



LORDS  
OF  
RAGNAROK

SOLO

RULEBOOK



This ruleset describes how to play Lords of Ragnarok against an automated opponent. You will face one or more Followers of Surtur. Just like a human player, they usurp regions, build temples, hunt monsters, control regions, and battle your armies in order to achieve one of the three endgame conditions before you and also push the game toward Ragnarok. There are several Followers to play against, each of them has different attributes and initial action cards, and will focus on one predetermined endgame condition. In addition to fighting the Followers, Desolation is spreading over Midgard: unless you can stop it, you face certain defeat.

It is highly recommended that you understand the basics of multiplayer rules before digging into the solo mode. It is also recommended that your first solo plays are against only one Follower. Once you feel comfortable facing one Follower, feel free to add more opponents to your solo games.

In the following rules, “you” will refer to the lone human player, while “the Follower” or “it” will refer to the automated opponent.

The following rules are for playing the solo game against a single Follower. To use multiple Followers in solo games and for using the Followers in multiplayer games, see page [8].

# COMPONENTS:

## CARDS:



**3 SETS OF 6 BASIC SURTUR ACTION CARDS  
(18 CARDS)**



**27 UPGRADED ACTION CARDS  
(IN 3 TYPES: JARL, GOTHI, SLAYER)**



**12 ACTION CARDS (HEROES)**



**6 CHALLENGE CARDS**



**1 SURTUR'S MANIFESTATION CARD**



**2 PLAYER AIDS**

## TOKENS:



**5 DESOLATION TOKENS**



**1 ARBITER TOKEN**



**1 SURTUR'S DIE  
(SHOWING NUMBERS: 1 1 1 2 2 3)**

## OTHERS:



**RULEBOOK**

# SETUP

Follow the Setup rules for 2 player games. For the Hero Draft, follow the rules below:

1. Choose one Hero as your opponent and as Surtur's Follower. You may choose a specific Hero or choose randomly, whichever you prefer. Give the Follower Odinson/Odinsdottir Origin.
2. Place one player board and all components of one chosen color near the main board, to be used by the Follower.
3. Place Surtur's Manifestation card next to the Follower's board and place all Desolation tokens on it.
4. Place a Follower Player Aid next to the Follower's board.
5. Set up the Follower's units as follows:
  - A. Place a Odinson/Odinsdottir Origin on the Follower's player board. Place the Follower's Hero tile on the Corrupted side. Place it onto its player board.
  - B. The Corrupted Hero tile shows the number of the Region where its Hero miniature is placed, along with two of its armies with value one. When playing solo on the 2 player board, use the number in the smaller box (on the right). The number in bigger box (on the left) corresponds to Regions on the multiplayer board, used when playing against multiple Followers or when adding Followers to a multiplayer game (see page [8]).
  - C. Place one Desolation token (from the spot marked "5") on the Region indicated on the Corrupted Hero tile.
  - D. Return the Follower's Drakkar to the box, it will not be used.
  - E. Set the Attributes of the Follower to the values shown on its Corrupted Hero tile.
  - F. Give the Follower a starting random Combat card, and place it face down next to its board. This pile will be referred to as the Follower's hand. You may not look at the cards there, unless instructed to do so.
6. Create Surtur's Action deck:
  - A. Randomly choose one set of 6 starting Surtur cards (A, B, or C) and add the 2 Follower Starting Action cards corresponding to the selected Corrupted Hero. Return all other Starting Action cards to the box.
  - B. Shuffle these 8 cards to create the Action deck, draw 3 of them randomly, and place them in a row. Place Surtur's die next to this Action row.
  - C. Shuffle the Upgraded Action cards separately based on their three types (Jarl 🐉, Gothi 🐉, and Slayer 🐉). Draw 6 cards in the combination indicated on the Corrupted Hero tile (without looking at them), and shuffle them into the Follower's Action deck. Return the rest of the Upgraded Action cards to the box.
7. Most Corrupted Hero tiles show an Advantage, given to the Follower at the start of the game. Resolve it at this point.
8. Choose a Hero and Origin card for yourself (we recommend drawing 2 random Heroes and Origins and then choosing one of them and discarding the other). Then:
  - A. Take the chosen Hero's miniature and place a plastic ring of your color on the miniature's base.
  - B. Place the Attribute Tokens Uninjured side face up on the first slots of the Attribute tracks. The slot covered is your current Attribute value.
  - C. Draw 1 Combat card to your hand.
  - D. Place the Drakkar on any chosen Sea. Then place the Hero and 2 Armies with value 1 in one Region that is adjacent to the Sea with your Drakkar. You cannot place your Hero and Armies in a Region with Follower Armies. If the Region you choose has a Population Strength of 2, place your Control marker on that Region and take control over it.
  - E. Place the Origin card on your Player board and apply all bonuses from it.
  - F. Place the Hero tile on top of your Origin card on your board.
9. Return the Arbiter token to the box, it is not used in solo games (see page [8]).
10. If you wish to increase the challenge level, select one or more of the Challenge cards (either randomly, or by personal preference). If any of the selected Challenges show "SETUP," apply its effect now, then return it to the box. Place any selected Challenges showing "RULE" next to Surtur's Manifestation card. They will modify the rules for the rest of the game.

## PLAYING AGAINST THE FOLLOWER

The Follower always plays first.

You play your turn as normal.

- If you place an Action Token on top of the Follower's token it gains any Rune.
- You may use Stomp to reduce the Follower's Armies as normal.
- You may start Battle against a Follower the usual way. Also, if you enter a region controlled by a Follower, but with no Army present, a battle might still happen. See page [7] for Battle resolution.
- When you fight a Monster, follow all core rules. The cards played by the Monster are picked randomly from the ones available.
- When you slay a Monster with 4 or more Follower Control markers on that Monsters tray, give the Follower a Slayer token.

The Follower ignores a number of limitations that affect a human player:

- The Follower's Hero cannot take Injuries.
- Follower's Armies don't need to be on a Settlement to increase its value and they can enter the region where Loki is.
- The Follower can have a maximum of 6 Runes, and it does not care about symbols on the Runes: any Rune can be spent as any Rune.
- The Follower has a hand limit of 8 Combat cards (regardless of its Wisdom).
- The Follower ignores the benefit printed on the Realm cards. Whenever a Realm it is allied with is triggered it gains a Combat card or a Rune, whichever it has fewer of (Combat card, if tied).
- The Follower does not use the effects of Blessings and Artifacts. Whenever it gains such a card, tuck it beneath its player board – it will affect Battle and Hunt.



# THE FOLLOWERS TURN

Select an Action card by rolling Surtur's die. Place it on the corresponding Action card (1 leftmost, 2 middle, 3 rightmost), covering the die space in the center of the card. This card will be referred to as the selected Action card.



**Tie-breaker rule:** Many procedures will require you to select a region or something in a region for the Follower. If after evaluating all conditions, there are multiple equal options left, look at the bottom left corner of the selected Action card (or the leftmost, if no cards are selected). If it shows "Max," select the region with the highest number among the possibilities, if it shows "Min," select the one with the lowest number instead.

In case of a tie between two Armies with different values in the same Region, the same logic applies: in case of "Min," choose the lower value one, in case of "Max," choose the higher value one.

In the case of a tie between two or more Realms: choose the leftmost one in clockwise order with the first Realm being Muspelheim.

In the rare case of a tie between two Monsters in the same Region: choose Loki if possible, otherwise choose the one with the leftmost Monster tray in clockwise order with the first Monster tray being the top leftmost one.

## 1. PRAYER

**Sending a Priest:** If the Follower has an available Priest, it places it in one of the Monuments. If multiple options are available:



In this example, the Follower's Favorite Attribute is **Might**.

1. If the difference between its Favorite Attribute (the leftmost one shown on its Corrupted Hero tile) and the *next highest* Attribute is 1 or less, select the Monument increasing the Favorite Attribute.
2. Otherwise (or if that Monument is not available), select the available Monument increasing its lowest Attribute. In case of further ties, see the Attribute Preference shown on the Corrupted Hero tile.

Increase the corresponding Attribute for the Follower. Depending on the increased Attribute, the Follower gains God bonus: Might – Combat cards; Wisdom – Runes normally; Authority – increase an Army's value. It always increases an Army with the most adjacent Regions that it does not control. The amount of the gained bonus depends on the level of the Monument.

**Rune Forging:** If there is at least one Rune in or adjacent to a Region of the Follower's Hero, it collects the Rune. If multiple are available, it chooses the Rune closer to your Hero.

## 2. HERO

Place the Follower's Hero directly into the Region indicated by the number at the top of the selected Action card. Note: when using the 2 player map (for solo games), use the numbers in the smaller boxes.



## 3. RUNES

Proceeding left to right on the Action row, **skipping** the selected Action card, resolve the first two possible Rune Actions it can perform. Skip and do not count Rune Actions the Follower cannot pay for or are impossible to resolve.



For example, if the Follower has 2 Runes, and the middle card is selected, it will resolve "Form Alliance" (paying 1 Rune), then skip "Upgrade Army" as it cannot pay, then skip both actions of the selected card, then resolve "Form Alliance" (paying its last Rune).

See page [5] for how to resolve individual Rune Actions. Note: the Follower's list of possible Rune Actions are not exactly the same as yours.

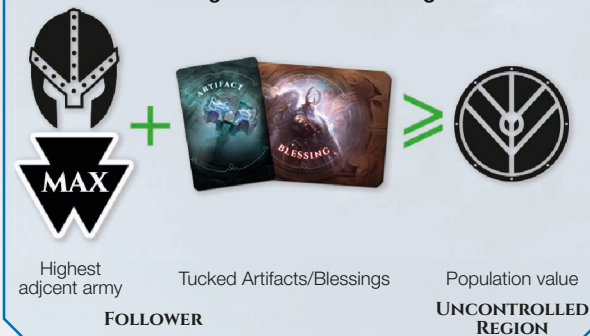
If the Follower is unable to resolve any Rune Action at all on its turn, it gains 1 Rune instead.

## 4. MANEUVERS

To understand Army activation procedures, we need to define **invasion difficulty** and the condition of being **invadable**.

An Uncontrolled Region's invasion difficulty is equal to its Population Strength. It is invadable if it has a Population Strength equal to or less than the value of the highest value **single** Follower Army adjacent to it, plus one for each Blessing/Artifact tucked under its board. The Follower never combines Armies when attacking.

**Invading an Uncontrolled Region:**



A player controlled Region with no Armies always has an invasion difficulty of 0.

A player controlled Region with one or more Armies has an invasion difficulty equal to the sum value of the Armies (including any guaranteed bonus granted by Blessings or other effects the player has in play). *For example: if one of your Regions has an Army 2 and an Army 1 defending it, it has an invasion difficulty of 3.*

A player controlled Region is invadable if it has an invasion difficulty lower than the value of the highest value **single** Follower Army adjacent to it, plus one for each card in the Follower's hand, up to its Wisdom value, plus one for each Blessing/Artifact tucked under its board. The Follower never combines Armies when attacking.

**Invading a player:**



If conquering the Region in question would result in the Follower immediately winning the game (due to Great Jarl or Great Gothi condition), it also invades if the invasion difficulty is equal or up to two higher than a single Follower Army adjacent to it.

1. If there is invadable Region(s) resolve "Invading a Region" below.
2. If there are no invadable Regions, increase the value of the Army that is adjacent or closest to the most player Regions (if multiple options, resolve the usual tie-breaker).
3. If the Army cannot increase its value (max. 6), move this Army to an adjacent Region in order to get adjacent or closer to a Region not controlled by the Follower (using the tie-breaker to choose if necessary).



- If no such Region exists, repeat steps 2 and 3) for another Follower's Army (if multiple options, resolve the usual tie-breaker).
- If there are no other Armies or it is also impossible for them to resolve the steps above, skip the Maneuvers step.

If the Follower has no Armies on the map it recruits one Army instead (to know how, see the Reinforce Special Action on page [6]) and **places a Desolation token**.

## INVADING A REGION

If there is only one invadable Region, target that Region. If there are more than one invadable Regions, select the one according to the Follower's preferences, as shown on the Corrupted Hero tile and explained below.

### Target selection methods

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The Follower prefers targeting a Region with a Temple, over a Region with a Shrine (but no Temple), over a Region without a Shrine. Among equals, it prefers to target the one with the lowest invasion difficulty. Among equal difficulties, it prefers to target player controlled ones, or the ones closest to a player controlled Region.
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The Follower prefers targeting Regions belonging to (one of) the Land(s) where the least Regions are not controlled by it. Among equal options, it prefers targeting a Region with a Temple, over a Region with a Shrine (but no Temple), over a Region without a Shrine. Among equals, it prefers to target the one with lowest invasion difficulty.

Move an adjacent Army to the target Region. If there are multiple Armies, select the one with the highest value. Note this may trigger a Battle against you (see page 7 for Battle resolution).

## 5. SPECIAL ACTIONS

Resolve the first possible option from the list below. An action is available if the Follower does not yet have a Control marker on it AND resolving it is possible.

- Is the Special Action shown on the selected Action card available?** Place a Control marker on the selected Special Action slot on the Action Wheel, then resolve that Special Action.
- Is its Priority Action** (shown on the Corrupted Hero tile) **available?** Place a Control marker on its Priority Action slot on the Action Wheel, then resolve that Special Action.
- Is Prepare available?** Place a Control marker on the Prepare Action slot on the Action Wheel, then resolve the Prepare Special Action.
- Otherwise resolve the Build Monument Special Action.

If the Follower is the first to place a Control marker on that Action slot, trigger Alliance bonuses as usual. If the Follower places a Control marker on top of yours, you gain a Rune, as usual.

**Follower's Allies:** Whenever a Realm is activated where the Follower has a Control marker, it simply gains a Combat Card or a Rune, whichever it has fewer of (Combat Card, if tied), ignoring the Realm's printed ability.



## 6. BONUS AND CLEAN-UP

Some Action cards show a (conditional) bonus written beneath the Special Action. If the selected Action card does, check the condition (if any) at this point, even if the Special Action actually performed differs from the one written on the card. If the Follower meets the condition (or there is none), it gains the reward. The text and the effect of the bonus always refers to and applies only to the Follower in question. If the bonus says "gain a blessing," simply draw a random Blessing card and tuck it under the Follower's board.

Finally, put the selected Action card aside, along with Surtur's die. Shift the remaining two cards to the left (if necessary) to close any gaps. Draw a new card from the Action deck and place it face up into the rightmost position.



Then, look at the icon in the bottom-right corner of the (put aside) selected Action card:

- If it shows a , remove the selected Action card from play (return it to the box).
- If it shows a , shuffle the selected Action card back into the Action deck.



## RUNE ACTION RESOLUTIONS

### TAKE CONTROL OF A NEUTRAL MONSTER (1 RUNE)

Since the Followers ignore the different Rune icons, it can take control over any uncontrolled Monster that is at or adjacent to its Hero's location. **If it cannot take control of a Monster** (no Monster in its Region or an adjacent one) **AND it has no Monster under its control, ignore the Region requirement** and take control of one neutral Monster regardless of its position on the map, choosing the Monster closest to its Hero.

If there are multiple neutral Monster it can take control of, it prefers to take control of a Monster with **more** (uncovered) **Wound slots remaining**.

If the Follower cannot take control of any neutral Monster, skip this action (without spending Runes).

### FORM AN ALLIANCE WITH A REALM (1 RUNE)

If the Follower's Hero is either adjacent to a Realm it is not yet allied to, or adjacent to a Region that is adjacent to such a Realm (i.e. it would require 1 move to be adjacent to the Realm), it allies with that Realm. Otherwise, skip this action (without spending Runes). In case of multiple options, choose the one that is leftmost considering clockwise order starting with the Muspelheim Realm.

### UPGRADE AN ARMY (2 RUNES)

If the Follower has no Armies on the map or all of its Armies are at value 6, skip this action (without spending Runes).

Increase the value of one Army that is adjacent to the most Regions not controlled by the Follower.

### ACTIVATE A MONSTER (2 RUNES)

A Monster can be activated if it is controlled by the Follower or is neutral.

If no Monsters that can be activated can cause you harm (i.e. successful Region attack or Stomp) or there are no Monsters to activate, skip this action (without spending Runes).

If activating any of the Monsters could cause you harm, activate that Monster. If multiple Monsters could cause you harm, the Follower prefers to activate Monsters it controls, over neutral ones. To choose between multiple Monsters of the same controlled state, use the usual tie-breakers.



### FOLLOWER'S MONSTER ACTIVATIONS

Whenever the Follower has to activate a Monster and has more than one under its control it activates the one closest to your Armies. Then, do the following:

1. If it is in a Region where it could affect your pieces with its Region attack, resolve the Region attack.
2. If it can be moved to a Region where it would Stomp your Armies, move into that region, choosing the Region with the Army with the highest value if tied.
3. Otherwise, move in a direction that moves it closer to at least one of your Armies. It prefers to end Monster's movement on a Region controlled by you if there is more than one option.

If the Follower activates a neutral Monster, roll the Monster die. If the Region Attack is triggered, proceed as usual. If the Follower has to move a neutral Monster, use the second and third step of the procedure detailed above ignoring any direction where it would Stomp its own armies. If there is a choice between actions choose Attack Region first if possible (step 1). If not, follow steps 2 and 3.

### DRAW COMBAT CARDS (2 RUNES)

*Note that this is significantly different from the player's Rune Action of drawing a Combat card.*

The Follower draws Combat cards equal to its Wisdom (or until it has 8 cards). If it already has 8 cards in hand skip this Action.

### INCREASE ATTRIBUTE (3 RUNES)

5. If the difference between its Favorite Attribute (the leftmost one shown on its Corrupted Hero tile) and the *next highest* Attribute is 1 or less, increase the Favorite Attribute.
6. Otherwise, increase its lowest Attribute. In case of further ties, see the Attribute Preference shown on the Corrupted Hero tile.

### RECRUIT ARMY (3 RUNES)

*Note that this is a Rune Action unique to the Follower. You do not have access to this Rune Action.*

It recruits an Army as explained below in the Reinforce Special Action.

# SPECIAL ACTION RESOLUTIONS

## REINFORCE

Place an Army (with value equal to its Authority) on a Settlement it controls.

- If multiple Settlements are available, choose the Region closest to a player controlled Region. If tied, choose the Region with a smaller **defense value** (see page 7 for definition of defense value).
- If the Follower controls no Settlements, consider all of its Regions to have a Settlement icon. **Additionally, place a Desolation token** (see page [7]).
- If the Follower controls no Regions, check the invasion difficulty of all Regions on the board (compare it to the newly Recruited Army value) and Recruit an Army in one of the invadable Regions using the target selection method (see page [4]). **Additionally, place a Desolation token.**
- In the rare case of no invadable Regions, increase the Follower's Authority instead. **Additionally, place a Desolation token.**

If all of its Armies are already deployed, consider this action unavailable.

## MOBILIZE

In ascending value order, check for each of the Followers Armies, whether or not it can invade (has any invadable Regions adjacent).

- If it can invade, move it to the target Region. If there are multiple possible targets, use the target selection shown on its Corrupted Hero tile to choose among them (as explained on page [5]). Unlike with human players, resolve the Battle immediately.
- If the Army cannot invade, and all Regions adjacent to it are already under the Follower's control, move this Army to an adjacent Region in order to get adjacent or closer to a Region not controlled by the Follower (using the tie-breaker to choose if necessary).
- If it cannot invade, but it is adjacent to one or more Regions not controlled by the Follower, increase its value by 1 (even if it is in a Region without a Settlement). If its value is already 6, the Follower draws a Combat card instead.

**If the Follower gained no new Regions during this special action, place a Desolation token.**

## PREPARE

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

Otherwise, it draws Runes equal to its Wisdom, and 2 Combat cards.

## BUILD A TEMPLE

If the Follower controls a Region with a Shrine and without a Temple, it builds a Temple there and gains a Priest. If it controls multiple Shrines without a Temple, use the usual tie-breakers. Regions with the Follower's Temples will have increased defense value (see, Battles page [7]).

If this triggers a Blessing Draft, **place a Desolation token.**

**Blessing Draft and the Follower:** Whenever it is the Follower's turn to select a Blessing, it does so randomly, tucking the selected card under its player board.

If the Follower controls no Regions with Shrines or its controlled Regions with Shrines have Temples on them already, consider this action unavailable.

## MONSTERS

If the Follower's Priority is **not** Monster OR there are **no Monsters to be hunted** (see definition below), do one of the following:

- If activating any neutral or the Follower's Monsters could cause you harm (i.e. successful Region attack or Stomp) it activates that Monster.
- If multiple Monsters could cause you harm, it prefers to activate the Monster it controls, over a neutral one. To choose between multiple Monsters of the same controlled state, use the usual tie-breakers.

**Regardless, if a Monster was activated this way, place a Desolation token.**

- If none of its controlled and neutral Monsters can cause you harm, consider this action unavailable.

**Monsters to be hunted:** Normally, only Monsters in the same Region as the Follower's Hero or adjacent are available to be hunted. However, for each card (Artifact or Blessing) the Follower has tucked under its player board, consider Monsters one additional Region further also available to be hunted (i.e. if there are two tucked cards, any Monster within 3 moves are available).

Loki cannot be hunted, unless the Follower has already slain enough Monsters (including ones you have slain after it placed 4 or more control markers) to hunt Loki (1 on the 2 player map, 2 if playing on the larger map). **If Loki can be hunted, the Follower ignores all other Monsters.**

If the Follower's Priority is the Monster AND there is at least one Monster to be hunted:

1. The Follower draws Combat cards equal to its Might (ignoring its usual 8 cards limit). **Turn all of the Follower's Combat cards face up.**
  - **Shield icons count as a wild symbol for the Follower** (it matches every Wound symbol). Deal all other Wounds first, before dealing Wounds by using Shields.
2. If multiple Monsters can be hunted, select the one that would have the fewest Wound slots remaining after being hunted, considering the Follower's Combat cards.
  - This means that if there is a Monster it can slay, it will choose that over picking a new prey.
3. Discard each card from the Follower's hand that can deal a Wound to the hunted Monster and place a Control marker on the corresponding Wound slot.
  - If multiple Wound slots are available, place it on a slot with a Reward if possible, then choose the rightmost available one.
4. If at least one Wound was placed on a Reward, the Follower gains 1 Priest (and only one) regardless of the printed Reward.
5. If the Follower covers the last Wound slot without the Reward it gains a Monster Artifact and tucks it under the Follower's player board. If the Monster is **not** slain, and it has less than 4 of the Follower's Control markers, **place a Desolation token.**
6. After the Hunt ends, count its remaining Combat cards, shuffle them back into the Combat deck, and deal the same number of Combat cards (but no more than 8) to the Follower (face down, so you do not know what Combat cards the Follower have).

**No Monster Attack cards are drawn or resolved.**



## USURP

If the Follower can Usurp the Region where its Hero is present, it usurps it. To do so, it must have a Might equal to or higher than the Population/Armies value of that Region. It gains control over the Region and it recruits one Army there with value equal to its Authority.

If it cannot Usurp in a Region with its Hero, check all Regions adjacent to its Hero as well. If multiple of them can be usurped, use the target selection shown on its Corrupted Hero tile to choose. If it cannot Usurp any of the Regions adjacent to its Hero either, consider this action unavailable. The Follower cannot Usurp Regions with your Hero.

## BUILD A MONUMENT

1. Select an incomplete Monument corresponding to a higher position in its Attribute Preference order, and build the next level of it.
2. Check the Ragnarok Requisites. If any Requisite is met, flip its card. If no new Requisites were flipped at this time, **place a Desolation token**. If there are at least 3 Requisite cards flipped over, Ragnarok begins (see Victory Conditions).
3. Perform steps 3-6 as described in the core rules (with the Follower being the Builder of the Monument).

# BATTLES

When a Battle takes place between you and the Follower, first determine the Battle values of both sides:

1. For you, it's the sum of your Army values, as usual.
2. For the Follower, if the Follower is attacking, it is the attacking single Army's value. However, if you are attacking the Follower, its Battle value is its **defense value** which is the sum of:
  - A. The total value of all Armies present in the Region, plus
  - B. The value of the highest valued Army **adjacent** to that Region ("the supporting Army"), plus
  - C. If the Region contains an already built **Temple**, the Follower's **Authority**.

In both cases (Follower attacking or defending), the Follower's Battle value is **increased by 1 for each Blessing/Artifact** tucked under its board.

**Attacking undefended Regions of the Follower:**  
A Battle is still triggered if you move one or more of your Armies into a Region controlled by the Follower without any Armies present, as long as that Region's defense value is not zero. In other words, invading the Follower's Temples, or Regions adjacent to at least one of its Armies always causes a Battle.

## BATTLE SEQUENCE

3. Create the Follower's Battle deck:
  - A. Shuffle the cards in its hand together. If its Wisdom is equal to or higher than the number of cards in its hand, all the cards form its face down *Battle deck*.
  - B. If its Wisdom is lower than the number of cards in its hand, randomly deal cards equal to its Wisdom to create the face down *Battle deck*. Return the remaining cards to its hand without revealing them.
4. If the Follower is a defender, and has a supporting Army, move the supporting Army into the battle's Region. (Note: this allows you to "lure" an Army away.)
5. You play your Combat card normally, including its effect, or pass when it's your turn to act.
6. When it's the Follower's turn to play:
  - A. It passes if one of the following conditions are true:
    - Its Battle deck is empty, OR
    - You have passed AND it has a higher Battle value (or equal as a defender).
  - B. Otherwise, randomly draw one card from its Battle deck and reveal it. Add the card's value to its Battle value, but ignore the effect on the card.
7. When assigning Casualties:
  - A. You resolve this step the normal way.
  - B. The Follower decreases its highest value Army by 1 regardless of Casualty icons on its own cards, winning, or losing. **Exception:** It only loses the last value of an Army (killing it) if it loses the Battle.
8. The player who lost the Battle withdraws as usual. If the Follower is forced to withdraw it moves to an adjacent Region it controls (use the usual tie-breaker). For taking control over the Region after Battle, follow all base game procedures.
9. After the Battle, return all cards remaining in the Follower's Battle deck into the Follower's hand.

# GAME END & DESOLATION

Both you and the Follower may win using the 3 core winning conditions (Great Jarl, Great Gothi, Slayer) the same way as described in the core rules, as appropriate based on the map. However, the 4th victory condition (Ragnarok) is changed.

## PLACING DESOLATION

The Follower's Special Actions place Desolation tokens when the Follower is "falling behind," or accelerating the end game while doing little else to bring about their own victory. Place a Desolation token when one of the following things happens:

- A Reinforce Special Action, when the Follower controls no Settlements.
- A Mobilize Special Action results in the Follower gaining no new Regions.
- A Build Temple Special Action triggers a Blessings Draft.
- A Monsters Special Action results in "only" a Monster being activated to harm you.
- A Monsters Special Action results in a hunt finishing with fewer than 4 of the Follower's Control marker placed on the Monster's Wound slots.
- A Build Monument Special Action caused no Ragnarok Requisite cards to be flipped.
- There are none of its Armies present on the board during the Maneuvers step during the Follower's turn.

When instructed, place a Desolation token on a Region that is both:

- Adjacent to the Action Wheel.
- Does not yet have a Desolation token.

If multiple such Regions exist, select one that is controlled by the Follower first, then neutral, then controlled by you. If still tied, use the regular tie-breaker.

Always take the leftmost next Desolation token from Surtur's Manifestation card.

Desolation tokens do not affect control over Regions.

## REMOVING DESOLATION

If you control a Region with a Desolation token and an Army with a value equal to or greater than the smallest number shown on the Surtur's Manifestation card (rightmost uncovered), you may use one activation of that Army to **remove the Desolation token**. If so, return the marker to the rightmost empty space on Surtur's Manifestation card.

If this was one of the two leftmost spaces (requiring a 4 or 5 value Army's activation), you may draw a random Blessing card and gain it.

## SURTUR MANIFESTS

If the Follower would have to place a Desolation token and all 5 Desolation tokens are already on the board Surtur manifests instead and destroys Midgard. **You lose the game immediately.**

## RAGNAROK

Ragnarok triggers the same way, at the end of a Build Monument Action, by having three or more Ragnarok Requisite cards flipped. Each player plays one additional turn afterward. When checking for the Victory, **each Desolation token on the map counts as an additional Region under the Follower's control**, whether you control it or not. In case of a tie, the Follower wins.

Example:

- You control 3 regions around the Action Wheel, one of which has a Desolation token.
- The Follower controls 1 afterward, also with a Desolation token.
- The last Region is neutral, but also has a Desolation token.

Therefore you control 3 Regions, while the Follower controls 4 (one actual Region plus three Desolation tokens), thus it wins the game and you lose.



# PLAYING AGAINST MULTIPLE FOLLOWERS

It is possible to play against up to 3 Followers, **each with a different Priority Action**. During Setup, give each of them a player board, and chosen components of different colors, and set them up according to their own Corrupted Hero tile. Play on the map for 3 and 4 players, and use Ragnarok Requisties marked “3+”. However, only place the starting Desolation token according to the **first** Follower. Each of them have their own Action Row and Action deck.

They all take one turn in the same order each time (determined randomly during Setup), then you take your turn. Between two of your turns, once a Desolation token is placed, ignore all further effects that would place a Desolation token.

The following rules will introduce another concept: *the superior claim*. The active Follower's claim to a Region is **superior** to its currently controlling Follower's if one of the following conditions are true:

- The Region to be claimed contains a Temple, and the Follower controlling it controls **fewer total Temples** on the board than the active Follower.
- The active Follower controls **more Regions in the same Land** than the Follower controlling the Region to be claimed.

Note: it's possible for a Follower to have a superior claim to another Follower when checking one Region, but the other way around when checking another.

## FOLLOWER INVADING FOLLOWER

A Follower considers another Follower's Region invadable, if it has a superior claim to it and the Army preparing to invade has a value **equal to or higher** than the controller's Army value present OR **one** supporting Army (whichever is higher). Do not count any other modifiers for either side (tucked cards, Authority, Follower Temple, etc.). When such an invasion happens, do not resolve a Battle.

- If the previous controller had no Army present or supporting, no losses are taken.
- Otherwise, both Armies lose one value of one Army each (present or in case of the defender supporting), except if that would remove the last value of an Army (killing it). After that, the Follower that lost withdraws to an adjacent Region it controls.

## USURPING

When selecting a Region to Usurp, a Follower prefers to Usurp one of yours, then a Follower's region where it has a superior claim (see above), then a neutral one. It never Usurps a Region belonging to a Follower without having a superior claim to it. Follower cannot Usurp Region with other Followers Hero.

# GAME END & RAGNAROK

Each Follower works toward its own winning conditions for Great Jarl, Great Gothi, or Slayer. For Ragnarok, add the number of Desolation token in play to the number of Regions controlled by **each** Follower. You win if you control more than either of them.

For example: You control three Regions, and two of the other Followers control one each. If there is one Desolation token in play, you win (3 vs 1+1 when comparing to either), but if there are two, you lose (3 vs 1+2, when comparing to either). However if one of them controls two (and the other none), then you lose even in the case of one Desolation token in play, as that means you'd tie at 3 vs 2+1.

# ADDING FOLLOWERS TO MULTIPLAYER GAMES

Set up normally, and include up to 2 Followers as described above. Note that the total number of human players plus Followers cannot exceed 4. Give the **Arbiter** token to the last human player in turn order – they will be known as the Arbiter themselves.

In turn order all Followers precede all human players.

## THE ARBITER

If at any point a Follower needs to pick between two or more **equivalent options** that directly attack assets belonging to two or more different players, instead of using the common tie-breaker as in solo play, the **Arbiter chooses**. Then, give the Arbiter token to the player whose asset the Arbiter chose to be attacked. The Arbiter may choose one of their own assets to suffer, in which case they keep the token.

Examples of choices needing Arbitration include: take control of one of two Monsters of equal remaining uncovered Wound slots, or moving an Army into one of two Regions of equal invasion difficulty (controlled by different human players), or Usurping one of two Regions both containing a Shrine but no Temple, etc.

If multiple assets belonging to only one player are to be picked from, use the regular tie-breakers.

If no human assets are at risk, merely measuring “closer to human control” (during target selection), use the regular tie-breakers.

In these cases, the Arbiter token does not change.

# EXPANSIONS COMPATIBILITY

## HEL, HEIMDALL, AND AEGIR GODS

When you are using additional Gods from expansions, you use their God bonuses normally but Followers gain bonuses depending on Attribute connected to such God:

- Might – Combat Cards.
- Wisdom – Runes normally.
- Authority – increases an Army's value. It always increases an Army with the most adjacent Regions it does not control.

The amount of the gained bonus depends on the level of the Monument.

When you gain the Hel God bonus you choose what the Follower has to lose. However you can't choose the “Gain 1 Injury” option.

Follower do not gain and use Snekkars.

## REALMS

You can add all additional Realms to the game. You use their printed ability normally. This change does not affect the Follower since it always gains Runes or Combat cards when the Realm bonus is triggered.

**Asgard** – if the Follower does not yet ally with the Asgard Realm it always chooses to ally with it first if possible.

## ARTIFACT CARDS/BLESSING CARDS/COMBAT CARDS

Since the Follower does not use the effect of Blessing cards, Combat cards, and Artifact cards there is no change in rules.

## MONSTERS

If you are adding Sea Monsters (Jörmungandr and/or Kraken) to the game do not use the Follower Heroes with the Monster Priority Action.

You can add all other Monsters without changes in the solo rules.

## BOSS

**Fenrir** – this Boss is not supported in solo mode.

**Naglfar** – you can add this Boss to the game but do not use the Follower Heroes with the Monster Priority Action. Followers ignore the Naglfar Passive skill.

## 5TH PLAYER EXPANSION

This mode is not supported.

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