

Skadi - Norse Goddess of Winter

Struggle against starvation, illness, desperate raiders and brutal weather to bring your family unscathed through a 10th century Scandinavian winter. Skadi is a solo, roll-and-write game that takes about 30 minutes to play. You will only need these rules, the game sheet, 10 d6 dice, a pencil and an eraser.

The game is played over the course of 16 turns, each turn representing one week of the long winter. At the end of 16 turns, if at least one family member survives, victory points are tallied to achieve the final score. *If there are no surviving family members, the game is lost.*

Each turn is divided into 4 phases; **Weather**, **Event**, **Action** and **Resolution**.

Phases:

1 - Weather: First roll one d6 and place it in the left-most weather space (blizzard ❄️), then roll a second d6 and place it the right-most weather space (freezing ❄️).

2 - Event: Roll one d6 and resolve against the Events table on the game sheet. See *Event Descriptions*.

3 - Actions: During this phase the player may take up to 3 actions from the Action Table on the game sheet. Most actions require a "Weather Check" to be thrown. An action may be taken multiple times. See *Action Descriptions*.

4 - Resolution: Decrement any "Sick Die" that are present by 1. Decrease Larder (🍖) pool by 1. If unable to decrease Larder due to it being empty decrease all "Family Members" health (❤️) by 1. Mark off turn in turn track (📅).

Event Descriptions:

1 - Sickness: Add 1 despair (💔). Roll a d6 and place it in the "Sick Die" area above the "Family Member" whose rune is represented in the current week (turn). This "Family Member" immediately loses 2 health (❤️). If this brings the "Family Member's" health to 0, the "Family Member" dies. While the "Sick Die" remains, decrement the "Sick Die" by 1 value during Phase 4 of each turn. When the "Sick Die" reaches 0 remove the "Sick Die"; the "Family Member" has recovered from the illness and regains the 2 health initially lost.

2 - Livestock Death: Remove 1 livestock (🐄) from the pool.

3 - Larder Spoilage: Remove 2 food (🍖) from the pool.

4 - Frostbite: Remove 2 health (❤️) from the "Family Member" whose rune is depicted above the current week (turn).

5-6: Raid: Roll a d6 for the raiders. If the result is greater than the current value of defense (🛡️) all "Family Members" suffer the health (❤️) penalty. The despair (💔) and defense (🛡️) penalties are also applied. If the roll is equal to or less than the defense (🛡️) value of the farm, only suffer the defense (🛡️) penalty.

Pools/Tracks:

Larder: The larder pool (🍖) represents how much food is in the family's stores. At least one food must be available at the end of each turn to avoid starvation (❤️). Additionally, the larder resource may be used as offerings to the gods (Ritual Offering action).

Livestock: The livestock pool (🐄) represents the family's herd of cattle, which may be used to generate food (Slaughter action).

Despair: The despair track (💔) represents the family's loss gradual of hope throughout the winter. All "Weather Checks" are modified by the current value of the despair track.

Defense: The defense track (🛡️) represents how well defended the family's farm is against attacks from raiders. Rolls raiders make must tie or beat the current value of the defense track to succeed.

Scoring:

Receive 1 point for each food (🍖) and livestock (🐄) remaining.
Receive 5 pts for each living family member. +5 if all members survived.
Receive the value of each completed saga fragment (✳️). +5 if all fragments (✳️) are completed.

Action Descriptions:

Hunt: Roll a "Hunt Check" against the blizzard (❄️) die. If successful, place the die in the left-most position on the hunting breakout. On subsequent successful "Hunt Check" rolls, the die must be placed adjacent to a previously placed hunt die. Each hunt breakout hex has three numbers within it that define the amount of food (🍖) you receive for placing a die on the hex (top-left), the amount of injury (❤️) the "Family Member" whose rune is currently depicted above the week (turn) receives when placing a die on it (right) and the difficulty (🛡️) modifier for resolving the "Hunt Check" (bottom-left).

Barricade: Roll a "Weather Check" against the blizzard (❄️) die. If successful, add 1 to defence (🛡️).

Scaldwork: Roll a "Weather Check" against the freezing (❄️) die. If successful, add 1 inspiration (🔮) to the inspiration (🔮) track and decrease despair (💔) by 1. If you cross off a (✳️) you may complete 1 fragment (✳️) of the family's Saga.

Ritual Offering: Roll a "Weather Check" against freezing (❄️). If successful, remove 1 larder (🍖) and add up to 3 die to the "Blessing Die" space. There may be only 3 "Blessing Dice" in play at a time.

Slaughter: Slaughter is performed without a "Weather Check". Remove 1 livestock (🐄) and add 2 food (🍖) to the larder.

Rest & Recover: Rest & Recover is performed without a "Weather Check". *Rest & Recover consumes all 3 actions of a turn.* Add 2 health (❤️) to the "Family Member" whose rune is currently represented in the current week (turn).

Additional Rules:

Family Member: A family member in Skadi is represented by one of 4 runes (𐌺, 𐌿, 𐌸, 𐌹). Each family member maintains 5 points of health (❤️). When a "Family Member's" health is depleted, that family member dies. If any event/action would damage a "Family Member" who is already dead, no damage is taken.

Weather Check: Roll 1d6. If the result, minus modifiers from the despair track (💔) are equal to or greater than the target die (❄️) or (❄️), the check is successful.

Hunting Check: A "Hunting Check" is just a "Weather Check" with the target hunting hex modifier applied.

Blessing Die: If a "Blessing Die" is available, it may be used whenever an advantage is needed on an action die throw (against (❄️) or (❄️)). Instead of throwing a single die, throw both the normal die and a "Blessing Die" with it, choosing the higher result. The "Blessing Die" is then discarded.

Prayer: At any point when a "Weather Check" is lost, a prayer to the appropriate god may be made to attempt to mitigate the result. Mark off the left most available space of the prayer track for the "Weather Check" that failed (❄️) or (❄️). Roll 1 d6. If the result is equal to or greater than the chosen god's prayer track's value, the original failed result instead succeeds.

Saga: The Saga is an opportunity to increase the end-game score. A fragment (✳️) of the Saga may be completed each time a fragment mark (✳️) is reached on the inspiration track (🔮). To complete a fragment (✳️), roll 1 d6 nine times. After each roll fill in one space in the fragment's 3x3 grid. When all are spaces are filled, place the sum of each row in the spaces to the right, then place the sum of each column in the spaces below. Subtract the highest number from the lowest number in each summed area and place in the corresponding space. Finally, find the difference between the remaining values to discover the score for that fragment.

