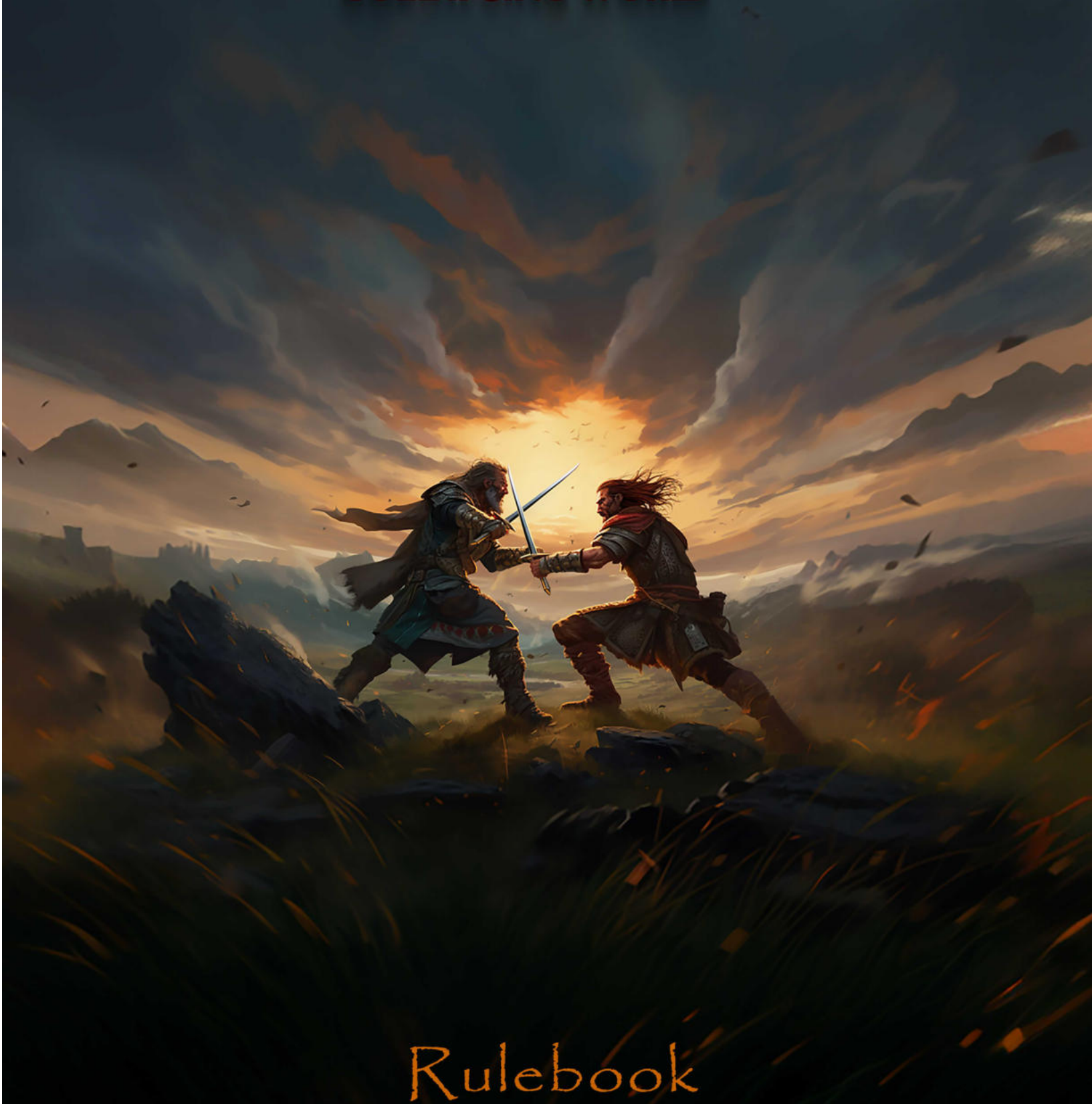


NERTHANIA

COLLAPSING WORLD



Rulebook

It is the year 247 after the energy impact. Our world is no longer as it was. Inside our planet, an energy began to pulsate, causing the tectonic plates to break up. Suddenly, mountains began to rise from flat plains, valleys sank into the sea, and islands emerged from the foaming tide. The Lava from the arising mountains brought a new mysterious substance, Tectonium. With it animals and beasts could be subjugated to the art of war. The ever changing world forced us to give up our settledness and forces us to live like nomads on this world.



One day, our tribal elders discovered a way to redirect the Tectonium in our world. So the tribes learned the art of terraforming. The four great tribes of Nerthania built a monument at the energy impact site. The tribes of Nerthania were martial tribes before, as they are still to this day. Lead your tribe and its creatures, use the might of terraforming and become the ruler of Nerthania.



The Steppe Dwellers
Originally settled in the wide steppe areas of the south. An allround tribe with a convincing army of: excellent riders, shield bearers, heavy battle bears, and Steppe wolf Units.



Northerners
Slow but brutal rolls this war tribe from the north over the battlefield. The strongest warriors in this world accompanied by mighty Yetis and snow tigers spread fear over the battle fields.

Jungle Maidens

A mighty maiden warrior tribe from the southern jungle areas. They attack fast and numerous. All attacking units are equipped with bows. There heavy units are battle orangutans and jungle tigers.



Forest Warriors

They primarily lived in the forests of the northeast where they recruit mighty Walking Trees and Boars for the battle. Their warriors can exceed the capacity of each area which made them to a hardy warrior tribe



Now it is up to you. Become the ruler of an archaic tribe and conquer the world of Nerthania. As a powerful tribal chief, you shape the world according to your will. Nerthania is constantly evolving as you play,

offering unforeseeable possibilities. So be on your guard as you wield the forces of nature and lead your warriors and creatures into an epic battle.

Game Components

2 water neoprene mats



56 grassland tiles



56 mountain tiles



23 building markers



12 goal and 8 terraforming markers



40 wooden cubes



56 area-/ terraforming cards respectively conquest cards (backside)



69 battle cards



4 tribal sheets



4 headquarters (HQ)



1 round tracker



1 starting player marker





1. Game Setup

1. Lay out water map.
2. Shuffle area cards then draw 12 cards. Mark these areas with battle dice on the map.
3. Lay out grassland tiles on all non marked areas.
4. Draw six area cards. Lay out mountain tiles on top on those grassland tiles. (After some games you also can build your world as you wish)
5. Take the "marker" dice off the board again
6. Randomly deploy in each sector the color fitting resource markers. All areas get one marker even water areas. Use the Tectonium backside of the resource marker for mountain areas. In the first game I would recommend markers with 5 silver preferably not adjacent to each other (1).
7. Each player takes the specific tribal sheet, battle cards, units, battle dice and building tiles. (more faction specifics: See No 4.) Take ten warrior units and deploy them as followed:
8. Starting player chooses any two connected areas in any sector. Place the HQ marker and maximum six warriors in these two areas (2). For the HQ I recommend an area with a capacity of 6.
9. The player sitting to the left of the starting player chooses any two connected areas in another sector. Place the HQ marker and maximum six warriors in these two areas (3).
10. The players 3 & 4 do the same as player 2 in order. (4 & 5)
11. The starting player chooses two connected areas in a sector where he isn't present. Place at least one warrior in each area (6). At least two warriors must remain!
12. The player left of the starting player then chooses two connected areas in a sector where they are not already present. Place at least one warrior in each area (7). At least two warriors must remain!
13. Players 3 & 4 do the same as player 2 in order (8 and 9).
14. All players choose a third sector (10,11,12,13) (as described in No. 11). If there are no connected areas left choose two non connected areas.
15. Every player gives his own goal markers to the other fellow players. Place these markers one in each sector (14). Maximum one marker per area. Don't place the goal marker in the HQ area.
16. Place the goal cards near the map (15). Here you mark reached goal conditions.
17. At this point only the warrior battle card level 1 is available. Place it near your sheet (16).
18. Shuffle all area cards (17). Each player draws two cards. The first card shows the terraforming area, the second card shows the terraforming direction (See 3.2.2). Place the non colored terraforming marker with the respective side in the respective area.
19. Place one wooden cube at "20 silver" on the tribal sheet (18). These are the starting resources.
20. The starting player marks his first action with the wooden cube (19) and starts his turn. The battle has begun.



the action roundel with
the 7 actions

free space for level 1 building
stables (blue), smithy (yellow), archery (green)

overview sequence
of battle

free space for
economy buildings:
hunting lodge (above)
fishing hut (below)

(19)
mark the first
action with
wooden cube



(18) grey resource marker
on 20 silver

baracks (red)
(always
available)

free space for level 2 buildings
animal enclosure (grey), stone circle (black)

The Area Types



Water

- impossible to move on it
- can only be terraformed to grassland
- generates Silver if the fisher hut has been built



Grassland

- generates Silver, how much depends on the resource marker (1, 2 or 5 possible)
- the "C" stands for capacity. This is the maximum number of units in this area. In this case 2 (2, 4 or 6 are possible)
- can be terraformed to water or mountains



Mountains

- generates 1 Tectonium
- the "C" stands for capacity. This is the maximum number of units in this area. In this case 6 (2, 4 or 6 are possible)
- can only be terraformed to grassland

The four Sectors



The four sectors are needed for the setup and as a victory point condition. Every tribe as a home sector. But the world of Nerthania is ever changing, so the tribes are spread over the whole world.

Setup for three players

Note the following three changes:

1. Remove all area cards from the game with the triangle symbol (1,9,23,28,29,34,39,45,50,51,56).



These areas stay water and will not be terraformed during the game

2. Every player only chooses 2 areas in 2 sectors (instead of 3 sectors in a 4 player game).

3 there are only 3 random terraformings per round.



Two Player Rule

Nerthania can be played by two players. But first go on with reading the rules on the following pages.

Setup:

use the same map setup like in a three-player game. Choose a not played tribe and deploy eight units as followed: one unit in the central areas 13, 24, 33, 43. If there is water, deploy the unit in the other central areas. One unit at one outer edge area each sector. this tribe will be the Neutral faction.

Players choose two sectors and deploy their units like described in the three-player setup.

Play eight rounds.

Try to reach goal conditions.

Perform three random terraforming's per turn.

Gameplay:

Players perform their actions.

1. When a player plays "recruit", the opponent player takes control of the Neutral faction. He recruits half (round up) of the recruited units and deploys them in any third faction occupied areas. Ignore building limits. No costs have to be paid.

2. When a player plays the: "level up battle cards", the opponent player chooses and upgrades a battle card of the Neutral faction. This action may be performed only once per round!

Neutral player (bot control).

At the end of the round, when both players have finished their 4th action, the Neutral player moves. The starting player moves the pieces for the Neutral player.

1. If the Neutral faction did not lose an area: the starting player chooses one area with more than one unit and moves one unit into an empty area. If there is no empty area, nothing happens.

2. If the Neutral faction has lost an area by an attack, it counterattacks once. In case of several attacks in the last round, the last attack counts. The player who attacked the Neutral player last will be attacked. The other player chooses the target area. It does not have to be the same area. Make a good tactical decision, as if you were making it for yourself.

2. Game Objective:

Become the ruler of Nerthania. Collect the most victory points within six, eight or nine rounds (four-(two-/three-player game). Victory points are reached by conquering specific areas (See further below, No 6. goal conditions).

3. Gameplay

3.1 Take turns playing one action until every player has played four actions. Mark played actions with a wooden cube on the roundel.

3.2 Complete current terraforming and determine new terraforming.

3.1 Collect resources, take back wooden cubes from the action slots. The player sitting to the left of the starting player becomes the new starting player in the next round.

3.1. Play action

There are seven types of actions. Take turns playing one action. The order depends on player's skillful tactics. The effect of the action takes effect immediately. Do not activate any single action more than once.



Action 1: collect resources

Choose three occupied areas from one sector and collect their resources (silver and/or tectonium). Tectonium can only be collected by this action. You gain tectonium markers. For getting silver move the wooden cube on the roundel. A player may exchange two conquest cards for five silver.



Action 2: build

Construct one building, Price = 3 silver.

Place the building tile on the tribal sheet.

Level 2 buildings (animal enclosure and stone circle) can be built only after a level 1 building (archery, stable, smithy) has been built. Military buildings enable the recruitment of the respective units. Economical buildings increase the harvest of resources.

Special feature of the headquarter (HQ)

The HQ is the only building placed on the boardgame map. In case of defense, once per turn, two warriors can be placed in the area of the HQ or in an adjacent area. This can exceed the capacity of an area. If the HQ has been captured it remains until the end of the round in the area.

The respective player can try to reconquer it and still can recruit all types of units he could recruit until now. At the end of the round the HQ is destroyed. Without the HQ you can only recruit warriors. The losing player must build a new HQ, which he places in any area occupied with own units.



Headquarter

enables: the construction of other buildings, the recruiting of non warrior units, contains two units as a reserve of defense, is a victory goal for all other players



Barracks (always available, no need to be built) enables: warriors
(red die, red marking top left on battle card)



Stables (Level 1 building) enables: riders
(blue die, blue marking top left on battle card)



Smithy (Level 1 building) enables: shield bearers
(yellow die, yellow marking top left on battle card)



Archery (Level 1 building) enables: archers
green die, green marking top left on battle card)



Animal enclosure (Level 2 building) enables: Steppe-Wolf, Ice-Tiger, Jungle-Tiger, Battle-Boar
grey die, grey marking top left on battle card)



Stone circle (Level 2 building) Place enables: Steppe-Bear, Ice-Yeti, Battle-Utan, Tree walker
(black die, black marking top left on battle card)



Hunting Lodge enables: the hunting of animals. Every area with an animal increases its silver income of one even mountain areas. This effect can be used during the action "collect resources" and at the end of the round during the final collection of resources.



Fishing Hut enables: fishing. During the action "collect resources" or at the end of the round during the final collection of resources you can collect silver from one water area which is adjacent to an own grassland or rocky tile. One water area can be fished by several players.



Action 3: recruit

Recruit any number of units. Warriors can always be recruited. All other units need the HQ on the map and the respective building on the tribal sheet.

Pay for the units with silver and possibly tectonium (Level 2 building units).

Recruited units are placed in your occupied areas. Note the capacity of the areas.



Action 4: move and attack (1)

All units of one sector may be moved. Afterwards one area can be attacked. This area can be outside of this sector if it is in movement range of the units. All units have an individual range of movement, shown by arrows on the top left of the battle cards.

While moving through an area you can exceed the capacity of that area.

- warrior, archer, shield bearer: can move up to two areas.

- rider and animals (wolf, lions, wild boar): can move up to three areas

- monsters (bear, yeti, ape, tree): can move one area.

Non occupied areas can be occupied by moving into them. In this case you don't get a conquest card. You can move all units out of one area. However in this case you cannot collect resources from this area anymore.



Action 5: move and attack (2)

Like action 4 "move and attack". The cost of an attack or move is three silver. Units that have already been moved by action 4 can be moved again.



Action 6: level up battle cards

Submit one conquest card and pay three silver to get one battle card of the next level.

Remove the old battle card from the game.

(Battle card level 1 is instantly available if you recruit the respective unit.)



Action 7: terraforming

Terraform your own or an unoccupied adjacent area. The effect can be performed immediately. Sometimes it is tactically wise to perform the terraforming shortly before you play your next action or at the end of the round. In this case place the tribal specific terraforming marker (with the colored edge) in the area. Every area can be terraformed by one level only: water becomes grassland but not mountains in one step. Just as mountains cannot become water in one step. Two terraformings in one area are not allowed.

3.2. Complete current terraforming and determine new terraforming

1. Execute placed terraforming markers (random and player induced).

Areas with red terraforming markers decrease: grassland becomes water and mountains become grassland. Areas with blue terraforming markers rises: water becomes grassland and grassland becomes mountains.

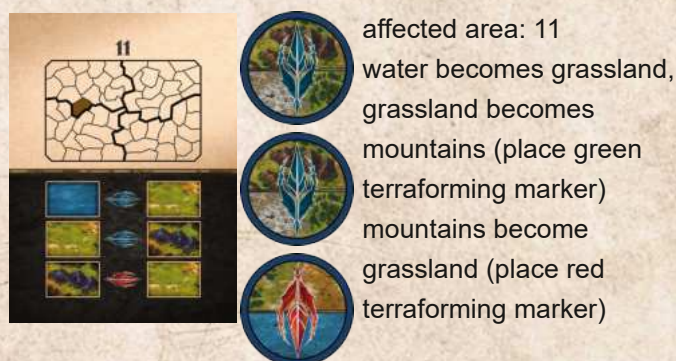
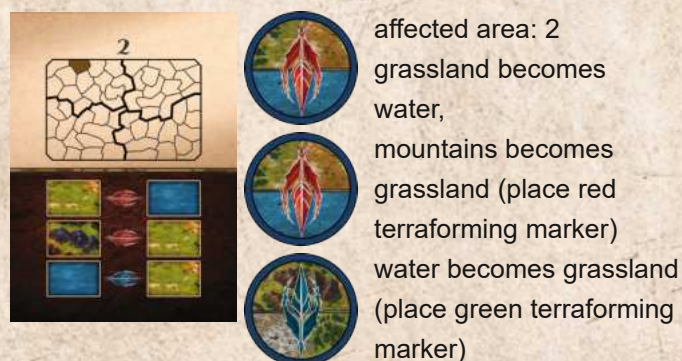
Grassland tiles will be removed from the map, mountain tiles will be placed on top of the grassland tiles. Units on water areas will be destroyed. Units on grassland or mountain tiles remain.

2. Determine a new terraforming.

The starting player draws 4 x 2 cards (4 player game) or 3 x 2 cards (3 player game). Give the cards to the players.

The first card shows the to terraform area and the second card shows the terraforming direction. If an area with a HQ is chosen, just draw a new card. Place the corresponding terraforming markers in the areas. See example below.

After the drawing of cards, area cards get placed under the area card deck.



3.3. Collect Resources, Refresh Actions, Change Starting Player

1. All players count the silver of all occupied areas including hunted animals or fishes if the respective buildings are constructed. Add the silver to your tribal sheet marking. You cannot have more than 32 silver. A possible excess isn't added. Tectonium only can be collected with action 1: "collect resources".

2. Collect the action marking wooden cubes from the action's slots on the action rondel.

3. The player sitting left to the starting player becomes the new starting player. He performs his first action. The next round has begun.

4. The four Tribes

On Nerthania four warrior tribes fight for supremacy. Every tribal faction has its own units, battle cards and battle dice. It is important to not mix up the tribal components. To match the dice to the corresponding tribes all dice symbols are shown on the battle cards righthand side lower section.

Shadow Lurks -

The Steppe Dwellers

Allround Tribe. Strong riders and shield bearers. No weakness.



Snow Blades - The Northerners

This tribe is very offensively strong but less effective in defending
They aren't very mobile because they have no riders.



Yew Blades –

The Jungle Maidens

A female warrior tribe. A little bit weaker but therefore their warriors and riders have bows. They can support battles in adjacent areas like archers. This faction is strong in support and area control.



Root Storm – The Forest Warriors

This tribe can exceed the capacity of each area by one warrior. Which make them very strong in defence.



5. Attack

The core element of the game is attacking enemy territories. An attack is triggered by an attack action. Units can be moved from several areas to perform a single attack. Note the following restrictions: The attack is limited to units of one sector and only a maximum of 6 units may move into the contested area. This also applies to areas with a capacity of two or four units. The attacked area can be outside the activated sector. Since support symbols allow you to move units from adjacent areas during the battle, it is often

strategically important to move units into adjacent areas beforehand. Pay attention to the movement ability of the units as well. Units that have used up their movement limit cannot support anymore.

There is a battle die that can be rolled for each unit. Archers may support in adjacent battles. In this case, battle dice can be rolled regardless of their movement beforehand.

There are a total of 7 different symbols that can be rolled.



Hit:

opponent must
take a strike



Double hit:

opponent must
take 2 strikes



Shield:

prevents 1
enemy strike



Retreat:

an option to
retreat one of
your own units



Reinforcement:

an option to
bring a unit
onto the battle
area



Panic:

causes the
immediate
retreat of an
enemy unit

Panic: Panic effects are performed immediately. Subsequently, the dice are removed. The affected player chooses one of his units and moves it and the corresponding die on an adjacent area. If this is not possible, the unit is destroyed. The panic die of the attacking unit is always rolled first. If the defender decides to retreat the unit that also rolled a panic symbol, the die must be removed and no panic effect is executed on the attacker.

Reinforcement: each reinforcement symbol allows you to bring in units from adjacent areas (except panic effected units!). The battle dice are rolled for these units. Rolling a reinforcement symbol again has no effect. If a panic symbol is rolled, the panic effect is immediately executed.

After applying the panic and reinforcement, the attacker and then the defender alternately play 2 battle cards. You may only play battle cards of units that are directly involved in the battle. If you have only one type of unit, you can only play one battle card.

Any card effects are executed immediately (re-roll etc.). In most cases, the battle cards can be played simultaneously. However, there are 2 special situations that are exceptions.

1. A reinforcement symbol brings a unit into the battle area and the roll of the die causes units of the opponent to panic. This may result in the affected player suddenly having only one unit type, or no unit at all. In this kind of situation he cannot play a second card or an battle card at all.

2. In the event that animal units are involved in the battle, the player must indicate whether his battle cards are played. In that case, the opponent's reinforcement dice are removed (see Battle Cards Overview). Any subsequent events caused by reinforcement units are thus not performed.

structure of the battle card

level of the battle card

color shows type of unit
red: warrior
blue: rider
yellow: shieldbearer
green: archer
grey: wolf/ tigers/ boar
black: bear/ yeti/ utan/ tree
arrows show movement range

costs of the unit

distribution of symbols on the battle dice of the unit

symbols and effects of the battle card

Important notes on archers:

Additional dice can be rolled if the archer is stationed adjacent to the battle area. Only arrow hits and retreat symbols count. Battle card effects cannot be used for these dice. Roll them separately. However, the battle card can only be played when archers are on the battle area. Archers can support other players. The maximum number of supporting archers depends on the specific levels. Steppe Dwellers and Northerners have a maximum of 3, Forest Warriors have a maximum of 2, and Jungle Maidens have a maximum of 4. (1 warrior, 1 rider, 2 archers). Archers can support any number of battles. After supporting archers can additional be used for reinforcement but they don't roll their dice again.

Battle situation example 1

Black attacks with 3 warriors and 2 riders. Brown defends with 2 warriors and 2 shield bearers. Black rolls: panic, retreat, hit, shield, reinforcement.

Brown rolls: shield, reinforcement, hit, hit. Because of the panic symbol, Brown must immediately retreat a unit with a die. Brown chooses the shield bearer with the reinforcement die. Black and Brown play their battle cards. Black uses the rider's card effect and turns the rider's retreat to a hit.

The warrior's card effect is used and the warrior's reinforcement die is rerolled. A hit is counted. Brown gets an additional yellow die and rolls a hit (card effect of the shield bearer). The warrior's card effect does not bring any further advantages.

As a result, Black scores 3 hits and a shield, Brown also scores 3 hits and 1 shield. Both players lose 2 units. Since there are still units left, the player with the most remaining units wins. In this case Black.

Brown must retreat. Black receives a conquest card from the area card stock pile as a reward.



attacker



defender



card effects



result card and dice symbols

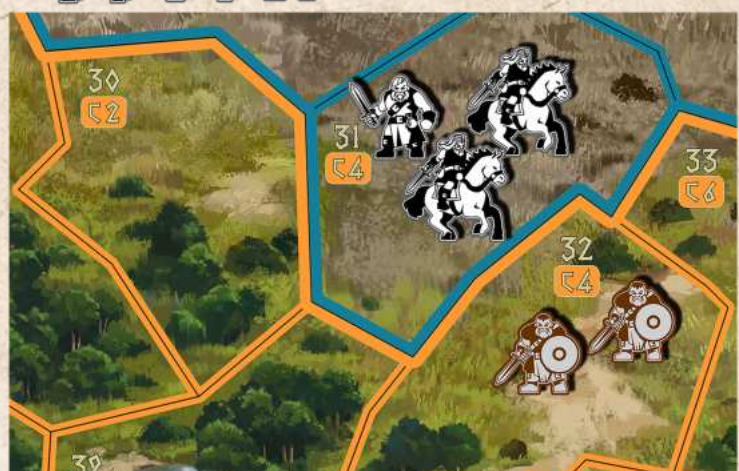
3x 1x

3x 1x

casualties



majority of units determines the winner



Battle situation example 2

Blue attacks with 2 tigers, 3 warriors, 1 shield bearer (red arrows). Additionally 1 archer and 2 allied red ranged fighter units roll their dice (green arrow). Following symbols are rolled: panic, retreat, double hit, 3x reinforcement. The ranged fighters roll: reinforcement (no further use in this battle) and 2x bow-hit. The effect of panic is allocated to the black player. Black decides to retreat the warrior with the retreat die. The 3 reinforcement are used to bring 2 warriors and 1 archer into the battle area (blue arrows). They roll retreat, reinforcement (no additional reinforcement!) and bow-hit.

Black rolls: double hit, shield, 2x reinforcement, hit, retreat. The archers roll retreat and bow-hit. Black wants to use the 2 reinforcement but blue plays the tiger battlecard. 1 reinforcement is destroyed (4th effect of the battlecard). With the left reinforcement black brings a bear into the battle area (blue arrow). The bear rolls a panic. Blue has to retreat a unit and decides to retreat the archer.

The battle map shows a hexagonal grid with various units and their movement paths. Blue units (tigers, warriors, shield bearer, archer) are attacking Black units (warriors, archers, bear). Red arrows indicate Blue's attack paths, and green arrows indicate Black's unit rolls. Below the map, the dice rolls and symbols for both sides are shown. Blue's rolls include a double hit, retreat, and 3x reinforcement. Black's rolls include a double hit, shield, 2x reinforcement, hit, and retreat. The battle cards played are the Tiger card for Blue and the Bear card for Black. The final results show Blue with 9 hits and 1 shield destroyer, and Black with 4 shields and 6 units lost.

Blue's rolls: 7x ↖, 2x ↗, 0x ⬡, 6x ☠️ → 2 tigers

Black's rolls: 5x ↖, 1x ↗, 3x ⬡, 6x ☠️ → 1 bear

Now the battle cards are played and their effects are resolved. Blue plays the warrior battle card. 1 shield of the opponent is destroyed, the retreat of the archer is destroyed and a red die gets a reroll. The retreat becomes a double hit. As described before the tiger battle card destroys 1 reinforcement of black. More effects are currently not available.

Black plays the bear battle card, but there are no shields to destroy because blue has no shields. The shield bearer battle card adds 1 reinforcement. A warrior enters the battle area (blue arrow) and rolls 1 retreat. Thanks to the 4th effect of the shield bearer battle card the die can be turned on the shield side.

Blue finally has 9 hits (dice and card symbols) and 1 shield destroyer. Black has 4 shields. So black loses 6 of his 7 units.

Black finally has 6 hits. Blue has no shields. So blue loses 6 of his 8 units. At the end of the battle blue has 1 unit more than black. Blue wins and black must retreat. But the 3rd effect of the tiger battle card shows that 1 retreating unit dies so the bear will be destroyed. Blue gets a conquest card for winning this battle.



Battle Cards Overview: Shadow Lurks - The Steppe Dwellers



battle card warrior

Level 1 reroll one warrior die (red)

Level 2 one additional warrior die (red)

Level 3 one additional shield

Perform effect 1 before effect 2!



battle card archer

Level 1 one additional hit,
reroll any die

Level 2 one retreat

Level 3 an additional archer die

Perform effect 2 before effect 4!

Level indicates how many archers can support a battle.



battle card rider

Level 1 one retreat can turn to hit, or one hit can
turn to retreat,
one reinforcement

Level 2 one additional hit

Level 3 destroy an enemy archer hit



battle card shield bearer

Level 1 an additional shield,
reroll a shield bearer die

Level 2 one reinforcement

Level 3 tip a die on a shield



battle card steppe wolf (animal)

Level 1 opponent loses 1 reinforcement (die or
symbol on battle card),
1 additional hit

Level 2 one retreating unit of the opponent is
destroyed

Level 3 one additional hit,
one additional retreating unit of the
opponent is destroyed



battle card steppe bear (monster)

Level 1 one additional shield,
one additional hit

Level 2 one shield of the opponent is destroyed
(die or symbol on battle card)

Level 3 one additional hit

Battle Card Overview: Snow Blades - The Northerners



battle card warrior

Level 1 at the end of the battle one retreat of the opponent is destroyed,
one shield of the opponent is destroyed
(die or symbol on battle card)

Level 2 reroll one warrior die (red)

Level 3 one additional hit



battle card archer

Level 1 one additional reinforcement,
one additional archer die (green)

Level 2 one retreat

Level 3 one additional hit

The level indicates how many archers can support a battle.



battle card shield bearer

Level 1 an additional shield

Level 2 reroll one archer/yeti/shield/bear die
(green, black, yellow, grey)

Level 3 one additional shield die (yellow)



battle card ice-tiger (animal)

Level 1 at the end of the battle, one retreat of the opponent is destroyed,
1 additional hit

Level 2 one retreating unit of the opponent is destroyed

Level 3 one additional hit,
one reinforcement of the opponent is destroyed



battle card ice-yeti (monster)

Level 1 one shield of the opponent is destroyed
(die or symbol on battle card),
one additional hit

Level 2 one additional hit

Level 3 one additional shield

Battle Card Overview: Yew Blades - The Jungle Maidens



battle card warrior

- Level 1 reroll one warrior die (red)
- Level 2 one additional warrior die (red)
- Level 3 one additional shield

Perform effect 1 before effect 2!



battle card archer

- Level 1 one additional archer die
two retreat symbols result in one hit
- Level 2 the bow marked with * on the battle die counts as a double hit
- Level 3 one additional hit,
two archers can support adjacent battles



battle card rider

- Level 1 one additional hit,
one additional reinforcement
- Level 2 reroll any die
- Level 3 two riders result in one additional hit



battle card shield bearer

- Level 1 one additional shield
reroll any die
- Level 2 two additional retreats, shield bearers are not allowed to retreat
- Level 3 one additional hit



battle card jungle-tiger (animal)

- Level 1 at the end of the battle, one retreat of the opponent is destroyed,
the opponent loses 1 reinforcement (dice or symbol on battle card),
one additional hit
- Level 2 an enemy shield is destroyed (die or symbol on battle card)
- Level 3 one additional hit



battle card battle-utan (monster)

- Level 1 one additional hit
one additional shield
- Level 2 one additional shield
- Level 3 one additional monster die (black)

Battle Card Overview: Root Storm - The Forest Warriors



battle card warrior

Level 1 a warrior may exceed the capacity of an area by 1,
one additional retreat or reinforcement

Level 2 reroll one warrior die (red)

Level 3 one additional die



battle card archer

Level 1 one additional archer die
one retreat

Level 2 one additional reinforcement

Level 3 one additional archer die (green),
two archers can support adjacent battles



battle card rider

Level 1 one retreat can turn to hit, or one hit can
turn to retreat

one additional hit

Level 2 one additional reinforcement

Level 3 reroll one rider die (blue)

Perform effect 1 before effect 4!



battle card shield bearer

Level 1 one additional shield bearer die

one retreat turn to reinforcement, or one
reinforcement turn to retreat

Level 2 reroll any die

Level 3 additional shield



battle card battle boar (animal)

Level 1 reroll a boar die (grey),
one retreating unit of the opponent is
destroyed,
opponent loses 1 reinforcement (die or
symbol on battle card)

Level 2 one additional hit

Level 3 one additional hit,
two retreating units of the
opponent are destroyed



battle card tree walker (monster)

Level 1 two enemy shields are destroyed (dice
or symbol on battle card)

Level 2 one additional hit

Level 3 one additional hit

6. Goal Conditions

Whenever a player fulfills one or more goal conditions, he can mark this goal or he receives a goal marker. Both are equivalent to one victory point. Each condition can be fulfilled only once. Whoever has the most victory points at the end of the game wins the game and becomes the ruler of Nerthania. Should a player score all 12 possible victory points early, he wins at the end of the current round.

In the event of a tie, there is a final decisive battle between the two strongest armies of the two players, even if they are not stationed on adjacent areas. Adjacent archers and support units can be used. In case of mutual annihilation, the second strongest armies go on. In case of a tie between 3 or 4 players, the winner is declared by the most hits and shields of his strongest army.



Goal 1: major battle

Win a battle that is fought with initially at least five units of your own against initially at least five of the opponent's units.



Goal 2: goal markers

Conquer areas with your goal markers that were placed at the beginning of the game. Place conquered goal markers on this space.



Goal 3: sector

Occupy all areas of one sector (grassland and mountains)



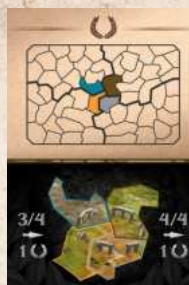
Goal 4: headquarter

Conquer one opponent's headquarter



Goal 5: outer boundaries

1. Occupy at least one area, which must be adjacent to the outer edge, of any three of the four sectors .
2. Occupy at least one area, which must be adjacent to the outer edge, of four sectors .



Goal 6: center

1. Occupy three of the four central areas.
2. Occupy all four central areas (water must be terraformed first).



Goal 7: mountains

1. Occupy at least one mountains area in three sectors of players choosing.
2. Occupy at least one mountains area in four sectors

Whenever a player occupies all four central areas, he determines a terraforming at the end of the round (3.2), which otherwise would have been a random one determined by terraforming card.

This also applies if the player lost the areas later in the same round. Areas with headquarters are not allowed to be terraformed. Have fun and battle away, but be gentle, it's just a game.

8. Optional Rules

- Originally Nerthania was planned as a two versus two game. In this variant you play without goal conditions. Defeat the opponent team or force them to surrender. Coordinate your attacks and use your archer support.

It is possible to play with combined armies, because every unit has its own dice and battle cards. Try this first if you are experienced with the gameplay.

- For more tactical deepness every unit movement stops after entering a mountain area

- Increase the game for a longer fight. Play eight rounds in a four player game or 12 rounds in a three player game. In this case you have more rounds to increase more units to level 3.

- Fast up the game. Each player starts with one level 1 building and 3 respective units

- You can play any random terraforming as a red card. In this case grassland always changes to water and mountains always changes to grassland.

- It is also possible to play entirely without (random) terraforming.

- You can play without connection of the outer boundaries. This leads to a concentration of battles at the center of the map.



Finally I want to thank all these boardgame crazy people out there who pushed me an this project forward and all backers on Kickstarter who made this boardgame reality.

- As players, you also have the chance to invent your own rules. The game gives a lot of opportunities.

Ultimate tip:

Since there are a lot of areas it is important to keep order. Ideally, create 2 piles per landscape type (grassland and mountains): One pile for areas 1-28 and another pile for areas 29-56. Always sort area cards instantly. Areas 38, 52 and 53 (grassland and rocky tiles) should be stacked seperately because of their length (during the game and for storing)

Handle your battle dice meticulously as well.

Do not mix them up because each tribe has its own battle dice.

Credits

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DANKUS



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