GIRDLEGARD IS THREATENED AGAIN!

New adventures await you in the *Saga* expansion – follow the storylines of three novels and help protect Girdlegard from new threats. On your side: Great Dwarf King Gandogar Silverbeard. Fight against mighty dragons, search for magical diamonds, and fight off your enemies.

With the dwarves on your side, will you survive against the evil forces?
**COMPONENTS**

**Universal Components**

2 new game boards
The new game boards replace the base game one. The large game board shows Girdlegard, the Doom track, and provides spaces for the evil troops. The small game board shows the Dwarven Council and provides spaces for the Scenario pile and 3 Adventure cards of the base game, or the Saga pile and the active Saga cards of this expansion.

6 new “Increased Health” tiles
Use these when exceeding your Character’s Health point limit by placing them on your Character board.

1 additional Health token

1 additional Scenario tokens

10 additional Value modification tiles

16 additional Value modification tiles

1 additional Health token

15 Threat cards

2 new “Saga” Council tiles
(1 in English, 1 in German)

2 new “Great King” cards

1 “Great King” card

1 “Telegram” card

1 “Undiscovered Shortcut” card

1 “Blacksmith” card

2 new Tunnel tiles

1 new Tunnel tile

1 Gandogar Character board

4 new figures:
1 Gandogar figure, 1 Council token, 1 Hero token, 1 Doom token

Gandogar is a new playable character. The busts replace the tokens of the base game.

75 new Troop figures
(30 Orcs, 25 Trolls, 20 Ålfar)
The new figures replace the wooden cubes of the base game.

1 new Perished Land tiles

36 new Perished Land tiles

As soon as the Quest of a Saga card has been completed, you may move 1 hero up to 3 spaces.

Nach jeder bestandenen Sagakarte darf Ihr sofort 1 Helden 1-3 Felder weit bewegen.

**Components Specific to the Saga Expansion**

36 Saga cards
(12 each for novels 2, 3, and 4)

2 “Saga” Council tiles

15 Threat cards

10 additional Value modification tiles

16 additional Value modification tiles

1 new Tunnel tile

The new Perished Land tiles and Tunnel tile replace their base game versions when using the new game boards.
**SETUP**

Place both game boards into the middle of the play area. Arrange all game materials except the cards as explained in the base game rules on or beside the game boards. Place the Council tile of your language on the second box right of the middle of the Dwarven Council. It replaces the effect of that box.

Replace all material as described in the Components section of these rules.

Choose 1 Character board and place the accompanying figure or the appropriate space on the map. (If Xamytys II. from the New Heros Expansion was chosen, treat her ability regarding Adventure cards to read Saga cards instead for this expansion.)

Decide together which novel you would like to play. Use the corresponding Saga cards (indicated by the number in the book on the back side).

Once you have decided on a novel, sort the Saga cards by letter and shuffle the A, B, and C cards separately. Then prepare the Saga card pile by placing the C cards on the bottom, the B cards on top of those, and finally – without looking – 3 of the 7 A cards on top of the pile.

You can increase the difficulty level by using more A cards.

Return the remaining Saga cards to the game box—you will not need them this game.

**SAGA RULES**

The Saga expansion is played according to the base game rules with the following exceptions:

**Saga Cards**

When you complete the quest on a Saga card, discard it. In the Draw New Cards phase of a turn, draw 1 Saga card for each completed Saga card. If it shows the next letter, you have to place it face down for now. Only if all face-up Saga Cards of type A are complete and discarded, turn over all cards of type B.

When all B cards are complete, only turn over a single card of type C. Do not turn over any more Saga cards until the end of the game. Once you complete this one C card, you win the game!

**IMPORTANT:** Face-up Threat cards are not considered Saga cards. They are in a separate display!

**Reward**

If a Saga card shows a reward, you must first complete its quest to attain the reward.

Then place the Saga card pile on the leftmost space on the small game board. Draw 3 cards from the Saga card pile and place them face up to the right of that pile.

You do not need the Scenario and Adventure cards of the base game when playing the Saga expansion.

Shuffle the Threat cards of the Saga expansion and place them as a draw pile next to the small game board. Unlike the base game, do not shuffle a Threat card into the Saga card pile. You do not need the Threat cards of the base game when playing the Saga expansion.

Lastly, shuffle the Equipment cards of the base game to create a draw pile and place them next to the board as usual.

**PLEASE NOTE:** When components refer to “Dwarves”, they also mean non-dwarven heroes controlled by the players (like Narmora from the Character expansion).

Note: Unlike the base game, the Saga expansion can be played by six players. It includes an additional Health token for that purpose.

**Special Rules of the Saga Novels**

**Novel 2**

This scenario requires the following additional components:

- Blacksmith: 12 Saga cards for novel 2

Place them ready at hand next to the playing area.

**Special Rules**

There are no special rules or changes in setup when playing novel 2.
Lest the magical diamond fall into the wrong hands, ten additional copies of it have been crafted and hidden throughout Girdlegard. The evil forces are on their way to find them. You must beat them to the punch!

This scenario requires the following additional components:

- 11 Diamonds
- 12 Saga cards for novel 3
- Telegram
- Undiscovered Shortcut
- Mine Cart
- Great King
- 12 Saga cards for novel 4
- 5 Catapults
- Alfar Leader
- Troll Leader
- 5 Ramparts

Place them ready at hand next to the playing area.

Changes in Setup
Shuffle the 11 Diamonds ♦ and distribute them face down among the spaces on the map with a Diamond symbol ♦.

Special Rules
When a space with a Diamond has an evil troop on it or becomes Perished Land, turn the Diamond face up and place it next to the Council – on Bislipur. Then roll two dice and add up the results. If the total is equal to or lower than the total value of all the Diamonds on Bislipur, the evil forces have found the true Diamond. As a result, all B and C cards become more difficult for you (indicated by the ♦ symbol). When this happens, remove all remaining Diamonds from the map.

When you are on a space with a Diamond, you can spend 1 action to perform 1 Craft test 4+. If you succeed, you can turn the Diamond face up and place it next to the Council – on Bislipur. Then roll two dice and add up the results. If the total is equal to or lower than the total value of all the Diamonds on Bislipur, the heroes have found the true Diamond. As a result, all B and C cards become easier for you (indicated by the ♦ symbol). When this happens, remove all remaining Diamonds from the map. It is possible that neither side finds the true Diamond. In this case, the normal text on the B and C cards applies.

If a Saga card refers to a “lake”, it means the spaces showing a light blue lake.

Changes in Setup
There are no changes in setup when playing novel 4.

Special Rules
Leaders
Some Saga cards may spawn Leaders of the evil forces, telling you on which map space you must place the corresponding marker. Leaders move like normal troops, i.e. they follow the arrows on Perished Land (including when the space becomes Perished Land; they never move to the sides of the arrow). When checking whether a space becomes Perished Land, Leaders count as 2 troops. For instance, a space with 1 Leader and 3 troops already transforms to Perished Land. Apart from that, Leaders are not considered troops. Cards and effects that refer to troops do not affect Leaders.

To remove a Leader, you must score 2 hits in 1 battle. For instance, to remove the Orc Leader you would have to roll two 4+. As usual, your dwarf loses 1 Health point if you fail to remove an evil troop or Leader in 1 battle. When 5 or more evil troops are removed from the Blacksaddle with at least 1 Leader remaining, the Doom token moves 2 spaces towards the Hero token (instead of 1 space as usual). The Leader remains at the Blacksaddle.

Dragons
Some Saga cards may spawn Dragons, telling you on which map space you must place the corresponding marker. Dragons are not considered troops under any circumstances and so they do not count for turning spaces into Perished Land. Cards and effects that refer to troops do not affect Dragons.

At the end of each turn, a Dragon moves 3 spaces in a random direction. Roll 1 die and check on the marker in which direction the Dragon moves the entire 3 spaces. Dragons disregard any heroes, troops, or Perished Land in their way and they do not use Tunnels. If a Dragon moves to the edge of Girdlegard, its movement ends there.

After a Dragon has moved, each dwarf who is on the same space or adjacent to a Dragon loses either 1 piece of Equipment or 1 Health point. If you decide to lose 1 Health point, any other player may lose that Health point in place of you. How to defeat each Dragon is stated on the corresponding Saga card.

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