

MYSTICS OF MIDGARD RULES



To add the Mystics of Midgard to your game of Blood Rage, just follow the Rules below:

SETUP

Each clan has two Mystic figures at their disposal. Attach the appropriate color bases to all the Mystic figures to help identify them and place all of them in the common area, next to the Monsters. Players won't have access to them until their clan gets the necessary Clan Upgrades.



Shuffle the Clan Upgrade cards contained in this set into their appropriate Gods' Gifts decks. If you're playing with less than 4 players, leave the cards marked with the "4+" prerequisite out.



Each player takes the Mystic reference card for their clan and places it next to their Clan sheet as a reference for the Mystics' basic Strength and ability.



Note: In order to play Blood Rage with 5 players, and use the Ram clan, you'll need the 5th Player Expansion box, sold separately.

USING THE MYSTICS

Initially players don't have access to their clan's Mystics. When a player gives his clan one of the Clan Upgrade cards contained in this set, one of his Mystic figures is added to his clan's reserve. Note that, unlike when you upgrade a Monster or Troop, when you play a Clan Upgrade you can't immediately Invade with your Mystic figure. It just gets added to your reserve. On a future turn you will be able to spend your action to Invade with your Mystic. As noted in their reference card, invading with a Mystic does not cost any Rage, and they have Strength 2.

If you add a second mystic Clan Upgrade to your clan, the second Mystic figure of your clan is added to your reserve, and can later be used to Invade the board. If you give your clan a third mystic Clan Upgrade, you will not get a third Mystic figure, since there are only two figures available for each clan. However, both of your Mystics will benefit from the abilities of all three of your Clan Upgrades.



Each mystic Clan Upgrade card your clan possesses gives all your Mystics the ability listed on them. If your clan has multiples of these Clan Upgrades, each of your Mystics gains all the abilities listed on those cards. Note, however, that if you have two copies of the exact same card, their abilities do not stack. If later on you discard one of your mystic Clan Upgrades to replace it with another card, you don't lose your Mystic figure; they just lose that special ability.

For all other game purposes, Mystics work like any other figure belonging to your clan, such as a Warrior or Leader. They count towards your Horns limit, they grant STR in battle and to fulfill Quests, they give Glory when destroyed in Ragnarök, and are returned to your reserve when released from Valhalla.