

LORDS
OF
RAGNAROK

UTGARD:
REALMS OF THE GIANTS

RULEBOOK

COMPONENTS:



5 CONTROL CARDS



FROST GIANTS
MONSTER ARTIFACT



UTGARD REALM TOKEN



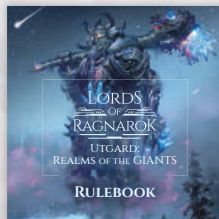
FROST GIANTS MONSTER TRAY



REALM FOR 2 PLAYERS



4 FROST GIANT MINIATURES



RULEBOOK

This expansion introduces Frost Giants that can be used in one of two ways – as a supportive power that players can use in Battles or as a Monster that harass the players' Armies.

Note! *Players cannot play with both options during one game.*

FROST GIANTS AS A REALM BONUS:

To add Frost Giants as a Realm bonus, replace the Jotunheim Realm token with the Utgard Realm token during step 2 of the Setup. Add all 4 Giant miniatures to the common Supply. A player may form an Alliance with Utgard following the basic rules and its Realm bonus is applied whenever Jotunheims' bonus would be. Before the game, players should familiarize themselves with the special rules below. Each player takes 1 Control card for a quick Frost Giant rules reference.

FROST GIANTS AS A REALM BONUS SPECIAL RULES

GAINING FROST GIANTS: Frost Giants can only be gained from the Utgard Realm. Each player may only have 1 Frost Giant at any given time. Frost Giants are a limited resources. This means that if a player would gain a Frost Giant and there are none in the Supply, they skip this step. When a player gains a Frost Giant, they must immediately place him in a Region with at least one of their Armies. If no such Region exists, players skip this step.

MOVING FROST GIANTS: Frost Giants may only move with Armies. Each time a player's Army is moved or placed from a Region with that player's Frost Giant, the Frost Giant may be moved/ placed with that Army. When a player must withdraw Armies from a Region with their Frost Giant, they must move that Frost Giant with their Armies. If at any moment during the game, a Frost Giant is left in a Region without an Army (e.g. an Army is killed) remove the Frost Giant from the board and put it back to the Supply.

USING FROST GIANTS IN BATTLES: Before a Battle in a Region with a Frost Giant, players (starting with Defending player) may decide to sacrifice their Frost Giant (place the miniature from the board back to the Supply) to decrease the value of all opponent Armies in that Region by 1. If after that, there is no opponent Army left, the Battle won't trigger (the Attacking player may still sacrifice their Frost Giant, even if the Defending player's Frost Giant killed all of their Armies in this Region).

FROST GIANTS AS A MONSTER:

Players can add Frost Giants as a Monster. To do so, add its Monster Tray and Monster miniature to the base game of Lords of Ragnarok. During step 7 of the Setup, players randomly draw Monster trays or choose ones they want to play with (whichever they prefer). Before the game, players should familiarize themselves with the special rules below. Each player takes 1 Control card for a quick Frost Giant rules reference.

When a player would place a Frost Giant on the board, place 3 Frost Giant miniatures in one Region.

Note! *There always have to be exactly 6 Monsters in the game (3 pairs each with a different Rune symbol).*

FROST GIANTS AS A MONSTER SPECIAL RULES

CONTROL AND ACTIVATION OF FROST GIANTS: Frost Giants cannot be controlled. When Activated, roll the Monster die once for all Frost Giants but each Frost Giant moves 1 space during movement. The result on the Monster die is applied to all Frost Giants. When a player choose one of the results on Monster die they must apply chosen effect to all Frost Giants. Frost Giants cannot move to Regions with another Frost Giant. If a Frost Giant cannot move, he stays in his Region and does not trigger Stomp. Players may resolve their movement separately (one by one). Each Frost Giant miniature triggers Stomp during movement.

HUNT ON FROST GIANTS: Player may start a Hunt on Frost Giants in the Region with at least one Frost Giant miniature. If they do, place all Frost Giant miniatures in a Region with their Hero. When a player slays Frost Giants, they gain 1 miniature, to represent 1 slain Monster, and return the rest to the box.

Expansion Compatibility: This Expansion is compatible with all other Lords of Ragnarok expansions.