

## GIANTS & RUNES



Cancel every God's power.



Add 1 to the combat force of the indicated Enemy or Giants.



Prevent the Gods from performing any action on the targeted world.



Prevent the players from rolling the die during combats.



Prevent the Valkyries from going to the submerged island.



The Gods do not draw an Enemy card from the deck during the 3 next turns.



Move 3 Enemies one space backwards.



Move one Enemy 3 spaces backwards.



Share out of 15 Vikings taken from the World of Dead H.

## ENEMY EFFECTS



Move the Enemy that is the farthest behind forward one space.



Take x Vikings counters from the bag indicated by the die.



Put x Fire Giant counters in the bag indicated by the die.



Take x Giant cards. These Giants become active immediately.



Put the Valkyries back on the Rainbow Island and submerge the Island indicated by the die.



Gods have to calm him down obtaining the following results with the die:  
0/1/2 if 1, 0/1 if 2, 0 if 3, 0 if 4, 0 if 5, 0 if 6.

## ACTIONS ON YGGDRASIL



Take 1 Elf.



Fight against one Enemy in order to move him one space backward.



Move the Vanir one square forward or apply the effect indicated by the square where it is and put it back on the 1<sup>st</sup>.



Take a Level 1 Weapon or upgrade one of yours.



Move the Valkyries and/or look for the souls taking three counters from the bag.



Fight against a Giant in order to discard it. (combat force 3)



Take 5 counters out of the bag of your choice and place the Fire Giants you have taken on this world.



Take, give or exchange Elf and/or Viking counters with one other God only.



Add 5 Vikings to the bag of your choice.

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