



LORDS  
OF  
RAGNAROK

STRETCH GOALS

RULEBOOK

# COMPONENTS:

This Stretch Goal Box contains several expansions that may be added to the base game of Lords of Ragnarok. They allow players to play with up to 5 players and to diversify their gameplay for an even more epic experience!

## 5TH PLAYER

### TOKENS:



1 PLAYER BOARD



2 TEMPLES  
(AND PLASTIC BASES)



3 FORGE TOKENS



3 ATTRIBUTE  
TOKENS



6 ARMY DIALS

### CARDS:



3 EVENT CARDS



3 HELP CARDS



1 TEMPLE CARD

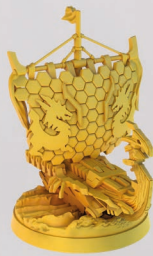
### MINIATURES:



6 ARMY MINIATURES



4 PRIEST MINIATURES



1 DRAKKAR MINIATURE

### OTHERS:



SIDE BOARD



2 OVERSIZED RINGS



1 HERO RING



20 CONTROL MARKERS

## GUARDIAN OF BIFROST

### CARDS:



1 TWO-SIDED  
HEIMDALL GOD CARD



HEIMDALL GOD  
ARTIFACT CARD



12 HEIMDALL BLESSINGS CARDS

### TOKENS:



ASGARD REALM TOKEN



6 VALKNUT TOKENS



3 SETUP  
ASGARD TOKENS

### MINIATURES:



HEIMDALL MONUMENT (DISASSEMBLED)

## NIDAVELLIR



8 COMMON  
ARTIFACT CARDS



NIDAVELLIR  
REALM TOKEN

## CHILDREN OF LOKI CARDS:



12 HEL BLESSING CARDS



1 TWO-SIDED  
HEL GOD CARD



HEL GOD  
ARTIFACT CARD



JÖRMUNGANDR  
ARTIFACT CARD



JÖRMUNGANDR TRAY



FENRIR BOSS TRAY

## TOKENS:



HELHEIM  
REALM TOKEN



2 PLAYER HELHEIM  
REALM TOKEN

## MINIATURES:



HEL'S MONUMENT (DISASSEMBLED)



FENRIR BOSS MINIATURE



JÖRMUNGANDR MINIATURE

## OTHER COMPONENTS CARDS:



35 COMBAT CARDS



2 ORIGIN CARDS



4 ACTION CARDS  
(SOLO)



KRAKEN  
ARTIFACT CARD



KRAKEN TRAY

## TOKENS:



2 HERO TRAYS

## MINIATURES:





2 HERO MINIATURES


KRAKEN MINIATURE

# 5 PLAYER EXPANSION

Follow the Setup from the Base game manual with changes in the following steps:

1. Place the Main board on the table with the 2 player side face up (marked with ) . Add the side board (marked with ) and connect it with the 2 player Main board so the Regions match.
2. Place Realm tokens in their respective spaces (see below).



4. Use the Temple card for 5 players added in this expansion. The side with 2 Blessing Drafts is suggested for the first play.
5. Take the 3 Forge tokens added in this expansion (with 3 Different Rune symbols), choose one randomly, and add it to the 6 Forge tokens from the base game. Randomly place all 7 Forge tokens face up in Regions with the Forge icons. Place the corresponding Rune on each Forge .
9. Before resolving this step add 3 Event cards with numbers 22, 23, and 24 to the Event deck.
11. Take the Requisite cards used for “3+” players.

# CHILDREN OF LOKI EXPANSION

You can add Hel to the game by switching her with the Odin or Thor Monument from the base game. During Setup, apply changes in following steps:

6. Place the base of the Hel Monument in a Region with a Monument slot with a Might or Authority Attribute symbol (depending on which God she is replacing). Then place the Hel God card on the side corresponding to the Attribute icon on which her Monument was placed. Place the Hel Artifact next to her Monument.
9. Switch all Hel Blessing cards (marked *CHoL*) with the Blessing cards of the God she is replacing.

**JÖRMUNGANDR (SEA MONSTER)** – To play with Jörmungandr simply add its Monster tray and Monster miniature to the base game of Lords of Ragnarok. During step 7 of the Setup, draw Monster trays randomly or choose ones that you want to play with (whatever you prefer).

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

**FENRIR** – you can add Fenrir to the game by switching it with Loki. All rules that apply to the Boss apply to Fenrir now. Before the game, familiarize yourself with the Fenrir rules written on its tray.

**HELHEIM** – you can add Helheim to the game by switching it with the Niflheim Realm.

## SEA MONSTERS

Expansions in this box introduce the Sea Monsters (Kraken and Jörmungandr) that will haunt the Seas. When a player must place the Sea Monster on the board, they place it on the Sea adjacent to the Region with the number shown on the drawn Event card. If there is more than one Sea available, choose the inside one (the one not touching the edge of the board). When a player would have to move a Sea Monster, they move it to the adjacent Sea. To Hunt or take control over a Sea Monster, the player's Hero must be in a Region adjacent to the Sea with such a Monster.

# GUARDIAN OF BIFROST EXPANSION

You can add Heimdall to the game by switching him with the Freya or Thor Monument from the base game. During Setup, apply changes in the following steps:

6. Place the base of the Heimdall Monument in the Region with a Monument slot with the Might or Wisdom Attribute symbol (depending on which God he is replacing). Then place the Heimdall God card on the side corresponding to the Attribute icon on which his Monument was placed. Place the Heimdall Artifact next to his Monument.
9. Switch all the Heimdall Blessing cards (marked *GoB*) with the Blessing cards of the God he is replacing.

## ASGARD REALM

Asgard is a powerful Realm situated on top of the Yggdrasil. Allying with it gives the player a chance to obtain the Valknut Rune tokens when the Build Monument Special Action is chosen (before resolving it).

You may add the Asgard Realm to the game without removing any other Realm. To do so, place an Asgard Realm token near the board in step 2 of the Game Setup. Place all Valknut tokens on the Asgard Realm. Randomly pick one Setup Asgard token and place it on the Asgard Realm token with the Rune symbol face up. Place the 2 remaining tokens back into the box, they won't be needed.

Players may ally Asgard in Rune Actions when their Hero is in Regions adjacent to the Yggdrasil (Action Wheel). To do so, players must discard a Rune corresponding to the one visible on the Setup Asgard token. If they are the first player to do so, they draw 1 Combat card as always. When allying with Asgard, players place their Control marker on the Asgard token (not on the Action Wheel). Asgard is treated as any other Realm so all Realm rules (e.g. from Blessings) apply to it.

The Asgard Realm bonus is resolved when any player chooses the Build Monument Special Action (before resolving it) and is resolved like all other Realm bonuses.

**VALKNUTS** – additional Rune tokens that may be used as any Rune. Additionally, it does not count toward the Wisdom Rune limit. Players may only obtain it from the Asgard Realm bonus. Valknuts are limited, meaning that players can not have more than 1 (in 4 and 5 player games) or 2 (in 2 and 3 player games) at any given time. If a player gains a Valknut and they already have the maximum amount, they simply skip this step.

# NIDAVELLIR MINI-EXPANSION

You can add Nidavellir to the game by switching it with the Svartalfheim Realm in step 2 of the Game Setup. Additionally, shuffle all Common Artifact cards and place them near the board. When you gain a Common Artifact you gain it charged. The Effect on Common Artifacts tells you when you can use them. When you discard a Common Artifact card, shuffle it back into the deck.

# OTHER SG EXPANSIONS

## NEW ORIGINS AND HEROES:

To add new Origins to the game, simply shuffle them with all the other Origins.

To add new Heroes to the game, simply shuffle their Hero trays with all the other Hero trays.

## NEW COMBAT CARDS:

To add new Combat cards to the game, simply switch the deck of 35 Stretch Goal Combat cards with the basic deck of Combat cards.

If you wish, instead of switching decks you may create a Combat card deck by shuffling the Stretch Goal Combat cards with a basic set of Combat cards.

## NEW MONSTER:

**KRAKEN (SEA MONSTER)** – To play with the Kraken simply add its Monster tray and Monster miniature to the base game of Lords of Ragnarok. During step 7 of the Setup, draw Monster trays randomly or choose ones that you want to play with (whatever you prefer).

For the Sea Monster rules check the “Sea Monsters” box on this page.

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

**Expansion Compatibility:** Expansions from this Box are compatible with all other Lords of Ragnarok expansions.

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