

LORDS
OF
RAGNAROK
SEAS OF AEGIR

RULEBOOK

COMPONENTS:

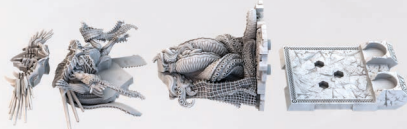
This expansion introduces a new God, Aegir, which allows players to strike from the Sea with powerful Snekkars, supporting Armies struggling in Battles. But it's not only players that will gain more control of the Seas. This expansion also introduces a new Boss. Naglfar, the ghost ship, will be haunting the Seas by blocking players' possibilities and harassing Armies that wander too close to the shore.



AEGIR ARTIFACT
CARD



TWO-SIDED
GOD CARD



AEGIR MONUMENT MINIATURE



12 AEGIR BLESSING CARDS



20 SNEKKAR
MINIATURES
(4 PER PLAYER)



NAGLFAR BOSS
MINIATURE



NAGLFAR BOSS TRAY



RULEBOOK

Players may add Aegir to the game by switching him with Odin or Freya from the base game. During the Setup, apply changes in the following steps:

6. Place the base of the Aegir Monument in the Region with a Monument slot with an Authority or Wisdom Attribute symbol (depending on which God he is replacing). Then place the Aegir God card on the side corresponding to the Attribute symbol on which his Monument was placed. Place the Aegir Artifact next to his Monument.

9. Switch all Aegir Blessing cards (marked SoA) with the Blessing cards of the God he is replacing.

During the Hero Draft, apply change in the step 6: Place a Drakkar **and 1 Snekkar** on any chosen Sea (even with other player's Drakkars).

SNEKKAR RULES:

GAINING SNEKKARS: Snekkars are additional miniatures that occupy the Seas. They can be gained from the Aegir God Power or his Artifact card. Players also gain 1 Snekkar at the start of the game. When a player gains a Snekkar, they place it on the Sea with their Drakkar.

MOVING SNEKKARS: Snekkars cannot be used as a bridge for Hero/Army movement purposes. Snekkars may only move when a Drakkar moves. After a player moves their Drakkar, they may place any number of their Snekkars from any Sea to a Sea with their Drakkar. If any effect during they game moves the players Drakkars, players (starting with the Active player) may decide to move their Snekkars.

Note! *Moving Snekkars happens after the Drakkar movement is fully resolved!*

USING SNEKKARS IN BATTLE: During a Battle in a Region adjacent to the Sea with a Snekkar, a player may discard their Snekkar from that Sea (and place it from the board back to their Pool) **instead** of playing a Combat card in the Playing Combat cards step to gain +2 Battle value.



The green player moves their Drakkar during the Hero phase. After that, they decide to move two of their Snekkars to the Sea with their Drakkar.

NAGLFAR

A player may add Naglfar to the game by switching him with Loki. All rules that apply to the Boss also apply to Naglfar.

SETUP: Naglfar setup uses different setup rules than other Bosses. To set up Naglfar, the player should apply the following changes in Step 13 of the Setup: Player must draw one random Blessing card. Then they must place Naglfar in the Sea adjacent to the Monument base of God, of which the Blessing they just drew. Shuffle the drawn Blessing card back to the deck. No Event cards are drawn or resolved during this step. Before the game, players should familiarize themselves with the Naglfar rules written on its tray.

EVENT ACTIVATION: During Event Activation, if the Region shown on the card is adjacent to more than 1 Sea, the Active player decide where to move Naglfar.

HUNT: To Hunt Naglfar, a player's Hero must slay 2 Monsters (or 1 in a 2 player game) and be in a Region adjacent to a Sea with Naglfar.

RUNE ACTION: To Activate Naglfar your Hero must be in a Region adjacent to a Sea with Naglfar.



In this example, the Event card indicates to place Naglfar on the Sea adjacent to the Region number 17.

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