villages; they are simply placed inside the indicated province area.

Example: Thor and Frigga were randomly selected for this game. Drawing the leftover Ragnarök tokens determined that Thor starts in Myrkvlor and Frigga starts in Angerboda.



THE POWER OF THE GODS

The god cards list the effect each god has on the province they occupy, modifying the rules of battle in that province in various ways. These are always in effect as long that god's figure is in that province, and their rules supersede all other rules. The god's power **only** affects its own province and its supporting fjord, nothing else.



MOVING THE GODS

The gods may be moved from province to province, as players pillage the land. After a player finishes performing a Pillage action on a province containing a god, **whether he is successful or not**, that player must move the god figure to a different province. The pillaging player moves the god figure to any province of his choice, following these restrictions:

- The province cannot already contain a god figure.
- The province cannot be already pillaged.
- The province cannot be already destroyed by Ragnarök.
- If no provinces are eligible, the god figure is not moved.



Example: The Raven player attempts to pillage Utgard, but fails. He must then move Thor from Utgard to a different province. The only eligible province is Yggdrasil, since all the others are either pillaged, destroyed, or contain a god.

The god's power now affects the new province it occupies.

RESETTING THE GODS

At the start of the Second and Third Ages, both god figures must be placed in new random starting provinces. To do that, follow the exact same procedure as during the game Setup. Draw one leftover Rangarök token for each of the two gods and place their figures on the indicated provinces.