



The purpose of this document is to answer the most frequently asked questions related to *Mythic Battles: Ragnarök*. The FAQ consists of two sections:

I GENERAL QUESTIONS (P.1) (permettant ainsi de clarifier ou d'apporter un complément d'information à la règle) et rappels importants.

AND

II SPECIFIC QUESTIONS DEALING WITH PARTICULAR UNITS, THEIR POWERS, AND INTERACTION WITH OTHER UNITS. (P.2) This section is in the following order: Titans, Gods, Heroes, Monsters and Troop units.

I GENERAL QUESTIONS

RANGE 0 ATTACK IN A FULL AREA

Q: If I perform a *range 0* attack in a full area while in an adjacent area, can I benefit from the talents and powers of allied units in the full area?

A: Yes, for the duration of the attack, the attacker is considered to be in the defender's area, particularly for the purposes of resolving talents and powers. The attacker also suffers terrain effects as if they were already there at the time of the attack. However, they do not benefit from the talents and powers of allied units present in their actual area, nor from its terrain type.

HORDE POWER

Q: (Frost Jötunn, Son of Muspell and Valkyrie): do you have to use 1 or 2 Art of War cards to use this power?

A: Only 1.

PERMANENT POWER AND DESTROYED UNIT

Q: Some powers have an effect that applies after the unit has been destroyed (Horde, Gruesome Curse, etc.). Do permanent powers continue to work after the unit is destroyed?

A: Only if specified on the power. Horde specifies that the unit must be destroyed for the power to work, so the power remains available once destroyed.

In the case of Gruesome Curse, it will also work when Angrboda dies, but once that's done, the power disappears.

If there is no mention of the effect of a destroyed unit in the power, the permanent power has no possibility of action and the unit, its dashboard and its powers are out of the game for good.

BERSERK TALENT

Q: What do you mean by “unmodifiable”?

A: The attacker’s effective *offense* and *defense* values, as well as their range, can NOT be modified when using the Berserk talent. This cannot be modified by terrain effects, power effects, or other talents such as Slayer or Mighty Throw, which could modify their attack, etc.), nor by himself or other units (allied or enemy).

On the other hand, the attacked unit’s *defense* or talents/powers can be used normally, as long as they do not conflict with the rule in the previous paragraph (modification of offense value, etc.). The defender can also redirect the attack to a unit with Guard; this does not count as an attack modifier, but as a redirection.

BLOCK AND GEM COLLECTOR TALENTS

Q: Is it possible for a unit with Gem Collector to claim a divine stone from an area containing an enemy unit with Block?

A: No. The talent as written warns units not to collect the stone in their area. However, even if you collect it from a distance, the stone is still present in the Blocker’s area.

On the other hand, a unit possessing both talents (and therefore ignoring the opposing Block talent) could.

LEADER TALENT

Q: If my deck is empty, what happens if I want to use Leader to pick up a troop card? Do I shuffle my discard pile to make a new deck?

A: No. You have no deck left, so there are no potential troop cards to fetch.

LAVA/BURNING TERRAIN

Q: If I start my activation or my turn in a Lava/Burning area, do I suffer a wound and have to move? (Fast Flight that takes you there, Surt that modifies a terrain to transform it into a Burning Terrain, etc.)

A: No. The effects of this type of terrain apply only when you enter it.

II UNITS & ATTACHMENTS

HERNITTS-NT-ETTERNITTS

TITANS

TITAN FENRIR

Q: BITTER JAWS: can Titan Fenrir use this to perform an area attack twice on the same area?

A: No, he must select two areas before resolving any attack, and therefore cannot select the same area twice.

Q: DUSK: how does the power work against attacks that ignore part of the wounds? (Achilles, Ragnar, etc.)

A: The concerned unit suffers a minimum of 2 wounds as described by the power.

Reminder: if two powers contradict each other, the player decides. And chances are, he’ll decide in his favor!

JÖRMUNGAND

Q: Can Jörmungand recall troops?

A: No. Once present in an area, Jörmungand makes the area full and no unit can enter it.

Similarly, if you’re in Jörmungand’s area as an enemy, you won’t be able to recall troops.

SURT

Q: MUSPELL’S BRAZIER: Can Surt reuse this power after having already placed the two Braziers?

A: No.

GODS

FREYR

Q: ABUNDANCE: Can Freyr use it to call up troops outside his turn?

A: No, it follows the normal troop recall rule, except that it is free.

IDUNN

Q: **GOLDEN APPLES:** can an allied unit consume them at any time, or only during one of their activations?

A: When a unit enters an area containing an Apple, it can consume it, even outside their activation (for example, if it is thrown inside).

LOKI

Q: **MALICE:** can the attacker be forced to attack a unit on his own side?

A: Yes, that's one of its strengths.

NJÖRD

Q: **LORD OF THE CURRENTS:** is the area considered by Njörd and his enemies to be both a Water area and the area's original type?

A: No, only as a Water area for them.

ODIN

Q: **RUNE MASTER:** does the power apply only to Odin's starting area or to all areas Odin passes through?

A: Only to his starting area. (Indicated by the wording: "At the beginning of his activation")

SIF

Q: **ROYALE PRESENCE:** if Sif's area is full, and I attack her from an adjacent area at range 0, do I have to discard 1 Art of War?

A: No, you don't enter the area itself. However, you will always have -1 *offense* to attack her.

Q: **ROYALE PRESENCE:** if an enemy divinity wishes to recall troops to Sif's area, must they first discard 1 Art of War?

A: Yes.

SKADI

Q: **MISTRESS OF TRAPS:** does a unit that performs a Fast Flight suffer the effect?

A: Yes, because it's not a terrain effect.

THOR

Q: **TANNGNJOSTR & TANNGRISNIR:** does Thor have to recruit his goats to benefit from the *vitality recovery*?

A: No.

HEROES

BÖDVAR BJARKI

Q: **FYLGJA:** can I use the power outside my turn to immediately gain Block and make myself immune to the talents and powers of other units?

A: Yes, you can pay the cost of the power to benefit from it immediately. (But not in the middle of an enemy action currently being resolved).

Q: **THE SLEEPER & THE BEAR:** how to activate the Sleeper?

A: Both miniatures share the same cards and dashboard. Activating one means activating the other at the same time.

The Sleeper, on the other hand, can do nothing in particular, except possibly retaliation. It is a "dead weight" that counterbalances the character's strength.

HROLF KRAKI

Q: **SOWING YOUR TREASURE:** can Hrolf reuse his power during the game to move the Treasure token to another area?

A: Yes!

Q: **SOWING YOUR TREASURE:** is a unit that starts its activation on the Treasure area affected by the power?

A: Yes, it must stay where it is, or discard 1 Art of War if it wishes to leave.

IVAR

Q: **SUPREME LEADER:** does this power work on other allied units with the Leader talent?

A: No, only Ivar.

RAGNAR

Q: **BOLSTER THE LINE:** does this power work on other allied units with the Leader talent?

A: No, only Ragnar.

THRUD

Q: Is **DAUGHTER OF THUNDER** a permanent power?

A: No! This is a mistake, it's an active power.

VALKYRIE

Q: **LIFE & DEATH:** can the Valkyrie target herself to benefit from the healing?

A: Yes!

MONSTERS

ANGRBODA

Q: **BAD OMENS:** If the attacker makes a simple attack (Example: a normal attack AND uses no offensive power) does **BAD OMENS** still force you to discard an Art of War?

A: Yes. **BAD OMENS** requires you to discard an Art of War card if Angrboda is attacked (normal attack, area attack, etc.) or targeted by an offensive power (not necessarily an attack).

Important: If Angrboda is not initially the target of the attack (for example, if Loki's **MALICE** power redirects the attack onto her), **BAD OMENS** does not apply and therefore does not require the discard of 1 Art of War.

FENRIR

Q: **THE HUNT IS ON:** Can Fenrir move before the opponent can counterattack?

A: No. The normal attack must be fully resolved before he can perform his free move.

GULLINBURSTI

Q: **FORCING THE PASSAGE:** the power specifies that it ignores the Block talent. Is this only the case if he makes a walk

action, or even if he doesn't? For example, if he wishes to perform a claim action.

A: Only during a walk action.

TANNGNJOSTR & TANNGRISNIR

Q: **HORNED AND STUBBORN:** can the unit carry out its area attack without having moved? (Considering that it has made a 0 movement run).

A: Yes.

RATATOSK

Q: **SOWING DISCORD:** can Ratatosk be attacked during an area attack?

A: No, unless all enemy units present have been destroyed or moved out of the area during the resolution of the area attack, leaving Ratatosk as the only enemy.

HRAESVELG

Q: **VIOLENT GUST:** if moving two areas away, does it have to be in a "straight line"?

A: If the move is made over 2 areas, the second area must be further from the starting point than the first.

Q: **VIOLENT GUST:** the move ignores obstacles, what about boundaries?

A: No, it does not ignore boundaries. Walls and escarpments, for example, apply normally.

Q: **VIOLENT GUST:** does the move allow you to enter a full area?

A: No.

Q: **FREEZING WIND:** does the wound occur in all areas? Is Hraesvelg also wounded?

A: Only units present in the area at the start of Hraesvelg's movement. Hraesvelg suffers no wound. The wind is generated because he's moving.



TROOPS

LIGHT ELVES

Q: Can the troop modify its retaliation to perform an area attack if it is complete?

A: No. Retaliation is always resolved as a normal attack.

JOFURR

Q: Do I have to move at least 1 area to benefit from this power?

A: Yes, in this case, the power specifies that a move is required.

JOMSVIKINGS

Q: Does the Jomsviking power allow attacks at a range greater than 0?

A: No. It's a range 0 attack, and only a range 0 attack.

SHIELD-MAIDENS

Q: If the unit uses Initiative to make a retaliation and throws the original attacking unit into an area where it does not have sufficient range to make its attack anymore, does the original attack happen?

A: No.

JARLS

Q: Are talents from Jarls lost when the troop to which the Jarl is attached has only one miniature left?

A: No, talents from Jarls remain active even when the troop has only one miniature left because they are powers.

ERIC BLOODAXE

Q: Can he give +2 offense to the troop he's attached to during a retaliation, or only during the troop's activation?

A: Only during troop activation.

