

## Lords Of Ragnarock

### GAME SETUP

#### Main Board Area

1. Place the **Mainboard**: 3-5Players side & 2/5Player side (5Pl add 2<sup>nd</sup> board)
2. Place the **Realms** (2 Players Diff. larger Tokens) / Expansions options
3. Place the **Action Wheel** in the center (matching realms directions)
4. Select a **Temple card** (choice and #Players) & Place **Temples Minis** or Standees
5. Randomly place **Rune Forges & Corresponding Runes** / 2Players: 3 diff Forges & only 1 random
6. Place **God's Statues Basis** to their corresponding Attribute Symbols & Rest of **Statues part** on the side + **God's Card** and **God's Artifact** on 3 visible standees
7. Take **6 Monster Trays** [Expansions options] with 2 per each rune. Randomly select 1 each to be on the front line & place the corresponding **Monster's miniatures & artefacts**. Place the **Monster Die**
8. Place a Boss tray [Expansions options] & **Boss' miniature**.
9. Place the 4 card decks & Shuffle them:

<b>Blessing Cards</b>	<b>Event Cards</b> (2Players Cards > 16 to be removed)
<b>Monster Attacks Cards</b>	<b>Combat Cards</b>

⇒ Put them into 4 decks holders below the Card Standees x3 and 1x Comba C.

10. Place the remaining **Runes** in any recipients.
11. Place the 5 **Ragnarök Requisite Cards** [2Players Counts marked 2PL]
12. BOSS & MONSTERS positions:
  - Draw an event card & Place the Boss Mini in the Region indicated, then to the discard pile
  - Draw event cards = to #Players. Check the Rune & Place the Corresponding Monster's Mini in the Region indicated (starting with the front line). If there are no monsters left for the Rune indicated, don't do anything. Then all Event Card used are placed into the discard pile.



#### Player Board Area

13. For each player
  - **A set of Help Cards [3 dif. Cards]**
  - Color Set: **Player Board**, **6 Army Minis**, **4 priests Minis**, **1 Drakkar**, **20 Control markers + 3 attributes tokens**, 2 Oversized & 1 Hero Rings: Put the **attributes token to level 2**
14. Hero Draft: Randomly select 1<sup>st</sup> player & clockwise take the following steps:
  - Draw randomly 2 **Heroes Tiles** & 2 **Origin Cards** (1<sup>st</sup> PI + Odinson/dotir Card): Select 1 each.
  - If 1<sup>st</sup> PI didn't take the 1<sup>st</sup> PI. Card, the next player take it - unselected Tile and Card are back
  - Then take the corresponding **Hero's mini**, draw **1x combat card**.
15. 1 Player at the time: Place the Drakkar on any sea & the Hero + 2 Armies Val:1 adjacent to it
  - The Hero & Armies must be placed in a region which is unoccupied
16. Apply bonus from the origin cards and place it on the Player board, then cover it with the Hero tile

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## Rules Reminders – Main Rules On Help Cards

### Lands, Regions, Realms & Seas:



- **Lands** = 3-4 Regions of same colors
- **Seas**, Drakkar enable movements **[only]** for Armies and Heroes to adjacent regions
- **Realms:** No movements possible but **Alliances** can be made - **when a player is the first to make an alliance, he/she draws a combat card**
- 🏛️ = Region with a monument, **When Controlled, Take the God's artefact**
- 🏠 = Region with a settlement, enable increase Army's value and Recruit new Armies
- 🏰 = region where a Temple can be built if controlled.
- 🔱 = region with a Rune Forge, rune can be picked

### Movements & Placing

- Heroes & Armies move to any adjacent regions. Heroes may move everywhere regardless of armies, monsters, boss etc... Armies enter a battle if move to an occupied region (other armies)
- Monsters may move in any region but cannot take Drakkar

#### MOVING AND PLACING

Some game effects tell players to "place" components on the board. Placing is not considered a movement so any effects referring to movement do not apply here. In case of "placing," the player just takes a given miniature (from board, Supply, or Pool) and puts it on the board in a space described by the effect.

**WITHDRAW** – Armies sometimes may have to withdraw. This means that the player who owns them must move them from a Region they are in to any adjacent Region controlled by their owner. If there is no such Region, the player must kill them (remove those Armies from the board to their Pool). During withdrawal, Armies can move by Drakkar. In most cases Armies must withdraw after losing a Battle but some Monster or other effects in game can also force players to withdraw their Armies. Withdrawal is not considered movement for the purposes of the in-game effects.

### Other Key Rules

#### ACTIVATING AND RECRUITING AN ARMY

Activate 1 Army – each time a player Activates an Army they can chose one of the following:

- Move a chosen Army to any adjacent Region.
- Increase an Army value by 1, but only if that Army is in that player's Region with a Settlement.

Recruit 1 Army – each time a player Recruits an Army they place one new Army from their Pool on the board with an Army value equal to their Authority 🏠. The Recruited Army may be placed in any Region adjacent to their Drakkar or in their Region with a Settlement. They can place their Army in a Region with other players' Armies (if that Region is adjacent to the Sea with their Drakkar) but this will start a Battle.

#### Special Actions

##### Realms Bonus

If this is the first Control marker placed on that Action slot, all players that have an Alliance with a Realm corresponding to that Action may take bonuses from that Realm starting with the player to the left from the Active Player (so the Active Player will gain the bonus last).

#### Temple building triggering Blessing Draft

##### BLESSING DRAFT

The Blessing Draft triggers when somebody Builds a Temple and as a result of that they uncover the Draft keyword on a Temple track. The player who just Built a Temple draws a number of Blessing cards equal to the number of players plus one and places them face up in the center of the table. The Active Player chooses and places one of the cards near their Player board. Then, moving counter-clockwise, each player chooses one of the Blessing cards and places it near their Player board. Once each players has chosen one of the cards, the Blessing Draft is over, and the remaining unchosen Blessing card is discarded.

Blessings give players unique abilities that last from now until the end of the game.

#### STOMP

Each time a Monster moves to a Region with any Armies, decrease the value of one of these Armies by 1. If there is more than one Army, the player who moved the Monster (the Active Player or controller of the Monster) decides which Army decreases their value. If the Monster is controlled by a player, they may choose not to resolve the Stomp when the Monster moves. Neutral Monsters Stomp every time they enter a Region with any Armies.