

## Ragnarok Sample of Play

The black and white cards shown in this document are playtest cards. I've added some artwork I created a while back to add flavor. The full color cards are the real cards. The game is in testing now, and some changes might occur between what is seen here, and the final design.

## Introduction

You are Thor, god of thunder, and it is the time of Ragnarok!

You watch in silence as the massive Jotun army of evil gods, giants, and undead surge forward to destroy the world. They outnumber the stars in the sky, but it does not matter. You and your Aesir brothers and sisters have long awaited this day. You shrug off your thick furs to reveal your massively muscled body and raise your hammer Mjolnir in challenge to any that dare face you in battle. In response, lightning crashes down from the heavens and crackles and sizzles on the hammer's steel head. Across the battlefield, you spot your foe! It isn't hard. The snake is the size of a mountain range. You smile grimly and stride forward to do battle with the dread Midgard Serpent...

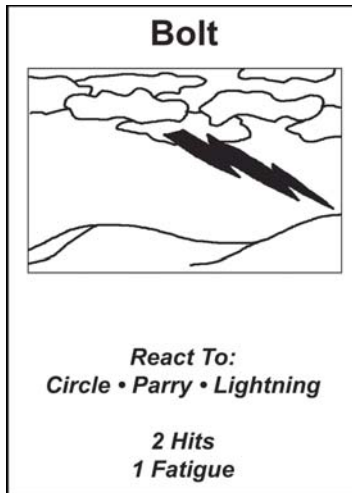


## Set-Up

Thor and the Midgard Serpent both have a value of 10, so Followers are not needed to balance the battle. Thor has a hand size of 8, so you are dealt 8 cards. The Serpent is dealt 7 cards.

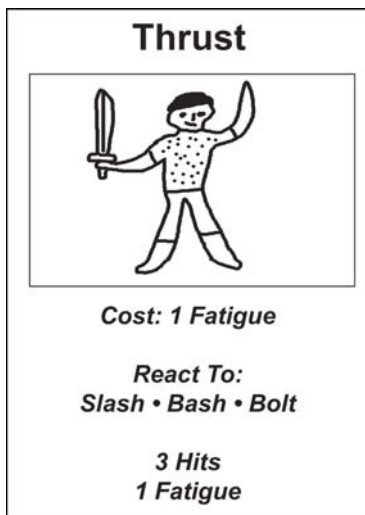
Aesir always go first, so you get to play the first card.

## The Battle

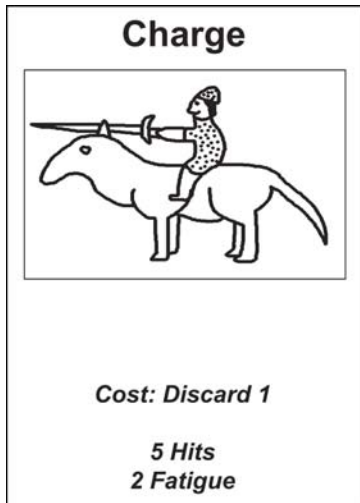


You pull a lightning bolt from the clouds and hurl it at the Midgard Serpent in the form of a Bolt card. If it is not countered the Serpent will suffer 2 Hits to its Strength and 1 Fatigue to its Hand Size.

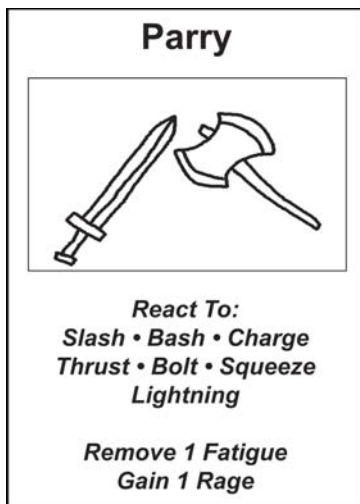
The Serpent starts with 19 Strength. It dies when it suffers 19 Hits. Each Fatigue scored against it counts as a card in hand when it is time to draw cards.



The Serpent player looks through his cards, and plays a Thrust. Playing the Thrust card costs 1 Fatigue to play, and the player places a Fatigue 1 counter on the Serpent card. The Thrust card lists Slash, Bash, and Bolt as the cards it will cancel. The Thrust card cancels your Bolt. If not stopped, the Thrust will inflict 3 Hits and 1 Fatigue.



You accept the 3 Hits and 1 Fatigue by placing the appropriate counters on your Thor card. You can now either play any card, or draw your hand to full by doing a Battle Cry. You choose to play a Charge. You must discard 1 card to play it, and you discard a Slash.

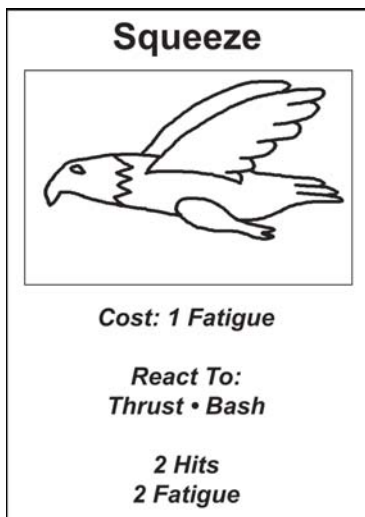


The Serpent cancels the Charge with a Parry. The Parry also allows it to remove 1 Fatigue and gain a Rage counter. The Rage counter will stay with the Serpent until the end of the game and will add 1 Hit to all its attacks.

At this point in the battle, Thor has suffered 3 Hits and 1 Fatigue. The Serpent doesn't have any Hits or Fatigue, and it has 1 Rage.



Even though this battle is between gods, the mortal world still plays a part. The humans can influence the course of battle with their actions and faith. You play a Port card. This is a Follower card, which means it remains in play and gives you some kind of benefit. In this case, you gain +2 Hand Size. The next time you draw cards, you will be treated as having a Hand Size of 10, if the Port is still in play at that time. The bad news is, the Port only has Strength 1. When you're fighting with gods, man's creations are very fragile. The Port card says that when played, you get to play another card, so you play a Village. This is another Follower. The forces of man are coming to your support! You get to play another card, a Bolt.



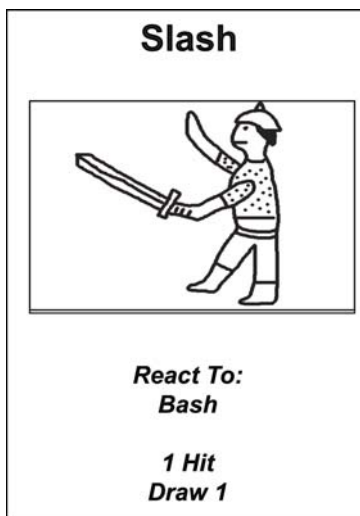
The Serpent does not dodge the Bolt and it runs along his body in blue arcing fury. He suffers 2 Hits and 1 Fatigue. The Serpent strikes back with an attack against Thor, not the Port or Village, with a Squeeze card and pays 1 Fatigue. The card would normally inflict 2 Hits and 2 Fatigue, but the Serpent's special ability boosts this up to 4 Hits, and its Rage boosts this to 5 Hits.

You play a Parry to cancel the Squeeze, remove 1 Fatigue, and gain 1 Rage.



The Serpent plays a Giants card, which is a Jotun Follower. He discards 1 card, a Bash, to pay its cost. The Giants give the Serpent a +2 Hand Size, can sustain 6 Wounds before being slain, and can play Slash and Bash cards when the Serpent acts.

You decide to do a Battle Cry, Thor has a Hand Size of 8, plus 2 for the Port, minus 1 for the Fatigue, so you draw until you're holding 9 cards. You then remove 1 Fatigue.



The Serpent then plays a Slash for the Giants and a Bash for itself. The Serpent will be out of cards and will need to Battle Cry next turn, so it targets your Village with the Slash, because the Village's ability will heal you when it does the Battle Cry. It targets Thor with the Bash. You can only play one card, and you play a Parry to save your Village from the Slash and give you 1 Rage. You get hit though by the Bash for 2 Hits and 1 Fatigue.

The Serpent rears up and issues a hissing Battle Cry, draws his hand to 7 cards (7 + 2, - 2), and removes 1 Fatigue. Because an enemy did a Battle Cry, your Village heals you for 2 Hits.

You play a Bolt, and the Serpent cancels it with a Thrust and pays 1 Fatigue to play it.

You bring your mighty hammer down with a crushing Bash and the Serpent takes 5 Hits and 1 Fatigue.

The Serpent plays a Thrust and pays 1 Fatigue. You cancel it with a Parry, remove 1 Fatigue, and gain 1 Rage.

The Serpent now has suffered 7 Hits and has 4 Fatigue. You have suffered 3 Hits with 0 Fatigue. The Serpent has 1 Rage, you have 3.

The Serpent plays a Squeeze, and you don't stop it and suffer 5 Hits and 2 Fatigue.

Again you Bash with your hammer for 6 Hits and 1 Fatigue. The Serpent does not stop it. He is tiring, and you sense his end is near!

The Serpent attempts a desperate Battle Cry to try and get some cards for its Giants and remove some Fatigue. The Serpent draws until it is holding 4 cards ( $7 + 2 - 5$ ), and then removes 1 Fatigue. Your Village heals 2 of your Hits.

You play a Slash. The Serpent stops it with a Thrust, and plays a Slash from the Giants aimed at your Village. You do not stop either. Thor suffers 4 Hits and 1 Fatigue, and the Village is destroyed and discarded. The Serpent draws 1 card for the successful Slash.

Your rage flows through you at the destruction of your faithful Village. You do a Battle Cry and draw your hand to 7 cards ( $8 + 2 - 3$ ) and then remove 1 Fatigue.

The Serpent plays a Slash against Thor and its Giants play a Bash against Thor. You play a Bash to cancel the Slash. The Slash inflicts 1 Hit and 1 Fatigue. You suffer the attack gladly, because all your strength is behind the massive two-handed blow from your hammer.

Your hammer bash catches the Serpent on top of the head, and the evil glow drains from its eyes. This attack brings the Serpent's Hits to 19, which slays it!

Sweating and exhausted, victory is yours! You raise your hammer high for all to see, your human followers cheer at your courage, and the Valkyrie sing your praises!



Here's one more card because I really like the creature...

