GOD OF WAR – FAQ

GENERAL RULES

How many cards can I play during my turn?

- You can play as many cards as you want as long as you follow the rules for each one of them *(see page 7, "Play Action Cards")*.

Can I play more then one Attack or Defense cards (Melee, Ranged, or Defense) in a Single Attack or Defense action?

- You can never play more then one Attack or Defense card per Attack or Defense action, only Number cards can be added to it (forming an Action set), however you can perform as many actions as you want or are able to in a single turn. Note that some cards can be considered either an Action or a Number card (marked by "or" between them) depending on your choice *(see page 7, "Action Cards")*.

Can I play a Melee, Ranged, or Defense card by itself?

- Melee, Ranged, or Defense Action cards must be played either with a Number card or have a Number attached to it on the same card. If the Melee, Ranged, or Defense card has no Number or is not part of an Action set, it can't be played by itself *(see page 7, "Action Cards")*.

When exactly do I reveal an Upgrade card? And when does the Scene Activate?

- You reveal an Upgrade card at the end of each player's turn and immediately activate the respective Runes in the Scene. Once the last player has finished their turn and revealed an Upgrade card, reveal an additional Upgrade Card. The additional Upgrade card activates elements in the Scene normally *(see page 9, "Scene Activation" and page 10, "Extra Scene Activation Phase")*.

Can the Number cards that present restrictions (that can't be played with any other cards) be played with Special (purple) cards?

- Yes. Special cards are **not considered** to be a card and therefore can be played with Number cards.

When exactly can I use Special (purple) cards?

- Special cards can be used any time during the Activation Phase. That includes: your turn, another players' turn, before the first player's turn, before an Upgrade card is revealed, and before or after the Scene is activated *(see page 7, "Action Cards")*.

If I miss an Attack, does my Rage increases?

- Yes. Even if the Enemy defends all of your Attack, you still increase your Rage. *(see page 8, "Use Rage Ability")*.

Can I Attack an armored Enemy even if I don't deal enough Damage to break the armor?

- Yes, any Enemy can be the target of an Attack even if no Damage will be dealt. You still increase your Rage.

Does my Rage increases when using Action cards for Interaction (not attacking)?

- No.

Can I defend Damage that does not come from an Attack and instead come straight from the Scene?

- Yes. You can use Defense cards to defend yourself from any source of Damage unless the specific source or Quest/Scene rule states otherwise.

When the Rune activates a Scene card, what exactly does the card do? Do the Enemies always attack?

- When an Upgrade Card is revealed, the Rune listed on its upper right corner will activate each Scene card that has a matching Rune. Although the most common activation is Enemies attacking, other effects may be triggered:
  - If an Enemy is on the card with the matching Rune, this Enemy will attack.
  - If there's an Activation box with color matching the Rune as well as an Enemy, the Activation box will list additional effects of the Enemy attack.
  - If there's only an Activation box with color matching the Rune, the Activation box will list an effect to be resolved.
  - In addition, Scene cards may have Interactions spots (white highlighted boxes) that require players using Action cards to trigger their effect and have no relation to Runes on Upgrade cards (see page 8, "Interaction" and page 9, "Scene Activation").



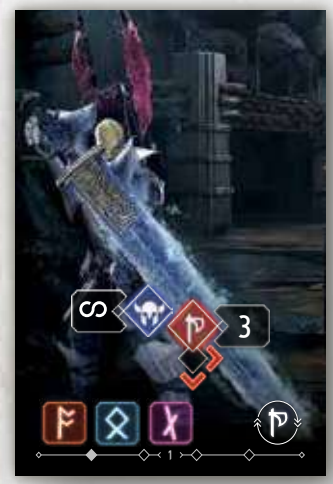
SCENES AND SPECIFIC CARDS
TIPS AND CLARIFICATIONS

SPOILER ALERT! Please note that we'll be getting into specifics of some cards and Scene mechanics, meaning that most of the answers below contain spoilers!

SCENE 1 – THE TRAVELERS

Optional Easy Mode: We noticed players were having trouble with The Travelers. If this is your case, we're suggesting an Easy Mode for the Scene:

Decrease the Attack strength by 1 of Enemies in the 1st, 2nd, and 3rd cards on the bottom row, front side, and in the 3rd card on the bottom row, back side.



This Traveler has infinite armor, which means it is impossible to deal Damage to it while this card is on its front side. However, every time this Enemy attacks, the card is flipped and the Enemy becomes vulnerable. Then, players have the opportunity to deal Damage to it until it attacks again. Note that Damage dealt to the Enemy while they're vulnerable should be tracked by Damage tokens that remain on the card when the card is flipped.

NOTE: SINCE THIS CARD IS FLIPPED OFTEN, YOU CAN CHOOSE TO LEAVE THE DAMAGE TOKENS TO THE LEFT SIDE OF THE CARD INSTEAD.

SCENE 2 – GRENDEL OF ASHES AND FROST



The Grendels' powers come from their respective pedestals. The number of Common Tokens on each of those Pedestals will sometimes determine their Attack strength and will always determine the number of times the Enemy die needs to be rolled when they are attacked, which can vary from 0 to 3.

The Grendels' Attack strength is equal to the number of Common tokens in their respective pedestals. The effect on the associated boxes always trigger when the Scene card is activated, meaning right after the respective Grendel Attacks. If the pedestal that would receive the token is full, nothing happens.

SCENE 3 – THE OGRE

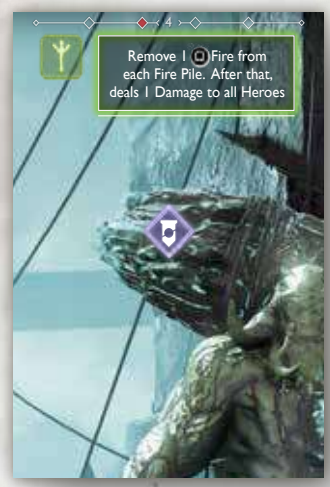


- The two Runes on the bottom left of the card activate the Ogre's Attack (just like regular Enemies). The Interaction spot (white highlighted box) has no relation to the Runes and should be activated by players by using Activation cards. Melee cards make the Ogre Attack the adjacent Enemies and Ranged cards make the Ogre Attack any Enemy. The Ogre Attack power is 4 and the Enemy die is not rolled in this case.

SCENE 4 – HELHEIM



- The ᛉ Rune on the corner activates only the Enemy, who attacks normally. The ᚠ Rune activates a special effect (healing all other Enemies) and does not activate the Enemy's Attack.



The Rune activates the effect on the matching Activation box (remove one Common token from both fire piles). Flip the card if its last Common token is removed from it.

Scene 6 – The Stone Ancient





In order to flip the Stone Ancient to its vulnerable side (back), Ancient Heart Pieces (represented by Common tokens) are needed. Attacking the Stone Ancient is the only way of generating these pieces:

- For each 3 Damage that would be dealt by attacking through the 3rd front bottom card, place 1 Common Token on the 1st card of the bottom front row.
- For each Attack against the Stone Ancient through the 2nd and 3rd card from the top front row, add 1 token to the same card.

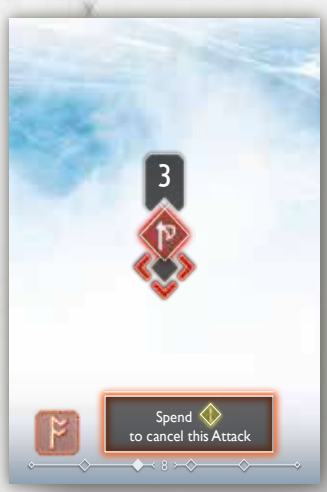
Each card has their own method to retrieve the tokens, which can be used to flip the Stone Ancient to its vulnerable side.

Scene 7 – Hraezlyr

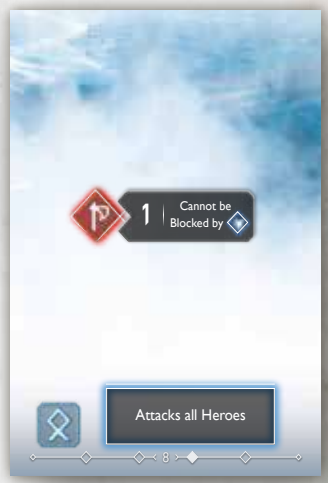
Hraezlyr's Head only takes Damage through the Interaction spot. It can never be attacked nor take Damage from any other source. Other parts of Hraezlyr can be attacked normally and are treated as independent Enemies for all purposes.

Scene 8 – Magni and Modi

The Fog side is the front side of all cards.



When this card activates, any player may spend an to cancel this Attack.



When this card activates, it targets all Heroes, no matter the column or position they are in.

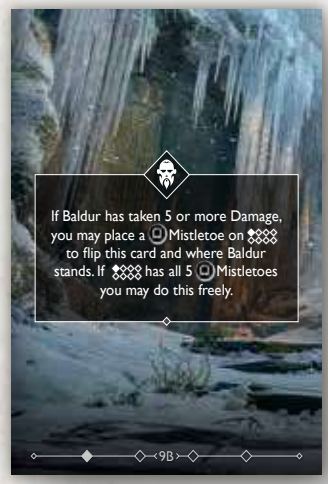


When this card activates, Magni always Attacks and then Attacks again.



When the Rune is activated, Modi attacks normally. When the is activated, all Heroes receive a Stun card and Modi doesn't Attack. Modi always rolls the Enemy die twice when attacked (his Defense is the sum of the results).

Scene 9 – Baldur's Forgiveness



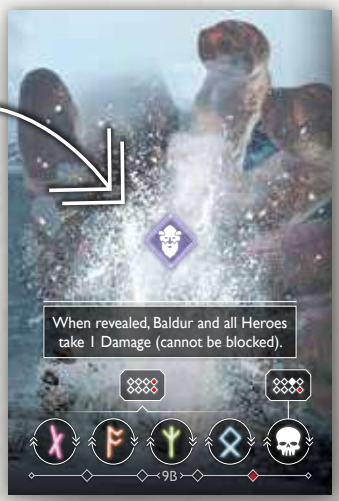
This is the card that allows you to trap Baldur in Mistletoe roots and meet the Winning Conditions of the Quest. A player standing in this column may place a Mistletoe token on the Top card. By doing so, flip this card and the card in which Baldur is. Resolve the effect of the card. If not successful, flip this card back to its front side and the card to the right to its back. Then, fully heal Baldur.

Thamur's Hand can be attacked but won't take any Damage due to its infinite armor. When any of the 4 Runes are activated, flip this card and the 4th card on the bottom row.



ERRATA: Thamur's is missing on this card. Thamur can be attacked through this card and is the only way to deal Damage to the Giant. When any of the 4 runes are activated, flip this card and the 4th card on the top row. If Thamur is defeated, flip this card and the 3rd card on the Top row (Thamur's Head).





Scene 10 – Sygrun

Use Common tokens to track broken armors. When Sygrun flips to Attack and then flips back, the Common tokens representing broken armors remain on their respective cards (they're not removed).

Remember: When attacking an armor, players do not roll the Enemy die.

