

# NORLUNDSCAPE

## The Battle of Six Worlds

When your unit attacks roll this number of red attack dice. The number of skull symbols rolled is the number of hits.

When a unit is attacked this many blue defense dice are rolled. Each shield rolled negates one skull.

### COMBAT EXAMPLE

Your character rolls three dice for the attack. Two potential hits are rolled.



Two defense dice are rolled for the enemy. One shield is rolled which will block one skull.



One wound is inflicted on the enemy. Since their life amount is one, they die and are removed.

**ATTACK** 3

**DEFENSE** 2

**LIFE** 1

**RANGE** 2

**MOVE** 5

Every skull that is not negated by a shield does one life point worth of damage to a unit. Most units have one life. Units with more than one life have a yellow counter put under them for each wound to keep track of life total. Dead units are removed from the board.

This is how far away a unit can attack from. A range of 1 means they can only attack adjacent hexes. For larger ranges count the number of hexes between your unit and the enemy unit, including the hex the enemy unit is standing on.

This is how many hexes of movement a unit has during their move phase. Movement can be in any direction. Movement takes place before an attack.

### ON THE HERO'S TURN:

- Activate units to move then attack.
- Use Miracle Powers at any point during moving and attacking.
- Populate the board with new units.
- Enemy units move while you're away.

For each purple energy gem you expend, you may activate one of your units. Units can be activated as many times as you like on a turn.



When you activate a unit, first you use as much of their movement as you like, then you may make an attack if you are able to. You can move through other hero units' hexes but you cannot move through enemy unit hexes. You cannot move the unit after the attack for that activation.

Use Miracle Powers if desired by ripping the card in half. These can be used at any time before populating.

After all unit activations are done you then can populate the board by placing newly created figures down in the portal area of the map.

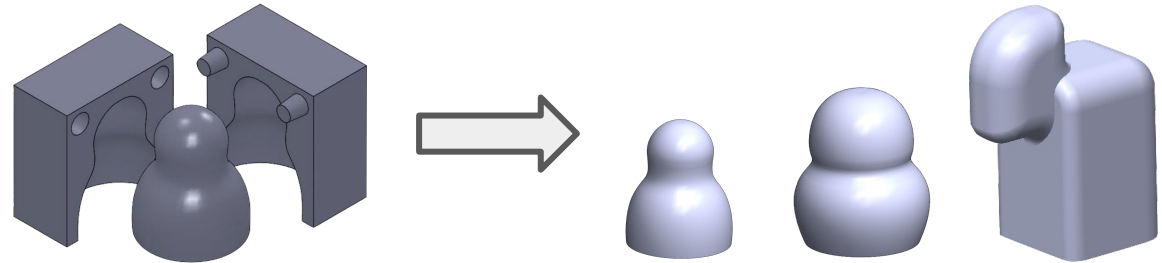
# Primal Clay & Populating

## WHAT IS PRIMAL CLAY?

Primal clay is the very material that the gods used to forge the world and all of the beings in it. Now, as Norlund's integrity is slowly eroding, that clay is becoming exposed in its most raw and natural form. You lack the omnipotence to be able to manipulate all of creation like the Asir did but using primal clay and their crucible you can add new life to the different worlds of Norlund to join the battles below.

## FORGING A UNIT

Add primal clay to your mold. Each unit size has a mold that corresponds to it. Fill that mold with the appropriate colors of primal clay for that world and close the mold to create a blank unit of that size.



Using more primal clay of the usable colors for that world, add some detail to a figure so that it can be obviously identified as its unit type. Pictures of each type of hero unit are included to help guide that detail, but the detail does not have to be ornate. For example, a viking unit detail from Midgard could be the simple addition of a helmet and a shield. Monstrous units are a bit more diverse in their shape and could take additional molding of the primal clay or addition of other body parts to properly represent.

## UNIT REQUIREMENTS

Each world of Norlund has information about forging new heroic units to join the battle. This information is on the left side of each world's information page.

- ❖ **Color:** Each world has four colors of primal clay that are used to create units. You can only use those four colors for that world's units but there are no other rules about what units have to be what colors or the amounts of each color used. Colors can be combined within a unit but not mixed to create new colors.
- ❖ **Size:** Units can be small, large, or monstrous. Larger units are generally more powerful but also require more primal clay to make.

## ENHANCING A UNIT

In the forging of a unit, soul stones can be added to give that unit supernatural strength or characteristics beyond that of other mortals. In order to use a soul stone it must be pressed into the clay of a unit and incorporated into it's design so that the color of the stone is visible. Units can have a maximum of two soul stones which may be the same color or different colors. The effects of a soul stone are listed below



+1 ATTACK



+1 DEFENSE



+1 LIFE



+1 MOVE

## POPULATION

After all hero units have taken their turn on a map you may populate it with new units. These new units can be placed anywhere in range of the map's portal, which has differently colored ground and is 19 hexes in size. Population is the last part of the hero phase on a map.

# Midgard

## WORLD OF MYTH AND MORTAL MEN

PRIMAL CLAY: FLESH, BLACK, WHITE, YELLOW

### UNITS IN THE HERO'S ARMY

SMALL UNIT

VIKING



LARGE UNIT

JOTUNKINN



MONSTROUS UNIT

MAMMOTH



ATTACK 3

DEFENSE 1

LIFE 1

RANGE 1

MOVE 4

ATTACK 3

DEFENSE 4

LIFE 1

RANGE 1

MOVE 4

ATTACK 4

DEFENSE 4

LIFE 2

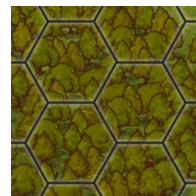
RANGE 2

MOVE 3



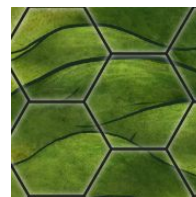
#### Portal Area

Units placed during the population of the map must enter in this area.



#### Forest

Units in a forest hex have their range reduced to one



#### Hills

Moving onto a hex containing hills requires one extra movement point.



#### Rivers & Bridges

Units may not move into a space that has a river unless it also has a bridge.



#### Fortresses (structure)

Units that are on a fortress hex add +1 to their defense statistic.

### ENEMY UNITS



VIKING



BERZERKER



TROLL



DIRE WOLF

ATTACK 3

DEFENSE 1

LIFE 1

RANGE 1

MOVE 4

ATTACK 4

DEFENSE 1

LIFE 1

RANGE 1

MOVE 5

ATTACK 3

DEFENSE 2

LIFE 1

RANGE 2

MOVE 4

ATTACK 4

DEFENSE 3

LIFE 2

RANGE 1

MOVE 6



# Svartalfheim

## WORLD OF STONE AND DARKNESS

PRIMAL CLAY: BROWN, BLACK, ORANGE, GREEN

### UNITS IN THE HERO'S ARMY

SMALL UNIT

**DWARF**



LARGE UNIT

**EARTH JOTUN**



MONSTROUS UNIT

**CAVE DRAGON**



**ATTACK** 2

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 4

**ATTACK** 3

**DEFENSE** 3

**LIFE** 1

**RANGE** 1

**MOVE** 3

**ATTACK** 4

**DEFENSE** 3

**LIFE** 3

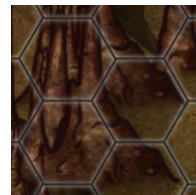
**RANGE** 2

**MOVE** 5



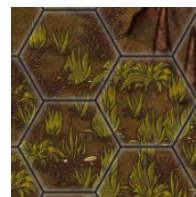
#### Portal Area

Units placed during the population of the map must enter in this area.



#### Stalagmites

Units may not enter a hex that contains any parts of a stalagmite.



#### Cave Moss

Moving onto a hex containing cave moss requires one extra movement point.



#### Cliff Faces

Moving onto a hex containing a cliff face immediately stops all further movement.



#### Strongholds (structure)

Units that are on a stronghold hex add +1 to their defense statistic.

### ENEMY UNITS



**DARK ELF**



**TROLL**



**WYRM**



**SPIDER**

**ATTACK** 2

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 5

**ATTACK** 3

**DEFENSE** 2

**LIFE** 1

**RANGE** 2

**MOVE** 4

**ATTACK** 3

**DEFENSE** 3

**LIFE** 2

**RANGE** 1

**MOVE** 5

**ATTACK** 1

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 7

# Muspelheim

WORLD OF FLAME AND DESTRUCTION

PRIMAL CLAY: RED, ORANGE, YELLOW, BROWN

## UNITS IN THE HERO'S ARMY

SMALL UNIT

IMP



ATTACK	1
DEFENSE	1
LIFE	1
RANGE	3
MOVE	5

LARGE UNIT

FIRE JOTUN



ATTACK	3
DEFENSE	3
LIFE	1
RANGE	1
MOVE	4

MONSTROUS UNIT

SALAMANDER

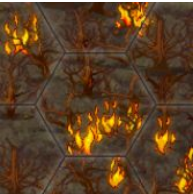


ATTACK	5
DEFENSE	2
LIFE	3
RANGE	2
MOVE	4



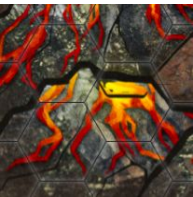
### Portal Area

Units placed during the population of the map must enter in this area.



### Imolated Forest

Units in an imolated forest hex have their range reduced to one



### Volcanoes

Units may not enter a hex that contains any parts of a volcano.



### Magma Flow

Moving onto a hex containing a magma flow immediately stops all further movement.



### Outpost (structure)

Units that are on an outpost hex add +1 to their defense statistic.

## ENEMY UNITS



KOBOLD

ATTACK	1
DEFENSE	1
LIFE	1
RANGE	2
MOVE	4



FLAME SPIRIT

ATTACK	2
DEFENSE	2
LIFE	1
RANGE	2
MOVE	5



FIRE JOTUN

ATTACK	3
DEFENSE	3
LIFE	1
RANGE	1
MOVE	4



FIRE WYRM

ATTACK	4
DEFENSE	3
LIFE	2
RANGE	3
MOVE	5

# Nivlheim

## WORLD OF ICE AND FROST

PRIMAL CLAY: WHITE, GREEN, BLUE, PURPLE

### UNITS IN THE HERO'S ARMY

SMALL UNIT  
**FOSSEGRIM**



LARGE UNIT  
**FROST JOTUN**



MONSTROUS UNIT  
**ICE DRAGON**



**ATTACK** 1

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 5

**ATTACK** 2

**DEFENSE** 4

**LIFE** 1

**RANGE** 1

**MOVE** 3

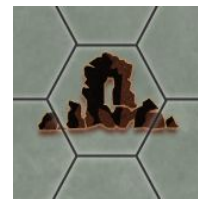
**ATTACK** 5

**DEFENSE** 3

**LIFE** 2

**RANGE** 2

**MOVE** 4



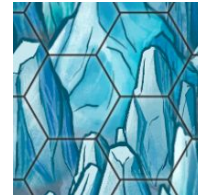
#### Portal Area

Units placed during the population of the map must enter in this area.



#### Frosted Forest

Units in a frosted forest hex have their range reduced to one.



#### Icebergs

Units may not enter a hex that contains any parts of an iceberg.



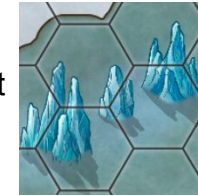
#### Ice

Moving onto a hex containing ice requires one extra movement point.



#### Tower (structure)

Units that are on a tower hex add +1 to their defense statistic.



#### Ocean

Units may not enter a hex that contains only ocean or oceanbound objects.

### ENEMY UNITS



**FROST HOUND**

**ATTACK** 2

**DEFENSE** 2

**LIFE** 2

**RANGE** 2

**MOVE** 5



**TROLL**

**ATTACK** 3

**DEFENSE** 2

**LIFE** 1

**RANGE** 2

**MOVE** 4



**FROST JOTUN**

**ATTACK** 2

**DEFENSE** 4

**LIFE** 1

**RANGE** 1

**MOVE** 3



**ICE CREEPER**

**ATTACK** 1

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 6



# Jotunheim

**WORLD OF GIANTS AND WILDERNESS**

PRIMAL CLAY: RED, GREEN, BLUE, PURPLE

## UNITS IN THE HERO'S ARMY

LARGE UNIT

**JOTUN LORD**



LARGE UNIT

**URSINE JOTUN**



MONSTROUS UNIT

**DIRE BEAR**



**ATTACK** 2

**DEFENSE** 3

**LIFE** 1

**RANGE** 1

**MOVE** 4

**ATTACK** 3

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 5

**ATTACK** 4

**DEFENSE** 4

**LIFE** 3

**RANGE** 2

**MOVE** 4



### Portal Area

Units placed during the population of the map must enter in this area.



### Karsts

Units may not enter a hex that contains any parts of a karst or hill.



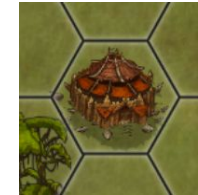
### Ruins

Units in a ruins hex are automatically granted one skull on attack rolls.



### Jungle

Units in a jungle hex have their range reduced to one.



### War Hall

Units that are on a war hall hex add +1 to their defense statistic.

## ENEMY UNITS



**GNOLL**



**TROLL**



**CYCLOPS**



**DARK JOTUN**

**ATTACK** 2

**DEFENSE** 1

**LIFE** 1

**RANGE** 1

**MOVE** 6

**ATTACK** 3

**DEFENSE** 2

**LIFE** 1

**RANGE** 2

**MOVE** 4

**ATTACK** 4

**DEFENSE** 2

**LIFE** 2

**RANGE** 2

**MOVE** 4

**ATTACK** 3

**DEFENSE** 2

**LIFE** 1

**RANGE** 1

**MOVE** 4

# Helheim

## WORLD OF DEATH AND DISHONOR

PRIMAL CLAY: BLACK, WHITE, GREEN, PURPLE

### UNITS IN THE HERO'S ARMY

SMALL UNIT

#### DRAUGR



ATTACK 3

DEFENSE 1

LIFE 1

RANGE 1

MOVE 4

LARGE UNIT

#### DEATH JOTUN



ATTACK 3

DEFENSE 3

LIFE 1

RANGE 1

MOVE 3

MONSTROUS UNIT

#### BONE DRAGON



ATTACK 4

DEFENSE 3

LIFE 3

RANGE 2

MOVE 5



#### Portal Area

Units placed during the population of the map must enter in this area.



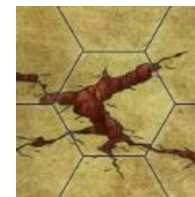
#### Boneyard

Moving onto a hex containing bones requires one extra movement point.



#### Mountains

Units may not enter a hex that contains any parts of a mountain.



#### Chasm

Units on a hex that contain any part of a chasm reduce their defense statistic by 1.



#### Citadel (structure)

Units that are on a citadel hex (base only) add +1 to their defense statistic.

### ENEMY UNITS



DRAUGR

ATTACK 3

DEFENSE 1

LIFE 1

RANGE 1

MOVE 4



BONE HOUND

ATTACK 2

DEFENSE 2

LIFE 2

RANGE 2

MOVE 5



HORROR

ATTACK 1

DEFENSE 1

LIFE 1

RANGE 1

MOVE 7



WRAITH

ATTACK 2

DEFENSE 2

LIFE 1

RANGE 3

MOVE 4