WINDS OF CHAOS

The myriad beings of the Norse pantheon appear in poems, myths, and legends that chronicle their deeds. They are stories of heroism and bravery, love and betrayal, madness and chaos.

The **Winds of Chaos** expansion to **Ragnarocks** introduces new mythology cards and custom components to add a new twist to your games and embrace the spirit of chaos. The core rules remain the same. Everything you need to know to play is featured on the mythology cards themselves (with slightly more detailed descriptions found in these rules). You must be playing the **Advanced Game** in order to use this expansion.

COMPONENTS

9 Mythology Cards

10 Mountain Figures

2 Custom Direction Dice

6 Viking Cards

MYTHOLOGY CARDS

ANGRBODA
At the End of Your Opponent's Turn: Roll a direction die. If possible, place a Runestone adjacent to the opponent's selected Viking in the indicated direction (even if the target hex in inside a settled region).

FOSSEGRIM
Setup: Place a mountain on a space that cannot be reached by any Viking on its first turn. This acts as a 4th immovable Viking for you.
Incompatible with: Fenrir.

GULLVEIG
When Summoning: The target hex for your Runestone is not blocked by Vikings of Runestones. The target hex must be unoccupied and in a contested region.
At the End of Your Turn: If there is an opponent's Viking adjacent to your chosen Viking, roll the direction die. You may move the opponent's Viking 1 hex in the indicated direction. (If there is more than 1 opposing Viking adjacent to your chosen Viking, you choose which one to move.)

KARI
Setup: Roll the direction die. The indicated direction is the direction of The Gale.
Instead of a Normal Turn: You may move one or more Vikings (yours or your opponents) in the direction of The Gale as far as possible. You may move the Vikings in any order.
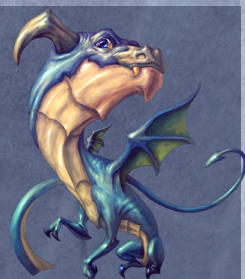**End of Your Turn:** You may roll the direction die to change the direction of The Gale.

LOKI

At the Start of Your Turn: Roll the direction die. You may move one or more of your Vikings one space in the direction indicated.

NIDHOGGR

During Setup: Take a set of Viking cards. Secretly select one and place it under this card.
When Scoring: The opponent's Viking matching the card you selected is replaced by a Runestone before scoring.
Incompatible with: Orn

ORN

During Setup: Take a set of Viking cards. Secretly select one and place it under this card.
When Scoring: The region containing your Viking matching the card you selected scores double.
Incompatible with: Nidhoggr

SIGYN

At the End of Your Opponent's Turn: Roll the direction die. Move 1 opposing Viking as far as you like in the indicated direction.
Incompatible with: Ask & Embla, Fjorgyn & Fjorgynn, Fenrir, Vili & Ve, Ullr, Huginn & Muninn

SKADI

When Summoning: Your first 5 summons must summon a mountain instead. Mountains behave identically to Runestones.
When Moving: Your Vikings may move through your mountains. They must still end their moves in a contested hex.

CREDITS

Design	Gord
Development	Joshua Lobkowicz
Art	Clark Miller
Graphics	Christian Strain
Rulebook Layout	Sarah Lafser
Editing	Bryan Gerding
Playtesting	Aaron Eisele, Ariane Brault, Brandi Waldman, Brandon Geier, Chris Funk, Corey Farkas, Grant Lyon, Jacob Marks, James Dunn, Jason Lau, Jeff Santos, Jerry Lillie, John J. Riccardi, Jose Antonio Ramirez, Kay F., Keith Collins, Kenrick Carlson Keh, Kevin LaMar, Kurt Pankau, Lance Myxter, Lee Mitchell, MacoBaaß, Matt Koballa, Matthew Kunz, Matt Roberts, Michael Lencioni, Patrick Hodge, Raven Rurek, Richard Castle, Rodger W. Moore, Sam Rouleau, Sarah Green (Tabletop Sauce), Scott "Aldie" Alden, Sean Fisher, Shane Myerscough, Shane Tonkin, Shannon Low, Stefan Loew, and Szymon