



LORDS OF RAGNAROK

OFFICIAL GAME FAQ
V1.0

21.08.2023



QUESTIONS

CORE BOX

Q: If any Ragnarok Requisite is met during the Build Monument action, its card is turned face down. What if more when one Requisite is met?

A: All available Requisites are turned down if they meet their requirements.

Q: The Boss follows the Hunt rules like a Monster but is not one. Which game effects may target the Boss, then?

A: All Hunt effects from Combat cards and effects from Monster Attack cards are applied to the Boss during a Hunt. No other effect may target Boss unless stated otherwise.

Q: What happens to Armies when Loki is placed in a Region?

A: Loki doesn't affect Armies already present in a Region – doesn't Stomp, kill, or force Armies to move or withdraw. However, new Armies cannot be placed, moved, or Recruited in this Region.

Q: What happens to a Region where Loki is placed?

A: Loki doesn't affect Region control in any way. The Region may still be Usurped, but the player may not Recruit an Army there.

Q: The Recruit effect limits a player to place an Army in any Region adjacent to their Drakkar or in their Region with a Settlement. Does this limit applies to all Recruit effects in the game?

A: No. If the Recruit effect is followed by restrictions concerning target Regions, these restrictions override the basic recruitment rules. For example, when a player Recruits an Army using the Usurp Special Action, they do not have to place this Army in a controlled Region with a Settlement or adjacent to the Drakkar.

Q: Do the Attribute symbols on the Blessing cards have any gameplay effect?

A: No. These symbols are shown on cards only for the purpose of easier card division.

Q: Does the Niflheim Realm effect allows a player to relocate their Army or place a new one from their Supply?

A: The Niflheim effect allows a player to take an Army already placed on a board and place it in their controlled Region. The Recruit keyword is the only effect that places Armies from the Supply in the game.

Q: Does the Shield Maidens Combat card allows you to play more cards with Casualty symbols in Battle, exceeding the Total Army value in result, or does it only negate them after the Battle?

A: The Shield Maidens effect is applied in Casualties steps so it doesn't affect the Casualty symbols limit.

Q: Does Lokisson/Lokisdottir Origin effect refer only to a Monster on the board?

A: Yes. A player cannot gain control over a Monster not present on the board.

Q: May the effect of combining Sword, Axe, and other Combat cards with a Shield may be used to deal a Wound to the Boss?

A: Yes. A player may use these effects on a Boss but must treat this effect as only one Weapon symbol. Each Boss Wound slot needs two Weapon symbols, so the player must play an additional Combat card (or another Weapon/Shield combo) to deal a Wound.

Q: Does the Defender of Faith Blessing card allow a player to ignore all Casualties after a Battle?

A: Yes. Both reducing the Army value as a loser and reducing it from the Combat cards are treated as Casualties.

Q: Can a player Hunt their own Monsters?

A: Yes. In case of Hunting their own Monster, a player loses control over it immediately.

Q: After a Mobilize action, multiple Battles may be resolved. Can a player withdraw an Army to their controlled Region where the next Battle will be resolved?

A: Yes. Withdrawal rules refer only to the Region control. Other players' Armies don't affect withdrawal.

STRETCH GOALS BOX

Q: Do Sea Monsters Stomp?

A: No. Sea Monsters do not affect Armies with their movement.

SOLO

Q: Are Automa's Armies killed when they have no available Region to Retreat to?

A: Yes. Follower's Armies follow basic Withdrawal rules. With no controlled Region available, the Armies are killed.

VALKYRIE

Q: Does Brunhild's Special Ability refers to Armies decreased outside the Battle?

A: No. Brunhild's Special Ability refers only to Battles. All game effects which decrease Army Strength outside the Battle (e.g., Stomp) don't trigger this Ability.

SEAS OF AEGIR

Q: If the Drakkar of a particular player is moved by a game effect (e.g., Giant Claw), are all players allowed to move their Snekkars?

A: No. Only a player whose Drakkar is moved may move their Snekkars.

UTGARD

Q: Are Giants and Frost Giants the same?



A: Frost Giants may sometimes be referred to as just Giants. These names are used interchangeably and refer to the same components.

ERRATA

This Errata addresses all issues found in Lords of Ragnarok. The bold text represents the corrected version of the rules.

CORE BOX

1. Monster trays, Draug and Troll:

The Rune symbols on the Monster trays for both the Draug and the Troll are incorrect. The Rune on the Troll's tray should be Othala  and on the Draug's tray, it should be Uruz .

2. Rulebook, page 4, Boss:

Instead of "The Boss IS NOT a Monster – any effects that can target only Monsters cannot be used on the Boss unless specifically stated." should be "**The Boss follows the Hunt rules in the same way as Monsters**, but IS NOT a Monster. **Outside of the Hunt**, all effects that target Monsters cannot be used on the Boss, unless specifically stated."

3. Rulebook, page 11, Artifact Reward:

The visual example of exhausting the Artifact refers to the "Artifacts" section of the rulebook, on page 12.

4. Rulebook, page 12, Battle Sequence, step 5:

The winner must assign each of the Casualties from their Combat cards they played among their Armies as the **loser** did in step 3 (but they do not suffer any Casualties for losing the Battle).

SOLO

1. Solo Help card, Followers Special Actions, Prepare:

If it has **6** Runes and 8 Combat cards, consider this Action unavailable.

2. Solo rulebook, page 3, Playing against the Follower:

If you place a **Control marker** on top of the Follower's token, the Follower gains any Rune.

3. Solo rulebook, page 3, Setup, step 7:

Corrupted Hero tiles show a **Special Ability** [...]

4. Solo rulebook, page 5, Bonus and Clean-up:

Bonus on the Monsters Action card is wrongly described. It should be "**The Follower gains 2 Runes for each Forge it controls**."

5. Solo rulebook, page 6, Prepare:

If the Follower has **6** Runes and 8 Combat cards, consider this Action unavailable.