

## Wintergrim – A Nattsmyg Card Game

### Tutorial 01 - The basics and how a game could start

Hello, and welcome to Wintergrim – A Nattsmyg Card Game.

Sometimes the easiest way to learn is to dive in. In this case, Asbjorn plays his Asheim deck against Vanessa with her Vanheim deck. For the sake of simplicity, we will mostly see it from Vanessa's perspective this time. This is how a game could start:

Firstly, these are the 4 phases of a turn (They are written on the top of one of the rule cards):

The phases are. 1: Start. 2: Move. 3: Attack. 4: End.

And no matter if it's your turn or your opponent's turn: ALWAYS, and at any time, Check your Food Supply across all areas. If you haven't enough food, you must remove units until you do. Your units will leave you if they don't get any food.

Setup: Both players have one deck each, vanheim or asheim. Both players roll a dice to see who gets the highest number and gets to start. In this case, Vanessa rolled 5 and Asbjorn rolled 3. Vanessa gets to start.

Now they search, in secrecy, through their decks to find a total of 3 cards each. One card must have the word "HQ" in its description. It stands for Headquarters. See headquarters as a kind of main building. Vanessa only has one card to choose from, "Forest and Cabin". It's both an area and a structure, that's why it's named Forest and Cabin. The last 2 cards they search for are 2 workers. It should read Vanheim Unit – Worker on those cards. She chooses a Ranger and a Woodsman out of 5 types of workers.

Vanessa won the roll, therefore she must be the first to choose cards and reveal them by putting the 2 workers on top of the structure down on her side of the table (The workers are now considered inside the structure). It's now Asbjorn's turn to finish searching for workers and, like Vanessa, put them down inside his HQ structure on his side of the table.

They shuffle their decks and place them faced down on their sides of the table.

Vanessa's first turn: Vanessa starts by looking at her Cabin. She wants to know her current food supply. The Cabin reads "F:4", and her workers each read "F minus 1" which means she still has food over. 4 minus 2 for the workers means that she has 2 food left to supply two other units or one very hungry unit. You must always check if you have enough food. The food supply reaches across all areas in the game, even enemy areas. If you don't have enough food, you must instantly remove units to a personal "removed-pile" until your food-value isn't negative.

It's the first phase, the start phase, and she reads the text on her cabin that says: "On your start phase: draw one card for each worker inside this structure". That means she may draw 2 cards from her deck because she has 2 workers inside the Cabin. She draws another Ranger and a weather card. She wants to put the ranger into play, but the Cabin reads "R:2" which means that there's no more room in it because of the two workers that each take up R minus 1, and that summarizes to 0 room left (It's only a small cabin after all). So she chooses one of the inside workers, the Woodsman, and moves it outside of the cabin. That means she is now in the move phase. The Woodsman is still on her side of the table and in that area, the forest surrounding the cabin. Now there's room in the cabin, so she looks at what the Ranger requires to be put into play. It says Req: Vanheim structure.

Req stands for requirement. The cabin is a vanheim structure, so that requirement is met. Now she looks at the payment cost to the top right on the Ranger: the big number which says "1". It says on the structure "Pay and place Vanheim workers inside". She removes the weather card from her hand to an instantly created "removed pile" as that payment. So you pay by removing cards from your hand. If the cost would be 4, remove any 4 cards from your hand to your removed-pile. In this case the cost was 1, so she removed 1 card from her hand. Now she puts the worker inside the Cabin. This means she is in the End phase, that's the phase where you pay and place cards from your hand into play. She can't go back to any of the previous phases, and she doesn't have any more cards in her hand to play. She declares her turn as over.

Asbjorns first turn: Asbjorn draws 2 cards, and then he declares his turn as over.

Vanessa's second turn: Vanessa draws 2 cards since she has two inside workers. One of the cards is a path card named "Overgrown Forest". She decides she wants to put a little early pressure on Asbjorn. She wants to move the Woodsman to Asbjorns area, but units need a Path to find their way to enemy areas. She has a Path on her hand, but it costs 2 cards to play, so she's one card short to play it this turn. There's text on the Ranger card that says: Remove as a move step: Search your deck for a tactic or Windstorm, show it and put it in your hand". That means that the Ranger can help you with a tactic or tell you when he thinks the next Windstorm is coming, and then he leaves you, feeling that he has done his part by doing you one big favor. So she removes her Ranger as a move step. That means she is in the move phase. She puts the ranger in her removed-pile, and searches her deck for a tactic card with the name Net trap, shows it and puts it in her hand. Now she shuffles her deck and puts the deck down again.

Now she has a total of 3 cards on her hand. She looks at the path and sees that it requires a vanheim leader. The ranger is a vanheim leader. She removes the other 2 cards she has in her hand to her removed-pile to pay the cost, and places the path on the table. The path is both a tactic and an area. Usually you can only play cards on your end phase, but tactics can be played at any time, except when dices are rolling. So Vanessa says she is still in her move phase, so she moves her Woodsman to the path. The path is its own area, just as the forest surrounding the cabin. Your units can move between your own areas without any trouble. They know the way between friendly areas, but they need a path to move to or from enemy areas.

Asbjorns second turn: Asbjorn draws 2 cards, and he sees the Woodsman as an act of aggression, so he moves a Farmer outside of his Village as possible defense. The Farmer is still in the Village area, but outside of the structure instead of inside. An inside unit can't attack, but an outside unit can, so it's ready to meet the Woodsman. All these rules are written in the rule cards.

Vanessas third turn: She draws one card. She looks at the path. It says "Players with vanheim cards in play may move units between this and enemy areas. That means her Woodsman can move to Asbjorns Village area, and that's what she does. Vanessa is now in the move phase. She would like to attack, but a unit can't attack if it has moved. There's only so much time. So she skips the attack phase once again, and the end phase, and declares her turn as over.

Asbjorns third turn: Asbjorn draws one card for his worker inside the Village. He hopes that his Farmer can put up a fight against the Woodsman, and he wants to draw more cards on the next turn, so he doesn't move his other unit outside to aid the Farmer when it's his move phase. Instead he jumps to his attack phase by attacking the Woodsman with his Farmer. The farmer can attack because it hasn't moved this turn. A unit chooses what it wants to attack, and it wants to attack the woodsman. The Farmer has CC1, (Close combat with the value 1), and the Woodsman also has CC1. It doesn't matter who rolls first, but if the attacker attacks with CC, Close Combat, the defending unit must also roll CC. If a unit would attack with RC, Ranged Combat, the defending unit must also roll RC.

Asbjorn rolls his 1 dice, and the dice shows "2". That's a failed roll because it's not 4+. In this game, all dices who show 4+ (4 or 5 or 6 that is) is considered successful rolls. Vanessa rolls her 1 dice, and it results in "6". This means that Vanessa's Woodsman won the battle, but a defending unit doesn't deal damage, it merely avoids being hit and damaged, so nothing happens.

Asbjorn has an emergency plan. He plays a weather card from his hand, named Rain. It requires a leader, and that's what his worker inside the village is. The weather is played as all other non-tactic cards, in the end phase. The weather affects all areas.

Vanessa's fourth turn: Vanessa draws one card, and wants to attack the inside leader instead of the outside farmer, with her Woodsman. But there's rain that lowers the morale of non-asheim units. It reads: "Units whose player's don't have any Asheim card in play, have P minus 1 and must roll P to move/attack/defend successfully." P stands for psyche. The Woodsman has P:2. That means she would roll 2 dices, and she could ignore the rain if atleast one of the dices showed 4+. But the rain says that her Woodsman also has P minus 1, so that means her Woodsman only has P-1 as long as it rains. She rolls a dice and it results in "5". She may continue the attack.

She rolls 1 dice for Close Combat since it had CC1. The inside worker must also roll CC when attacked with CC. The woodsman rolled 4, a success, and the inside worker rolled 2, a fail. The axe of the woodsman does 3 damage, and the inside worker has only H:1, 1 health, so it's very much defeated. Vanessa says she wants to capture it, so she places the worker in a personal captured-pile next to her removed-pile.

Asbjorns fourth turn: He can't draw any cards, because he has no worker inside his Village. On the rain card it says: On your start phase: You may roll 2 dice. If not, or no dice show 4+, remove this card. He remembers to roll 2 dices for the rain. He rolls 1 and 5, so it continues to rain. If he would forget, or ignore it, the rain would be placed in his removed-pile.

Now he attacks the woodsman with his farmer. Asbjorn points out that Vanessa must roll P to defend. She rolls a 3, so it may not defend. Asbjorn's farmer rolls CC1, and it results in 6, and it deals 1 damage that is enough to bring down the woodsman, who is now captured by Asbjorn.

Asbjorn can't use Vanessa's path to take out revenge, but he can, on his next turn, move his farmer inside to draw more cards, and the rain might keep him safe for a while. Vanessa has plans to remove Asbjorn's weather and hire more dangerous units, but that requires other structures and more resources.

This is the basics and how a game could start, and the decisions are all up to you.

So learn while you play, and be understanding to each other.

Included in the decks are summarized rule cards that helps you with the different phases of a turn, the different card types, the skills and how to setup the game.

Just follow the steps of the rule-cards, and have fun!