

# VALHALL





# Game Contents

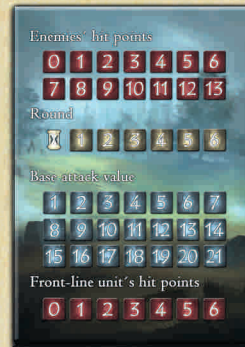
## 5 Game Boards



4x Viking Settlements



The Mainland



Battle Tableau



4x Favour of the Gods Displays

## 16 Buildings



4x Warehouses



4x Sacrificial Altars



4x Blacksmiths



4x Granaries

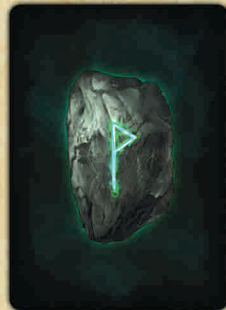


Yggdrasil

## 145 Playing Cards



50x Event Cards



30x Benevolence of the Gods Cards



30x Wrath of the Gods Cards



15x Lesser Loot Cards



10x Larger Loot Cards



10x Greater Loot Cards

## 100 Square Cards



24x Town Cards



28x Nordic Warriors



20x Nordic Veterans



24x Longboats



4x Special Units





81 Tokens



7x Achievement Tokens



16x Food Tokens



16x Wood Tokens



16x Iron Tokens



16x „Unusable“ Tokens



4x Sacrifice Tokens



4x Raven Head



Starting Player  
Token



Season Marker



Additional Gaming Material



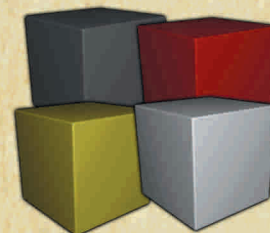
80x Coins



4x Dice



20x Dice



8x Markers



6x Stands





## Prologue

“Oh, you’re finally awake? And I say ‘finally’ meaning ‘regrettably’.

At least for you. I assume that you do not remember one second of last night, or do you? No?

Well, in that case, let me give you a helping paw: take a look around, that felled tree and the three....

What? Who I am? Would you please stop interrupting me with these questions? However, only to make this one thing clear: I am Rattatöskr, and you can hear me talking to you because you deserve it.

Ah, look, your friends are also gradually regaining consciousness. Now, that we’re all here holding this friendly gathering, let’s talk about the tree, or to be more precise, the stump over there.

Did you know when you were drunk as a trunk and wanted to light a campfire last night, that this was a holy tree?

Oh, your sparkling eyes tell me that your ability to think is slowly coming back to you...”





“Okay, let’s impose some order on this chaos. You can’t expect someone who cuts down holy trees after a few pints of mead to know a proper set-up.”



## The Viking Settlement

In this Viking adventure, you’ll slip into the role of a Jarl on the small island of Fjörnheim.

As of now, you will call each other Jarl.

Each Player (Jarl) receives a Viking Settlement Board and places it in front of them.

- 1 Place 3 Coins, 3 Food Tokens, 2 Iron Tokens and one Sacrifice Token on the Jarl’s longhouse. The longhouse does not serve any purpose in the game. It is simply a storage area for you.
- 2 Place 1 Food Token on the summer space.
- 3 Place one unit of Nordic Warriors and one Longboat next to your settlement.



Special Units may also be used instead of Nordic Warriors. (p. 23)



We do not recommend this for new players. If you do so, each Jarl may choose one of the Special Units.



These are the units and resources that each Jarl receives at the beginning of the game.

Now place all remaining Warriors, Longboats, Buildings, Dice, Coins and Tokens into a common supply.





# The Set-Up


## The Mainland

Now, place The Mainland Board and the Town Cards ready in the middle of your table.  
If you are playing 2 or 3 Jarls you don't need all of the Town Cards.

These are sorted into four levels which are indicated by the pictures on the cards. The table shows which Town Cards for each level are used according to the number of players. Remove the excess cards from the game.

Level	2 Players	3 Players
 Village	4	5
 Fortified Village	7	8
 Town	3	5
 Fortified Town	1	1



- 1 Place the Season Marker on the summer space of the Season Display.
- 2 We only use the level `Village` in the first round. Place these cards on the Mainland Board starting with the space marked with 

## The Cards

Separate the Playing Cards according to the image on the card backs and shuffle them.





## The Favour of the Gods Display

Place the Favour of the Gods Display in a colour of your choosing above your Viking Settlement Board.

- 1 Place the Raven Head in the matching colour on the space that shows the Raven Head.
- 2 Place the Glory Marker on the space that shows the Glory Symbol. This is the Glory Display.



## Yggdrasil and Achievement Tokens



Place Yggdrasil on the table so that it is clearly visible for all players.

Separate the Achievement Tokens according to the colour on their back.

Use only the Tokens with II when playing with two players.

When playing with three players also use the Tokens with III

Use all Tokens when playing with four players.

Place the Tokens that are being used into their matching spaces.



### Starting Player

The Set-Up is finished. Choose a starting player.

The starting player receives the Starting Player Token.

## Goal of the game



“Now that everything is set up. I would like to tell you, Jarls, why you have the honour to meet me here. Your little axe game last night has caused a dreadful commotion in Asgard and the Allfather has decided that as a punishment, none of you will set foot in Valhal - ever! Unless one of you finds means and ways to regain the favour of the Gods.”

The goal of the game is to reach the last space on the Favour of the Gods Display first.





# How to play the game | Play-along instructions

## Play-along instructions

This rulebook allows you to hop into the game right away. If you are new to Valhal we advise that you go through the chapters one by one and start playing right away.

The play along instructions will teach you the mechanics of Valhal step by step. The more complex mechanics will be taught later, when they become relevant.

You will be guided through the first summer, in which you will get to know everything that makes up Valhal.

## The Summer



This is the Season Display. Each year in Valhal has **three** seasons (turns) - summer, a long winter and spring.


The raven shows the current season. The game always starts in summer.

**The Vikingfahrt only takes place in summer** (mind the campfires in the forest).

„For Odin’s sake, how much did you drink last night?  
The Vikingfahrt, meaning the journey to the mainland, is always in summer!  
Just when it’s more or less possible to cross the sea safely.  
This is pretty much the only chance to acquire wealth on this bare rock!“



## I. Vikingfahrt

Every player rolls a . The player who rolls the highest value can now choose a Town Card to attack.

He places the town card next to his settlement. He now assigns his Nordic Warrior to his longboat by placing them on it.

To attack he moves the Longboat and the Warriors to the Town Card.

You may choose to not attack a town card.

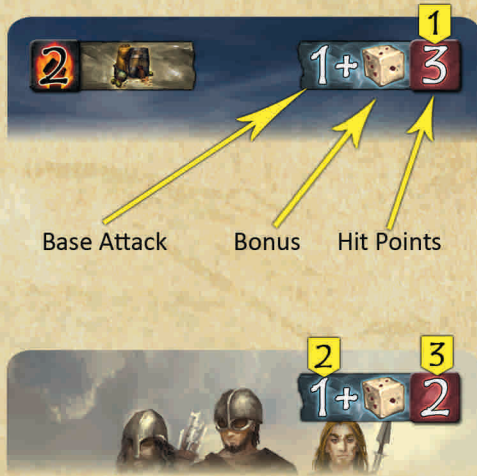
Tip: Villages with smaller numbers at the top right corner are easier to defeat.

Take turns clockwise until each player has chosen a Village to attack.





## Battle Stats and the Battle Tableau

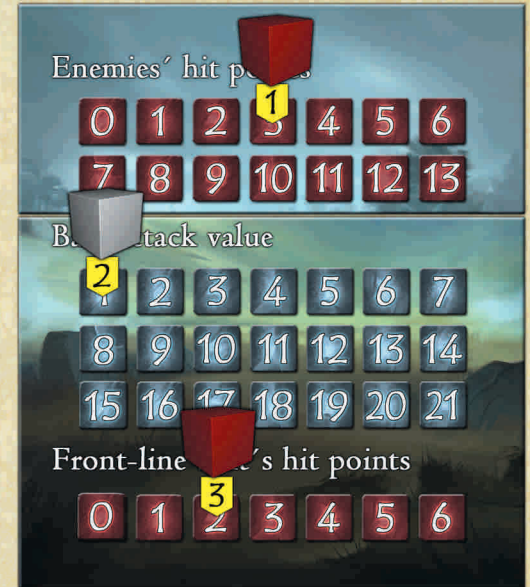


The Battle Stats on the Battle Tableau are marked at the beginning of a battle.

**1** Mark the Hit Points of the Village with a red marker.

**2** Use a grey marker to mark the Base Attack value of your warriors.

**3** The Hit Points of your warriors are also marked with a red marker.



## The Battle

The first Jarl who has chosen a Village to attack starts the battle.

He rolls a . Then add up the Base Attack Value and the rolled value. This is your Battle Result.

The Jarl to the left now takes on the role of the Village.

He proceeds in the same way.

This is the Battle Result of the Village.

Now determine which Jarl has the higher Battle Result - he is the winner of this Battle Round. The difference between the two Battle Results is deducted from the Hit Points of the defeated side.

Mark the changes on the Battle Tableau.

Continue like this until the battle is decided. This means that one side has lost all their Hit Points.

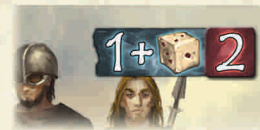
If a unit of Nordic Warriors loses its **2** Hit Points it is not beaten yet. It now **counts as wounded**. Turn the card by 180°.

The Battle Stats that are now in the top right corner are the ones that count. Mark the changes on the Battle Tableau.

If the unit loses the remaining **1** Hit Point it is defeated and gets discarded.

If one of the Jarls loses their unit read the section "Losses and Retreat" on page 20.

## Example of a battle



The Jarl rolls a . Added to the Base Attack he gets a Battle Result of 4.



The Village rolls a . Added to the Base Attack he gets a Battle Result of 2.

The Jarl has won the Battle Round. The difference of the Battle Results (2) is deducted from the Hit Points of the Village.



If we reversed the outcome of this Battle Round the warriors would have lost 2 Hit Points. In that case they would count as wounded.

The Jarl turns the card by 180°.



He now marks the new value of the Hit Points on the Battle Tableau and removes the marker for the Base Attack as there is no more Base Attack.



# How to play the game | Play-along instructions





“Well, I assume that at least one of you was capable enough to defeat one of the villages and has managed to overcome pitch ditches, pitfalls, rolling hay bales, tree trunks, stones or burning pigs. If against all expectations none of you was successful, I will still say something about looting...”

## Looting


If a Jarl won the battle the defeated Village may be looted.

The loot is depicted in the top left corner of a Town Card and always consists of

Glory  and Loot Cards .

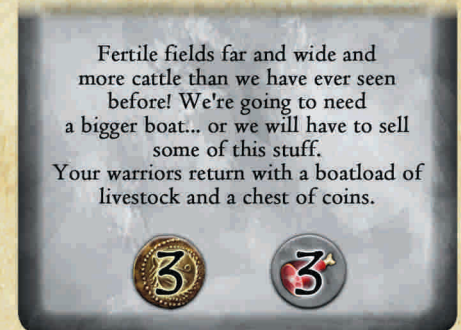


Mark the Glory on the Glory Display on the Favour of the Gods Display first. The Jarl gains two Glory in this example and moves the marker two spaces to the right.

Afterwards the loot cards are drawn. The Jarl draws a Lesser Loot Card  according to our example and reads the text aloud.

The Jarl receives the loot depicted at the bottom of the Loot Card.

In this example it would be  and . The coins are placed on the Longhouse.



## Receiving Food

When the Jarls receive food they place the according number of Food Tokens on the Food Display immediately. There can only be one Token in each space. The first Token must be placed on the space of the current season. Each additional Token is placed on the next space in clockwise order.



In this example it is summer and there is already a Food Token placed on the summer space. Therefore the first Food Token is placed on the next space in clockwise order (the first space of winter). If all 4 spaces are occupied, the surplus of food is lost.

This concludes the looting mechanic.

Follow these steps for each Jarl in a clockwise order until everybody has attempted an attack on a Village and possibly looted it.





## Overview of the symbols on the Loot Cards



You receive the depicted amount of Coins.



You receive the depicted amount of Food Tokens.



Move the Glory Marker the depicted amount to the right on the Glory Display.



You receive the depicted amount of Iron Tokens.



You receive the depicted amount of Wood Tokens.



Move the Raven Head to the next space on the Favour of the Gods Display.



You receive a unit of Nordic Warriors.



Immediately discard a unit of Nordic Warriors. You then receive a unit of Nordic Veterans.



You receive a Longboat.



You draw a Benevolence of the Gods Card.



You draw a Wrath of the Gods Card.


## Concluding the Vikingfahrt

The Vikingfahrt concludes when every Jarl is finished attacking and looting.

All units (Longboats and assigned Warriors) return to the settlements of their owners and all lost Hit Points are replenished.

Put all used Loot Cards back in their stacks and shuffle them.

Shuffle all Town Cards which are in the game (the ones on the Mainland, the ones in the stack and those that were attacked) back together.

Draw one Town Card and place it face up on the space on the Main Land marked with . Proceed like this with the other spaces until all (according to your player count) have a Town Card on them.

The colour of the stones on each space tells how many cards are to be drawn and placed for the player count.



If playing with two players only place a card on the spaces marked with this stone colour.



If playing with three players place a card on the grey spaces additionally.



If playing with four players place a card on all spaces.






# How to play the game | Play-along instructions

## The Settlement



“And now, we are back in Fjörnheim. Raiding towns on the mainland may get you closer to your immediate goal of regaining the Favour of the Gods. However, it’s the decisions you make for your settlement that will have a long-term effect on your progress. So, use your loot wisely!”

Let’s start by familiarising you with the possibilities in your Viking Settlement.

- 1 These are the buildings you start with. Going from left to right: the Shipbuilder, the Runestone and the Training Grounds. They enable you to build Longboats, bring small sacrifices to the Gods and recruit Nordic Warriors.
- 2 The building sites  enable you to put up additional buildings which give you advantages or new possibilities. Bear in mind: The Runestone is also the building site for the Sacrificial Altar.
- 3 You manage your food supply here.
- 4 This is the Armoury. It enables you to upgrade Nordic Warriors to Nordic Veterans. It can only be used after the Blacksmith has been built.



## The Food Supply

Food is necessary, if you choose to build something or recruit a unit.

At the moment when food is provided you automatically have enough food for all your building or recruiting projects no matter how much you commission in this season.

So if you choose to build or recruit make sure that there is food provided in this season -

which means that a Food Token is lying on the according space on the Food Supply Display showing the current season.



### Food can be provided in two different ways.

Most of the time you will get Food Tokens through cards (mostly Loot Cards). But if you did not receive enough Food Tokens you can always buy food. To do so you just simply place a Coin on the space of the Food Display.

You are not obliged to provide food - if you do not want to build or recruit something just skip it.

You are not able to move Food Tokens on the Food Display. You can place or remove Coins to your hearts content.

- 1 Mind the special case in winter. This season is extremely long in Fjörnheim. Therefore if you choose to provide food in winter you need to place Coins or Food Tokens in both spaces depicting the winter on the Food Display.





## Commission new building projects

Building and recruiting in Valhal is done over multiple seasons (turns) and follows the same principle. We will now explain this principle at the example of recruiting a unit of Nordic Warriors.



To commission a new unit the Jarl simply takes a new Unit Card from the common supply and places it face down to the right side of the Training Grounds. The highest number must point upwards. Following that the Jarl takes a Coin from his own supply and places it on the marked spot on the card.

The highest number on the back side of a card tells you how many seasons it will take until the warriors are ready for action. In addition it also tells you how many coins it will cost over the course of the building process.

The Nordic Warriors therefore will cost 3 Coins and take 3 seasons until completion.

All players can commission building projects simultaneously. Players do not have to wait for their turn.

Every player should now commission a Nordic Warrior for the sake of the Play-along instruction. Obviously you can commission individual building projects at this stage in future playthroughs. It is theoretically possible to commission each building and unit simultaneously. But the question remains if it is worth doing so.

“It’s very fortunate that food is already provided in the first summer because otherwise you would have an enormous problem right now. It is your responsibility to get hold of food for your people!”



If you are finished with commissioning new projects it is the right time to double check if you provided food.

But as each of you has already one Food Token placed on the summer space on the Food Display no further action is needed.



# How to play the game | Play-along instructions

## The Changing of Seasons

The Changing of Seasons begins after each Jarl agrees that no one wants to commission further projects. The Changing of Seasons starts with the Construction Process.

### The Construction Process

Now, the Jarls must not change anything in their settlements anymore.

The Construction Process will be dealt with in order, starting with the Jarl who holds the Starting Player Token.

- 1 This Jarl removes the coin from the Nordic Warriors (placing it back into the common supply) and rotates the card by 90° counter clockwise. The next lower number is now pointing upwards.
- 2 As this Jarl has no additional commissioned projects the Food Token is simply removed from the summer space.

Food Tokens are always removed even if you did not commission any projects this season.



Now it is the turn of the Jarl to the left and this Jarl also carries out the Construction Process. Proceed like this until each Jarl has carried out the Construction Process.

### The End of Turn

The Jarl who holds the Starting Player Token passes it to the Jarl to the left. This Jarl is now the Starting Player for the next turn.

Now, move the Season Marker from the summer space to the winter space on the Season Display.

Each Jarl receives one



This concludes the summer.





## The new season

### The Event Cards

Each season begins with the drawing of an Event Card. This is also true for all future summers. The Event Card is always drawn and read aloud by the Starting Player. The effect of the card always affects each player beginning with the Starting Player and is carried out clockwise. Now, draw your first Event Card and deal with it.



This concludes the Play along instructions. You have now been introduced to all the mechanics that you need to master in Valhal. What follows are deeper explanations of these mechanics and additional rules. You can embark on your Viking adventure as soon as you have read them!

“This is where we part. If you still have questions, for Odin’s sake, don’t ask me. I would love to say that it had been a pleasure. But... Well... Just stay away from trees that are none of your business and maybe, if fate decides so, we will meet again at the golden gate of Valhal. I mean, I know how to get there and even more important - The Gods will let me in.”



### Additional Card Rules



All cards follow the same pattern.

- 1 The upper part tells the story of the card.
- 2 The lower part shows the effect of the card.

When a Jarl draws a card it is read aloud and then the effect is carried out.


All cards, excluding the Event Cards, only affect the Jarl who has drawn the card.

A card can be excluded from that rule when it is clearly stated otherwise in the effect of the card.

In general: The effect of a card always overrules the rulebook.

If the effect of a card starts with “When activated” you simply place the card face up next to your settlement. Do not carry out the effect right away.

All symbols that were already explained on p. 10 do count for all cards.

Some of the cards call for a decision. The options you can choose are separated by a line. 


The Jarls that are affected by the card have to choose one of the options and carry it out.




You can find this symbol on some cards as the effect. It shows that you are not able to provide food in the current season. Or in a different season if it is stated otherwise on the card.



This symbol shows that a building, a unit or a game mechanic is unusable in this season. Or in a different season if it is stated otherwise on the card.

Put  on the according space on the Food Display.

Put  on the according space or card.

If the effect of a card gives you coins (or something different) in a coming season simply place it on the according space on the Season Display. As soon as the Season Marker is placed on the space take the coins/tokens and place them in your personal supply.






# Building Tokens | Completing building projects

## The Building Tokens

Building Tokens may be used in two different ways.



Building Tokens may be used instead of Coins to build a project. You may even use them when there is no food provided or you are unable to provide food .

If you choose to commission additional projects in that season (by using Coins) you still have to provide food. In that case you may use the Building Tokens just like Coins.



Iron Tokens are used to train Nordic Warriors or to upgrade them.



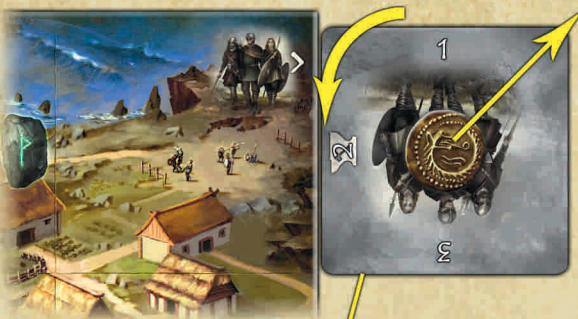
Wood Tokens are used to build Buildings or Longboats.

Building Tokens may also be used in addition to a Coin to commission a project. In that case food has to be provided.

By doing so the card is rotated twice by 90° counter clockwise while dealing with the Construction Process.



## Completing a building project



A building, warrior or longboat is completed when before the Changing of the Season, the upper edge of the card shows '1' and a Coin is placed in the designated space.

When it is the turn of the Jarl to deal with the Construction Process the Coin is removed and the card is turned to its front side instead of being rotated again.

The building project is now complete and the card may now be used.

If the finished project is a building, all functions connected with it may immediately be used and are marked on the Viking Settlement if necessary.

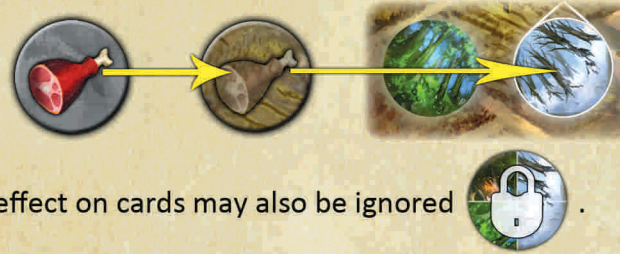




# Additional Buildings



The **Granary** is erected on the bottom building site on the Viking Settlement. When the Granary is completed turn a Food Token around and place it on the bottom winter space on the Food Display. As of now this space may be ignored.



In addition this negative effect on cards may also be ignored



The **Warehouse** is erected on the building site to the left on the Viking Settlement. It enables the construction of building projects to be more efficient. From now on, place each new building project that is commissioned with the upper edge showing the stage number marked with the saw. These building projects are built faster and are cheaper now.

In addition it is now possible to commission two Nordic Warriors and two Longboats at the same time.

These additional building projects are commissioned following the known rules. The Building Process on each of these cards is handled independently.



2x



The **Sacrificial Altar** is erected on the Runestone and enables the Jarl to make three different Sacrifices.

- 1 You may sacrifice two Coins to draw a Benevolence of the Gods Card.
- 2 You may sacrifice two Coins to force a player to draw a Wrath of the Gods Card.
- 3 You may sacrifice seven Glory to regain the Favour of the Gods.

Note: Once you start building the Sacrificial Altar, you cannot make any sacrifices at the Rune Stone anymore.



The **Blacksmith** is erected on the building site to the right on the Viking Settlement. It enables the recruitment of Nordic Warriors to be more efficient. From now on, place the Nordic Warrior Cards with the upper edge showing the stage number with the anvil when they are commissioned.

Nordic Warriors may now be upgraded to Veterans.

To do so put one of your Nordic Warriors back in the common supply and place a unit of Nordic Veterans with the reverse side up next to your Armoury.



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# The Gods | Making a Sacrifice

## The influence of the Gods

### To make a Sacrifice

From the start the Jarls are only able to sacrifice Coins or Glory to the Gods on the Runestone. In exchange they may draw a Benevolence of the Gods card.

A Sacrifice is handled like a Building Project. A Sacrifice is planned while all the Jarls are commissioning new Building Projects.

- 1 If you choose to sacrifice a Coin it is placed on the designated space.
- 2 If you choose to sacrifice Glory you begin by moving the Glory Marker on the Glory Display two spaces to the left. Then place the Sacrifice Token with the Benevolence of the Gods Symbol facing upwards on the designated space.

After that, when it is the Jarls turn to deal with the Construction Process the Coin/the Token is removed, a Benevolence of the Gods Card is drawn and read aloud.

Each player may only plan one Sacrifice at a time.



During the course of the game, the Jarls may expand the Runestone to a Sacrificial Altar which enables them to make additional Sacrifices.

The option: 2 Glory for a Benevolence of the Gods Card is not available anymore.

If you choose to Sacrifice 7 Glory to regain the Favour of the Gods start out by moving the Glory Marker 7 spaces to the left. Then place the Sacrifice Token with the Favour of the Gods Symbol facing upwards on the designated space.

Otherwise, the Sacrifices are handled the same as the Sacrifices from the Runestone.

## The Favour of the Gods Display

The Favour of the Gods defines who will win the game. A Jarl moves up one space in the Favour of the Gods when they receive



The progress is marked on the Favour of the Gods Display. You are allowed to enter Valhal when the Raven Head Token reaches the last space on the Favour of the Gods Display. The game ends when one of the Jarls reaches the last space.

The first Jarl to reach this space is the winner of the game.


There are four different ways to regain the Favour of the Gods:

- Larger and Greater Loot Cards may grant you the Favour of the Gods
- Achievement Tokens enable you to hunt the Favour of the Gods
- Sacrificing Glory grants you the Favour of the Gods
- Other cards may grant the option to regain the Favour of the Gods





## Symbols on the Favour of the Gods Display


If a Jarl reaches a space with a  symbol, a Wrath of the Gods Card is to be drawn immediately and dealt with.

Spaces with a  trigger **Changes on the Mainland**.

This symbol indicates that some of the “Unfortified” Villages have to be removed from the Town Card stack after the next Vikingfahrt as soon as every Jarl has reached at least the first space on the Favour of the Gods Display that show this symbol. Remove 2 cards when playing with 2 players and 3 cards when playing with 3 or 4 players.


As soon as the first Jarl reaches the second space showing this symbol, remove the following number of Fortified Villages from your Town Card stack after the next Vikingfahrt: 4 cards when playing with 2 or 3 players and 5 cards when playing with 4 players. In addition all remaining “Unfortified” Villages are removed.

## Yggdrasil

On Yggdrasil there are Achievement Tokens. Each resembles a  and enables the Jarls to regain the Favour of the Gods when the Token is received.

These Tokens can be obtained when the requirements described on it are met. If you do so, take the Token and move your Raven Head one space to the right on the Favour of the Gods Display.

The Jarl already owns 2 Longboats. It is now his turn to deal with the Building Process.

He finishes the construction of his third Longboat and now meets the requirements for 

He takes the Token, places it on his settlement and moves the Raven Head one space to the right.

Received Achievement Tokens are kept even if stated requirements are not met anymore.

The Achievement Tokens are self-explanatory and are already described on Yggdrasil.

We will now have a look at two exceptions:



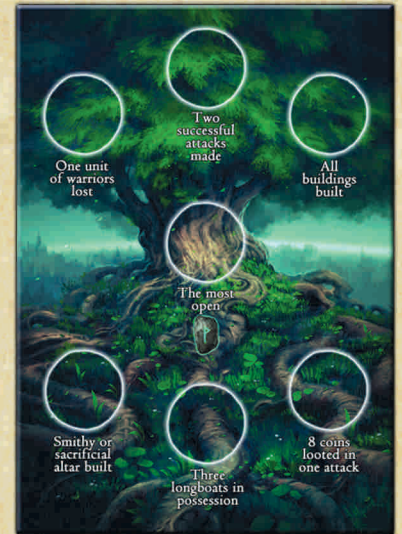
To receive this Token a Jarl has to successfully attack two different Town Cards in the same Vikingfahrt.



To receive this Token a Jarl has to have at least 3 Benevolence of the Gods Cards with a “When activated” effect lying in front of him. While all the other Achievement Tokens stay in the possession of the Jarls this one can be taken by the other Jarls. To do so, a Jarl has to have **more** Benevolence of the Gods cards lying in front of him.

In that case, the former owner has to move his Raven Head one space to the left - he loses Favour. He then hands over the Token and the new owner moves his Raven Head one space to the right.

If the special case occurs where the owner of the Token loses one card and two or more Jarls now have more cards than him, but no one has the most, then the Token is simply placed back on Yggdrasil.





# Battle Rules

## Detailed Battle Rules

You have already learned the basics of fighting in the Play-along instruction. Now, these rules will be expanded upon.

### Longboats and Attacking with more than one unit

If you choose to attack with more than one unit of Warriors you will also need more than one Longboat.

Each Longboat can only transport two units. Proceed as described in the Play-along instruction.

The units are assigned to the Longboats and then moved to the Town Card.

Note: Longboats require at least one assigned unit to move. If there are not enough units left after a battle, some longboats will be left behind and must be discarded. A Jarl is allowed to rearrange the assignment of the warriors after the battle.

Longboats have two Hit Points. Mark lost Hit Points by turning the card by 180°. Longboats that have lost one Hit Point can transport one unit less.



### Fighting with more than one unit

Fighting with more than one unit works exactly as explained in the Play-along instruction with following additions:

At the start of the battle, the Base Attack Values of all units fighting in the battle are added together and marked on the Battle Tableau. Then the Jarl has to assign one unit as Front-line Unit. While fighting with more than one unit only the Front-line Unit will receive all damage until the unit is defeated.

Now the battle starts. The Jarl rolls the total number of dice for all of the units fighting in the battle.

Then, the Base Attack value is added to the dice roll result to get the Battle Result.

If the damage received exceeds the Hit Points of the Front-line Unit only the damage required to kill the Front-line Unit is applied.

After that a new unit has to be assigned as Front-line Unit. Any remaining damage is dealt to the new Front-line Unit.

Proceed like this until all the taken damage is dealt with and discard the defeated Unit Cards.

If a unit is defeated, that units Base Attack Value is subtracted from the total Base Attack Value on the Battle Tableau.


### Special rules of Town Cards

We define one row of Battle Stats from Town Cards as fortification.

Town Card can have more than one fortification.

Each fortification has to be defeated one by one (all Hit Points lost).

Exceeding damage that was dealt to one fortification will not affect the next fortification.

 Some fortifications show this symbol instead of Hit Points. It means that this fortification is automatically defeated after one Battle Round. You still play the Battle Round according to the rules.



Some Town Cards have Special Abilities. They can be found at the bottom of the Town Cards in text.

They are an additional obstacle you have to overcome to raid the town.





## Attacking several Town Cards

It is possible to attack more than one Town Card in the Vikingfahrt. If it is your turn to choose a Town Card to attack you can only choose one card. You then move the amount of units you want to attack the Town Card with according to the rules. When all other Jarls have picked their first targets and it is your turn again you can choose another Town Card and send units to attack this card. Continue like this until no one has any units left or until there are no Town Cards left on The Mainland Board.

The battles are also fought in this order. A Jarl battles one Town Card and then possibly loots it. Then it is the turn of the next in clockwise order. Perform the battles until every chosen Town Card was battled against.

## Joint Attack

In the course of the game, it might be advisable to attack a Town together because there is a lack of appropriate alternatives. This is possible if you can find another Jarl who is willing to join you in battle.

In this case, all Vikingfahrt rules and the following additional rules apply: The Jarl whose turn it is to choose a Town Card to attack invites the other Jarls to join him in battle. The Jarls who have accepted the invitation immediately sort their troops they want to send in battle and attack the Town Card according to the rules. These Jarls have now already chosen a target and are not allowed to choose another target until all the other Jarls (that have not joined the attack) have picked a Town Card to attack.

Add up the Base Attack of all units and mark it on the Battle Tableau. The Front-line Unit must be determined. Then, everybody rolls with the amount of dice that their units bring to the battle.

Every Jarl that joined the attack gets the full amount of Glory if the battle is successful. The cooperating players have to decide how they want to divide the number of the Loot Cards before they are drawn.

## “When activated“ Cards

Most of the time you may use “When activated“ Cards to even out the odds in a battle.


These cards can be activated at any time unless it is stated otherwise on the card.

“When activated“ Cards are one use only. After they are used the cards are put back under the stack.

## Losses and Retreat

If the battle does not go according to plan, you can withdraw your troops at the start of a new battle round.

If you decide to do so you simply move your units back to your settlement and the battle ends.

Each unit of Nordic Warriors or Nordic Veterans that gets defeated and discarded bring the owner  .

If you lose all warriors and all Longboats that you own, your people know that this would be the end of your Viking Settlement and that is why they will immediately provide you with one Longboat and one unit of Nordic Warriors for free.





# Detailed example battle

A Jarl wants to attack a Fortified Village in the Vikingfahrt and chooses this card.

He wants to attack with 3 units.

He assigns one unit of Nordic Veterans and one unit of Nordic Warriors to the first Longboat.

He assigns the Berserkir to the second Longboat.

He then moves the Town Card to his units and starts the attack.

The Jarl then grabs the Battle Tableau and marks the stats.

- 1 The first fortification of the Town Card has 2 Hit Points.
- 2 He chooses the unit of Nordic Veterans as the Front-line Unit and marks the 4 Hit Points on the Battle Tableau.
- 3 He then sums up the Base Attack of his units and marks 4 on the Battle Tableau.

Now he takes the amount of dice that his units bring to the battle.



Enemies' hit points **1**

0	1	2	3	4	5	6
7	8	9	10	11	12	13

Base attack value **3**

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

Front-line unit's hit points **2**

0	1	2	3	4	5	6
---	---	---	---	---	---	---

The first Battle Round starts and the Jarl rolls his dice and adds his Base Attack

$$\begin{matrix} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{matrix} + 4 = 12$$

The attacker has won this Battle Round. He subtracts the difference (1) of the Battle Results from the Hit Points of the defender.

As none of the combatants are beaten the next Battle Round starts.

$$\begin{matrix} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{matrix} + 4 = 9$$

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

Front-line unit's hit points

0	1	2	3	4	5	6
---	---	---	---	---	---	---

The Jarl to his left rolls for the Village and adds its Base Attack.

$$\begin{matrix} \bullet & \bullet \\ \bullet & \bullet \end{matrix} + 8 = 11$$

Enemies' hit points

0	1	2	3	4	5	6
7	8	9	10	11	12	13

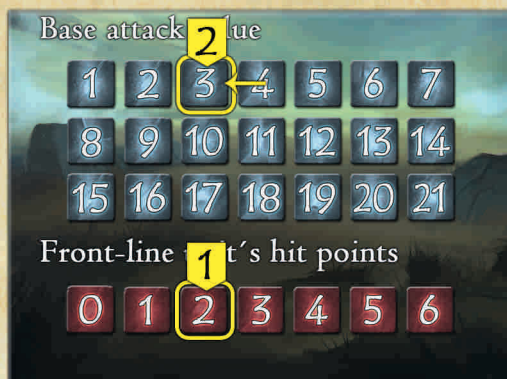
$$\begin{matrix} \bullet & \bullet \\ \bullet & \bullet \end{matrix} + 8 = 13$$

The defender has won this time. He subtracts the difference (4) from the Hit Points of the attacker.



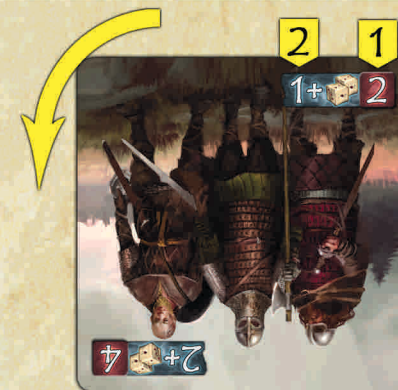


## Detailed Example Battle



The Hit Points of the Front-line Unit have sunken to 0. The Jarl turns the Nordic Veterans card by 180° and adjust the stats on the Battle Tableau.

- 1 He starts by marking the remaining Hit Points (2) of the Nordic Veterans.
- 2 Then he adjusts the Base Attack Value by 1 and moves the marker one space to the left.



The Jarl decides that, despite his Veterans now counting as wounded, he does not want to withdraw from the fight at the start of the new Battle Round. So the battle continues.

$$\begin{matrix} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{matrix} + 3 = 12$$

The attacker wins this round. The difference (2) is higher than the remaining Hit Points of this fortification. The fortification is destroyed, but the remaining damage does not affect the remaining fortification.

$$\begin{matrix} \bullet & \bullet \end{matrix} + 8 = 10$$



- 1 The Jarl then marks the Hit Points of the second fortification on the Battle Tableau. Then the next Battle Round starts.



$$\begin{matrix} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{matrix} + 3 = 12$$

At this point the attacker would lose 2 Hit Points and the unit of Nordic Warriors would be defeated and discarded. But the Jarl decides to activate the Benevolence of the Gods Card "Heimdall's protecting hand", and the effect forces the defender to reroll his dice.

$$\begin{matrix} \bullet & \bullet \\ \bullet & \bullet \end{matrix} + 8 = 14$$

$$\begin{matrix} \bullet & \bullet \\ \bullet & \bullet \end{matrix} + 8 = 11$$

The Gods were on the side of the attackers. The defending Village loses its remaining Hit Point and is defeated.

After he is finished looting, the Jarl moves his troops back to his settlement and turns the Veteran card again by 180°. His units are back to normal strength.

### Heimdall's protecting Hand

An arrow came out of nowhere like a black lightning bolt and struck the Norseman's chest.

He put his hand on his chest and opened it to see if there was blood but there was nothing to see.

With a dismissive gesture, he ripped the arrow's shaft out of his padded jacket and threw it into the fighting mob.

When activated you can force a Town Card to reroll.





# Final Stage | Alternative Gameplay Variants

## Final Stage

As mentioned before the Jarl who reaches the last space of the Favour of the Gods Display first wins the game.

But there is one exception to that rule:

Players cannot move to the last space on the Favour of the Gods Display by sacrificing 7 Glory to the gods.

Instead if a Jarl has already moved the Raven Head 5 times to the right and has 7 Glory the Final Stage begins.

The Jarl that triggers the Final Stage places the



Each Jarl now has the chance to win the game by reaching the last space on the Favour of the Gods Display according to the rules until the end of the next Vikingfahrt.

If they do not manage to win the game in that time, the player who has started the Final Stage wins the game directly after the next Vikingfahrt.

## The Special Units

The Special Units can be chosen at the start of the game as starting units instead of the generic Nordic Warriors.


The special abilities of each unit are written on the back of each card. These special abilities may only affect battles in which the Special Units are participating.

These units cannot be trained or received in any way during the game. If they are defeated they get discarded. They count as Nordic Warriors. They may be upgraded to Nordic Veterans but then their special ability is lost.





## Fast Game Variant

Sort out all the cards that show this symbol  on the front of the card.  
Shuffle the remaining cards.

Use the back side of the Favour of the Gods Display that also shows the hourglass.  
This also means that the Final Stage begins after a Jarl has moved his Raven Head 4 times to the right.

Only the lower part of the cards are relevant for the gameplay. If a card is drawn only the effect at the bottom is read.



## Heidruns Teat

After the first Vikingfahrt is concluded, take one of the Town Cards that are still on the Mainland and place it next to it.  
From now on everybody can attack this Town Card once every Vikingfahrt.



This Town Card is never to be put back into the stack over the course of the game and is not removed when the Changes on the Mainland are triggered.

This Town Card can be attacked by more than one Jarl individually at the same time.

All alternative gameplay variants can be combined.



## Epilogue

Darkness and the sound of the sea in the distance made you regain your consciousness.  
As your eyes struggled to adapt a heavy gate made a crunching sound and a blazing,  
golden glare blinded you once more.  
As the sky opened up you were able to spot the golden gates of Valhal on the horizon  
and you felt your heartbeat speeding up.

The faint sounds of laughter and clinking mugs reached your ears.  
Your legs carried you easier than ever with quick and determined steps across Bifröst and on towards the gate.  
As you looked back once more you heard a familiar but teasing voice:  
“By the Gods. One of you fools actually made it... that is going to be fun... Heidrun, hand me another nut.”





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## More about Valhal and Tetrahedron Games

**Helpful Videos and the Cards-FAQ** - for when in doubt about cards or rules, or any other question you might have, we have set up a special part on our website.

You can reach it here: [www.tetrahedron-games.com/valhal-help](http://www.tetrahedron-games.com/valhal-help)

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**New Projects and Events** - you find all updates on future projects and events in the NEWS section of our website  
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## Quick-Instruction

### Start of a season

The Jarl with the Starting Player Token draws an Event Card reads it aloud and deals with it (except for the first summer in the game).

### In Summer

#### Vikingfahrt

Roll a  to determine which Jarl is allowed to choose the first Town Card to attack.

Pick the Town Cards in clockwise order until none of the Jarls wants to pick another town or until there is no town left.

Fight the battles and loot the Town Cards, starting with the Jarl who chose the first Town Card to attack.

Shuffle the Town and Loot Cards and put out new Town Cards on The Mainland Board according to the number of players.

### Every season

All Jarls can commission Units/Buildings/Longboats and plan Sacrifices at the same time.  
Don't forget to provide food or place a Coin on the designated space on the Food Display.

## The Changing of Seasons

### The Construction Process

The Starting Player removes all Coins or Tokens and rotates the Building Projects to show the next lower stage number and/or finishes them.

Perform the planned Sacrifices.


The Food Token or Coin is removed from the current space on the Food Display.

Proceed like this in a clockwise order.

### The End of Turn

The Starting Player Token is passed on to the Jarl to the left.

The Season Marker is moved to the next season.

Each Jarl receives one  .

## How to win the game

The game ends when a Jarl's Raven Head Token reaches the last space on the Favour of the Gods Display.

### Final Stage

As soon as a Jarl reaches the penultimate space on the Favour of the Gods Display and has 7 Glory the Final Stage begins.  
If no one has won the game until the end of the next Vikingfahrt the player who triggered the Final Stage wins the game.

