



MYTHIC BATTLES

RAGNAROK

YMIR

DIGITAL SCENARIO

A CHILLING GUEST

■ MIMIR'S WELL ■

Believed dead since the creation of the Nine Worlds, Ymir awakes from a thousand-year torpor and attacks the kingdoms without wasting any time, mad with rage. Understanding the central role of Yggdrasil, he goes to one of its three roots to freeze the entire universe, even more than it was at the Beginning.

Ironically, it's Loki and Hel who take the lead in stemming this threat, but each has a secret goal to betray the other: Loki simply wishes to break the Nine Worlds himself out of sheer pride, while Hel sees the opportunity to change her status and take the place she should always have had with the gods in Asgard.



FØRCES

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Each player rolls a die to determine who starts the game. The player with the highest score is the lead player, chooses their side and starts the game. Then, in turn, each player deploys their units one by one in their deployment zones, and the game can begin.



PLAYER 1

Divinity: Ymir
Monsters: Frost Jötunn, Grendel's Mother, Hrym.
Troop: Dwarves.



PLAYER 2

Divinity: Loki
Monsters: Angrboda, Fenrir
Troops: Jomsvikings, Light Elves



PLAYER 3

Divinity: Hel
Monsters: Garm, Hyrrokkin, Utgarda-Loki
Troop: Oathbreakers.

Then, each player adds 1 Rune card to their starting hand.

SETUP

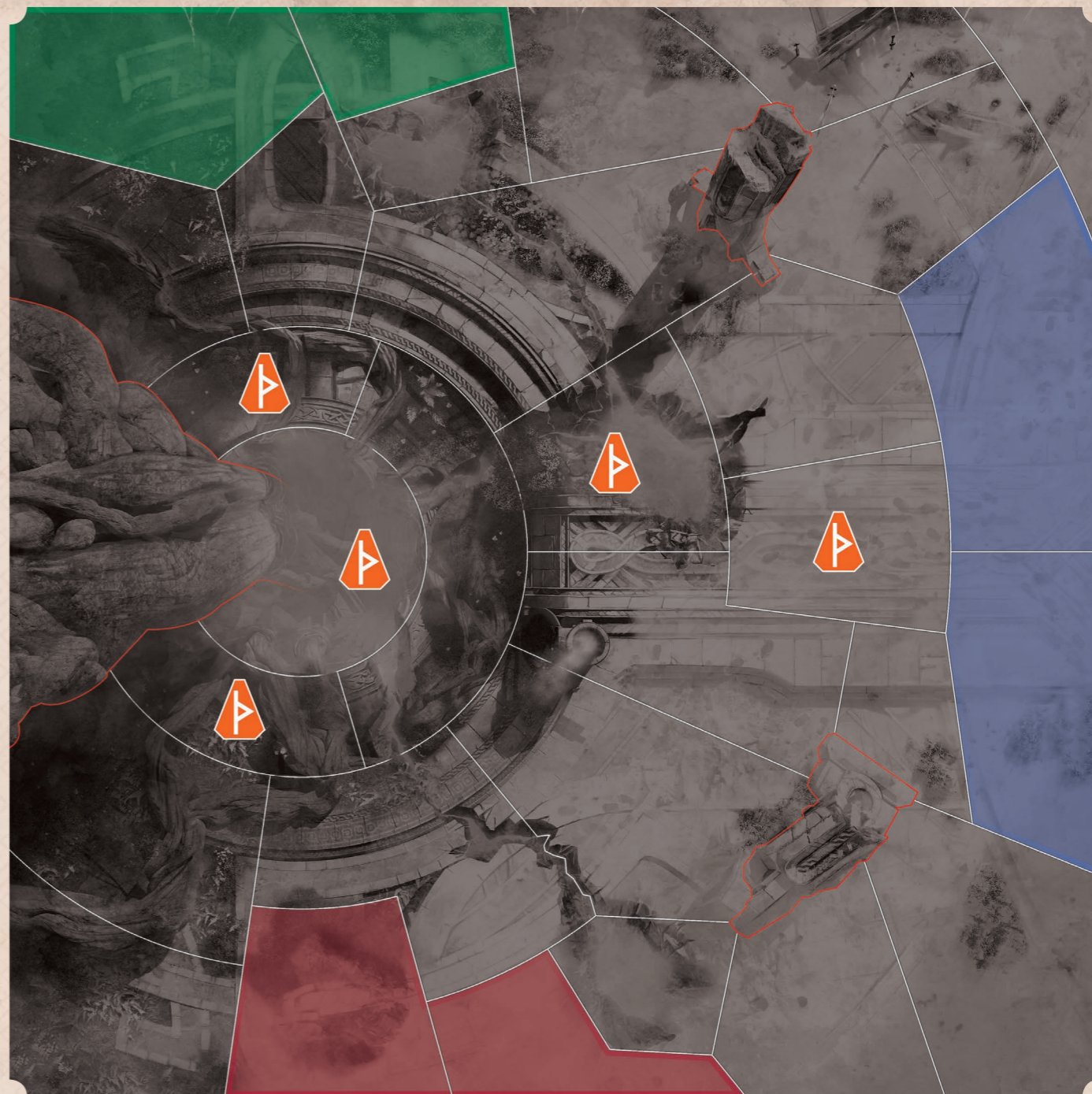
SETUP

Players take and place 5 runes in the indicated areas. Then the player on the blue side takes 9 generic tokens, blue side up, and places them in their reserve. These are Ice Age tokens and represent the growing Ice Age.

VICTORY

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- BLUE WINS THE GAME AS SOON AS THE ICE AGE IS TRIGGERED.
- THE GREEN SIDE WINS THE GAME AS SOON AS YMIR IS DESTROYED AND IT HAS MORE RUNES THAN THE RED SIDE (ABSORBED RUNES AND CLAIMED RUNES COUNT HERE AS OWNED).
- THE RED SIDE WINS THE GAME AS SOON AS YMIR IS DESTROYED AND IT HAS MORE RUNES THAN THE RED SIDE (ABSORBED RUNES AND CLAIMED RUNES COUNT HERE AS OWNED).



SPECIAL RULES

YGGDRASIL ROOT:

The rule in the rulebook applies.

ABSORPTION:

Absorption is a simple action instead of a complex action. When performed, the rune is placed on its God's dashboard. The player does not add any Rune cards to their hand when they absorb a rune in this scenario. The blue side cannot perform this action.

STEAL A RUNE:

A unit in the same area as an enemy unit with a rune on its base or dashboard can steal it with the simple

"Steal a rune" action. In this case, the unit takes the rune and places it on its base. It is collected. The blue side cannot perform this action.

ICE AGE:

Ymir can perform the following simple action when activated: the player places an "Ice Age" token in Ymir's zone. This action can only be performed once per turn, and no more than one Ice Age token can be placed in the same area.

TRIGGERING THE ICE AGE:

If 9 Ice Age tokens are on the board, the Ice Age is triggered and the game is won by the blue side.

CONCLUSION

▪ VICTORY FOR THE BLUE SIDE ▪

You have succeeded in triggering the Ice Age. Frost creeps into the heart of Yggdrasil. Extreme cold invades every one of the Nine Worlds. Your vengeance is total.

▪ VICTORY FOR THE GREEN SIDE ▪

Ymir is destroyed. You can now carry out your plan to unleash Ragnarök. Unfortunately, you had to betray your daughter to gain the upper hand. A tragic choice, but one you'll soon come to terms with.

▪ VICTORY FOR THE RED SIDE ▪

Ymir is destroyed. Your bravery and rune collection impressed Odin. You've also stood up to Loki, your father, to save Asgard. Odin decides that all the dead should return to you, including the warriors who belonged to him or Freyja. Freyja is now your enemy.

