

Huginn

An Odin's Ravens Automa by Jan Van Regenmortel

v1.00

The Automa

Huginn, named after one of the two mythical ravens, was designed to provide a challenging solo experience for novice and seasoned players.

There are a few key differences to simplify the automa actions:

- The automa has no hand
- The automa has no auxiliary stack
- In fact, except for the "Magic Way", the automa actually does not use the Odin's Ravens' flight deck at all.

Huginn is designed for the Odin's Ravens first edition only!

The Automa Cards

An automa card has 3 sections:

1. Difficulty Level
2. Card Action
3. Move Points

Setup

Difficulty is adjustable; add the higher-level difficulty cards to the difficulty I deck. A difficulty III game should contain all difficulty I, II and III cards.

Who takes the first turn is up to the player; Huginn does not mind starting last.



Huginn's Turn

Each turn an automa card is flipped and put on top of the automa card discard pile. The effects of the automa card are resolved in the following order.

- Resolve the card action.
- Move the automa forward.

Resolve the Card Action

There are several actions the automa might take during it's turn. If the card action results in the manipulation of a land card, it is implied that said land card should be unoccupied. If it is not or the action is otherwise illegal or impossible, the card action is ignored this turn.

Special case: adding cards to the "Magic Way"

If the automa card instructs you to add a card to the "Magic Way", take a facedown card from the unused flight deck and put it next to the "Magic Way" card. The card is only used as a reminder how many cards Huginn added to the "Magic Way". A die works just as well should you prefer this.

Moving Huginn

Each turn Huginn has a fixed set of move points (automa card section 3). Huginn will move his full point allowance if possible.

- Removing the Odin Marker in front of Huginn costs 1 point.
- Moving one space forward costs 1 point.
- Moving multiple identical land spaces forward costs 1 point.

End of Round

At the end of the round, return the cards Huginn added to the "Magic Way".

The automa deck is **not** reshuffled between rounds.

Extra

If you are just starting out to play Odin's Ravens, you might find this automa deck too difficult to beat. You might implement one or more of these house rules:

- Huginn must pay 2 move points to remove the Odin Marker.
- Huginn must pay 1 move point for each space moved, even when adjacent land spaces are identical.