tiny epic VIKINGS® RAGNAROK

Slayers' Rulebook

GAMELYN GAMES

PROLOGUE

This truly is the end of the World, "Ragnarok"! The sea in the Bitter North has frozen over, and the giants of Jötunheim are devastating the Runic Islands. The power of the gods is waning, and they… are furious. In a last-ditch effort they have deployed their Valkyries, the winged warrior-maidens of Asgard, to aid the mortal Vikings in slaying the scourge of giants. Every true-blooded Viking knows that to give one's life felling a giant would be the greatest honor for their Clan.

COMPONENTS

Front

Back

1 Double-sided Map Board

EXPANSION OVERVIEW

In addition to the actions in the base game, players have two new actions:

- **Slay a Giant** (see pg 4)

- **Deploy a Valkyrie** (see pg 6)

12 Valkyrie Tokens (3 in each player color)

4 Valkyrie Mats

6 Valkyrie Viking Cards

6 Giant Slayer Viking Cards

9 Giant Tokens

6 God Mats

EXPANSION SETUP

In addition to setting up the base game, include these steps for the expansion:

1 Use the **Bitter North Map Board** instead of the base game's board.

2 Give each player a **Valkyrie Mat** and **3 Valkyries** matching their color.

2A Place this mat next to each player's Clan Mat.

2B Place the 3 Valkyries on their marked spots on the mat.

3 Shuffle the **Giants** so their point values underneath are not seen, and then place 1 Giant onto **each Region** without revealing their values. Return any unused Giants to the box, also without revealing their point values.

4 Shuffle the **6 Valkyrie and 6 Giant Slayer Cards** into the Viking Deck.

5 Shuffle the **6 God Mats** into the mats to draw from.

Valkyries placed on mat

God Mats added in

Valkyrie and Giant Slayer Cards added in

2 *Valkyrie Mat*

Giants placed points-side-down on each Island

THE BITTER NORTH MAP

The main difference between this map and the base game map is that some Islands are divided into Regions that are separated by land borders. Except where these rules say otherwise, treat each Region as though it were an Island by itself. For example, if an Island has two Regions, then each Region has its own Rune, and Influence for a Region is counted separately for each Region.

- When *Exploring with a Settler* (or *Temple*), you also may move from one adjacent Region to another **across a Land Border**.

- In the intersection between Land Borders and the Island's shore, there may be a Dock. When you *Sail a Boat* to that Dock you may choose to deploy Settlers to either or both Regions (using the arrows on the Dock icon),you still can only deploy a number of Settlers up to the number of your Sail's action. The Docked Boat also counts as giving **2 Influence to both Regions**.

SLAY A GIANT

On your turn during *Phase 2: Performing Actions*, instead of playing a card for a battle or an action, you may instead play it faceup, declaring you are "Slaying a Giant." To Slay, you must have at least **1 of your Valkyries and 3 of your Settlers** on a Region with a Giant (note the section on the right side of the Valkyrie Mat). You MUST Slay if you choose this action (you cannot declare "Slay" and not do it). Note that a Viking Card's Strength has no effect on the outcome of a Slay.

A Once all necessary pieces are in a Region with a Giant, **B** you **sacrifice your 3 Settlers** (returning them to their Clan Mat) and then take the Giant, placing it near your Clan Mat (the Valkyrie remains). You may always look at the point values of the Giants you have slain, but this is kept secret from other players until you reveal it in final scoring. There is no limit to how many Giants you can slay. **C** In service to your leader's god, the Viking Card's Rune **increases that God's Fury by 1** (however, you do not also then gain its Valhalla Boon).

Playing a Valkyrie or Giant Slayer Card

When slaying a Giant, if the card you use is a Valkyrie or Giant Slayer, then the cost of slaying the Giant is cheaper (noted in the bottom of the Battle section on their cards):
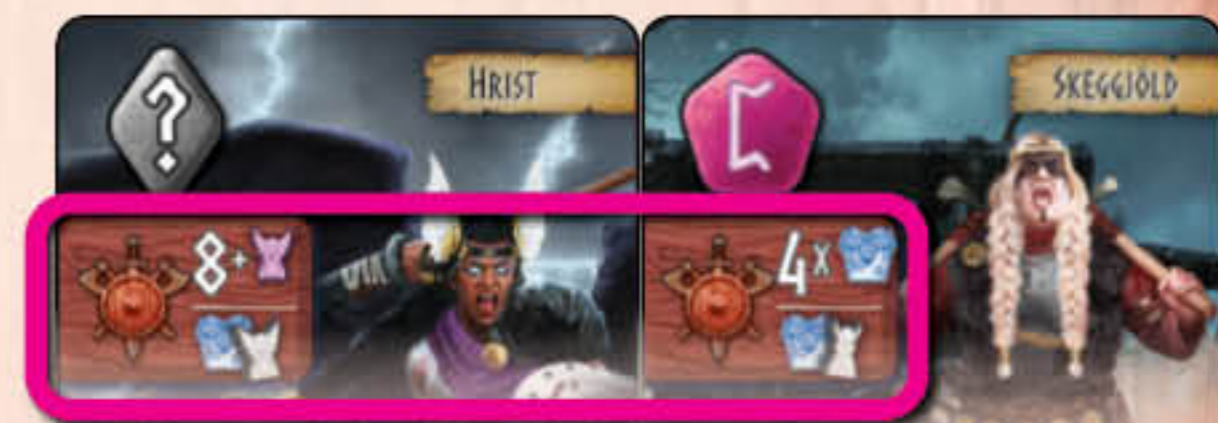
For a Valkyrie: A separate Valkyrie token no longer needs to be on the Island with the Giant; the card fulfills that cost.

For a Giant Slayer: Only 2 Settlers are needed in a Region to Slay a Giant, and only 2 Settlers are sacrificed.

Temple Blockers

While a Giant is on a Region, no player can build a Temple, *Explore with a Temple*, or use a Valkyrie to carry a Temple to that Region (this is noted on the Valkyrie Mat). Temples in Regions where a Giant moves to may remain, however.

Cleanup Phase: Giants Reduce Fury

During the *Cleanup Phase*, a new step is taken. For each Giant currently on a Region: based on its Rune, **reduce the corresponding god's Fury by 1** (Fury can never go below 0).
For example, a Giant on an 🔵 Island reduces the 🔵 god's Fury by 1.

Battling with Valkyries/Giant Slayers

When you play them facedown to start or join a battle, Valkyries and Giant Slayers have unique Strengths listed in their top section:

4 x 🟣 **Valkyries' Strength** is dependent on how many Valkyrie you have deployed on the Map.

4 x 🔵 **Giant Slayers' Strength** is dependent on the number of Giants you have slain.

Valkyrie Cards' Wild Rune

Each Valkyrie Card possesses a Wild Rune, which represents any Rune of your choice. This can be used to boost any action, and for deciding which god's Valhalla Boon to gain and Fury to increase if the Valkyrie Card loses a battle (must be the same Rune for both).

Performing Leader and Rune Actions

Valkyries and Giant Slayers can be played faceup to perform a Leader and/or Rune Action. Each has a different requirement instead of Runes:

Giant Slayer Cards require you to have slain at least 1 Giant.

Valkyrie Cards require you to have 1 or 2 Valkyries already deployed on the Map.

In addition, there are 2 new Rune Action icons:

Move a Giant onto an adjacent Region (crossing a Ferry Route or over a Land Border), as long as there is no Giant in that Region (there can only be 1 Giant per Region). You may move it into a Region with Temples.

Raid a Village in a Region that you have at least 1 unit in **without paying a Steel cost**.

Valkyries

Valkyries are powerful warriors, only granted to the clans with the highest devotion to a god. They aid in slaying Giants and conquering Islands, and they can carry Settlers, and even Temples, to adjacent Islands using their mighty wings!

Deploy a Valkyrie

If you lose a battle and gain a **Valhalla Boon**, you may also choose to **deploy that god's Valkyrie** (see next page). Move the Valkyrie from your Valkyrie Mat and place it into any Region.

Valkyries on the Ground

Valkyries are similar to Settlers, with some notable differences:

- Each is worth **2 Influence** (⬡), and is considered **boots on the ground**. When you deploy or move a Valkyrie onto a Region with a Rune, and if you now have more Influence than the player who controls it, you immediately take control.

- They cannot be deployed using a *Sail a Boat* Action. They can only be deployed as the result of a Valhalla Boon (see above).

- In terms of *Attacking Settlers*, a Valkyrie does not count as a Settler when totalling your Settlers in a Region (although carrying a Settler counts, see below). You cannot remove a Valkyrie for using a *"Smite a Settler"* Rune Action or if you *Attack Settlers* in a Region.

- Valkyries cannot by substituted for Settlers when *Slaying a Giant*.

Special Valkyrie Movement

When performing a normal *Explore with a Settler* action, you may **instead**:

- Move 1 Valkyrie to an adjacent Region.
- OR Pay 1 Food to move the Valkyrie AND also **carry 1 Settler** from the Valkyrie's initial Region to its new Region.
- OR Pay 3 Steel to move the Valkyrie AND also **carry 1 Temple** from the Region to the new one.

Players may only do one of these for a single action; they cannot spend 1 🖐 and 3 ⬡ at the same time to do both.

Three Runes of Valkyries

The 3 Valkyries are each based on the Active Rune of your card that loses a battle. If you have already deployed that Rune's Valkyrie, then they cannot substitute with a Valkyrie from a different Rune.

Valkyries' *Harvest* Bonuses

When you perform a *Harvest* action, you also gain bonus resources based on which Valkyries' you have deployed.

Two Player Setup

When using the Bitter North Map, the 3 Regions noted in *step 3* of the solo rules below are the "Inner Islands" and the other 3 are the "Outer Islands". The enemy's 3 starting Temples are still placed on the Islands with Giants.

Final Scoring with Giants

At the end of the game, the Victory Points (⬛) on the underside of each slain Giant are also added to each players' total score.

Solo Ragnarok Setup

1. On the backs of the Valkyrie Mats are **4 Enemy Clan Mats**. Though the base game's mats will work for *Ragnarok*, we recommend you choose from one of these for the enemy. Likewise, we recommend you do not use the *Ragnarok* mats when playing the base game, as they are specially designed for this expansion.

2. Give the enemy **1 Valkyrie Mat** (Valkyrie side-up) and place all **6 Valkyries** onto it (3 from each player color), double stacking 2 onto each slot.

3. Place the **Bitter North Map** with the "1-3 player" side-up. Select the enemy's starting Region from the 3 Regions pictured to the right, randomly choosing one, and then place the **Chieftain Boat** on that Region's *circled* Dock (see the image to the right).

Solo Gameplay Changes

When playing with the Bitter North Map, if the Chieftain Boat **sails** to a Dock connected to a **Land Border** (one that splits 2 Regions), when it deploys Settlers it always focuses on the Region that **matches the card's Rune**. However, for any other action that the enemy would have to choose between the 2 or more Regions, follow this rule for making its decision: **Count whether the enemy has an even or odd number of played cards** (both in its Leader and Battle rows):

- **Odd:** it focuses on the Region that is leftmost.
- **Even:** it focuses on the Region that is rightmost.

For example, if the enemy has 4 played cards, at this Dock it focuses on the right 🔴 Region.

Enemy: *Slay a Giant*

There are two ways for the enemy to slay a Giant:

1. When the enemy performs a "Place a Temple" Resource Action, if the Chieftain Boat's Region has a Giant on it, **instead of placing a Temple**, the enemy slays the Giant.

2. When the enemy **deploys a Valkyrie** into a Region with a Giant, she slays it.

Either way, **return ALL of the enemy's Settlers** from that Region to the Clan Mat (note that it is not necessary for the enemy to have any Settlers in the Region). The slain Giant is placed into the enemy's area. Do not reveal the point value underneath until final scoring. Then, increase the god's Fury by 1, based on the enemy's current card.

Enemy: Valkyries

The enemy deploys a Valkyrie if it loses a battle and the card's Active Rune used for the battle matches one of the available Valkyries on its mat. Place the Valkyrie into the Chieftain Boat's Region; once placed it can never move. If there is a Giant in that Region, the Valkyrie immediately slays it. However, if the enemy already has a Valkyrie in that Region, then the new Valkyrie **cannot** be deployed (the enemy has a limit of 1 Valkyrie per Region).
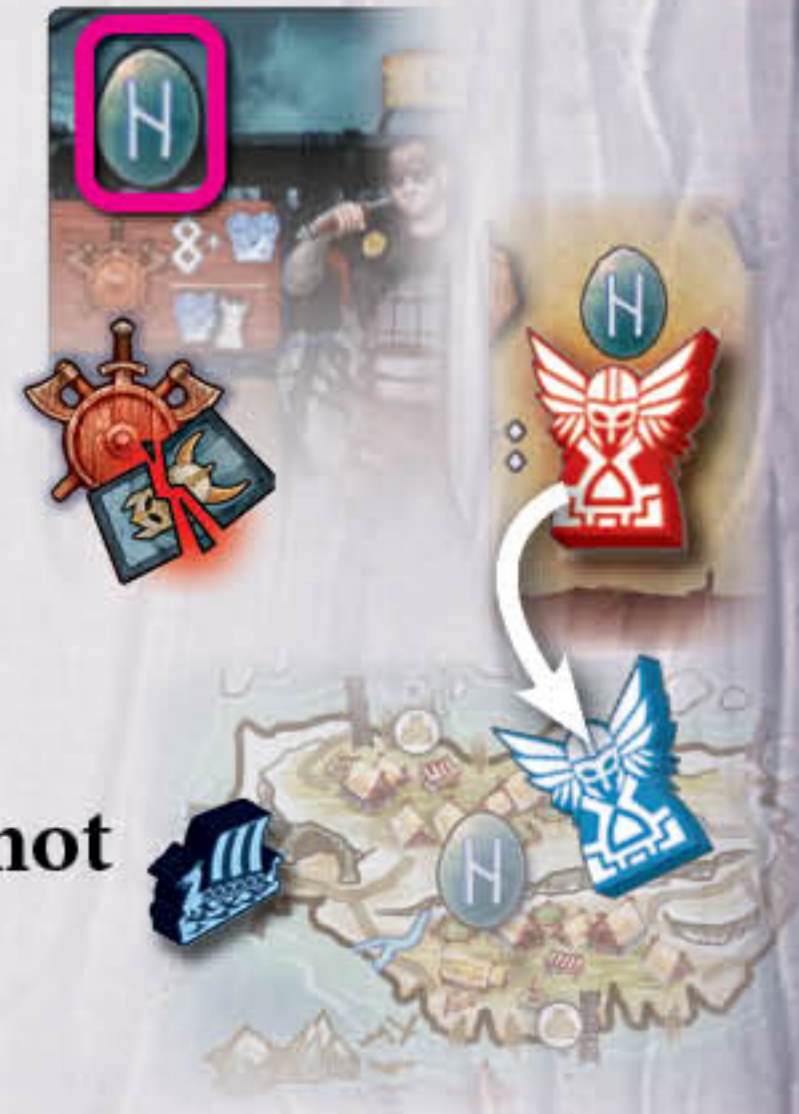
Enemy: Valkyrie *Harvest* Bonuses

If both Valkyries on a slot have been deployed and their slot on the mat is open, when the enemy *Harvests* it also gains that bonus resource.

Enemy: Valkyrie and Giant Slayer Cards

The enemy treats these cards like normal Viking Cards, with their "giant slaying" abilities being ignored. The "Move a Giant" and "Raid a Village" Rune Actions are replaced by the mat's actions, and which Rune Action performed is based on:

- For Giant Slayers, it chooses based on the card's Rune.

- For the Valkyrie Cards with their *Wild Rune*, it chooses the Rune that matches the Chieftain Boat's Region. This is how it determines which Valhalla Boon to gain and which god's Fury to increase.