

RAKGAROK

THE VANIR



TIM KORKLEWSKI



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 OSPREY
GAMES

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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). 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.

**ARTIST**

^aRU-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.

This book is dedicated to my wife, Dana Korklewski.

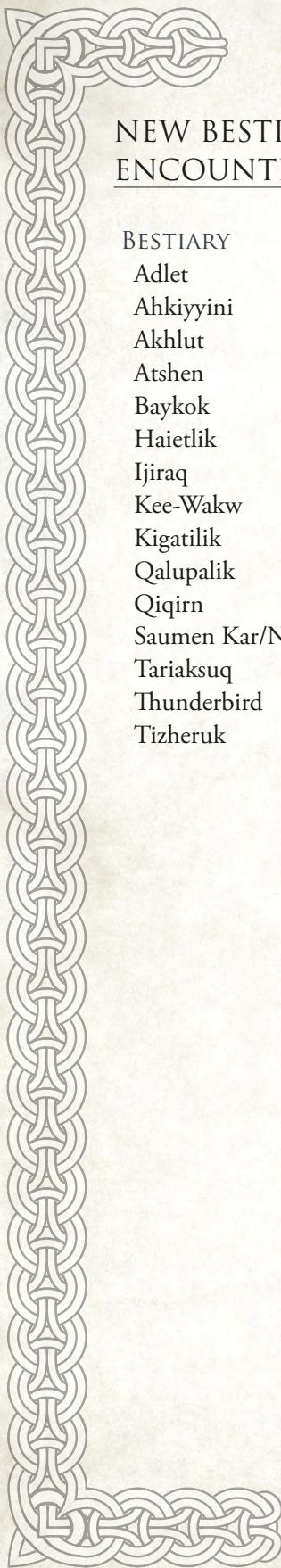
Without her constant support and encouragement for me to pursue my dream
The Morpheus Engine would never have seen the light of day.

To my children Mason and Sofia: Anything is possible if you work hard to
make your dreams a reality.

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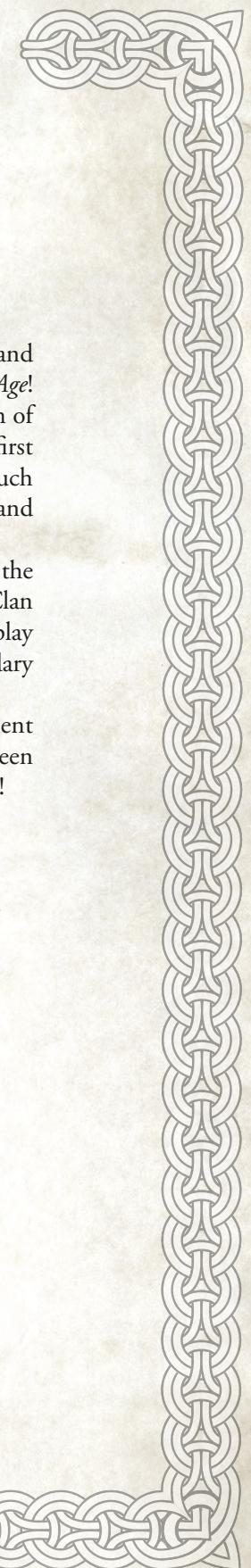
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FOREWORD

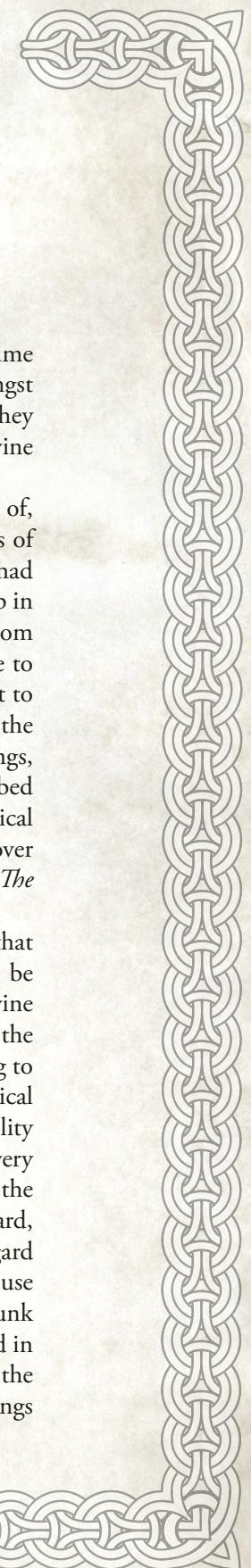
I want to take this moment to personally thank you for picking up this book and jumping back into the fray with *Ragnarok: Heavy Metal Combat in the Viking Age!* While the rulebook for *Ragnarok* has seen much success, there is still so much of the universe left to explore. Although I was not able to fit everything into the first volume, I hope that by picking up this book you can see that there is so much more planned in order to flesh out the universe and to create truly unique and enjoyable experiences for you and your gaming group.

In this installment we will be introducing many new exciting rules into the world of *Ragnarok*. This book, that you hold in your hands, contains new War Clan Warrior entries, new God Powers, new rules to help enhance your gameplay experience, new Scenarios, new Secondary Objectives, new Magical and Legendary items, and new threats that you can encounter within your games.

I hope that this book brings you the same level of enjoyment and excitement that I had while I was writing it. Creating a project of this caliber has always been a dream come true and I cannot thank you enough for supporting my efforts!

Tim Korklewski
Creator of the *Morpheus Engine*



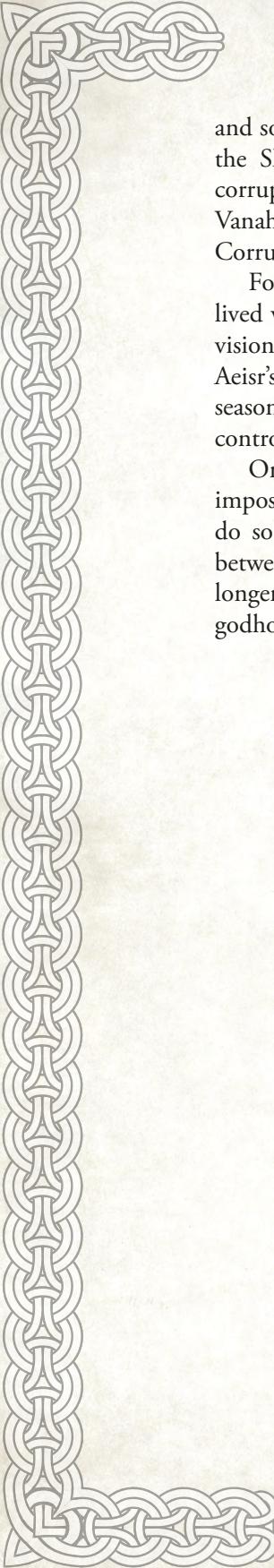


GODS IN HIDING

For what seemed like millennia, the Norn had warned the Gods of an end time that would come to them all. Despite all the conflict that was happening amongst the realms it was only the Vanir that listened to The Wise Women. Although they spoke in riddle and prose, the Norn went out of their way to warn all divine beings of what was to come, when all existence would end in ruin.

When the Vanir finally solved the riddle that the Wise Women had spoken of, they knew they would not have enough time to warn all the sentient species of the realms. At first, they warned their Asgardian kin of what the Norn had prophesized but their warning fell on deaf ears. The Aesir were too wrapped up in their petty squabbling and constant conflict to listen to any words of wisdom from those who were supposedly their equals. The Vanir decided it was time to concoct a plan that would allow all sentient beings to survive what was about to come. They knew that the outcome of Ragnarok would cause the doom of the Gods if something drastic was not done. Fed up with their unheeded warnings, Freyja, Freyr, and Njord decided to allow their physical bodies to be absorbed into the realms which they protected. Freyja and Njord became physical manifestations of Vanaheim and Freyr retreated to his Aelven home to watch over the Aelves of Alfheim. It was not long after they shed their physical forms that *The Shattering* was upon the realms.

The Vanir knew they could not completely isolate themselves from all that would happen during Ragnarok. Even though their physical bodies would be destroyed, they let their consciousness reach a balance between torpor and divine sense. While they could do nothing against the destruction caused by the Nidhoggr's escape, Yggdrasil's collapse, and the unchecked elements spreading to the surviving realms, they did learn how to manifest their mind into semi-physical beings in which they could interact with the realms. With their newfound ability to manifest avatars of their former physical beings, the Vanir used this very technique to warn as many mortals and demimortals as possible against the spread of The Corruption. Amongst many of the warring mortals of Midgard, these warnings too fell on deaf ears, as it did the Aesir. With the masters of Asgard dead, mortals had learned how to siphon their shattered divine energy and use that energy to spark the divine abilities of the dead Aesir. Many became drunk with the power of these newfound abilities and went to war with all that stood in their way. There were scattered few amongst the realms that would listen to the Vanir however, and many of the tribes of Skraeling nomads heeded their warnings

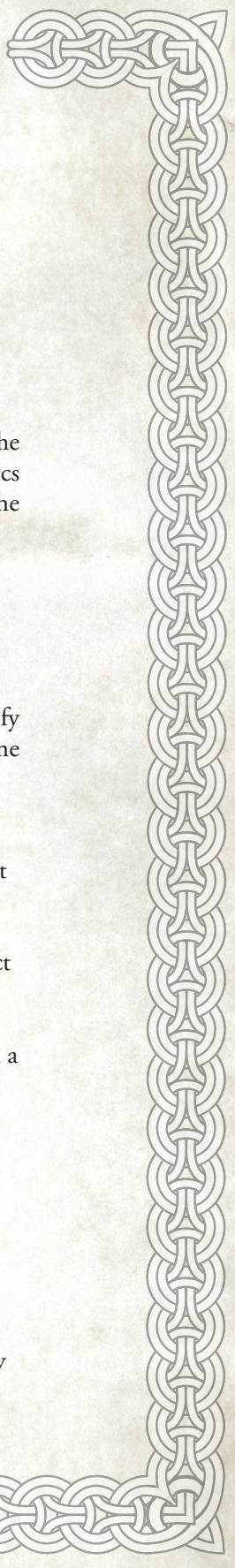


and sought refuge against the coming corruption in Vanaheim. While not all of the Skraelings could be saved and many fell to the twisting power of the corruption, the Vanir saw to it that these tribes would find a home within Vanaheim where they could be protected against the mutative power that The Corruption possessed.

For many years the Vanir kept a watchful eye over these Skraeling nomads that lived within their lands. However, during that same time, their realm-spanning vision allowed them to see the wanton destruction caused by those wielding the Aesir's former powers. The Vanir grew more and more enraged with each passing season as these new upstart "gods" were rampaging across the lands vying for control of something that was not theirs to possess.

On many occasions the Vanir sent their avatars out to wreak havoc on these imposters and show them the power of *true* gods. At first they were reluctant to do so, not wanting to break the treaty that ended a millennia of bloodshed between the Aesir and the Vanir. Unfortunately for these new gods that treaty no longer applies and they will learn what it means to face the wrath of true godhood...





A QUICK MORPHEUS ENGINE OVERVIEW

This section's sole purpose is to refresh you on the core mechanics used in the *Morpheus Engine*. This is in no way a complete guide to how the overall mechanics of the system work. For the full *Morpheus Engine* Rules, please refer to the *Ragnarok* rulebook.

Model Profiles

Individual models and units of the same unit type will have a profile to signify what they are and the Attacks and Abilities they can use. Each model has the same layout of information:

- **Model Name:** This identifies the model.
- **Faction:** Certain *Morpheus Engine* games will have factions or groups that models will belong to. This entry signifies a model's faction.
- **Action Points (AP):** The maximum amount of actions a model can take during an activation (typically 2). Models use AP to move, attack, interact with the battlefield and Objectives, and activating 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 Clashes).

- **Mind (MN):** This stat is commonly used for Magic, Psionics, and Mind-Based Attacks. MN also acts as Resilience (RS) against Mind-Based Attacks.
- **Abilities:** A list of the model's special skills and talents. Each *Ability* have their own set of rules. See the Abilities list for a complete rundown of each ability pages 100–107.
- **Size:** This is the size of character the model represents. This stat determines if 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:** This is the size of the base the miniature is mounted on.
- **Cost:** Every model has a cost associated with it. This cost will help determine how many models of this type can fit into your army. As a general rule, the cost of a model will also be a scale to measure how powerful the model is compared to others. The higher the cost, the more powerful the model.

Attacks

Any use of AP to interact with another model is called an attack. This term is generically used to separate Attack actions from Standard actions (such as moving). When a model spends AP on attacks, it picks one of its listed attacks on the model profile. Attacks, much like the model stats, each have their own information:

- **Name:** The name of this Attack.
- **Strength (ST):** This is an indicator of how powerful the attack is. The ST of the attack is compared 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 Range. The base of this model must be touching the target model for this attack to be performed.
 - **MR:** Melee Reach. This is a Melee attack that can be performed from base-to-base up to a maximum of 2" away.
- **Attack Abilities:** Some Attacks will have unique traits that will affect their target. See the Abilities list for a complete rundown of each ability.



Game Round and Phases

A *Game Round* is defined as a portion of the game when all players have activated all their models and taken into consideration any effects and abilities that may have an effect on the game. Once all these criteria are met, another Game Round will begin. Game Rounds are split up into Phases:

- **HQ Phase:** Each game may have special rules that will take effect during this phase. Check the *Ragnarok* rulebook (page 29) for specific HQ Phase rules.
- **Initiative Phase:** Initiative determines the order in which players will make activations. To determine the order, each player rolls one six-sided die (1d6). The player that rolls the highest will decide which player will activate first. In the case of games with multiple players, the next highest rolling player will determine who activates next, and so on. Re-roll all ties for initiative.
- **Activation Phase:** Players take turns activating one model in order of initiative. A model can only be activated once each round. If a player has no more models left to activate, then play passes to the next player in order of initiative that has models left to activate. This repeats until all models on the battlefield have been activated. All models must activate each round.
- **End Phase:** As with the HQ phase, many special effects and abilities may come into play during the End Phase. Once all End Phase effects are completed, the Game Round ends and another begins.

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 (See *Ragnarok* rulebook page 34).

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

UPDATED SUCCESS TABLE

This Success Table and its associated text are the updated and revised versions. As such, it replaces the material found in the *Ragnarok* rulebook.



Using Action Points

Action Points (AP) indicate the number of actions that a model may take during its activation. AP can be spent on a variety of actions, such as movement, attacking, or other abilities and interactions. AP can be spent on actions in any order the player chooses (Such as moving, then attacking, attacking then moving, or attacking twice, for example). Once all of the AP are used, the model is done with its activation. Typically, taking an action or attack costs 1 AP (unless otherwise stated).

Action Points can be used on a variety of things. Below is the basic list of actions that a model can perform:

- Move, Jump, Climb, Go Prone, Disengage, Stand Up: See the Movement Section (*Ragnarok* rulebook page 32).
- Charge, Melee Attack, Ranged Attack: See the Attacks Section (*Ragnarok* rulebook page 34).
- Focus: See the Focus Action Section (*Ragnarok* rulebook page 42).
- Interact with Objectives: This will vary per game and scenario. See the Scenarios section for more information on Interacting with Objectives (*Ragnarok* rulebook page 107).



NEW WAR CLAN WARRIORS

These new warriors can be purchased during War Clan creation or added to an existing War Clan during the campaign. Follow all the rules in the *Ragnarok* rulebook (see page 47) to add these new warriors to your arsenal.

The Hatred Special Ability can be found in the back of this book (see page 101).

FOREST WALKER

The Forest Walkers are a quiet tribe of hunters that excel at scouting and flank attacks against those who trespass on their lands. Typically, their enemies find themselves surrounded before they can even draw their weapons. After *The Shattering* left them without homes, and The Corruption started coming for their people, the Forest Walkers fled to Vanaheim in the hopes that the Vanir would help watch over them. Since their arrival, they have formed a strong bond with the Swamp Walker people, making the giant forests of Vanaheim a place that any intruder should think twice about before entering.

FOREST WALKER									SKRAELING, WARRIOR		
Size			2			Base			30mm	Cost	60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	2	2	1	2	1	2	Hatred (Corrupted), Stealth, Sure-Footed		

PLAINS WALKER

Living in the wide-open spaces of Midgard and the Great Fields of Vanaheim, the Plains Walkers are known for their speed and quickness of action. Their skill with ranged weapons is rarely matched. After The Corruption began to spread, the Plains Walkers could not run fast enough and many tribes were swallowed up by the blight. Now living in Vanaheim amongst the other Skraeling refugees, their skill and speed with hit-and-run ranged attacks has been found invaluable to the Skraeling communities.

PLAINS WALKER									SKRAELING, WARRIOR		
Size			2			Base			30mm	Cost	70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	2	2	1	2	2	2	Arcing Fire, Elusive, Hatred (Corrupted), Reactive		

SHAMAN

The Skraeling are deeply religious peoples and through their shamans they have connections with their ancestors and the dead of their tribes. Being so connected to their tribe has allowed the various shamans to reach into the spirit realm and request aid of the dead. With *The Shattering* causing strife and chaos across the realms and the clutches of Hel reaching ever further, the shamans have lost part of that connection. Now, they can only call out to the spirits of those that were recently slain to aid them in their survival.

SHAMAN									SKRAELING, WARRIOR		
Size			2			Base			30mm	Cost	70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	1	2	3	1	2	3	2	Hatred (Corrupted), Spiritual Connection (12)		



SNOW WALKER

A tough people who lived in the most extreme of the icy cold locations of Midgard and Nifelheim, the Snow Walkers were family-focused, nomadic group before *the Shattering*. The Snow Walkers have survived in such unforgiving landscapes by hunting whales and other massive animals for food. Now that they have retreated to Vanaheim, the Snow Walkers toughness is a great asset to protecting the last home of the gods.

SNOW WALKER										SKRAELING, WARRIOR		
Size			2			Base			30mm	Cost	60	
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	2	2	2	2	1	2	Hatred (Corrupted), High Pain Threshold, Stubborn			

SWAMP WALKER

Living in the wetlands, marshes, and swamps of Midgard, the Swamp Walkers were reclusive and took a great dislike to those that came from the outside of the canopy. After surviving centuries of being attacked by beings from the brackish waters, Swamp Walkers excel at climbing trees and outcroppings, giving them better vantage points in which to strike at intruders. Now living within Vanaheim, the Swamp Walkers have quickly adapted to living amongst the great trees of the realm, forming a strong bond with the Forest Walkers.

SWAMP WALKER										SKRAELING, WARRIOR		
Size			2			Base			30mm	Cost	65	
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	1	3	1	3	2	2	Hatred (Corrupted), Superior Climbing, Sure-Footed			



WAR CHIEF

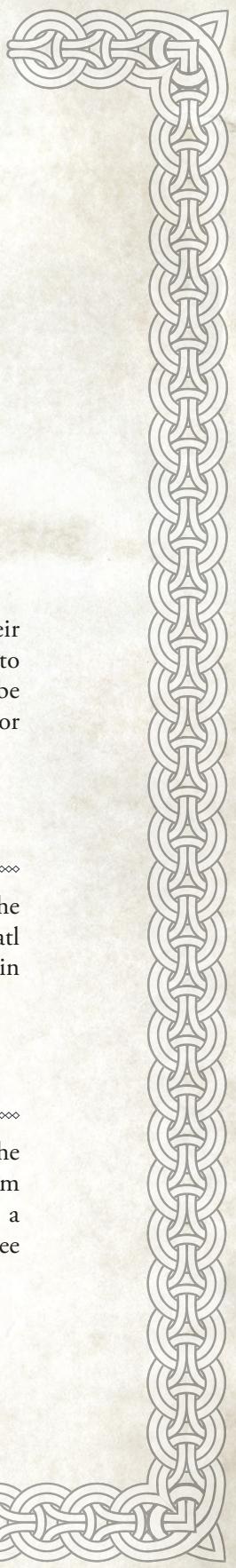
Much like a Viking Jarl, War Chiefs among the Skraeling peoples are terrors in combat that lead their War Clans to victory through sheer violence and bloodshed. Where they lack the sound, tactical acumen of their Viking counterparts, they more than make up for it in their need to be the first into the fray, charging head-first into the enemy. Many War Chiefs have started to take the fight back to The Corruption, hoping to gain ground and cleanse the blighted areas in which their tribes once lived.

WAR CHIEF									SKRAELING		
Size			2			Base			30mm	Cost	150
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	5	3	3	3	1	2	2	3	Hatred (Corrupted), Heavy Charge, Combat Sense, Weaponmaster		

WAR CLAN LEADER

You may run a War Chief as a War Clan leader instead of a Jarl if you wish to do so.





NEW WEAPONS, SPECIAL ABILITIES, GOD POWERS, AND SIPHONING

New Weapons

The various tribes of Skraelings use many of the same simple weapons that their Viking counterparts use, however, they still find some of their hunting tools to be equally effective in warfare. Listed here are the new weapons that can be purchased for your War Clans as long as they have at least one Skraeling warrior in their ranks.

ATLATL

The Atlatl is a simple spear-throwing tool that aids the warrior with throwing the weapon farther and harder than they typically could with far less effort. The Atlatl makes throwing spears and harpoons completely brutal in combat, rivalling in many ways the use of bows.

BOLA

The Bola is a hunting weapon that is spun rapidly overhead and thrown at the legs of animals and enemies to entangle and trip them, preventing them from running. While the Bola may not be ideal for causing the most damage at a distance, it is very useful for shutting down those pesky enemies that try to flee from the wrath of a War Clan.

BLOWGUN

Used primarily by the Swamp Walker people, the Blowgun is a hollowed reed in which a dart can be fired silently into its victim. The dart by itself is nothing more than an annoyance to those struck by it, but when Skraeling poison is applied to the darts, the weapon can far more deadly.

HARPOON

The Harpoon is a staple weapon of those Skraeling hunters that live along coastlines of the Fractured Realms. Harpoons are typically used to hunt large sea mammals for food. This is achieved by the Harpoon piercing the hide of their prey, whereby attaching a rope to the victim of the attack. They use this rope to draw their prey closer and to help hold on to them, causing their prey to tire and expire. In combat, Harpoons are ideal for pulling a target away from their allies for that final blow.

KAKIVAK

A Kakivak is a form of unique fishing spear that has a typical spear head with two inward-facing prongs used to keep the fish trapped within the barbs. The Kakivak in the hands of the right warrior can be a lethal tool for trapping limbs and weapons, making it much harder for the victim of a strike to move freely.



SKRAELING BOW

Skraeling bows are known for being smaller and longer ranged than their Viking counterparts. This is due to the various special designs that are implemented by the various tribes throughout the Fractured Realms. These bows can be especially deadly when the arrowheads are coated in Swamp Walker poisons.

SKRAELING POISON

Can only be obtained if you have a Swamp Walker Skraeling warrior in your War Clan.

The Swamp Walker Skraelings have adapted their unforgiving surroundings into their weaponry by learning which plants and animals are poisonous. Through centuries of use, the Swamp Walkers have mastered the art of poison making. These poisons are coated to weapons to help fell both prey and enemies with ease.

THE VANIR WEAPON TABLE

Weapon	ST	RN	Special	Glory Cost
Atlatl	+1	+6	Can only be used if equipped with Throwing Spears or Harpoons. Add the Atlatl to the Throwing Spear or Harpoon Special Ability Section	10
Bola	0	12	Knockdown (2)	25
Blow Gun	0	18		20
Harpoon	2	12	Restrain (2), Pull (2)	60
Kakivak	2	MR	Restrain (1)	30
Skraeling Bow	2	24	No Shield while in use.	35
Skraeling Poison	-	-	Must be purchased for each weapon. Toxin (1)	15

New Special Abilities

HATRED (X)

If any friendly model contains the *Hatred* Special Ability, models with the Keyword of (x) cannot be included in this force. In addition, while making attacks against models with the Keyword of (x), This model will receive +1 to all Attacks and ST versus those models.

SPIRITUAL CONNECTION (X)

When a friendly model within (x) inches reaches 0 HP and is about to be removed from the game, this model may roll MN (D3). If successful, the model at 0 HP remains on the board and can take no more damage. In the next HQ Phase, that model may perform 1 AP worth of action. After they perform the action, they are removed from the game.

New God Powers

Many Aesir perished in *The Shattering* and their essence still lingers in The Fractured Realms. Listed here are the new God Powers for your War Clan to gain in their quest to become the new Aesir. For rules on how to use and acquire God Powers, refer to the *Ragnarok* rulebook.

All of these new God Powers are available to any new War Clans that are created, just like the God Powers in the *Ragnarok* rulebook. To randomly determine which God Powers you will acquire, consult the table below.

GOD POWER DETERMINATION TABLE	
1D6 Roll	Book to Roll Random God Powers
1–4	<i>Ragnarok</i> rulebook
5–6	<i>The Vanir</i> (See <i>The Vanir</i> God Powers Table)



If your random power is from this book, consult the table below.

THE VANIR GOD POWERS TABLE	
2D6 Roll	God Power
2	Animate Warrior
3	Tossing the Jotunn
4	Despise the Oathbreaker
5	Swallowed by the Sea
6	Do This For Me
7	Divine Silence
8	Explosive Fist
9	Cast the Net
10	Growth of Power
11	Firm Embrace
12	Choose any one power

HOENIR

DESPISE THE OATHBREAKER

Godspark Cost: 7

Boost: +1 Godspark/ RN +6

Boost: +1 Godspark/ 1 additional MN bonus

While indecisive in his actions and response, Hoenir was not a god that lacked honor. All of those under the watchful eye of the Divine Companion that witness a misdeed or broken oath become enraged. Target an enemy model within Range and LOS of this God Power. The enemy model must make a MN check. If they fall under the influence of this God Power, they are marked as an *Oathbreaker*. If the enemy model fails at any action that requires a roll, all friendly warriors within LOS of that model gain the *Obsessed* Special Ability against that model on their next activation.

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Despise the Oathbreaker	-	12	Psi

DIVINE SILENCE

Godspark Cost: 8

Boost: +1 Godspark/ RN +6

Boost: +1 Godspark/ 1 additional MN bonus

The Silent God's power stretches forth to those around him, making it harder for enemies to utter any phrase of power or to channel their divine gifts. Target an enemy warrior within Range. The enemy warrior must roll MN or lose the use of God Powers on their next activation.

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Divine Silence	-	24	MN (DO) or lose the use of God Powers on their next activation.

LODURR

ANIMATE WARRIOR

Godspark Cost: 12

Boost: +2 Godspark/Additional Round

Lodurr worked closely with Odin to bring life to humanity and even in his destruction that power still lingers for others to use. The divine blood of the Shaping God can be spilled upon the ground, creating a temporary, friendly warrior to join in the battle. By spending 1 AP, the model with this God Power must roll DR (D3). If successful, the model summons a Bondi into base-to-base contact. The Bondi will last for one round. Use the stats below for the summoned Bondi.

ANIMATED BONDI								SUMMONED WARRIOR				
Size			2		Base			30mm	Glory Cost	N/A		
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	5	2	1	2	2	2	2	2				
Attacks				ST	RN	Attack Special Abilities						
Hand Weapon				2	ML							

GROWTH OF POWER

Godspark Cost: 9

Boost: +1 Godspark/ RN +6

Boost: +1 Godspark/ 1 additional Size bonus (Maximum size 6)

This spark of energy can do more than just birth new life, it can be used to grow living beings to immense size. The use of this ability can grow any mortal to rival even the largest Jotunn. The warrior with this God Power gains this attack/ability:

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Growth of Power	-	18	Aid (Size) (1), Point Blank, Self, Grants Savage to all attacks until size is back to normal.

LOFN

DO THIS FOR ME

Godspark Cost: 8

Boost: +1 Godspark/ RN +6

Boost: +1 Godspark/ 1 additional ST bonus

The gentle manner of Lofn envelops the warrior and grants them the calming nature of the Comforting Goddess. With the uttering of a command, the warrior can convince even the most ruthless enemy to do their bidding. The warrior gains the following attack. Instead of doing damage, the warrior will gain control of an enemy model for one round.

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Do This For Me	1	18	Psi, Gain control of an enemy model for one round.

FIRM EMBRACE

Godspark Cost: 6

Boost: +1 Godspark/ 1 additional Restrain Bonus

Lofn was known as a caring and loving goddess that could calm the most bloodthirsty beings with a mere touch. The warrior that possesses this God Power can channel soothing energy into even the most vicious attacks. The warrior with this God Power gains *Restrain (0)* on all Melee attacks.

MAGNI

EXPLOSIVE FIST

Godspark Cost: 9

Boost: +1 Godspark/ 1 additional ST Bonus

Boost: +1 Godspark/1 additional Knockdown Bonus

Magni was one of Thor's children granted with immense strength and power. His unarmed combat prowess was nearly unmatched amongst the Aesir. That power now courses through the blood of this warrior, granting this attack to rock the realms and shatter the ground around them with a single punch.

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Explosive Fist	2	ML	Blast (2), Bullrush, Knockdown (2)

TOSSING THE JOTUNN

Godspark Cost: 8

When Thor killed the Jotunn Hrungnir, the massive body of his enemy collapsed on top of him, leaving the Aesir pinned beneath the bulk of his fallen foe. None of the gods could lift the Jotunn from Thor's body, but when Magni came by he effortlessly tossed the monster from his father, stating that he could have "easily felled the Jotunn with his fist". The might of Magni allows this warrior to lift and move anything in their path. When this God Power is used, the warrior may spend 1 AP to lift and toss up to 6" any terrain element with the *Block LOS* Keyword on the board that is roughly 2" x 2" or smaller. Any portion of a model that would be under this terrain element must roll DR (D2) or suffer a ST 3 hit. After the terrain element is moved, place any model that would be covered by it in base-to-base contact with the moved terrain element.



RAN

CAST THE NET

Godspark Cost: 8

Boost: +1 Godspark/ RN +6

Boost: +1 Godspark/ 1 additional SP bonus

The Sea Goddess was known for catching seafarers in her magic net to pull them to a murky death below the waves. By spreading their fingers, the warrior with this God Power extends forth a net of oceanic water, waves crash forward enveloping all of those caught within, limiting their ability to move. The warrior gains the following attack:

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Cast the Net	0	12	Spray (3) Drain (SP) (0)

SWALLOWED BY THE SEA

Godspark Cost: 9

The Robber Goddess was known for washing belongings away with waves. These were to be by her once they sank into the depths. The tides of thievery flow within this warrior. When this God Power is used, the next successful Melee attack that

hits will cause a supernatural tide to flow over their enemy, stealing from them items and weapons. To steal a weapon, roll DR vs the enemy model's DR. On a success, you can steal a weapon that is equipped on the enemy model (natural attacks cannot be taken). If you choose to steal equipment that is not equipped, roll DR (D2). If this model was not removed from play by attacks by friendly models, they keep all weapons and items they steal, and these weapons and items are permanently removed from the enemy roster(s). Once the weapons and items are removed from the rosters, they are weapons and equipment that can be equipped in this model's War Clan.

Siphoning

As warriors and all manner of beasts learned of the existence of Godspark, those that could harness the power of the dead Aesir slowly learned to draw upon the mystical energy through sheer force of will. Godspark siphoned in this way can only benefit the warrior that took the time to harness the energy.

A warrior may spend 1 AP to channel 3 Godspark that **only** that warrior can use. A warrior can only have a total of nine Godspark stored through Siphoning. If a warrior with Siphoned Godspark is removed from the game, all Siphoned Godspark is lost.





NEW CAMPAIGN RULES

New Raiding Tables and Entries

If the Equipment, Magic Item, or Legendary Item result is rolled on the Raid Table (see *Ragnarok* page 81), consult the table below to see what kind of Equipment will be gained.

RAID TABLE SELECTOR	
1D8 Roll	Equipment, Magic Item, Legendary Item Book Result
1–5	<i>Ragnarok</i> rulebook
6–8	<i>The Vanir</i> (See Tables Below)

THE VANIR MAGIC ITEM TABLE			
D66 Roll	Magic Item	Glory Cost	Glory Resale Value
11–16	Enchanted Light Leathers +1 RS	35	7
21–23	Enchanted Atlatl +6" RN	40	8
24–26	Enchanted Scale/Chain Armor +1 RS	40	8
31–33	Enchanted Heavy Armor +1 RS	45	9
34–36	Enchanted Blow Gun +1 ST	50	10
41–43	Enchanted Bola +1 ST	55	11
44–46	Enchanted Arrows +1 ST	60	12
51–53	Enchanted Kakivak +1 ST	60	12
54–56	Enchanted Harpoon +1 ST	90	18
61–63	Spirit Stone	60	12
64–65	Dreamcatcher	155	31
66	Inua Weapon or Armor	-	-



THE VANIR EQUIPMENT TABLE

D66 Roll	Equipment	Glory Cost	Glory Resale Value
11–16	Atlatl	10	2
21–26	Skraeling Poison	15	3
31–36	Blow Gun	20	4
41–46	Bola	25	5
51–56	Kakivak	30	6
61–63	Skraeling Bow	35	7
64–66	Harpoon	60	12

New Magic Items

DREAMCATCHER

Passed down from mothers to children, Dreamcatchers are prized possessions for protecting the dreams of those that possess them by catching the bad dreams in the webs while the good dreams gently float down the feathers into the minds of those sleeping beneath them. Asibikaashi, the Spider Woman, has protected her children for millennia with these sacred items, but with the escape of Nidhoggr

giving birth to The Corruption, she has been weakened greatly. Now, Dreamcatchers are not just items to help those in possession sleep well, but they can summon forth a servant of Asibikaashi. Those War Clans that possess Dreamcatchers may summon during any HQ Phase one Servant of Asibikaashi. Only one Servant of Asibikaashi may be summoned per Dreamcatcher per game. The summoned Servants of Asibikaashi cannot exceed the maximum War Clan member limit of 20 warriors in play. If the War Clan has 20 warriors in play, a Servant of Asibikaashi cannot be summoned until there are fewer than 20 warriors. The Servants of Asibikaashi cannot be improved upon or use any form of Equipment since they are not warrior models in the traditional sense.

SERVANT OF ASIBIKAASHI									DIVINE SPIRIT		
Size			3			Base			40mm	Glory Cost	N/A
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	3	3	4	2	2	2	Leap, Phasing, Superior Climbing, Sure-Footed		
Attacks				ST	RN	Attack Special Abilities					
Vicious Bite				4	ML	Grapple					
Spiritual Web				-	18	Spray (2), Restraint (3)					

SPIRIT STONE

These highly magical and ancestor-blessed stones are held in high regard in The Fractured Realms by those under constant assault of the forces of destruction. While unassuming in nature, this tear drop-shaped stone is roughly the size of a child's fist and is typically worn as a necklace or tied into the armor of the user. This powerful artifact comes to life when those destructive forces are present and makes the wearer of a Spirit Stone immune to any effects granted to a warrior or Encounter Model from *Incubation* (see page 46), *Birthright of Fenris*, *Daughters of Fate*, and *Helmarked* (found in *Ragnarok: The Abyss*).

INU A WEAPON OR ARMOR

These are spiritual artifacts that each hold within them a pure soul from before *The Shattering*. Such items are greatly prized among the various Skraeling tribes. To many warriors, these look like nothing more than well-crafted versions of their more mundane counterparts but upon grasping the weapon or wearing the armor the user can hear the faint whispers of the souls that are held within. If you roll this result, roll again on the Vanir Magic Item Table. On any Magic Item that

is listed as *Enchanted*, that item will gain +2 ST, +2 RS or +12" RN (compared to the +1ST, +1 RS, or +6" RN). In addition, these items provide an additional +1 ST or +1 RS versus any warrior or Encounter Model with the *Corrupted* Keyword. The Inua Weapon or Armor is worth five times its value listed in the Vanir Magic Item Table.

Legendary Items

THE VANIR LEGENDARY ITEM TABLE	
2D6 Roll	Legendary Item
2	Hrunting
3	Naegling
4	Jarngreipr
5	Gambanteinn
6	Tarnhelm
7	Axe of Forseti
8	Harp of Bragi
9	Gjallarhorn
10	Ridill
11	Hrotti
12	Skofnung Stone

These are named magical weapons and possessions that have been praised in story and song throughout the ages. During a campaign, only one player can possess a specific Legendary Item. It is important to keep track of what Legendary Items have been discovered. If a Legendary Item that is already in possession is rolled for, roll again on the Legendary Item Table until the result is a Legendary Item that has not been discovered.

LEGENDARY ITEMS AND WAR CLAN VALUE

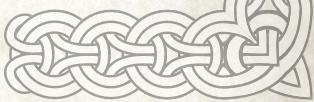
For each Legendary Item that a War Clan possesses, increase their War Clan Value by 175 points. This increase is not counted towards a model's total for Raiding.



AXE OF FORSETI

The God of Justice was a reserved figure that did not make his presence known as much as other more outspoken and boisterous gods like Thor. While his shining golden axe may not be as powerful as Mjolnir, it is still a weapon of great power. The warrior who wields this axe gains *Sure-Footed*, *Amphibious*, and the ability to spend 1 AP place a *Blast* (3) *Deep Water* Marker on the table centered on the warrior. The wielder of the Axe of Forseti may also spend 1 AP to make a ranged attack at a specific point on the battlefield (D3). Where the axe lands, place a *Blast* (3) *Deep Water* Marker on the table. There may only be two *Blast* (3) *Deep Water* Markers on the board at any time. Any models that are in the *Blast* (3) *Deep Water* Markers immediately suffer the effects of being in the *Deep Water* Terrain Element (see page 42 *Ragnarok* rulebook). In the HQ Phase, the controlling player may decide how many of the Water Markers will be removed from play. The attacks for the Axe of Forseti are listed below:

WEAPON	ST	RN	ATTACK SPECIAL ABILITIES
Axe of Forseti	5	ML	Savage
Thrown Axe of Forseti	5	12	Savage



GAMBANTEINN

The Gambanteinn is a mysterious and highly magical staff that in many ways looks very similar to a standard walking staff. However, when grasped the power within finally reveals itself to the wielder. The staff takes the form of a gleaming sword that not only cuts through flesh but it also cuts through the mind of those struck by its blade.

WEAPON	ST	RN	ATTACK SPECIAL ABILITIES
Gambanteinn	3	ML	Deceptive, Drain (MN) (3), Psi, Reactive

GJALLARHORN

Also known as “The Yelling Horn”, Gjallarhorn was a prized possession of Heimdallr. It is said that when this great horn is blown that it can be heard across all the realms. With Heimdallr dead, his great horn is buried somewhere, waiting to be found. It is said that when Gjallarhorn is blown, ruin will quickly follow. The warrior that possesses Gjallarhorn may spend 1 AP to blow the horn during their activation. If they do so, immediately summon two random Encounter Models to the battle. following all of the rules for summoning Encounter Models as stated in the *Ragnarok* rulebook. In the End Phase, all Encounter models must move with all of their AP directly toward the warrior who blew the horn but they may not perform any attacks. They will even perform this action if they are already engaged in combat. Gjallarhorn can only be used once per round.

HARP OF BRAGI

The bright golden harp of the God of Poets, this master-crafted instrument was a gift from the Dwarf smiths to Bragi on the day of his birth. While any warrior can carry this beloved artifact, only practiced Skalds can truly put this instrument to use. While in possession of the Harp of Bragi, the Skald that possesses this powerful instrument may spend 2 AP to use their *Taunt* Special Ability against any enemy warrior model or Encounter model on the board. In addition, the Skald that carries the Harp of Bragi also adds +3 to their *Taunt* Special Ability to a maximum of 12.



Azumoria

HROTTI

The magical sword of Sigurd, “Thruster” has been at his side since he slew the great Linnormr, Fafnir. The elaborate Rheingold blade and dragon leather-wrapped handle make this sword a very distinct weapon to all who witness it. Hrotti grants the warrior who wields it +1 to their MA. In addition, the wielder of Hrotti also gains +1 DF against all physical attacks that are not Blast, Spray, or Line.

WEAPON	ST	RN	ATTACK SPECIAL ABILITIES
Hrotti	4	ML	Reactive

HRUNTING

An iron blade with dreaded patterns woven throughout, it is said that during its forging Hrunting was tempered in blood. Legends tell that Hrunting has a mind of its own and that while the weapon is quite powerful, it will suppress all of its power when it finds the wielder unworthy.

WEAPON	ST	RN	ATTACK SPECIAL ABILITIES
Hrunting	5	ML	Lethal, if a roll of two is rolled on attack, immediately suffer Stun (5).

JARNGREIPR

Dwarven-forged iron gauntlets given to Thor, the “Iron Grippers” grant the warrior who wears them the Special Abilities of *Acrobatics*, *Grapple*, and *Superior Climbing*. In addition, if the warrior who possesses Jarngreipr also possesses Mjolnir, then Mjolnir will gain the Special Abilities of *Melee Arc* and *Rapid Attack*.

NAEGLING

A sword known in legend to really drive home a point, “The Nail” is an exquisite blade used to do just that. While the blade itself may not have any distinct designs, the shining blade almost creates a light all its own, the metal is always perfect and pure. The hilt and handle of Naegling are made of a plain iron with no marking or wrappings of note, giving this blade the look of a giant nail.

WEAPON	ST	RN	ATTACK SPECIAL ABILITIES
Naegling	4	ML	Deceptive, Weaponmaster

RIDILL

The “Swift-Moving” is a master crafted Dwarven blade of ancient design that really stands out compared to its more mundane counterparts. While most Viking and Dwarven blades are broad and straight with both edges sharpened, Ridill is a slender, slightly curved blade with a single sharpened edge and is specifically crafted to only ever be used with a single hand. It is said that those that wield Ridill can feel the swiftness granted by the blade moving through them, allowing them to make great pouncing and deft attacks across the battlefield in ways that beguile most warriors. Legends tell tales of those that use Ridill able to make ungodly accurate attacks such as cleaving open a warrior’s chest and ripping its heart out in one fluid motion.

WEAPON	ST	RN	ATTACK SPECIAL ABILITIES
Ridill	5	MR	Acrobatics, Rapid Attack



SKOFNUNG STONE

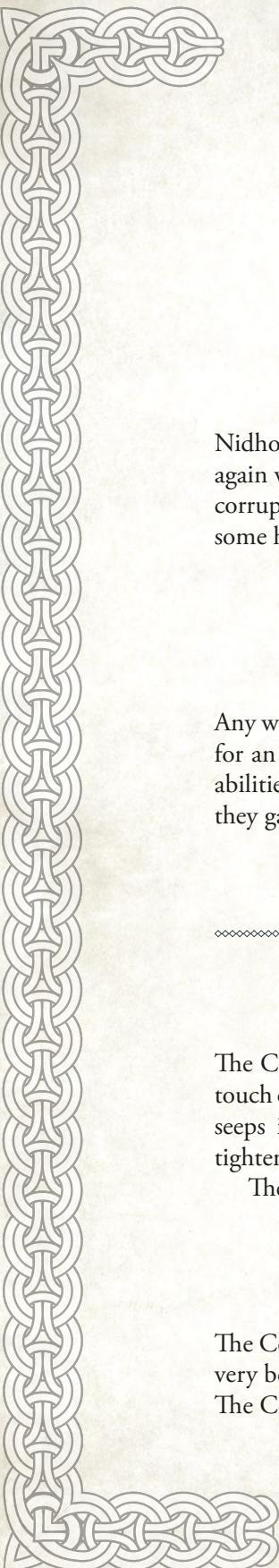
Many Sagas and legends are told of valorous acts committed by great heroes and of pure destruction wrought upon the Realms by many a fell beast. Each of these tales tell stories of god-like power and unchecked natural force coming to blows in not only the physical but allegorical sense as well. Before their fall, the Aesir created intricately carved rune stones that would help those that they favored to great deeds of power. One amongst them, the Skofnung Stone, is the most powerful they have ever crafted. It is said that the one who carries this artifact is near-unkillable on the battlefield. Once per game, the warrior that wears the Skofnung Stone may choose to use its ability to completely ignore all damage and Special Effects from a single attack.

TARNHELM

The Tarnhelm is a legendary helmet that allows the wearer to move at great speeds and makes them invisible to the mortal eye. While the Tarnhelm may not have any great markings or insignias, the Rheingold-laced helmet brings great power to the warrior who places it upon their head. They find themselves able to move swiftly from one place to another with ease while also taking shape to their surroundings in ways they never thought possible. While wearing Tarnhelm, the warrior who wears it gains the Special Ability of *Invisibility*. In addition, once per game, the wearer of the Tarnhelm may spend 1 AP to use the special Ability of *Teleport* (10).







CORRUPTION

The Corrupted

Nidhoggr, the Malice Striker, is tearing his way through The Abyss to land once again within the Fractured Realms. With his return, those that have fallen to the corruption have learned to tap into the maddening depths of their mutations and some have learned sickening abilities to spread the foul taint even further.

The Corrupted Rules

Any warrior with the *Corrupted* Keyword may gain the *Incubation* ability package for an additional 30 Glory (the *Incubation* ability package consists of the three abilities that are listed below). If they purchase the *Incubation* ability package, they gain the following abilities:

INCUBATION ABILITIES

MUTATIVE TOUCH

The Corruption oozes from every pore in the warrior, causing even the slightest touch of a weapon to spread the mutating properties to the victim. The Corruption seeps into the very core of the victim, wracking their bodies with pain and tightening the muscles of the victim, causing their reaction time to falter.

The warrior adds the *Drain (DF) (1)* Special Ability to all melee attacks.

SICKENING ANIMUS

The Corruption is not easy to put down for good; it finds a way to seep into the very being of those it infects, causing them to fight on even after the body dies. The Corruption grabs hold of the remains and keeps the body in the fight. The

host is now nothing more than a shell as The Corruption keeps the heart pumping and the brain functioning. Nothing of the personality or new memories reside within the host.

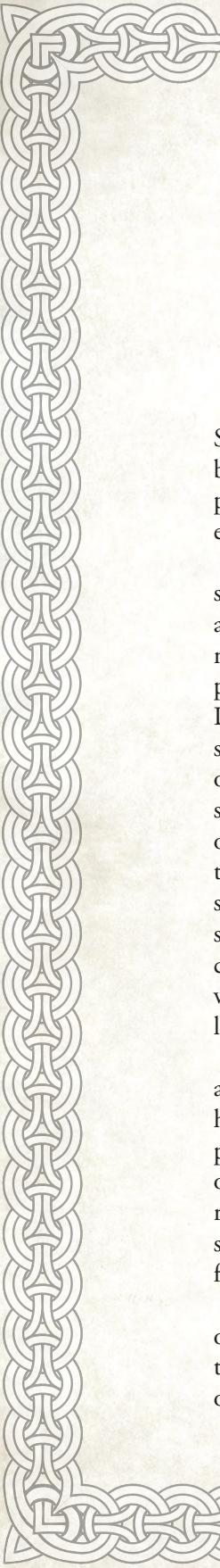
When a model with *Sickening Animus* reaches 0 HP or less for the first time during the game, the model immediately regains 1 HP and does not go prone as The Corruption animates the host's body. If the model with *Sickening Animus* is reduced to 0 HP again it will be removed from play unless healed by a Gothi or God Power. In addition, when the model is reduced to 0 HP or less for the first time during the game it will suffer -1 MN and cannot take a focus action for the rest of the game.

MADDENING BLAST

The corrupted warrior spews forth an ichor that immediately seeps into the flesh of all who touch the substance. The victim is immediately overcome with the gibbering whispers of The Corruption, prying its way into the mind of those that were drenched in the substance. This model gains the following attack:

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Maddening Blast	-	12	Spray (1), Drain (MN) (2)





SAILING

The Longship

Ships are an important part of Viking society, not only as a means of transportation, but also for the prestige that it confers on its owner and captain. The Longship permits the Vikings to embark on their voyages of trading, of raiding, and exploration across Midgard and the rest of the Fractured Realms.

Typically, a Longship built for war is narrower, longer, and shallower than a similarly constructed merchant ship. It is powered by oars, with the additional assistance of a sail. The warship is completely open and is built for speed and maneuverability. In contrast, a merchant vessel is partially enclosed and powered primarily by sail. Cargo carrying capability is the primary concern on a merchant Longship. A typical Longship might have had 16 rowers on each side. The crew's shields may have been arrayed along the outer hull, held in place by a shield rack outboard of the ship. This kept them out of the way, but also provided some slight additional protection against wind, waves, and surprise attacks from shore or water. Warships typically had minimal decking, with removable planks under the rowers laid on the cross beams, and small raised platforms at the bow and stern. When anchored or in harbor, an awning was arrayed overhead to provide some protection from the elements. The single square-rigged sail allowed sailing close to the wind. This ability, combined with the capability to row during adverse wind conditions, allowed Viking sailors to run in to shore, engage the enemy on land, and escape retribution at will.

Sea battles between rival settlements are typically fought on stationary ships and were more like land battles waged on floating islands. Ship battles typically have three parts. First, steersmen on each ship maneuver for the most favorable position, relative to both friend and foe. Battles are fought in protected fjords, or in the lee of an island where marksmanship would not be spoiled by the rocking decks of the ships. Missiles such as arrows and spears are released as the ships close and draw together. Allied ships are often tied together, creating floating islands.

When the battle *truly* begins, opposing crews scramble to board the outermost ships in the tied-together fleet, with the goal of clearing the deck of their enemies. Hand to hand fighting on the decks will mostly determine the outcome of the conflict. When the outermost ship is cleared, it is cut loose and



set adrift, to make it possible to board the next ship making up the “island”. Smaller boats swarm around the battle to kill any combatants that try to save themselves by jumping overboard.

A war ship is a valuable item, not only for the prestige and monetary value that goes to its owner, but also for its utility in future battles. As a result, the intent in naval combat is to gain control of the ship and any valuables it might be carrying while minimizing any damage to the ship itself. This goal is achieved not by attacking the ship, but rather by attaching the ship’s crew. These tactics are typical against other mortal warriors on Midgard, but even the best-laid tactics can be cast aside when dealing with environments and entities across the Fractured Realms. In desperate times, longships become water-borne missiles, crashing into other longships, monstrous beasts of the deep, and setting fire to the ships of their foes.

Use of Longships in *Ragnarok*

There are many companies that make great 28mm Viking longships that can be used in your games of *Ragnarok*, a few are listed in the back of this book. In addition, there is a template that you can copy and cut out to use Longships in your games. This template is in the back of the book.



LONGSHIP CHARACTERISTICS

While *Longships* are not warrior models in the traditional sense, they still have a limited Stat block to help dictate the few actions that are taken for *Sailing*.

For purposes of creativity on the part of players, all Longships have the same characteristics with some new Special Abilities shown in the table below.

LONGSHIP										VEHICLE				
Size			1			Base			Template	Cost	NA			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	-	-	2	7	-	-	6	Sails (2), Crew Driven (4), Amphibious, Max Base Size: 50mm, Tether, Free Move (1), Anchor, Shallow Hull					
Attacks					ST	RN	Attack Special Abilities							
Ramming					4	ML	Vehicular Ram							

LONGSHIP SPECIAL ABILITIES

- **Anchor:** for 1 AP the Crew may drop an *Anchor*, marking this vehicle with an Anchor marker, reducing the vehicle's SP to zero. This vehicle cannot be moved by any means while Anchored. In addition, the Crew may spend 1 AP to remove the Anchor marker.
- **Base (Template):** All models that occupy this template or are onboard the ship model must have their entire base within the template without overlapping the base of another model.
- **Crew Driven (x):** Before the game begins, take the average DR of each model on the Vehicle and apply that to the vehicle's DR. This will be the DR used for tests for this vehicle for the rest of the game. When the vehicle must spend AP on any action, (x) is the number of models that must spend 1 AP to allow the vehicle to perform the desired action.
- **Free Move (x):** Every round, the Vehicle gains (x) free AP that can only be used for movement. This free AP may be used with a standard AP to perform a Charge action.
- **Max Base Size:** This is the maximum base size that can fit on this vehicle template.
- **Sails (x):** By having the crew spend 1 AP, this vehicle can increase its SP by (x). While *Sails* are active, the vehicle must move at the maximum SP when able. The Crew may spend 1 AP to stop using Sails, reducing the SP to its base amount.

- **Shallow Hull:** This vehicle suffers no penalties or damage by entering Shallow Water or moving up onto land from Shallow Water. A vehicle crew may spend 1AP to push the boat from land back into the water.
- **Tether:** When a friendly vehicle is within 3" of an enemy vehicle, the Crew may spend 1 AP to roll DR (D3) to *Tether* the enemy vehicle. If successful, both vehicles are marked with a Tethered marker and both vehicles are pushed into base-to-base contact. While Tethered, the vehicles cannot remove themselves from base-to-base contact, all vehicles reduce the Free Move Special Ability (if any) to Free Move (1) and the Tethering player determines which direction the Tethered vehicles will move in for their Free Move (if any). A Crew may spend 1 AP while not engaged in Melee Combat and roll DR (D2) to remove the Tethered marker from both vehicles. Unless stated in a Special Rule or Ability, models may move freely between Tethered vehicles.
- **Vehicular Ram:** In order to use a Vehicular Ramming action, the Vehicle must perform a Charge action against another vehicle or structure. For Every AP that is spent on movement for the Vehicular Ramming action, increase the ST of the Ramming attack by +1. All models on the opposing vehicle or structure must make a Knockdown check where the Knockdown difficulty is the total ST of the Vehicular Ram -1. Any models that suffer Knockdown and are Prone cannot participate in Crew Actions.

MOVING AND TURNING A LONGSHIP

Unlike individual models, Longships cannot just simply spin in place to face their adversaries with ease. The Crew must steer the boat to move in a specific direction.

To determine where to turn and move a Longship, it is important to find the *Middle Point* of the ship (this is typically the mast on a longship model). To find the middle point, divide the overall length of the vessel by two, measuring from the furthest points fore to aft (front to back). Then divide the overall width of the vessel by two, from the widest point from port or the starboard (left or right side). That will give you the place to mark the middle point of the ship. All measurements for ship movement will be performed from the middle point of the vessel.

To move a ship forward, measure from the middle point and move the Longship forward the desired amount in inches. Unless anchored, a ship must move a number of inches up to its current SP once during a round. If there are no crew on a ship and the ship is not anchored or tethered to another ship, it must spend 2 AP to move forward twice at its current SP.

During a ship's movement, the ship can pivot up to a maximum of 45 degrees around its middle point and move forward one inch in the new direction. Regardless of the ship's speed, only two pivots can be performed per AP and the pivots cannot be consecutive. To help with this, there is a template provided in the back of the book for ease of pivoting.

Example One

Nathan is moving his Longship, which is currently SP 6. He moves 2", decides to pivot, moves 1" forward in the ship's new direction, moves an additional 1" forward, and decides to pivot again. He then continues with his final 2" of SP to move the boat forward in its new facing. (SP 6: 2" of movement, pivot, 2" of movement, pivot, 2" of movement).

Example Two

Annie is trying to maneuver through some shoals that could beach her Longship (current SP of 6). She decides to move forward 3", pivots and moves forward 1", moves forward 1", and with her last 1" of movement pivots and moves forward. (SP 6: 3" of movement, pivot, 2" of movement, pivot, 1" of movement).

RANGED ATTACKS AND LONGSHIPS

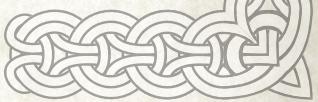
Longships will always provide Heavy Cover against Ranged Attacks from any attack happening from outside of the ship. Ship gunwales are always considered Size 1 for the purposes of determining cover.





SWIMMING MODELS

Models may dive into the water or be tossed overboard. Any model that is in the water follows all of the rules and conditions for moving in the *Deep-Water* Terrain Element as laid out in the *Ragnarok* rulebook (see page 42). Models may pull themselves onto a Longship by spending 1 AP while in base-to-base contact with a Longship.



WATER CONDITIONS

At the beginning of the game one player will roll 1d6 and consult the table below. This will be the starting Water Condition.

WATER CONDITION TABLE	
1D6 Roll	Starting Water Condition
1–4	Calm Water
5	Choppy Water
6	Storm Surge

After the first round of the game, select one player to roll on the Water Condition Shift in the Beginning of the HQ Phase. Consult the table below to determine if the Water Condition changes.

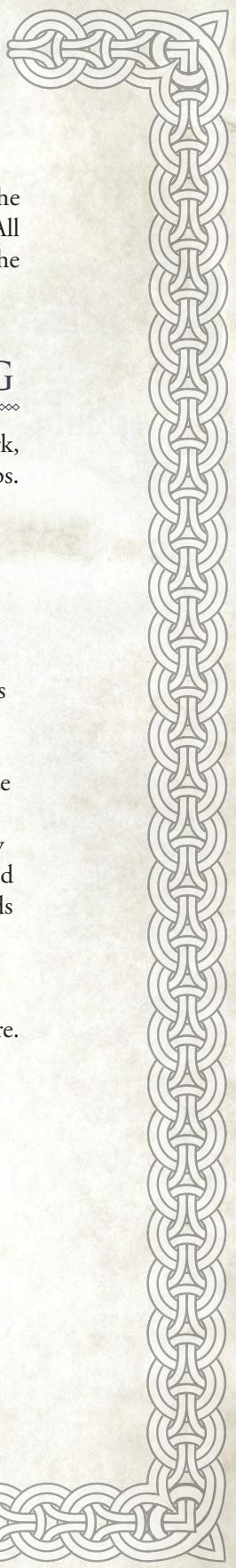
WATER CONDITION SHIFT TABLE	
1D6 Roll	Water Condition Shift
1	Reduce the Water Condition to Calm
2	Reduce Storm Surge to Choppy Water or Reduce Choppy Water to Calm Water
3–4	No Change in Water Condition
5	Increase Calm Water to Choppy Water or Increase Choppy Water to Storm Surge
6	Increase the Water Condition to Storm Surge

CALM WATER

The waves are manageable and the wind is calm enough to raid without much issues. There are no changes to Sailing or Combat.

CHOPPY WATER

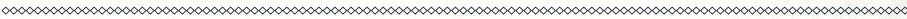
The base SP of Longships is reduced by one. All Ranged Attack Stats on Longships are reduced by one. Any model that is in the water also suffers -1 SP unless they are Aquatic.



STORM SURGE

In the End Phase, each Longship must roll DR (D3). If failed, all models on the Longship suffer Knockdown (4). The base SP of Longships is reduced by two. All Ranged Attack Stats on Longships are reduced by two. Any model that is in the water also suffers -2 SP unless they are Aquatic.

CONVERTING SCENARIOS FOR SAILING



Sailing can be an exciting twist to your games of *Ragnarok* and with a bit of work, any Scenario can be converted to a Sailing Scenario by following a few basic steps.

1. At least 50% of the battlefield must be water.
2. Of the portion of the battlefield that is water, at least half of the water must have the *Deep-Water* Terrain Element Keyword.
3. At least 50% of all warriors from each War Clan must be deployed on a boat of some kind. All boats deployed must fit completely within the deployment zones. Aquatic warriors may ignore this rule entirely and, as such, do not count for or against the 50%.
4. Any Scenario that contains an *Immovable* marker or terrain element in the center of the table must have an island piece at least 12" x 12" in size in the center of the battlefield if there is not already a land mass there.
5. Any Scenario that contains Objective Markers, tokens, or models of any kind that move about the battlefield must have at least one 6" x 6" island placed on the battlefield per two markers or models. One of these islands must go in the center of the battlefield. Place small boats that can hold up to one 50mm model on each 6" x 6" island. All models or markers placed on the battlefield during Set Up must be placed on these islands or in the boats occupying them unless there are already land masses there.
6. Secondary Objective Markers are placed as per usual, contain all of the Terrain Element Keywords as noted in the Scenario, and are *Immovable* unless the Scenario states otherwise.



MOUNTED MODELS

Creating a Mounted Warrior

Certain warriors may be combined with another warrior to act as a mounted model. The mounted model gains certain advantages that are not normally afforded to them while on foot, giving them the ability to bring ruin to their enemies under thundering hoof and paw.

Having a warrior mounted will follow various special rules and benefits as listed below:

Before the game begins, A War Clan will make a separate Model entry for a mounted warrior.

In order to have a warrior mounted, the War Clan must include one of the Encounter Models listed below that has turned into a warrior through Campaign Play (see *Ragnarok* rulebook page 75) or they may purchase a Horse (see page 60):

MOUNT TABLE			
Mount	Mount Found In	Mount	Mount Found In
Stag	<i>Ragnarok</i> rulebook (see page 136)	Horse	<i>The Vanir</i> (see page 60)
Bear	<i>Ragnarok</i> rulebook (see page 131)	Akhlut	<i>The Vanir</i> (see page 85)
Dire Bear	<i>Ragnarok</i> rulebook (see page 132)	Qiqirn	<i>The Vanir</i> (see page 90)
Dire Boar	<i>Ragnarok</i> rulebook (see page 134)	Thunderbird	<i>The Vanir</i> (see page 92)
Dire Wolf	<i>Ragnarok</i> rulebook (see page 137)	Hildisvini	<i>The Vanir</i> (see page 67)
Winter Wolf	<i>Ragnarok</i> rulebook (see page 137)	Gullinbursti	<i>The Vanir</i> (see page 67)
Barghest	<i>Ragnarok</i> rulebook (see page 153)	War Boar	<i>The Vanir</i> (see page 67)
Fire Steed	<i>Ragnarok</i> rulebook (see page 153)	Bauk	<i>The Abyss</i>
Scoffin	<i>Ragnarok</i> rulebook (see page 164)	Bukavac	<i>The Abyss</i>
Young Wyvern	<i>Ragnarok</i> rulebook (see page 165)	Hundstag	<i>The Abyss</i>
Adult Wyvern	<i>Ragnarok</i> rulebook (see page 165)	Sleipnir	<i>The Abyss</i>

The warrior that is to be mounted on a Mount must be no larger than Size 2.

There can only be one warrior on a Mount.

While mounted, both the warrior and the Mount are considered to be a single model with the base size of the Mount and one Size larger than the Mount. All the rules of a single model are followed.

The Action Points (AP) of the lowest AP model are used to determine how many Action Points a mounted warrior has.

The Speed of the Mount is used to determine how fast the mounted warrior moves.

All Special Abilities are combined in the mounted warrior entry and will be available for use with the exception of *Flight*, or *Glide*. Flight or Glide can only be used if the Mount possesses it.

Combine the HP of the Mount and the warrior to determine total HP of the mounted model.

The highest MA, DF, RS, DR, and MN are used for the mounted model.

The RA of the mounted model will be separated by a slash (/). The left of the slash will hold the RA of the warrior. The right of the slash will be the RA of the Mount. All Ranged Attacks are kept to their respective warrior or Mount entries and will use the RA of the warrior who possesses the attack.

You must choose one Melee Attack of the warrior and the Mount to be combined. The Melee Attacks chosen must both be ML or MR. Combine the ST of both attacks and subtract one from the total. All Special Attack Abilities are added to this attack. This entry will take the place of both attacks on the individual models while Mounted. All other Melee Attacks are considered separate attacks.

Keep a separate entry of both warriors without being mounted.

The mounted warrior gains the *Heavy Charge* Special Ability (see page 101).

Here is an example of creating a mounted warrior using a Bondi armed with a spear and light armor and a Young Wyvern. Here are the two warrior Entries:

BONDI									WARRIOR					
Size			2			Base			30mm	Glory Cost	60			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	2	1	2	2	2	2	2	Light Armor					
Attacks				ST	RN	Attack Special Abilities								
Spear				2	MR									

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 Special Abilities								
Claws and Bite				4	MR	Grapple								
Tail Barbs				2	12	Toxin (3)								



Here are the combined entries converted into a mounted warrior:

BONDI ON YOUNG WYVERN								DRAGON, MOUNTED, WARRIOR				
Size			5			Base			50mm	Glory Cost	245	
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	4	3	1/3	2	5	2	2	6	Flight (6), Immunity (Toxin), Heavy Charge			
Attacks					ST	RN	Attack Special Abilities					
Bite, Claw, & Spear					5	MR	Grapple					
Tail Barbs					2	12	Toxin (3)					

As you can see, the base size of the Young Wyvern is used, and the height Size is increased from 4 (the Young Wyvern) to 5. The Speed of the Young Wyvern is used and all Special Abilities are combined (*Flight*, *Immunity*, and the added *Heavy Charge*). The MA, DF, RS, and DR from the Wyvern are used since they are higher than the Bondi's. The MN of the Bondi is used since it is higher than that of the Young Wyvern. The RA is listed as 1/3. The 1 is the Bondi's RA and the 3 is the Young Wyvern's RA. Finally, the HP of both warriors are combined.

The Melee Attacks of the Bondi's Spear and the Claw and Bite of the Young Wyvern are combined due to both attacks being MR. The total ST of the attack is 5 (ST 2 for the Bondi's Spear, ST 4 for the Young Wyvern's Claws and Bite, totaling ST 6 and subtracting 1). The combined attack also gains the Young Wyvern's *Grapple Attack* Special Ability.

DISMOUNTING AND MOUNTING

A warrior can Dismount from their Mount for 1 AP. Place the warrior model in base-to-base contact with the Mount. Revert to using the Individual warriors' Stat blocks. A warrior may remount their Mount again if they are in base-to-base contact with the Mount and spend 1 AP. If a mounted model is ever Prone for any reason, then the riding warrior is automatically considered Dismounted. Only the original riding warrior may Mount their Mount.

DAMAGE TO MOUNTED WARRIORS

While the warriors are considered a single Mounted model, they combine their HP and take damage as per usual. If a Mounted model takes damage and is Dismounted voluntarily or involuntarily (such as being Knocked Down), assign the total damage taken split between each model. Using our example of the Bondi mounted on the Young Wyvern above, they have a total of 6 HP. Let's say they have taken a total of



2 points of Damage. The Bondi decides to dismount from the Young Wyvern. The controlling player can choose to apply one point of Damage to each warrior or both points of Damage to the Young Wyvern. The controlling cannot assign Damage to intentionally reduce a model to 0 HP in this way.

Once a Mounted model reaches 1 HP, the controlling player must determine if the riding warrior or the Mount is removed from play. The remaining warrior (whether the rider or mount) will revert to using their original Stat block.

Knocking the Rider from the Mount: On a successful hit, the Rider must roll DR vs ST of the attack minus 1. If this test is failed, the riding Warrior is Dismounted from the Mount and is Prone. They will also suffer ST 1 Damage from the fall. (ST 5 if Flying or Gliding at the time of the hit). If a Mounted model ever suffers the effects of the Knockdown Special Ability or is ever forced Prone by an attack, the riding warrior is also Dismounted, Prone and suffers the ST 1 Damage.

Targeting the Rider or the Mount with an Attack: An opposing model may choose which model to damage with an attack if the attack hits with a Focus Action or if they roll pairs on the successful attack roll. All Damage is applied to the riding warrior or Mount as the attacker sees fit. If the riding warrior or the Mount is reduced to 0 HP, then the Mounted model is automatically considered Dismounted.

Mounts

HORSE

While typically not a threat in the wild, domesticated horses are so common that it is easy to obtain one throughout the various settlements across Midgard. Horses encompass the most common mounts and travel companions across the Fractured Realms.

Horses count just like any other warrior model except that they cannot be brought into battle unless they are used as a Mount (see page 57). They cannot enter battle by themselves.

HORSE								ANIMAL						
Size			3			Base			40mm	Glory Cost	35			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	2	-	2	2	3	0	1	Heavy Charge					
Attacks					ST	RN	Attack Special Abilities							
Hooves					2	MR								

SCENARIOS

The Fractured Realms are a dangerous place with numerous ways to reach the highest points of glory—or to fall to the ashes of history. Here are six new scenarios for you to challenge your War Clan. For the full rules of how to use Scenarios, Deployment, Secondary Objectives, and Objective Markers, refer to the *Ragnarok* rulebook. To randomly determine which scenario to use between *Ragnarok* rulebook and this book, use the table below.

SCENARIO SELECTION TABLE	
1D6 Roll	Scenarios Selected From
1–3	<i>Ragnarok</i> rulebook Scenario
4–6	<i>The Vanir</i> Scenario

Once you determine which book's scenarios you will use, roll or choose a Scenario from the corresponding table. Show below is the Scenario table for this book.



THE VANIR SCENARIO TABLE	
1d6 Roll	Ragnarok: The Vanir Scenario
1	Shards of Gungnir
2	Capture of Hildisvini
3	Jotunn War Party
4	Frey's Sacred Glade
5	Frozen Voyage
6	Plow Oxen of Vanaheim

Scenario 1: Shards of Gungnir

As the World Ash was separated from its roots and the stars swirled about overhead, a bright light was seen soaring through the skies above. As Yggdrasil crashed, the light exploded into hundreds of golden fragments that scattered amongst the surviving realms. It is said that those that felt a great connection to the Gods could feel the presence of wise Odin leave them, marking the death of the Aesir. Those final whispers from Odin are still shared in secret to this day: "Find Gungnir. Those that possess my spear shall rule."

SET-UP

Before deployment, each player will take turns placing Secondary Objective Markers (if required) until there are two Secondary Objective Markers on the battlefield for each player. Secondary Objective Markers cannot be placed within 8" of a Deployment Zone and cannot be placed within 4" of a table edge or another Secondary Objective Marker. Secondary Objective Markers have the Terrain Keywords of *Heavy Cover*, and *Wall* (2).

After Objective Markers are placed, players take turns placing 4 *Shards of Gungnir* Markers on the table. Shards of Gungnir Markers are 25mm or 30mm in size. The Shards of Gungnir Markers cannot be placed within 15" of a Deployment zone, 8" of a table edge, and cannot be within 8" of another Shards of Gungnir Marker.

SCENARIO RULES

Warriors in base to base contact with a Shard of Gungnir Marker and not engaged in melee may spend 1AP to pick up the Shard of Gungnir Marker. Place the



Shard of Gungnir Marker in base to base contact with the warrior that obtained it. A warrior may only have one Shard of Gungnir at any time.

If a warrior carrying a Shard of Gungnir Marker is killed or Incapacitated, place the Shard of Gungnir Marker in base to base contact with the warrior that was carrying it. Another warrior may spend 1 AP while in contact with a Shard of Gungnir Marker to pick it up if they are not engaged in melee combat.

If a friendly warrior carrying a Shard of Gungnir Marker moves off of a table edge by regular means (walking) then the controlling player will keep that Shard of Gungnir and the warrior that moved off of the table will not return to battle (they will be counted as a survivor for the Raiding Phase).

VICTORY CONDITIONS

MINOR VICTORY CONDITION

End the game with more Shards of Gungnir than your opponent(s).

MAJOR VICTORY CONDITION

End the game with all four Shards of Gungnir.

REFORGING GUNGNIIR

While Gungnir may be destroyed, there is a chance it can be reforged if each piece is found and returned to the Dwarves in Svartalfheim. If you win the scenario, roll 1d8 and consult the Reforging Gungnir Table below.

REFORGING GUNGNIIR TABLE	
1D8 Roll	Shard of Gungnir Found
1–2	Tip of Gungnir
3–4	Spear Head of Gungnir
5–6	Shaft of Gungnir
7–8	Shaft Cap of Gungnir

If a player ever rolls the result of a Shard they already possess, they gain the next piece of a higher value. *For example, if the player already possesses the Tip of Gungnir and they roll a result of 2 on the 1d8, they will automatically gain the Spear Head of*



Gungnir. If they manage to win the Scenario with a Major Victory, they gain all four Shards of Gungnir.

Once a player possesses all four pieces of Gungnir, the warrior they choose to wield it must sit out the next game as they return the broken weapon to the Dwarven smiths. Once that game has passed, they will return to battle with this terrifying weapon:

REFORGED GUNGNIR (LEGENDARY WEAPON)

Known as “The Swaying One”, this immensely powerful spear was given to Odin by Loki after tricking the legendary Dwarven smiths known as the Sons of Ivaldi and the master smith Dvalin into giving it to him for a lock of Sif’s hair. Gungnir is masterfully crafted and makes any warrior who wields it a master of its use. The force behind each strike is enough to stagger even the mightiest of foes even if no blood is drawn.

REFORGED GUNGIR			
Weapon	ST	RN	Attack Special Abilities
Gungnir	7	MR	Weaponmaster, Lethal, Stun (4)
Thrown Gungnir	7	30	Sniper, Lethal, Stun (4)

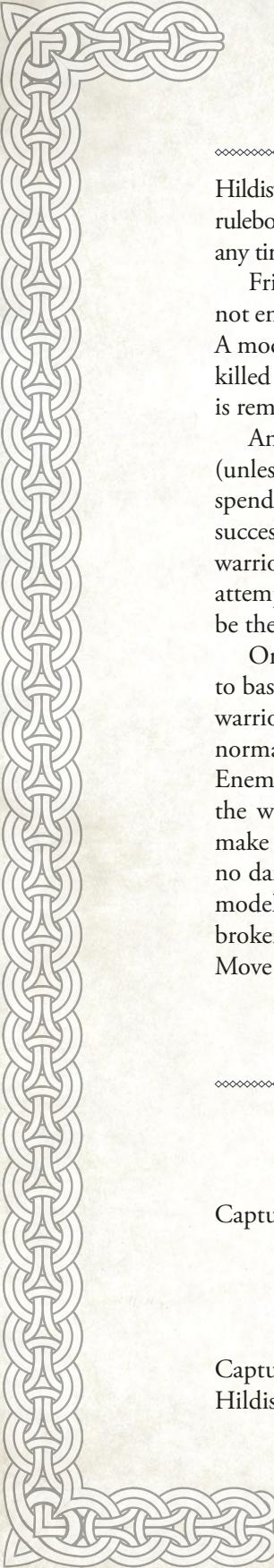
Scenario 2: Capture of Hildisvini

With Freyja in hiding, the great Boar Hildisvini is left to wander the Fractured Realms. Your War Clan stumbles upon the majestic boar in a clearing, feeding on something it found scattered on the ground. You know from legends the power and prestige that this creature possesses. Every great leader needs a steed to ride into battle. Why not take one that is befitting of a new god?

SET-UP

In the center of the table, place one 50mm base (or large boar model on a 50mm base). That base will be considered Hildisvini. Before deployment, each player will take turns placing Objective Markers until there are two Objective Markers on the battlefield for each player. Objective Markers cannot be placed within 8” of a Deployment Zone and cannot be placed within 4” of a table edge or another Objective Marker. Objective Markers are considered Size 1, *Blocks LOS, Impassible, and Light Cover*.





SCENARIO RULES

Hildisvini will act like any other Encounter Model as per the rules in the *Ragnarok* rulebook (see page 130). The Stats for Hildisvini are shown later on (see page 67). If at any time Hildisvini is killed or removed from the board, the game immediately ends.

Friendly warrior models in base to base contact with an Objective Marker and not engaged in Melee combat may spend 1 AP to gain an *Enchanted Rope* Marker. A model may only have one Enchanted Rope Marker at a time. If a model is ever killed or removed from the board, the Enchanted Rope Marker they were carrying is removed as well.

An Enchanted Rope Marker may be used while not engaged in Melee combat (unless the warrior is engaged with Hildisvini) and within 3" of Hildisvini. By spending 2 AP, the model may roll DR (D1 plus Hildisvini's current HP). If successful Hildisvini is marked with a Tethered Marker and will not attack the warrior model that tethered it. If the DR roll fails, the last warrior model that attempted, and failed, to Tether Hildisvini with an Enchanted Rope Marker will be the target of his attack in the End Phase.

Once Hildisvini is Tethered, he will immediately move into, and stay, in base to base contact with the model that Tethered him. Hildisvini will move with the warrior that Tethered him. Any warrior that Tethers Hildisvini may only move by normal means and cannot move faster than 6" per AP spent on movement. Enemy warriors may attempt to break the Tether by making a melee attack versus the warrior that Tethered Hildisvini. If they choose to break the Tether, they make a Melee Attack (MA) versus the warrior model at a -2 penalty. If successful, no damage is done to the warrior model but the Tether is broken. If the warrior model that Tethered Hildisvini is ever reduced to 0 HP the Tether is immediately broken. Once the Tether is broken, Hildisvini will immediately make a 1 AP Move action towards the center of the board.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Capture Hildisvini and remove him from the board by leaving any table edge.

MAJOR VICTORY CONDITION

Capture Hildisvini and remove him from the board by leaving any table edge and Hildisvini is at full health.

The player that captures Hildisvini as a Major Victory Condition may actually hire him as a warrior model. Once this happens, nobody else can hire Hildisvini for the rest of the campaign unless the hiring War Clan disbands him or Hildisvini is considered Dead on the Injury table.

HILDISVINI									ANIMAL					
Size			4			Base			50mm	Glory Cost	175			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	5	-	3	5	4	1	4	Berserker					
Attacks				ST	RN	Attack Special Abilities								
War Tusks				6	ML	Bullrush, Knockdown (3), Savage								

If the Capture of Hildisvini is selected and if Hildisvini is hired, then the capture of Gullinbursti Scenario will take place instead. This scenario is treated exactly the same as the Capture of Hildisvini but with all references to Hildisvini replaced with Gullinbursti. Like Hildisvini, Gullinbursti can be hired as a warrior if he is captured as a Major Victory Condition. If Gullinbursti is disbanded or Dead on the Injury table he cannot be hired for the rest of the campaign.

GULLINBURSTI									ANIMAL					
Size			4			Base			50mm	Glory Cost	195			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	4	3	2	4	4	1	4	Berserker, Sure-Footed					
Attacks				ST	RN	Attack Special Abilities								
Tusks				4	ML	Bullrush, Stun (3)								
Blinding Flash				-	12	Spray (3), Blind (3)								

If both Hildisvini and Gullinbursti are hired, then this scenario will be to capture a War Boar. Replace all references of Hildisvini with War Boar in the scenario. War Boars captured by Major or Minor Victory conditions may be hired. There are no limits to the amount of War Boars that a War Clan can have.

WAR BOAR									ANIMAL					
Size			4			Base			50mm	Glory Cost	140			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	4	-	2	4	4	0	4	Berserker					
Attacks				ST	RN	Attack Special Abilities								
Massive Tusks				4	ML	Bullrush								

Scenario 3: Jotunn War Party

The dreaded Jotunn have always been a destructive force. They have been held at bay by the ever-reaching branches of Yggdrasil, ensuring that these great beings could not simply wander into Midgard destroying everything before them. With the collapse of the World Ash, they are now free to do just that. While it is terrifying to encounter just one of these immense beings, there are many whose mettle was shattered upon seeing them approach in armies. Your War Clan, however, are not just any common group of demimortals that can be trifled with. It is time to cut these creatures down to size, bit by painful bit.

SET-UP

Roll on the Jotun War Party Table to determine which kind of Jotun will be summoned during the game. If you do not possess *Ragnarok: The Abyss* or you do not have miniatures suitable for the Jotun rolled, you may choose a different Jotunn or re-roll your result until you are satisfied with the entry.

JOTUNN WAR PARTY TABLE		
1d8 Roll	Jotunn Type	Book
1	Kee-Wakw	<i>The Vanir</i>
2	Eotin	<i>Ragnarok rulebook</i>
3	Skull Smasher	<i>The Abyss</i>
4	Fire Giant	<i>Ragnarok rulebook</i>
5	Mountain Giant	<i>Ragnarok rulebook</i>
6	Frost Giant	<i>Ragnarok rulebook</i>
7	Spillatroll	<i>The Abyss</i>
8	Sea Giant	<i>Ragnarok rulebook</i>

Once the type of Jotunn is determined, place one Jotunn of that type in the middle of the Table. Mark this model as the Horn Blower. Mark each table edge with a number, one through four, going clockwise around the table. Before deployment, each player will take turns placing Objective Markers until there are two Objective Markers on the battlefield for each player. Objective Markers cannot be placed within 8" of a Deployment Zone and cannot be placed within 4" of a table edge or another Objective Marker. Objective Markers are considered Size 3, *Blocks LOS, Impassible*, and *Heavy Cover*.



SCENARIO RULES

In the HQ Phase of any round, if the Horn Blower has Line of Sight to any warrior model, he will blow the horn, immediately summoning another Jotunn of the same kind to the tabletop. To determine its placement, the winner of initiative for the round will roll 1D8. On a result of 1 or 2, the Jotunn will be placed at the table edge number one. On a result of 3 or 4, it will be table edge two, 5 or 6 will be table edge three, and 7 or 8 will be table edge four. The Jotunn Horn Blower and summoned Jotunn follow the same rules as Encounter Models as found in the *Ragnarok* rulebook (see page 128). If the Horn Blower is slain, place a *Jotunn Horn* Marker on the table. Any warrior model not engaged in Melee combat may spend 1 AP while in base to base with the Jotunn Horn Marker to pick it up. That model may spend 1 AP during their activation to blow the horn and summon a Jotunn in the same manner as the Horn blower.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Kill more of the designated Jotunn than your opponents.

MAJOR VICTORY CONDITION

Kill more of the designated Jotunn than your opponents and end the game with the Jotunn Horn Marker.



Scenario 4: Freyr's Sacred Glade

The Vanir have decided to break the truce that was formed during the Aesir-Vanir War. Although the cowards have gone into hiding, Freyr has decided to commemorate this with a number of stone circles with a statue located at the center. These statues are typically garish and phallic in nature, commonly carved from the trunk of a sturdy tree. Since the Vanir have decided that you are their new enemies, why wait on them to come to you? Perhaps it is time to show Freyr that he is not as "sturdy" as he thinks he is!

SET-UP

Place a 50mm base in the center of the table. This base will represent a Statue of Freyr. The Freyr Statue is Size 4 and has the Terrain Element Keywords, *Impassible*, *Blocks LOS*, and *Heavy Cover*. Each Objective Marker must be placed 6" from the Freyr Statue on the table and they cannot be within 3" of another Objective Marker. No terrain can be within the Circle formed by the Objective Markers. The Objective Markers for this scenario have the Terrain Element Keywords of Size 1, *Impassible*, *Blocks LOS*, and *Heavy Cover*.

SCENARIO RULES

The Freyr Statue needs to be destroyed. Once the Freyr Statue reaches 0 HP, the game immediately ends. The Freyr Statue has the following Stats:

STATUE OF FREYR		
DF	RS	HP
3	8	6
Special Abilities		
Immunity (God Powers)		



Each time the Freyr Statue is hit by any attack that is not from a Golden Lance, the Freyr Statue will immediately make an attack against the warrior with the following attack:

ATTACK	ST	RN	ATTACK SPECIAL ABILITIES
Freyr's Wrath	5	48	Line Attack, Point Blank

Any warrior model or Encounter Model stuck by this attack must roll DF (D4) to avoid the attack.

Any warrior model that is in base to base contact with an Objective marker and not engaged in Melee combat may spend 1 AP to grab a *Golden Lance* Marker. A warrior may only have one Golden Lance Marker at a time. If a warrior is with a Golden Lance Marker is removed from play, the Golden Lance Marker is removed as well. A warrior with a Golden Lance Marker may remove the Marker to use the following attack against the Freyr Statue:

GOLDEN LANCE			
Attacks	ST	RN	Attack Special Abilities
Golden Lance	7	MR	Deceptive
Thrown Golden Lance	7	12	Deceptive

Each time a model receives a Golden Lance Marker, an Aelf Defender is summoned onto the board. Follow all of the standard rules for summoning an Encounter Model onto the table as found in the *Ragnarok* rulebook (see page 130). The Aelf Defenders will follow all of the same rules for Encounter models **except** they will first attack any warrior that is within the Circle with a Golden Lance Marker, if none are within Line of Sight, they will prioritize any warrior within the Circle. If none are within Line of Sight, they will attack the closest warrior model within Line of Sight with a Golden Lance Marker. If there are no warrior models within Line of Sight with a Golden Lance Marker, they will then attack the closest warrior model.

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





VICTORY CONDITIONS

MINOR VICTORY CONDITION

Deal more damage to the Freyr Statue than your opponent(s).

MAJOR VICTORY CONDITION

Deal more damage to the Freyr Statue than your opponent(s) and be the one to reduce the Freyr Statue to 0 HP with a standard attack.

Scenario 5: Frozen Voyage

Not all glory is earned through raids on land. While your War Clan is adept with violence and bloodshed, your people are also masters of the waves. You have caught word about some unfortunate souls that have met their fate on the unforgiving waters and have decided that it is best to see if there are any treasures or supplies left to be scavenged before the deep swallows them whole.

SET-UP

This Scenario will use Longships for most of the maneuvering on the board. You are welcome to use any Longship models that you possess and, if you do not have any, there is a template at the rear of this book to use for the games. For this scenario, be sure to read all of the Longship rules in this book so you have an understanding of how a majority of movement will work (see pages 48–55). All water in this Scenario follows the rules for *Deep Water* as found in the *Ragnarok* rulebook (see page 42).

You may choose as a group to place some smaller islands on the board. You may have up to one island piece per player. No island should be larger than roughly 8" x 8".

Place one Objective Marker in the center of the table. Each player will take turns placing Objective Markers no closer than 9" from a Deployment Zone and they cannot be within 6" of another Objective Marker or Board Edge. There should be two Objective Markers on the Board for each player, minus one Objective Marker. For example, if you are playing a three-player game, there should be 5 total Objective Markers on the board. Objective Markers have the Terrain Keywords of *Impassible*.

SCENARIO RULES

Mark each Objective Marker with five smaller *Plunder* Tokens. Any warrior or Longship model that is in base to base contact with an Objective Marker and not engaged in Melee combat may spend 1 AP to obtain one Plunder Token from the Objective Marker. Single warrior models may only possess one Plunder Token at a time. A Longship may hold up to five. If a warrior with a Plunder Token is removed from play, the Plunder Token is placed in base to base contact with the warrior before it is removed from play. If a Longship is removed from play, place all Plunder Tokens in base to base contact with the hull of the Longship before it is removed from play. If a model or Longship holding any Plunder Token leave any board edge, the controlling player claims those Plunder Token. Individual warriors who leave in this way are removed from the game but are not counted as a casualty in the Raiding Phase. Longships may enter the table on the same table edge in the HQ phase within 6" of the spot that the Longship left the board edge.



VICTORY CONDITIONS

MINOR VICTORY CONDITION

End the game with more Plunder Markers than your opponent(s).

MAJOR VICTORY CONDITION

End the game with more Plunder Tokens than your opponents and possess at least three more Plunder Tokens than the next highest opponent.

Scenario 6: Plow Oxen of Vanaheim

Gefun, the Generous One, has perished along with all of the Aesir during The Shattering. Miraculously, her four children, the Sacred Oxen, managed to survive the calamity and are now found wandering the Fractured Realms. It is said that the Sacred Wheat that they harvest from the lands possesses magical properties to fill the bellies of starving people with merely a handful of grain. If these creatures can yield such a bountiful harvest from this chaos, then they are a treasure indeed! You stumble

upon Gefjun's children in a clearing, grazing at a grass that has no right to grow in such a place. It is best to try and capture these beasts while they are unaware. They are the children of Gods and are not mere mortals to be trifled with!

SET-UP

Place one 80mm base in the center of the table. This base will be the *Plow Oxen* Marker. The Plow Oxen Marker has the following Stats:

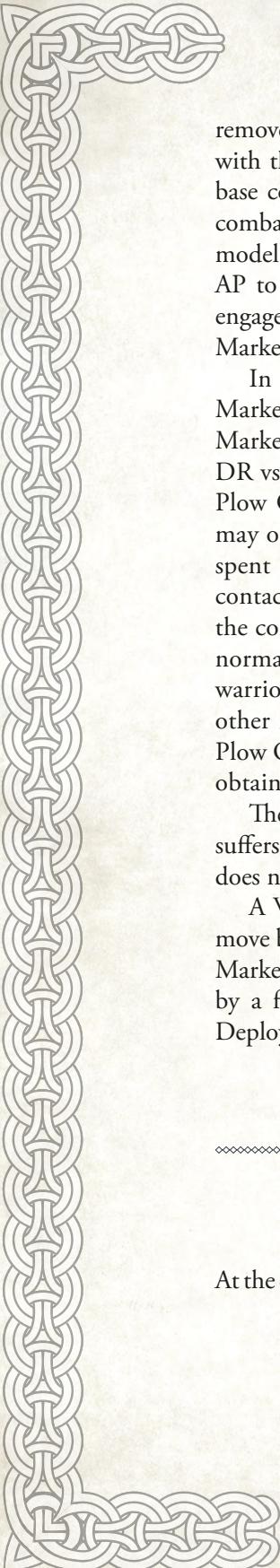
PLOW OXEN										ANIMAL		
Size					4					Base	80mm	
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	3	-	3	5	3	0	4	Regeneration, High Pain Threshold			
Attacks					ST	RN	Attack Special Abilities					
Horn Gore					5	ML	Bullrush, Heavy Charge					

Each player will take turns placing secondary Objective Markers (if required) no closer than 9" from a Deployment Zone and they cannot be within 6" of another Secondary Objective Marker, the Plow Oxen Marker, or board edge. There should be two Objective Markers on the Board for each player. Secondary Objective Markers have the Terrain Element Keywords of Size 2, *Blocks LOS*, *Impassable*, and *Light Cover*.

SCENARIO RULES

The Plow Oxen are completely out of control and are moving about the battlefield erratically. During the HQ Phase, if the Plow Oxen are not controlled by a War Clan, roll 1d8, similar to Scattering for a *Blast*. Instead of moving the Plow Oxen Marker a number of inches designated on the die, it will instead move in the direction of the point a number of inches equal to its SP. Any model in the path suffers *Knockdown* (5) and moves at least 1" away from the Plow Oxen Marker and out of its path of movement. The Plow Oxen Marker will still fall any and suffer all terrain rules if it comes into contact with any terrain. The Plow Oxen Marker cannot climb. The Plow Oxen will act similar to any other Encounter Model except in the End Phase they will attack the closest warrior model in possession of a Sacred Wheat Marker first.

Any warrior model that is in base to base contact with the Plow Oxen Marker and not engaged in Melee combat may spend 1 AP to obtain one *Sacred Wheat* Marker from the Plow Oxen Marker. If a warrior with a Sacred Wheat Marker is



removed from play, the Sacred Wheat Marker is placed in base to base contact with the warrior before it is removed from play. Any warrior Model in base to base contact with a dropped Sacred Wheat Marker and not engaged in Melee combat may spend 1 AP to pick up one Sacred Wheat Marker. A friendly warrior model in base to base contact with another friendly warrior model may spend 1 AP to take possession of a Sacred Wheat Marker as long as neither model is engaged in Melee combat. A warrior model may only possess one Sacred Wheat Marker at a time.

In addition, a warrior model may try to take control of the Plow Oxen Marker. To do so, a model must be in base to base contact with the Plow Oxen Marker and not engaged in melee combat. The model may spend 1 AP to roll DR vs the Plow Oxen's DR. If successful, the warrior model has control of the Plow Oxen Marker. While in control of the Plow Oxen Marker, the warrior may only use standard movement and cannot travel any faster than 6" per AP spent on movement. The Plow Oxen Marker moves to stay in base to base contact with the warrior model and will not attack models in the End Phase. If the controlling warrior model is removed from play, the Plow Oxen will act as normal. If the DR roll is failed, the Plow Oxen Marker immediately attacks the warrior model who attempted to control it. While the Plow Oxen is controlled, other friendly warrior models may still take Sacred Wheat Markers from the Plow Oxen Marker. Enemy warrior models must spend 2 AP instead of 1 AP to obtain a Sacred Wheat Marker.

The Plow Oxen Marker may be reduced to 0 HP and Incapacitated. If it suffers any damage beyond that, the Plow Oxen Marker stays on the board but does not move the rest of the game.

A War Clan may keep any Sacred Wheat Markers from warrior models that move back into their Deployment Zones. Keep track of how many Sacred Wheat Markers each War Clan keeps. In addition, if the Plow Oxen Marker is controlled by a friendly warrior model and it moves completely within the War Clan's Deployment Zone, the game immediately ends.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

At the end of the game, possess more Sacred Wheat Markers than your opponent(s).



MAJOR VICTORY CONDITION

At the end of the game, possess more Sacred Wheat Markers than your opponent(s) and move the Plow Oxen Marker into your Deployment Zone to end the game.

BOUNTIFUL FEAST

Any War Clan that ends the game with any Sacred Wheat Markers gain one Bountiful Feast that may be added to their Treasure Hall. This magical foodstuff holds the ability not only stave off hunger but may also heal grievous wounds suffered in past battles. By grinding down the Sacred Wheat into a paste and sprinkling it over the various foods, the food absorbs the mystic energy stored within, igniting the supernatural healing process to all who consume it. The Bountiful Feast may be used during the War Clan Improvement phase of the Campaign to heal one injury on any warrior in your War Clan that possesses any form of injury from the Injury Table found in the *Ragnarok* rulebook (see page 78). You may have any number of Bountiful Feasts stored in your Treasure Hall, however, only one can ever be used at a time.

Secondary Objectives

This book possesses even more Secondary Objectives to be used with any scenarios of *Ragnarok*. To determine which book to draw your Secondary Objectives from, roll on the table below. You will still use the Secondary Objectives of Hold Your Ground! (Always), Holmgang! (Pairs), Steel Yourselves! (Evens), and Slaughter Them All! (Odds) from the *Ragnarok* rulebook.

SECONDARY OBJECTIVE SELECTION TABLE	
1D6 Roll	Book for Secondary Objectives
1–3	<i>Ragnarok</i> rulebook Secondary Objectives
4–6	<i>The Vanir</i> Secondary Objectives



THE VANIR SECONDARY OBJECTIVE TABLE	
2D6 Roll	Secondary Objective
Always	Hold Your Ground! (<i>Ragnarok</i> rulebook Secondary Objective, see page 122)
Pairs	Holmgang! (<i>Ragnarok</i> rulebook Secondary Objective, see page 122)
Evens	Steel Yourselves! (<i>Ragnarok</i> rulebook Secondary Objective, see page 123)
Odds	Slaughter Them All! (<i>Ragnarok</i> rulebook Secondary Objective, see page 123)
2	Glorious Kill!
3	No Room For Amateurs!
4	A Swift Kill!
5	Decorations of Our Glory!
6	Merciless!
7	Take Out the Eyes!
8	Lay Forth the Challenge!
9	Pay Respect and Show Strength!
10	Konungr Slayer!
11	Trample Them!
12	Sea of Pain!

GLORIOUS KILL! (2)

Your deeds will be remembered in the sagas for eternity!

To achieve this Secondary Objective, one friendly warrior model must kill one enemy warrior or Encounter Model that is worth at least 100 more Glory than they are.

NO ROOM FOR AMATEURS! (3)

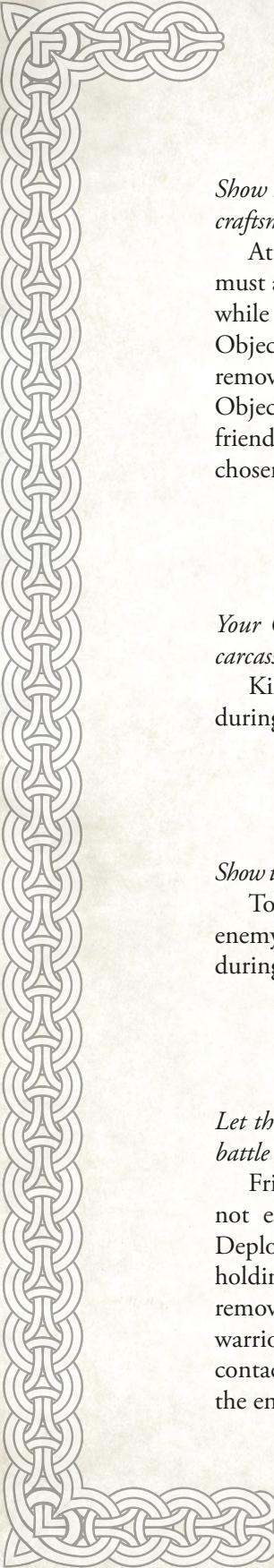
You call these adversaries? I think not! We will show them the error of bringing these whelps into war!

You must kill an opponent's two lowest Glory Value warriors in one Round to achieve this Secondary Objective.

A SWIFT KILL! (4)

Death comes quickly to those who do not heed their surroundings!

Kill one enemy warrior model that has not activated this Round to earn this Secondary Objective.



DECORATIONS OF OUR GLORY! (5)

Show the Realms our greatness! Let them praise our names and deeds upon sight of our craftsmanship!

At the beginning of the game, select one Objective Marker. Your opponent must also select one Objective Marker. Friendly warrior models may spend 1 AP while in base to base contact, and not engaged in Melee combat, with any Objective Marker to gain a Relic Counter. If a model with a Relic Counter is removed from the game, the Relic Counter is also removed. This Secondary Objective is completed when, at the end of any round, you have at least one friendly warrior model holding a Relic Counter in contact with each of the two chosen Objective Markers.

MERCILESS! (6)

Your Goths and magics offer you no protection! You will be nothing more than a carcass for Hel!

Kill at least one enemy warrior model or Encounter Model that is Prone during a round to score this Secondary Objective.

TAKE OUT THE EYES! (7)

Show these curs what practice and keen sight is capable of! Make them fear an impaling rain!

To earn this Secondary Objective, one friendly warrior Model must kill an enemy warrior model or an Encounter Model with a Focused Ranged Attack during its activation.

LAY FORTH THE CHALLENGE! (8)

Let them show us what they are truly made of! Prove to us that they can give us the battle that we crave!

Friendly warrior models may spend 1 AP while in base to base contact, and not engaged in Melee combat, with the Objective Marker closest to your Deployment Zone to gain one Challenge Counter. If the friendly warrior model holding a Challenge Counter is removed as a casualty, the Challenge Counter is removed from the game. This Secondary Objective is complete when one friendly warrior model with a Challenge Counter spends 1 AP while in base to base contact and not engaged in Melee combat with the Objective Marker closest to the enemy Deployment Zone.



PAY RESPECT AND SHOW STRENGTH! (9)

Nobody is to stand about! Action leads to victory!

At the end of any round, if at least six friendly warrior models are in base to base contact with Objective Markers or engaged in Melee combat then you will gain this Secondary Objective.

KONUNGR SLAYER! (10)

No force can withstand the fall of their champion! Make their death painful and public!

One friendly warrior model must deal at least 3 HP of damage to and kill the highest Glory Cost enemy warrior model in a single round to score this Secondary Objective.

TRAMPLE THEM! (11)

Grind them beneath your heels! Break their shields! None shall stand in our way!

In one round, kill at least two enemy warrior models or Encounter Models with Charge Actions to score this Secondary Objective.

SEA OF PAIN! (12)

No hide nor shield can withstand the rush of death that pursues from all directions! Make them pay dearly for standing defiant against us!

During any round, kill one enemy warrior model while gaining an Overwhelm bonus and having at least a total of Size 6 to create the Overwhelm bonus. Once this is complete, score this Secondary Objective.

NEW BESTIARY AND ENCOUNTER MODELS

Listed here are new, terrifying encounters to bring to your games of *Ragnarok!* With the addition of Skraelings into the game, I wanted to really focus on giving a taste of Inuit and Native American mythology to blend in with my telling of the Norse Apocalypse. I hope you enjoy the new challenges presented here!

Bestiary

ADLET

With the lower half of their bodies like wolves and their torsos akin to that of a human, the Adlet is a monstrous hybrid created by the spread of Nidhoggr's corruption and the unrestrained rampage of Fenris. Standing two full heads taller than your average warrior, the Adlet is a fearsome beast that will stop at nothing to slake its unending thirst for destruction and flesh.

ADLET									CHILD OF FENRIS, CORRUPTED					
Size			3			Base			40mm	Glory Cost	115			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	3	0	3	3	3	2	3	Heavy Charge, Sure-Footed					
Attacks				ST	RN	Attack Special Abilities								
Claws and Bite				3	ML	Knockdown (4)								



AHKIYYINI

When a Skraeling with the gift of music dies, it is said that they carry their skills of song and dance into the afterlife. The Ahkiyyini, as they are called, are the undead forms of these musicians. While they were considered friendly, and sometimes a nuisance, before *The Shattering*, they are now under the thrall of Hel. She has warped what is left of the memories of the Ahkiyyini and turned their music into a malevolent force. The Ahkiyyini use their forearm bones to drum upon their legs. Where once these tunes could embolden their ancestors, they now cause madness and strife to all that hear their dirge. It is said that if multiple Ahkiyyini are to drum at the same time, they can cause the waters to tremble, causing even the mightiest of ships to splinter on the waves.

AHKIYYINI									UNDEAD					
Size			2			Base			30mm	Glory Cost	110			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	4	2	4	2	2	2	2	2	Aware, Arcing Fire					
Attacks					ST	RN	Attack Special Abilities							
Bone Claw					1	ML								
Bone Drums					3	6	Blast (4), Point Blank, Psi, Reload, Stun (2), Immune to friendly Bone Drum Attacks							



AKHLUT

The Akhlut is a vicious beast from Skraeling folk tales. They were used to warn fisherman not to be too bold in their hunts near the icy waters. Akhluts are a hybrid of dire wolves and orcas, taking the predatory traits of both creatures to create a species of predator born from the nightmares of those that have spun legends into reality. Luckily for those that do wander, the Akhlut is a solitary hunter. However, it is just as dangerous to its prey on land as it is to those foolish enough to enter the waters where they dwell.

AKHLUT									ANIMAL, AQUATIC					
Size			5			Base			80mm	Glory Cost	180			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	4	-	2	5	3	0	5	Amphibious, Leap					
Attacks					ST	RN	Attack Special Abilities							
Maw and Claws					5	ML	Grapple							
Tail Thrash					3	MR	Melee Arc							

ATSHEN

Atshen is thought to be one being that is everywhere and nowhere all at once. While Atshen is described as many things, the description given by many that it is a giant, human-like wind spirit that moves with the wind and snow. Atshen hunts those that have lost their way in cold climates and have even more areas to hunt as the great cold of Nifelhiem has started pouring over into the remains of the realms. Atshen attack the stragglers of War Clans and hunting parties as they are able to flit from area to area, making it hard for their victims to defend themselves from its attacks. The only defense they can hope for is to find a shelter that the wind cannot follow them in.

ATSHEN									DEMON					
Size			5			Base			80mm	Glory Cost	305			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	7	5	3	2	6	5	2	6	Aware, Elusive, Glide (7), Immunity (Ice), Phasing, Sure-Footed					
Attacks					ST	RN	Attack Special Abilities							
Frozen Claws					5	MR	Deceptive, Ice (3)							
Frozen Breath					-	12	Spray (3), Ice (4)							

BAYKOK

The creation of the Baykok is a story of tragedy and anger. The Skraelings tell tales of hunters that were left for dead by the rest of their hunting parties and in their dying breath, curse those that leave them for dead. Hel herself hears these screams of anger and brings these beings back as the dreaded Baykok. Baykoks are twice the size of mortals and have translucent skin and deep, black eyes that turn blood red when they have focused on their prey. It is said that when Baykoks approach, you can hear the stretching of their taught skin and the popping of their bones. They prefer to attack at night with poisoned sleep arrows. Once they have subdued their prey, they are known to cut out the victim's liver and replace it with a stone before eating their newly acquired trophy. When the victim comes to, they cannot remember what had happened to them and will inevitably die without the aid of divine means.

BAYKOK									UNDEAD					
Size			4			Base			50mm	Glory Cost	240			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	4	4	3	4	3	2	5	Obsessed, Arcing Fire, Sniper, Terrifying (1)					
Attacks					ST	RN	Attack Special Abilities							
Flint Blade					3	ML								
Poison Bow					5	36	Stun (3), Toxin (3)							

HAIETLIK

These great snakes are also known as “Lightning Serpents” and are known to strike from high vantage points, carrying the storm that lives within their immense bodies into their victims. The heads of these large snakes are sharp and wedge-shaped, much like an immense harpoon that has the power to pierce even the mightiest longhouse. It has been told in many Skraeling legends that those that manage to tame a Haietlik can use it like a giant spear. The legend tells that the Original People learned this technique from the Thunderbirds, teaching them how these beasts can be hurled through the air with deadly accuracy. To this day there are still tales of the Thunderbirds tossing the Haietlik at their prey.

HAIETLIK									ANIMAL, DIVINE					
Size			4			Base			50mm	Glory Cost	135			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	4	-	4	5	2	0	3	Immunity (Shock), Superior Climbing					
Attacks				ST	RN	Attack Special Abilities								
Shocking Fangs				4	MR	Shock (3)								

IJIRAQ

When the wind blows, leaves rustle, or a torch flickers, warriors may notice something vaguely man-shaped moving out the corner of their eye. The warriors that see such anomalies must be on their guard for an attack by an Ijiraq. Living between two worlds, Ijiraq are known to kidnap children and warriors who are unaware of their surroundings. Those that are captured are hidden within a pocket of reality between the two realms. Many believe that those that are hidden away in such a way stare into The Abyss itself. For those that do not perish from sheer madness and manage to escape from the In Between, they are forever changed by such a horrific experience.

IJIRAQ									DEMON					
Size			2			Base			30mm	Glory Cost	150			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	3	0	3	3	3	2	4	Invisibility, Invasion, Terrifying (2)					
Attacks				ST	RN	Attack Special Abilities								
Flickering Claws				3	ML	Grapple								

KEE-WAKW

The Kee-Wakw is a primordial giant that has terrorized the Skraeling people since the dawn of creation. The Kee-Wakw stands about as tall as a troll in most cases, however, when angered, they have been known to grow taller than the mightiest tree. The Kee-Wakw has overly large fangs and a taste for flesh. It is said that the only way to escape from a Kee-Wakw is to hope that it is not hungry when it finds you. Within the flesh of the Kee-Wakw it is said that there are mystical shards of ice that keeps them going and fighting after suffering wounds that would fell a Linnormr. If a warrior is brave enough to stand against a Kee-Wakw, the only hope they have of felling this great beast is to carve out the ice shard and melt it.

KEE-WAKW									JOTUNN					
Size			4			Base			50mm	Glory Cost	160			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	4	0	4	3	2	2	4	Berserker, Heavy Charge, High Pain Threshold, Immunity (Savage, Lethal)					
Attacks						ST	RN	Attack Special Abilities						
Rending Teeth and Claws						5	ML							

KIGATILIK

The Kigatilik, also known as “The Claw People”, are a horrifying demonic race of creatures that are known for killing shamans, Gothi, and magic users of all kinds. It is said that they feed off of the magics that ebb and flow within the blood of their victims. Kigatilik, with their pale grey skin and bulbous eyes, stand roughly the height of an average mortal. They are typically slender in build and each of their hands end in massive claws the size of small swords. The mere touch of a Kigatilik is said to drain the ability to use mystical effects from their victims.

KIGATILIK									DEMON					
Size			2			Base			30mm	Glory Cost	110			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	2	0	3	2	3	2	3	Hatred (Gothi, Shaman, Imprinted God Powers)					
Attacks						ST	RN	Attack Special Abilities						
Long Talons						3	MR	Drain (Godspark) (4)						



QALUPALIK

The Qalupalik are a demimortal race of cannibals that live deep beneath the frozen waters of The Fractured Realms. Their hideous forms can be seen darting beneath the ice, waiting on the perfect opportunity to pounce upon their prey. Qalupalik are a hideous species with green skin, large fish-like eyes, over-sized mouths filled with razor teeth, and with long, webbed fingers ending in horrid talons. Their favored tactic is to surprise their victims and drag them into the frigid water. Once there, they place them in a satchel to hold them close until the victim is no longer breathing.

Once defeated, the Qalupalik can be hired by the War Clan as per the Hiring Encounter Models rules. The entry listed is the Cost to Hire them into a War Clan. All of the listed Attacks come as part of the profile.

QALUPALIK									AQUATIC, DEMIMORTAL					
Size			2			Base			30mm	Glory Cost	85			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	3	0	3	2	2	2	2	Amphibious, Stealth					
Attacks						ST	RN	Attack Special Abilities						
Bite and Claws						2	ML	Grapple, Rapid Attack						

QIQIRN

Looking like a large, bald white dog with hair only on its feet, ears, tip of the tail, and large mouth, the Qiqirn is a creature of maddening fear to those that hear its braying moans. Many Skraeling tribes have been driven to extinction due to the maddening howls of this chaotic creature. It is said that even Loki, at the height of his power, was jealous of the various ways that the Qiqirn could cause mental strife to its victims.

QIQIRN									ANIMAL, CORRUPTED					
Size			3			Base			40mm	Glory Cost	130			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	3	3	2	3	3	0	2	Terrifying (2)					
Attacks						ST	RN	Attack Special Abilities						
Gnashing Teeth						4	ML	Drain (DR) (2)						
Moan of Madness						-	12	Spray (3), Stun (2), Drain (MN) (2)						

SAUMEN KAR/NUK-LUK

The Saumen Kar and the Nuk-Luk are actually the same race of beings that live in vastly different climates. These creatures stand well over a man in height and even though they are large, muscular, covered in fur, speak in grunts and whistles, they are actually quite intelligent beings. Where the two types differ is the color of their fur. Saumen Kar have spent untold ages living in the cold and unforgiving climate of Nifelheim and their fur is a thick white mane that allows them to blend into their surroundings. Nuk-Luk, who live in the more temperate climates such as the remnants of Midgard, Alfheim, and Vanaheim, have dark brown fur with black patches. While these immense creatures are not nearly as advanced as the more developed demimortals, they still have the ability to make crude tools and weapons.

Once defeated, the Saumen Kar or Nuk-Luk can be hired by the War Clan as per the Hiring Encounter Models rules. The entry listed is the Cost to Hire them into a War Clan. All of the listed Attacks come as part of the profile.

SAUMEN KAR/NUK-LUK									DEMIMORTAL					
Size			3			Base			40mm	Glory Cost	140			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	3	2	3	3	3	1	4	Concealment, Sure-Footed					
Attacks					ST	RN	Attack Special Abilities							
Massive Fist					2	ML	Rapid Attack							
Thrown Log/Boulder					2	12	Knockdown (1), Reload							



TARIAKSUQ

When they are not disappearing into the shadows, the Tariaksuq appear to be half caribou and half human creatures. Standing very tall and with a large build, they are often mistaken for the dreaded Wendigo. Tariaksuq cannot be seen by those looking directly at them. It is only by focusing on other people and things in the surroundings that warriors can focus on their presence. Many Skraeling have tried adopting a style of “blind hunting” to fend off attacks by rampaging Tariaksuq but it is unknown if any have been successful.

Once defeated, the Tariaksuq can be hired by the War Clan as per the Hiring Encounter Models rules. The entry listed above is the Cost to Hire them into a War Clan. All of the listed Attacks come as part of the profile.

TARIAKSUQ									DEMIMORTAL					
Size			3			Base			40mm	Glory Cost	120			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	2	0	4	3	2	2	3	Stealth, Invisibility, Phasing					
Attacks					ST	RN	Attack Special Abilities							
Shadow Strike					3	ML	Deceptive							

THUNDERBIRD

A divine eagle that resided in Asgard before *The Shattering*, Thunderbirds, as the Skraeling people have called them, are immense birds of prey that can cause windstorms and thunderclaps with the beating of their wings. Thunderbirds have been known to fight against lesser dragons and even Linnorms in an effort to limit their destruction across The Realms. With Asgard gone, Thunderbirds tend to cling to the highest peaks in Jotunheim and Vanaheim. When they do swoop down to hunt, all manner of beings that are covered in their shadows tremble at the majesty and size of these avians.

THUNDERBIRD									ANIMAL, DIVINE					
Size			6			Base			120mm	Cost	405			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	8	6	3	2	6	3	1	9	Aware, Flight (8)					
Attacks					ST	RN	Attack Special Abilities							
Massive Talons					6	MR	Grapple, Rapid Attack, Savage							
Boulder Fling					4	18	Blast (2), Knockdown (3)							



TIZHERUK

These large snake-like beings are silent killers along shorelines and those caught unaware while on a boat or dock. Tizheruk are approximately the length of four warriors with a large flipper on its tail that allows it to move swiftly and silently through the water. The Tizheruk typically attacks boats that are aware of its presence by lifting half of its body out of the water and crashing down on their chosen victims. Once their victims are battered and broken, they will sink their teeth into their prey and drag them below the surface of the water.

TIZHERUK									AQUATIC, DRAGON					
Size			5			Base			80mm	Glory Cost	215			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	6	4	-	2	5	3	0	6	Amphibious, Sure-Footed					
Attacks					ST	RN	Attack Special Abilities							
Ferocious Bite					5	MR	Savage							
Tail Thrash					3	MR	Melee Arc							

TUPILAQ

The Tupilaq is a demonic entity that was initially created to hunt down a specific enemy. When *The Shattering* happened, the sorcery used to bind the spirit to the inanimate objects that made up the body of a Tupilaq leaked out into the Worlds, allowing these errant spirits to create their own forms from stone, wood, dead flesh, bone, and any other available material. While the bodies of each Tupilaq are vastly different, their gruesome methods are always the same: hunt down their targets and kill them publicly, brutally, and instill fear in any witnesses.

TUPILAQ									CONSTRUCT, DEMON					
Size			4			Base			50mm	Glory Cost	195			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
2	5	4	-	1	6	5	0	5	Elusive, High Pain Threshold, Obsessed, Terrifying (3)					
Attacks					ST	RN	Attack Special Abilities							
Brutality					4	MR	Savage							



TWO-HEADED RAVEN

With the Spread of Corruption ravaging the Fractured Realms, many divine beings have been caught by its mutating madness. Some of the few remaining Asgardian Ravens have been caught by the very corruption they have spent their whole existence fighting. These corrupted ravens have grown a second head in order to hunt and eat at a faster rate than their pure counterparts. It has also been told in many tales that there are times that a spark of their divine nature surfaces and one head will attack the other. When this happens, it is said that Godspark is drawn to the region and becomes far easier to absorb for those sensitive to such effects.

TWO-HEADED RAVEN								ANIMAL, CORRUPTED				
Size			1		Base			30mm	Cost	75		
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	2	3	-	3	2	3	2	2	Delusional, Flight (7), High Pain Threshold			
Attacks				ST	RN	Attack Special Abilities						
Talon Flurry				1	ML							
Flash of Divinity				-	-	If this model fails its Delusional roll, all War Clans gain 2 Godspark						

WENDIGO

A creature that strikes fear in any demimortal at the mere mention of its name, the Wendigo is a remorseless killer that stops at nothing to slaughter its way through the Fractured Realms. Wendigo are a tall, gaunt race of demons that constantly look as if they are starving and dying of hunger. Sores cover their leathery skin, causing a smell of sickness and decay to fill the air in their presence. Its hands end in vicious claws which are used for rending their victims with ease. While it has the body of a humanoid, its head is that of a dead deer with predatory teeth.

WENDIGO								DEMON				
Size			4		Base			50mm	Cost	240		
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities			
2	6	6	-	3	5	4	3	5	Berserker, Bullrush, Regeneration, Sure-Footed, Terrifying (4)			
Attacks				ST	RN	Attack Special Abilities						
Rending Claws				6	ML	Lethal						



Avatars

While the Vanir have broken the treaty of the Aesir-Vanir War, they still assault the lowly “Wanting Gods” in combat by bringing forth Avatars of their power while still sleeping deep within the Realms. When goaded by the actions of these young Aesir, the slumbering Vanir conjure into existence a manifestation of their power to prove to these young upstarts what real Godhood looks like.

TO SUMMON AN AVATAR INTO PLAY

Roll 1D6 as per usual to see if you summon an Encounter Model onto the board (see *Ragnarok* rulebook, page 128). In addition, roll 1D8. If both numbers match (for example, if the D6 roll is a 2 and the D8 roll is also a 2), then an *Avatar* appears on the board instead of an Encounter Model. The Avatar will appear in the center of the board (or as close to the center of the board as possible). Avatars cannot be placed on any form of terrain with the Keyword of *Impassable* and cannot be placed on top of any other models. Avatars will follow all the rules for Encounter Models. However, only one Avatar can be on the board at a time.

If matching numbers are rolled on the D6 and the D8, roll on the table below to determine which Avatar is Summoned onto the board.

AVATAR SUMMONING TABLE	
1D6 Roll	Avatar Summoned
1–2	Avatar of Freyja
3–4	Avatar of Frey
5–6	Avatar of Njord

DEFEATING AN AVATAR

When an Avatar is slain and removed from play, the Glory Reward given is split evenly among the War Clans that caused it harm during the game. The Glory Reward is given once the game concludes.

AVATAR OF FREYJA

Before the Aesir-Vanir War, Freyja would travel from Realm to Realm offering her services of magic, or *Siedr*, to those beings who needed it. During her travels, she disguised herself as a mortal *Volva*, or practitioner of magical fate and fortunes. As a Volva, she plied her craft through Siedr rituals of divination and clairvoyance; of seeking out the hidden, both in the secrets of the mind and in physical locations, healing the sick, bringing good luck, of controlling the weather, calling game animals and fish. In times of dire need she would also use her magics for the opposite of these things—to curse an individual or enterprise, blight the land and make it barren, induce illness, tell false futures and thus to set their recipients on a road to disaster, and finally to injure, maim, and kill, during domestic disputes and in battle. Throughout her travels, her arts were highly sought-after and feared in equal measure.

In her other forms, Freyja is the Goddess of feminine fertility, war, beauty, and honorable death. Many of these forms are still worshipped by settlements to this day. When she was not traveling to the various Realms, Freyja was known to be found in Folkvangr, the Field of Glory in Vanaheim. Before *The Shattering* she would also receive half of the Einherjar that would normally go to Valhalla to create here own divine defenses for the Vanir. Now her champions roam the Realms without guidance as she sleeps.

Since falling into her torpor, Freyja has made it a point to stay in contact with her twin brother, Freyr, in order to ensure that they can strategically strike at these upstarts and prove to them the meaning of *real* power.

AVATAR OF FREYJA								AVATAR, VANIR						
Size			4			Base			50mm	Glory Reward	250			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
3	6	7	5	4	7	5	5	8	Aware, Flight (7), Regeneration					
Attacks					ST	RN	Attack Special Abilities							
Freyja's Blade					6	MR	Deceptive, Rapid Attack							
Shining Spear					4	36	Deceptive, Savage							
Fortune's Shift					-	18	Spray (4), DR (D5) or Lose God Powers for One Round							

AVATAR OF FREYR

Freyr is one of the most widely and passionately venerated divinities amongst the people of the Realms. Sagas and poems call him “the foremost of the gods” and “hated by none.” The reasons for this aren’t hard to understand; their well-being and prosperity depended on his benevolence, which particularly manifests itself in sexual and ecological fertility, bountiful harvests, wealth, and peace. His role in providing health and abundance was often symbolized by his *fylgia*, the boar Gullinbursti, and by his enormous, erect phallus.

Due to this reverence, Freyr is a frequent recipient of sacrifices at various occasions, such as the blessing of a wedding or the celebration of a harvest. During harvest festivals sacrifices traditionally take the form of his favored animal, the boar.

Twin sister to the Vanir goddess Freyja, son of Njord, Freyr has chosen not to dwell within the great forests of Vanaheim. Instead, Freyr has come to favor the Aelves of Alfheim over the ages and has chosen Alfheim of his place of torpor. Since his slumber has begun, he has witnessed unspeakable atrocities take place within his home realm and it has angered him greatly. With help from his sister, Freyr has once again taken up his shining blade and joined the battles in avatar form. These disrespectful upstarts will learn not to trample upon the things that he holds dear.

AVATAR OF FREYR								AVATAR, VANIR			
Size			4			Base			50mm	Glory Reward	250
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	6	9	4	4	7	5	5	9	Aware, Regeneration, Heavy Charge, Bullrush		
Attacks				ST	RN	Attack Special Abilities					
Frey's Blade				6	MR	Deceptive, Rapid Attack, Melee Arc					
Spinning Blade				6	24	Blast (3) Deceptive, Savage					

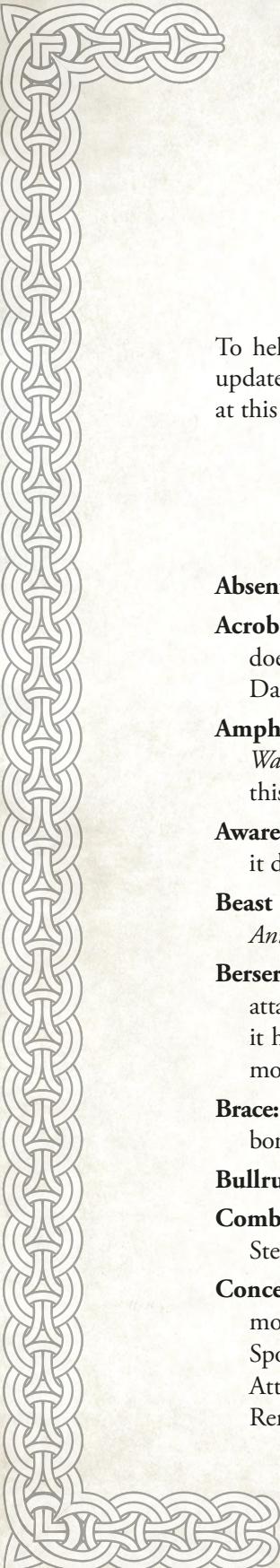


AVATAR OF NJORD

Father of Freyr and Freyja, Njord is a Vanir god of seafaring, the sea, wealth, fertility, and fortune. While made an honorary Aesir along with his children at the end of the Aesir-Vanir War, he still held sway over many of the mortals and demimortals as a king amongst the gods. Even during this slumber, many of the coastal settlements still pay fealty to him for safe voyages and survival in these times of chaos. With Odin and the other Aesir dead, Njord has taken it upon himself to become the new Lord of the Gods and has little tolerance for these mortals who believe that they can rise to his level of power. Njord sends forth his gleaming avatar with great contempt against these young, would-be gods and sees that all that he finds come to a swift end. While Njord typically leaves the fighting to his children, he has deemed it necessary to once again manifest with his golden blade.

AVATAR OF NJORD									AVATAR, VANIR					
Size			5			Base			80mm	Glory Reward	250			
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities					
3	6	7	5	3	7	4	8	10	Amphibious, Flight (8), Regeneration					
Attacks				ST	RN	Attack Special Abilities								
Golden Blade				8	MR	Lethal								
Bow of Storms				6	36	Arcing Attack, Shock (4)								





ABILITIES LISTS

To help avoid the need to flip through multiple books, presented here is an, updated complete list of all Special Abilities and Attack Abilities used in *Ragnarok* at this time.

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 +1 MA and +1 ST 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 page 40). 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.

Hatred (x): If any friendly model contains the Hatred Special Ability, models with the Keyword of (x) cannot be included in this force. In addition, while making attacks against models with the Keyword of (x), This model will receive +1 to all Attacks and ST versus those models.

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.

Self: This model may apply all of the effects of the Ability in which Self is listed, to itself as part of their action when the Ability is used instead of targeting another model.

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

Spiritual Connection (x): When a friendly model within (x) reaches 0 HP and is about to be removed from the game, this model may roll MN (D3). If successful, the model at 0 HP remains on the board and can take no more damage. In the next HQ Phase, that model may perform 1 AP of action. After they perform the action, they are removed from the game.

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. A model with Terrifying is immune to any Terrifying Rating they may suffer of equal or lesser value to (x).

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.

Deceptive: Enemy models targeted by this Attack suffer -1 DF.

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.

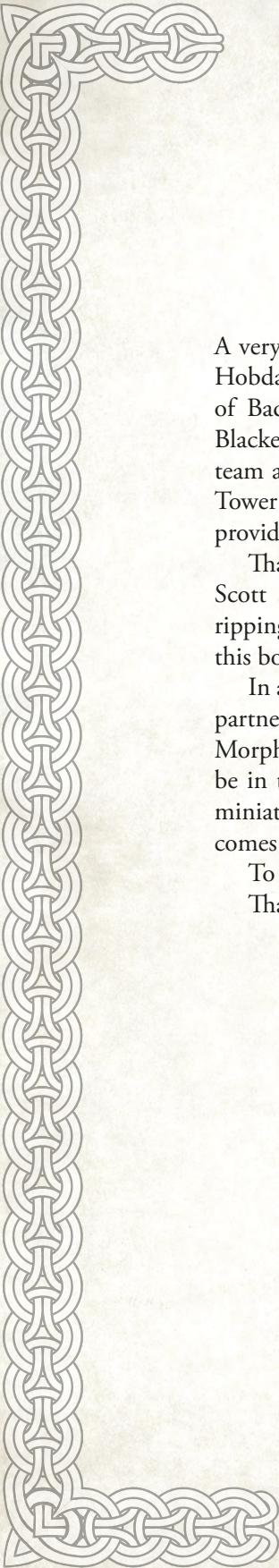
Savage: On a successful ST roll, every 2 Success Stages you achieve does +1 Damage, instead of every 3 Success Stages.

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 of my partners,
Thank you for your support!

Tim Korklewski

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LONGSHIP TEMPLATES

Please find below the Longship template and Turning Gauge. Due to the Longship template's size it has had to be spread over two pages. There is some overlap and cutting marks shown on both pieces of the template to allow for the correct alignment of said halves. These should be combined to create the full Longship template.

