

# THANE ABILITIES

Each rune in the Futhark alphabet corresponds to a word and concept in Norse language. Each of your thanes represents one of these runes, coming before you with a prophetic dream of the future. When you choose to listen to your thanes, you get to use their abilities. Whenever an ability refers to an adjacent thane, treat it as if it referred to an orthogonally adjacent thane. Diagonally proximity does not qualify.

**F (Fehu):** "My king! In my dream I saw your enemies as cattle, and your warriors as herdsmen, and your enemies were driven before them." Select two enemy warriors; those warriors each move one square in any one direction you choose.

**U (Uruz):** "My king! In my dream I saw a wild ox, and that ox trampled your enemies beneath its feet as though they were blades of grass." Select a warrior; if that warrior enters combat this turn, eliminate all warriors adjacent to the square in which it ends its movement.

**T (Thurisaz):** "My king! In my dream I saw a green warrior, clad all about in sharp thorns, and no enemy could touch him." Select a warrior; if that warrior moves this turn, occupying a square with an enemy warrior does not initiate combat; instead, move the enemy warrior to an adjacent square of your choosing.

**A (Ansuz):** "My king! In my dream I saw the face of a god, and, in a voice like dry fire, it demanded sacrifice." Select one of your warriors and one of your opponent's warriors; move both warriors to any free square in their owners' longhouses.

**R (Raidho):** "My king! In my dream I saw the world as a golden ball, and your warriors lapped 'round it like messenger gods." Select a row (NB: not a column); make a normal move with that row, except that a warrior that is taken off the edge of the board is moved to the opposite edge, rather than removed from the game.

**K (Kenaz):** "My king! In my dream I saw a plague consume your enemies, and their faces were swallowed in ulcerous sores." Select an opponent's warrior; that warrior's column immediately moves one square toward its owner's longhouse. Resolve combat as with a normal move.

**X (Gebo):** "My king! In my dream I saw a box held in the hands of a god, and in that box was a boon meant for you." Draw a random stone from your bag and place it anywhere in your longhouse.

**W (Wunjo):** "My king! In my dream I saw a dark well, and from that well came all things your people needed." Look at the stones in your bag and select the one you will draw on your next turn.

**H (Hagalaz):** "My king! In my dream I saw the ground pummeled by hail, and the feet of your enemies became mired as if in a bog." Your opponent may only move within his longhouse on his next movement step.

**N (Nauthiz):** "My king! In my dream I saw the bent head of a conquered enemy, and in his lamentation he swore fealty to you." Use when one of your warriors is adjacent to one, and only one, enemy warrior; that warrior becomes yours for gameplay purposes. (NB: Effect ends at end of turn.)

**I (Isa):** "My king! In my dream I saw ice vomited from the clouds, and your enemies were frozen to the ground." Select an enemy warrior adjacent to one of yours; the enemy warrior's row and column can not be moved on your opponent's next turn.

**J (Jera):** "My king! In my dream I saw lush fields of barley, and the sight of it heartened your warriors." Move all your warriors one square toward your opponent's longhouse.



**(Eihwaz):** "My king! In my dream I saw the world tree, Yggdrasil, and your warriors made great spears from its branches." Select one of your opponent's warriors adjacent to this warrior; remove that warrior.



**(Perthro):** "My king! In my dream I saw a great statue made in your likeness, and its visage was such that your enemies shrank away in fear." Flip a stone over. It is no longer a warrior. It does not move, and can not be moved through. No combat may be initiated against this stone. (NB: Effect does not end at end of turn.)



**(Algiz):** "My king! In my dream I saw a clever elk, and he led your thanes on merry sport." On your next move, occupying the same square as an enemy does not initiate a combat; instead, if you moved a row, then move all enemy warriors in that row one square away from your warrior, in the same direction you moved, and likewise for columns. (NB: If this move results in your opponent's warrior occupying a square with another of your warriors, resolve combat normally.)



**(Sowilo):** "My king! In my dream I saw a desert, and the sand was loose beneath the feet of your thanes." Select one of your warriors; if he moves this turn, you may give him one additional square of movement to the left or right.



**(Tiwaz):** "My king! In my dream I saw a mighty hero, and his sword was turned against your enemies." Select one of your warriors; he is not removed from the board if he initiates combat this turn.



**(Berkano):** "My king! In my dream I saw a bundle of birch twigs, and in their unity they were made strong." Select one of your warriors adjacent to two or more of your warriors; that warrior and all those adjacent move forward one rank and are not killed if this movement initiates combat.



**(Ehwaz):** "My king! In my dream I saw a horse racing before a pack of hounds, and it travelled where they could not." Select a warrior; that warrior moves along the opposite axis from the others in its row/column if it would move this turn.



**(Mannaz):** "My king! In my dream I saw the women of your keep, and they waited for the safe return of their husbands." Move all your warriors one square toward your longhouse (NB: your warriors in the longhouse will thus be removed from the board).



**(Laguz):** "My king! In my dream I saw a dam burst and spill its store onto the field of battle." Remove all warriors in the middle two rows of the board and return them to their owners' bags.



**(Ingwaz):** "My king! In my dream I saw the birth of your warrior sons, and the strength of your seed made each more virile than the last." Take another turn after this one; in that turn, you may not use any thane abilities.



**(Dagaz):** "My king! In my dream I saw night become day, and your enemies could find no hiding places." On your opponent's next turn, he must place a stone in his longhouse if there is a legal space.



**(Othala):** "My king! In my dream I saw the death of your finest warrior, and his son rose to take his place." Select one of your warriors; remove that warrior from the board and replace it with Othala.