

# RAGNAROK

HEAVY METAL COMBAT IN THE VIKING AGE



TIM KORKLEWSKI



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This book is dedicated to my wife, Dana Korklewski.

Without her constant support and encouragement to pursue my dream, the Morpheus Engine would never have seen the light of day.

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# FOREWORD



The *Morpheus Engine* is a personal project I have been passionate about for many years. The system's title is based around the idea that you, as a player, can Play What You Dream—and the name stuck with me. Over the years, I have played quite a few miniatures games; each one requiring I learn a completely new rules system. This made keeping track of game mechanics when playing in multiple tournaments for various games at conventions extremely complicated.

The *Morpheus Engine* is my personal answer to this problem: use a core mechanical system that allows you to play anything from Sword and Sorcery Fantasy Mass-Combat battles, to Science Fiction Space Opera fights, to modern-day Cops versus Gangsters and spend only a few minutes learning the handful of extra rules required for each unique game setting.

These Core Rules went through many iterations, and I am happy to present the final version here, which are used for each game the *Morpheus Engine* powers. I am working incredibly hard to keep new content coming at you for each game setting to keep your games as fresh and exciting as miniatures games ought to be!

In closing, thank you from the bottom of my heart for purchasing this product. It means quite a lot to this passionate wargamer that you share in the excitement of my creation!

**Tim Korklewski**  
**Creator of the Morpheus Engine**



# THE TALE OF THE END



## The Fractured Edda

Gather ‘round, my battle kin, and hear how we came to such a fate. For time unmeasured, Yggdrasil—the World Tree—held aloft the nine realms of existence. Each realm was connected by branch or root to the Great Ash, spread far and wide to allow each realm to flourish on their own without causing great discord to the others.

Midgard, the realm of mortals, was ours. It was here that we ruled and conquered under the gods’ watchful eyes. It was here that the greatest battles of our time took place and mighty heroes brought down legendary monsters.

Asgard, home to the Aesir—the mightiest of the gods—sat atop the tree. From high above Midgard, the gods watched over us mortals, intervening in our fates when they saw fit. Our mightiest warriors joined them in Valhalla.

Jotunheim, the realm of the Jotnar or giants, lay close enough to Midgard to allow the children of Ymir to cross over from time to time and exert their power against us.

Alfheim, home to the Aelves of Light, was a mysterious place rife with untold magics and ancient traditions.

Vanaheim, home to the Vanir, the gods of nature and fertility was a realm thick with trees and plant life. Some say that powers of future sight and wisdom were granted to those who made Vanaheim their home.

Muspelheim, the realm of fire, eternally smoldered under King Surtr the Fire Giant’s rule. Within the great volcanoes and foundries of the realm, the sun and stars were formed.

Opposite Muspelheim was Niflheim, realm of ice and mists, home to the mighty Frost Giants—stronger than even our mightiest heroes. Hiding within its mists are the mysterious Niflungar, the cruel and selfish children of the cold realm.

The realm of Darkness, known as Svartalfheim, was a massive cave that received no light from the sun above. Here dwelled the Svartaelves, Aelves of

Dark who lived alongside the great Dwarven smiths. Many great magics were forged into weapons within these dark halls, which also held items of untold power.

Buried deep within the Roots, deeper than the great wells, was Helheim, the realm of lost souls. This is where the dead ended their passage when they were ill or led a heinous life. It was here Loki's daughter, Hel, ruled.

All of that has passed.

You see, my kin, imprisoned deep within the Yggdrasil's roots was an immense being as old as the tree itself—and even larger than Jormungandr, The Great World Serpent. For eons, Nidhoggr, The Malice Striker, a great and terrible dragon, desperately gnawed away at the roots of Yggdrasil trying to free itself from its prison. The bodies of those slain and found unworthy in the mortal realms regularly washed up on the Corpse River of Nastrond; thus, the dragon ate them to maintain its strength. Many believed the ever-growing Yggdrasil was strong enough to hold such a heinous beast. And for untold time, they were right.

Eventually, though, Nidhoggr did the impossible. It clawed and chewed its way free from the World Tree and took flight into the Great Void.

As soon as Nidhoggr was free, Yggdrasil toppled, slamming the nine realms together with great force—an event you all know as *The Shattering*. Asgard, which once sat so high upon the tree, took the most forceful blow with Yggdrasil's collapse; it shattered, the thunderous impact killing the Aesir. The remaining realms collided into one another, causing primordial elements and the beings of the realms to pour unchecked into the remnants.

This is where we currently sit, my kin—our realm and those surrounding it in chaos, our very existence in peril. We are assaulted on all sides by all manner of beasts and monstrosities. Magma pours forth, burning our great forests to cinders even as the icy wind freezes the air we breathe. From the remnants of Helheim, all manner of dead crawl forth unchecked, trying to reclaim their former lives. The gods are dead; they offer no solace or end to these times. But, not all is lost! You see, bits of the power from which the Aesir were created float about the Fractured Realms, seeking out any brave enough to grasp it. This energy—mere sparks of the dead gods' power—is there for the taking. If the gods are slain and we need gods to restore order to what remains of the realms, then we must seek out this power... this Godspark! We shall become the new gods and rebuild the realms as we see fit! Raise your weapons high, my kin. It is time for us to rise and create for ourselves a legendary legacy! They shall tell our saga for generations to come!



## **Torhild – Skald of the Wyrmkiller clan**



# INTRODUCTION



## What is The Morpheus Engine?

The *Morpheus Engine* is a core mechanical system used to play multiple different miniatures games. The book you hold in your hands uses the *Morpheus Engine* to bring this game to life. *Morpheus Engine* games are for two (or more) opposing players, each of whom control an army or faction of models and fight to complete the game's set objectives.

## Ragnarok: Epic Battles in a Heavy Metal Age

Welcome to the dangerous and visceral world of *Ragnarok*. Set during an alternate version of the legendary Death of the Gods, your War Clan must cut a brutal swath across the Fractured Realms in search of Godspark, become the new gods of what remains of the realms, and claim their rightful places in the tales of legend.

This game is powered by the *Morpheus Engine*. If you have other games powered by the *Morpheus Engine*, you can skip the Morpheus Engine Core Rules section and go straight to *Weaponize Ragnarok's Terrain: Make it Dangerous!* where the additional rules and mechanics you need to play this game begin.

## How to Use This Book

*Ragnarok* contains all rules necessary to play the game. As with most games from the *Morpheus Engine*, it is primarily designed for campaign play; however, you can play the Scenarios as one-shot games or reformat them for competitive tournament play.

# What You Need to Play

To play *Ragnarok*, you need this rulebook, a table, dice, pen (or pencil) and paper, a tape measure or ruler (in inches, often shown as “) and, of course, the most important part of any miniatures game: miniatures. It is also helpful to have a variety of terrain for your battlefield. This not only blocks an attack’s line of sight, but adds to the players’ immersion in the game making for a much more exciting experience. If you are new to the wargaming hobby, most of these things are explained in detail below.

## MINIATURES

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Miniatures are, by far, the most important part of the wargaming hobby. Typically made from metal, resin, or plastic, you use these toy soldiers to represent the various members of your War Clan and the creatures they face in the Fractured Realms. Hundreds of companies make miniatures, any of which can work quite well for *Ragnarok*. There are photos of painted miniatures throughout this book, to give you a glimpse of this exciting world. All entries list the model company represented in the photo. In the back of this book, you can find a list of the companies and their websites from which you can order models. Alternatively, you can take this list to your Friendly Local Game Store and request that they order them for you.

For *Ragnarok*, your starting War Clans consist of humans. Eventually, your War Clans face giants, wolves, and other fantastic beasts of legend in various sizes. The typical heroic miniature scale is 28-32mm. While the game does not require that you have exact models, players should try to use models that best represent the armor, weapons, and special gear their warriors carry. The goal is for all players to agree which models represent which War Clan members.



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## DICE

As with all *Morpheus Engine* games, you need only two, six-sided dice (2D6) and one eight-sided die (1D8). The D8 is for special situations, such as scattering area of effect attacks.

Most actions in the *Morpheus Engine* require that you roll dice to complete tasks, such as attacking other models. See the Core Rules section of this book for details about using dice.

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## THE BATTLEFIELD

Typically, a two-player game of *Ragnarok* is played on a 3' x 3' square table. For multi-player games, you can increase the table size to 4' x 4' to allow each War Clan a bit more room to maneuver (unless you want to keep the action up-close and bloody from the start). In extreme cases (such as games with 5+ players), you can increase the table size to 6' x 4' to clash in a grand battle and acquire as much Glory as possible! The Scenarios section of this book covers proper set-up and deployment options for multi-player games.

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## TERRAIN

As with many skirmish wargames, having plenty of terrain on the table is not only beneficial to game play, it is visually pleasing, as well. It does not matter whether your terrain is store-bought, built from scratch, or a collection of various pieces. You can use many different types of terrain in the Fractured Realms of *Ragnarok*, the most common of which are forests, large trees, hills, rocky outcroppings, ruined buildings, and crumbled walls.

The Fractured Realms section in this book discusses the unique aspects of the different realms' ruined remnants. Read through it to get a feel for the types of terrain that would make each location unique. Use your imagination to come up with stunning terrain you can place on your battlefield to make your battles unique and interesting. Remember, *Ragnarok* may begin in the remnants of Midgard, but all the Fractured Realms are your warzones!

## TAPE MEASURE, TOKENS, COUNTERS, ETC.

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*Morpheus Engine* games are measured in inches, so you need a tape measure or similar device to measure distances while playing. You also need different tokens and counters to represent current model health, status effects, and the like.

# THE WORLD OF RAGNAROK



For time untold, Yggdrasil, the World Tree, stood tall—holding the nine realms of existence within its great branches and roots. Each realm was its own separate world, held apart by the tree. Yggdrasil held within it all the power of existence, and each realm held a fraction of that power. Midgard balanced any excess power that spilled forth from the realms. Here, mortals were created; and they thrived.

While Midgard itself was a place of harmony between the ancient powers, it was not without its own turmoil. From the ashes of ancient mortals rose a warrior stock so mighty that legends speak of their ability to rival the gods themselves. These mortals were called *Vikings*. Viking culture was built on the back of hardship and glory; Vikings were constantly at war with their neighbors or hunting the beasts of the dark forest without ever fearing the absolution of death. They feared no man or beast because facing such rivals earned them fame and made them worthy enough to catch the gaze of Odin, King of the Aesir. If Odin deemed them worthy, Valkyries would carry any Vikings who fell in combat to Asgard to join him in the great halls of Valhalla, a divine home for legendary warriors. Here, these chosen warriors would train for eternity to prepare for the great war that would end the Aesir.

But, the great war never came to pass.

Deep within the great roots of Yggdrasil, an ancient dragon known as Nidhoggr—The Malice Striker—was confined. Nidhoggr was a chaotic and primordial being that fought against its prison with tooth and claw. Each time Nidhoggr severed an earthen bond, Yggdrasil grew an even stronger one in its place. Even the Fates were blind to Nidhoggr's schemes when it finally broke free and toppled the World Tree, causing the realms to come crashing together in the event known as *The Shattering*. As the great realm of Asgard existed at Yggdrasil's very heights, it fell the farthest of all the realms upon the collapse. And the gods who lived there, the Aesir, died on impact, their spirits shattering along with the realm itself. All who survived the collapse immediately felt the divine loss of those who once watched over the mortals of Midgard.

With The Shattering's sudden and violent conclusion, Midgard and the surrounding realms were thrust into utter turmoil. Experiencing the influence of unchecked divine, infernal, and primordial intrusions across the landscape brought with it a whole new struggle to survive that mortals had only heard about in the tall tales told in longhouses across the lands. Giants and the oath-breaking dead poured forth from other realms in equal measure, carving a path of gore and destruction across Midgard, and claiming countless settlements and kingdoms. Rivers froze beneath the winds of Niflheim as quickly as the infernos of Muspelheim set forests ablaze. All the turmoil caused Jormungandr, the Midgard Serpent, to stir and thrash in the depths of the oceans, flooding many coastal raiding villages. The peaceful balance Midgard once held was gone in a thunderclap.

The scattered Viking clans that survived The Shattering went from glory-seeking raiders and conquerors to scavengers doing whatever they could to survive. Without Valhalla as a prize for a glorious death, the idea of risking life and limb to be remembered in the tales of legends became a forgotten tradition of the once-proud warrior culture.

All is not lost, however. Floating about the realms is the spiritual essence of the Aesir, known as Godspark. This energy is drawn to warriors who rise to face the opposition placed before them, imbuing them with small bursts of godlike power. The power itself is fleeting at first; but, over time, warriors scattered throughout the land begin to rise in name and glory—harnessing additional Godspark, bathing themselves in the energy of the fallen Aesir, and becoming the new legends of the Fractured Realms.

The lands of mortals in Midgard have gone without gods to set things right in the realms for long enough. It is time for new gods to rise and claim their place in legend!

## DESIGNER'S NOTE: THE FEEL OF RAGNAROK

The world of Ragnarok does not follow the traditional Viking legends we all know and love. This world embraces the fantastic what ifs of the Viking Apocalypse, cranks up the volume, sets things on fire, and grabs an even bigger axe!

Ragnarok is a world of non-stop action and destruction. Not only do you get to choose which instruments of destruction your warriors use to sow carnage, but the environment itself wants an equal piece of your warriors; therefore, terrain is weaponized in Ragnarok. Combat consists of more than just swinging steel at your enemies—throwing them off



parapets and cliffs, smashing their skulls into trees, and kicking them onto sharp pikes allows you to dispose of them just as easily as using a weapon.

The battles in which your War Clans take place are over-the-top and epic. Ragnarok's design embraces the rule of cool—whether you slaughter your opponent's forces or receive a savage beat-down with enormous weapons, the statement "That was AWESOME!" should be prevalent at the gaming table.



# The Fractured Realms

## ALFHEIM

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Mysterious, to say the least, Alfheim is home to the demi-godlike entities known as the Aelves. Said to be more luminous than the sun and possess beauty beyond imagination, this was once a realm of elegance and splendor that was indescribable in mortal words. The Shattering changed this, and now Alfheim's mysterious inhabitants jealously guard what few pieces of their homeland remain from intruders who might wish to sully its former glory.

## ASGARD

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Former home to the mighty Aesir, Asgard was once connected to the world of men via the Bifrost Bridge. This great realm held the grand halls of the gods, as well as Valhalla, the hall of heroic mortals. The Shattering destroyed Asgard, killing every last Aesir. What used to be a grand realm that mortals dreamed of reaching upon their deaths is now just a faded memory of glory that once was.

## HELHEIM

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Located deep beneath the roots of the World Tree's remains and covered in thick fog, Helheim is home to Hel, the Goddess of the Underworld and matron of the dead who once dwelt there. After The Shattering, the dead clawed their way out of Helheim to what remains of the Fractured Realms to try to reclaim lands that once belonged to them.

## JOTUNHEIM

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Enemies of mortals and fallen gods alike, the Jotnar—giants that dwelled within this primordial realm—ruled Jotunheim with sheer brutality and strength. Jotunheim's landscape is as massive as the giants that inhabit what is left of the realm; and, after The Shattering, traces of the immense flora and

fauna can be found amongst the other realms' remnants. Most alarming, though, is the fact that the Jotnar may now freely roam the lands.

## MIDGARD

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The mortals' realm, positioned firmly in the middle of Yggdrasil, flourished as the center of all the realms. While the other realms were far-leaning in the directions of law or chaos, life or death, and good or evil, Midgard remained the great balance between them. Here, the history of mortals began; and here The Shattering did the most damage. When Yggdrasil collapsed and the realms collided, the elements once separated by the great branches poured into Midgard, their influence on the realm amplified. The balance Midgard kept since the beginning is still present, but the extremes are now far more prolific.

## MUSPELHEIM

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Constantly smoldering with eternal flame and magma, Muspelheim is a realm of destruction and consumption. Ruled by the war-like Eldjotnar, also called Fire Giants, Muspelheim is an unforgiving place where death can come at the blink of an eye. Upon The Shattering, the Eldjotnar rode forth into the other worlds' remnants to claim more territory in the name of their immortal king, Surtr.

## NIFLHEIM

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The realm of primordial ice and cold, Niflheim's frigid climate is just as brutal as Muspelheim's fires. The massive Jotnar known as Frost Giants—believed to be Ymir's descendants—live here. The Frost Giants may not be as ambitious as their fiery brethren, but they make up for their lack of drive with sheer power and size. The Shattering allowed these monstrous beings to roam unchecked, devouring everything in their path.

## SVARTALFHEIM

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Known as the Land of the Low Fields, Svartalfheim is bathed in eternal darkness, never knowing any light other than the fires from the various forges of the Dwarves who dwell there. Many of the greatest magic items ever seen by the Worlds were made here. The Svartaelves, a mischievous race of Elves that live to sow discord among the mortals of Midgard, also lurk in the dark halls.

## VANAHEIM

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Home to the Vanir, the only gods to survive The Shattering, Vanaheim is a realm of chaotic and endless forests, within which one can easily get lost. Here, nature roams unchecked—blossoming and dying within seconds or surviving for eons. Massive versions of the animals that roam Midgard can be found within the eternal woodlands, and many make their way to the various Fractured Realms to thrive and hunt. However, though Vanaheim's wildlife is found nearly everywhere in the Fractured Realms, the mysterious Vanir are nowhere to be found.



# MORPHEUS ENGINE CORE RULES



## Model Profile

Individual models of the same type have a Model Profile to signify what type of model they are and which Attacks and Abilities they can use. Each Model Profile has the same information layout:

- **Model Name:** This identifies the model.
- **Faction:** Certain *Morpheus Engine* games have factions or groups to which models belong. This entry signifies a model's faction.
- **Action Points (AP):** The maximum number of actions a model can take during its activation (typically 2); models use AP to Move, Attack, interact with the battlefield and Objectives, and activate Abilities.
- **Health Points (HP):** A numeric value used to determine how much Damage a model can take before it is removed from play. Typically, when a model reaches 0 HP it is removed from play.
- **Speed (SP):** The number of inches a model may move per AP spent on Movement.
- **Melee Attack (MA):** The stat used to attack models in close-combat.
- **Ranged Attack (RA):** The stat used to attack models outside MA reach.
- **Defense (DF):** The stat that determines how difficult it is to hit this model.
- **Resilience (RS):** The stat that determines how difficult it is to Damage this model.
- **Drive (DR):** The stat that represents a model's determination (commonly used for Melee Clash).
- **Mind (MN):** The stat commonly used for Magic, Psi, and Mind-Based Attacks. MN acts as RS against Mind-Based Attacks.
- **Special Abilities:** A list of the model's skills and talents. Each *Ability* has its own set of rules (see the *Special Abilities* list for a complete rundown of each [Special Ability](#)).

- **Size:** The Size of the character the model represents. This Stat determines whether a model can be seen behind battlefield elements, such as terrain, as well as the ease with which they can move through certain battlefield elements.
- **Base Size:** The size of the base on which a model is mounted.
- **Cost:** Each model has an associated *Cost*. This determines how many models of a certain type can fit in an army. As a rule, a model's Cost is also a scale to measure how powerful the model is when compared to others. The higher the Cost, the more powerful the model.



## MODEL

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For all intents and purposes, a model is a miniature element on the battlefield that can be targeted by Attacks and Abilities.



# ATTACKS

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Using AP to interact with another model is called an *Attack*. This is a generic term used to differentiate Attack actions from Standard actions (such as Movement). When a model spends AP to Attack, choose one of the Attacks listed on the Model Profile. Each Attack, much like the Model Profiles, lists information specific to that Attack:

- **Name:** What the Attack is called.
- **Strength (ST):** The Stat that indicates an Attack's power. Compare the Attack's ST to the target's opposing Stat (typically RS) to determine how difficult it is to successfully Damage the opposing model.
- **Range (RN):** The maximum distance at which this Attack can target another model (typically a number, measured in inches). If RN is *not* represented by a number, it falls into one of the following categories:
- **ML:** Melee. The attacking model must have base-to-base contact with the target model to use this Attack.
- **MR:** Melee Reach. The attacking model's base must be no further than 2 inches away from the target model's base to use this Attack.
- **Attack Abilities:** Some Attacks have unique abilities that affect a model's target (see the Attack Abilities list for a complete rundown of each Attack Ability).



## Choose a Scenario

Select a *Scenario* you and the other player(s) want to attempt to complete. You can find Scenarios for *Ragnarok* in the *Scenarios* section of this book.

## BATTLEFIELD SET-UP

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Wargames are at their most exciting when the battlefield terrain matches the aesthetics of the area in which the models are going to war. When setting up your battlefield, it is best to cover thirty-five to fifty percent of the table with terrain.

Certain Scenarios have specific rules for which types of terrain to use or give guidelines as to how you should place terrain (see the *Scenarios* section for details about what types of terrain you need for each *Ragnarok Scenario*).

For details about specific Terrain Elements and how they affect the game, see the Terrain Elements section.

## DEPLOYING MODELS

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Players deploy their models in the Deployment Zones laid out in the selected Scenario (see *Determining Scenarios and Deployment* for details). After determining Deployment Zones, each player rolls 1D6; the player who rolls highest decides which player deploys their first model in their respective Deployment Zone (re-roll all ties). Players then take turns placing one model each until all models are deployed.

Now, you are ready to begin Round One.

# Measurements

All *Morpheus Engine* game measurements are in inches. Unless otherwise specified in the Additional Rules section of this book, always measure from the closest point between two objects or models. You can take measurements at any time during the game.

# Game Rounds and Phases

A *Round* is defined as a portion of the game in which all players have activated all their models and resolved any effects or Abilities. Once these criteria are met, you begin the next Round. Each Round is divided into the following *Phases*:

## HQ PHASE

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Each *Morpheus Engine* game has special rules that take effect during the HQ Phase. Check Additional Rules for HQ Phase rules specific to *Ragnarok*.

## INITIATIVE PHASE

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The *Initiative Phase* determines the order in which players can activate their models. Each player rolls 1D6. The player with the highest roll decides which player activates first (re-roll all ties). When playing a multi-player game, the player with the next highest roll decides which player activates next, and so on.

## ACTIVATION PHASE

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After initiative is determined, players take turns activating one model each, in initiative order. A player may only activate each model once per Round. If a player has no remaining models to activate, play passes to the next player in initiative order with models to activate until all models on the battlefield are activated. All models must activate during each Round.

## END PHASE

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As with the HQ Phase, many effects and Abilities come into play during the *End Phase*. Once all End Phase effects are complete, the Round ends and a new Round begins. Check Additional Rules for End Phase rules specific to *Ragnarok*.

# The Success Table

The *Success Table* is the basis for all rolls made in a *Morpheus Engine* game, and determines whether any action that requires a roll succeeds or fails. To use the Success Table, you compare the active model's *Active Value* to the target model's *Opposed Value*. Calculate the Active Value as the sum of the Stat being used, plus or minus any modifiers. Calculate the Opposed Value in the same way.

Subtract the Opposed Value from the Active Value and compare the result to the Success Table. The corresponding column shows the total you must roll on 2D6 for the action to succeed. This total is called the *Success Value*. Any roll equal to or greater than the Success Value succeeds. Any roll less than the Success Value fails. There are instances in some games where you must simply succeed in a Test versus one of your Stats. Tests that operate in such a manner list a Difficulty (D), followed by a number representing the Opposed Value for the Test. *For example, RS (D3) means your Resilience Stat is the Active Value you must use versus a Difficulty of 3.*

**Success Stages:** When you roll a number equal to or greater than the required Success Value, the result creates Success Stages. *For example, if you need a Success Value of 7 and roll a 7 for an active model, the action succeeds with 1 Success Stage. If you need a Success Value of 7 and roll a 9, the action succeeds with 3 Success Stages.* Success Stages have certain effects based on special game rules or Abilities. See the Attacks section for more details about Success Stages.

**Critical Success and Critical Failure:** Regardless of the Success Value, a roll of 12 always succeeds and a roll of 2 always fails. Always check the game specific rules for possible alternate rules applying to Critical Successes and/or Failures.

**SUCCESS TABLE**

<b>Total</b>	<b>Success Value</b>
-5 or less	12
-4	11
-3	10
-2	9
-1	8
0	7
1	6
2	5
3	4
4+	3

## Using Action Points

A model's Action Points (AP) indicate the maximum number of actions it can take during its activation. You can spend a model's AP on a variety of actions (such as Movement, Attacks, interacting with the battlefield and Objectives, or activating Abilities) in any order you choose (such as Move, then Attack; Attack, then Move; or Attack twice). Once you use all a model's AP, the model is done with its activation.

Below is the basic list of actions a model can perform using AP:

- Move, Jump, Climb, Go Prone, Disengage, Stand: See the *Movement* section for details.
- Charge action, Melee Attack, Ranged Attack: See the *Attacks* section for details.
- Focus: See the *Focus Action* section for details.
- Interact with Objectives: This varies, depending on the game and Scenario (see the *Scenarios* section for details).





# Movement

You can spend a model's AP to Move it around the battlefield. For each AP you spend on Movement, you may Move the model up to its SP value in inches. The model does not have to Move in a straight line during standard Movement. *For example, a model with SP 5 may Move forward 2", left 2", and forward 1".* A model may Move through friendly (controlled by the same player) models of the same Size or smaller. However, it may never Move through enemy models and cannot end its Movement overlapping another model's base.

## MOVEMENT PENALTIES

Certain game-specific items (such as terrain and Special Abilities) can lower a model's base SP during Movement. Movement penalties can never reduce a model's SP to 0 unless a game-specific rule states otherwise (see the *Terrain Elements* and *Special Abilities* sections for details).

## CLIMBING

Some Terrain Elements have distinct Levels and a means by which a model can Climb between Levels. For a model to Climb, it must have base-to-base contact with a Terrain Element that has the Keyword *Climbable*. You must spend 3 inches of a model's Movement on Climbing per Level you want it to Climb. Upon reaching each new Level, place the model at the closest point to the Level from which it just Climbed. If a model does not end its Movement on a new Level, then it remains in a Climbing state. During a Climbing state, the model has -1 DF, -1 DR, -1 MA, and -1 RA. If a model's activation ends while Climbing, mark it as such and note the number of inches it Climbed at the end of its activation. This helps determine how much farther it needs to Climb to reach the next Level in a subsequent Round.

If a model is hit while Climbing, roll RS versus the Attack ST -2. If you succeed, your model continues Climbing. If you fail, the model Falls and incurs Damage.

## FALLING

A model whose base is no longer touching a Level of terrain Falls straight down. To calculate *Falling Damage*, determine how many inches the model Falls and subtract its Size. The model suffers the total as a ST Attack versus its RS. Models that Fall are knocked Prone. If a model happens to Fall onto another model, that model also suffers an equal ST Attack, as calculated for the falling model, and suffers the Attack Ability *Knockdown* equal to the Size of the model that fell on it.

## DISENGAGE (FROM MELEE)

When a model is Engaged in melee combat, you may not move it without first attempting to *Disengage*. If you choose to Disengage a model, you must spend 1 AP and roll the model's DR versus the opponent's DR. If you succeed, you may move the model up to their SP in inches away. If you fail, the model remains Engaged and cannot move. You may attempt to Disengage until you succeed or the model runs out of AP.

## GO PRONE OR STAND

You may choose to have a model go Prone willingly, or it may happen when the model Falls. While a model is Prone, the following applies:

- Prone models suffer -3 SP
- Prone models suffer -1 MA
- Prone models suffer -1 Size
- Prone models may not Climb or Jump
- Prone models may not Charge
- -1 RA versus Prone models
- +1 MA versus Prone models

You may spend 1AP to have a model go Prone or to have a model Stand when Prone.



## JUMPING

You may spend 2 AP to move a model up to its SP in a straight line and ignore any Terrain Elements with the Keywords *Hazardous* or *Rough* it crosses, provided the model does not start out in the Terrain Element. Some Terrain Elements have the Keyword *Jumpable*. Models may Jump from a higher-level, *Jumpable* Terrain Element to one Level lower as part of their Jump Movement without suffering Falling Damage (see the Terrain Elements section for details).

# Attacks

There are two types of Attacks in *Morpheus Engine* games: Melee Attacks (MA) and Ranged Attacks (RA). Each type of Attack requires a successful Attack roll to hit its target. Typically, this is an MA versus DF roll for Melee Attacks and an RA versus DF roll for Ranged Attacks. Each type of Attack also has its own special rules and restrictions.

You do not have to roll to hit when targeting a friendly model (controlled by the attacking player), the Attack automatically succeeds.

You must follow these basic rules for all Attacks:

- **Select Target:** Choose the opposing model you want to Attack. The attacking model must have a Line of Sight (LOS) to the target (see the *Line of Sight* section for details).
- **Select Attack:** Select an Attack from the Model Profile that can successfully hit the target within its maximum range.
- **Spend AP and Make Attack Roll:** Unless the selected Attack states otherwise, all Attacks cost 1 AP.
- **Make Damage Roll:** If the Attack roll succeeds, make a Damage roll. Typically, the Damage roll is the Attack ST versus the target's RS.
- **Resolve Damage:** If the Damage roll succeeds, the target suffers 1 Damage, resulting in -1 HP. For every three Success Stages you achieve after the first, you cause the target to suffer +1 Damage. *For example, if you need a 7 to damage, you cause +1 Damage when you roll 10, 11, or 12, etc.*
- **Remove Models:** Unless otherwise stated in Additional Rules or Special Abilities, models reduced to 0 HP are removed from play.

## INCAPACITATED

Some Special Abilities cause a model to be *Incapacitated* when it reaches 0 HP, instead of being killed and removed from play. An Incapacitated model is Prone, has 0 AP, cannot Clash (see below for details), and suffers -1 DF.

## LINE OF SIGHT

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*Line of Sight* (LOS) determines whether a model can see (and therefore, Attack) a target or object, or if any other model or Terrain Element lies between them. To check LOS, draw imaginary lines from both sides of a model's base to the mirror sides of the target or object. If you can trace an unobstructed, straight line from any part of the attacking model's base to any part of the target or object, the model has LOS. When checking LOS, models and Terrain Elements of the same Size or Larger than the attacking model block LOS. All models in *Ragnarok* have 360-degree vision and do not need to face a particular direction to Attack.

# Melee Attack Rules

A *Melee Attack* (MA) has two ranges: Melee (ML) and Melee Reach (MR).

ML has RN 0, which means the models must be in base-to-base contact for this Attack to hit.

MR has RN 2, which means all MA rules apply in a 2" area around the attacking model.

If a model is within ML or MR range of an enemy model, it is Engaged.

## CHARGE

A *Charge* is a forceful combination of Movement and Attack. Charge costs 2 AP: 1 AP for Movement and 1 AP for the Attack. Charge follows these rules:

- A model using Charge adds +3 SP to make its Charge Movement. This Movement MUST take the shortest path possible to reach its target.
- A model using Charge must have LOS to its target and end its Movement within Melee Attack range (ML or MR).
- A model using Charge can make only one turn or change directions once during its Charge Movement.
- A model using Charge must move at least half its original SP in inches (round up).
- When performing its selected Attack, the model using Charge gains +1 ST to the Attack and +1 DR.



## CLASH

When hit by an enemy model in melee combat or with a Charge, the target model may choose to initiate a *Clash*, which allows them to be more aggressive and Attack in a melee exchange instead of focusing solely on Defense. A Clash does not cost AP, but must complete the following steps, in order:

- The target model initiates a Clash and selects a 1 AP Melee Attack within valid range. The target model must be able to Engage the attacking model in its current position with the selected Attack.
- The target model makes an Opposed DR versus DR roll.
- If successful, the target model carries out its selected 1 AP Melee Attack within range. After the Clash is resolved, if the attacking model is still alive, it may finish its selected Attack. The target model suffers -1 DF.
- If unsuccessful, the target model suffers -1 DF and the attacking model may finish its selected Attack. If the target model is still alive after the Attack, it can Attack at -1 MA.
- A model may only Clash as many times as half its AP total (round up) per Round.



## OVERWHELM

An attacking model gains +1 MA and +1 ST to each Melee Attack if the sum of its Size and the Size of all other friendly models Engaged in melee combat with the same target is greater than the target's Size. There must be at least one other friendly model Engaged with an enemy model to gain the *Overwhelm* bonus.

## FREE STRIKE

When a model voluntarily moves into ML or MR of an enemy model and chooses to keep moving without engaging the enemy model in melee combat, the enemy model may choose to attack that model with one ML or MR attack listed on their profile. This attack costs the enemy model no ap and is considered a Free Strike.



# Ranged Attack Rules

A *Ranged Attack* (RA) is any attack with a range that is not ML or MR. The number indicated for a Ranged Attack is the maximum range, in inches, at which the selected Attack can hit. Models may not make a Ranged Attack while Engaged.

## DISTANCE PENALTY

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When targeting a model at a distance of more than half the Attack's range in inches, the model making the Ranged Attack suffers -1 RA. Unless specifically stated otherwise in an Attack description or Attack Ability, a model never suffers a *Distance Penalty* to any Ranged Attack that targets a model no more than 6" away.

## FIRING AT AN ENGAGED MODEL

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When you use a Ranged Attack to target a model Engaged in melee combat, your model suffers -1 RA. If the Attack misses its target, it automatically hits the closest friendly model, which suffers all the effects of the Attack. If multiple enemy models are Engaged with the friendly model, the friendly model rolls DR (D4). If the roll succeeds, ignore the Attack. If it fails, the Attack still hits.

## COVER

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Some Terrain Elements or Special Abilities grant protection from an incoming Ranged Attack. If a Cover source stands between the attacking model and the target, it grants either Light Cover or Heavy Cover:

- Light Cover causes the attacking model to suffer -1 RA.
- Heavy Cover causes the attacking model to suffer -1 RA and -1 ST to the selected Attack.

## CONTROLLING COVER

If an attacking model is within 1” of a Cover source and the target is not within 1” of the same Cover source, that Cover source does not count as Cover for the purposes of an Attack.

Cover penalties do not stack. If a model would gain Cover from both Light and Heavy Cover sources, only the Heavy Cover penalties apply.

## SPECIAL RANGED ATTACKS

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### BLAST ATTACK

If the Attack entry lists *Blast* (x), (x) is the radius in inches from the *Hit Origin* that determines which models are hit by the Attack. The Hit Origin is the point on the model or battlefield where the *Blast Attack* lands. All models with bases partially or completely within the Blast (x) are automatically hit.

Blast Attacks can target a model or a point on the battlefield; this is called the Intended Target Point. If your *Intended Target Point* is another model, make the Ranged Attack, as usual. If the Attack hits, place the Hit Origin anywhere within the model’s base. If the attack misses, the attacker must make a *Scatter roll* (see below for details). If your Intended Target Point is a point on the battlefield, simply make the Scatter roll.

#### **Scatter Roll**

Roll 1D6 and 1D8. Each face on the D8 has a triangle shape that forms a point at the top. The Blast Attack Scatters in whichever direction the D8 points. The sum of the D6 and D8 is the number of inches from the Intended Target Point the Blast Attack Scatters. Blast Attacks Scatter a maximum of half the distance from the point at which they are fired. The new Target Point is the Hit Origin.

### SPRAY ATTACKS

If the Attack entry lists *Spray* (x), (x) is the width in inches on each side of the Hit Origin that determines which models are hit by the Attack. *Spray Attacks* always travel the maximum range and ignore Distance Penalties.

To perform a Spray Attack, choose a target model. Draw a thin, imaginary line at the center of the target's base (turning a tape measure sideways and using the thin edge works great for this purpose). This is the Hit Origin. Measure the Spray (x) on both sides of the Hit Origin. From those points, draw imaginary straight lines back to the edge of the attacker's base, like the steps you use to trace LOS. This is the *Area of Coverage* for the Spray Attack. Roll to hit the initial target, and then roll Damage for each model that is partially or completely within the Spray Attack's Area of Coverage.

## LINE ATTACKS

If the Attack entry lists *Line*, it hits every model within the Attack's range. Choose a target within LOS and draw a thin, imaginary line from the attacking model through the center of the target's base. Roll to hit the initial target and then roll Damage for each model through which the Line passes.



## **Focus Action**

A model may spend 1 AP per Round to *Focus*. This gives the model +2 to any one Stat, Attack ST, or Ability; or +1 to any two Stats, Attack ST, or Abilities. This Focus bonus lasts until the end of the Round.

# Terrain Elements

Each *Terrain Element* has Keywords attached to it that describe the various effects the Terrain Elements have on models near to or within it. Before the game begins, the players should agree on the Keywords for each Terrain Element. Each Terrain Element must also have a Size.

- **Blocks LOS:** You cannot trace LOS through this Terrain Element. If a model's Size is larger than the Size of the Terrain Element with this Keyword, Attacks may target it. In addition, if the attacking model's Size is greater than the Size of the Terrain Element with this Keyword, it can see over the Terrain Element and Attack as usual. Typically, a Terrain Element with the Keyword *Blocks LOS* has either *Heavy Cover* or *Light Cover* assigned to it, as well.
- **Climbable:** Models may Climb this Terrain Element.
- **Deep Water:** This Terrain Element grants Light Cover to any model completely within it and reduces the model's Size by half. In addition, *Deep Water* is considered *Difficult* terrain (see below) and a model within this Terrain Element cannot make a Charge action if it suffers any penalties to SP. A model in Deep Water may spend 1 AP to submerge itself below the surface of the water, which gives any enemy model using a Ranged Attack against it an additional -1 RA. If a model is ever Prone or submerged in Deep Water at the beginning of its activation, it must spend 1 AP to come back above the surface. If it cannot, it must roll DR (D3) or suffer -1 HP.
- **Difficult:** A model loses 2" of Movement per AP spent Moving into or through this Terrain Element.
- **Hazardous (x):** Any model entering or Moving through this Terrain Element suffers an automatic ST (x) hit.
- **Heavy Cover:** This Terrain Element grants *Heavy Cover*.
- **Hill (x):** (x) is the Size of the *Hill*. Hills automatically gain the Keyword *Blocks LOS*. While on a Hill, models add (x) to their Size when determining LOS. Any model that does not begin a Charge action from a Hill does not gain the standard +1 ST and +1 DR.
- **Jumpable:** Models may jump from this Terrain Element to another Terrain Element with the Keyword *Jumpable*. If the model does not have enough Movement to reach the Terrain Element, it Falls. Models jumping from a higher Level Terrain Element with the Keyword *Jumpable* to a Terrain



Element one Level lower may do so as part of their Movement without suffering Falling Damage.

- **Impassable:** A model may not move through this Terrain Element.
- **Level (x):** (x) is the number of different floors a Terrain Element has. There must be some means to Climb between *Levels* (such as a ladder) for a model to do so. Each Level is Size 3 (so, a building with 3 Levels is Size 9). A model may not Attack between Levels while within the Terrain Element without adequate LOS to a target on a different Level. While outside the Terrain Element, a model may not make a Melee Attack on a Level greater than its Size. Models with MR may add +2 to their Size when making a Melee Attack. When attacking a target outside the Terrain Element, the attacking model inside the Terrain Element adds the current Size of the Level they are on to their Size when calculating LOS.
- **Light Cover:** This Terrain Element grants *Light Cover*.
- **Obscuring:** This Terrain Element Blocks LOS unless fewer than 2" of this Terrain Element lies between the attacker and the target.
- **Shallow Water:** This Terrain Element grants Light Cover and -1 Size to any model completely within the Terrain Element. In addition, *Shallow Water* is considered Difficult terrain (see above). If a model is ever Prone in Shallow Water at the beginning of its activation, it must spend 1 AP to Stand. If it cannot, the model must roll DR (D2) or suffer -1 HP.
- **Wall (x):** (x) is the Size of the *Wall*. A model may move through this Terrain Element if its Size is greater than or equal to (x); however, a model cannot end its Movement with its base overlapping a Wall. A model can trace LOS through a Wall if the target's Size is greater than (x).



# WEAPONIZE RAGNAROK'S TERRAIN: MAKE IT DANGEROUS!



## Weaponized Terrain

In *Ragnarok*, battles are meant to be epic and brutal. To help reflect this, you not only cause damage and suffering with the smash of a hammer or the swing of a blade, but by pushing, throwing, or otherwise forcing opposing models into Weaponized Terrain Elements. Listed below are some examples of Weaponized Terrain. We highly encourage you to come up with your own Weaponized Terrain to use against your enemies!

### BARBED FOREST

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This Terrain Element has the Keywords Difficult, Light Cover, and Obscuring. If any model within this Terrain Element suffers from the Attack Abilities Push, Pull, or Knockdown, they also suffer from Impaled (1).

### LUSH FOREST

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This Terrain Element has the Keywords Difficult, Heavy Cover, and Obscuring. Any model that has base-to-base contact with this Terrain Element and is not Engaged in melee combat may spend 1 AP to set the Lush Forest on fire. For the next three Rounds, any model that moves into or through the Lush Forest suffers from the Attack Ability Fire (2). After three Rounds, the Lush Forest becomes a Barbed Forest.



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## MAGMA POOL

This Terrain Element has the Keywords Difficult and Hazardous (2). Any model that moves into or through the Magma Pool suffers from the Attack Ability Fire (3).

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## THIN ICE

This Terrain Element has the Keyword Difficult. If the total Size accumulation of models within a 4" x 4" area of this Terrain Element exceeds Size 8, each model must roll DR (D2). If they succeed, the models move to the closest edge of the 4" x 4" area. If they fail, they fall into Deep Water and suffer from the Attack Ability Ice (3). This 4" x 4" area is now Deep Water with Ice (3) for any model that enters it.



# WAR CLAN CREATION



## Creating Your War Clan

Every War Clan starts with a total of 800 Glory to purchase warriors and equip them with weapons, armor, and gear.

Each warrior may equip only one set of armor, one shield, and no more than three weapons. While they do not start with any other form of gear, it is important to note that each warrior can carry up to five other items (such as Usable Items). Any Equipment or items you do not wish to use are recorded in the Treasure Hall portion of your War Clan Sheet.

When creating your starting War Clan, you must first purchase a Jarl to lead your War Clan. After purchasing your Jarl, you may then purchase additional models to fill out your War Clan. Your starting War Clan must have a minimum of 7 models (your Jarl, plus 6 additional warriors), but may have a maximum of 12 models.

Each warrior has unique traits to consider when purchasing your starting War Clan. They are listed below.



# JARL

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Jarls are the nobility of War Clans; they answer only to Kings and Queens. After The Shattering, those Jarls who gave up their warring ways perished. Only those who came to power through the practice of warfare and raiding are left to lead mortals to godhood. Arguably the most potent warriors to grace the battlefield, Jarls prefer to lead by example: they kill and maim as many enemies as possible to show those who serve under them how it is done.

JARL									WAR CLAN LEADER		
Size			2			Base			30mm	Glory Cost	160
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	5	3	2	3	1	3	2	3	Combat Sense, Tactician (12), Teamwork, Hip Shot, Weapon Master		

# BONDI

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Bondi are the commoners in Viking culture and were considered the widespread middle-class on Midgard before The Shattering. Craftsman, hunters, sailors, fishermen, and traders, Bondi are also skilled warriors who are unafraid to take an axe to anyone who threatens their way of life.

BONDI									WAR CLAN WARRIOR		
Size			2			Base			30mm	Glory Cost	40
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	1	2	1	2	2	2			

# HUSKARL

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Huskarl are elite soldiers that serve best as personal troops and bodyguards for villages and nobles. These warriors stand boldly in the face of danger, trained to take the brunt of any assault thrown at their wards. Huskarl are resilient and



are typically equipped with the best armor available to ensure they can cast aside most blows that would kill a common warrior.

HUSKARL									WAR CLAN PROTECTOR		
Size			2			Base			30mm	Glory Cost	60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	0	3	2	3	2	2	Brace, High Pain Threshold, Stalwart		

## BERSERKER

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Savage and unrepentant warriors, through and through, Berserkers throw themselves into a rage and indiscriminately hack and slash their way through every foe that stands before them. It is unclear whether the rage they possess is imparted by latent Godspark or if they must endure rituals and substance use to reach such heights of anger; however, having a Berserker on your side is far safer than having one Charge at you.

BERSERKER									WAR CLAN SHOCK TROOPER		
Size			2			Base			30mm	Glory Cost	80
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	0	1	2	4	1	2	Berserker, Rapid Attack, Terrifying (1)		

## SKALD

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The Skald are poets and storytellers in Viking society, widely respected by everyone around them. Now that the worlds are ending, these warrior-poets have a new purpose: to tell the tales of the new legends who rise to godhood and keep their stories alive for generations to come. On the battlefield, the Skald acts as a second-in-command. They help the Jarls coordinate War Clan tactics and cause their opponents to become angry and flustered in combat by reciting insulting lyrics and slights.

SKALD									WAR CLAN COORDINATOR			
Size			2			Base			30mm	Glory Cost		70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	1	2	1	2	3	2	Tactician (6), Taunt (2)			



## GOTHI

War Priests from the various settlements, the Gothi are healers that served the Aesir before The Shattering. Now that the worlds are ending, these sage clergy members raise their hammers to support the new warriors who are willing to step forth, claim godhood, and become the new Aesir. Gothi serve best as warriors that help distribute the latent Godspark that imbues the War Clan with Powers of the dead Aesir. They make it much easier to call on the gods' flickering Powers.

GOTHI									WAR CLAN PRIEST			
Size			2			Base			30mm	Glory Cost		60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	0	2	1	3	3	2	Healer (ML), Godspark Attuned			

# SPEIDER

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Warriors who prefer to stick to the shadows and launch surprise Attacks, Speiders serve best as scouts for the War Clans. Their hope is to ambush their foes and search for any trace of danger that may lie ahead. Speiders typically choose Light Leathers when wearing armor, so they can move without impacting their speed or dexterity when using Ranged Weapons.

SPEIDER									WAR CLAN SCOUT			
Size			2			Base			30mm	Glory Cost		70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	1	2	3	1	2	2	2	Concealment, Stealth			



# Weapons and Armor

## MELEE WEAPONS

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### ATGEIR

Known as a mail-piercer or hewing-spear, this polearm stands as tall as a warrior and has a wide Spear head that can also be used like an Axe. Many heroes have used this weapon throughout the ages; it is a favorite among Huskarls.

### AXE/SWORD/HAMMER

Warriors have used many versions of the single-handed weapon over the years to inflict pain and suffering on their enemies. This entry applies to any standard, single-handed weapon of average length.

### CLUB/DAGGER

Common Clubs and Daggers are crude and simple weapons, both easy to use and easy to replace. They can destroy even the greatest of foes if placed in the right hands and used with murderous intent.

### GREAT WEAPON

Great Cleaving Swords, Giant Axes, and immense War Hammers fall into this category. Warriors using these two-handed weapons cause wanton destruction with each powerful blow, and strike fear into all who witness their use on the battlefield. Warriors who take on the task of hunting great monsters typically use one of these massive death-dealers.

### SCYTHE

The Scythe is a modified harvesting tool. It is popular among commoners that became warriors after The Shattering. While it is slow and ungainly to use in combat, no warrior can deny the sheer cutting power the Scythe holds.

## SPEAR

A warrior-sized wooden shaft with a pointed, metal tip, warriors have used the Spear since weapons were first made. Spears are the weapon of choice among many warriors to keep their enemies at bay.

## ULFBERT

The Sword of Kings, an Ulfbert is legendary for its cutting power and sheer craftsmanship. Any warrior who possesses such a weapon is sure to lay waste to an enemy standing before them.

MELEE WEAPON TABLE				
Melee Weapon	ST	RN	Special	Glory Cost
Atgeir	3	MR	No shield while in use	20
Axe/Sword/Hammer	2	ML		10
Club/Dagger	1	ML		5
Great Weapon	3	ML	No shield while in use	15
Scythe	2	ML	Savage, Cumbersome, No shield while in use	25
Spear	2	MR		15
Ulfbert	3	ML	Lethal	65

## RANGED WEAPONS

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### YEW BOW

The Yew Bow is primarily a hunting tool, but many warriors prefer it for taking out foes at a distance. The master of Ranged Combat on the battlefield, the Yew Bow's reach allows marksmen to strike first if their enemies are caught out in the open, unaware.

## SLING

A Sling is a crude weapon that uses stones as ammunition, typically for hunting small game. However, a Sling is also an easy weapon to employ on the battlefield, since ammunition is always plentiful and it is a relatively quiet weapon. Typically, a Sling is made from a leather cup attached to a pair of strings made from leather or cord.

## THROWING SPEAR

Throwing Spears are typically shorter and lighter than their standard counterparts, which allows warriors to hurl them over great distances at the enemy.

## THROWING AXE/HAMMER

Smaller versions of the typical war weapons, these Axes and Hammers are balanced for throwing. They may not have the same range as a Sling or a Yew Bow, but they pack the same punch at a short distance.

## THROWING DAGGER

Combat blades balanced for throwing, the stealthier War Clan members prefer these Daggers. Unscrupulous warriors also find Throwing Daggers ideal for coating with poisons.

RANGED WEAPONS TABLE				
Ranged Weapon	ST	RN	Special	Glory Cost
Yew Bow	2	18	No shield while in use	30
Sling	0	12		15
Throwing Spear	2	12		25
Throwing Axe/Hammer	2	6		20
Throwing Dagger	1	6		15

## ARMOR

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## LIGHT LEATHERS

Lightweight armor fitted to the wearer with padded cloth underneath, Light Leathers are pieces of hard-boiled leather sewn together to allow for maximum Movement.

## SCALE/CHAIN ARMOR

Made from leather and metal, Scale Armor and Chain Armor grant warriors more protection than Light Leathers and allow them to survive longer against common weapons.

## HEAVY ARMOR

These monstrous pieces of armor are typically made from thicker animal hides, with metal plates and chain sewn into them. Huskarls prefer Heavy Armor, as do any warriors that wish to stand their ground against a flood of enemies crashing toward them.

## SHIELD

Typical Viking shields are large and round, made from wooden planks with a center of iron or brass to help deflect spear tips and repel blows and projectiles. Warriors who use shields can create a barrier between themselves and their enemies (+2 Size), making it harder for enemies to Overwhelm them even when outnumbered in melee combat.

ARMOR TABLE			
Armor	RS	Special	Glory Cost
Light Leathers	1		5
Scale/Chain Armor	2		10
Heavy Armor	3		15
Shield	-	+ 2 Size when enemy tries to Overwhelm	5





# GOD POWERS AND GODSPARK



Before The Shattering, the gods of Asgard wielded many great Powers. These Powers granted them senses far greater than that of any mere mortal, strength beyond all measure, and wisdom as ageless as time itself. When The Shattering destroyed the physical bodies of the Aesir, it also scattered their Powers throughout the Fractured Realms. Laced with the gods' latent abilities, this energy the gods used to harness their near-unlimited abilities—known as Godspark—lies dormant, waiting for those worthy enough to harness the God Powers and become the new gods of legend. Any warrior dedicated enough to unlock their full potential can use these God Powers.

As those who gather Godspark begin to harness more and more of the Aesir's former Power, they also start to take on the unique abilities the Aesir possessed before they perished. The God Powers become easier and easier to use, eventually Imprinting themselves permanently upon warriors deemed worthy enough to use such fantastic abilities.

## Obtaining Initial God Powers

Each War Clan starts a campaign with three God Powers, which they can tap into using Godspark. Before the campaign begins, players should discuss how they want to select their initial God Powers. Each God Power starts off at its most basic entry and a War Clan can both improve its use of these powers and gain new ones over the course of the campaign (see [Gaining New God Powers](#) and [War Clan Improvement Phase](#) sections for details).

The first option is that each player simply chooses which three God Powers they want their War Clan to possess. The second option is more exciting and can create far more varied War Clans. Instead of simply choosing which God Powers they want to start with, each player rolls a D66 three times to randomly select their War Clan's three Powers from the God Power Table. To roll a D66, you first roll a single D6. The number that comes up is your tens' column. You then roll a second D6 for your ones' column (*for example, if you roll a 4 and then a 2, your D66 result is 42*).

GOD POWER TABLE	
Die Roll	God Power
11	Touch of Life
12	Engulfed in Sunlight
13	Rush of Purpose
14	Ward of Truth
15	Flash of Dawn
16	Shackles of Judgement
21	Blessings of Nature
22	Senses Beyond
23	Wise Queen's Foresight
24	Walk on the Wind
25	Hold Fast; Stay Vigilant
26	Stride of 1000 Leagues
31	Winter's Bite
32	Illusion of Intent

<b>33</b>	<b>Dwell in Darkness</b>
<b>34</b>	<b>Steel Your Mind</b>
<b>35</b>	<b>Whispered Lies</b>
<b>36</b>	<b>Wanderlust</b>
<b>41</b>	<b>Battle Dance</b>
<b>42</b>	<b>Struck by No Mortal</b>
<b>43</b>	<b>Frenetic Blur of Blades</b>
<b>44</b>	<b>Thunder God's Temper</b>
<b>45</b>	<b>Cast Aside Harm</b>
<b>46</b>	<b>Thunderous Blows</b>
<b>51</b>	<b>Split Mountains</b>
<b>52</b>	<b>War God's Prowess</b>
<b>53</b>	<b>Stand Aside</b>
<b>54</b>	<b>Walk Atop the Snow</b>
<b>55</b>	<b>Kneel and Know Your Place</b>
<b>56</b>	<b>Fly True</b>
<b>61</b>	<b>Choose any one Power</b>
<b>62</b>	<b>Choose any one Power</b>
<b>63</b>	<b>Choose any one Power</b>
<b>64</b>	<b>Choose any one Power</b>
<b>65</b>	<b>Choose any one Power</b>
<b>66</b>	<b>Choose any one Power</b>

## Generating Godspark

All warriors bold enough to stare in the face of danger and perform acts of great heroism, proving they are worthy to be remembered in the sagas of history, generate Godspark. Most actions a warrior performs on the battlefield have the potential to generate Godspark.

When a player rolls higher than necessary for any Melee Attack, Ranged Attack, Mind-Based Attack, and most actions (other than Damage and Status effects), they generate Godspark. For each number a player rolls above the base result necessary to succeed at an action, they generate one Godspark for their War Clan. *For example, if a warrior needs a 7 to succeed at an action and the player rolls a 10, they generate three Godspark for their War Clan.* All Godspark enters a pool that War Clan members share during a game.

There is no limit to the amount of Godspark a War Clan can have during a game; however, at the end of each game, the War Clan loses all remaining Godspark.



## Using Godspark

You use Godspark to fuel the various God Powers your War Clan gains over the course of a campaign. Each God Power has a base Godspark Cost that you must pay to use the ability listed. *For example, a War Clan must spend a minimum of 7 Godspark to use the power Rush of Purpose. Some God Powers have one or more optional Boosts, which allow you to immediately spend more Godspark to increase their effectiveness. For each additional Godspark spent, you gain the benefit listed for that Boost. If a God Power has multiple Boost options, you can freely choose any combination of them. The amount of Godspark your War Clan currently has is the only limit to Boosting a God Power. Going back to our example, the God Power Rush of Purpose has a Boost that grants RN +6, and one that offers 1 additional DR. This means you can spend +1 Godspark to increase the Power's range by 6" or to improve the DR by +1. If you were to spend +2 Godspark, you could increase the range by 12", the DR by +2, or the range by 6" and the DR by +1. So, in this case, if you use the God Power Rush of Purpose and want to increase its range by 12", it costs your War Clan a total of 9 Godspark to do so.*

You can spend Godspark instantaneously, at any time, during any action. This allows you to use defensive God Powers such as *Cast Aside Harm* during an Attack. You cannot use Godspark to retroactively change the outcome of an action that has already passed. Once you spend Godspark, it is removed from your War Clan's Godspark pool.

Effects caused by God Powers end when the Round ends, unless Special Abilities they grant say otherwise.





# God Powers

Each War Clan starts with three God Powers (See *Obtaining Initial God Powers* for details). As you play through a campaign, you have the opportunity to improve the efficiency of your War Clan's existing God Powers (by lowering their Base Cost) and permanently Imprint the God Powers on various warriors in your Clan (see *Imprinting God Powers* for details).

# BALDER

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## TOUCH OF LIFE

**Godspark Cost: 8**

**Boost: +1 Godspark / RN +6**

The healing power of the Bright God Balder found its way into your control. With a mere gesture of your hand, you can use this warming spark of life force to mend the wounds of any ally within your divine reach. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Touch of Life	-	12	Healer, Patch, Point Blank, Self

## RUSH OF PURPOSE

**Godspark Cost: 7**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / +1 additional DR**

Heroes of old often gave praise to Balder to find the determination to complete the daunting tasks they faced in their sagas. That power now belongs to your warrior. With the gesture of a hand and outstretched arms, your warrior bestows the gift of god-like resolve, allowing his allies to accomplish mighty feats. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Rush of Purpose	-	18	Aid (DR) (1), Point Blank, Self

# DELLINGR

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## FLASH OF DAWN

**Godspark Cost: 6**

**Boost: +1 Godspark/ +1 additional Fire**

Imbue any Melee or Ranged Weapon with The God of Dawn's bright power to grant it the sun's blazing power and ignite your foes. Apply *Fire* (0) to your next Attack.

## ENGULFED IN SUNLIGHT

**Godspark Cost: 6**

Your warrior focuses the power of the sun within to attune the heat around them, creating a shield of protection from both cold and heat. While *Engulfed in Sunlight* is active, the warrior using this ability has Immunity for *Ice* and *Fire* effects and Attacks.

# FORSETI

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## WARD OF TRUTH

**Godspark Cost: 7**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / +1 additional RS**

The God of Justice's remains give the gift of divine protection from all physical attacks. By uttering words of authority, your warrior can provide radiant protection to any ally on the battlefield. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Ward of Truth	-	18	Aid (RS) (1), Point Blank, Self

## SHACKLES OF JUDGEMENT

**Godspark Cost: 7**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / +1 additional RS**

Your warrior casts forth words of judgement from the God of Justice to weaken those worthy of punishment. Victims of the *Shackles of Judgement* find they cannot withstand the punishment from these divine words of authority. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Shackles of Judgement	-	18	Drain (RS) (1), Point Blank

# FRIGG

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## BLESSINGS OF NATURE

### **Godspark Cost: 6**

The Aesir Queen's power courses through your warrior, allowing them to leap nearly high enough to touch the sky and assert dominance over all beasts they encounter. Your warrior receives +1 DE, +1 MN, and +1 ST to all Attacks versus any *Animal* model on the battlefield, is *Stubborn* against all *Animal Attacks*, and has the Special Ability Leap.

## WISE QUEEN'S FORESIGHT

### **Godspark Cost: 6**

Frigg had the ability to glimpse small bits of the future and see the outcome of events. This Power now resides within your warrior. While this Power is active, your warrior can cause one enemy to re-roll one successful roll of any kind and keep the second result.

# HEIMDALLR

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## HOLD FAST; STAY VIGILANT

**Godspark Cost: 6**

**Boost: +1 Godspark / +1 additional Restrain**

Heimdallr is the only Vanir known to die in The Shattering. This Power grants your warrior the former Bifrost Guardian's awareness and the ability to hold fast against the foes who wish to cross them. Your warrior gains the Special Ability *Aware* and the Attack Ability *Restrain* (0) to all Melee Attacks.

## SENSES BEYOND

**Godspark Cost: 6**

Heimdallr's senses were more powerful than those of any other god. It is said he could see through all the realms and hear the sap move through the trees. This Power bestows these great senses to your warrior. While this Power is active, your warrior has LOS to everyone on the battlefield (however, Terrain Elements taller than your warrior still Block LOS for Ranged Attacks). Further, your warrior gives enemies who possess the Special Abilities *Concealment* and *Invisibility* a Spotted counter while this Power is active.







# HERMODR

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## WALK ON THE WIND

**Godspark Cost: 8**

**Boost: +1 Godspark / +1 additional Flight SP**

This Power of the Messenger God gives your warrior the ability to soar above the battlefield like a breeze. Your warrior gains *Flight* (4).

## STRIDE OF 1000 LEAGUES

**Godspark Cost: 7**

Hermodr's energy courses through your warrior's legs, allowing them to move at twice the speed of a mere mortal. While this Power is active, your warrior gains +5 to their SP.

# HODR

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## BITE OF WINTER

**Godspark Cost: 6**

**Boost: +1 Godspark / +1 additional Ice**

The God of Darkness held domain over Midgard's winters; therefore, his Power chills the hearts of warriors who possess it. Your warrior can control the cold and bestow its icy touch on any Melee Weapon they possess. Apply *Ice* (0) to your warrior's next Melee Attack.

## DWELL IN DARKNESS

**Godspark Cost: 9**

**Boost: +1 / RN +6**

**Boost: +1 Godspark / +1 additional Blind**

The Power of Hodr allows your warrior to envelop their foes in the pitch black of night. Your warrior can whisper words of power that drain the light from the areas to which their breath travels. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Dwell in Darkness	-	18	Spray (3), Blind (0), Point Blank

# LOKI

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## WHISPERED LIES

**Godspark Cost: 8**

**Boost: +1 Godspark / RN +6**

The lies of Loki are legendary, scattered throughout many stories and poems for ages untold. This Power makes its way to your warrior's lips. At the mere mention of falsehood, this Power causes confusion to all who hear it. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Whispered Lies	-	18	Psi, Spray (2), Point Blank, Victim gains Delusional

## ILLUSION OF INTENT

**Godspark Cost: 6**

While some may be grateful for the Trickster God's death, his Power and guile spreads throughout the Fractured Realms, searching for those unscrupulous enough to use it. Your warrior can use this Power to create illusions and distortions around their Attacks, making it far more difficult for their enemies to defend against them. All Attacks this warrior performs gain the Special Ability *Deceptive*.

# ODIN

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## STEEL YOUR MIND

**Godspark Cost: 7**

Odin's sagacity resides within your warrior; they may re-roll any failed DR or MN test and have Immunity to the Special Abilities *Terrifying* and *Delusional* while this Power is in effect.

## WANDERLUST

**Godspark Cost: 7**

**Boost: +1 Godspark / +1 additional Teleport SP**

The Allfather's Power grants your warrior the gift of unfettered travel. The realities of the world open and bend around your warrior, allowing them to step beyond barriers and those who wish to stop them from doing so. Using this Power grants your warrior the Special Ability *Teleport* (4).

# ODR

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## BATTLE DANCE

### **Godspark Cost: 6**

The maddening Power of The Frenzied One courses through your warrior's veins, providing battle music with each heartbeat and allowing them to wade into combat with reckless abandon, striking down all who stand in their way. The use of this Power grants your warrior the Special Abilities *Bullrush* and *Heavy Charge*.

## FRENETIC BLUR OF BLADES

### **Godspark Cost: 7**

The warrior imbued with this Power allows Odr's crazed movements to guide them, causing them to rotate at great speeds and rain a flurry of Attacks on their enemies. While this Power is active, your warrior gains the Attack Abilities *Melee Arc* and *Rapid Attack* to all Melee Attacks. If your warrior already possesses *Rapid Attack* they gain +1 MA during the *Rapid Attack*.

# SIF

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## CAST ASIDE HARM

**Godspark Cost: 6**

**Boost: +1 Godspark / +1 additional Deflection**

The Power of Sif imbues your warrior with supernatural reflexes. Time seems to slow around them; the hiss of an arrow or the blur of a stone becomes nothing more than an object slowly floating through the air. Not only can your warrior deflect a Ranged Attack, they can redirect it back at their enemies. Use of this Power grants your warrior the Special Ability *Deflection* (1).

## STRUCK BY NO MORTAL

**Godspark Cost: 7**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / +1 additional DF**

Sif's combat prowess is granted to your warrior that possesses this Power, allowing your warrior or any ally they deem worthy to defend against almost any blow directed at them. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Struck by No Mortal	-	18	Aid (DF) (1), Point Blank, Self



# THOR

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## THUNDER GOD'S TEMPER

**Godspark Cost: 7**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / + 1 additional Pull**

Thor was known to relentlessly grapple, pull close, and pin down those he fought against with unnerving tenacity and force. His Power now grants your warrior the ability to pull an enemy closer with supernatural force and make it far more difficult for them to escape your warrior's grasp. While this Power is in use, your warrior gains the Special Ability *Grapple* and the following Attack:

Attack	ST	RN	Attack Abilities
Thunder God's Temper	-	12	Pull (1)

## THUNDEROUS BLOWS

**Godspark Cost: 6**

**Boost: +1 Godspark / +1 additional Shock**

The Thunder God's lightning has found its way to your warrior, who can now channel the lightning's power through their body. Thor's Power courses through their weapons, causing storm energy to focus on the edges of blades and the crushing heads of hammers. Apply the Attack Ability *Shock* (0) to all Attacks made by your warrior.



# THRUD

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## SPLIT MOUNTAINS

**Godspark Cost: 7**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / +1 additional ST**

Your warrior can channel the Goddess of Strength's raw Power, turning it into raw force that increases the might with which a warrior can swing their weapon. Your warrior can hurl this force at any ally, giving them the strength to cleave even the heaviest armor. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Split Mountains	-	18	Aid (ST) (1) to Melee Attacks, Point Blank, Self

If you roll a natural 2 while your warrior is using this Power with a non-magical or legendary weapon, that weapon is destroyed.

## STAND ASIDE

**Godspark Cost: 6**

**Boost: +1 Godspark / +1 additional Push**

The sheer might of the Goddess of Strength swells within the warrior, enabling them to effortlessly cast aside all foes struck in combat as though they were nothing more than straw dolls. Any Melee Attack your warrior makes while this Power is in effect gains the Special Ability *Push* (0).

# TYR

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## KNEEL AND KNOW YOUR PLACE

**Godspark Cost: 9**

**Boost: +1 Godspark / RN +6**

**Boost: +1 Godspark / +1 additional Knockdown**

The One-Handed God was known for his sense of justice and law. His Power grants any warrior it touches the supernatural ability and confidence to cause all who hear their thunderous voice to drop to the ground in humility. Your warrior gains the following Attack:

Attack	ST	RN	Attack Abilities
Kneel and Know Your Place	-	36	Psi, Knockdown (0), Point Blank

## WAR GOD'S PROWESS

**Godspark Cost: 6**

Despite having only one hand, Tyr was a master of martial combat. The warrior who uses this Power may re-roll one miss in melee combat while this Power is active. This Power can be combined with the Special Ability *Weapon Master*.

# ULLR

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## WALK ATOP THE SNOW

### **Godspark Cost: 6**

Ullr's hunting prowess raises your warrior above the ground, allowing them to pass over all Terrain Elements by gently resting on the surface. They move so deftly and lightly, they leave no footprints. While this Power is in effect, your warrior does not suffer SP penalties for moving through Difficult terrain and gains the Special Ability *Acrobatics*.

## FLY TRUE

### **Godspark Cost: 7**

The God of Archers was known for his keen aim and his ability to send an arrow soaring on a path so accurate, it could find its way between the slightest of openings. This Power grants your warrior Ullr's keen eyesight, allowing them to strike multiple enemies with a single Ranged Attack. While in use, this Power increases your warrior's range for all standard Ranged Attacks to 30, and grants all standard Ranged Attacks the ability of a *Line Attack*.





# CAMPAIGN PLAY



*Ragnarok* is a wargame that has its roots in savage, over-the-top, Viking lore with an RPG undertone. You should not merely look at your War Clan as a group of creatures and warriors you can callously throw into combat to die for no reason—each of them wants to be remembered in the pages of history and legends! The more you play *Ragnarok* with a group of friends or in an organized play event at a game store or game club, the more your surviving War Clan members can improve their skills and sheer power. While it is perfectly acceptable to play *Ragnarok's* Scenarios as stand-alone games, many players find it much more satisfying to link campaign games together into a much larger story of valor and monstrous combat!

# Starting and Playing in a Campaign

To start a campaign, you need two or more players. Once the players build their War Clans, they can start playing immediately by choosing (or randomly selecting) one of the Scenarios to play. At the end of each game, each player calculates how much Glory they earned in victory or defeat (see the *Scenarios* section for more details on earning Glory after each game, [here](#)).

New players can join the campaign at any time with their own 800 Glory War Clan. The new players' War Clans may be less experienced than the other participants, but they can develop more quickly by playing against more powerful War Clans.

## WAR CLAN RANK

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Each player's War Clan has an associated *Rank*. A beginning War Clan has a Rank of 0. For every 50 Glory the player collects, the War Clan Rank increases by +1. Unlike individual model ranks, there is no limit to the War Clan Rank. Your War Clan Rank can never decrease.

During a campaign, it is a good idea to determine the collective base War Clan Rank before you play each week, month, or whichever sequence you decide to use. The player with the lowest overall War Clan Rank determines the campaign's base War Clan Rank. The application of base War Clan Rank is covered a bit later in this chapter.

## THE POST-GAME CAMPAIGN SEQUENCE

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At the end of each game, you and your opponent(s) take a few moments to determine which consequences and spoils befall your War Clans. This happens in the following steps:

- **Record Glory:** After each game, each player accumulates Glory (see below for details) that they spend to improve their War Clans. Each Scenario grants players Glory based on their scores for the Primary and Secondary Objectives and the number of encounter models they kill. This total is added to their War Clan Rank.

- **Determine Injuries:** Each friendly model removed from play during the game suffers injuries. See *Injury and Death in a Campaign* for details on how to calculate this.
- **Raid:** At the end of each battle, each player rolls and consults the Raid Table to determine which supplies they find and add to their War Clan Sheet. See *Raid* for details.
- **Improve War Clan Members:** Assign and spend Glory to increase the abilities of your individual War Clan members. See *Improve War Clan Warriors* for details.
- **Purchase New War Clan Warriors:** Get new members to join your War Clan. See *Recruit New War Clan Warriors* for details.
- **Purchase Items and God Powers:** Purchase additional items for your surviving War Clan members and equip your new War Clan members. See *Purchasing Items and God Powers* for details.





## Record Glory

It is quite simple to record Glory after a Scenario is complete. For each Victory Point you earn during a Scenario, the War Clan gains 20 Glory. Additionally, for every encounter model you kill during the Scenario, the War Clan gains 10 Glory.

First-time players in a campaign gain 10 additional Glory per War Clan Rank difference after each Scenario. This bonus lasts only until the new players reach the base War Clan Rank at which the campaign started.

*For example, the base War Clan Rank is 3 when Vigdis joins the campaign with a War Clan Rank of 0. She plays one game against Snorre, whose War Clan Rank is 5. No matter the game's outcome, Vigdis gains an additional 50 Glory (10 per rank difference between her 0 and Snorre's 5) on top of anything she gains from the Scenario, which guarantees her Clan can advance at least 1 War Clan Rank after the battle. Eventually, when Vigdis reaches War Clan Rank 3 (the original base War Clan Rank when she joined the campaign), she no longer receives this bonus.*



# Injury and Death in a Campaign

The Fractured Realms are unforgiving to all who wander them. In all the great sagas told, heroes are mere mortals who suffer greatly from their injuries and numerous battle scars. Death is commonplace throughout what remains of the realms, and it is no different for the War Clans who fight for godhood.

Any model that remains on the battlefield when the game ends survives the Scenario. They may participate in the Raid Phase and are eligible for improvement during the Improvement Phase. You may use Glory to increase their Stats, improve their God Powers, better their Equipment, or Imprint God Powers on them (see the *War Clan Improvement Phase* for details).

For each warrior removed from play, make a 2D6 Injury roll at the end of the game:

INJURY TABLE	
Roll (2D6)	Result
2–3	The warrior is dead. Remove the warrior from your War Clan and lose any Improvements, Equipment, and Artifacts they had with them.
4–5	The warrior is severely wounded. You cannot use this warrior in your next game; however, after the next game, the warrior heals to full HP and you can add them back to your War Clan. The warrior also suffers a Severe Injury from the Severe Injury Table. Additionally, you must roll 1D6. If you roll a 1, you lose all Equipment and Artifacts the warrior carried.
6	The warrior is badly wounded. You cannot use this warrior in your next game; however, after the next game, the warrior heals to full HP and you can add them back to your War Clan.
7	The warrior is presumed dead. Your War Clan leaves the warrior behind for the scavengers that find their way to the battlefield to pick apart. You cannot use this warrior in the next game; however, they still count as a survivor for the purposes of the Raid Phase. After the next game, the warrior heals to full HP and you can add them back to your War Clan.
8+	The warrior heals to full HP and you can use them in the next game without penalty.

### SEVERE INJURY TABLE

Roll (2D6)	Result	Penalty
2–3	<b>Crushed Leg:</b> The warrior suffers a bone-shattering wound, which causes them to Move less freely than they did before. A warrior can receive this injury twice for a cumulative -2 SP. You must re-roll additional Crushed Leg results.	-1 SP
4	<b>Shattered Arm:</b> The warrior's arm took a massive, bloody thrashing and never healed properly. A warrior can receive this injury twice for a cumulative -2 MA. You must re-roll additional Shattered Arm results.	-1 MA
5	<b>Eye Wound:</b> During the heat of battle, this warrior received damage to an eye that cannot be repaired by normal healing means. A warrior can receive this injury twice, which results in their permanently suffering the effects of the Attack Ability Blind. You must re-roll additional Eye Wound results.	-1 RA
6	<b>Spinal Injury:</b> Armor does not always save a warrior from blows! Damage to your warrior's spine causes them to be less effective at defending themselves. A warrior can receive this injury multiple times. If a warrior's cumulative Spinal Injuries ever reduce their DF below 0, they are no longer able to defend themselves in combat and are removed from your War Clan.	-1 DF
7	<b>Weakened Core:</b> Your warrior becomes less resilient to the same blows they could once turn aside with ease. A warrior can receive this injury multiple times. If a warrior's cumulative injuries from their Weakened Core ever reduce their RS below 0, they die and are removed from your War Clan.	-1 RS
8–9	<b>Timidity:</b> Your warrior's will to fight dwindles and they find themselves second-guessing each action. A warrior can receive this injury multiple times. If a warrior's cumulative injuries from Timidity ever reduce their DR below 0, the warrior is no longer of use to the War Clan and is removed.	-1 DR
10–12	<b>Madness:</b> Battles take their toll on a warrior's mind, as well as their body. A warrior can receive this injury multiple times. If a warrior's cumulative injuries from Madness ever reduce their MN below 0, the warrior is no longer of use to the War Clan and is removed.	-1 MN



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## Raid

After accounting for all injuries, your War Clans wander—searching amongst the treacherous landscape for anything valuable that may assist them in future conflicts.

Each player rolls a D66 and compares the result to the Raid Table below. To roll a D66, you first roll a single D6. The number that comes up is your tens' column. You then roll a second D6 for your ones' column (*for example, if you roll a 6 and then a 2 your D66 result is 62*).

For every 100 Glory points your surviving War Clan receives, roll for one additional result on the Raid Table. *For example, if you have three Bondi with Swords, Light Armor, and Shields who survived the Scenario (a total of 210 points), you roll twice more (ignore the additional 10 points for this roll).*

RAID TABLE	
D66 Roll	War Clan's Discovery
11–13	Nothing of value
14–16	5 Glory
21–22	10 Glory, 1 Usable Item—see the <a href="#">Usable Item Table</a>
23–24	15 Glory, 1 Usable Item—see the <a href="#">Usable Item Table</a>
25–26	20 Glory, 1 Usable Item—see the <a href="#">Usable Item Table</a>
31–32	1 piece of Equipment—see the <a href="#">Equipment Table</a>
33–34	5 Glory, 1 piece of Equipment—see the <a href="#">Equipment Table</a>
35–36	10 Glory, 1 piece of Equipment—see the <a href="#">Equipment Table</a>
41–42	1 Magic Item—see the <a href="#">Magic Item Table</a>
43–44	10 Glory, 1 Magic Item—see the <a href="#">Magic Item Table</a>
45–46	15 Glory, 1 Magic Item—see the <a href="#">Magic Item Table</a>
51–52	1 God Power—see the <a href="#">God Power Table</a>
53–54	10 Glory, 1 God Power—see the <a href="#">God Power Table</a>
55–56	20 Glory, 1 God Power—see the <a href="#">God Power Table</a>
61–62	1 Legendary Item—Roll on the <a href="#">Legendary Item Table</a>
63	5 Glory, 1 Legendary Item—Roll on the <a href="#">Legendary Item Table</a>

64	10 Glory, 1 Legendary Item—Roll on the <a href="#">Legendary Item Table</a>
65	15 Glory, 1 Legendary Item—Roll on the <a href="#">Legendary Item Table</a>
66	20 Glory, 1 Legendary Item—Roll on the <a href="#">Legendary Item Table</a>

Add any Glory earned from the Raid Table to your War Clan’s overall Glory total. Record each result you roll on the Usable Item, Equipment, Magic Item, and Legendary Item Tables in the Treasure Hall portion of your War Clan Sheet.

## USABLE ITEMS

USABLE ITEM TABLE		
2D6 Roll	Usable Item	Glory Cost
2–4	Ration	5
5	Skinning Tools	5
6	Torch	5
7	Heavy Cloak	5
8	Travel Pack	5
9	Healer’s Kit	10
10	Healthy Meats	10
11	Hero’s Mead	15
12	Legends and Rumors	20

## RATION

Any warrior who possesses a Ration may use it at any time during their activation to gain 1 AP that can only be used for Movement. A warrior cannot use this Movement as part of a Charge action. After using the Ration, remove it from the warrior’s Equipment list. A warrior cannot use a Ration while Engaged in melee combat.

## SKINNING TOOLS

These tools allow a warrior to harvest Rations from any one dead animal during a game. If a warrior possesses Skinning Tools, any animal killed during a game remains on the table but is tipped on its side (if this is safe for the model). To use the Skinning Tools, the warrior must have base-to-base contact with the dead animal and spend 1 AP. Remove the Skinning Tools from the warrior's Equipment list and replace them with 2 Rations.

## TORCH

A warrior who possesses a Torch may light it as part of any action, unless they are Engaged in melee combat. Torches illuminate a 12" radius in any Scenario where darkness causes visibility issues for Objectives or Ranged Attacks, and burn for three rounds before they extinguish. Additionally, a warrior may spend 1 AP to throw a lit Torch up to 12" away. Make a Ranged Attack, as normal. If the Attack hits another model, that model suffers *Fire* (0). When lit, a Torch can also be used as a makeshift club that causes *Fire* (0). If a warrior uses the Torch in this way, it breaks after hitting a target. Remove the Torch from the warrior's Equipment list.

## HEAVY CLOAK

This item provides respite against the biting winds. A Heavy Cloak provides +1 RS against attacks with the Special Ability Ice.

## TRAVEL PACK

You use the Travel Pack, which has all the makings of a well-prepared campsite, at the beginning of a game. Remove the Travel Pack from your War Clan's Treasure Hall; during the game, you may re-roll one initiative roll.

## HEALER'S KIT

You use a Healer's Kit when you Determine Injuries during the Post-Game Campaign Sequence. Remove the Healer's Kit from your War Clan's Treasure Hall to add +1 to the Injury roll for any one warrior who was removed from play (see *Injury and Death in a Campaign*).



## HEALTHY MEATS

A warrior who possesses Healthy Meats may spend 1 AP while not Engaged in melee combat to eat them. Remove the Healthy Meats from the warrior's Equipment list and heal them for 1 HP.

## HERO'S MEAD

A warrior who possesses Hero's Mead may drink it as a part of any action, unless they are Engaged in melee combat. Remove the Hero's Mead from the warrior's Equipment list. For the rest of the game, the warrior reacts to any model with the Special Ability *Terrifying* as though it had -2 to its rating.

## LEGENDS AND RUMORS

The warrior discovers the key to finding a lost treasure scrawled on a discarded animal skin or recalls a tale they once heard about some valuables hidden nearby. During the *Raid Phase*, remove Legends and Rumors from a warrior's Equipment list (before rolling) to add +2 to a [Raid Table](#) roll.



# Equipment

EQUIPMENT TABLE			
D66 Roll	Equipment	Glory Cost	Glory Resale Value
11–13	Club/Dagger	5	1
14–16	Light Leathers	5	1
21–23	Shield	5	1
24–26	Axe/Sword/Hammer	10	2
31–33	Scale/Chain Armor	10	2
34–36	Sling	15	3
41–42	Throwing Dagger	15	3
43–44	Great Weapon	15	3
45–46	Spear	15	3
51–52	Heavy Armor	15	3
53–54	Throwing Axe/Hammer	20	4
55–56	Atgeir	20	4
61–62	Throwing Spear	25	5
63–64	Scythe	25	5
65	Yew Bow	30	6
66	Ulfbert	65	13

## MAGIC ITEMS

MAGIC ITEM TABLE			
D66 Roll	Magic Item	Glory Cost	Glory Resale Value
11–12	Enchanted Club/Dagger +1 ST	35	7
13–14	Enchanted Light Leathers +1 RS	35	7
15–16	Enchanted Axe/Sword/Hammer +1 ST	40	8

21–22	Enchanted Scale/Chain Armor +1 RS	40	8
23–24	Enchanted Sling Stones +1 ST	45	9
25–26	Enchanted Throwing Dagger +1 ST	45	9
31–32	Enchanted Great Weapon +1 ST	45	9
33–34	Enchanted Spear +1 ST	45	9
35–36	Enchanted Heavy Armor +1 RS	45	9
41–42	Enchanted Throwing Axe/Hammer +1 ST	50	10
45–46	Enchanted Atgeir +1 ST	50	10
51–52	Enchanted Throwing Spear +1 ST	55	11
53	Enchanted Scythe +1 ST	55	11
54	Enchanted Arrows +1 ST	60	12
55	Enchanted Ulfbert +1 ST	95	19
56	Warding Shield	30	6
61	Elemental Rune - Brann	30	6
62	Elemental Rune - Kald	30	6
63	Elemental Rune - Lyn	30	6
64	Elemental Rune - Sykdom	30	6
65	Eitr Vial	100	20
66	Rhinegold Weapon or Armor	-	-

## ENCHANTED EQUIPMENT

When your result on the Magic Item Table is an Enchanted Weapon with a +1 ST modifier or Enchanted Armor with a +1 RS modifier, consult the base stats for that type of equipment. Add the bonus to the Weapon's base ST or the Armor's base RS, respectively.



## WARDING SHIELD

This shield allows a warrior to stand as a juggernaut in the face of extreme odds. A Warding Shield is imbued with great defensive magics that grant a warrior the ability to single-handedly hold back hordes of enemy warriors and lets the warrior pass through the thick of battle with few consequences. The Warding Shield grants your warrior +4 Size (instead of the normal +2) when they are experiencing the effects of *Overwhelm* and the Special Ability *Elusive*.

## ELEMENTAL RUNES

Add an Elemental Rune to any standard weapon during the Equipping Warriors portion of the Post-Game Campaign Sequence to add its respective Special Ability at (0). This addition is permanent—once you add a rune, you cannot remove it. You may add additional runes of the same type to the same weapon to increase the respective Special Ability by +1 for each rune added. You cannot add Elemental Runes to a weapon that already possesses another form of rune. If you apply a God Power to a weapon that grants the same type of Special Ability as the rune, combine the results. If you apply a God Power to a weapon that grants a different Special Ability than that which the rune provides, both Special Abilities affect the enemy when hit.

- Brann: Imbues the weapon with intense heat. Adds the Special Ability *Fire*.
- Kald: Imbues the weapon with biting chill. Adds the Special Ability *Ice*.
- Lyn: Energizes the weapon with storm power. Adds the Special Ability *Shock*.
- Sykdom: Causes the venom of beasts to drip from the weapon. Adds the Special Ability *Toxin*.

## EITR VIAL

*Eitr* is the very essence of life-giving substance. This powerful energy is painstakingly harvested and filtered into a drink that heals immense Damage for anyone who drinks it. A warrior may spend 1 AP during the game to use the Eitr Vial to heal themselves—or any warrior with whom they have base-to-base contact—for 3 HP (this includes warriors with 0 HP). A model may never heal past its maximum HP value. You may also use the Eitr during the Post-Game Campaign Sequence to revive a model that was removed during the

Scenario, which gives you an additional survivor for the Raid and Improvement Phases. An Eitr Vial can also reduce the penalties of a single permanent injury by 1 Stage. Remove the Eitr Vial from the warrior's Equipment list after use.

## RHINEGOLD WEAPON OR ARMOR

Rhinegold is a precious metal that is harder than steel, and gold in color. This legendary ore is not only forged into marvelous works of art, it also enchants the items with innate and vastly powerful magics. If you roll this result, roll once more and consult the Equipment Table to determine which item is made of Rhinegold. A weapon receives a +2 bonus to its base ST; Armor receives a +2 bonus to its base RS. Additionally, the item is worth five times its normal value.

## LEGENDARY ITEMS

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These are magical weapons and possessions, praised by name in stories and songs throughout the ages. During a campaign, only one player can possess each specific Legendary Item at a time. It is important to keep track of which Legendary Items are already discovered. If your roll results in a Legendary Item already in possession, re-roll until the result is an undiscovered Legendary Item.

LEGENDARY ITEM TABLE	
2D6 Roll	Legendary Item
2	Fotbiter
3	Aegishjalmr
4	Krigsskytter
5	Reginnaglar
6	Girdle of Brynhildir
7	Gridarvolr
8	Mistilteinn
9	Helkappe
10	Gramr
11	Draupnir
12	Mjolnir

## FOTBITER

Also known as Legbiter, this legendary sword has a hilt made from a massive tooth, an ornate Rhinegold handle, and a silver blade with an exceptionally keen edge.

Weapon	ST	RN	Attack Abilities
Fotbiter	3	ML	Knockdown (4), Savage

## REGINNAGLAR

These tools, also known as God Nails, may not cause the most damage possible, but their use in the Fractured Realms is widespread. When struck by one of these spikes, your warrior cannot use any God Powers or be affected by friendly God Powers until they remove the Reginnaglar. To do so, your warrior must not be Engaged in melee combat and must spend 2 AP to painfully remove the jagged bronze spike from their body. A warrior can only be affected by one Reginnaglar at a time.



Weapon	ST	RN	Attack Abilities
Reginnaglar	1	ML	No God Power Use or Benefit

## AEGISHJALMR

Known to many as The Helm of Awe, this bone helmet completely covers the wearer's face and causes their eyes to turn to a milky white color with no distinct features. The warrior who wears Aegishjalmr can peer into the souls of those caught in their gaze and grip them with unimaginable fear. Aegishjalmr grants your warrior +1 RS and the Special Ability *Terrifying* (4).

## KRIGSSKYTTER

This magical Atgeir, known as The War Skewer, is said to possess the power to hold off legions of warriors and beasts with ease. A much sought-after weapon, the Krigsskytter looks no different from a normal Atgeir on the surface, aside from a single amber stone buried in the butt of the shaft. The magics within allow a warrior worthy to wield the Krigsskytter the ability to handle the weapon as though it weighs no more than a twig.

Weapon	ST	RN	Attack Abilities
Krigsskytter	4	MR	Melee Arc, No Shield, Rapid Attack



## GIRDLE OF BRYNHILDR

Brynhildr was a Valkyrie hero, spoken of in many sagas of old. It is said that even among the powerful Valkyries, she was known for her resilience to blows; and she could overcome injuries that would fell a mortal hero as though they were a mere scratch. These abilities were thanks in part to her magical Rhinegold chain necklace. The warrior who wears the Girdle of Brynhildr receives +1 to their base HP.

## GRIDARVOLR

Thor himself once used this magical staff in battle against an utterly savage Jotunn named Geirrodd after Loki trapped him, hoping the Jotunn would kill Thor. A Giantess by the name of Gridr gave Thor the weapon, enchanted with the power to not only destroy Geirrodd but his kin and kind, as well. The warrior who wields Gridarvolr receives +1 MA and +1 ST versus Giants.

Weapon	ST	RN	Attack Abilities
Gridarvolr	3	MR	Stun (1)

## MISTILTEINN

The sword known as Mistletoe was once the long-dead hero king Hromundr's weapon. Once in the possession of a Draugr Lord to stop mortals from gaining the upper hand against the living dead, this fine blade cleaves through all manner of dead—whether corporal or spirit—with ease.

Weapon	ST	RN	Attack Abilities
Mistilteinn	3	ML	Affects Phasing, Lethal to Undead

## HELKAPPE

This cloak has passed through the hands of many heroes that have crossed over into Helheim. The Helkappe is a glorious cloak of woolen fibers with strands of Rhinegold, Silver, and powders of warding runes woven into the cloth. Helkappe grants the wearer +1 RS. In addition, the warding magics of the

Helkappe grant the wearer an additional +1 RS and +1 DF against all Attacks from Demons and Undead.

## GRAMR

The legendary hero, Sigurd, used this enchanted blade—also known as Wrath—to slay Kings and dragons. It is said that on its third forging, the blade was sharp enough to cleave a Dwarf’s anvil in two.

Weapon	ST	RN	Attack Abilities
Gramr	5	ML	Savage, Lethal to Dragons

## DRAUPNIR

Forged for Odin by the Dwarven master smiths, Draupnir is a masterfully worked golden armband that makes it easier for the wearer to accumulate wealth and power. While Odin wore Draupnir, it created eight new rings on every ninth night, each just as lovely as Draupnir itself. The magics within also allowed Odin to find treasures and marvels on his many travels. The warrior who wears this item and survives the Scenario allows their War Clan to re-roll one result on the Raid Table and keep either result.

## MJOLNIR

The legendary God of Thunder’s hammer, Mjolnir is said to be one of the most powerful weapons ever created. A single swing of this weapon has the power to crush mountains to rubble, and it grants the warrior who wields it the ability to fly. When your warrior focuses, they can channel Mjolnir’s brute storm power to strike their foes with lightning blasts. They also receive the Special Ability *Flight* (6).

Weapon	ST	RN	Attack Abilities
Mjolnir	4	24	Point Blank, Shock (3)

## GAINING NEW GOD POWERS

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When you roll the result God Power on the Raid Table, consult the God Power table in the *War Clan Creation* section of this book. Any God Power you obtain in this way starts at its base Godspark Cost.



# War Clan Improvement Phase

There are three parts to the War Clan Improvement Phase: Improving Warrior Stats, Improving God Powers, and Imprinting God Powers.

As your warriors survive and kill other denizens in the Fractured Realms, your War Clan's power and influence increases—allowing them to harness more energy and abilities and become the new gods! War Clans gather Glory throughout their journey, becoming more and more powerful through violence and reputation.

Below are the rules for using Glory—not just as a method of currency, but to empower your warriors and make them far more formidable than they currently are.

Any warriors who are temporarily removed from the game cannot make Improvements. They are too preoccupied healing from their near-death encounters.

## IMPROVING WAR CLAN WARRIORS

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Multiply the current Rating of a Stat, Special Ability (such as *Fire*), or Attack ST by 10 to determine how much Glory you need to Improve the Rating by +1. *For example, a warrior with a current Melee Attack Rating of 2 needs 20 Glory to Improve to a Melee Attack Rating of 3. A Stat or Attack ST with a Rating of 0 need 10 Glory to Improve. You cannot Improve any Stat listed as “-”.*

If you increase a model's Attack ST for a single Attack Type, make note of the weapon to which the increase applies. If your warrior ever swaps that weapon for a different one, they lose that ST increase until they equip a weapon with the same name. *For example, if you decide to increase a warrior's Throwing Dagger by +1 (making it ST 2) and then decide to discard the Throwing Dagger and pick up a Yew Bow, you lose the +1 ST. However, if your warrior ever equips Throwing Dagger again, it starts with ST 2, since you used an Improvement on the warrior's Throwing Dagger Attack Type.*

You can only increase a warrior's Stat (or Attack ST) by +1 per Improvement Phase. You may increase multiple Stats on your warrior at one time, to a maximum of three Stats per Improvement Phase. Each Stat or Attack ST

Improvement a warrior receives increases their Rank by +1. For every 5 Ranks a model advances, its base HP increases by +1.

## IMPROVING GOD POWERS

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Each God Power has a Godspark Cost associated with it. If you wish to improve your warrior's use of the God Power, multiply the God Power's current Godspark Cost by 5. This is the amount of Glory you need to Improve the God Power. Improving a God Power permanently lowers the God Power's Godspark Cost by -1, making it cheaper to Improve each time you do so. You can Improve a single God Power up to three times during an Improvement Phase.

If a God Power's Godspark Cost ever reaches 0, you must Imprint a warrior with the God Power.

## IMPRINTING GOD POWERS

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When you Imprint a warrior with a God Power, the remaining warriors in your War Clan no longer have access to that specific God Power. You can only discover a God Power bound in this manner again through normal campaign play or on the Raid Table. If you do discover the God Power again, all warriors in your War Clan may use the God Power, as usual. However, the Imprinted warrior retains any perks and modifiers as the beneficiary of the Imprinted God Power.

If you choose to Imprint a God Power that has a remaining Godspark Cost, you can still improve it. To do so, multiply the Godspark Cost by 3 instead of the normal 5 to determine how much Glory you must spend.

There is no limit to the number of God Powers you can Imprint on a warrior; however, you cannot Imprint the same God Power on a warrior a second time.

Imprinting a God Power allows you to increase your warrior's God Power Boosts just as you would a Stat. It costs 20 Glory to permanently increase a Boost by one increment. *For example, if you Imprint the God Power Ward of Truth on a warrior, you can spend 20 Glory to permanently increase the God Power's range by 6", making its permanent range 24" instead of the standard 18". Alternatively, you could spend the 20 Glory to increase the God Power's Aid by +1, making its permanent Aid (RS) (2) instead of the standard Aid (RS) (1).*

You can Improve the Boosts of a single, Imprinted God Power no more than three times per Improvement Phase. You may improve multiple Powers but a single Power cannot be improved more than three times per Phase.





# Recruiting New War Clan Warriors

There are two parts to the Recruiting Phase: Hiring New Warriors and Hiring Encounter Models as Warriors.

Regardless of which model type you recruit, your War Clan can never have more than 20 models at one time.

## HIRING NEW WARRIORS

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This portion of the Recruiting Phase works the same way as building a new War Clan. You simply pay the Glory Cost for a new warrior just as you would during *War Clan Creation*.

## HIRING ENCOUNTER MODELS AS WARRIORS

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To recruit an encounter model, your War Clan must defeat one of its kind during a Scenario. You must earn the respect of the creatures in the Fractured Realms before they agree to follow you!

If you defeated an encounter model in a previous Scenario, you must pay its Glory Cost to recruit it, just as you would if you were hiring a regular warrior model. Once you do so, any encounter model you recruit is no longer an encounter model. It is now a warrior in your War Clan and receives all the benefits of being a War Clan member. However, there are a few rules you must follow when recruiting encounter models as warriors:

- You can improve the Stats of encounter model warriors in the same way as any other warrior.
- Encounter model warriors can use God Powers and Improve any Attack Abilities they possess in the same way you would Improve any other Stat—by spending Glory equal to their current Rating multiplied by 10.
- Unless they are Demimortals, encounter model warriors cannot use weapons or armor. They may gather such items during the Raid Phase, as usual, and add them to the War Clan's Treasure Hall.

- Apart from Demimortals, you can find the Glory Cost to hire an encounter model as a warrior listed in their entries in the *Bestiary* section.

## ANIMALS

Animals cannot use Equipment or Usable Items, but you can equip them with Armor. An Animal cannot use God Powers, interact with Objective markers, or pick up Scenario markers or tokens of any kind until they have at least MN 1.



# DEMIMORTALS

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Demimortals work like any regular warrior model—you purchase them without any starting Equipment. You can find their Stats and Glory Costs listed below.

## AELF

AELF									DEMIMORTAL			
Size			2			Base			30mm		Glory Cost	45
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	2	2	3	1	2	3	1	Concealment, Elusive, Sure-Footed			

## DOPPELGANGER

DOPPELGANGER									DEMIMORTAL			
Size			2			Base			30mm		Glory Cost	90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	2	0	2	2	4	3	2				
Attacks					ST	RN	Attack Abilities					
Copy					-	6	Copy one 30mm model's MA, RA, DF, RS, and ML Attacks (no Special Abilities). Lasts until the target dies, moves more than 6" away, or you use this ability on a new target.					

## DVERGR

DVERGR									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	40
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	0	1	3	3	2	1	Invisibility, Stalwart, Stubborn		

## DWARF

DWARF									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	35
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	1	1	3	3	2	1	Stalwart, Steady, Stubborn		



## FROSKIIR

FROSKIIR									DEMIMORTAL, CORRUPTED SKRAELING		
Size			1			Base			30mm	Glory Cost	30
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	2	2	1	3	1	1			

## GNOME

GNOME									DEMIMORTAL		
Size			1			Base			30mm	Glory Cost	50
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	2	3	3	3	3	1	Invisibility, High Pain Threshold		

## HAVFINE

HAVFINE									DEMIMORTAL, WATER FOLK		
Size			2			Base			30mm	Glory Cost	60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	2	3	2	2	2	2	Amphibious		

## MYKILL

MYKILL									DEMIMORTAL, CORRUPTED SKRAELING		
Size			2			Base			30mm	Glory Cost	55
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	1	2	2	2	1	2	Berserker		



# SVARTAELF

SVARTAELF									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	55
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	2	3	1	3	3	1	Invisibility, Elusive, Aware		

When you recruit Demimortals into your War Clan, you can obtain special Demimortal weaponry, usable by any warrior in your War Clan.

DEMIMORTAL WEAPONS					
Weapon Type	ST	RN	Attack Abilities	Glory Cost	Glory Resale Value
Aelf Bow	3	30		45	9
Dvergr Blade	0	ML	Rapid Attack, Toxin (2)	45	9
Dvergr Crossbow	2	18	Toxin (2)	50	10
Dwarf Crossbow	3	24	Reload Stun (1)	45	9
Froskiir Caustic Blades	0	ML	Rapid Attack	25	5
Gnome Dark Dart	0	6	Blind (3)	30	6
Mykill War Axe	3	ML		15	3
Svartaelf Jagged Blade	1	ML	Blind (2), Deceptive	25	5
Svartaelf Throwing Steel	0	12	Blind (2)	30	6
Thrown Sharps	0	6		5	1

## DISBANDING WARRIORS

In addition to recruiting new warriors, you may choose to disband any number of warriors at any time. You earn 15 Glory for every Rank a disbanded warrior

possesses. If they have Items or Equipment you wish to keep, record them in the Treasure Hall portion of your War Clan Sheet. Any Improvements or Imprinted God Powers are lost. (It is up to you whether your Jarl is sending them naked and alone into the wilderness as punishment, retiring them to a seat of power and influence off the battlefield where they can help guide the War Clan, or sending them to the pits to train new recruits.)



# Purchasing Items and God Powers

There are several points covered under Purchasing Items and God Powers: Purchasing Items, Selling Items, Equipping Warriors, and Purchasing God Powers.

## PURCHASING ITEMS

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You may spend Glory to purchase any Usable Item, Equipment, or Magic Item; the Cost is listed on their respective Tables. Record any gear you purchase in the Treasure Hall portion of your War Clan Sheet.

## SELLING ITEMS

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If you have excess Usable Items, Equipment, or Magic Items you no longer need, you may sell them for the Glory Resale Cost listed on their respective Tables.

## EQUIPPING WARRIORS

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You can assign Equipment from the Treasure Hall to any warrior who can carry it. Swap gear between individual warriors, or swap gear between a warrior and the Treasure Hall. Remember to follow the basic rules when it comes to what warriors can carry.

## PURCHASING GOD POWERS

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You can purchase God Powers in two ways: pay 50 Glory to gain a random God Power from the God Power Table (see [Obtaining Initial God Powers](#)), or spend 100 Glory to select the God Power you want to purchase. God Powers purchased in this manner start at their base Godspark Cost.



# SCENARIOS



The sagas players create in *Ragnarok* go far beyond mere confrontations on the battlefield and slaughtering as many models as possible. Each game creates its own unique, narrative story that leads to great challenges and many variations for victory.

Each game consists of a Scenario with a Major Victory Condition and a Minor Victory Condition, which all players either roll to determine or collectively choose to play, as well as a randomly generated pool of Secondary Objectives they can complete to further enhance their success.

Players earn Victory Points (VP) by completing the Major or Minor Victory Condition requirements and the Secondary Objectives. When the game ends, the player with the highest total VP wins. The VP earned for completing Victory Conditions and Secondary Objectives are as follows:

VICTORY POINT TABLE	
Completion Type	Victory Points (VP) Earned
Major Victory Condition	1 VP (in addition to the 3 VP for the Minor Victory Condition)
Minor Victory Condition	3 VP
Secondary Objectives	1 VP per completed Secondary Objective

Each Scenario lasts a total of six Rounds. At the end of the sixth Round, tally all VP for each player and note which Secondary Objectives they completed. If there is no clear victor because of a tie for the highest VP, play a seventh Round. If there is still no clear victor at the end of the seventh Round, the game ends in a draw.

## **Objective Markers**

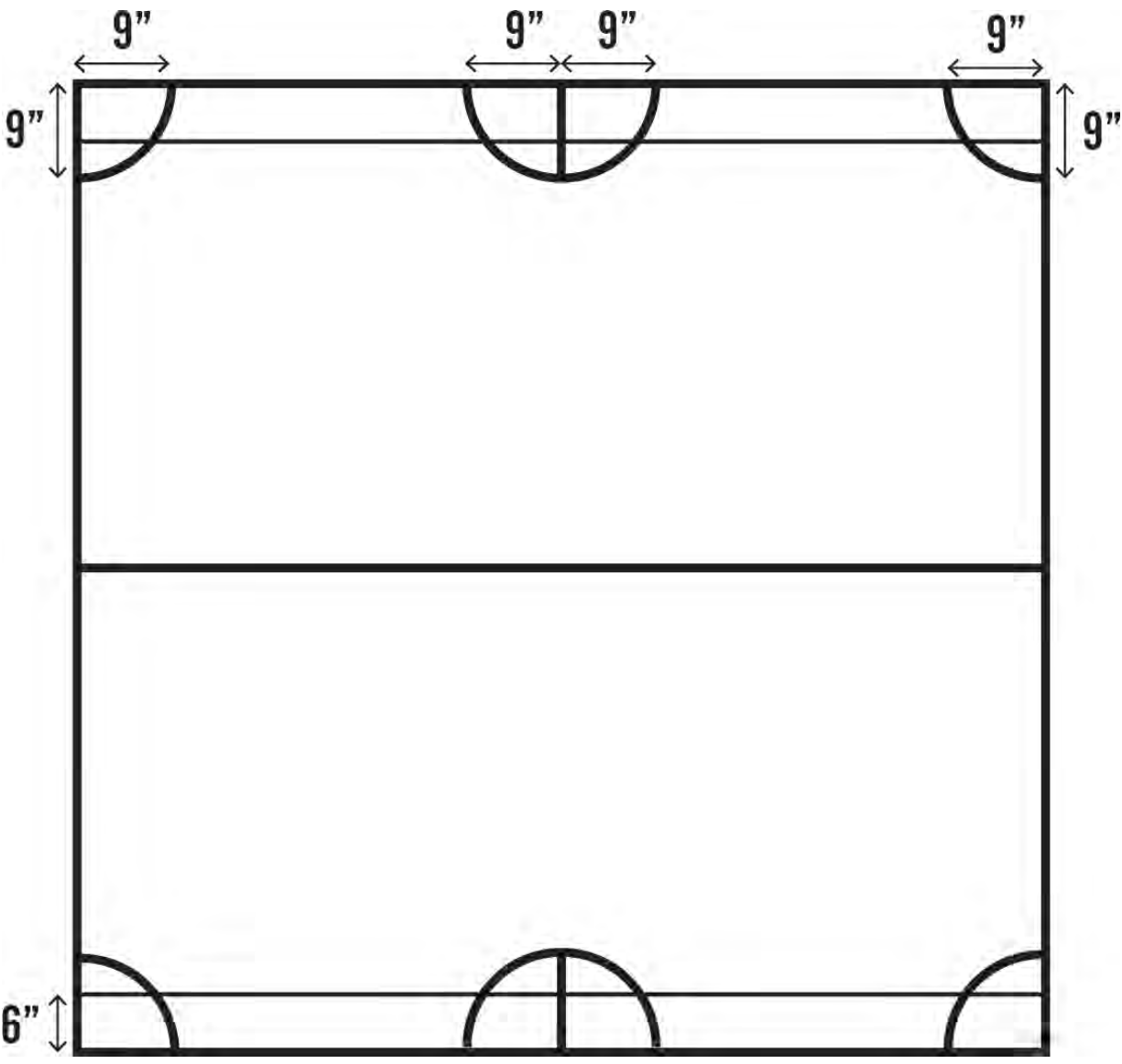
Objective markers are represented by 40mm bases. Each player needs a minimum of two Objective markers, which are used in many Scenarios and for Secondary Objectives. Please refer to specific Scenarios for the rules regarding Objective markers in each Scenario.

Feel free to model and paint your Objective markers to give an extra bit of detail and visual appeal to the battlefield. A good rule of thumb is to keep your Objective markers no more than 1" tall and make sure any modelling fits within the 40mm base. Overhanging details are not allowed; this keeps the borders of the bases clear and easily defined.

# Anatomy of a Scenario

Each Scenario has a Name, Descriptor Text, Set-Up instructions, Scenario Rules, and Victory Conditions. Each of the following items has specific guidelines you must follow:

- **Set-Up:** This section covers any specific Terrain Elements needed for the Scenario, guidelines for arranging the terrain on the battlefield, and any specific markers you must place or areas you must indicate on the battlefield. Additionally, Set-Up lays out the specifics for where you can place Objective markers and whether they have Terrain Element Keywords.
- **Scenario Rules:** This section lists what you must do to achieve Victory in the Scenario, as well as any rules you must follow while doing so.
- **Victory Conditions:** This section outlines what you need to do to achieve Minor and Major Victory Conditions.





# Determining Scenarios and Deployment

You must determine Deployment Zones for each player before you choose (or randomly roll for) the Scenario. In a two-player game, one player rolls for deployment on the Deployment Type Table. In a multi-player game, use the Multi-Player Deployment Type.

DEPLOYMENT TABLE	
1D6 Roll	Deployment Type
1–2	Flank Deployment
3–4	Standard Deployment
5–6	Spearhead Deployment

## FLANK DEPLOYMENT

Draw an imaginary horizontal line down the middle of the table; the half closest to you is your battlefield portion. All models must be completely within 9” of either corner of your battlefield portion. You can deploy models in both corners if you choose.

## STANDARD DEPLOYMENT

Draw an imaginary horizontal line down the middle of the table; the half closest to you is your battlefield portion. All models must be completely within 6” of the edge closest to you on your battlefield portion.

## SPEARHEAD DEPLOYMENT

Draw an imaginary horizontal line down the middle of the table; the half closest to you is your battlefield portion. All models must be completely within 9” of the midpoint of the edge closest to you on your battlefield portion.



# MULTI-PLAYER DEPLOYMENT

Each player is assigned a corner, or midpoint of a board edge if there are more than four players, to be their deployment area. All models must be completely within 9" of this point (corner or midpoint). See Deployment Type [Map](#).

Once you establish Deployment Type, choose one player to roll 1D6 and consult the Scenario Table to determine which Scenario to play. Alternatively, the players can simply agree to choose a Scenario they wish to play.

SCENARIO TABLE	
1D6 Roll	Scenario
1	Hostile Takeover
2	Bloody Contest
3	Sudden Conflict
4	The Dead Dragon's Hoard
5	Doorway to the Bifrost
6	Rampage of Trolls

# Scenario 1: Hostile Takeover

There are times when it is necessary to take that which does not belong to you. This is one of those times! You need your enemy's lands to bolster your own. It is time for them to find a new place to dwell.

## SET-UP

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After determining Deployment Zones, but before deployment, each player takes turns placing Objective markers on the battlefield until there are two Objective markers for each player. You cannot place Objective markers within 8" of a Deployment Zone or within 4" of a table edge or another Objective marker. Objective markers have the Keywords *Heavy Cover* and *Wall* (1).

## SCENARIO RULES

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Divide the table into quarters. During the End Phase, add up the total Glory (the cost of your warriors) you have in each table quarter. Warriors do not count toward this total if they are within 6" of the table's center point or if they are partially within another table quarter. You control a table quarter in which you have more total Glory (based upon the sum of your warriors within that quarter) than your opponent(s), and you gain one Territory Rite for each table quarter you control. Keep track of Territory Rites off to the side of the battlefield.

## VICTORY CONDITIONS

### MINOR VICTORY CONDITION

Have more Territory Rites than your opponent(s) at the end of the game.

### MAJOR VICTORY CONDITION

Have more Territory Rites than your opponent(s) and at least three more Territory Rites than the player with the next highest total at the end of the game.

## Scenario 2: Bloody Contest

Building a reputation as the champion of your War Clan brings great fame and admiration from your peers. This praise comes at a price, however, when an enemy War Clan's own champion calls you out for being a coward. It is time to show them how you earned your legend. This battle is the final arbiter on who deserves the title of greatest champion!

### SET-UP

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Ensure at least a 3" x 3" area in the middle of the battlefield is completely clear of terrain. This area is the *Champion's Stage*. After determining Deployment Zones, but before deployment, each player takes turns placing Objective markers on the battlefield until there are two Objective markers for each player. You cannot place Objective markers within 8" of a Deployment Zone, within 4" of a table edge or another Objective marker, or within the Champion's Stage. Objective markers in this Scenario are Size 2 and have the Keywords *Impassable and Impaled (2)*.

### SCENARIO RULES

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After determining Deployment Zones, but before deployment, each player chooses a friendly model as their *Champion*. You earn 1 Battle Praise for each warrior or encounter model your Champion kills outside a Deployment Zone. If your Champion kills an opposing Champion, they earn 4 Battle Praise instead of 1.

If your Champion kills a warrior or encounter model within a Deployment Zone, they earn +1 additional Battle Praise. If your Champion kills a warrior or encounter model within the Champion's Stage they earn +2 additional Battle Praise.

If your Champion dies, the next closest friendly warrior model becomes your new Champion.

### VICTORY CONDITIONS

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## MINOR VICTORY CONDITION

End the game with more Battle Praise than your opponent(s).

## MAJOR VICTORY CONDITION

End the game with more Battle Praise than your opponent(s) and have at least 5 more Battle Praise than the next highest score.



## Scenario 3: Sudden Conflict

There is something stirring in the land around you. You set forth to find out what could possibly be causing the wave of unease amongst your people. You stumble upon another War Clan and both of you are taken by surprise! Let no one survive this transgression!

### SET-UP

---

After determining Deployment Zones, but before deployment, each player takes turns placing Objective markers on the battlefield until there are two Objective markers for each player. You cannot place Objective markers within 8" of a Deployment Zone or within 4" of a table edge or another Objective marker. Objective markers are Size 2 and have the Keywords *Blocks LOS*, *Impassable*, and *Heavy Cover*.

### SCENARIO RULES

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Each player may choose up to 5 Secondary Objectives to complete instead of the usual 3. If you did not roll 5 different Secondary Objectives for the Secondary Objective Pool, re-roll until you have at least 5 different Secondary Objectives. You cannot score VP from interacting with Objective markers during the first turn of the game.

### VICTORY CONDITIONS

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#### MINOR VICTORY CONDITION

Have the most VP at the end of the game.

#### MAJOR VICTORY CONDITION

Have the most VP at the end of the game and have at least 4 VP.



## Scenario 4: The Dead Dragon's Hoard

Dragons are known to jealously guard their plunder; many tales confirm that they would die to protect it. You hear that someone or something formidable enough to lay waste to such an immense beast felled one in a brutal combat. You decide to see if you can retrieve any valuables from its corpse.

### SET-UP

---

Place a model with a 120mm or similar-sized base in the center of the battlefield to represent the Dead Dragon. This model is Size 3 and has the Keywords *Blocks LOS* and *Light Cover*. After determining Deployment Zones, but before deployment, each player takes turns placing Objective markers on the battlefield until there are two Objective markers for each player. You cannot place Objective markers within 8" of a Deployment Zone or within 4" of a table edge, another Objective marker, or the Dead Dragon. Objective markers are Size 1 and have the Keywords *Difficult* and *Light Cover*.

### SCENARIO RULES

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Beginning in Round Two, warriors who have base-to-base contact with the Dead Dragon and are not Engaged in melee combat may spend 1AP to roll MN (D1) to find something of value on the Dead Dragon. If they succeed, they gain a Grisly Treasure marker. A Grisly Treasure marker has a 30mm or similar-sized base. Place the Grisly Treasure marker in base-to-base contact with the warrior who obtained it. A warrior may only have one Grisly Treasure marker at a time.

If a warrior carrying a Grisly Treasure marker is killed or Incapacitated, place the Grisly Treasure marker in base-to-base contact with the warrior who was carrying it (this allows the player to choose its final resting position). Another warrior may spend 1 AP to pick up the Grisly Treasure marker while in base-to-base contact with it, provided they are not Engaged in melee combat.

If a friendly warrior carrying a Grisly Treasure marker moves into your Deployment Zone, they discard the Grisly Treasure marker and gain a Claimed

Treasure. Keep track of how many Claimed Treasures you accumulate off to the side of the battlefield.

## VICTORY CONDITIONS

---

### MINOR VICTORY CONDITION

End the game with more Claimed Treasures than your opponent(s).

### MAJOR VICTORY CONDITION

End the game with more Claimed Treasures than your opponent(s) and have at least two more Claimed Treasures than anyone else.

## Scenario 5: Doorway to the Bifrost

The Bifrost Bridge has long been broken, splintering into untold pieces during The Shattering. The doorways once used to access the Bifrost Bridge still exist, however; and, while they no longer grant access to Asgard, they do still have the power to transport your War Clan to another surviving realm!

### SET-UP

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Place a 3" x 3" or larger tower Terrain Element in the center of the table. This tower's base should not exceed 6" x 6". This tower represents the Bifrost Doorway, is Size 7, and has the Keywords *Impassable*, *Blocks LOS*, and *Heavy Cover*.

After determining Deployment Zones, but before deployment, each player takes turns placing Objective markers on the battlefield until there are two Objective markers for each player. You must place Objective markers within 5" of the Bifrost Doorway, along the vertical and horizontal center lines. There can be only one Objective marker on the center line on each side of the Bifrost Doorway. This creates a cross pattern with the Bifrost Doorway at the center of the cross. Each of these Objective markers has a cardinal direction associated with it, so they are named North, South, East, and West.

In a multi-player game, after placing the four Objective markers to create the cross, you cannot place any remaining Objective markers within 8" of a Deployment Zone or within 4" of a table edge, another Objective marker, or the Bifrost Doorway.

Objective markers are Size 3 and have the Keywords *Blocks LOS*, *Impassable*, and *Heavy Cover*.

### SCENARIO RULES

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Beginning in Round Two, warriors who are not Engaged in melee combat and have base-to-base contact with an Objective marker forming the cross of the Bifrost Doorway may spend 1 AP and roll MN (D1) to obtain a Rune Key token. A warrior can only carry one Rune Key token at a time. Be sure to note

from which Objective marker (North, South, East, or West) the warrior obtained the Rune Key token.

If a model carrying a Rune Key token is Incapacitated or killed, place the Rune Key token in base-to-base contact with the warrior who was carrying it. Another warrior may spend 1 AP to pick up the Rune Key token while in base-to-base contact with it, provided they are not Engaged in melee combat. The Rune Key token still has the cardinal direction attached to it (North, South, East, or West).

A warrior who carries a Rune Key token, is not Engaged in melee combat, and is in base-to-base contact with the Bifrost Doorway may spend 1 AP to roll MN (D3). If successful, the warrior discards the Rune Key token and gains an Unlock Decree. Keep track of how many Unlock Decrees you have off to the side of the battlefield. Friendly warriors cannot discard more than one Rune Key token with the same cardinal direction in this way.

If a War Clan gains all four Unlock Decrees, one for each cardinal direction, the game ends immediately.

## VICTORY CONDITIONS

---

### MINOR VICTORY CONDITION

Have more Unlock Decrees than your opponent(s) at the end of the game.

### MAJOR VICTORY CONDITION

Be the only player to have all four Unlock Decrees at the end of the game.



## Scenario 6: Rampage of Trolls

Roving bands of trolls are not known for shouting “*Armr lif!*” (Poor health!) at you. Indeed, they wish to ensure you have poor health and that it is of a limited nature. It is time to thin the herd.

### SET-UP

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Place one Troll model in the center of the table; this is the Troll Warlord. Place additional Troll models on each side of the Troll Warlord along the center line 8” away from the Troll Warlord. Add one additional Troll model to the center line at least 4” away from another Troll for each additional player after two. After deciding Deployment Zones, but before deployment, each player takes turns placing Objective markers on the battlefield until there are two Objective markers for each player. You cannot place Objective markers within 8” of a Deployment Zone or within 4” of a table edge or another Objective marker. Objective markers are Size 1 and have the Keywords *Blocks LOS*, *Impassable*, and *Light Cover*.

### SCENARIO RULES

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Use the Stats found in Bestiary for the Trolls. The Troll Warlord has +1 MA and +2 HP.

When a Troll is killed, place a Troll Head token in base-to-base contact with the Troll before removing it from the battlefield. Any warrior in base-to-base contact with a Troll Head token may spend 1AP to pick it up, provided they are not Engaged in melee combat. If the Troll Warlord is killed, it generates the Troll Warlord’s Head token. All Troll Head token rules apply to the Troll Warlord’s Head token.

If a warrior carrying a Troll Head token or the Troll Warlord’s Head token is Incapacitated or killed, place the token in base-to-base contact with the warrior who was carrying it. Another warrior may spend 1 AP to pick up the Troll Head token or the Troll Warlord’s Head token while in base-to-base contact with it, provided they are not Engaged in melee combat. A warrior can carry only one Troll Head token or Troll Warlord’s Head token at a time.

# VICTORY CONDITIONS

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## MINOR VICTORY CONDITION

Have more Troll Head tokens than your opponent(s) at the end of the game.

## MAJOR VICTORY CONDITION

Have more Troll Head tokens than your opponent(s) and have the Troll Warlord's Head token at the end of the game.



## **Gaining Glory for Campaign Play**

At the end of each game, players gain 20 Glory for each Victory Point they earned during the Scenario.



## Secondary Objectives

To determine a Scenario's Secondary Objectives, each player rolls 2D6 and consults the chart below. These results create a pool of Secondary Objectives any player can decide they want to complete during the Scenario, based on the sum of 2D6, dice pairs, and whether both dice come up odd or even. Hold Your Ground! is always available to complete as a Secondary Objective. Ignore any identical Secondary Objective results.

*For example, Player A rolls a pair of 3s (for a total of 6). This generates the results for the Secondary Objectives Holmgang! (Pairs), Slaughter Them All! (Odds), and Marked for Death! (6). Player B rolls a 2 and a 4 (for a total of 6). This generates the results for the Secondary Objectives Steel Yourself! (Evens), and Marked for Death! (6). Because Player A already rolled a Marked for Death! result, you ignore Player B's Marked for Death! result but keep Steel Yourself!*

In the example listed, the Secondary Objective Pool for Players A and B is as follows:

Hold Your Ground! (Always), Holmgang! (Pairs), Steel Yourself! (Evens), Slaughter Them All! (Odds), and Marked for Death! (6).

In multi-player games, designate two players to roll for Secondary Objectives. All players use the same pool as they would in a standard, two-player game.

Before the game begins, each player selects three Secondary Objectives they want to accomplish before the game ends. They can only complete each Secondary Objective they select once per game.

Each Secondary Objective a player achieves adds 1 VP to their end game total.

SECONDARY OBJECTIVE TABLE	
2D6 Roll	Secondary Objective
Always	Hold Your Ground!
Pairs	Holmgang!
Evens	Steel Yourself!
Odds	Slaughter Them All!
2	Soar the Blood Eagle!

3	Claim This Land!
4	Gather Trophies!
5	Vengeance for Fallen Kin!
6	Marked for Death
7	Push Through!
8	Bleed by Example!
9	Sheer Brutality!
10	Pillage!
11	Respect for The Fallen!
12	Utter Destruction!

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## LIST OF SECONDARY OBJECTIVES

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### HOLD YOUR GROUND! (ALWAYS)

You vow to all who serve under you that, amidst all the chaos, you shall never relent your territory to the enemy!

If there are no enemy or encounter models in your battlefield portion at the end of the game, you achieve this Secondary Objective.

### HOLMGANG! (PAIRS)

*Most battles are matters of dominance, bloodshed, and survival. Even amongst the carnage of warfare, matters of honor must be settled! The Holmgang duel is a tradition you cannot ignore!*

Before the game begins, choose one friendly warrior and one enemy warrior of roughly the same value. These warriors are designated for the Holmgang. The designated friendly warrior must be the sole warrior to wound and kill the designated enemy warrior in melee combat to achieve this Secondary Objective.

### STEEL YOURSELVES! (EVENS)

*There are times where prudence during war is the best tactic. It may be best to hold back your battle lust to defend the area. Let wisdom temper your blade and lift your shield!*

If more than 50% of your total Glory (rounding up) in warriors are still alive at the end of the game, you achieve this Secondary Objective.

## SLAUGHTER THEM ALL! (ODDS)

*There are times when the only thing that truly matters is how high you can stack the bodies of those you vanquish!*

At the end of the game, if you killed more of your enemy's warriors in Glory than your enemy killed of yours, you achieve this Secondary Objective.

## SOAR THE BLOOD EAGLE! (2)

*The Blood Eagle is the ritualized killing of powerful warriors and war chiefs in which you cut their back open, split their ribs, and pull their lungs from their chests. While grisly and cruel, there are times when your enemies must know not to trifle with you!*

Before the game begins, designate an enemy warrior to suffer the Blood Eagle. When you kill that warrior, the model remains on the table and becomes a Sacrifice marker of equal base size. A friendly model may spend 1 AP to pick up the Sacrifice marker while in base-to-base contact with it, provided they are not Engaged in melee combat.

If the warrior carrying the Sacrifice marker is incapacitated or killed, place the Sacrifice marker in base-to base-contact with the warrior who was carrying it. Another friendly model may spend 1 AP to pick up the Sacrifice marker while in base-to-base contact with it, provided they are not Engaged in melee combat. If a friendly warrior moves the Sacrifice marker into your Deployment Zone, you achieve this Secondary Objective.



## CLAIM THIS LAND! (3)

*As your power grows, you need more resources to care for those under your watch; and none could be better than those your enemy possesses! It is time to show them who owns this territory!*

You may spend 1 AP while in base-to-base contact with a Terrain Element on your opponent's battlefield portion to place a Conquest token on it, provided you are not Engaged in melee combat. Place the Conquest token in base-to-base contact with both the warrior and the Terrain Element. A Terrain Element may only have one of your Conquest tokens on it at a time. An enemy warrior may spend 1 AP while in base-to-base contact with your Conquest token to remove it, provided they are not Engaged in melee combat. If you have at least 3 Conquest tokens on Terrain Elements in your opponent's battlefield portion at the end of the game, you achieve this Secondary Objective.

## GATHER TROPHIES! (4)

*Sometimes, your enemy's head on a spike is the only point you need to make!*

Place a Decapitation token in base-to-base contact with the first enemy warrior you kill before removing it from the battlefield. Any friendly warrior in base-to-base contact with the Decapitation token may spend 1 AP to pick up the token, provided they are not Engaged in melee combat. While in base-to-base contact with an Objective marker, the warrior carrying the Decapitation token may spend 1 AP to discard it and achieve this Secondary Objective. If the warrior carrying the Decapitation token is killed, remove the Decapitation token from the game. The next enemy warrior you kill generates a new Decapitation token.

## VENGEANCE FOR FALLEN KIN! (5)

*You shall pay for what you did!*

Mark the first enemy warrior who kills a friendly warrior with a Vendetta token. If you successfully kill the enemy warrior marked with the Vendetta token within the next two Rounds, you achieve this Secondary Objective. If you fail to kill the enemy warrior with the Vendetta token within the next two Rounds, remove the token from that warrior. Mark the next enemy warrior

who kills a friendly warrior with a new Vendetta token. You must kill the newly marked warrior within two Rounds. Repeat this process until you achieve the Secondary Objective or the game ends.

## MARKED FOR DEATH! (6)

*They caused a great deal of strife for all of us! I shall hunt down and bestow the Mark of Nid on the dishonorable cur who wronged us all. If I do not survive this battle, see to it they suffer accordingly!*

A friendly warrior may spend 1 AP while in base-to-base contact with an enemy warrior to give the enemy warrior the Mark of Nid. You may only give one enemy warrior the Mark of Nid. If you kill the enemy warrior with the Mark of Nid before the game ends, you achieve this Secondary Objective. If the marked model is removed from the table by other means (i.e. it is not killed by the player) then another model may be given the Mark of Nid.

## PUSH THROUGH! (7)

*Push them back! Break them against our shields! We shall take everything from them!*

If you have a greater Glory total in your opponent's Deployment Zone than they do at the end of the game, you achieve this Secondary Objective.

## BLEED BY EXAMPLE! (8)

*Stand aside, young ones. We shall show you how it is done!*

Declare at the beginning of a Round that you are attempting to Bleed by Example. Only your two highest point value warriors may kill enemy warriors or encounter models this turn, and each one must kill at least one enemy model. If you accomplish this, you achieve this Secondary Objective.

## SHEER BRUTALITY! (9)

*None can stand before me! I shall drown this land with your blood!*

If one friendly warrior kills two enemy warriors or encounter models during one activation, you achieve this Secondary Objective.

## PILLAGE! (10)

*Take it all! Leave them with nothing but despair!*

Friendly warriors may spend 1 AP while in base-to-base contact with an Objective marker to gain a Pillage token, provided they are not Engaged in melee combat. A warrior may possess any number of Pillage tokens. If a warrior possessing Pillage tokens is killed, remove their Pillage tokens from the game. If your warriors collectively possess 5 or more Pillage tokens at the end of any Round, you achieve this Secondary Objective.

## RESPECT FOR THE FALLEN! (11)

*Regardless of the atrocities that surround us, we must make time to honor those who fought and died before us. We are all kin in steel and sinew!*

If three or more friendly warrior models have base-to-base contact with three or more different Objective markers at the end of a Round, you achieve this Secondary Objective.

## UTTER DESTRUCTION! (12)

*The mere sight of it disgusts me! See to it that you reduce it to rubble and burn it to ashes! Leave nothing standing!*

Before the game begins, select one Objective marker you wish to destroy. That Objective marker becomes your Object of Ire. You can attack the Object of Ire as though it were an enemy model. The Object of Ire has DF (0), RS (5), and HP (3).

When the Object of Ire reaches 0 HP, you achieve this Secondary Objective. The Objective marker remains on the battlefield.





# OPTIONAL ENCOUNTERS



Before the game begins, all players must agree whether to include animals, monsters, demonic entities, or other creatures that wish you harm in the Scenario. If you agree to include them (highly recommended), these encounter models can appear on the table at any time during the course of the game. Encounter models are not loyal to any War Clan and impartially attack all warrior models.

The types of encounter models warriors can confront during a Scenario are vast. All players participating in a Scenario help set up the Encounter Pool so they have some control over the Saga they wish to tell.

To accomplish this, each player rolls 1D6. The player who rolls highest chooses the first encounter model and places it in the Encounter Pool. Then, each player chooses an encounter model, in turn order, until there are six encounter models in the Encounter Pool (players may repeat encounter model types). Assign each encounter model a number, based on when they are chosen (the first encounter model chosen is 1, the next is 2, and so on). These numbers correspond to the results of another 1D6 roll when determining which encounter models to place on the battlefield during the HQ Phase (see the Encounter Model Chart, below).

If an encounter model has Water listed in its description (*for example, the Kraken is a Water Demon*) players cannot choose it as an encounter model unless the Terrain Elements on at least 25% of the table have the Keyword *Water*.

During the HQ Phase in each Round, choose one player to roll 1D6 and add the result to the Round number. If the total is 8 or higher, an encounter model deploys on the battlefield. The player rolls 1D6 again and compares it to the Encounter Model Chart to determine which encounter model from the Encounter Pool deploys.

OPTIONAL ENCOUNTER TABLE	
1D6 Roll	Encounter Model Chart
1	First encounter model chosen
2	Second encounter model chosen
3	Third encounter model chosen
4	Fourth encounter model chosen
5	Fifth encounter model chosen
6	Sixth encounter model chosen

*For example, at the beginning of Round four, the chosen player rolls a 4 on 1D6, resulting in a total of 8 and signifying the deployment of an encounter model from the Encounter Pool. Next, the chosen player rolls 1D6 and compares the result of 3 to the Encounter Model Chart to determine that the third encounter model from the Encounter Pool deploys.*

If a player rolls the number of an encounter model that is already deployed, they must re-roll until they roll the number of an encounter model that is not yet deployed.



## Deploying and Activating Encounter Models

Once the player determines which encounter model is deployed, immediately add it to the table. To determine where it deploys, the player who rolled the encounter model result rolls 1D6.

ENCOUNTER MODEL DEPLOYMENT TABLE	
1D6 Roll	Deployment Result
1–2	The encounter model deploys anywhere in the rolling player's Deployment Zone, touching a table edge (in the case of a Flank Deployment, the player chooses in which Deployment Zone it deploys).
3	The encounter model deploys anywhere along the table edge to the left of the rolling player.
4	The encounter model deploys anywhere along the table edge to the right of the rolling player.
5	The encounter model deploys—touching the table edge—in the Deployment Zone of the player directly across from the rolling player.
6	The rolling player can deploy the encounter model along any table edge they choose.

Encounter models have Stats and activate just like any warrior model in the game with the following exceptions:

Encounter models always activate in the End Phase. To activate an encounter model, measure the distance to the closest warrior within the encounter model's LOS. The encounter model attempts to Attack the target warrior.

An opposing player takes over the encounter model's activation. Encounter models must use all their AP to Move directly toward the target warrior or make a Charge action against the target warrior. They must use any remaining AP to Attack the target warrior.

If the encounter model has a Ranged Attack, it may use that instead of Moving toward or making a Charge action against the target warrior. Always err on the side of dealing the most possible Damage to the target warrior!

If there are no warriors within the encounter model's LOS, it Moves toward the closest warrior but does not Attack.

Repeat steps 1–4 for all encounter models, until there are none left to activate.

Like standard warrior models, encounter models remain on the battlefield until they are destroyed or removed from play.



# BESTIARY



## Animals

Animals are by far the most common creature found within the Fractured Realms. Typically, they possess only limited intelligence and tend to shy away from other beings unless they are disturbed, threatened, or backed into a corner. There are plenty of predators, however, and there are times when even the greatest of War Clans looks like an appetizing meal to be hunted and devoured.

# BEARS

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## BEAR

These massive carnivores usually keep to themselves and only hunt on occasion. Most of the time, they live in solitude with their mates and cubs and prefer to be left alone. There is nothing more jarring than a rampaging Bear that was provoked.

BEAR									ANIMAL			
Size			3			Base			40mm	Glory Cost		90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	-	3	4	2	0	3				
Attacks					ST	RN	Attack Abilities					
Claws and Bite					4	ML	Grapple					

## DIRE BEAR

The enormous predecessors to your standard Bears, Dire Bears are immense forces of the wilderness that consume vast amounts of meat and are best left alone by all but the bravest warriors.

DIRE BEAR									ANIMAL			
Size			4			Base			50mm	Glory Cost		155
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	4	-	3	4	3	0	5				
Attacks					ST	RN	Attack Abilities					
Claws and Bite					5	ML	Grapple					



# BOARS

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## BOAR

Completely unpredictable and aggressive, the Boar is a prized hunting trophy many warriors looking to feed the remnants of their ruined War Clan hope to gain. If found and raised from birth, Boars make great companions. Some War Clans use them as hunting companions, even to hunt other Boars.

BOAR									ANIMAL		
Size			2			Base			30mm	Glory Cost	50
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	-	3	4	4	0	1	Berserker		
Attacks					ST	RN	Attack Abilities				
Tusks					2	ML	Bullrush				

## DIRE BOAR

A Dire Boar is the stuff of legend for many mortal hunters in the Fractured Realms. Taking down such a dangerous beast is sure to lead to sagas told for ages of the hunter who slew it... that is, if they survive the encounter.

DIRE BOAR									ANIMAL		
Size			3			Base			40mm	Glory Cost	105
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	-	2	4	4	0	3	Berserker		
Attacks					ST	RN	Attack Abilities				
Tusks					4	ML	Bullrush				



# APES

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## GREAT APE

These immense and elusive creatures—that stride through the trees as easily as a man would walk the earth—live deep within the darkest forests in what is left of Midgard and Vanaheim. They typically do not attack unless provoked, or if their territory is threatened or disturbed. When Great Apes do attack, however, they do so without warning, throwing themselves into combat. Great Apes rip and tear at their enemies until their enemies run away or are killed.

GREAT APE									ANIMAL		
Size			3			Base			40mm	Glory Cost	90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	-	4	3	3	0	3	Superior Climbing		
Attacks					ST	RN	Attack Abilities				
Fists					3	ML					



# STAGS

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## STAG

Though they are typically hunted by all forms of predators across the Fractured Realms for their meat, many War Clans also train Stags as mounts. They ride the Stags into battle, impaling their enemies on the Stag's sharp horns.

STAG									ANIMAL		
Size			3			Base			40mm	Glory Cost	40
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	-	3	2	3	0	1	Heavy Charge		
Attacks					ST	RN	Attack Abilities				
Horn Gore					3	MR					

# WOLVES

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## WOLF

Wolves excel at hunting in packs, tiring and picking off their prey with apex predator efficiency. Their hunting grounds cover great swathes of land, causing any settlements within those areas loads of trouble when it comes to raising livestock or hunting.

WOLF									ANIMAL		
Size			2			Base			30mm	Glory Cost	40
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	-	2	2	3	0	1	Aware		
Attacks					ST	RN	Attack Abilities				
Bite					2	ML	Knockdown (1)				

## DIRE WOLF

Primordial predecessors to their smaller brethren, Dire Wolves possess all the traits of the Wolf but have larger bodies and are far more aggressive. Most Dire Wolves' coats are darker than a regular Wolf's, with fur ranging from ashen gray to black.

DIRE WOLF									ANIMAL		
Size			3			Base			40mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	-	3	3	3	0	3	Aware		
Attacks					ST	RN	Attack Abilities				
Bite					3	ML	Knockdown (3)				

# WINTER WOLF

Native to Niflheim, the Winter Wolf is a particularly evil manifestation of the Dire Wolf. Winter Wolves have blue-white fur and an extremely cold Icy Breath Attack, which they use to freeze their prey before devouring it.

WINTER WOLF									ANIMAL, ELEMENTAL			
Size			3			Base			40mm	Glory Cost		160
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	3	2	3	3	3	1	3	Aware, Immunity (Ice)			
Attacks					ST	RN	Attack Abilities					
Bite					3	ML	Knockdown (3), Ice (2)					
Icy Breath					2	12	Spray (2), Ice (2)					



# VARGR

Vargr are twisted-looking Wolf entities that are particularly cruel and hunt not only for food, but because they enjoy the kill. Slightly larger than a normal Wolf, the Vargr are more adept at taking down their victims. A Vargr's fur is typically gray, with hints of blood and gore matted into its fur like a vicious trophy of its carnage.

VARGR									ANIMAL, DEMON, CHILD OF FENRIS		
Size			2			Base			30mm	Glory Cost	75
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	-	3	3	3	0	2	Aware		
Attacks					ST	RN	Attack Abilities				
Bite					2	ML	Knockdown (2)				



## **Corrupted Beings**

Nidhoggr's vile influence has spread, infecting multiple creatures and mortals across the Fractured Realms. These beings are now merely shadows of their former selves, barely recognizable. Even worse, their minds are utterly corrupted, as well; their madness driving them to perform heinous acts against all living creatures that cross their paths.



# EOTINS

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## EOTIN

The Eotin is a malformed freak of nature amongst the Jotnar. While it is similar in mannerisms and appearance to a Mountain Giant, the Eotin's most startling feature is that it possesses two heads instead of one. These creatures are completely insane and attack their foes with utterly frightening accuracy until there is nothing left but gobbets of flesh, which they save to eat later.

EOTIN									JOTUNN, CORRUPTED		
Size			4			Base			50mm	Glory Cost	165
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	4	2	1	4	3	1	4			
Attacks					ST	RN	Attack Abilities				
Massive Club					4	MR	Weapon Master				
Huge Javelin					3	24	Sniper				

# CORRUPTED SKRAELINGS

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The Norse always used the term Skraeling to describe a race of people living deep within the forest, whom they considered primitive when compared to their own ingenuity and technology brought forth by raiding and constant warfare. Typically, these Skraelings were devout followers of the Vanir, the gods who dwelled in Vanaheim. However, after The Shattering, some dark force corrupted and twisted many of the tribes, who are now merely a shadow of what they once were.

## FROSKIIR

Froskiir are a diminutive version of the Skraeling that use trickery and vile tactics to win fights. Though a single Froskiir is not typically seen as a threat, they almost never hunt alone. The Froskiir stand half as tall as a typical Viking warrior and often have mottled gray skin and large mouths full of jagged teeth.

FROSKIIR									DEMIMORTAL, CORRUPTED SKRAELING			
Size			1			Base			30mm	Glory Cost		60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	2	2	1	3	1	1				
Attacks					ST	RN	Attack Abilities					
Caustic Blades					0	ML	Rapid Attack					
Thrown Sharps					0	6						

## MYKILL

Brutish and terrifying, the Mykill stand almost a full head taller than the average Viking warrior. They rush into combat with anyone who crosses their path in a blind rage. Like the Froskiir, the Mykill have mottled gray skin and many adorn their bodies with ritual scars to show how many creatures and mortals they have killed throughout their lives.

MYKILL									DEMIMORTAL, CORRUPTED SKRAELING		
Size			2			Base			30mm	Glory Cost	70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	1	2	2	2	1	2	Berserker		
Attacks					ST	RN	Attack Abilities				
Mykill War Axe					3	ML					



# HAGS

Offspring of the powerful and elusive Norns, these fate-weaving women—once wise, old crones filled with knowledge and wisdom they passed on to any bold enough to find them—have become twisted, hate-filled creatures who want nothing more than to dance among the chaos and bloodshed they cause.

## EYDA HAG

Eyda Hags dwell in swamps, dark lakes, and sea caves and prey upon any who come too close to their perceived lairs. They drag their victims to watery graves and feast on their remains. If an Eyda Hag finds it difficult to capture a victim, she uses her dreaded Evil Eye to confuse her victim and fill them with a feeling of sickness and dread. Like other Hags, Eyda Hags are gaunt and gangly; however, their potbellies and a constant dampness—even when not submerged in water for hours—set them apart from their sisters.

EYDA HAG									DEMON, CORRUPTED DAUGHTER OF FATE		
Size			2			Base			30mm	Glory Cost	85
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	2	2	2	2	3	2	Amphibious		
Attacks					ST	RN	Attack Abilities				
Crooked Claws					1	ML					
Evil Eye					-	12	Blind (1), Stun (2)				

## HRONGL HAG

Black-skinned and black-hearted, Hrongl Hags feed upon the fear their victims emit. Hrongl Hags prefer to kill their victims slowly, so they can savor every drop of anguish and fear. The longer the Hrongl Hag's claws are sunk into its prey, the weaker the victim becomes. When the victim breathes their final breath, the Hag captures it—along with the victim's soul—in a crystal that hangs around her neck.

HRONGL HAG									DEMON, CORRUPTED DAUGHTER OF FATE		
Size			2			Base			30mm	Glory Cost	130
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	4	0	3	4	4	3	3	Immunity (Ice) (Fire), Terrifying (2)		
Attacks					ST	RN	Attack Abilities				
Weakening Claws					3	ML	Drain (RS) (2)				

## ILLR HAG

These large, wart-riddled crones can change shape to look like regular humans. Casting aside all subtlety, they laugh gleefully while ripping their victims limb from limb. Illr Hags typically have deep, blue-black skin that blends in with their surroundings at night and is tough enough to turn aside many blows, making it difficult for brave warriors to take them down.

ILLR HAG									DEMON, CORRUPTED DAUGHTER OF FATE		
Size			3			Base			40mm	Glory Cost	90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	0	3	4	2	3	2	Aware		
Attacks					ST	RN	Attack Abilities				
Rending Attack					2	ML	Savage				

## VANDR HAG

Vandr Hags are hideous to look at with their green skin and bony features. Approaching their victims through the deep forests and swamps, Vandr Hags go out of their way to destroy anything they deem beautiful and honorable. A mere touch from one of these hideous creatures drains the strength from anyone on whom they can get their bony claws. Once their victims are helpless, the Vandr Hags feast on their motionless prey.

VANDR HAG									DEMON, CORRUPTED DAUGHTER OF FATE			
Size			2			Base			30mm	Glory Cost		80
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	3	0	4	2	3	3	2				
Attacks					ST	RN	Attack Abilities					
Touch of Decay					2	ML	Drain (MA) (RA) (2)					





## **Demimortals**

Within the Fractured Realms lie the lands of many human-like races of sentient beings. Once, they made themselves scarce to the natives of Midgard; now, they join forces with War Clans who accept them, hunting down and destroying those who wish to ruin what precious little they have left.

# AELVES

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Beautiful and majestic beyond mortal standards, the Aelves are magical, graceful creatures who excel at arcane knowledge and fine arts. Typically much fairer-skinned than mortals, they also stand almost a head taller and have distinctive, pointed ears.

## AELF WARRIOR

AELF WARRIOR									DEMIMORTAL	
Size		2			Base		30mm		Glory Cost	55
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities	
2	6	2	2	3	2	2	3	1	Concealment, Elusive, Sure-Footed	
Attacks					ST	RN	Attack Abilities			
Aelf Blade					2	ML				

## AELF ARCHER

AELF ARCHER									DEMIMORTAL	
Size		2			Base		30mm		Glory Cost	95
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities	
2	6	2	2	3	2	2	3	1	Concealment, Elusive, Sure-Footed	
Attacks					ST	RN	Attack Abilities			
Aelf Knife					0	ML				
Aelf Bow					3	30				



## DOPPELGANGER

Doppelgangers are gray, gangly, featureless Demimortals that can take the shape of another Demimortal and mimic not only its looks, but its voice and mannerisms, as well. With enough concentration, the doppelganger can transform its limbs to mimic the appearance of someone close by, as well as the equipment or weapons that person carries. Because of this, a doppelganger is almost never unarmed, and can be a formidable combat foe.

DOPPELGANGER									DEMIMORTAL			
Size			2			Base			30mm	Glory Cost		90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	2	0	2	2	4	3	2				
Attacks					ST	RN	Attack Abilities					
Gangly Fists					0	ML						
Copy					-	6	Copy one 30mm model's MA, RA, DF, RS, and ML Attacks (no Special Abilities). Lasts until target is killed, target moves more than 6" away, or this ability is used on a new target.					

# DVERGR

The evil brethren of the Dwarves, Dvergr are cruel and twisted craftsman that delight in using insidious poisons to cause mortals to suffer. The major distinction between a Dvergr and a less bloodthirsty Dwarf is that the Dvergr's skin ranges from soot black to gray.

## DVERGR SLICKBLADE

DVERGR SLICKBLADE									DEMIMORTAL	
Size		2		Base			30mm		Glory Cost	85
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities	
2	4	2	0	2	4	3	2	1	Invisibility, Stalwart, Stubborn	
Attacks					ST	RN	Attack Abilities			
Dvergr Blade					0	ML	Rapid Attack, Toxin (2)			

## DVERGR WASP

DVERGR WASP									DEMIMORTAL	
Size		2		Base			30mm		Glory Cost	95
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities	
2	4	1	2	2	4	3	2	1	Invisibility, Stalwart, Stubborn	
Attacks					ST	RN	Attack Abilities			
Dagger					0	ML				
Dvergr Crossbow					2	18	Toxin (2)			

# DWARVES

Stoic and honorable Demimortals, Dwarves are shorter than the average human, but much sturdier in build (and much better at growing beards). Masters of stone and metal, Dwarves are some of the greatest smiths in all the Fractured Realms. Many of the mightiest weapons and armor in the realms were crafted by these denizens of Svartalfheim.

## DWARF WARRIOR

DWARF WARRIOR									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	45
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	3	0	1	5	3	2	1	Stalwart, Steady, Stubborn		
Attacks					ST	RN	Attack Abilities				
Dwarf Axe/Hammer					2	ML					

## DWARF MARKSMAN

DWARF MARKSMAN									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	85
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	1	2	2	3	3	2	1	Stalwart, Steady, Stubborn		
Attacks					ST	RN	Attack Abilities				
Dagger					0	ML					
Crossbow					3	24	Reload, Stun (1)				

## GNOME

Small Demimortals, Gnomes are accomplished magicians and alchemists and many warriors seek them out to obtain magical potions and salves. Gnomes sneak about in caves and other underground dwellings, and it is said they are the only Demimortals to have the ability to travel between the nine realms via extraplanar tunnels. Gnomes are sneaky; they often like to steal from the unwary to add to their immense collection of trinkets from the Fractured Realms.

GNOME									DEMIMORTAL		
Size			1			Base			30mm	Glory Cost	90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	2	3	3	3	3	1	Invisibility, High Pain Threshold		
Attacks					ST	RN	Attack Abilities				
Stone Pick					2	ML					
Dark Dart					0	18	Blind (3)				





# HAVFINE

These water folk are temperamental and unpredictable—no War Clan can be quite certain how meeting one of these creatures might go for them. Some are cruel, some are kind; but all are considered unlucky. You can find Havfine near bodies of fresh or salt water, and they can cross from land to water with ease. Typically, Havfine have pale skin and their hair color ranges anywhere from pearl white to sea green. When submerged in water, their legs instantly transform into the lower half of a great fish, allowing them to swim with ease.

HAVFINE									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	75
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	2	3	2	2	2	2	Amphibious		
Attacks					ST	RN	Attack Abilities				
Spear					2	MR					

# SVARTAELVES

With their black skin and black hearts, the Svartaelves reside alongside the Dwarves and Dvergr in Svartalfheim. Masters of stealth and subterfuge, Svartaelves are expert assassins and even better charlatans; they use unscrupulous tactics to cause pain to those whom they choose to enslave and torture instead of kill.

SVARTAELF ASSASSIN									DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	2	3	2	3	3	1	Invisibility, Elusive, Aware		
Attacks					ST	RN	Attack Abilities				
Svartaelf Jagged Blade					1	ML	Blind (2), Deceptive				
Throwing Steel					1	12	Blind (2)				



# Demons

Demons exist in many forms throughout the realms and have done so for time untold, causing strife to all who encounter them. The Shattering gave them freedom to torment the realms, uncontested.

## BACKAHAST

Though they appear as majestic white horses that reside by rivers, the Backahast are demons that survive on the flesh of those they kill. Their favorite tactic is to lure the unwitting to the shoreline and drag them to the depths, drowning them. Typically, the victim's innards are the only sign of a recent attack, as they float back to the surface after the Backahast finish feeding.

BACKAHAST									WATER DEMON		
Size			3			Base			40mm	Glory Cost	90
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	-	1	3	2	0	3	Amphibious		
Attacks					ST	RN	Attack Abilities				
Flesh-Tearing Bite					2	ML	Savage				

## BARGHEST

Barghests are Wolf-like Demons that prowl the lands trying to sate their unending gluttony. They look like pale, gray Dire Wolves, with heads like Giants covered in blood-slicked fur. It is said that when a Barghest feasts on enough innocents, it grows even larger.

BARGHEST									DEMON		
Size			3			Base			40mm	Glory Cost	130
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	4	0	4	4	3	4	3	Aware, Leap		
Attacks					ST	RN	Attack Abilities				
Bite and Claws					3	ML	Savage				

## FIRE STEED

Black horses with the power of flight that once almost exclusively resided in Muspelheim, Fire Steeds have orange manes, glowing yellow eyes, and hooves that gleam like steel being forged into weapons. Many War Clans consider Fire Steeds prized mounts; however, these creatures can never be tamed. They never bend to a master's will; instead, they form partnerships to bring fiery destruction of their foes.

FIRE STEED									DEMON		
Size			3			Base			40mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	7	3	-	4	3	2	1	2	Flight (7)		
Attacks					ST	RN	Attack Abilities				
Burning Hooves					2	ML	Fire (2)				

## HEL HOUND

Ferocious, Wolf-like creatures that roam in packs, Hel Hounds have reddish fur and glowing orange eyes that burn with a rage that matches the fire smoldering within them. Not only do they set alight any form of clothing or flammable material they bite, but they also breathe a fiery breath that can incinerate even the strongest structure.

HEL HOUND									DEMON		
Size			2			Base			30mm	Glory Cost	140
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	2	3	2	3	1	2	Immunity (Fire)		
Attacks					ST	RN	Attack Abilities				
Infernal Bite					2	ML	Fire (2)				
Fiery Breath					2	12	Spray (2), Fire (2), Reload				

## HEL SNAKE

Hel Snakes are large serpents that devour corpses that wash up on the Nastrond's shores. They have started to slither their way into the other Fractured Realms, devouring the corpses of the countless dead that have fallen in the battlefield. Lately, Hel Snakes are becoming quite bold and have started to attack living warriors, as well. They sneak up on a victim and coil around them; then hold the struggling victim tightly as they sink their poisonous fangs into them.

HEL SNAKE									DEMONIC ANIMAL		
Size			3			Base			40mm	Glory Cost	130
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	4	-	4	3	3	1	3	High Pain Threshold, Reactive		
Attacks					ST	RN	Attack Abilities				
Bite					2	MR	Toxin (1)				
Constrict					2	ML	Grapple, Restrain (3)				

## KRAKEN

The twisted spawn of the deepest depths of Midgard's seas and some form of cyclopean madness, Kraken existed long before the nine realms were given order. Before The Shattering, most believed Kraken were nothing more than

tall tales meant to test the mettle of fisherman and raiders. At first, Kraken resemble immense Octopi, larger than any longship that sails on the sea. The resemblance stops there, however, as these gigantic creatures possess an evil intelligence that gleams in their black eyes. Further, where most Octopodes have suckers, the Kraken have dagger-like spines that run the length of their ship-crushing tentacles.

KRAKEN									WATER DEMON		
Size			6			Base			120mm	Glory Cost	380
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	7	5	5	3	7	2	1	10	Amphibious		
Attacks					ST	RN	Attack Abilities				
Ravenous Beak					7	ML	Savage				
Tentacle Attack					6	24	Point Blank, Pull (5)				

## MARA

Mara are insidious beings that historically terrorized many warriors' dreams by materializing in their sleeping victims' rooms. They sit on a victim's chest, draining the victim's life force and will to survive while tormenting them with horrid and confusing nightmares. Typically, Mara go unseen. However, when they are seen, Mara appear as gaunt humans with white skin and wispy clothing. They have black eyes and long, sharp fingers, which they use to rend the flesh of any who discover them.

MARA									DEMON		
Size			2			Base			30mm	Glory Cost	115
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	1	3	2	4	3	2	Immunity (Shock), Terrifying (4), Teleport (4)		
Attacks					ST	RN	Attack Abilities				
Claws					3	ML	Drain (DR) (3)				

# TWILIGHT HOUND

Because they stalk their prey in areas where there is more darkness than usual, most victims never see a Twilight Hound until it bites them. Twilight Hounds resemble large, murderous hunting dogs with black fur that seems to absorb any form of light in the vicinity. They are hulking, muscular, and stealthy; and they make almost no sound when approaching a victim. Occasionally, you can hear their hunting bray—a sound that can weaken even the most stoic warrior's stance.

TWILIGHT HOUND									DEMON		
Size			2			Base			30mm	Cost	85
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	-	3	2	3	1	2	Terrifying (2), Concealment, Stealth		
Attacks					ST	RN	Attack Abilities				
Bite					3	ML					





# VAFIDYR

The Vafidyr is pure chaos in physical form, and its shape changes constantly. In mere seconds, a Vafidyr can have multiple appendages, then tentacles, then beaks and mouths. These characteristics can appear, change shape, and disappear without much explanation. Even the Vafidyr's very texture changes from moment to moment. It deviates between rubbery, to snake-like, to coarse fur, and even mortal-like flesh.

VAFIDYR									DEMON			
Size			2			Base			30mm	Glory Cost		105
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	4	4	-	1	3	5	2	2	Immunity (Savage) (Lethal), Glide (4)			
Attacks					ST	RN	Attack Abilities					
Warping Touch					3	MR	Transfer (DF) (4)					

## Divinity

Not all creatures that wander the Fractured Realms are corrupt and cruel. Many of Asgard's denizens were elsewhere during The Shattering and now find themselves cut off from their home and fighting for survival, just like the mortals.

### ASGARDIAN RAVEN

Asgardian Ravens look exactly like their mundane counterparts in Midgard, aside from their immense size. When the realms were whole, Asgardian Ravens would fly between them and report all they saw to Odin and the other gods. Now, the Ravens fly between the Fractured Realms, gathering secrets and stories about the conflicts on every battlefield. Wise leaders build bonds with these creatures to gain access to these secrets, which allows them to topple their adversaries with ease.

ASGARDIAN RAVEN									DIVINE ANIMAL			
Size			1			Base			30mm	Glory Cost		50
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	2	2	-	3	2	3	1	1	Flight (7), High Pain Threshold			
Attacks					ST	RN	Attack Abilities					
Beak and Claws					1	ML						

### VALKYRIE

These mighty female warriors—a rare and terrifying sight—served Odin before The Shattering. The Valkyrie used to select the fallen warriors who were most worthy to become Odin's royal soldiers, called Einherjar, to serve during *Ragnarok*. Now, they fight for survival the same as every mortal. They lost most of their divine power when The World Tree fell, but they still possess the power of Flight and their ever-returning spears.

VALKYRIE									DIVINE BEING		
Size			2			Base			30mm	Glory Cost	225
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	6	4	4	5	2	2	4	Flight (5)		
Attacks					ST	RN	Attack Abilities				
Valkyrie Spear					4	MR	Deceptive, Savage				
Thrown Valkyrie Spear					4	36	Deceptive, Savage				



# Dragons

## LINNORMR

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Though rare, Linnormr are wicked, primeval dragons that are a terrifying sight to see. Linnormr view all other beings as lesser than themselves and resolve to either destroy any who dare to cross them, or cause their victims endless suffering for the sheer joy it brings them. Linnormr are by nature gluttonous and greedy; they hoard items their victims thought valuable deep within their lairs. It is not uncommon for a Linnormr to sleep on a pile of treasures it has accumulated over untold ages.

## FIRE LINNORMR

With a raw temper and rage like the fire that burns within, Fire Linnormr are brutish and quick to anger, even by Linnormr standards. Fire Linnormrs are typically red or ashen gray in color and you can see the glow of inner flame below the immense, sharpened scales covering their long bodies.

FIRE LINNORMR									DRAGON			
Size			6			Base			120mm	Glory Cost		395
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	7	5	2	7	3	3	8	Flight (8), Immunity (Fire)			
Attacks					ST	RN	Attack Abilities					
Ferocious Bite					6	MR	Toxin (3)					
Tail Thrash					5	MR	Melee Arc					
Fiery Breath					5	18	Spray (4), Fire (4), Reload					

## FROST LINNORMR

Frost Linnormrs are death incarnate in the coldest of climates amongst the Fractured Realms. Arguably the largest of the Linnormrs, they typically wrap their immense bodies around tall mountain caps, their icy scales blending into their surroundings. Frost Linnormrs prefer to ambush their targets, using the chilling gusts of wind that howl through the mountains to cover their approach.

FROST LINNORMR									DRAGON		
Size			6			Base			120mm	Glory Cost	415
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	7	4	1	8	3	3	9	Flight (8), Immunity (Ice)		
Attacks					ST	RN	Attack Abilities				
Ferocious Bite					6	MR	Toxin (3)				
Tail Thrash					5	MR	Melee Arc				
Frozen Breath					5	18	Spray (4), Ice (4), Reload				

## LAND LINNORMR

You can typically find Land Linnormrs stalking the deepest forests or skulking in caves at mountain bases. These creatures with green and brown hues blend well with their surroundings. They mostly hunt Giants and Dire Beasts for food, but they are not above attacking smaller, sentient creatures, if the prey presents a worthy challenge.

LAND LINNORMR									DRAGON		
Size			6			Base			120mm	Glory Cost	450
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	8	3	1	9	3	3	10	Flight (8), Immunity (Shock), Aware		
Attacks					ST	RN	Attack Abilities				
Ferocious Bite					6	MR	Toxin (3)				
Tail Thrash					5	MR	Arcing Attack				
Ashen Breath					5	18	Spray (4), Shock (4), Reload				

# SEA LINNORMR

Due to their reclusive nature, it is rare to catch a glimpse of these smaller offshoots of the Midgard Serpent, Jormungandr. Sea Linnormrs spend most of their time sleeping in the deepest parts of the seas, until something disturbs them or they feel the need to feed. Typically, Sea Linnormrs hunt Great Whales and may even fight the occasional Kraken for food; they have no issue attacking a War Clan's ship to devour its passengers.

SEA LINNORMR									DRAGON		
Size			6			Base			120mm	Glory Cost	390
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	8	4	2	8	3	3	9	Amphibious		
Attacks					ST	RN	Attack Abilities				
Ferocious Bite					6	MR	Toxin (3)				
Tail Thrash					5	MR	Arcing Attack				
Acidic Breath					5	18	Spray (4), Toxin (4), Reload				



# SCOFFIN

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## SCOFFIN

Scoffins are multiple-legged Dragons roughly the size of a young Horse that can turn their victims to stone with their gaze. While they do not possess the ability to fly, like most of their greater kin, Scoffins are still a great threat. Aside from their dangerous gaze, they possess a caustic toxin that can dissolve any victim petrified by their gaze.

SCOFFIN									DRAGON		
Size			4			Base			40mm	Glory Cost	140
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	3	3	1	5	2	1	3			
Attacks					ST	RN	Attack Abilities				
Bite					2	ML	Toxin (2)				
Stone Gaze					-	18	Spray (4), Stun (5)				



# WYVERNS

While still dangerous, Linnorms look down on Wyverns as lesser Dragons. Wyverns are not nearly as intelligent as their mightier kin, but they are brutish and bloodthirsty, nonetheless. Sometimes referred to as a common dragon, Wyverns have green-brown scales and long, reptilian bodies; and they can fly with their immense, bat-like wings. They use their massive claws to hold their victims in place while they tear them limb from limb. If a Wyvern cannot catch its prey with its claws or immense bite, it flails poisonous barbs from its tail to catch them at range.

## WYVERN HATCHLING

WYVERN HATCHLING									DRAGON		
Size			3			Base			40mm	Glory Cost	150
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	3	2	2	4	2	1	3	Flight (6), Immunity (Toxin)		
Attacks					ST	RN	Attack Abilities				
Claws and Bite					4	MR	Grapple				
Tail Barbs					1	12	Toxin (2)				

## YOUNG WYVERN

YOUNG WYVERN									DRAGON		
Size			4			Base			50mm	Glory Cost	185
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	3	3	2	5	2	1	4	Flight (6), Immunity (Toxin)		
Attacks					ST	RN	Attack Abilities				
Claws and Bite					4	MR	Grapple				
Tail Barbs					2	12	Toxin (3)				

## ADULT WYVERN

ADULT WYVERN									DRAGON		
Size			5			Base			80mm	Glory Cost	260
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	4	3	2	6	2	2	6	Flight (7), Immunity (Toxin)		
Attacks					ST	RN	Attack Abilities				
Claws and Bite					5	MR	Grapple				
Tail Barbs					3	18	Toxin (4)				

## GREAT WYVERN

GREAT WYVERN									DRAGON		
Size			6			Base			120mm	Glory Cost	325
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	5	3	2	7	3	2	8	Flight (7), Immunity (Toxin)		
Attacks					ST	RN	Attack Abilities				
Claws and Bite					6	MR	Grapple				
Tail Barbs					3	18	Toxin (4)				



# **Elementals**

Elementals are the sentient incarnations of the primordial elements that compose all of existence. They are just as dangerous and unpredictable as the forces of nature that birthed them. Each type of Elemental has its own unique method to fight those who disturb them, and they typically stick close to the source of an element with which they are familiar.

## AIR ELEMENTALS

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Air Elementals typically take the form of a swirling vortex of wind and mist when they make their presence known to their victims. Occasionally, Air Elementals mimic their enemies' basic forms, but they abstain from ever touching the ground.

### MINOR AIR ELEMENTAL

MINOR AIR ELEMENTAL									ELEMENTAL		
Size			2			Base			30mm	Glory Cost	130
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	1	5	2	2	0	2	Flight (6), Phasing		
Attacks					ST	RN	Attack Abilities				
Pummel					2	MR	Ice (1)				
Icy Blast					1	18	Knockdown (1), Ice (1)				

### AIR ELEMENTAL

AIR ELEMENTAL									ELEMENTAL		
Size			3			Base			40mm	Glory Cost	185
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	7	3	2	6	2	2	0	3	Flight (7), Phasing		
Attacks					ST	RN	Attack Abilities				
Pummel					3	MR	Ice (2)				
Icy Blast					2	18	Knockdown (2), Ice (2)				

### MAJOR AIR ELEMENTAL

MAJOR AIR ELEMENTAL									ELEMENTAL		
Size			4			Base			50mm	Glory Cost	250
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	8	4	3	7	2	2	0	4	Flight (8), Phasing		
Attacks					ST	RN	Attack Abilities				
Pummel					4	MR	Ice (3)				
Icy Blast					3	18	Knockdown (3), Ice (3)				

## EARTH ELEMENTALS

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When they are still, Earth Elementals resemble a large mound of dirt or stone. When roused into action, however, they typically take the form of a massive Animal or bulky Humanoid.

### MINOR EARTH ELEMENTAL

MINOR EARTH ELEMENTAL									ELEMENTAL		
Size			2			Base			30mm	Glory Cost	125
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	0	1	4	2	0	3	Heavy Charge, Stalwart, Steady, Sure-Footed		
Attacks					ST	RN	Attack Abilities				
Pummel					5	MR	Bullrush				
Boulder Toss					2	18	Knockdown (2)				

### EARTH ELEMENTAL

EARTH ELEMENTAL									ELEMENTAL		
Size			3			Base			40mm	Glory Cost	175
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	3	1	1	5	2	0	4	Heavy Charge, Stalwart, Steady, Sure-Footed		
Attacks					ST	RN	Attack Abilities				
Pummel					6	MR	Bullrush, Push (2)				
Boulder Toss					3	18	Knockdown (3)				

### MAJOR EARTH ELEMENTAL

MAJOR EARTH ELEMENTAL									ELEMENTAL		
Size			4			Base			50mm	Glory Cost	220
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	4	2	1	6	2	0	5	Heavy Charge, Stalwart, Steady, Sure-Footed		
Attacks					ST	RN	Attack Abilities				
Pummel					7	MR	Bullrush, Push (3)				
Boulder Toss					4	18	Knockdown (4)				





## FIRE ELEMENTALS

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Fire Elementals tend to mimic their victims' forms when they attack to startle their victims and gain the upper hand in combat.

### MINOR FIRE ELEMENTAL

MINOR FIRE ELEMENTAL									ELEMENTAL		
Size			2			Base			30mm	Glory Cost	140
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	0	3	2	2	0	3	Glide (5), Phasing, Immunity (Fire)		
Attacks					ST	RN	Attack Abilities				
Inferno Slam					2	MR	Fire (1)				
Inferno Blast					2	12	Spray (1), Fire (1)				

### FIRE ELEMENTAL

FIRE ELEMENTAL									ELEMENTAL		
Size			3			Base			40mm	Glory Cost	190
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	1	4	2	2	0	4	Glide (6), Phasing, Immunity (Fire)		
Attacks					ST	RN	Attack Abilities				
Inferno Slam					3		Fire (2)				
Inferno Blast					3	12	Spray (1), Fire (2)				

### MAJOR FIRE ELEMENTAL

MAJOR FIRE ELEMENTAL									ELEMENTAL		
Size			4			Base			50mm	Glory Cost	245
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	4	2	5	3	2	0	5	Glide (6), Phasing, Immunity (Fire)		
Attacks					ST	RN	Attack Abilities				
Inferno Slam					4	MR	Fire (3)				
Inferno Blast					4	12	Spray (2), Fire (3)				

## WATER ELEMENTALS

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Water Elementals tend to crash into their victims like a typical wave; however, their motion and shape are much more direct and intense. Once they hit their victims as waves, Water Elementals take on any shape they wish.

### MINOR WATER ELEMENTAL

MINOR WATER ELEMENTAL									ELEMENTAL			
Size			2			Base			30mm	Glory Cost		125
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	4	2	0	3	2	2	0	3	Amphibious, Phasing			
Attacks					ST	RN	Attack Abilities					
Drowning Slam					2	MR	Stun (2)					
Water Jet					2	12	Spray (1), Stun (1)					

### WATER ELEMENTAL

WATER ELEMENTAL									ELEMENTAL			
Size			3			Base			40mm	Glory Cost		170
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	3	1	4	2	2	0	4	Amphibious, Phasing			
Attacks					ST	RN	Attack Abilities					
Drowning Slam					3	MR	Stun (3)					
Water Jet					3	12	Spray (1), Stun (2)					

### MAJOR WATER ELEMENTAL

MAJOR WATER ELEMENTAL									ELEMENTAL		
Size			4			Base			50mm	Glory Cost	220
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	4	2	5	3	2	0	5	Amphibious, Phasing		
Attacks					ST	RN	Attack Abilities				
Drowning Slam					4	MR	Stun (4)				
Water Jet					4	12	Spray (2), Stun (3)				



# Jotnar

Jotnar, or Giants, are the eternal enemies of the gods. These nearly immortal beings wield great power and swear fealty to their elemental-imbued masters, who wish nothing more than to conquer what remains of the realms. Jotnar are far larger than humans and capable of immense feats of strength.

## FIRE GIANT

Fire Giants are the most militant and tactically minded Jotnar; typically, they brandish immense, flaming blades and wear leather and scale armor. The Sons and Daughters of Surtr militantly plot their conquests into the Fractured Realms to assure their victories are both violent and efficient.

FIRE GIANT									JOTUNN		
Size			4			Base			50mm	Glory Cost	245
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	5	2	1	6	2	2	6	Immunity (Fire)		
Attacks					ST	RN	Attack Abilities				
Blazing Sword					6	MR	Fire (2)				
Hurled Boulder					3	18	Blast (1), Knockdown (3)				

## FROST GIANT

Feared by many even before The Shattering, the massive Frost Giant raiding parties now spill into the remnants of the other realms to claim what they believe to be rightfully theirs: everything upon which they set their icy gaze. Frost Giants are, by far, the most violent of the Jotnar and are always dressed for battle in their immense suits of leather and chain armor.

FROST GIANT									JOTUNN		
Size			4			Base			50mm	Glory Cost	245
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	5	2	1	6	2	2	6	Immunity (Ice)		
Attacks					ST	RN	Attack Abilities				
Monstrous Frost Axe					6	MR	Ice (2)				
Hurled Boulder					3	18	Blast (1), Knockdown (3)				

## MOUNTAIN GIANT

This most common form of Giant is considered the weakest amongst the various Jotnar. Mountain Giants are cruel (and simple-minded) behemoths that delight in using their massive clubs to smash anything smaller than them into a bloody pulp. Luckily, avoiding these monstrous simpletons is not terribly hard to do—their horrid hygiene ensures all but the most aloof can smell them coming from miles away.

MOUNTAIN GIANT									JOTUNN		
Size			4			Base			50mm	Glory Cost	190
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	2	1	4	2	1	5			
Attacks					ST	RN	Attack Abilities				
Massive Club					5	MR					
Hurled Boulder					3	18	Blast (1), Knockdown (3)				





# SEA GIANT

Reclusive and temperamental, Sea Giants dwell in underwater caves and in the deepest parts of large bodies of water. They often find themselves battling Sea Linnorms and Kraken for tribute payments from coastal settlements. After The Shattering, these immense beings started to raid the very settlements they once protected.

SEA GIANT									JOTUNN		
Size			4			Base			50mm	Glory Cost	230
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	4	2	3	4	3	2	6	Amphibious		
Attacks					ST	RN	Attack Abilities				
Enormous Spear					5	MR					
Hurled Boulder					3	18	Blast (1), Knockdown (3)				

# TROLL

The smallest of the giants—and, in many cases, the dumbest—Trolls are savage and bestial Jotnar that run after their prey with a loping, ape-like gait. If they manage to catch their victims, they use tooth and claw to tear them apart. Trolls are immensely difficult to kill, due to their ability to regenerate even after suffering the most vicious wounds. Unless you use Fire or Acid, it takes a few extra swings of a Dane Axe to make sure these oafs stay down for good.

TROLL									JOTUNN		
Size			3			Base			40mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	0	3	3	3	1	3	Regeneration		
Attacks					ST	RN	Attack Abilities				
Claws and Bite					3	ML	Melee Arc				



# Lycanthropes

## WEREBEAR

Werebears are shapeshifting demi-humans that can easily transform from a large, muscular human form to that of a Great Bear. Much like their ursine kin, Werebears are reclusive and live much of their lives as loners and woodland protectors. They are often found associating with woodland druids and lone hunters who prefer the wild to civilization.

WEREBEAR									LYCANTHROPE		
Size			3			Base			40mm	Glory Cost	120
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	0	3	4	3	2	3	High Pain Threshold, Regeneration		
Attacks					ST	RN	Attack Abilities				
Bite and Claws					4	ML	Grapple				

## WEREBOAR

Much like its mundane animal kin, the Wereboar is violent and unpredictable. Many Wereboars prefer to be left alone, due to their nature to fly into a rage and Attack whatever or whomever angers them. Their human intelligence allows them enough prudence to avoid civilizations with large crowds of people.

WEREBOAR									LYCANTHROPE		
Size			3			Base			40mm	Glory Cost	95
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	0	2	4	4	2	2	Berserker, Regeneration		
Attacks					ST	RN	Attack Abilities				
Tusks and Fists					3	ML	Bullrush				

## WEREWOLF

The most savage and predatory of the shapeshifters, Werewolves are the most feared among the civilizations they prowl. In human form, Werewolves are indistinguishable from other humans; many even reside in settlements and fight their predatory urges to kill. When in full Wolf form, however, their predatory nature takes over and they hunt for prey just like their wild kin.

WEREWOLF									LYCANTHROPE		
Size			3			Base			40mm	Glory Cost	100
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	0	3	3	3	2	2	Aware, Regeneration		
Attacks					ST	RN	Attack Abilities				
Bite and Claws					3	ML	Knockdown (3)				



# Undead

## DRAUGR

Draugr are spirits of honorless dead that made their way back into a body and reanimated it by sheer force of will. Incredibly strong and hard to defeat, Draugr take great pleasure in ripping apart anything upon which they set their hollow gaze. Draugr can continue to reanimate themselves in other bodies unless you manage to kill their host body with Fire or completely dismember it.

DRAUGR									UNDEAD		
Size			2			Base			30mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	0	3	4	1	0	3	Immunity (Savage) (Lethal), Terrifying (2)		
Attacks					ST	RN	Attack Abilities				
Hammering Blows					3	ML	Stun (2)				

## HUNGRY SHADOW

These creatures—humanoid in shape, but composed entirely of darkness—escaped the Abyss after The Shattering. Hungry Shadows must merely touch their victims with their chilling tendrils to attack, slowly draining their victims' life. Occasionally, Hungry Shadows' dead victims rise as Wandering Dead.

HUNGRY SHADOW									UNDEAD, SPIRIT		
Size			2			Base			30mm	Glory Cost	100
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	-	2	2	2	2	2	Flight (4), Phasing, Aware		
Attacks					ST	RN	Attack Abilities				
Strangling Touch					2	MR	Transfer (RS) (2)				

## WANDERING DEAD

The lowest of animated corpses and skeletons, these mindless, reanimated dead wander the shores of Helheim. Recently, they were found crawling to the surface of many realms in countless droves. While a single Wandering Dead is hardly a threat to even the greenest of warriors, a shambling horde of them can slaughter everything in their path.

WANDERING DEAD									UNDEAD		
Size			2			Base			30mm	Glory Cost	25
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
1	4	2	0	1	3	1	-	1	Aware		
Attacks					ST	RN	Attack Abilities				
Broken Weapons					2	ML					





# ABILITIES LISTS



## Special Abilities

### ABSENT-MINDED

Opponents may re-roll failed rolls versus MN against this model.

### ACROBATICS

This model does not have to pay AP to Stand after being Prone and does not have to pay the additional AP to Jump. Reduce the ST of any Falling Damage this model suffers by -2.

### AMPHIBIOUS

This model may move through Terrain Elements with the Keyword *Water* without penalty. In Deep Water, this model gains +2 to DF. Additionally, this model never needs to roll DR while Prone or submerged in Water.

### AWARE

When making a Charge action, this model can target enemies to which it does not have LOS.

### BEAST CONTROL

This model receives +1 to all Attacks, DF, MN, and ST versus *Animal* models. This model is also *Stubborn* versus *Animal Attacks*.

## BERSERKER

This model must designate the closest enemy model as its target when attacking and receives +1 MA and +1 ST (in melee combat) to all Attacks when it hits an enemy model. This bonus ends when the Berserker cannot Attack a model during a Round. The Berserker receives -1 AP during its next activation.

## BRACE

Opponents who Charge this model do not gain the typical Charge bonuses.

## BULLRUSH

This model must only spend 1 AP for Charge actions.

## COMBAT SENSE

Enemies cannot deploy models that have the Special Ability Stealth within 18” of this model.



## CONCEALMENT

All Attacks versus this model have -2 MA and -2 RA. An enemy model may spend 1 AP and roll MN versus this model's DR to give it a Spotted counter. This model also gains a Spotted counter if it performs an Attack. If this model has a Spotted counter, enemies can Attack it, as usual. Remove the Spotted counter if this model leaves enemy models' LOS.

## COWARD

This model suffers -1 MA unless it has the Overwhelm bonus.

## DECEPTIVE

Enemy models targeted by this Attack suffer -1 DF.

## DEFLECTION (X)

(x) is the Ranged Attack's value of the attacker. Roll DR versus RA against a non-template Ranged Attack (see [Special Ranged Attacks](#)). If successful, choose a target within half the distance of the original Attack. You can immediately make a Ranged Attack versus the new target with the ST and the effects of the original Attack.

## DELUSIONAL

At the start of this model's activation, roll MN (2). If you fail, this model drops any Objective markers it is holding and cannot score based on Objectives this turn. Instead, it must spend all its AP to move directly toward the nearest model (enemy or friendly) and Attack it. If you succeed, the model may act normally and interact with Objectives. This model also has the Special Ability *Stubborn*.

## ELUSIVE

This model never suffers Free Strikes.

## FLIGHT (X)

Flight speed is (x). This model may choose to ignore Terrain Elements and intervening models during its Flight Movement. Models with Flight must land before they can Attack in melee combat. If a model with Flight does not land by the end of its Movement, it may remain airborne. If it remains airborne, all ML and MR against it are at -2. Ignore terrain for LOS purposes against other airborne models.

## GLIDE (X)

Glide Speed is (x). This model may choose to ignore terrain and intervening models during its Glide Movement. This model must land by the end of its activation.

## GODSPARK ATTUNED

This model spends one less Godspark when using its God Powers.

## GRAPPLE

Enemy models must re-roll a successful Disengage roll against this model. They must keep the second roll.

## HEALER (X)

While within range (x), this model may spend 1 AP to heal a friendly, living model for 1 HP. You cannot heal a model beyond its base HP. While a model with the Special Ability *Healer* is on the table, all friendly models reduced to 0 HP become *Incapacitated* and *Prone*. Unless a friendly, not Incapacitated, model with Healer is within range (x) of the Incapacitated, living model when the End Phase begins, remove the Incapacitated and Prone models from the battlefield.

## HEAVY CHARGE

This model adds an additional +1 ST and +1 DR to their Charge action.

## HIGH PAIN THRESHOLD

This model receives +2 RS for the purposes of Status effect rolls.

## IMMUNITY (X)

This model cannot suffer the effects of (x) Status ability.

## INVASION

You do not have to deploy this model as usual. Instead, during any HQ Phase after Round 1, you may choose a point on the battlefield and perform a Scatter Roll from that point to deploy this model. The Scatter Roll's Hit Origin is the

location in which you must deploy this model. If you cannot deploy the model in the location of the Scatter Roll's Hit Origin, place it as close to the new deployment point as possible from the original deployment point along the Scatter direction.

## INVISIBILITY

This model may not be targeted by Attacks. An enemy model may spend 1 AP to roll MN versus this model's DR to give it a Spotted counter. This model also gains a Spotted counter if it performs an Attack. If this model has a Spotted counter, enemies can Attack it, as usual. Remove the Spotted counter if this model moves out of enemy models' LOS.

## LEAP

This model may spend 1 AP to immediately move their SP in a straight line, ignoring Terrain Elements and intervening models. Alternatively, this model may spend 2 AP to Charge in a straight line, ignoring Terrain Elements and intervening models.



## OBSESSED

After Deployment, choose an enemy model. The model with the Special Ability *Obsessed* receives +1 to all Attacks and ST versus the chosen enemy model.

## PATCH (X)

While within range (x), this model may spend 1 AP to heal a friendly, non-living model for 1 HP. You cannot heal a model beyond its base HP. While a model with the Special Ability *Patch* is on the table, all friendly, non-living models reduced to 0 HP become *Incapacitated* and *Prone*. Unless a friendly, not Incapacitated, model with Patch is within range (x) of the Incapacitated, non-living model when the End Phase begins, remove the Incapacitated and Prone models from play.

## PHALANX

This model gains +1 DF when in base-to-base contact with another friendly model. Additionally, this model may select one model with whom it is in base-to-base contact to also gain +1 DF for as long as it remains in base-to-base contact with the model who has the Special Ability *Phalanx*.

## PHASING

All ST against a model with the Special Ability Phasing is at -2. Phasing models may move through any Terrain Elements and other models without penalty if their ending point is within view. Phasing models may not end their Movement within a Terrain Element with the Keyword *Blocks LOS* or with their base overlapping another model's base.

## REACTIVE

This model may re-roll their DR on a failed Clash roll. They must keep the second roll.



## REGENERATION

When this model activates, it immediately heals 1 HP. This model may also spend AP to heal 1 HP per AP spent. It may not heal past its base HP. When reduced to 0 HP, this model does not die; rather, it is *Incapacitated* and suffers all the penalties of being Incapacitated. If a model with the Special Ability *Regeneration* ever regains HP while Incapacitated, it becomes Prone and must Stand, as usual. If this model suffers additional Damage while Incapacitated, it dies and is immediately removed from play.

## SNIPER

This model may re-roll one failed RA per activation.

## STALWART

When attacked in melee combat, this model gains +2 Size.

## STEADY

When targeted by *Push*, *Pull*, or *Knockdown*, this model gains +2 Size.

## STEALTH

After Deployment, deploy this model anywhere on the battlefield that is at least 12" away from an enemy model.

## STUBBORN

Enemy models must re-roll successful Mind-based Attacks or effects against this model. They must keep the second roll.

## SUPERIOR CLIMBING

All areas of a Terrain Element are *Climbable* for this model. This model does not suffer the usual hit bonuses to Climbing models and is not knocked Prone

if it Falls while Climbing. When Falling, the Fall has -2 Height.

## SURE-FOOTED

This model may move through Difficult terrain without penalty.

## TACTICIAN (X)

This model can cause one other friendly model within range (x) who has not yet activated this Round to immediately activate following this model's activation.



## TAUNT (X)

Choose one enemy model with which this model has LOS that has not yet activated this Round. Spend 1 AP to roll *Taunt* (x) versus the enemy model's MN. If you succeed, the chosen model suffers -2 MA and -2 RA against all friendly models but this one. If the Success Stage is 3 or more, the chosen model must spend all its AP to move its SP directly toward this model—or Charge, if within range. If the chosen model is within MR for any of its Attacks, it must spend any remaining AP to Attack this model.

## TEAMWORK

Models with the Special Ability Teamwork gain an additional +1 MA and +1 ST when they gain the Overwhelm bonus.

## TELEPORT (X)

Spend 1 AP to move this model up to (x) in a straight line. This model must have LOS to its ending point. During this Movement, this model does not suffer Free Strikes, cannot suffer reactions, and can ignore other models and Terrain Elements. This model cannot end its Movement with its base overlapping another models' base or any Terrain Element with the Keywords *Blocks LOS* or *Impassable*.

## TERRIFYING (X)

When within ML or MR of this model, or when Charging or being Charged by this model, enemy models must roll MN versus (x). If they fail, they gain a Terrified counter and receive -1 MA, -1 RA, and -1 DF. The Terrified counter remains until the End Phase.

## VULNERABLE (X)

Treat all Damage from Status (x) as Lethal.

## WEAPON MASTER

This model may re-roll one failed MA attempt per activation.



# ATTACK ABILITIES

## AFFECTS PHASING

This model can hit models using the Special Ability *Phasing* without penalty.

## AID (STAT) (X) (STATUS)

Aid increases (Stat) by (x). Aid decreases by -1 at the end of each round until the (Stat) returns to its normal value.

## ARCING FIRE

A model can use another friendly model's LOS to target an enemy with a Ranged Attack. Ranged Attacks made in this way suffer -1 RA.

## BLIND (X) (STATUS)

On a successful hit, before you roll and Resolve Damage, roll Blind ST (x) versus the target's MN. If you succeed, the target suffers -1 ML and -1 RN. Additionally, the target cannot use RA to target an enemy model more than 6" away for the rest of the Round.

## CUMBERSOME

This weapon may only make one attack per round.

## DISMANTLE (X)

Use this Attack Ability against mundane doors and traps. Roll Dismantle ST (x) versus DR. If you succeed, the target remains inactive for one Round per Success Stage you achieve.

## DRAIN (STAT) (X) (STATUS)

Drain decreases (Stat) by (x). Drain increases by +1 at the end of each round until the (Stat) returns to its normal value. To resist the effects of Drain, the target model must roll RS versus Drain (x). will increase by the +1 in the end phase of each round until it reaches normal.

## FIRE (X) (STATUS)

A model hit by this Attack receives a *Fire* marker. When this model activates, you may spend 1 AP to roll RS +2 versus the Fire ST (x) to attempt to put out the Fire. You can repeat this action until you successfully put out the Fire or run out of AP. If you succeed, remove the Fire marker. If a Fire marker remains on a model after its activation ends, you must roll RS versus Fire ST (x) or suffer +1 Damage.

## HIP SHOT

This model may use this RA for a Clash action. They can initiate a Clash the moment an enemy model enters LOS and is within Attack range.

## ICE (X) (STATUS)

A model hit by this Attack receives an Ice marker. When the model activates later, roll Ice ST (x) versus RS. If you succeed, the model loses 1 AP per Success Stage. If you fail, the Ice marker is removed and the model suffers -1 SP until the end of the Round.

## IMPALED (X) (STATUS)

A model who suffers the Status *Impaled* cannot spend AP on SP-based actions or Special Abilities and is Prone for the purposes of Melee Attacks. While Impaled, the model must stay in base-to-base contact with the model (or Terrain Element or other object) that caused the Impaled Status, even if that model or object moves. When you activate an Impaled model, you must spend 1 AP to roll DR versus Impaled ST (x). You may spend additional AP to make further attempts to free the model. If you succeed, the model is free and may

act as usual with any remaining AP. If you fail, the model suffers -1 HP of Damage and it remains Impaled if it is not removed from play.

## KNOCKDOWN (X)

On a successful hit, before you roll and Resolve Damage, roll *Knockdown* (x) versus Size. If you succeed, the target model is knocked Prone.

## LETHAL

On a successful ST roll, each Success Stage you achieve does +1 Damage, instead of every 3 Success Stages.

## MELEE ARC

This model may spend 1 AP to roll one MA against all targets within MR of this Attack.

## POINT BLANK

This model may use this RA while in melee combat with MR.

## PSI

This Attack targets the enemy's MN instead of their DF. Roll Damage and Status effects versus the target's DR, instead of their RS.

## PULL (X)

Roll Pull (x) versus a target's Size. If you succeed, the target Moves 2" per Success Stage directly toward the attacking model. If at any point while being Pulled the target hits another model or object, both the target and the model or object it hits suffer a ST hit equal to the remaining number of inches the target was supposed to Move.

## PUSH (X)

Roll Push (x) versus a target's Size. If you succeed, the target Moves 2" per Success Stage directly away from the attacking model. If at any point while being Pushed the target hits another model or object, both the target and the model or object it hits suffer a ST hit equal to the remaining number of inches the target was supposed to Move.

## RAPID ATTACK

This model may spend +1 AP to use this Attack 3 times in melee combat.

## RELOAD

This model starts the Scenario without a Reload marker. Once this model uses this Attack, it receives a Reload marker. While this model has a Reload marker, it cannot use this Attack. This model may spend 1 AP to remove the Reload marker.

## RESTRAIN (X)

When you hit an enemy model with this Attack, it receives a *Restrain* counter. A model with a Restrain counter has -2 SP and may not spend AP to Attack. The model may spend 1 AP during its activation to roll DR versus Restrain (x) to attempt to remove a Restrain counter. This attempt can be made multiple times.





## SAVAGE

On a successful ST roll, every 2 Success Stages you achieve does +1 Damage, instead of every 3 Success Stages.

## SHOCK (X) (STATUS)

On a successful hit, before you roll and Resolve Damage, roll Shock (x) versus RS. If you succeed, the target loses -1 AP, -1 ST, and -1 SP until the end of the Round.

## STUN (X) (STATUS)

On a successful hit, before you roll and Resolve Damage, roll Stun (x) versus RS. If you succeed, the target loses -1 AP the next time it activates. Additionally, the target loses -1 AP for every 2 Success Stages you achieve, up to the target's maximum AP.

## TOXIN (X) (STATUS)

Models hit by this Attack gain a Toxin counter. When this model activates, roll Toxin ST (x) versus RS. If you succeed, the Toxin counter remains and the model suffers, -1 ML, and RN/Toxin ST. If you fail, the Toxin counter is removed.

## TRANSFER (STAT) (X) (STATUS)

Models hit by this attack lose X from the corresponding stat, this will be listed in the attack type, for the Round. The attacker gains X of the corresponding stat and adds it to their profile for the Round. In the End Phase of that Round, the target model begins to regain their abilities, gaining +1 of the corresponding stat up to its maximum. The attacker begins to lose -1 from the corresponding stat down to its normal value from the End Phase of the initial Round. Transfer is not cumulative.



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To all my partners,  
Thank you for your support!

**Tim Korklewski**

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**WAR CLAN ROSTER**

**War Clan Name**

**Glory**

**War Clan Rank**

**TREASURE HALL**

<b>UNIT NAME:</b>										<b>UNIT TYPE:</b>				<b>UNIT RANK:</b>	
Size							Base					Glory Cost			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities						
Equipment															
Usable Items															
Attacks					ST	RN	Attack Abilities								
Notes															

<b>UNIT NAME:</b>										<b>UNIT TYPE:</b>				<b>UNIT RANK:</b>	
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## AUTHOR



Tim Korklewski has worked extensively with several gaming companies to help produce content for many different games, including *Malifau 2.0*, *Warzone: Resurrection*, *Dark Age*, *Wrath of Kings*, and the upcoming *A Song of Ice and Fire*. Specialising in miniature wargaming, he has assisted in rules design, in-house playtesting, community management, and organized play (campaigns, slow-grow leagues, and tournament systems). He is also the owner and game designer for Hammer Fist Games. Aside from pushing toy soldiers around the table, Tim is an avid martial artist. While his days of competition in Kickboxing and MMA may be behind him, he still enjoys coaching and instructing both beginners and professionals. When not kicking things, he can be found cooking up a storm for family and friends at home in Lawrenceville, Georgia.

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<sup>a</sup>RU-MOR was born in Tarragona, Spain, and studied Fine Arts at the University of Seville, specializing and working on artwork restoration. She began her professional career in 2000, sculpting historical, fantasy, and science-fiction miniatures. These days she combines her work as a sculptor with her work as a freelance illustrator, and has provided illustrations for various Spanish RPGs, books, and card games.

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