













Fimbulvetr: Winter of Winters

a strategy game for 2 players by James Kyle © 1998, 2008 • version 081207
character art by E. James Heil (<http://ejamesheil.deviantart.com>)

CLANS, WARRIORS & SIGILS

Each player in Fimbulvetr controls a single clan, comprised of six warriors. Each warrior is represented by a square card depicting the warrior in the center and containing a symbol, called a "sigil", in each corner. Throughout these rules, such cards will be referred to generically as "warriors". The term "space" will be used to describe an empty area of the table equivalent in size to a warrior.

A warrior's sigils represent the warrior's abilities. Each sigil has a type (Melee, Ranged, Defense, or Move) and a quality (Single or Double). Some single sigils also have special uses. The chart at right lists all sigils available.

Single Sigils			
			
Melee	Ranged	Defense	Move
Double Sigils			
			
Double Melee	Double Ranged	Double Defense	Double Move
Special Sigils			
			
Support Melee	Vaulted Ranged	Support Defense	Vaulted Move

HOLY RELICS & BEARERS

Legends are filled with powerful artifacts instilled with arcane magics and abilities. Such an artifact gives each clan of warriors a rallying point, and they will protect it at all costs. Without its relic, a clan is lost.

Each clan carries one Holy Relic into battle, represented by a Holy Relic token showing a single sigil. To indicate which warrior bears the relic, place the token over the warrior's picture.

Any warrior may bear the relic. Whichever warrior possesses the Holy Relic at any given time is the clan's Holy Bearer at that time, and gains the Holy Relic's sigil in all four of the warrior's corners (in addition to the sigils already present on the warrior). If a relic's type matches a special sigil's type, the special ability only applies to the original sigil.

For example, if a warrior carries a Holy Relic showing a Melee sigil, and has a Double Defense sigil in one of its corners, that corner will have both a double quality defense and a single quality melee. If another of the warrior's corners has a Support Melee sigil, that corner's melee quality is double, though it still supports as single.

SETUP

- 1) Each player selects a clan.
- 2) Decide who will go first. If the players will not agree on this, then determine who goes first by a coin toss. Whoever goes first is the First Player.
- 3) Starting with the First Player, take turns placing a single warrior on the table. The first warrior should be placed roughly in the center of the table. Each warrior after that must be placed adjacent or diagonal to any other warriors already on the table, leaving about a fingertip's width of empty space between warriors to allow for easy rotation. Players may place warriors in any orientation. Once placed, they may not be moved or rotated during Setup. Continue placing warriors in turn until all twelve warriors are on the table.
- 4) Starting with the First Player, each player designates a Holy Bearer by choosing a Holy Relic token and placing it on a warrior. For your first game, use the Defense token.

TURN SEQUENCE

Starting with the First Player, follow the turn sequence below.

- 1) Check for Severance
- 2) Perform **one** of these actions:
 - a. Move one of your warriors
 - b. Make a melee attack
 - c. Make a ranged attack
 - d. Handoff your Holy Relic
- 3) Resolve Severance
- 4) Pass play to your opponent

ACTION DESCRIPTIONS

Move

A move action can be used to move a warrior from space to space, or rotate a warrior within its current space, or a combination of these. Each Single Move sigil the warrior possesses (regardless of which corner it is in) grants one space of movement (without changing orientation) OR one facing of rotation (90 degrees in either direction). Each Double Move sigil can be used for moving two spaces, rotating two facings, or one of each.

Unless the warrior has Vaulted Move sigils, (see Vaulted Move in the ACTION MODIFIERS section,) the warrior may not move over any other warrior. Also, warriors may NEVER move diagonally. When the warrior has completed the move action, it must be adjacent or diagonal to another warrior on the table.

Note that if a warrior bears a move type Holy Relic, the warrior's total possible movement increases by four.

Melee Attack

A melee attack constitutes a hand-to-hand attack by one warrior against one opponent's warrior. More precisely, the scope of a melee attack is one of the attacker's sigils against an enemy warrior's directly opposite or diagonal sigil (giving a maximum of three possible target sigils for any given Melee sigil).

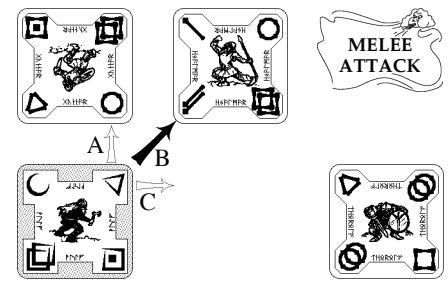
The melee quality of the attacking sigil must be higher than the defensive quality of the target sigil to perform a melee attack. The target warrior is slain and removed from the game immediately.

In the example at right, all three potential attacks from the Saxon's Single Melee sigil are indicated with arrows.

(A) is illegal, since the target sigil has a defensive quality equal to the melee quality of the attacking sigil

(B) is a legal melee attack

(C) is illegal, since the target sigil is not directly adjacent or diagonal to the attacking sigil



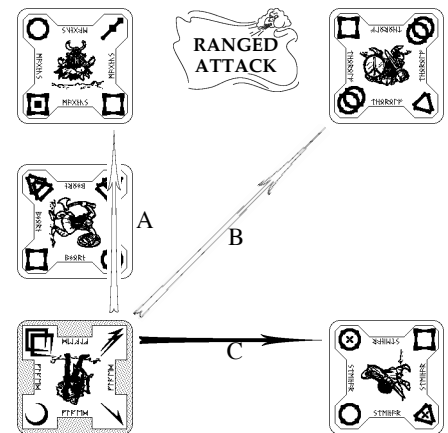
Ranged Attack

A ranged attack works like a long-distance melee attack. The attacking warrior must have a ranged type sigil directly opposite or diagonal to the enemy warrior's target sigil, and there must be exactly one empty space between the attacking and target warriors. The ranged quality of the attacking sigil must be higher than the defensive quality of the target sigil. The target warrior is slain and removed from the game immediately.

(A) is an illegal ranged attack, since there is no empty space between the attacker and target

(B) is illegal since the attacking sigil's ranged quality is not higher than the target sigil's defensive quality

(C) is a legal ranged attack



Handoff

A handoff action transfers the Holy Relic token from a clan's current Holy Bearer to any of the clan's other warriors that are adjacent to or diagonal to the Holy Bearer. The recipient becomes the clan's Holy Bearer.

ACTION MODIFIERS

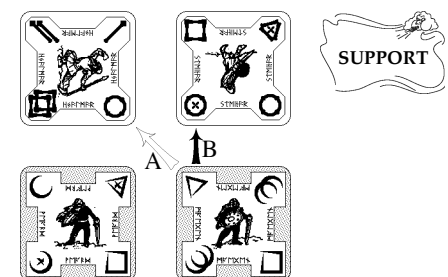
Support Defense

As well as acting as a Single Defense sigil for a warrior, a Support Defense sigil increases the defensive quality of directly adjacent or diagonal sigils on warriors from the same clan by a level (for example, none becomes single).

Support Melee

A Support Melee sigil acts as a Single Melee sigil for a warrior, but also increases the melee quality of directly adjacent or diagonal sigils on warriors from the same clan by a level (for example, double becomes triple).

(A) is not a legal melee attack; although the Support Melee sigil from the adjacent Saxon boosts the melee quality of the attacking sigil to double, the



target sigil's defensive quality is also increased to double by the Support Defense of the adjacent Viking (B) is a legal melee attack because the Support Melee raises the melee quality of the attacking sigil to double, which is higher than the single quality defense of the target sigil

Vaulted Move

A Vaulted Move sigil allows a warrior to move over other warriors. The number of Vaulted Move sigils a warrior possesses is the number of spaces the warrior can spend above other warriors during a single move action. However, a warrior may never **end** a move action above another warrior.

Vaulted Ranged

Vaulted Ranged sigils allow a warrior to perform a ranged attack without having an empty space between itself and its target. The ranged attack must still be aligned properly (as described in the Ranged Attack section of ACTION DESCRIPTIONS).

SEVERANCE

Enemy warriors are not the only danger your warriors face in the Winter of Winters. The children of Fenrir keep constant vigil at the edges of every battle, awaiting those who stumble from the fray.

If, at the beginning of your turn, any of your warriors are not adjacent to or diagonal to the largest group of warriors on the table, you have until the end of your turn to "re-connect" them. Otherwise, at the end of your turn, all such warriors from your clan are slain.

Occasionally, the warriors may be split into two or more groups of equal numbers. If this happens, none of the warriors in such groups are considered severed. If there are two or more equal groups, and one or more smaller groups, however, the smaller groups are still severed.

Note that if a warrior is not severed at the first step of the turn sequence, it will not be slain when severance resolves.

WINNING

The object of Fimbulvetr is to slay your opponent's Holy Bearer.

Another way to win is to show that your opponent's highest possible Melee or Ranged quality corner could not defeat your current Relic Bearer's lowest quality Defense corner.

CREATING CUSTOM WARRIOR CARDS

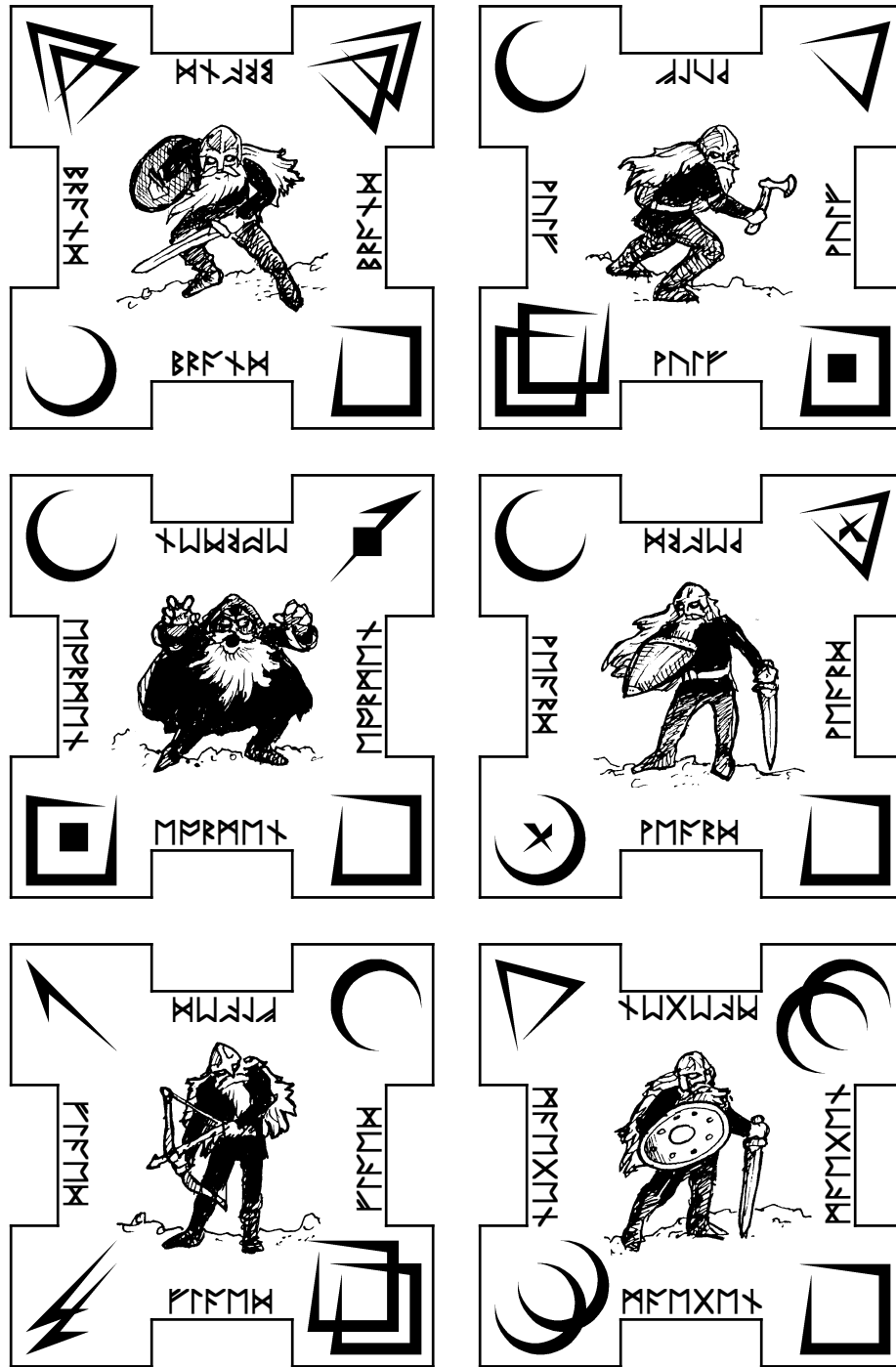
To make a clan from scratch, find six fantasy art trading cards or draw your own warriors on heavy card stock. Trim each warrior to 2-1/2" square. Round the corners by tracing the edge of a coin and cutting. Then, mark sigils in each corner using a permanent color marker. It is useful for each clan to make use of a different color to help players easily distinguish their warriors during play.

Two of a warrior's corners must show Single Sigils. The other two corners may be two Double Sigils, two Special Sigils, or one of each. No more than two of a warrior's sigils may be of the same type. Beyond these simple rules, the sigils chosen and which corners receive which sigils is up to you.

LICENSING

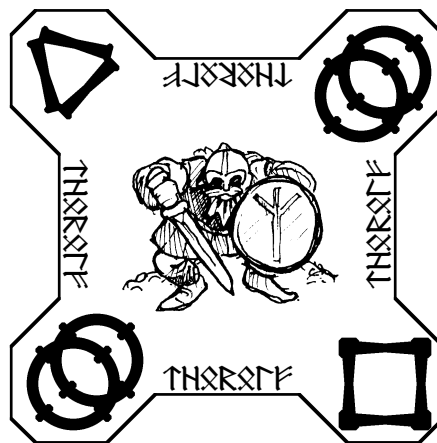
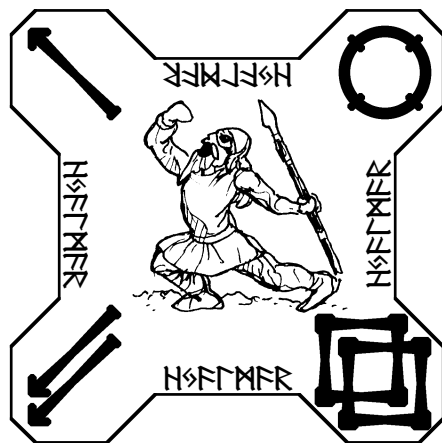
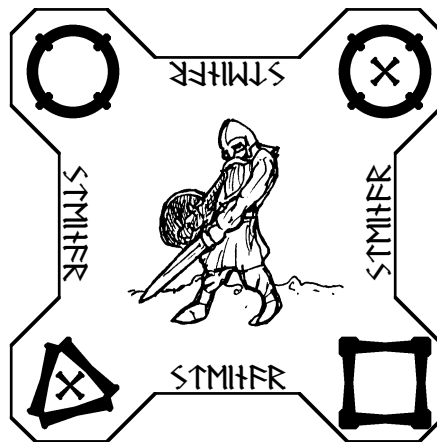
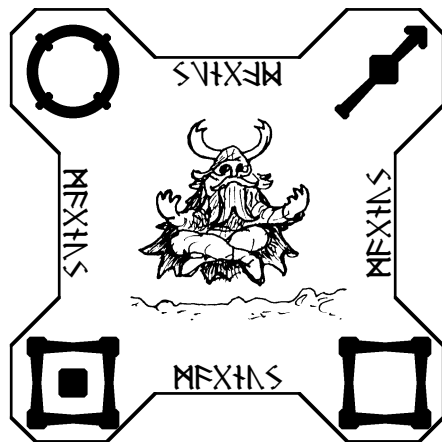
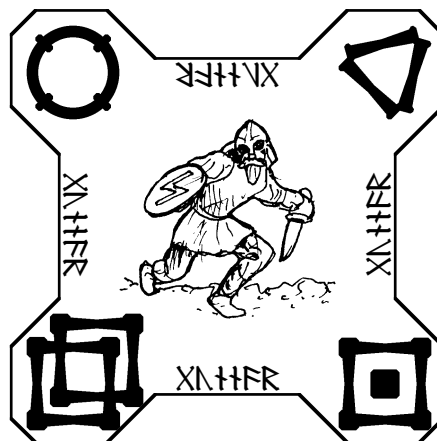
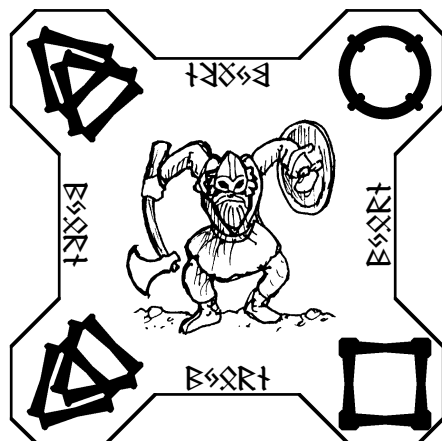


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