

PROFIL : JARL JORUND

The rules that follow are not definitive and therefore may evolve before the official rules, which will replace these, accompanying Mythic Battles: Ragnarök are released. This model is not currently allowed in competition, though it will be when Mythic Battles: Ragnarök is officially released.

Jarls are warlords who guide their people from day-to-day as well as in the heat of battle. They are a unit that strengthens your troops with intellectual and physical skills.

RECRUITING A JARL:

When a player recruits a unit, which has not been granted for free by a power, during step "2. Recruiting an army" of the setup:

- they spend 1 additional recruiting point on the selected unit to associate a Jarl with it.

In this case, they choose a Jarl of the same type as the troop unit (aquatic, fireproof, flying or ground) from among those available. Then, after taking the unit card, they place the Jarl card next to it.



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1 Art of war card:

Certain Jarls get a number of Art of War cards during step 6 of step "3. Preparing the table" of the setup.

2 Jarl bonus:

As long as the Jarl model is in play, the unit associated with it receives the indicated bonuses which can be:

- **jarl activation cards:** the Jarl activation cards are considered as activation cards for the unit where all rules are concerned (scenarios, power, talent, etc.),
- **talents:** the unit benefits from the indicated talents,
- **increases in characteristics:** the unit has its characteristics increased as indicated,
- **powers:** the powers apply.



JARL IN PLAY:

The only way to put a Jarl model into play is to put it with the models of the unit with which it is associated. As soon as an effect brings the unit's models into play (deployment, unit recall, scenario rules, powers), the associated Jarl model is also brought into play.

The Jarls have no vitality nor defense characteristics; they cannot be targeted for attacks. They can only be targeted by field effects, powers and talents that explicitly designate Jarls as potential targets (eg, Head Hunter talent). The Jarl model is not considered to be part of its associated unit. Any effect which designates the unit without specifically designating the Jarl does not concern it. The Jarl model is removed from the board when the last model of its associated unit is removed from the board.

The Jarls have no movement characteristic. A Jarl is moved at the same time as the associated unit. The Jarls are taken into account in zone saturations.

