

GOD OF WAR™

THE BOARD GAME



WIP

RULEBOOK

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INTRODUCTION

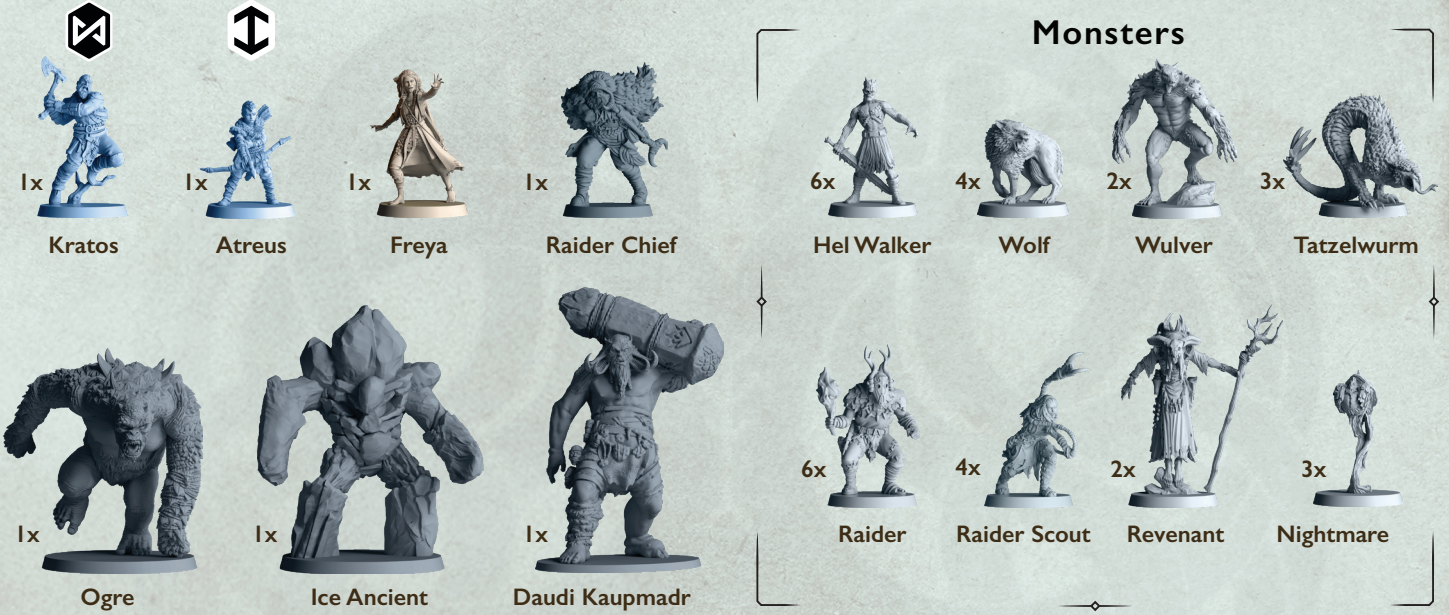
Fimbulwinter has come, and Kratos and Atreus must prepare themselves to survive the winter, and whatever may come after that!

In *God of War: The Board Game*, players will take control of Heroes and must cooperate with each other to win the presented scenarios. In each of the Scenarios, the Heroes will be facing a different challenge composed of unique components along with random modular Monsters and Bosses which will demand a specific strategy.

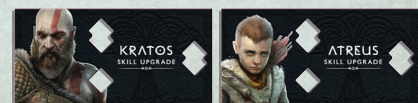
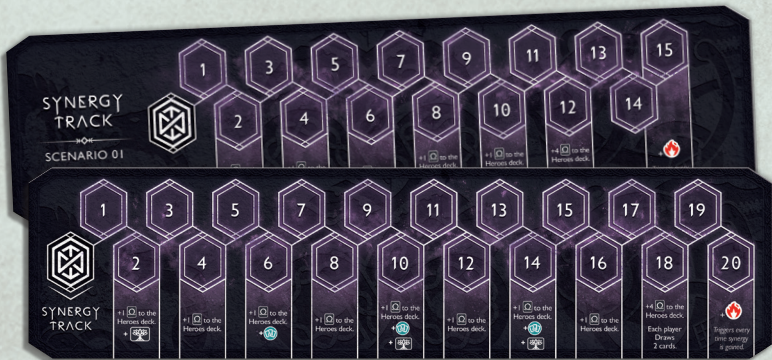


COMPONENTS LIST

MINIATURES



DASHBOARDS



CARDS



47 Bonus Cards



15 Kratos Attack Cards



15 Atreus Attack Cards



2 Player Aid Cards



6 Enemy Modifier Cards



9 Monster Reference Card



46 Enemy and Scenario Behavior Cards



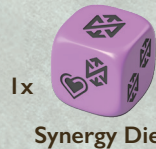
18 Scenario Specific Cards



5 Boss Reference Dashboards



1x Reward Die



1x Synergy Die



20x Tracker Cube

7 Large Tiles - 3 Small Tiles



GENERAL TOKEN



1x Synergy Bar Tracker



1x Menace Tracker



1x Boss Spawn Token



1x Spawn Token



5x Boss Token



2x Exploding Vase



5x Treasure Chest Tokens



14x Hero Damage Tokens



4x Hero Damage Tokens x5



2x Hero Damage Tokens x10



14x Hero Damage Tokens



4x Hero Damage Tokens x5



2x Hero Damage Tokens x10

SET UP

- Place the Synergy and Menace Dashboard on the table. Place a Tracker Cube on the first space of the Synergy Track and place a Tracker Cube on the first space of the Menace Track. Then, place on each indicated slot of the Synergy Dashboard a Tracker Cube (Hand Limit and Upgrade).
- Form a pool of Double-sided Damage tokens and a pool of Wound Damage tokens.
- Choose a Hero and a Hero and place their Hero Dashboards in front of their respective players. Then place a Tracker Cube on the first space on their Rage Track. Then place the 3 respective Starting Attack Cards of each Hero face-up close to their Dashboard (the ones with a [Starting Deck] icon on the bottom right corner of the card). Take their respective Miniature and Damage Tokens. If this is your first time playing, take their respective Skill Trees and select 2 at random. For future sessions, you may choose which Skill Trees you prefer depending on the Scenario.
- Select a Scenario from the Scenario Book and set the game tiles forming a map according to the image shown on that Scenario (if this is your first time playing, we recommend playing the Scenario 1). Then, place Spawn Tokens, Quest Tokens, Chest Tokens, Exploding Vase Tokens and all Specific Scenario Tokens as indicated for that Scenario on the map or any other place indicated. Get the Scenario Behavior cards for this scenario (check each Scenario Special Setup and Scenario Special Rules for further information on Unique Components for each Scenario).
- Randomly select 2 Monsters, separate their miniatures, their Monster Reference Card and their Behavior Cards. Place each of their Cards randomly as Monster A and B on the Menace Dashboard (unless otherwise stated on Scenario Special Setup).
- Randomly select 1 Boss, separate their miniature, their Boss Reference Dashboard and their Behavior Cards. Place their Behavior Cards nearby and their Dashboard on the Boss slot of the Menace Dashboard (unless otherwise stated on Scenario Special Setup).
- Separate and shuffle the Enemy Modifier Deck. Then, gather and shuffle the Scenario Behavior cards, the Monster Behavior Cards used for this Scenario and form the Enemy Behavior Deck.



DASHBOARD AND CARD LAYOUTS

In *God of War: The Board Game*, miniatures are classified as either Heroes or Enemies (Monsters and Bosses). Each has their own cards, dashboards, and other components.

HEROES

Heroes are powerful characters controlled by the players.

Hero Dashboard

Each Hero has their own unique dashboard that will show their health, abilities, and other special effects.

1. This is the Hero's type. It can be or .
2. This is the Hero's Name and Picture.
3. This is the Hero's total Health, if the Hero has suffered as many Damage as their total Health, they are defeated, and all players lose the game.
4. This is the Health Level Up. Heroes that select this Level Up have their total Health increased. (see Level Up, page xx).
5. This is the Hero's Hand Limit. It starts at 3 and may increase as the game goes on.
6. This is the Hero's Rage Ability. It can be used when the tracker is at the rightmost space of the track. (see Rage, page xx).
7. These are the Slot for the two selected Skill Tree Dashboards.
8. These are the Co-op Action slots.

8. Place the Reward Die and the Synergy Die close to both players.
9. Shuffle all remaining Hero Attack Cards to form a deck and place it close to the Synergy Dashboard. Then, repeat this process with all remaining Hero Attack Cards.
10. Shuffle all the Starting Bonus Cards (the ones with a [Starting Deck] icon on the bottom right corner of the card) to form a deck and place it close to both players. Then, shuffle the rest of the Bonus Cards to form a deck and place it close to the Synergy Dashboard.
11. Place and Heroes on the indicated Starting Zone for that Scenario.
12. Place Monster A and B on the Board according to their number of Starting Figures shown on their Reference Card and following the indication on the map shown on the Scenario, always starting by the lowest number and so on.

Ex: Raiders, which have been randomly selected as Monster A have 3 starting miniatures on the Map as shown on their Reference card, which means they will occupy all 3 Monster A starting Zones. However the Wolves, which have been randomly selected as Monster B, start with only 2 Figures on the Map, this way occupying Monster B starting Zones B1 and B2 and ignoring the B3 Zone.

13. Place the Boss Spawn Token in its indicated Zone. This is the Zone where the Boss will Spawn when instructed.
14. Some Scenarios may have additional setup rules and will state so.



Bonus Cards

Bonus Cards are used to have Heroes perform various actions such as Moving or Interacting. They can also be used to activate or improve Attacks and even bring new, unique effects!



1. During their turn, a Hero may always discard any Bonus Card to perform 1 of the Actions on the top of the card (see Actions, page xx). They may also discard Bonus cards to Block (see Enemy Attack, page xx).
2. This [Starting Deck] icon indicates this card is part of the Starting Deck, shuffled during setup.
3. This is a Starting Red Bonus Card.
4. This is a Blue Bonus Card.
5. This is a Yellow Bonus Card.
6. This Bonus Card may be either Yellow or Red.
7. This is a Special Bonus Card. It may allow Heroes to do more powerful or unique Actions.

Each card has a color, power value and sometimes an effect.



1. This is a Blue card.
2. It has 1 power.
3. When this card is used to Attack, it also Heals the Hero playing it by 1.

Attack Cards

Heroes perform Attacks by spending Bonus Cards on Attack Cards (see Attack, page xx).

Kratos and Atreus each have their own distinct Attack Cards.



Card backs with Kratos' Portrait are Kratos Attack Cards. Card backs with Atreus' Portrait are Atreus Attack Cards.



1. This [Starting Deck] icon indicates this card is part of the Starting Attack Cards, which are dealt to each Hero during setup.
2. This is a Red Attack Card.
3. This is a Blue Attack Card.
4. This is a Yellow Attack Card.
5. This Attack has a Passive Effect when used, but also requires 2 Red Bonus Cards to activate its Special Effect. It can be used however with just one Red Bonus Card, even if it doesn't activate its Special Effect.
6. This Attack has a Passive Effect when used but also requires 1 Red and 1 Yellow Bonus Card to activate its Special Effect. It can be used however by either a Yellow or Red Bonus Card, even if it doesn't activate its Special Effect.



1. This is the Attack's Card Name.
2. This is the Attack's Range.
3. This is the Attack's Passive Effect.
4. This is the Bonus Card requirement to activate the Attack's Special Effect.
5. This is the Attack's Special Effect.

Enemy Modifier Cards

These cards determine how enemies will activate during their activation.



Enemy Modifier Cards

Monster Reference Cards

Monsters are the most common Enemies the Heroes will face. Once their reference card is placed on the Menace Dashboard, they are referred to as *Monster A* or *Monster B*, depending on the space they occupy.

ENEMIES

Enemies are creatures that wish to hinder and defeat the Heroes. They are controlled by the game.

There are 2 types of Enemies: Monsters and Bosses.

Enemy Behavior Cards

These cards determine which enemy will activate during the enemy phase.



Enemy Behavior Cards



1. This is the Monster's name.
2. This is the Monster's picture.
3. This is how many miniatures are placed during setup for this Monster.
4. This is how much damage each miniature deals when it Attacks (see Enemy Phase, page xx).
5. This is the Range of each miniature.
6. This is how much Health each miniature has.

Boss Reference Dashboard

Bosses are stronger and deadlier Enemies that usually appear at the end of each Scenario. Each Boss has its own unique abilities and ways to be defeated. They appear on the map once the Scenario Objective is completed or when the Menace Track reaches 14.

When the Boss is Spawned, you must pick all the Behavior cards, remove 1 Card from each Monster, add both Boss Behavior cards and shuffle forming a new Behavior deck. Also reshuffle the Enemy Modifier Deck.

Boss Dashboard (Front)



1. This is the Monster's name.
2. This is the Monster's picture.
3. This is how much damage this monster deals when it Attacks (see Enemy Phase, page xx), once his life is reduced to 0 or less, flip the Dashboard.
4. This is the monster's Range.
5. This is his Enraged ability, which he gains once the Menace Track has reached the 14th space.
6. These are special rules unique to each Boss.
7. This is the Boss' Battlecry ability which is triggered as soon as the Boss enters the gameboard (see Battlecry, page xx).

Boss Dashboard (Back)



1. This is the Boss' Last Breath Ability, which is triggered as soon as the Boss has taken enough damage and the Dashboard was flipped.
2. These are the slots to allocate Bonus Cards so the Boss can be defeated by performing a Finishing Move (see Interact page xx).



SYNERGY AND MENACE DASHBOARD

The Synergy and Menace Dashboard is where players will reference Enemies and keep track of the game progress. As the Synergy Track advances, Heroes will be able to Upgrade their abilities and increase their Hand Limit, and as the Menace Track advances the game will become harder.



Synergy Bar Tracker



Menace Tracker

SYNERGY TRACK

1. Place 1 Tracker Cube on each of the indicated slots [Level Up] slots.
2. Place 1 Tracker Cube on each of the indicated slots [Hand Upgrade] slots.
3. When the Tracker Cube reaches these milestones on the Synergy Track, gain their respective reward. [Bonus Card] instructs you to add one upgraded Bonus Card on the top of the players' Bonus Card deck.
4. When the Tracker Cube reaches the milestone 18 on the Synergy Track, players get 4 upgraded Bonus Card to add on top of their deck and each player draws 2 cards. You may choose which player draws which cards.
5. When the Tracker Cube reaches the milestone 20, it can't be increased anymore. From now on, when a Hero would gain Synergy, they instead increase 1 Rage per Synergy that they would gain.



MENACE TRACK

6. When the Tracker Cube reaches these milestones on the Menace Track, activate whichever Monster is indicated to activate.
7. When the Tracker Cube reaches this milestone on the Menace Track, from now on draw 1 additional Enemy Behavior Card and Enemy Modifier Card during the Enemy Phase.
8. When the Tracker Cube reaches this milestone on the Menace Track, Spawn the Boss if it is on the Menace Board and hasn't been killed before. Also place his Enraged Token on the dashboard. The Boss is now Enraged.

MONSTERS AREA

9. This is where Monster Reference Cards are placed.
10. This is where the Boss Reference Card is placed.

Scenario Behavior Card

Each Scenario has its own Scenario Behavior Cards that shows the challenges Heroes might face during the game.



1. This is the Scenario number and name.
2. These are the different events the Scenario may do depending on the rune revealed by the Enemy Modifier Card (see Enemy Phase, page xx).



PLAYING THE GAME

To play *God of War*, players must first choose a Scenario and follow any setup instructions and exceptions described.

To win any Scenario, unless otherwise specified, players will need to complete the Scenario Objective and kill the Boss. To complete the Scenario Objective, players will have to complete the Scenario Quest Tokens for each Scenario that are placed during the setup or have specified rules for it on the special rules of each Scenario (see Scenario book). The game is lost if either Hero has its life reduced to 0 or if the Tracker Cube reaches the end of the Menace Track.

The game is played through a series of Rounds. Each round is separated into 2 Game Phases, starting with the Hero Phase and followed by the Enemy Phase. Once both phases are complete, a new Round begins.

Each phase is described in detail below.

HERO PHASE

The Hero Phase is when Heroes take their Actions and try to reach their goals.

Draw Cards

At the start of each Hero Phase, players may discard any cards they wish from their hands, then draw Bonus Cards from the Bonus Deck up to their Hand Limit, as indicated on their dashboard.

Heroes take alternating Actions until both players have passed. They may choose which Hero is the first to take an Action on each Hero Phase. If a Hero has passed, the other may perform consecutive Actions.

Most Actions require Heroes to discard cards or place them on the Heroes' Attack Cards or Dashboards.

The Actions that can be taken are:

◆ MOVE

To perform a Move Action, the Hero's player must discard any card from their hand.

When a Hero performs a Move Action, they may move up to 2 Zones as indicated on the top of the Bonus Card. Some Special Bonus Cards may also allow Heroes to perform Move Actions.

To move from one Zone to another:

- ◆ The Zones must be Adjacent. In other words, they must have at least one line straddling both of them. (Different Tiles are considered different Zones)
- ◆ The Zones must not have any Hinderling Features between each other.

REACTION DAMAGE: If during a Move Action a Hero exits a Zone with any Enemies that Hero suffers 1 Wound for each Enemy on that Zone. A Hero that leaves a Zone due to a Scenario or Enemy Effect does not suffer the Reaction Damage.

◆ INTERACT

Some Tiles, tokens, and Enemies might require you to spend an Interact Action to resolve special effects.



To perform an Interact Action, the Hero's player must discard any card from their hand and be in the Zone of the Interaction Tile/Token/Enemy.

Some interact Actions may have special conditions that will be described on the game component or on Tiles and Tokens

FINISHING MOVE INTERACTING WITH BOSSES

Bosses have Interaction Slots on the back of their dashboard. When a Boss has taken equal or more Damage than their total Life, their dashboard is flipped. A Hero in that Boss' Zone may perform an Interact Action to add Cards to their Dashboard to perform a Finishing Move and defeat that Boss.





SYNERGY DIE

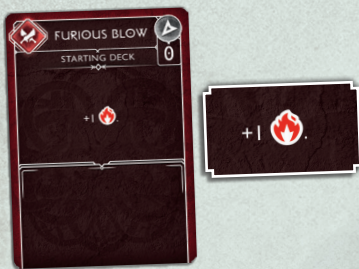
If a Monster is Killed and there are Damage Tokens of both Types, which means, both  Hero and  Hero have dealt Damage to this Monster, the Synergy Die is rolled along with the Reward Die. Synergy Die mainly rewards Synergy Points which is how the Synergy Track is advanced.

(page xx).

◆ ATTACK

To perform an Attack, a Hero must, in order:

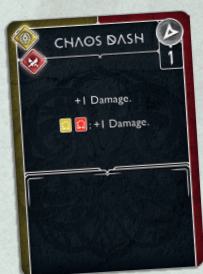
1. Choose an available Attack Card: Heroes may not choose an Attack Card that already has Bonus Cards on them.
2. Place Bonus Cards on that Attack: For a Hero to Attack an Enemy they must place one or more Bonus Cards from their hand on the Attack Card. They may only place Bonus Cards on an Attack if they are of the same color.
3. **APPLY CARD EFFECTS ON THE ATTACK:** Many Attack and Bonus cards have effects that happen when a Hero Attacks. They can vary from simple effects such as increasing the Attack's Range, to complex effects such as moving enemies! Some Attacks have requirements of how many Bonus Cards must be placed to activate their effects. Despite the number of Bonus Cards played on an Attack Card, the Effect only happens once.
4. Choose 1 Enemy Miniature in Range. This Enemy is considered the Target.
5. **APPLY DAMAGE:** Bonus Cards have a Power value in them. The Damage the Enemy suffers is the sum of the Power value of all Bonus Cards placed on the Attack Card for this Attack. Some Enemies might have effects that reduce this Damage. When  Hero deals Damage to an Enemy, place  side of the Damage token on the enemy. When  Hero deals Damage to an Enemy, place  side of the Damage token on the enemy. If an enemy has suffered Damage (from this Attack and previous ones) at least equal to their Health, they are killed and removed from the map. The



Each time Kratos performs a Furious Blow Attack, he increases his Rage Track on his Dashboard by 1. Kratos may only place Red Bonus Cards on this Attack.



This Red Bonus Card has 1 Power. If Kratos plays 1 copy of this card on his Furious Blow Attack, it will deal 1 Damage. If Kratos plays 2 copies of this card on his Furious Blow Attack, it will deal 2 Damage, and so on.



This Weapon Card is Red and Yellow, meaning players may place either/or both colors on this Weapon. Also, in order to activate the second part of its effect, the player must have placed at least 1 Red Bonus Card and 1 Yellow Bonus Card.

Note that even if a player places 2 Red Bonus Cards and 2 Yellow Bonus Cards, the effect only activates once.

Hero who dealt the last Damage rolls the Reward Die and gain its rewards.

ATTACK RANGE: All Attack Cards have an indicated Range. When checking Range to determine a Target count Zones starting from a Zone adjacent to the Attacking Hero. If the Targeted Enemy is in a Zone in reach of the Range of that Attack, it is considered a Valid Target.

◆ USE RAGE

If a Tracker Cube is on the last space of the Hero's Rage Track, that Hero may use their Rage Ability as an Action. No cards have to be placed or discarded to perform this Action. Once a Hero has completed a Rage Action, return their tracker to the first space of the track.

Some Heroes may have multiple Rage effects. The player may only choose 1 effect each time they perform a Rage Action.

◆ CO-OP ACTION

Heroes can help each other by performing Co-op Action.

To perform a Co-op Action, a Hero must place 1 Bonus Card on the Co-op Action slot of the corresponding color on their Dashboard, then apply that slot's effect. They may not place a card on a slot that already has a previously placed card.

◆ USE SPECIAL BONUS CARD

Bonus Cards with black borders are Special Bonus Cards. They are discarded by a Hero to perform the Effects described on the card.

◆ PASS

When a Hero passes, they may not perform any further Actions this Round. They keep any unplayed cards in their hand which can be used either to Block or to be kept for the next Round.

THE BONUS DECK & DISCARD PILE

Whenever a Hero needs to draw cards but there are no more cards in the Bonus Deck, reshuffle the Discard Pile.

When a card is discarded during the Hero Phase, it goes straight to the Discard Pile. At the end of the Hero's Phase, all Cards used for Attacks and Co-op Actions are discarded.



ENEMY PHASE

The Enemy phase is when the world around activates, creating dangerous situations for the Heroes.

During each Enemy phase, perform 2 Enemy Activations, one after the other.

To perform an Enemy Activation, follow these steps, in order:

1. **DRAW 1 ENEMY BEHAVIOR CARD:** This will determine what will Activate; Monsters, Bosses, and/or the Scenario.
2. **DRAW 1 ENEMY MODIFIER CARD:** This will modify how the Enemy and/or Scenario will Activate. Each Enemy Behavior Card has a Reference for the Rune drawn, describing which effect will be triggered.
3. **PERFORM THE ACTIVATION:** Follow the activation instructions based on the 2 revealed cards.

Follow what's described on the Enemy Behavior Card in order.

Check the Rune on the Enemy Modifier card and do what the Enemy Behavior Card instructs for that rune.

If a Hero is attacked, he suffers damage based on the damage on the reference card for that monster. If a Hero has damage equal or higher to his Health, the game is lost.



:When this Icon appears it means the indicated Enemy will perform a Basic Activation targeting the Closest Hero, which means they will Move 1 Zone following their ideal Range and Attack dealing their indicated Damage. If both Heroes are in the same Zone or in equally distant Zones, they may choose the Target. (Check page XX for Enemy Movement)

NOTE: If the Boss is required to Activate and it is KO'd with its Dashboard flipped, or it has been defeated, just activate the Monsters instead.

ENEMIES AND MOVEMENT

All Enemies ignore Hinderling terrain features.

BLOCKING ENEMY ATTACKS


When a Hero is Attacked, they may discard cards from their hand to Block 1 Damage for each discarded card. Some Special Bonus Cards are able to Block more than 1 Damage.

At the End of the Enemy Phase, players discard all Bonus Cards placed on Attack Cards and on Hero Dashboards.

Once both Enemy Activations has been resolved, the Round ends and a new Hero phase begins.

MONSTER RANGE: Monsters have a determined Range. When they Activate, they always Move to their ideal Range based on the Closest Hero as the Target. Which means if a Monster has Range 0, they will always try to reach the Zone of the Closest Hero so they are able to deal Damage. If their Range is 2, they will always try to reach 2 Zones away from their Target, which is determined before they Move. Players always choose where they Move in case of a tie.

DAMAGE ON MONSTERS FROM OTHER SOURCES

If a Monster would suffer Damage and the source of that damage wasn't a Hero, place Damage Tokens as if the Damage was dealt by the  Hero.

CONDITION (STUN)



When a Hero suffers Stun, lay down its figure to represent the Stun condition. A Stunned Hero can't perform any Action except discard any one card to get up again (Stand Up their Figure). Also stunned Heroes can't Block. After the Stun condition has been removed, they may continue to play as normal during their next turn in the Hero Phase.


When a Monster suffers Stun, lay down its figure to represent the Stun condition. Next time a Stunned Monster would Activate or Move, they instead skip that Action or Movement and simply get up again (Stand Up their Figure).


REWARDS, SYNERGY TRACK AND UPGRADE


As the Heroes defeat Enemies and complete their Scenario Objectives, they will gain Synergy and Rewards.


Rewards


Many symbols in the game indicate rewards that the  Hero and  Hero might gain. Here are some of the most common:

 Draw 1 Hero Attack card from each Hero Attack Card Deck pile and place it near their respective Hero Starting Attacks. They may now also use this Attack during their turn.

 The Hero Heal the indicated amount.

 Gain 1 Synergy.

 The Hero moves the Tracker Cube on their Rage Track up by 1.

 Monsters perform a Basic Activation (Check Enemy Phase on page xx)


Synergy Track

Every time Heroes gain Synergy, for each Synergy gained, move the Tracker Cube on the Synergy Track 1 space to the right. When the Synergy Track reaches or passes a milestone, apply its effects immediately.

When the Tracker Cube reaches a milestone with an Upgrade Icon or a Hand Limit Icon, players must together decide which Hero will receive the Reward. If the milestone gives a Bonus Card, pick the top card from the Upgraded Bonus Deck and put it on top of the players' Bonus Card deck.

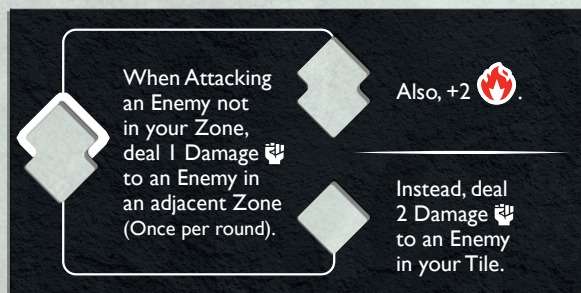
Upgrade and Hand Limit Tokens

When the Heroes gain an Upgrade or Hand Limit Reward, they must choose which Hero will receive the respective Tracker Cube. Then:

- If it is a Hand Limit Reward, place the Tracker Cube on the next empty slot for Hand Limit  on that Hero's Dashboard. That Hero's Hand Limit is increased by 1.
- If it is an Upgrade Reward, the player chooses whether to upgrade their maximum Health (once per game) or a Skill on

their Skill Tree. They then gain the described benefit of that slot for the rest of the game.

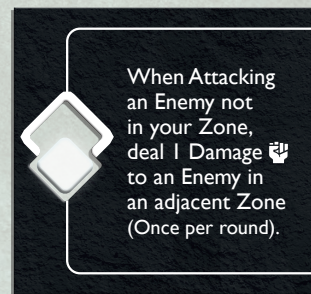
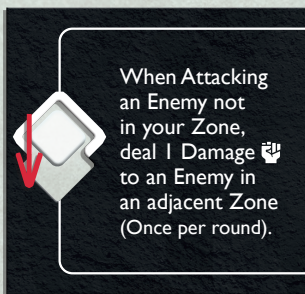
Any effects that instruct it to be used only once per turn, once you use such effect, move the Tracker Cube in that slot to the right to represent that it has been used. At the start of each Hero Phase make sure to shift it back to the left.



To choose an Upgrade on the right, a Hero must first Upgrade the corresponding Upgrade on the left.



Kratos begins the game with a Hand Limit of 3, meaning he draws up to his hand limit of 3 at the start of each Hero Phase. If Kratos gains a Hand Limit Reward, his Hand Limit becomes 4, making him draw more cards, therefore be able to perform more Actions and execute more powerful attacks.





Some skills may only be used once or twice a turn. When used, shift the Tracker Cube to the right slot of the skill to keep track of its usage. At the start of each Hero Phase, shift the Tracker Cube back to the left side.

SOLO MODE RULES

When playing the Solo Mode for God of War: The Board Game, players will always play as Kratos with the help from Atreus. During Setup, use the Solo version of both Heroes' Dashboard. In addition, note that certain Scenarios may carry specific rules for Solo Mode.

The game plays the same with a few exceptions:

- During the setup, remove Atreus' Attack Cards, upgrades, and the Basic Quest "Father and Son", since they will not be used in the Solo Mode.
- Atreus has no Health. However, his Miniature is always on the Board. During Setup, place Atreus' Miniature in the same Zone as Kratos' Starting Zone. When Kratos Moves, Atreus always Moves with him, never leaving the same Zone.
- Atreus never takes Damage or is stunned. If an Effect specifies  Hero for anything, such as spawn or Damage, it specifies Kratos instead.
- For the purpose of Damage, Atreus ignores effects that would deal Damage to all figures in a Zone or all Heroes in a Zone.
- When dealing Damage using one of Atreus' Abilities, use the  side of the Damage token. If Atreus deals the Last Damage, it counts as his Kill for Quest's purpose. When that

happens, Kratos rolls the dice and gains the benefits.

- Kratos has a starting hand limit of 4 cards (as seen on the back of his Dashboard) and can discard different combinations of cards to trigger the effects on Atreus' Dashboard. He may activate the same effect multiple times on the same turn.
- Kratos will also have access to different starting Attacks. For that, use the Solo versions of his initial Attack Cards.

Atreus has various effects to help his father and also make sure the Synergy Track keeps its progression as normal. If the player, during the Hero's Phase wants to activate any of Atreus' Abilities, they must discard the combination of cards above the Ability and immediately activate that effect.

If a Quest Reward instructs Atreus to gain a new Attack Card, he unlocks the bottom right ability instead, which can be used once per Round as a Free Action, place a Tracker Cube on it to track it.

STUN: If Kratos suffers Stun, cards can't be discarded for Atreus' Abilities until Kratos is not stunned anymore. Any effect that would Stun Atreus, Stuns Kratos instead. You only need to discard 1 card to get rid of Stun for both Kratos and Atreus.

TILES & TOKENS

TILES



This Tile contains 6 Zones.



This Tile contains 5 Zones. The Zone in the center is marked by a red line, indicating that this is not a Zone. Which means neither Heroes or Enemies can enter and when counting Range, this Zone is not valid.

TOKENS

In God of War: The Board Game, there are many tokens that are placed on the map. The most common are:



This is the Yellow Spawn Zone. When indicated, Monsters will Spawn in this Zone.




This is the Blue Spawn zone. When indicated, Monsters will Spawn in this Zone.



Heroes in a Zone with a Chest may interact in that Zone to flip the chest token and claim the rewards. Then, remove that chest from the game.



The  Hero may Interact with the Vase at Range 2 or less to deal 1 Wound to all Monsters in the Vase Zone and Adjacent Zones.

There are also different Scenario Tokens in the game, They are all related to a specific Scenarios and rules on how to use them as well as setup instructions on where to place them can be found on the Scenario book

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