

BERSERKERS

CHAOS EXPANSION

INTRODUCTION

The Chaos expansion of the game Berserkers comes in the form of 5 modules to include in your various games the way you want.

MODULE 1

NEW "VILLAGERS ASSISTANCE" CARDS

This module adds new Villagers assistance cards.

To include this module, simply add the 6 cards to the Villagers assistance deck during setup.

New Villagers Assistance cards effect description:

K – Sceptre of light

Discard the *Sceptre of Light* to remove a purple gem from the Play area. Return the purple gem to the Darkness supply.

L – Shimmering Stone

Discard the *Shimmering Stone* to repel up to 3 Shadow Riders present in a Berserker's location to one or more orthogonally adjacent locations.

M – Ring of Foresight

The *Ring of Foresight* allows you to predict the actions of the Shadow Riders before those of your Berserkers.

At the start of your turn (before rolling the 4 Action dice), discard the *Ring of Foresight* to roll the Shadow Riders dice, then roll your dice, perform the Berserkers' actions and then perform the Shadow Riders' actions.

N – Sacred rock

Discard the *Sacred Rock* and spend 1 gold coin to choose one card among the first 5 cards from the Villagers Assistance deck. Shuffle the 4 unchosen cards back into the deck.

O – Secret cave

The Villagers share information with you about a secret cave that can serve as refuge. Position the *Secret Cave* adjacent to a Location card around the Play area. Only your Berserkers can go there. When your Berserkers are in the secret cave, they cannot be injured.

All other creatures ignore the secret cave when moving or during other actions.

P – Successful Loot

Villagers share information with you about unprotected villages.

When you draw this card, remove the *Loot* card from the game and replace it with this new *Loot* card.

MODULE 2

NEW “KING’S REQUEST” CARDS

This module adds new King’s Request cards.

To include this module, simply add the 9 cards to the King’s Request deck during setup.

New King’s Request cards effect description:

13 – Deep Darkness

Aided by a strange demonic force, the Shadow Riders absorb light by carving Totems of Darkness in the regions of Helm. Your Berserkers will have to destroy these Totems to save Helm and eliminate the threat.

When a Shadow Rider casts *Darkness* down on a Location card that already contains a purple gem, or that contains an Orcs horde, flip the Location card to its “Black & White” side. Items already on the Location card remain on the Location card.

When a Location is on its “Black & White” side:

- You can no longer lift the Darkness.
- You can no longer activate the Location card action.

To destroy a Totem, a Berserker on the Location card must discard a die with the value of 6 or 1. When doing so, flip the Location card to its “Colored” side.

To win with this request, all Location card must be on its “colored” side at the end of the game.

This request is not compatible with Request 2.

14 – The Notoriety of the King

The King is worried about his notoriety. He has been taking care of his reputation for years, but according to some rumors his reputation has dropped considerably. He requests you to gather information about it during your adventure.

You must collect 5 pieces of information to win this request. For each piece of information, you will have to discard one or more dice.

For the 1st, 2nd and 3rd information, you will have to discard a die with value 1, 3 or 5.

For the 4th information, you will have to discard two dice with a value of 1, 3 or 5 (not necessarily identical).

For the 5th information, you will have to discard 3 dice of value 1,3 or 5 (not necessarily identical).

You will need to collect the information in ascending order. You can only collect information during your turn. You can only do this once per turn.

15 – Red with Rage!

One of the Shadow Riders is the squad leader and will stop at nothing to bring down Helm. Be careful with the Red Rider.

If there are 2 or fewer Darkness in the Play area, the Red Shadow Rider plays twice during his turn!

During the Shadow Rider's turn, roll the 3 Shadow Rider dice, carry out their actions, then reroll the red die, and carry out the red Shadow Rider's new actions.

(If there are 3 or more purple gems in the Play area after rolling the 3 Shadow Rider dice, the Red Shadow Rider does not perform a second action.)

16 – Crazy Orcs!

The Orcs hordes are victims of the dark magic of the Shadow Riders. They have lost their lucidity to give way to nameless bestiality.

When setting up, replace the Orcs hordes card with this new Orcs hordes card. This will be effective until the end of the game.

17 – The Goddess Hel

The goddess Hel appears in front of to you and offers you a pact that you accept after a slight hesitation. She offers to make one of you immortal for a certain period before coming to claim back their soul. Sacrifice is part of the life of a warrior...

At the start of the game, determine which of your Berserkers will have made a pact with Hel. Then place a wooden cube on its cross.

Your Berserker will be immortal during the first 10 rounds of the game.

An immortal Berserker is no longer subject to attacks from Shadow Riders, Orc hordes and other creatures.

At the start of each turn, move the wooden cube forward one space. When the cube lands on the skull, remove the Berserker from the game and he will not be able to return.

This request is not compatible with Request 5.

18 – The royal library

Theft has been committed at the royal library. Cursed books have been stolen by some gardeners from the Kingdom. According to rumors, they are currently in a small village in the depths of Helm. You must find these books by force or by deception!

While setting up, mix card **18bis** with the first 5 cards of the *Villagers Assistance* deck.

You can collect this card representing the “*Cursed Books*” in 2 ways:

- Assist the Villagers by winning cards until you draw it.
- During a Loot Action, if you roll a 6, you have the choice between recovering your loot or recovering the “*Cursed Books*” card directly from the deck.

Be careful, these books are cursed, if you own them your destiny will be more difficult to master!

From the moment you recover the “cursed books” and they remain in your possession, and so until the end of the game, **Reroll an Action die during your turn costs two gold coins instead of one.**

MODULE 3

THE MARKET

This module adds a new mechanic as well as a new use of gold coins. While setting up, place these 4 cards near your Play Area.



With *The Market* module you can now spend gold coins at any time during your turn to consult a Oracle, recruit an ally or improve your mounts.



Oracle: Spend 2 gold coins to look at the first 3 cards of the *Villagers Assistance* deck. Place these cards in the order of your choice. You can place up to two of these cards at the bottom of the deck.

Sleipnir: Spend 3 gold to have your mounts blessed by *Sleipnir*. Place the *Sleipnir* card near your *Action cards*. This card acts as a fifth Actions card for your Berserkers. However, it only offers travel actions. You can only place a maximum of one die on this card during your turn.



Asbjorn: Spend 4 gold coins to recruit *Asbjorn*, a brave warrior who will help you in your adventure.

Place the *Asbjorn token* on a Location card where one of your Berserkers is located. Place the *Asbjorn Actions card* near your *Actions cards*. *Asbjorn* has his own *Actions card* which can only be used for him. You can place up to two dice per turn on *Asbjorn Actions card*.

If *Asbjorn* is injured, remove him from the Play area. You can recruit him again for 4 gold coins on your next turn.

Hilda: Spend 5 gold to recruit *Hilda*, a warrior blessed by the gods.

Place the *Hilda token* on a Location card where one of your Berserkers is located. Place the *Hilda Actions card* near your *Actions cards*. *Hilda* has her own *Actions card* which can only be used for her. You can place up to two dice per turn on *Hilda Actions card*.

If *Hilda* is injured, remove her from the playing area. You can recruit her again for 5 gold coins on your next turn.

You can only have one ally at a time in the Play area. This is why the *Asbjorn/Hilda token* is double-sided.

MODULE 4

THE KING'S SACRIFICE

The King truly wishes you success. He therefore calls on Arkhon, a powerful sorcerer who masters fire and resurrection. He agrees to give him part of his wealth so that you can carry out your missions.

While setting up, draw one of the 3 *King's Sacrifice* cards without looking at it and place it face down near the Play area. Remove the other two cards from the game.



If *Darkness* has invaded Helm or if all three Berserkers are dead, turn over the *King's Sacrifice* card. It will explain how to get back into the game to complete your missions.

If it was due to the death of your Berserkers, you must consider the upper part of the card. If it was due to *Darkness*, you must consider the lower part of the card.

This module will allow you to play with more King Requests than usual. If you decide to play with this module, automatically lose 10 points to your final score.



Return to play with your 3 Berserkers on their “Injured” side at the Starting Location.
Lose your gold and items (except King’s Requests related items).

Remove up to 3 Dark gems from the play area.

Flip all your Berserkers on their “Injured” side.



Return to play with 1 Berserker at the Starting Location.

Remove 1 *Darkness* from the Play area.

Remove 1 *Darkness*.

Gain 2 gold coins.



Return to play with 2 Berserkers on their “Injured” side at the Starting Location.

Remove 2 Dark gems from the play area

MODULE 5

THE BERSERKERS PROJECT

This module will add events to your games to make them unpredictable.

Place *The Berserkers Project* card next to your Play area.

At the start of your turn, before rolling the Action dice, announce a letter between A and H and a number between 1 and 6, then roll 1 D6-die. If the result of the die coincides with the announced number, scan the QR-Code on the back of this card and then read the event corresponding to the announced letter and number.



Example: if you announce B-6 and the result is a 6, read the event B6.

The events will bring a little narrative, but most importantly some positive or negative effects to your gameplays. After reading an event, remove The Berserkers Project card from the game. Maximum one event can be read and played per game.

Find all the events by scanning the QR-Code or by following this link: aloneeditionsgames.com/berserkerproject

These events were written and imagined by the community of Berserkers players. A HUGE THANKS to all of them for participating and making Berserkers even richer!