



Ragnarok!

EXPANSION

RULEBOOK

The sky cracked open with a massive ball of fire and thunderbolts. The ground is still shaking. The dead are rising again. What was once a handful of undead has grown quickly and you are now facing an entire army. This army is about to destroy the world of Vikings Gone Wild.

*This is the **Ragnarok**, this could be the end of the world.
Will you manage to save us all?*

COMPONENTS

54 CARDS



20 UNDEAD UNITS CARDS



11 UNDEAD BUILDINGS CARDS



5 BOSSES CARDS



6 CHALLENGES CARDS



7 OBJECTIVES CARDS

COMPONENTS



2 DOOM HORNS
CARDS



1 RAGNAROK
CARD









1 PUSH BACK
CARD



1 HELPER CARD

SETUP

- 1 **UNITS:** Elf Archer / Bone Crusher / Pigators
- 2 **DEFENSES:** Cannon / Chicken Tower / Sheep Cannon
- 3 **BUILDINGS:** Brewery / Gold Factory / Beer Container
Gold Container / Drakkar / Tavern
- 4 **UNDEAD ARMY DECK**
 - #1 Take all the Undead Army cards (All Units, Buildings & Challenge cards).
 - #2 Shuffle them and pick the appropriate number based on the number of player:
 - Solo: 18 cards
 - 2 players: 21 cards
 - 3 players: 24 cards
 - 4 players: 28 cards.
 - #3 Randomly pick one boss out of the 5 and, without looking at it, put it at the bottom of the deck.
 - #4 Place the Undead Army Deck in place of the Odin's Path Deck and reveal the first 3 cards on the track.
- 5 **"PUSH BACK" CARD** - Place it on the 4th space of the Odin's Path track.
- 6 Place the **RAGNAROK** and the **DOOM HORNS**, face down, above the 3rd, 4th and 5th place of the Odin's Path track.
- 7 Randomly pick 2 Objectives cards and put them in place of the End-Game Bonuses.
- 8 Place the **DOOM TOKEN**  on  and your **TEAM TOKEN**  on:
 - Solo: 
 - 2 players: 
 - 3 or 4 players: 

Note that you won't play with any Odin's Path cards, Mission cards, Divine Favors cards and End-Game Bonus cards.

6



4



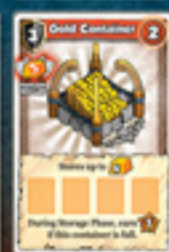
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1



3

2



ONLY ONCE PER TURN
BUT DOUBLE POINTS FOR GOLD



8



4

GOAL OF THE GAME

The **Ragnarok Expansion** is a solo or cooperative expansion for Vikings Gone Wild. In order to win, you have to defeat the Undead Army before your time runs out!

HOW TO PLAY

At the end of every round, The Undead Army will progress on the Odin's Path track. Your role will be to survive through the Deck and destroy the final Boss before the Doom token and your Team token cross each other.

GAME PHASES

- #1 Production Phase**
All Buildings produce resources.
- #2 Drawing Phase**
Each player draws his hand.
- #3 Players Phase**
Each player plays his turn one after another.
- #4 Ragnarok Phase**
The Undead Army is resolved and replenished from its Deck.
- #5 Storage Phase**
Unused resources are stored.
- #6 End-round Phase**
Final clean up phase.

#3 Players Phase

During the Players Phase, all players play their turns one after another. As usual, you can buy Buildings, Units and Defenses. **However, players cannot earn Victory Points in any way nor can they attack each other.**

You have **3 new types of action:**

ATTACK UNITS & BUILDINGS OF THE UNDEAD ARMY



Undead Units and Buildings will appear on the Undead Army track all the time. They all have a defense value. If your attack value is at least equal to their defense value, you have destroyed the Unit or Building and it is moved immediately to the Undead Army Discard Pile.

Do not move any other cards
and do not refill this spot, yet.

NOTE:

The Dark Assassin doesn't have
a defense value and cannot
be attacked.



COMPLETE CHALLENGES





There are 6 different Challenges that can appear
among the Undead Army. If you fulfill the success
condition of the card, you have completed that Chal-
lenge and it is moved immediately to the Undead
Army Discard Pile.

Do not move any other cards
and do not refill this spot, yet.

ATTACK A BOSS



Bosses have to be attacked more than once. This is marked by the amount of life points they have 

Whenever you successfully attack a Boss, place a  on his card.

Once you have as many tokens as the life points indicated, you have destroyed the Boss!

#4 Ragnarok Phase

The Ragnarok Phase is all about moving and resolving the never-ending progression of the Undead Army towards your group. The pace of the Undead Army is based on the number of active Doom Horns or the presence of the Push Back card.

The phase unrolls in 4 steps:

Step 1: Resolve Encounters.

UNACTIVE
DOOM HORN



ACTIVE
DOOM HORN



IF NO DOOM HORNS ARE ACTIVE, SKIP THIS STEP AND GO TO STEP 2.

For each active Doom Horn resolve the card below it.

- If the card is a Challenge or a Building, you apply the “Fail” effect to your Team token immediately.
- If it is a Unit or a Boss, **each player has a chance to defend himself!**

A Unit or a Boss will always attack the Building with the highest **defense** which can be successfully attacked (if no Buildings can be attacked then you fail this Encounter). For each player who managed to defend successfully **using a Defense card**, the team loses fewer Victory Point (VP).

- For every Victory Point lost move the Team token down the track towards zero. If at any time the Team token crosses the Doom token, then the Ragnarok card is activated and the game is immediately lost.
- All resolved Units, Buildings and Challenges cards are discarded.

Example #1:



Vincent plays in a group of three. Only the First Doom Horn is active. He owns a Tavern (defense of 4) and a Drakkar (defense of 3). During Ragnarok, the Dark Elf with a Strength of 3 attacks all players including Vincent. Because Vincent has a Building with a defense of 3, the Dark Elf attacks Vincent's Drakkar. Vincent is able to repeal the attack with a Cannon adding +2 to the defense of his Drakkar. The two other players did not defend their buildings, so the team loses 2 Victory Points (-1 for each player who did not defend). The Dark Elf is then discarded.

Example #2:



Only the First Doom Horn is active. The group has managed to destroy the rightmost card of the Undead Army before the Ragnarok Phase. Because the Undead Army may only reach you from the rightmost (5th) space, no encounter happens this turn and no players are attacked.

Example #3:



Both Doom Horns are now active. The group did not manage to destroy any cards this round. Because the Undead Army can reach you from the two last spaces, both Dark Cannon and Hell Gate hits the team. Because they are Buildings and each one costs the team 2 VP, they cannot be defended and the team loses 4 VP. Then both cards are discarded.

BOSS

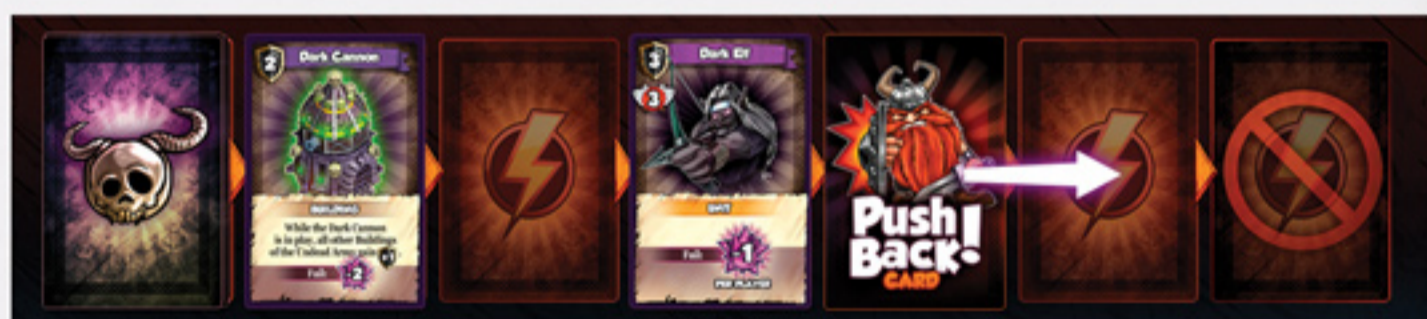
ENCOUNTER EXCEPTION

A Boss is never discarded during an encounter! It will remain on the last space of the Odin's Path track until your group either loses the game or destroys the Boss.

Step 2: Move the Push Back card (if still in play)

If the Push Back card is in play, move it one space to the right.

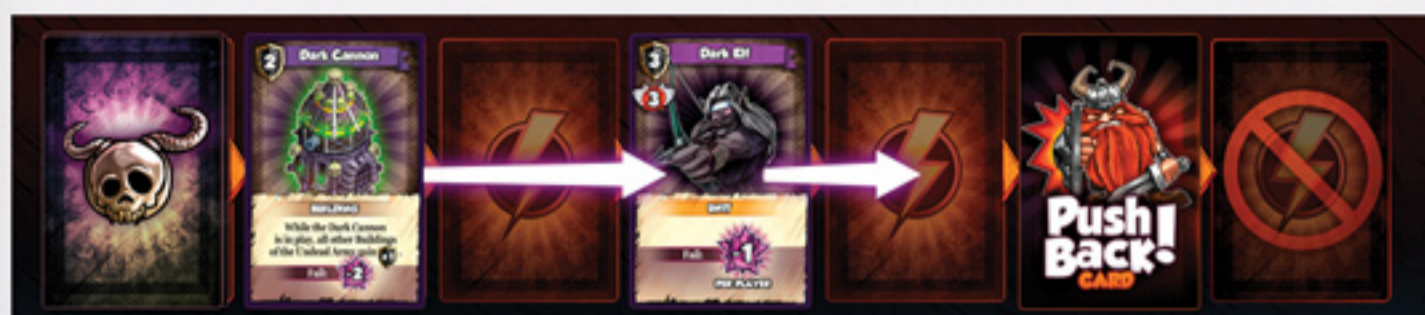
If by doing so, it reaches the Discard Pile, then remove it from the game.



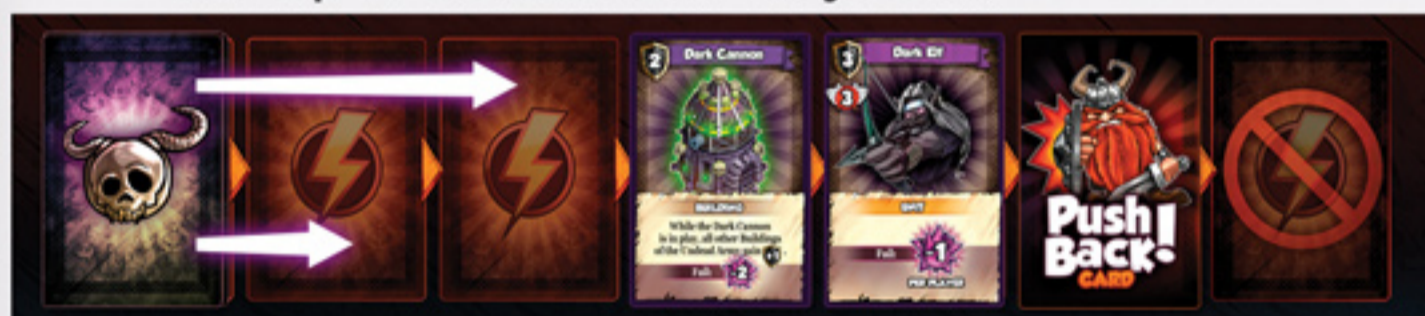
This card represents a first line of Vikings holding the Undead Army before it reaches you, leaving two rounds of guaranteed peace until the first encounters occur from the 3rd round onward.

Step 3: Regroup and Replenish the Undead Army



- First move all Undead Army cards to the rightmost position, on the left of the Discard Pile (or next to the Push Back card if it is still in play).







- Then fill up every empty spaces with a cards from the top of the Undead Army Deck.



Step 4: Increase the Doom token by 1 Victory Point

If  reaches  , the First Doom Horn is activated and, starting next round, you will have to resolve the card on the 5th space of the Odin's Path track.

When  reaches  , the Second Doom Horn is activated and, starting next round, you will have to resolve cards on 4th and 5th space of the Odin's Path track.


If during this phase the  reaches or crosses,  the Ragnarok card is immediately activated, and the game is lost.

END OF THE GAME


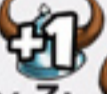

The player(s) lose(s) immediately if the Doom token crosses the Team token, or the game ends at the end of the round during which the Boss was defeated.

However, Victory is only achieved if every single player of the group has fulfilled their mandatory Objectives!



DIFFICULTY VARIATIONS

Managed to beat the game with the normal setup? It is time to achieve even greater Glory! You can score Glory  by hindering your game setup and special achievements.

During setup you may pick one, two or three of the following handicaps – each will provide you with 1 additional Glory point if you succeed. Each handicap can be picked only once:

- Add 3 more cards to the Undead Army Deck: 
- Add 1 more Objective to be resolved: 
- Reduce your starting Victory Points by 3: 

You also gain Glory by accomplishing these achievements:

- You won: 
- Didn't lose any VP during the game: 

If you won, count all your Glory to rank yourself or your team:

		Raider
		Warrior
		Housecarl
		Warlord
		Jarl

War of Jarls

If you achieved the Jarl rank and you still thrive for greater Glory, then double, or even triple some, or all of handicaps. Don't forget to share your score with your gaming community - as there can be only one King of Vikings!

CREDITS

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