

A game by Serge Laget

DWARVES

OF AQUILON

The *Nidavellir* gameplay in the universe of *Dwarves*

Once united around an emperor,
The dwarves ruled over the lands of Arran.

When the great schism divided them into many fortress-states, they shared their knowledge between the four dominant Orders: The Forge, the Retaliation, the Temple and the Shield. These difficult times caused the creation of a fifth Order that gathered pariahs and forsaken ones: the Order of the Wanderers.

You are Lords leading a fortress-state. Your goal is to recruit the most skilled dwarves and the bravest Fighters so you can restore the splendour to dwarven territories and assert your dominance over the region. For this, you are even willing to collaborate with the Wanderers to guarantee supplies for your Fortress-state and to turn a blind eye to the creation of liquor. People need to unwind, after all!

GOAL OF THE GAME

Gather the most prestigious dwarves and Fighters (Heroes) in your Fortress-state to obtain the highest Bravery value and win the game.

Do not hesitate to check the glossary in the annex if you are uncertain about a term.

SUMMARY

GAME SETUP	• 4 •	TURN SEQUENCE	• 8 •
BOARD AND CARD ANATOMY	• 6 •	END OF ERA	• 12 •
OVERVIEW OF A TURN	• 6 •	NEUTRAL AND ORDER FIGHTERS	• 14 •
BRAVERY VALUE AND IN-GAME EFFECTS	• 7 •	GLOSSARY	• ANNEX •

GAME COMPONENTS

91 Dwarf cards from 5 Orders:

A • 20 **Shield Order** cards

B • 19 **Temple Order** cards

C • 20 **Wanderer Order** cards

D • 16 **Forge Order** cards

E • 16 **Retaliation Order** cards



A

B

C

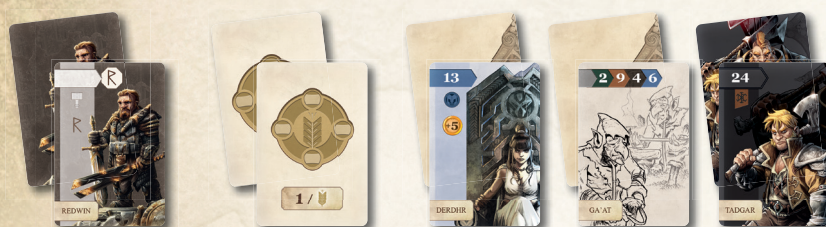
D

E

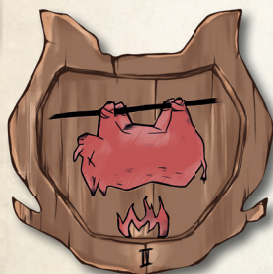
5 Elite Fighter cards

1 Liquor Certification card

23 Fighter cards including 1 Ally and 5 Mercenaries



3 Tavern signs



1 Royal Treasury (to assemble)
5 card holders (To assemble)
1 scorepad

5 Individual boards



3 Gem trade markers



5 Gems

1, 2, 3, 4, 5



12 Pariah tokens



60 Coins including

A • 25 bronze Coins (1 set/Lord)

0_{x5} | 2_{x5} | 3_{x5} | 4_{x5} | 5_{x5}

B • 34 golden Coins from the Royal Treasury including

5_{x2} | 6_{x2} | 7_{x3} | 8_{x2} | 9_{x3} | 10_{x2} | 11_{x3} | 12_{x2}

13_{x2} | 14_{x2} | 15_{x1} | 16_{x1} | 17_{x1} | 18_{x1} | 19_{x1}

20_{x1} | 21_{x1} | 22_{x1} | 23_{x1} | 24_{x1} | 25_{x1}

C • 1 Coin 3 - Trade

(see Kardum's ability, p. 14)



A

B

C

2-LORDS GAME

All the rules of this rulebook apply, however:
When the Dwarves enter, put 3 Dwarf cards in each tavern at the start of each round.
In the first and third taverns:
Each Lord chooses a Dwarf card in the order defined by the bids, and the last card (the one not picked) is discarded.
In the second tavern:
The Lord with the highest bid chooses a Dwarf card that is put into their army, then discards one of the two remaining cards. Finally, the opposing Lord does not have a choice anymore, they must pick the remaining card and place it into their army.

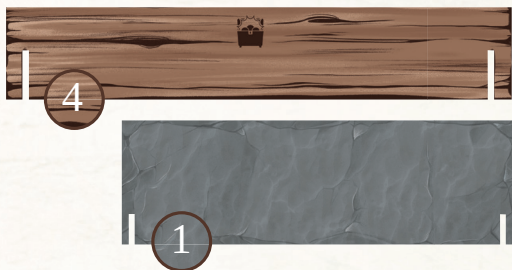
5-LORDS GAME

All the rules of this rulebook apply, however:
When setting up the game, add the Dwarf cards with a 5 symbol on the bottom right side of the card in the matching deck for Era 1 and Era 2.



ROYAL TREASURY AND CARD HOLDER

Do not forget to assemble them before your first game by following the numbers on the notches.



GAME SETUP

1. Give each Lord an individual board and 5 bronze Coins (A).



2. Take the following gems:

Number of Lords	Gems				
5 Lords	1, 2, 3, 4, 5				
4 Lords	2, 3, 4, 5				
3 Lords	3, 4, 5				
2 Lords	4, 5				

Give one to each Lord at random. The Gem is to be placed in the notch of the individual board, face up (B).

3. Place the 3 tavern signs in the centre of the table in the following order: Yjdad's Tankard, the Roasted Hog and the Tasty Halberd (C) and the Gem exchange markers (D).

4. Place all the Fighter (E) and Mercenary (F) cards on 4 card holders, slightly overlapping with the left side of the cards to visible.

5. Place, at random, the 5 Elite Fighter cards (G) then the Liquor Certification on a card holder, slightly overlapping with the left side of the cards visible.

6. Take the Royal Treasury (H) out of the box and check that each Coin is in its matching spot.

7. If you play with fewer than 5 Lords, leave aside the cards with a 5 on the bottom right side of the card; they will not be used in this game.

8. Shuffle the Era 1 cards and place them in a deck next to the Royal Treasury (I).

9. Do the same with the Era 2 cards (J).

10. Place the Coin 3 – Trade (K) and the Pariah tokens (L) next to the Royal Treasury.

F



G



H



I



J



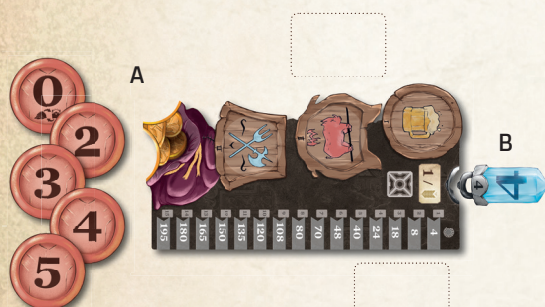
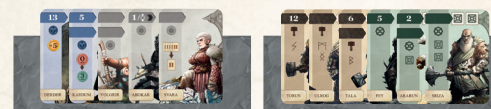
K



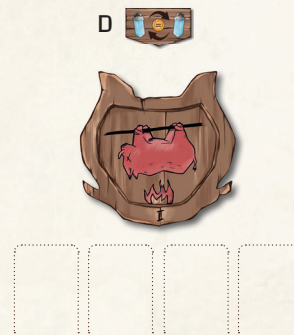
L



E

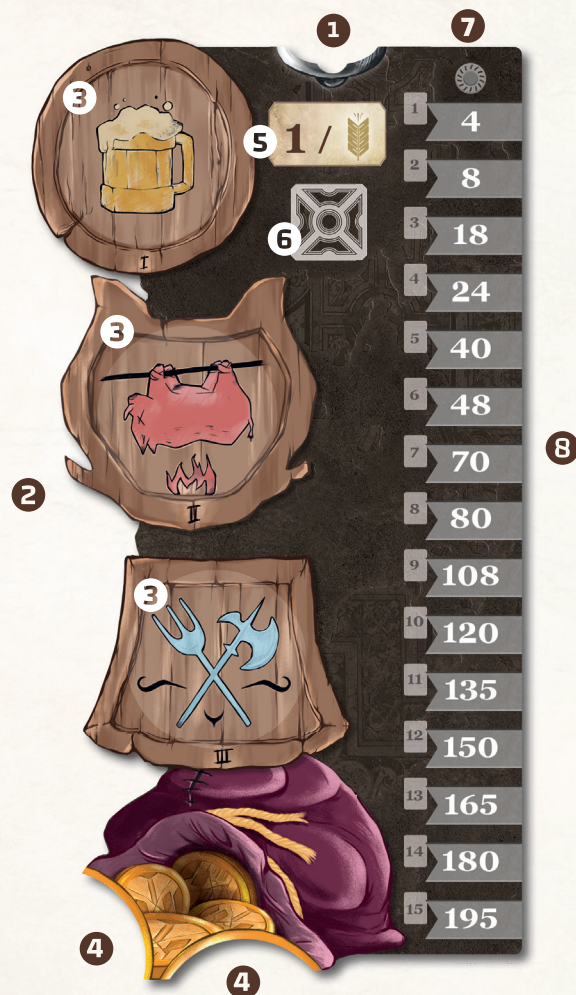


D



Game setup for 4 Lords

BOARD ANATOMY



- 1 Gem notch
- 2 Command area
- 3 Tavern location
- 4 Pouch
- 5 You start with a knowledge in the production of liquor, and your Malt icons score one point each at the end of the game
- 6 You start with 1 Occult icon for the Order of the Temple
- 7 Final Bravery value for the Order of the Shield
- 8 Army

CARD ANATOMY

DWARF CARD

- 1 Order
- 2 Rank may contain Bravery points
- 3 Card to be used only when 5 Lords are playing
- 4 Ability
- 5 Malt



ELITE FIGHTER AND FIGHTER CARDS

- 1 Name
- 2 Order
- 3 Rank may contain Bravery points
- 4 Card Ability, visible when in the card holder.
- 5 Card Ability, visible when cards are in a column.



OVERVIEW OF A TURN

TURN PREPARATION

1. The Dwarves Enter
 - Place X cards of the current Era in each tavern. X = the number of Lords.
2. Bidding
 - Place your Coins, face down, on each Tavern location and in your pouch.

TAVERN RESOLUTION

1. Tavern Resolution
 - Reveal your Coin on the Tavern location being resolved.
 - The Coin of the highest value determines the active Lord. Ties are resolved with the gems.
2. Active Lord's Turn
 - Choose a Dwarf card from the Tavern being resolved, then apply, the Order of Retaliation or the Order of Wanderers effect, if applicable.
 - Where appropriate, recruit a Fighter.
 - Trade Coins if you have played your value 0 Coin.

In descending order of bid Coins or gems in case of a tie, the next Lord becomes the active Lord and starts their turn.
3. Trading Gems

When each Lord has played, perform Gem trades between Lords tied with the same Coin value as a revealed bid. Then move on to the next Tavern resolution.

Go back to 1. TAVERN RESOLUTION

NEXT TURN

When all taverns have been resolved, pick up your Coins and move on to the next turn.

BRAVERY VALUE AND IN-GAME EFFECTS

A scoring example is given on page 13.



The Order of the Shield

Its Bravery Value is equal to the value indicated on your individual board matching the number of ranks in your army.



The Order of the Temple

Its Bravery Value is equal to the sum of their Bravery points multiplied by the number of Occult icons you have in your Fortress-state including your army and command area.

Attention: if you have played Black ranked Fighter cards in this column, their Bravery points are added to the Bravery Value of the Order of the Temple after the multiplication has been done.



The Order of the Wanderers

When you recruit a card from the Order of the Wanderers and you already have a card of the same value in the Wanderers column of your army: place a Pariah token on the rank of the card you have just recruited. At the end of the game, the Bravery Value of the Wanderers column is equal to the sum of the visible Bravery points, meaning those that are not covered by a token.

Clarification: the token only cancels the value of the card. It does not cancel the rank or the Malt icon on the card.



The Order of the Forge

Its Bravery Value is equal to the sum of their Bravery points added to the number of different runes present in your Fortress-state squared, including your army and command area.



The Order of Retaliation

When you recruit a Retaliation Dwarf card, you must upgrade the Coin you have used to recruit this card by adding +1 to its value. At the end of the game, its Bravery Value is equal to the sum of its Bravery points.

COIN TRADE



When you recruit a Dwarf card from the Order of Retaliation, immediately add 1 to the value of the Coin that allowed you to perform this recruitment. In other words, you swap your Coin for the Coin immediately higher in value in the Royal Treasury.

If the 0 value Coin is used to do this, add 1 to one of the Coins in your pouch, then perform the Coin exchange as usual (see Trading Coins, p. 11).

Page 11 also has information on discarding Coins and special cases.



Céline recruits a Retaliation Dwarf card using her 5-value Coin that she upgrades to a value 6.



Valérieane recruits a Retaliation Dwarf card by bidding with her value-0 Coin. She must upgrade a Coin from her pouch and she decides to upgrade her value-3 Coin into a 4. As there is no value-4 Coin in the Royal Treasury, she takes the next highest value available: a 5 Coin, then performs to the normal trade (see Trading Coins, p 11.)

TURN SEQUENCE

TURN PREPARATION

1. The Dwarves Enter

- Place X cards of **the current Era**, face up, in each tavern.
- X is equal to the number of Lords in the game (except in a 2-Lord game, see p. 4).

2. Bidding

- During this phase, each Lord plays simultaneously.
- Look at your 5 Coins then place a Coin of your choosing face down on each Tavern location of your individual board.
- The 2 unused Coins are placed face down on the pouch space of your individual board.
- The value of the Coin bid will determine the order in which each Lord will play when resolving each tavern.

The game takes place over 2 Eras.

For 2 to 3 Lords:
each Era is **4 turns long**.

For 4 to 5 Lords:
each Era is **3 turns long**.

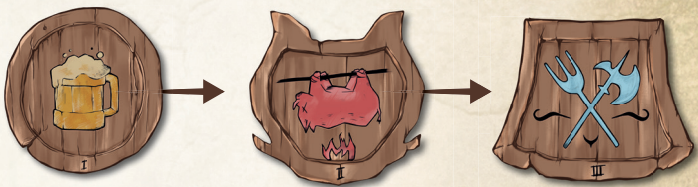
Each Lord observes the patrons in each tavern in order to estimate the appropriate bids according to their needs and what others may bid.

TAVERN RESOLUTION

Resolve each tavern one after the other, starting with Yjdad's Tankard. When the resolution of Yjdad's Tankard Tavern has been completed, go to the Roasted Hog Tavern and then to the Tasty Halberd Tavern.

1. Bid Revelation

- This phase takes place simultaneously.
- Reveal the Coin on the Tavern location being resolved on your individual board. The Coin of the highest value determines the active Lord.
- If several Lords bid a Coin of the same value, gems are used as the tie-breaker: the highest-value gem wins (see Resolving Ties, insert).



Serge (gem 3) played his Coin of value 5, and Céline (gem 5) and Valériane (gem 1) both played their Coin of value 2. So, Serge becomes the active Lord. When his turn is over, it will be up to Céline and then Valériane to play.

RESOLVING TIES

In the event of a tie in the value of the Coin played for a tavern, the turn order is defined by the value of the gem owned by the tied Lords. You become the active Lord if you have the highest value gem.

The resolution continues in descending order of gem value until each tied Lord has played.

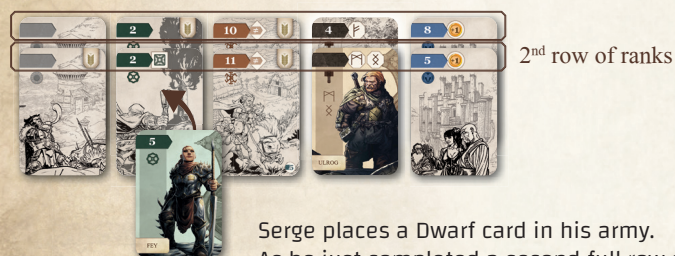


2. Active Lord Turn

Perform the following steps in this order:

- Choose a card from the tavern being resolved, then place the Dwarf card into your Army, without forgetting to apply the effects, where appropriate, of the Order of Retaliation or the Wanderers.
- Recruit a Fighter if the conditions are met,
- Perform Coin trade if you played your Coin of value 0 (see Trading Coins, p. 11).

In descending order of the Coins bid, or gems in the event of tied Coins, the next Lord becomes the active Lord and starts their turn.



PLACING A DWARF CARD IN YOUR ARMY

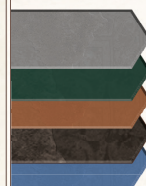
When you choose a Dwarf card from the tavern being resolved, immediately place it in your army:

- by creating a new column if you do not have any Dwarf cards of this Order,
- by adding it to an already existing column matching this card Order if you already have cards from this Order.

Ranks must always be visible.

RECRUITING A FIGHTER

If, when you place a Dwarf card in your army, you create a row consisting of one rank of each Order, you will immediately recruit 1 available Fighter.

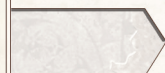


- A Fighter whose coloured rank belongs to one of the 5 Orders must be placed in the matching column in your army.

If, when placing this Fighter, a new row is completed, immediately recruit a new Fighter. Several rows may be completed at once by the placement of a Fighter.



- A Fighter with a Black rank or an Ally with a multi-coloured rank will be placed in your army in the column of your choice (see Neutral and Order Fighters, p. 14-16). This may lead to the completion of a new row of 5 different Orders, and so another Fighter recruitment.



- A Fighter with a White rank is to be placed in your Command area, on the left side of your individual board.

SEVERAL COMPLETED ROWS BY THE PLACEMENT OF A FIGHTER



Serge places a Shield card in his army. This results in the creation of a complete row made of a rank of each Order.

He then recruits Volgrir, which allows him, by completing two rows at once, to recruit 2 new Fighters one after the other.

3. Trading Gems

When each Lord has played their turn, perform any gem trading between Lords whose coin values were tied at the Bid Revelation, then go to the next tavern resolution.
Go back to 1. Bid Revelation.

TRADING GEMS

At the end of the resolution of a tavern, gem trading is performed by Lords whose Coin values were tied when the Bids were revealed. Once the trades are complete, the gems are put back in their notches.



Clarification: Even if you have upgraded the coin with the Order of Retaliation's ability, if you were involved in a tie when you revealed your bid, you must take part in the gem trading.

Tie between 2 Lords:

- They trade gems with each other.



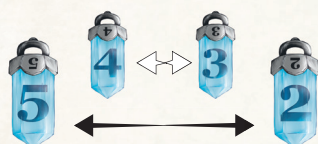
Tie between 3 Lords:

- Only the lowest value gem and the highest value gem are traded.
- The medium-value gem is not traded.



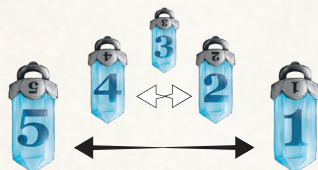
Tie between 4 Lords:

- The lowest-value gem and the highest-value gem are traded.
- The other two gems are traded with each other.

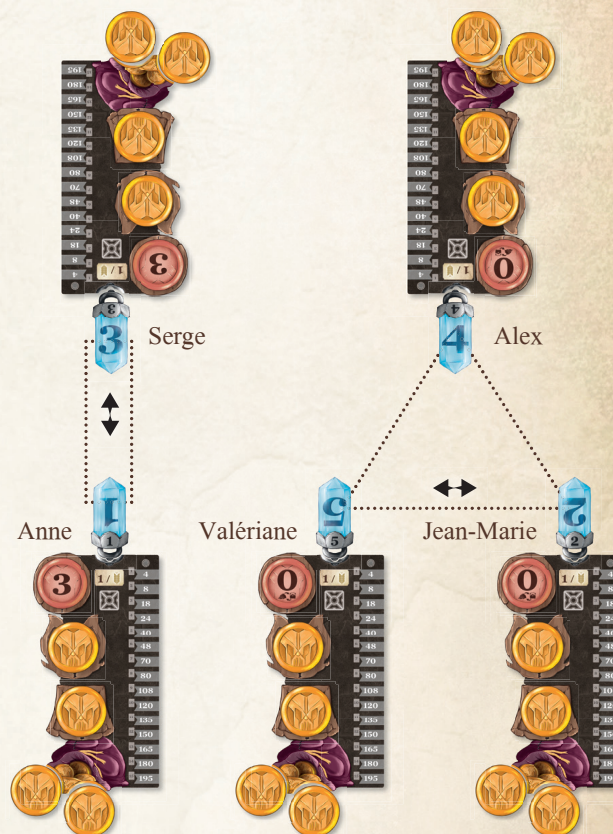


Tie between 5 Lords:

- The trade happens as with 4 Lords.
- The middle-value gem is not traded.



The gem trade is done at the end of the resolution of each tavern to guarantee the order of play of the Lords.



Serge (gem 3) and Anne (gem 1) both played their Coin of value 3; Valériane (gem 5), Alex (gem 4) and Jean-Marie (gem 2), played their Coin of value 0.

Serge plays first, then Anne, Valériane, Alex and finally, Jean-Marie.

At the end of the resolution of the tavern:

- Serge and Anne **trade their gem**.
 - Valériane, Alex and Jean-Marie **trade their gems with 3 Lords**.
- So, Alex keeps his gem 4.

NEXT TURN

When all the taverns have been resolved, take your Coins back in hand and proceed to the next turn.

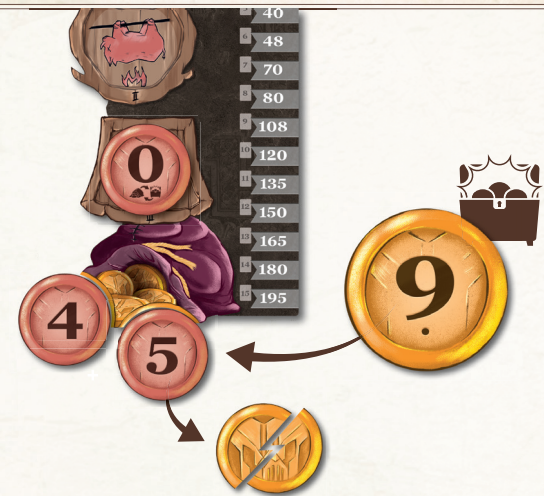


TRADING COINS

When you play a Coin of value 0:

- Reveal the Coins on your pouch,
- Add up the value of these 2 Coins,
- Discard the highest value Coin,
- Take the Coin matching the sum in the Royal Treasury and place it on your pouch,
- Put the Coins back on your pouch, face down.

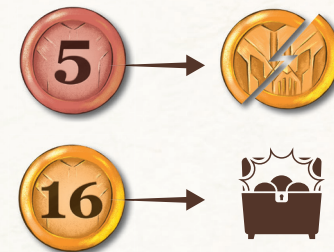
Important: When you play a Coin of value 0, take a Dwarf card from the tavern being resolved before you proceed to the Coin trading.



DISCARDING COINS

During a trade or a transformation, a Coin must be discarded.

- If it is a bronze Coin (red), this Coin is put back into the game box and will not be used for the rest of the game.
- If it is a golden Coin from the Royal Treasury (yellow), this Coin is returned to its location, matching the value, in the Royal Treasury.

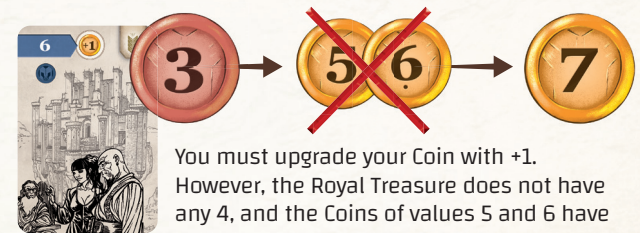


SPECIAL CASE

If the Coin of the desired value is not available in the Royal Treasury, take the next available Coin of a higher value.

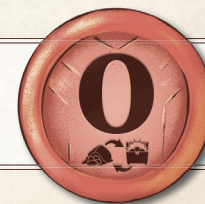
In the rare case where there are no more Coins of a higher value available, take the first available Coin of a lower value from the Royal Treasury.

Important: You cannot take a Coin of the same value you have just discarded during a trade or a transformation with the Royal Treasury.



You must upgrade your Coin with +1. However, the Royal Treasury does not have any 4, and the Coins of values 5 and 6 have all been taken. Therefore, your 3 turns into a 7.

The Coin of value 0 may never be upgraded by an ability of The Retaliation Order.



END OF ERA 1: ORDER EVALUATION

At the end of the turn when the Era 1 deck has been exhausted, an Evaluation of the Orders is performed. The Lord who has the most ranks in each Order is awarded an Elite Fighter. In the event of a tie for an Order, the matching Elite Fighter is not awarded to any Lord. The gems do not settle ties during the Order Evaluation.

The Elite Fighter cards and the Liquor Certification are awarded in the order on the card holder, then place them in your command area.



The player that has the most ranks of the Order of the Shield recruits TISS:

At the end of the game, score 2 points for each rank present in your Order of the Shield column.



The player who has the most ranks of the Order of the Temple recruits Aral:

Adds 1 Occult icon.



The player who has the most ranks of the Order of the Wanderers recruits Brum:

At the end of the game, scores 13 points.

> At the end of the game, before final scoring, Brum allows you to remove a token from one of your cards in the Wanderers column.



LIQUOR CERTIFICATION

The player who has the most Malt icons in their fortress-state, counting the army and command area, is awarded the Liquor Certification and places it in their Command area.

At the end of the game, this player scores 1 additional point for each Malt icon in their army and Command area.



The player who has the most ranks of the Order of the Forge recruits Redwin:

Adds 1 unique rune.



The player who has the most ranks of the Order of Retaliation recruits Ordo:

> Immediately take your two lowest value Coins (except for the 0 value Coin) and take the Coin matching the sum from the Royal Treasury. Unlike a standard trade, discard the lowest value Coin during this trade.

ATTENTION!
Majorities are the number of ranks in each Order in your armies, not the sum of Points or the number of cards.

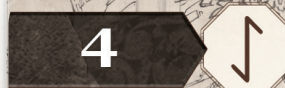
1 rank →



2 ranks →



3 ranks →



END OF ERA 2 AND END OF THE GAME

At the end of the turn when there is 0 or 1 card left in the Era 2 deck, proceed to score your final Bravery Value by adding up:

- **the Bravery value for every Order in your army**
(see Bravery value and in-game effects p.7),
- **the Bravery Value of your Elite Fighter cards and White-rank Fighter** in your Command area,
- **the number of Malt icons:** score 1 point for each Malt icon in your fortress-state. Each Malt scores 1 additional point if you have the Liquor Certification and again, 1 additional point if you have Gurdan AND Borogam in your Command Area,
- **the total value of your Coins.**



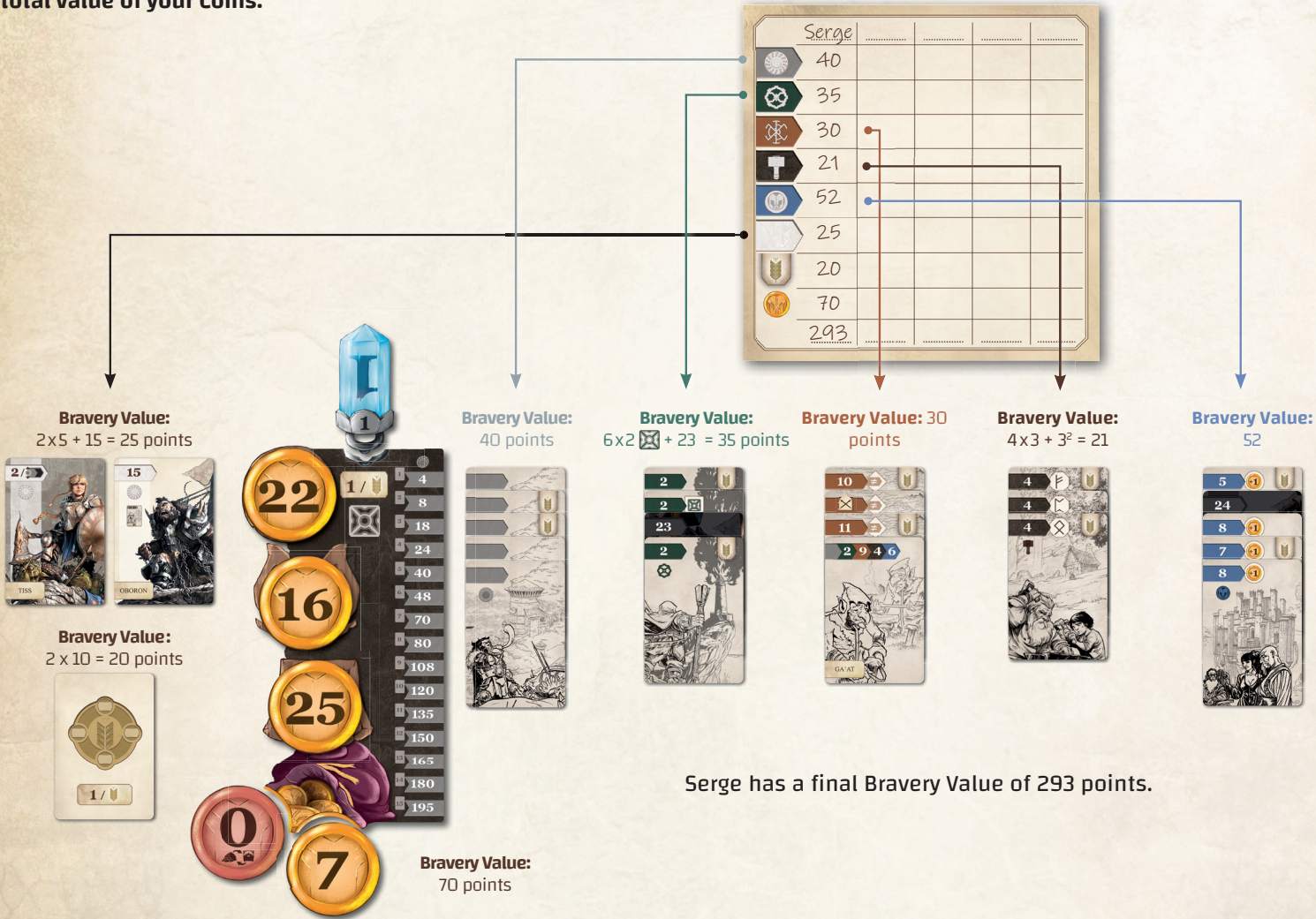
Score your game easily with the *Nidavellir* app:



App Store



Play Store



Serge has a final Bravery Value of 293 points.

The Lord who has **the highest final Bravery Value** wins the game and reigns over the greatest fortress-state of the region

In the event of a tie, the tied Lord with the most Elite Fighters wins.
If the tie remains, the victory is shared.

COLOURED ranked FIGHTERS

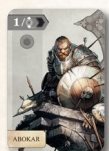
These Fighters are
placed in your army.

The Order of the Shield



VOLGRIR

Has 2 ranks.



ABOKAR

Has 1 rank.

> At the end of the game, score 1 point for each rank present in your Order of the Shield column.



SVARA

Has 1 rank.

> After you have placed her in the Shield column, look at the 5 first cards of the Era 2 deck, choose one Dwarf card and place it in your army. Then shuffle the 4 other remaining cards back into the Era 2 deck.

Special case: if it is the last turn of Era 2, take the last face-down Dwarf card from the Era 2 deck.

Clarification: if you choose to recruit a Dwarf card from the Order of Retaliation with Svara's ability, upgrade the Coin used for the tavern being resolved.



The Order of the Temple



ARARUN

Has 2 ranks.

Adds 2 points and 1 Occult icon.



SRIZA

Has 1 rank.

Adds 2 Occult icons.

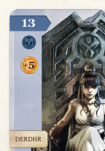


FEY

Has 1 rank.

Adds 5 points.

The Order of Retaliation



DERDHR

Has 1 rank.

Adds 13 points.

> When you place her in your Order of Retaliation column, upgrade one of your Coins by +5. Choose a face-up or face-down Coin on your individual board or your pouch (except the 0). Discard it and replace it with the Coin you got from the Royal Treasury.



KARDUM

Has 2 ranks.

Adds 5 points.

> When you place him in your Order of Retaliation column, take the 3 Coin – Trade and replace your 0 Coin, which is immediately discarded.



The Order of the Wanderers



OöSRAM

Has 1 rank.

Adds 15 points.

> He allows you to remove 2 tokens  from your Wanderer cards at the end of the game, before the final scoring.



DRÖH

Has 2 ranks.

Adds 10 points.

> He allows you to remove 1 token  from your Wanderer cards at the end of the game, before the final scoring.

WHITE ranked FIGHTERS



GURDAN

Adds 22 points and 1 Malt icon.



BOROGAM

Adds 14 points and 3 Malt icons.



Pairing GURDAN and BOROGAM

If you manage to pair these 2 Fighters in your Command area:
at the end of the game, you score 1 additional point for each Malt icon in your army and Command area.

The Order of the Forge



ULROG

Has 1 rank.

Adds 2 unique runes.



TALA

Has 2 ranks.

Adds 6 points and 1 unique rune.



TORUN

Has 1 rank.

Adds 12 points and 1 unique rune.

These Fighters are placed
in your Command Area.



JORUN

Has 1 unique rune.

Adds 3 points for each different rune you have in your army and Command area at the end of the game.



OBORON

Adds 15 points.

> Place him in your Command area then take his Ally card Ga'at and place it in your army, in the column of your choice.



GA'AT

Has 1 multi-coloured rank.

Adds X points depending on the column in which it has been placed: 1 additional rank for the Order of the Shield column, 2 points for the Temple, 9 points for the Wanderers, 4 points for the Forge and 6 points for Retaliation.

BLACK ranked FIGHTERS



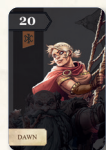
TADGAR
Has 1 rank.
Adds 24 points.



AKAB
Has 1 rank.
Adds 21 points.



LYGDR
Has 1 rank.
Adds 23 points.



DAWN
Has 1 rank.
Adds 20 points.



WAL
Has 1 rank.
Adds 22 points.

These Fighters are Mercenaries and are placed
in your army in the column of your choice.

> You may recruit 1 Mercenary card only if it allows you to complete a new row when you place this card in any column of your army. This will allow you to immediately recruit 1 other Mercenary card. In other words, the Mercenaries must be recruited at least two by two. If you manage to recruit 3 or 4 at a time, that's a fantastic turn!

Clarification: if there is only one Mercenary card left, you cannot recruit it.



Serge places a Forge card that completes a row of ranks. He then recruits Tadgar, because when he places him in the Forge column, this creates a new row of ranks. This allows him to recruit Lygdr, whom he places in the column of the Order of the Temple.

CREDITS



Designer Serge Laget
Development and adaptation Florian Grenier
Graphic design and layout Valérie Holley
English Translation Camille Bonnard
Proof reading Matthew Legault
App development Nicolas Normandon
Fonts God of War / Mongolian Baiti / Caslon / Changa

Dwarves, from the collective of authors
Dwarves universe was created by J.L. Istin, N. Jarry
and P-D. Goux

This gametakes place in the wider Universe of the
World of Aquilon created by J.L. Istin and N. Jarry
© Éditions Soleil, 2015-2023

Tribute to Serge Laget

Game designer of many classics (*Mare Nostrum*,
Knights of the Round Table, etc.) and a fan
of the Dwarves series whose reading accompanied
him throughout the creation of *Nidavellir*.

A dream he had was to see his game adapted
to this universe he liked so much.

He gave us the tools to do it just before he left us
in January 2023. We miss him so much.

His very contagious laugh still rings within
our hearts and we will continue to honour
his memory by publishing his creations
as much as we can.

Discover all the comics series part of the vast universe of the World of Aquilon.

DWARVES

ELVES

**ORCS &
GOBLINS**

MAGES

**LANDS OF
OGON**

**ARRAN'S
WARS**

www.monde-aquilon.com