Read This First:

The rules to Ragnarok are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a trial run made.

Rules Questions

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for Ragnarok
257 Park Avenue South
New York, New York 10010

1.0 Introduction

2.0 Game Components

3.0 Game Terms

4.0 Sequence of Play

5.0 Movement

6.0 Engagement and Disengagement

7.0 Incapacitation and Recovery

8.0 Combat

9.0 Combat Results

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[1.0] INTRODUCTION

Ragnarok is a game depicting the struggle of the Aesir race of Norse gods against an invasion of enemies led by the traitorous god, Loki. The map depicts the Plain of Vigrid, lying between the Rainbow Bridge and the city of the gods, Asgard, where the battle takes place, and the playing pieces represent warriors, Valkyries, Frost Giants, Fire Giants, and such celebrated individuals as Odin, Thor, Loki, and the Midgard Serpent. Each player maneuvers his forces across the map in an effort to fulfill his Victory Conditions. To win, the player commanding the invading Jotun forces must destroy Asgard, thus bringing about Ragnarok, the "twilight of the gods." The Aesir player must repel the Jotun invasion to win, thus postponing Asgard’s fall.

[2.0] GAME COMPONENTS

Each copy of Ragnarok should include the following components:

One 17” x 22” game map

One sheet of 100 die-cut cardboard playing pieces

One rules booklet (bound into Ares edition)

Three six-sided dice (not included in Ares edition)

One game box (not included in Ares edition)

If any of these components are missing or damaged, fill out the enclosed Complaint Card (not included in Ares edition) and return it to SPI with the appropriate items checked. Those who have the Ares edition of Ragnarok should address complaints to:

Customer Service
Simulations Publications, Inc.
257 Park Avenue South
New York, New York 10010

Note: The process used to manufacture the die-cut playing pieces used in SPI games sometimes results in colors from one piece overlapping the edge of another, or in the characters being printed slightly off-center. SPI cannot replace counters displaying such minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

CASES:

[2.1] The map represents the Plain of Vigrid, where Ragnarok occurs.

A hexagonal grid is superimposed on the map to regulate the movement and positioning of playing pieces. Each hexagon (or hex) represents one league (about three miles) from side to side, and each Game-Turn represents the passage of 30 minutes.

[2.2] The game includes various charts and tables whose uses are explained in the appropriate rules sections.

The charts and tables used in Ragnarok are the Terrain Effects Chart, Disengagement Table, Mortal Enemy Combat Modification Summary, Damage Table, Rainbow Bridge Collapse Table, Attack Ratings Modifications Summary, and Summary of Special Abilities. In addition, the Endurance Level Track and the Rainbow Bridge Track — both printed on the mapsheet — are used to record the progress of certain game functions.

[2.3] The counters represent the Aesir and Jotun forces that fight on the Plain of Vigrid.

There are three types of counters: ground units, Valkyrie units, and heroes. Each major god and mythological creature that participates in the battle is represented by a hero counter. Each ground unit represents a group of several thousand warriors, Frost Giants, or Fire Giants. Each Valkyrie unit represents a group of Valkyries.


[2.4] Sample Counters:

HERO COUNTER: Front

HERO COUNTER: Back (Incapacitated)

UNIT COUNTER: Front

UNIT COUNTER: Back (Reduced strength)
[2.5] Summary of Counter Types: AESIR COUNTERS

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
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<tbody>
<tr>
<td>Odin</td>
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<td>Valkyrie</td>
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JOTUN COUNTERS

<table>
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<td>734</td>
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GAME MARKERS

<table>
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<tbody>
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<tr>
<td>Endurance Level</td>
<td>Grievous Injury</td>
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<tr>
<td>Melee Location</td>
<td>Melee Location</td>
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<tr>
<td>Inc Unit</td>
<td>Inc Unit</td>
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</tbody>
</table>

[3.0] GAME TERMS

PLAYING PIECES

It is important to distinguish among the various types of playing pieces in the game. Note that the term counters used in the rules includes all units and heroes. The term units refers to both ground units and Valkyrie units. The term ground units includes warriors, Berserk warriors, Frost Giants, and Fire Giants.

The terms enemy and friendly are used to distinguish the playing pieces (and actions) of one player from those of his opponent. All Aesir counters are friendly to the Aesir player, and all Jotun counters are enemy to the Aesir player — and vice versa. The Jotun Combat Phase (see 4.0) is the friendly Combat Phase in relation to the Jotun player, and it is the enemy Combat Phase in relation to the Aesir player.

COUNTER VALUES

A counter’s Attack Rating quantifies a basic ability to damage an enemy. The more powerful a counter, the higher its Attack Rating. An Attack Rating may be modified during combat by terrain and other factors described in the appropriate rules Sections.

A counter’s Defense Rating quantifies a basic ability to withstand an attack by an enemy counter. The more powerful a counter is defensive, the lower its Defense Rating.

The Movement Point Allowance printed on a counter indicates the number of Movement Points the counter may move in a single Movement Phase. The number of Movement Points necessary to enter each type of hex on the map is summarized on the Terrain Effects Chart.

Jotun heroes (only) have a Fetter Escape Rating which is used in a special combat situation covered later in these rules.

SPECIAL TERMS

Other terms, relating to specific game functions and situations, are defined and discussed later in these rules.

[4.0] SEQUENCE OF PLAY

SETTING UP THE GAME

Players should punch out and sort the playing pieces by color and type, and decide who will play each side. The Aesir player places the Heimdall counter on hex 0101, and both players place each of their heroes’ Endurance Level markers on the Endurance Level Track in the space containing the name of each hero. Play then begins and proceeds strictly in the order that is outlined in the Game-Turn Sequence.

GAME-TURN SEQUENCE

Jotun Player-Turn

Rainbow Bridge Phase. The Jotun player determines whether the Rainbow Bridge collapses.

Jotun Recovery Phase. The Jotun player determines which of his incapacitated counters recover; eligible Jotun heroes can regain lost Endurance Points.

Jotun Movement Phase.

• On-Map Unit Segment. All eligible Jotun heroes that begin the Phase on the map can move.
• On-Map Unit Segment. All eligible Jotun heroes that begin the Phase on the map can move; engaged Jotun units can attempt to disengage and, if successful, can move.
• Rainbow Bridge Segment. All Jotun counters on the Rainbow Bridge Track can move.

Jotun Combat Phase.

• Engaged Hero Combat Segment. All eligible Jotun heroes that are engaged can attack Aesir heroes.
• Unengaged Hero Combat Segment. Eligible Jotun heroes that began the Phase unengaged can attack Aesir counters.
• Unit Combat Segment. Eligible Jotun units can attack Aesir counters.

Aesir Player-Turn

Aesir Reinforcement Phase. The Aesir player determines which counters are available for entry onto the map.

Aesir Recovery Phase. The Aesir player determines which of his incapacitated counters recover; eligible Aesir heroes can regain lost Endurance Points.

Aesir Movement Phase.

• On-Map Unit Segment. All eligible Aesir heroes that began the Phase on the map can move.
• On-Map Unit Segment. All eligible Aesir units that began the Phase on the map can move; engaged Aesir units may attempt to disengage and, if successful, can move.
• Reinforcement Segment. All Aesir reinforcements, if any, can move.

Aesir Combat Phase.

• Engaged HeroCombat Segment. All eligible Aesir heroes that are engaged can attack Aesir heroes.
• Unengaged Hero Combat Segment. Eligible Aesir heroes that began the Phase unengaged can attack Aesir counters.
• Unit Combat Segment. Eligible Aesir units can attack Jotun counters.

[5.0] MOVEMENT

GENERAL RULE:

Each counter is imprinted with a Movement Point Allowance, which indicates how many Movement Points the counter may expend in one friendly Movement Phase. Most hexes on the map cost only one Movement Point to enter, but some counters must expend more than one Movement Point to enter certain types of terrain (see Terrain Effects Chart and Terrain Key on map).

The movement of counters is also affected by the presence of other counters on the map, as described in the following Cases.

PROCEDURE:

During the friendly Movement Phase, a player can move as many of his eligible counters as he wishes, moving each counter individually up to the limit of, but not exceeding (see 5.7A&B), its Movement Point Allowance. A counter need not expend its entire Allowance, but unexpended Movement Points cannot be accumulated from turn to turn, nor may they be transferred to other counters. Once a counter is moved and the moving player has removed his hand, that counter’s movement is ended for the current Movement Phase.

CASES:

[5.1] The number of counters that can occupy the same hex at the end of a friendly Movement Phase is limited.

At the end of a friendly Movement Phase, a hex can be occupied by the following counters:

• 1 ground unit
• 1 Valkyrie unit
• An unlimited number of heroes

A ground unit and a Valkyrie unit can occupy the same hex, along with an unlimited number of heroes. Important Note: There is no limit to the number of friendly counters of any type that can move through a hex, as long as no hex violates the restrictions of this Case at the end of the Movement Phase.

The restrictions on enemy and friendly counters that can occupy the same hex are covered in the following cases.

NB: THE COUNTERS DISCUSSED IN CASES 5.2 THROUGH 5.5 REFER ONLY TO COUNTERS THAT ARE NOT INCAPACITATED.

[5.2] A ground unit must cease its movement immediately upon entering a hex adjacent to a hex containing an enemy ground unit.

No two ground units — enemy or friendly — may ever occupy the same hex at the end of a Movement Phase. At the instant that a ground unit is adjacent to an enemy ground unit, the two ground units are considered engaged.

[5.3] A Valkyrie unit must cease its movement immediately upon entering a hex occupied by a Jotun unit.
At the instant a Valkyrie unit enters a hex occupied by a Jotun unit, the two units are considered engaged (see 5.7C).

[5.4] A Jotun unit must cease its movement immediately upon entering a hex occupied by a Valkyrie unit.

At the instant a Jotun unit enters a hex occupied by a Valkyrie unit, the two units are considered engaged (see 5.7C).

[5.5] A hero must cease its movement immediately upon entering a hex occupied by an enemy hero.

At the instant a hero enters a hex occupied by an enemy hero, the two (or more) heroes in the hex are considered engaged.

[5.6] Heroes never interfere with the movement of units into or through a hex, and units never interfere with the movement of heroes through a hex.

A hero may always move into or through a hex occupied solely by a unit (enemy or friendly), and a unit may always move into or through a hex occupied solely by a hero (enemy or friendly).

[5.7] There are several exceptions to the general rules governing movement:

A. A warrior unit can move one hex (only) in a friendly Movement Phase to cross a river hexside directly into a forest hex (see Terrain Effects Chart), even though such a move would normally exceed the unit's Movement Point Allowance.

B. Any ground unit or hero (other than Odin) that begins a friendly Movement Phase on a road hex and moves only through road hexes in that Movement Phase can expend one extra Movement Point over and above its Allowance.

C. Jotun units and Valkyries never affect another's movement in a forest hex.

[5.8] Terrain Effects Chart (see map)

[6.0] ENGAGEMENT AND DISENGAGEMENT

GENERAL RULE:

A hero or unit that is engaged cannot move during the friendly Movement Phase. An engaged unit may attempt to disengage during the friendly Movement Phase if, in its attempt to disengage is successful, it may then move in that Phase. An engaged hero may attempt to disengage during the Engaged Hero Segment of either the Aesir or Jotun Combat Phase.

PROCEDURE:

Counters become engaged by moving into a hex adjacent to, or occupied by, an enemy counter, as described in Cases 5.2 through 5.5. Counters disengage (by moving to another hex) either as a result of combat (which may call for a counter to retreat or become incapacitated) or as a result on the Disengagement Table (which may allow a counter attempting disengagement to move to another hex).

CASES:

[6.1] Incapacitated counters never engage enemy counters.

Important Note: It is possible, under certain circumstances, for a friendly non-incapacitated hero to occupy the same hex as an enemy incapacitated hero (this situation may also exist between units, but it is less likely). In such a case, the incapacitated hero would be engaged, whereas the non-incapacitated hero would not be engaged.

[6.2] A unit may attempt to disengage during the friendly Movement Phase.

An engaged unit may attempt to disengage during the friendly Movement Phase (only) following the procedure outlined in Case 6.4. An engaged unit that successfully disengages may move during the current friendly Movement Phase.

[6.3] A hero may attempt to disengage during the Engaged Hero Segment of any Combat Phase, enemy or friendly.

An engaged hero may attempt to disengage during an Engaged Hero Segment (only) following the procedure outlined in Case 6.4. Important Note: An engaged hero that successfully disengages during the Engaged Hero Segment of a friendly Combat Phase does not participate in combat in the immediately ensuing Unengaged Hero Combat Segment.

[6.4] Disengagement attempts are resolved by comparing the Movement Point Allowance of the engaged counters, rolling a die, and consulting the Disengagement Table.

To determine whether a friendly counter's attempt to disengage is successful, subtract the Movement Point Allowance of the engaged enemy counter from the Movement Point Allowance of the friendly counter attempting to disengage (if more than one enemy counter is engaged, use the greatest Movement Point Allowance among them). Find the column corresponding to the difference on the Disengagement Table (see 6.6), roll one die, and cross the die roll with the appropriate column to determine the result. A hero that successfully disengages is immediately moved one hex, into a hex that does not re-engage the hero with any enemy hero. If no such hex is available, the disengagement may not be attempted. If a disengagement attempt is unsuccessful, the counter attempting to disengage remains engaged and may not move.

Example of Disengagement:

Thor is engaged with Surt, Fenrir, and Hrymr (they all occupy the same hex, and none is incapacitated) at the beginning of the Engaged Hero Combat Segment of the friendly Movement Phase. Thor's Movement Point Allowance is 4. Fenrir has the highest Movement Point Allowance of the engaged Jotun heroes with an Allowance of 4. Subtracting Fenrir's Movement Point Allowance from Thor’s yields a difference of 0. The Aesir player rolls a 6 on the 0 column on the Disengagement Table, and he rolls a 1. The intersection of the 0 column and the 1 row yields a result of D, which indicates a successful disengagement. Thor is immediately removed to an adjacent hex free of non-incapacitated enemy heroes.

[6.5] An engaged counter may become disengaged as a result of combat.

A retreat result during a Unit Combat Segment may automatically disengage units by requiring one of the enemy Units to retreat one or two hexes. A combat result that incapacitates an engaged unit or hero can automatically disengage an opposing engaged counter.

[6.6] There is one exception to the general rules governing engagement and disengagement:

A. When a friendly ground unit is attempting to disengage from an enemy ground unit that is across a river hexside, the disengagement attempt is resolved one column to the right on the Disengagement Table (for instance, on the +2 or more column rather than the +1 column).

[6.7] Disengagement Table (see map)

[7.0] INCAPACITATION AND RECOVERY

GENERAL RULE:

An incapacitated counter cannot move, cannot engage, and cannot attack (note, however, that incapacitated counters can be engaged and attacked by non-incapacitated enemy counters). In order to regain its full functions, an incapacitated counter must recover from its incapacitation.

PROCEDURE:

Jotun units can be incapacitated by blinding light cast by Heimdall or Freyr. Jotun heroes can be incapacitated by blinding light or by fetters cast by Odin. Jotun and Aesir heroes can be incapacitated by a loss of Endurance Points leading to unconsciousness.

Counters recover from incapacitation in various ways and at different times, according to the type of counter and the means of incapacitation, as described in Cases 7.1 through 7.4.

CASES:

[7.1] Jotun units can be incapacitated by blinding light cast by Heimdall or Freyr.

Heimdall and Freyr both have the special ability to cast blinding light at Jotun units (or heroes) as described in Case 10.3. A Jotun unit incapacitated by blinding light has the Incapacitated Unit marker placed on it. A Jotun unit that is incapacitated by blinding light automatically recovers during the next Jotun Recovery Phase, and the Incapacitated Unit marker is removed.

[7.2] Jotun heroes can be incapacitated by blinding light cast by Heimdall or Freyr.

Heimdall and Freyr both have the special ability to cast blinding light at Jotun heroes (or units) as described in Case 10.3. A Jotun hero incapacitated by blinding light is inverted to show the back side of the playing piece. An engaged Jotun hero that is incapacitated by blinding light may attempt to recover during an Engaged Hero Combat Segment by rolling a die; on a die roll of 1 or 2, the hero recovers, and on a die roll of 3 through 6, the hero remains incapacitated. A Jotun hero may also attempt to recover by blinding light automatically recovers during the next Jotun Recovery Phase. Whenever an incapacitated Jotun hero recovers, it is re-inverted to show the front side of the playing piece.

[7.3] Jotun heroes can be incapacitated by fetters cast by Odin.

Odin has the special ability to cast fetters at Jotun heroes as described in Case 10.1. A Jotun hero incapacitated by fetters is inverted to show the back side of the playing piece. An engaged Jotun hero that is incapacitated by fetters may attempt to recover during an Engaged Hero Combat Segment by rolling a die and comparing the die roll with the Fetter Escape Rating imprinted on the hero's playing piece; on a die roll greater than or equal to the Rating, the hero is immediately unfettered and recovers from incapacitation, and on a die roll one less than the Rating, the hero remains incapacitated. A Jotun hero incapacitated by fetters may also attempt to recover, following the same procedure, during a Jotun Recovery Phase. Whenever a Jotun hero recovers, it is re-inverted to show the front side of the playing piece.

[7.4] Jotun and Aesir heroes can be incapacitated by a loss of Endurance Points leading to unconsciousness.

Any hero who, due to a loss of Endurance Points for any reason, has only one Endurance Point remaining falls immediately unconscious.
and is incapacitated. A hero incapacitated by unconsciousness can recover only by recovering one or more Endurance Points (see Case 9.1).

[7.5] Jotun heroes may be incapacitated two ways at one time.

A Jotun hero incapacitated in two ways can recover from only one type of incapacitation during a given Jotun Recovery Phase or Engaged Hero Combat Segment. If a hero is incapacitated by both unconsciousness and Odin's fetters, he must recover from the unconsciousness first. A hero incapacitated by blinding light who becomes unconscious recovers immediately from the blinding light incapacitation. An unconscious Jotun hero is not affected by blinding light. A Jotun hero incapacitated by fetters and blinding light may recover from either manner of incapacitation first.

**JOTUN UNITS**

...to attack a Valkyrie unit, must occupy the same hex as the Valkyrie unit; combat takes place during the Unit Combat Segment.

**Important Note:** A unit can attack only once per Game-Turn, but it can be attacked more than once per Game-Turn.

**[8.2] During the Engaged Hero Combat Segment of a friendly Combat Phase, eligible engaged enemy heroes can be attacked by eligible friendly heroes.**

Combat during the Engaged Hero Combat Segment can take place only among engaged heroes occupying the same hex (note that only one of the heroes in the hex need be engaged — the other could be incapacitated). Each Engaged Hero Combat Segment is played in three Rounds, and all three Rounds are completed in one hex before Rounds are begun in another hex. **Note:** When a number of heroes are engaged in a hex, players can remove the heroes, marking the hex with the Melee Location marker, to simplify keeping track of the various heroes' numerous actions.

**Example:** Thor and Tyr (both Asesir) and Loki (Jotun) occupy hex 1012 during the Engaged Hero Combat Segment of the Asesir Combat Phase (no other counters occupy the hex). At the same time, Freyr and Vidar (both Asesir) and Fenrir and Hrym (both Jotun) occupy hex 1411 (no other counters occupy the hex).

During each of the three Rounds in each hex, the Phasing player must perform an action with each of his heroes in the hex. There are three possible actions: (1) attack an enemy hero in the hex; (2) attempt to disengage; (3) attempt to recover from incapacitation.

**Example (continued):** Since it is the Asesir Combat Phase, the Asesir player begins the first Round, choosing to resolve the action in hex 1012 first. In the Asesir half of the first Round, Thor attacks Loki (the attack is resolved and has no effect), and Tyr attempts to disengage (he is successful and immediately moves to hex 1013). In the Jotun half of the first Round, Loki attacks Thor (the result is a loss of 1 Endurance Point for Thor). The first Round is completed, and the Asesir player begins the second Round. Thor attacks Loki (the result is a loss of 3 Endurance Points for Loki; note that Tyr no longer participates in this Segment, because he has disengaged). The loss of 3 Endurance Points reduces Loki's Endurance Point level to 1, and he immediately falls unconscious and is incapacitated. Loki can do nothing in the Jotun half of the second Round (heroes cannot recover lost Endurance Points while engaged, see Case 9.1). The Jotun player therefore forfeits his action in the second Round, and the Asesir player begins the third Round: Thor attacks Loki (the result is a loss of 2 Endurance Points for Loki, reducing his Endurance Point level to less than zero, thus eliminating him from the game). Note that, in the third Round of this example, Thor is no longer engaged, because he does not occupy the same hex as a non-incapacitated enemy hero. Loki, from the instant he becomes incapacitated, remains engaged; however, after all time results in hex 1012 are completed, battles in hex 1411 are begun. In this hex, Hrym is already incapacitated by fetters. The Asesir player begins the first Round: Freyr attacks Fenrir (the result is a loss of 1 Endurance Point for Fenrir) and then Vidar attacks Fenrir (with no effect). In the Jotun half of the first Round, the Asesir player attempts to recover from incapacitation and succeeds, and Fenrir attempts to disengage (he is successful and immediately moves to hex 1412). The Asesir player begins the second Round: Freyr attacks Hrym (with no effect) and Vidar attacks Hrym (the result is a loss of 3 Endurance Points for Hrym, which reduces his Endurance Point level to zero, eliminating him).

Once all the heroes on one side in a hex are eliminated, the Engaged Hero Combat Segment immediately ends, even if three Rounds have not been completed.

**Example (continued):** The Engaged Hero Combat Segment is over for the Combat Phase in the example, even though another Round remains unplayed, because all heroes of one side in the hex are eliminated.

**[8.3] During the Unengaged Hero Combat Segment of a friendly Combat Phase, eligible unengaged friendly heroes can attack eligible enemy counters.**

In order to attack during this Segment, a friendly hero must not be engaged, and he must not have been engaged a any time during the immediately preceding Engaged Hero Combat Segment (for example, Freyr in the example in the preceding Case could not participate in the ensuing Unengaged Hero Combat Segment because he was engaged at the beginning of the Engaged Hero Combat Segment). A friendly hero complying with this restriction may attack any enemy counter occupying the same hex. **Important Note:** Combat during the Unengaged Hero Combat Segment does not count towards Ronund's eligible friendly heroes. A friendly hero can attack one enemy counter once only, and cannot use the Segment to recover from incapacitation rather than attack.

**[8.4] During the Unit Combat Segment of a friendly Combat Phase, eligible friendly units can attack eligible enemy counters.**

During a friendly Unit Combat Segment, a friendly unit may attack one eligible enemy counter. **Important Note:** Combat during the Unit Combat Segment does not take place in Rounds.

**[8.4] Under certain circumstances, a counter is obligated to attack an enemy counter.**

Attacking is voluntary in most instances. However, in the following circumstances, a counter must attack:

A. A ground unit (whether it is engaged or not) that occupies a hex adjacent to an enemy ground unit, or occupies the same hex as an enemy unit or hero, at the beginning of a friendly Unit Combat Segment must attack one eligible counter of the friendly player's choice.

B. A Valkyrie unit (whether it is engaged or not) that occupies the same hex as any enemy counter at the beginning of a friendly Unit Combat Segment must attack one eligible counter of the friendly player's choice.

**[8.5] There are certain instances in which an attacker's Attack Rating may be modified prior to resolving combat.**

These modifications, described below, are summarized on the Attack Rating Modification Summary, Terrain Effects Chart, and the Mortal Enemy Combat Modification Summary.

**Terrain.** Forest hexes and river, bridge, wall, and gate hexes reduce an attacker's Attack Rating as indicated on the Terrain Effects Chart.

**Mortal Enemies.** Certain heroes are mortal enemies of other heroes, and, as such, are especially likely to do harm to one another in combat. A hero's Attack Rating is increased when attacking a mortal enemy. Mortal enemies and the increases to which they are entitled are summarized on the Mortal Enemy Modification Summary. 
Hero Modifications to Unit Combat. When a friendly unit, occupying the same hex as a friendly hero, attacks an enemy unit, the friendly unit's Attack Rating is increased by one. When a friendly unit, occupying the same hex as a friendly hero, is attacked by an enemy unit, the enemy unit's Attack Rating is decreased by one.

Grievous Injury. When a hero that has suffered a grievous injury is attacked by an enemy counter, the enemy counter's Attack Rating is increased by one.

Incapacitation. When an incapacitated unit is attacked by an enemy counter, the enemy counter's Attack Rating is increased by one.

Surrounded. When a surrounded unit is attacked by an enemy counter, the enemy counter's Attack Rating is increased by one. A unit is surrounded when there is no adjacent hex to which it could legally move without becoming engaged.

[8.6] Damage Table (see map)

[8.7] Attack Rating Modifications Summary (see map)

[8.8] Mortal Enemy Combat Modifications Summary (see map)

[9.0] COMBAT RESULTS

GENERAL RULE: Results on the Damage Table can reduce the strength of defending units, reduce the Endurance Point levels of defending heroes, cause defending units to retreat, incapacitate defending counters or eliminate them entirely.

PROCEDURE:

Damage Table results, as described in the following Cases, are always applied immediately, before combat is resolved among any other opposing counters.

CASES:

[9.1] Heroes absorb combat damage by losing Endurance Points.

Each hero begins the game with an allotment of Endurance Points specified on the Endurance Point Track. Whenever a hero draws a damage result (or uses a special ability that expends Endurance Points, see 10.0), he will lose a number of Endurance Points specified on the Damage Table. Whenever a hero loses Endurance Points, his Endurance Point marker is moved along the Endurance Point Track to reflect his new level.

An unengaged hero can regain lost Endurance Points at the rate of one per Game-Turn by neither moving nor participating in combat (as attacker or defender) for an entire Game-Turn; a regained Endurance Point is added to the hero's Endurance Point level during the friendly Recovery Phase of the following Game-Turn by moving his Endurance Point marker on the Endurance Point Track to reflect the change in level. Note that a hero's Endurance Point level may never exceed his original allotment.

When a hero has only one Endurance Point remaining, he immediately falls unconscious and is incapacitated. A hero incapacitated by unconsciousness can recover from incapacitation only by raising his Endurance Point level above one in a friendly Recovery Phase.

When a hero's Endurance Point level reaches zero, the hero is dead, and his playing piece is immediately and permanently removed from the map.


A hero sustaining a grievous injury on the Damage Table loses two Endurance Points at the end of each friendly Unengaged Hero Combat Segment following the Game-Turn in which the injury is sustained. These two-point losses continue until the hero is dead, and are in addition to any normal Endurance Point losses.

To indicate that a hero has suffered a grievous injury, his Endurance Point marker is inverted to show the back side. A hero with a grievous injury has his Attack Rating reduced by one whenever he attacks, and when defending, his attacker's Attack Rating is increased by one. Note that a hero can suffer a grievous injury only once, and he may regain an Endurance Point during the Recovery Phase in the normal manner.

[9.3] Units absorb combat damage by losing Steps.

Each unit begins the game with two Steps of strength, the greater being represented on the front of the unit's playing piece and the reduced strength on the back. When a unit's strength unit loses a Step on the Damage Table, the playing piece is inverted to show the back side. When a reduced-strength unit loses a Step, it is eliminated and is immediately and permanently removed from the map.

[9.4] Units may be forced to retreat as a result of combat.

A ground unit that is forced to retreat may not retreat through a hex so that it becomes engaged with an enemy unit, even if that hex is occupied by a friendly unit. In addition, a ground unit may not retreat into or through a hex occupied by a friendly ground unit. An Aesir ground unit may retreat into a hex containing a Valkyrie unit and no other ground unit; a ground unit may also retreat into a hex containing enemy or friendly heroes. A retreating unit that cannot retreat the total number of hexes required because it would become engaged or because of the presence of friendly units must lose a number of Steps equal to the number of hexes the unit cannot retreat. Example: A full-strength unit required to retreat two hexes, which can retreat one hex, retreats that hex and immediately loses one Step.

Valkyrie units may not retreat into or through a hex occupied by a non- incapacitated Jotun unit. Valkyrie units may retreat into or through hexes containing friendly ground units, provided there are no Valkyries in those hexes.

Units that are forced to retreat off the map are considered eliminated.

[9.5] When a defending unit retreats as a result of combat, the attacking unit or hero may advance.

Only the attacking unit or hero may advance. If the attacker is a Valkyrie unit or a hero, it may advance into the hex into which the defender retreats or may stop in a hex along the path of retreat. If the attacker is a ground unit, it may advance into any hex along the path of retreat, but may not enter the hex of the retreated unit unless the retreated unit is a Valkyrie unit. An advancing ground unit may ignore hexes in which it would normally become engaged while advancing. A Jotun ground unit in the same hex as a Valkyrie unit may advance out of the hex if the Jotun unit attacks an Aesir ground unit successfully. A Jotun ground unit must cease advancing whenever it enters a hex occupied by a Valkyrie unit. If a ground unit eliminates an enemy ground unit, then it may advance into the hex that contained the eliminated unit. A unit may retreat in any direction the owning player desires, in keeping with the preceding restrictions.

[9.6] An advancing hero must halt and becomes engaged upon entering a hex containing one or more non-incapacitated enemy heroes.

[9.7] If all heroes on a side are killed, then the units on that side become demoralized immediately.

As a result of demoralization, an attack of 1 or 2 (ordinarily calling only for a retreat) on the Damage Table obtained by a hero against an enemy demoralized unit is treated as a N-1 result (calling for a Step loss and retreat; see Damage Table).

[9.8] Endurance Record Track (see map)

[10.0] SPECIAL ABILITIES

GENERAL RULE:

Several heroes have one or more special abilities. Special abilities involve either movement or combat. Odin is the only hero with a special ability involving movement, which may be used only during the Aesir Movement Phase.hus used only during the Aesir Movement Phase. An engaged hero may only use a special ability involving combat against a hero with which he is engaged. Exceptions to this rule are Odin and Tyr, who may produce Berserkers even if they are engaged (but not if they are incapacitated). An unengaged hero with the ability to attack a unit or hero in another hex may attack a target in another hex only during a friendly Unengaged Hero Combat Segment. An attack with a special ability is in lieu of a normal attack. The special equipment used by a hero cannot be used by any other hero and is considered destroyed if the owning hero is eliminated. For a summary of special abilities, see page 23.

CASES:

[10.1] Odin

1. Odin has the ability to travel through the air on his eight-legged horse, Sleipnir. Odin may ignore all terrain during movement and moves at a rate of five hexes per turn.

2. Odin possesses a spear, Gungnir, which has enormous striking power. He may use this spear once during the game to attack another hero who is five or fewer hexes away. The spear has an Attack Rating of 12. When Gungnir hits a hero, the hero loses twice the number of Endurance Points indicated by the Damage Table.

3. Odin has the ability to incapacitate enemy heroes with fetters. During the Aesir Combat Phase, Odin may attempt to place a fetter on an enemy hero five or fewer hexes away. To determine whether or not a fetter has been placed successfully, the Aesir player counts the number of hexes to the target and rolls one die. If the die roll is greater than the range in hexes, then the fetter has been placed successfully. Odin may not attempt to place fetters on heroes in his own hex or on engaged heroes. A hero caught in a fetter is inverted to show its incapacitated side. Fetters may be placed on incapacitated heroes, but the Attack Rating of units and heroes attacking such a hero is not increased twice. Odin has an unlimited supply of fetters.

4. Odin has the ability to make all warriors units within one hex of himself become Berserkers. At the beginning of the Aesir Movement Phase of each Player-Turn, the Aesir player examines Odin's hex and the six hexes immediately adjacent to him. Any warrior units in these hexes immediately become Berserkers and are replaced by Berserk counters. As shown on the Berserk playing piece, a Berserk is a more efficient fighting unit than a normal warrior unit. All Berserk warrior units revert to normal status in the Aesir Recovery Phase of the Game-Turn after which they become Berserkers. The creation of Berserkers during a Movement Phase does not prevent Odin from attacking dur-
[9.2] Thor
1. Thor's hammer, Mjollnir, returns to his hand after striking an opponent. Thor may use his hammer to attack other heroes two or fewer hexes away using the Attack Rating imprinted on his playing piece. Thor may attack an enemy unit with his hammer only if it lies in his hex. Thor may not throw his hammer at engaged heroes in another hex. If Thor hits a hero in another hex with his hammer, then the hero loses twice the number of Endurance Points indicated on the Damage Table. The hammer does normal damage to a hero in the same hex as Thor.
2. Thor has the ability to throw thunderbolts at enemy counters. A thunderbolt has an Attack Rating of 12. The range of a thunderbolt is unlimited, but the hit is random. Thor must expend one Endurance Point to attack an enemy counter in his own hex with a thunderbolt. Thor may throw a thunderbolt even if the resulting loss of Endurance Points causes him to lose consciousness or die. All counters in the same hex as the target of a thunderbolt also are attacked by the thunderbolt, with an Attack Rating of 6, except for Thor himself.
3. During battle, there is a chance that Thor will lose the girdle of strength he wears. Whenever Thor receives a -4 damage result, the Asier player rolls one die. If the roll is a 5 or 6, then Thor has lost his girdle of strength. If Thor loses his girdle of strength, then his Attack Rating is reduced by one and his Defense Rating is increased by one for the rest of the game. The girdle of strength may never be recovered once it is lost.
4. Thor is very proficient at killing Frost Giants. Whenever Thor attacks a Frost Giant unit with his hammer, his Attack Rating is increased by one.

[10.3] Heimdall
Heimdall has the ability to cast blinding light at enemy counters in his own hex. During the Asier Unengaged Hero Combat Segment or during a Round of an Engaged Hero Combat Segment, Heimdall may cast blinding light at one target in his hex. To determine the effects of blinding light, the Asier player rolls two dice and consults the Damage Table under the appropriate column. The result obtained on the Damage Table is applied immediately. Heimdall must expend one Endurance Point each time he uses blinding light.

[10.4] Freyr
Freyr has the ability to cast blinding light. The effects and limitations of this special ability are identical to those for Heimdall (10.3).

[10.5] Tyr
Tyr, like Odin, has the ability to cause warrior units to become Berserkers, though to a lesser extent. Berserkers produced by Tyr are the same as those produced by Odin, but Tyr can only make a Berserker out of a warrior unit in his own hex at the beginning of the Asier Movement Phase.

[10.6] The Midgard Serpent
The Midgard Serpent has the ability to infect his victims with a deadly poison. Whenever the Midgard Serpent attacks a hero and inflicts a loss of Endurance Points, the Jotun player rolls two dice. If the sum of the dice results is less than or equal to five, then the target hero has been infected by the poison and suffers a grievous injury. A hero with a grievous injury may not be poisoned by the Midgard Serpent.

[10.7] Fenrir
Fenrir may increase his Attack Rating by two for the duration of one Combat Round by making a lunging attack. The Jotun player must announce a lunging attack before combat is resolved in that Round. Prior to the Jotun half of a Round after the Jotun half of a Round in which Fenrir executes a lunging attack, Fenrir’s Defense Rating is increased by two. This defense penalty does not carry over between Combat Phases. A lunging attack may be made only against an Asier hero in Fenrir’s hex. If Fenrir makes a lunging attack and inflicts a grievous injury, then there is a chance that he has swallowed the defending Asier hero. The Jotun player rolls one die. If the result is a 1, 2, or 3, then the defending Asier hero has been swallowed and is removed from play immediately. Otherwise, a normal grievous injury is inflicted. Vidar can never be swallowed by Fenrir.

[10.8] Garm
Garm, a hellhound, may execute a fire-breath attack against one Asier counter in his hex. Garm’s fire-breath has an Attack Rating of 10. Garm must expend one Endurance Point to make a fire-breath attack. Garm may make a fire-breath attack against a gate hexside adjacent to the hex he occupies. Garm may make a fire-breath attack even if the resulting loss of Endurance Point causes him to lose consciousness. Garm’s fire-breath is ineffective against wall hexsides.

[10.9] Surt
Surt has the ability to fling bolts of fire. Instead of a normal attack, Surt may make a fire bolt attack on a counter three or fewer hexes away from his hex. Fire bolts have an Attack Rating of 11. Surt must expend one Endurance Point for every hex of range between him and the target hex of a fire bolt and one Endurance Point to attack a target in his own hex. Surt may fling a bolt of fire even if the resulting loss of Endurance Points would cause him to lose consciousness or die.
Surt may use his fire bolts against gate hexsides. To determine the range from Surt to a gate hexside, count the number of hexes from Surt to a target hex of a fire bolt. If the range increases by one, the range between Surt and an adjacent hexside is one hex. Surt’s fire bolts are ineffective against wall hexsides.

[11.0] THE RAINBOW BRIDGE

GENERAL RULE:
Jotun counters enter the map via the Rainbow Bridge, which is represented by a track on the map. The number of counters that the Jotun player may place on the Rainbow Bridge Track at any one time is unlimited. The more Jotun counters on the Rainbow Bridge, however, the greater the chance the bridge will collapse.

PROCEDURE:
After all Jotun counters on the map have moved in a Jotun Movement Phase, Jotun counters in the third box of the Rainbow Bridge Track (RBT) may be placed on the Rainbow Bridge Termius Hex (0101). A counter expends one Movement Point to enter hex 0101. Jotun counters may move normally on the map in the Movement Phase in which they enter hex 0101. Then, counters in the first and second boxes of the RBT can be advanced into the second and third boxes, respectively. Finally, the Jotun player can place available counters in the first box of the RBT as reinforcements. Counters cannot move into a lower numbered box (for instance, from the second to the first). The Jotun player may advance all, some, or none of his available counters along the RBT.

CASES:
[11.1] If hex 0101 contains no non-incapacitated Jotun counters, and if this hex is occupied by an Asier unit or non-incapacitated Asier hero, Jotun counters on the RBT may move freely onto the map only as specified below.
An Asier counter in hex 0101 may be attacked normally by Jotun counters already on the map, or by Jotun counters in the third box of the RBT. If the Jotun player attacks from the RBT, he may move one unit and an unlimited number of heroes into 0101 from the third box of the RBT during a Jotun Movement Phase. If the Asier counter is not removed from 0101 by the end of the ensuing Jotun Combat Phase, the Jotun player will be declared out of the game. If hex 0101 was moved into 0101 from the RBT in the immediately preceding Jotun Movement Phase is eliminated. No Jotun counter moved into 0101 from the RBT may leave 0101 until it is completely free of non-incapacitated Asier counters. Jotun counters can continue to advance along the RBT even if hex 0101 is occupied by an Asier counter.
[11.2] No counter can ever move or retreat from the map to the RBT.

[11.3] During the Rainbow Bridge Check Phase of each Game-Turn, the Jotun player determines whether or not the Rainbow Bridge collapses.
During the Rainbow Bridge Check Phase, the Jotun player determines the greatest number of Jotun units in any one box of the RBT and finds the corresponding column on the Rainbow Bridge Collapse Table (11.7). The Jotun player rolls two dice and finds the result by cross-indexing the dice roll with the proper column. If the result is a 1, all counters in the first and second boxes of the RBT are eliminated and removed from the Track. The bridge collapses at the end of the Jotun Movement Phase of the next Game-Turn. If any counters in the third box cannot enter the map before the collapse, they are eliminated.
If a result of 1 is obtained, all counters in the first box of the RBT are eliminated and removed from the Track. The bridge collapses at the end of the Jotun Movement Phase in two Game-Turns. Any counters still on the Track when the bridge collapses are eliminated.
If a result of C is obtained, the Rainbow Bridge collapses immediately, and all counters on it are eliminated and removed from the RBT.
Once the Rainbow Bridge has collapsed, no more Jotun counters can enter the map. Once it is determined when the Rainbow Bridge will collapse, the Rainbow Bridge Check Phase is omitted in subsequent Game-Turns.

[11.4] When counting the number of units in a box of the RBT, all heroes except the Midgard Serpent (which counts as a unit) are ignored.

[11.5] Combat may not take place on the RBT.
Heroes with an ability to attack into another hex may not attack Jotun counters on the RBT.

[11.7] Rainbow Bridge Collapse Table
(see map)

[11.8] Rainbow Bridge Track
(see map)

[12.0] ASGARD

GENERAL RULE:
Before Jotun counters can enter Asgard, the walls surrounding it must be breached or one of the gates penetrated.

PROCEDURE:
Wall hexes have an intrinsic Defense Rating of zero, and gate hexes have an intrinsic Defense Rating of one. Add the Defense Rating of a wall or gate hexside being attacked to the Attack Rating of the attacking counter, and roll for a hit using the combat resolution procedure. If a result is obtained, roll for damage on the hero combat column of the Damage Table. If a loss of two or more Endurance Points is inflicted, the wall or gate hexside being attacked is destroyed. On any other result, nothing happens to the wall or gate hexside being attacked. Endurance Point losses inflicted on wall or gate hexes are not cumulative.

CASES:

[12.1] Only Valkyrie units and Odin can move through an intact wall hexside.

Only Aesir counters can cross an intact gate hexside.

[12.2] Ground units and all heroes except Odin must expend one additional Movement Point when crossing a destroyed wall or gate hexside (to reflect the effects of rubble).

[12.3] A unit or hero (without ranged special abilities) must be adjacent to a wall or gate hexside in order to attempt to destroy it. Counters must attack wall and gate hexsides individually. Engaged counters cannot attack wall or gate hexes. Special abilities involving fire may not be used against wall hexes, but they may be used against gate hexes. Players must keep a record on a separate sheet of paper of which wall and gate hexes have been destroyed.

[12.4] The Attack Rating of a ground unit attacking another ground unit through a destroyed wall or gate hexside is reduced by one.

[12.5] Combat can never occur across intact wall or gate hexsides.

Adjacent ground units are never engaged across an intact wall or gate hexside, but they can be engaged across a destroyed wall or gate hexside.

[12.6] A hero may never use a special ability involving attacking a counter in another hex if the target counter lies on the opposite side of a wall or gate hexside, whether the hexside is intact or destroyed.

[13.0] REINFORCEMENTS

GENERAL RULE:
During each Player-Turn, available reinforcements can enter the map. Reinforcements are moved onto the map by the friendly player after any counters already on the map are moved in a Movement Phase.

PROCEDURE:
All Jotun counters must cross the Rainbow Bridge to enter the map. The Jotun player decides the rate at which these counters will cross the bridge, taking into account the risk of collapse. The Jotun player must place his counters onto the Rainbow Bridge Track in a certain order. Surt, Garm, the Midgard Serpent, and Fire Giants may not be placed onto the RBT until Loki, Fenrir, Hym, and all Frost Giants have passed through the first box of the RBT.

Before the start of the game, the Aesir player rolls one die and adds two to the result. This sum is the Game-Turn in which Aesir reinforcements begin to enter the map. In the Reinforcement Phase of each Aesir Player-Turn while there are still Aesir counters to enter, the number of warrior units, Valkyrie units, and heroes to be entered is determined. To determine how many warrior units enter, the Aesir player rolls one die and subtracts one from the result. The resulting figure is the number of warrior units that enter the map. To determine the number of reinforcing Valkyrie units, the Aesir player rolls one die and subtracts two from the result. The resulting figure is the number of Valkyrie units that enter the map. To determine which heroes may enter the map, the Aesir player rolls one die for each hero. If a 1 is rolled for a hero, that hero may enter the map. Odin is exempt from this entry process and enters automatically on the first Game-Turn in which Aesir reinforcements enter. The Aesir Reinforcement Phase is omitted once all Aesir counters have entered the map. All Aesir reinforcements enter the map along the east mapedge between hexes 0726 and 1526, inclusive. If a zero or negative result is obtained when determining the number of warrior or Valkyrie units that are reinforcements during an Aesir Reinforcement Phase, there are no reinforcements of the type rolled for in that Player-Turn.

CASES:

[13.1] Jotun counters entering the map from the RBT and Aesir ground units and heroes entering the map on road hexes may benefit from the road movement bonus on the Game-Turn in which they appear.

[13.2] All counters must expend one Movement Point to enter the map.

[14.0] VICTORY CONDITIONS

GENERAL RULE:
The first player to fulfill one of his Victory Conditions is the winner of the game. The Jotun player wins by exiting counters from the east mapedge within Asgard. The Aesir player wins by repelling the Jotun invasion successfully. The game ends immediately whenever one player has fulfilled one of his Victory Conditions, and he is declared the winner.

CASES:

[14.1] The Jotun player wins the game if he exits one hero (without a grievous injury) or one unit (full or reduced strength) from the east mapedge between 0726 and 1526, inclusive.

To exit a counter from the mapedge, the Jotun player must move the exiting counter into a hex adjacent to the mapedge and expend one Movement Point to leave the map. Once a counter leaves the map, it may never re-enter.

[14.2] A Jotun hero exited from the map before all Aesir counters on the map have been destroyed does not fulfill the Jotun player's Victory Conditions.

[14.3] A Jotun unit exiting the map between 0726 and 1526 by retreating as a result of combat does not count as an exited unit for the purposes of Jotun Victory Conditions.

[14.4] The Aesir player wins if he eliminates all Jotun counters that enter the map, regardless of his own losses.

[10.0] SPECIAL ABILITIES

AESIR HEROES

Freyr • Can cast blindness light in the hex he occupies at a cost of one Endurance Point per blindness light attack.

Heimdall • Can cast blindness light in the hex he occupies at a cost of one Endurance Point per blindness light attack.

Odin • Rides Sleipnir and can ignore terrain during movement. • Can hurl Gungnir once per game. • Can throw fetters as far as five hexes. • Can form Berserkers within one hex.

Thor • Can hurl MJölnir at units within his own hex or at heroes within two hexes. • Can hurl thunderbolts at a cost of one Endurance Point for every two hexes hurled. • Wears girdle of strength. • Adds one to his Attack Rating against Frost Giant units.

Tyr • Can form Berserkers in the hex he occupies.

Vidar No special abilities.

JOTUN HEROES

Fenrir • Can make lunging attacks.

Garm • Can make fire-breath attacks in the hex he occupies at a cost of one Endurance Point per fire-breath attack.

Hrym No special abilities.

Loki No special abilities.

Midgard Serpent • Can infect victims with deadly poison.

Surt • Can fling bolts of fire as far as three hexes at a cost of one Endurance Point per bolt of fire attack.
Ragnarok Counter Section Nr.1 (100 pieces): Front
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