

A GAME BY OLE STEINESS

# CHAMPIONS OF MIDGARD

## THE DARK MOUNTAINS

RULEBOOK



# THE DARK MOUNTAINS

The Archer Clans of the North have come to lend their bows to the brave leaders fighting the enemies of Midgard! Unfortunately, the mountain giants known as Bergisar have awakened too and are capturing archers before they arrive.

In the first expansion for Champions of Midgard, players will undertake new journeys over land to defeat the Bergisar and win the archers to their cause. Increase your power with new runes, defeat new enemies, and add new warriors to your ranks as you head into The Dark Mountains.

# COMPONENTS

Note: cards and tiles for this game will want to have a mountain icon on one corner for easy separation in the future)



1 Dark Mountains Board



1 Leader Board



1 Expanded Market Stall Board



5 Rune Cards



1 Beggar Market Stall



1 Destiny Card



2 Market Stall Tiles  
1 Military (Roving Rangers)  
1 Economic (Wandering Monk)

24 Land Journey Cards



1 Private Longship



2 Score Markers

24 Enemy Cards  
3 Troll Lords  
3 Seidr Draugr  
3 Loot Hoarders  
3 Vile Priests  
3 Dark Shaman  
3 Cave Dwellers  
3 Rock Creatures  
3 Mist Walkers



# SETUP

**Champions of Midgard: The Dark Mountains** requires some additional setup from the base game version of **Champions of Midgard**. The setup instructions which follow are in addition to the normal setup instructions for **Champions of Midgard** which should still be followed precisely except where noted otherwise.

- 1 Many of the components in **The Dark Mountains** are designed to be mixed in with the components from your **Champions of Midgard** base game. Begin by mixing the following components in with their original counterparts before beginning setup: Rune Cards, Destiny Cards, Troll Cards, Draugr Cards, Monster Cards, and Market Stalls.

All of the components from **The Dark Mountains** expansion are marked with  so they can be easily removed from the base game if you wish to play without them.

- 2 Place the Beggar Market Stall in one of the Market Spaces on the main game board. The Beggar Market Stall should be used in every game in addition to the market stalls added according to the number of players. This is a visual representation (and an improvement of) the "Beg" action outlined in the original game and is always available to all players.



This new, permanent, Market Tile can accommodate any number of workers. When you place a worker here, take 1 Blame and 1 other resource of your choice from the supply.

- 3 Place the Archer Dice beside the board near the other Viking Warrior dice.
- 4 Place The Dark Mountains board next to the top right of the game board.
- 5 Shuffle the Bergrisar cards and the Land Journey Cards and place them face-down on the indicated spaces on The Dark Mountains board. The empty spaces should be filled during the setup phase of each round. Bergrisar cards are placed face-up and Land Journey cards are placed face down.
- 6 If you are playing with 4 or more players, place the extended market board beneath The Dark Mountains board. Otherwise, skip this step.
- 7 If you are playing with 5 players, place the additional Private Longship beside the board near the other Private Longships, and use 3 Military and 3 Economic Market Tiles during setup. Otherwise, skip this step.

**You are now ready to begin playing!**



# GAMEPLAY

## NEW IKONS

You will notice a new icon  on several expansion components. This icon means “a warrior die of your choice.” and was needed since the old icon  only depicted the original 3 dice types. The addition of Archer dice created the need for a new icon. So, remember as you play that  &  mean the same thing and should be read interchangeably.

## THE DARK MOUNTAINS

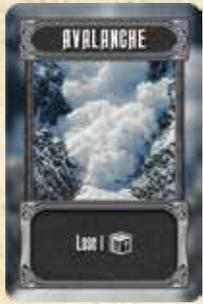
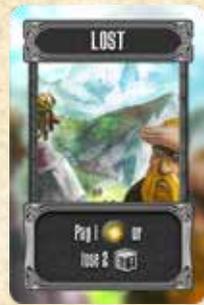
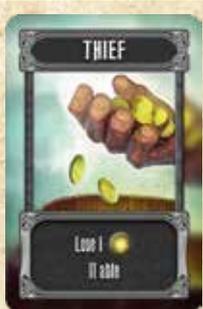
*The Bergrisar are Mountain Giants with a nasty penchant for taking prisoners. There is nothing crueler to a proud Viking warrior than being trapped in a smelly giant’s cave – confined they are unable to battle and will never find their way to Valhalla.*

The Bergrisar are encountered in a similar fashion to the way monsters are encountered in Champions of Midgard. Placing a worker pawn on a Bergrisar space indicates that you will fight the Bergrisar during the combat phase. As when encountering monsters, you must first encounter a Land Journey Card.

During the Assign Viking Warriors phase, place any warrior dice you would like to have fight the Bergrisar on the Bergrisar card you are encountering. When it is time to resolve combat, first reveal the Land Journey Card associated with your space and resolve its effect.

The Land Journey Cards have a variety of effects which may require you to spend gold. There is a  printed on The Dark Mountains board, next to the Land Journey spaces, as a reminder of this fact. Gold spent to resolve Land Journey Cards comes from your personal supply; you do not need to commit it ahead of time. Some offer a choice. Other effects are mandatory. A complete description of each Land Journey Card follows.

All of the Land Journey Cards and their effects are listed below:

<p><b>Avalanche x2</b></p> 	<p>Lose 1 Viking Warrior die from those committed.</p>	<p><b>Lone Warrior x2</b></p> 	<p>Pay 1 Coin to hire 1 Viking warrior of your choice (add to party).</p>
<p><b>Blocked Path x2</b></p> 	<p>Pay 2 Coins (to hire a guide) or give up. If you give up, return all committed dice to your longhouse.</p>	<p><b>Lost x2</b></p> 	<p>Pay 1 Coin (for a stranger's map) or Lose 2 of your committed Viking warriors.</p>
<p><b>All Quiet x8</b></p> 	<p>No Effect</p>	<p><b>Bandits x2</b></p> 	<p>Pay 2 Coins or fight (glory may only be gained by fighting).</p>
<p><b>Thief x2</b></p> 	<p>Lose 1 Coin if possible. If you have no gold, lose nothing.</p>	<p><b>Blizzard x2</b></p> 	<p>Pay 1 Coin for Each committed warrior or lose them. Any warriors you cannot pay for (or choose not to pay for) die from exposure and are returned to the supply.</p>

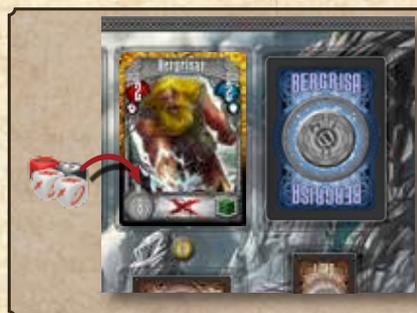
Combat with the Bergrisar is resolved after combat with the Draugr and before combat with Monsters. Empty Bergrisar and Land Journey Spaces are filled during Round Set-up. Bergrisar cards are placed face-up in their respective spaces. Land Journey cards are placed face down. Bergrisar cards which are undefeated at the end of the round are not discarded and do not receive a bounty. They simply remain in place until defeated.

Defeating the Bergrisar is the primary way to get the new dice type: Archers.



Gylfir places a worker pawn on a Bergrisar space during the worker placement indicating he will encounter a Bergrisar.

During the Assign Viking Warriors phase, he places 4 viking warrior dice on the Bergrisar card.



When it is time to resolve combat, he flips the Land Journey Card to discover that his warriors were caught in a blizzard. He must pay 1 coin for each of his warrior dice and lose the ones he doesn't pay for.

As Gylfir only has 3 coins available, he chooses to pay them all and lose 1 die. Now he can combat the enemy as normal. He rolls 1 shield, 1 blank, and 2 hits.



Gylfir wins the combat, loses 1 die and claims his reward - 8 Glory and 1 Archer die.



# ARCHERS

Archers are a new and very powerful type of warrior dice as they only have 1 blank side. Additionally, they are adept hunters as each has a 50% chance to get double food when hunting. The  icon indicated that this hit counts twice when rolled at the Hunting Grounds.

Archer Dice have the following results:



# NEW ENEMY CARDS

There are several new enemies to face in **The Dark Mountains** expansion. Each with new effects to keep Viking leaders on their toes.



## Troll Lord

*The most powerful trolls out there. When defeated, this troll allows the victor to discard 1 blame, and then all other players receive one from the supply.*



## Seidr Draugr

*These nasty undead creatures carry an air of corruption with them. If they are not disposed of quickly that corruptive force can spread to you. Instead of dealing physical damage to your forces, instead a Viking leader fighting a Seidr Draugr gains a blame at the beginning of each round of combat with the Seidr Draugr. The rewards for their defeat, however, are great.*



## Loot Hoarder

*Mystical and mysterious, these beasts collect the wreckage of shipwrecks and the possessions of fallen warriors and hoard them in their lairs. Defeating them is easy but finding their wealth is another story. If you want to bring home the whole hoard, you best bring an army.*



### Vile Priest

These practitioners of dark magic draw on the power of their enemies to heal themselves. At the start of each round of combat, the Vile Priest heals 1 combat damage against him.



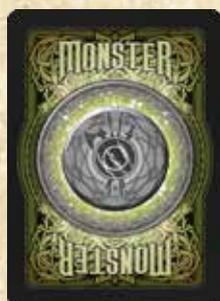
### Dark Shaman

As the Vile Priest uses his magic to heal, the Dark Shaman uses it to kill. Shield results block no damage when fighting this monster.



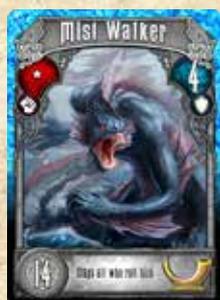
### Rock Creature

Stone is mighty and these beasts have no love of the weak. Each round of combat, the Rock Creature slays any Viking warrior that rolled a blank. Shield results may still be used to negate these losses.



### Cave Dweller

Enemy of the traveler, the Cave Dweller preys on those seeking shelter from the elements. Defeating one of these nasty creatures allows you to discard 1 blame, and also raid his stores, claiming food and gold to bring home with you.



### Mist Walker

The most vengeful of the monsters of Midgard, the Mist Walker slays any Viking warrior which dares to hit him. Shield results may still be used to negate these losses.

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## 🏹 CREDITS 🏹

**Game Design:** Ole Steiness

**Development:** Joshua Lobkowitz & Shane Myerscough

**Art:** Victor P. Corbella & Andre Garcia

**Graphic Design:** Nick Banjai

**Rulebook Layout:** Nick Banjai

**Editing:** Joshua Lobkowitz, Owen Reissmann, Dawn Lobkowitz

**Playtesters:** Ben Whiteman, Hal Shirley, Charlie Theel, Matthew Roberts, Connie Roberts, Rebecca Barr, Vincent Gasperson, Bunny Burn, Jimmy Joe, Dawn Lobkowitz, Owen Reissmann, Joseph Reissmann, Thomas Steiness, Adel Hadi, Simon Gjerloev, Christian Engelbrecht, Daniel Skjold Pedersen, Morten Weilbach, Johannes Sjolte, the customers and crew at Pieces STL Board Game Cafe ... and many more.

**Thank you all for helping to make our game shine!**