



# WALKYRIES

GAMEBOOK

**Y**ou are members of Asgard's finest army. Always ready for battle. Yet, paradoxically, you will only take part in the last battle. When winter hits the nine kingdoms and all hope is gone, you will ride toward the Apocalypse. Proud and resolute next to Odin and led by Freya, you will face your inevitable fate that was foretold eons ago.

Meanwhile, you wait at Vingólf, bored out of your minds, gathering the souls of those who proudly fell during the wars of Midgard and guiding them to Valhalla. The best army of all times only goes to battle when everything is over...

But... What if you hunted monsters before they stormed Asgard? If the prophecy about the fate of the Gods were only inevitable for the Gods themselves, wouldn't the best warriors that ever existed be able to prevent it? Can a few Valkyries stop Ragnarök?

👤 2-4 ⌚ 20' 😊 10+

## COMPONENTS

**YOU CAN DRAW ON THE BOOK!**



**4 markers**

1 for each Valkyrie.



**10 monster cards**

They indicate which monsters will attack.



**6 equipment cards**

They improve your attack and defence.



**6 favour cards**

They provide unique advantages during battle.



**12 challenge cards**

They indicate how to gain extra 🏆 (victory points).



**4 Valkyrie figures**

They represent each player on the battlefield.



**4 Valkyrie boards**

They are used to track the damage you are dealt and your 🏆.



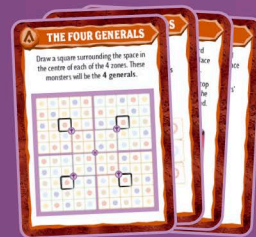
**60 combat cards**

They are used to move and attack.



**4 wild cards**

They can be used as any type of combat card.



**10 scenario cards**

They allow you to customise your games once you've completed this book.

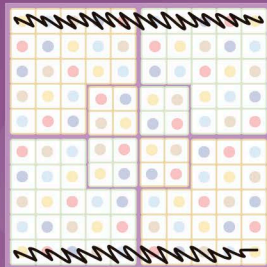
## ABOUT THIS BOOK

You take on the role of 4 Valkyries sent to Niflheim to hunt all kinds of evil abominations. Each chapter of this book introduces new rules and a new battlefield to play on.

During the first 3 chapters, you will gradually become familiar with the basic rules of the game. When you have mastered them, you can play the Full Mode on any single battlefield, venture into the Vanaheimr campaign in the last chapter, or create your own scenarios and campaigns.

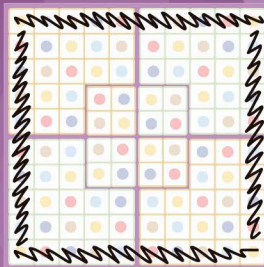
## CHALLENGE FOR 2 TO 3 VALKYRIES

To make your games more exciting, you can reduce the size of the battlefield by crossing out the spaces on the edge of the board. You won't be able to move through these spaces nor use them to place your figures at the beginning of the game. Likewise, you can't attack any of the monsters in the crossed-out spaces.



3-Valkyrie games

Cross out the upper and lower rows of the battlefield.



2-Valkyrie games

Cross out the spaces on the 4 edges of the battlefield.

**REMEMBER TO ERASE ALL THE BOARDS AND PUT THE CAPS BACK ON THE MARKERS AFTER EACH BATTLE!**

DOWNLOAD RULES HERE



## GAME SETUP

Each Valkyrie takes her Valkyrie board, her 15 combat cards, her wild card, and the marker of her chosen colour.

Choose the starting Valkyrie and colour in the rune on her board to indicate it. She will be the starting player. Turns are played clockwise.



*The orange Valkyrie takes her 16 cards, her board, her Valkyrie figure, and her marker. If she's the starting Valkyrie, she must colour in the rune on her board.*

Every Valkyrie removes the wild card from her combat deck, shuffles the rest of the cards, and places the wild card **on the bottom** of the deck. Then, each Valkyrie places her deck next to her board, face down, and draws 3 cards to form her starting hand.

Shuffle the 10 monster cards and create a row with 8 cards face up next to the battlefield, overlapping the cards as shown in the image below. Return the 2 remaining cards to the game box. **The first monster in the attack row is considered the active monster.** All the monsters of the same class will attack you during your movement and after your own attack.



*In this example, the Ice Giant will be the active monster.*

Whenever the turn proceeds again to the starting Valkyrie, flip the active monster card. The next card in the attack row will be the new active monster.

**YOUR HEROIC DEED STARTS HERE!**

## ASSAULT ON NIFLHEIM

The icy air warns you. Something went wrong. Where are you? Is it possible that Heimdall made a mistake when he sent you through the Bifröst? You should be in Midgard, but you are in a completely different place, surrounded by hundreds of monsters! There's no time for reflection, draw your steel. For Asgard!

## BASIC MODE

### HOW TO PLAY

Starting with the **last player** in turn order and followed by the rest in anticlockwise order, each Valkyrie places her figure **on an empty corner of her choice** on the battlefield. Let the battle begin!

During each turn, you will play 2 of the 3 cards in your hand. The first card is **always** used to move and the second one is used to attack.

**1. MOVEMENT (ORTHOGONALLY):** Play 1 card and move to the **first space**, in your row or column (never diagonally), **that matches the icon on the card** and isn't occupied by another Valkyrie. You can move through other figures, but you can't end your movement on the same space as another Valkyrie.



Göndul, the purple Valkyrie, plays the skull icon card to move and she can choose a space with the skull icon to place her figure on. She can't skip any skull icon during her movement.

When you move, you are dealt 1 damage for each **active monster** you move through or end your movement on **that hasn't been circled and is visible**. Cross out 1 heart from your board for each damage taken.



When you move through a spider icon (the active monster) you are dealt 1 damage. There's another spider icon under Skeggöld, the orange Valkyrie, but, since it is covered by a Valkyrie, it doesn't attack you.

**2. ATTACK:** Play your second card. You must circle **all the monsters in your attack area that match the icon on your card**. The 8 spaces adjacent to your figure comprise your "attack area." All the monsters you circle are considered your "preys."

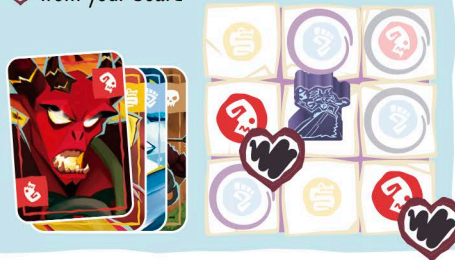
You cannot circle a monster in a space occupied by another Valkyrie or one that was previously circled.

Göndul plays her second card to attack the spider icon monsters and uses her marker to circle the 2 icons adjacent to her, but not the one that was already circled.



**3. MONSTERS' ATTACK:** After your attack, each active monster that is **visible, not circled, and adjacent to your figure** deals you 1 damage. Cross out 1 heart from your board for each damage.

After attacking and circling 2 spider icons, the 2 spider icons that aren't circled (the active monster) deal 2 damage to you. Circled monsters never attack.



**4. DRAW CARDS:** At the end of your turn, **draw 2 cards** from your combat deck and think about your next move.

You must play 2 cards (**mandatorily**) every turn. These cards will go to your discard pile. At the beginning of your turn, if you have 3 matching cards in your hand, you can reveal them and use 1 as if it were a wild card.

If you cross out your last heart, you must withdraw from the battle at the end of your turn (even if you are dealt the damage during your movement). Remove your figure from the battlefield, but don't erase your preys. You will not take part in the subsequent rounds, but your preys will earn you points during the final score.

## END OF THE BATTLE

In the last round, **you will only draw the wild card**, therefore you will only have 2 cards in your hand during your turn. Remember that the wild card replaces any combat card of your choice. The battle ends when every Valkyrie has either run out of cards in their deck or have withdrawn from the battle. In both cases, you will all tally your final score at the end of the battle.

**Each circled monster on the battlefield counts as 1 prey and earns you 1 victory point.** Count your preys to know how many victory points you have gained. The Valkyrie with the most victory points is the winner. In case of a tie, the tied player with the most Ice Giants wins. If there's still a tie, the tied Valkyries share the victory.



## THE CHALLENGES OF FREYA

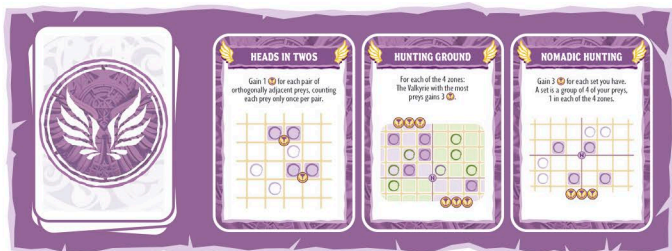
**A** blinding ray crosses the sky and lands in front of you with a huge bang. When the flash vanishes, you find yourselves facing the god Freya herself. You kneel down immediately. Your comments in the halls of Vingólf have not gone unheard. Maybe the gods can't prevent Ragnarök, but what about the Valkyries? Prove that you are ready for such a quest by overcoming several challenges. The Valkyrie who stands out among the rest will lead this small group of chosen warriors in their quest to change the fate of the Aesir.

## CHALLENGE MODE

All the rules you are familiar with from the **BASIC MODE** apply.

### SETUP

After finishing the Basic Mode setup, shuffle the challenge deck. Draw **3 cards** and place them **face up** near the battlefield. Those are the challenges you will face during this battle.



*This is an example of 3 challenge cards you might encounter during a battle.*

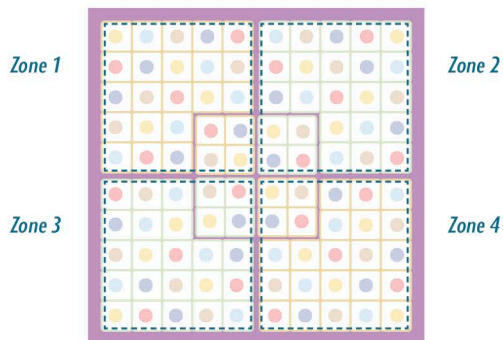


## NEW RULES

Turns are played as in the Basic Mode; the only difference is how you score at the end of the game.

In this battle, you won't only try to hunt more monsters than the other Valkyries, but you will also try to complete the challenges. Each challenge indicates a way of gaining extra points at the end of the battle. If several Valkyries are **tied** while scoring a challenge, they **gain the same number of points**.

Look closely at the battlefield. It is divided into 4 equal zones bordered by slightly thicker lines. Some challenges refer to these zones.



*The battlefield is divided into 4 zones.*

## END OF THE BATTLE

The battle ends when every Valkyrie has either run out of cards in their deck or have withdrawn from the battle. In both cases, you will all tally your final score at the end of the battle.

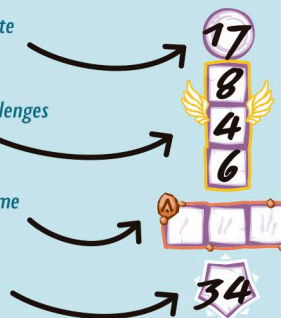
Write down your score on your Valkyrie board by adding the points of your preys and the points gained in each challenge. As usual, you score 1 🍀 for each circled monster.

Count your preys on the battlefield and write them down here.

Write down the score for each of the 3 challenges in these 3 spaces.

Ignore these 3 spaces when playing this game mode. They're only used in campaigns.

Add all your 🍀 and write down the result here. These are your total 🍀.



In case of a tie, the tied player with the most preys wins. If there's still a tie, the tied Valkyrie who gained the most 🍀 in the first challenge wins. If there is still a tie, do the same with the second challenge, and so on.



H

Y

Y

## SACRED WEAPONS

The news of your deeds has crossed the Bifröst and reached the ears of the gods in Asgard. They are terribly pleased by the bravery and efficiency you have shown in battle. And — why not say it? — they truly enjoyed watching you hunt giants, draugr, and demons. Although they don't know the ultimate goal of your actions, they have ordered blacksmiths to forge special equipment for you, imbued with their powers, in the foundries of Nidavellir. Take the equipment and prepare for battle. You were fearsome before, but, with this new power, now you are unstoppable.

## FULL MODE

All the rules you are familiar with from the **CHALLENGE MODE** apply.

## SETUP

After finishing the Challenge Mode setup, shuffle the equipment deck and draw as many cards as Valkyries in the game **plus 1**.



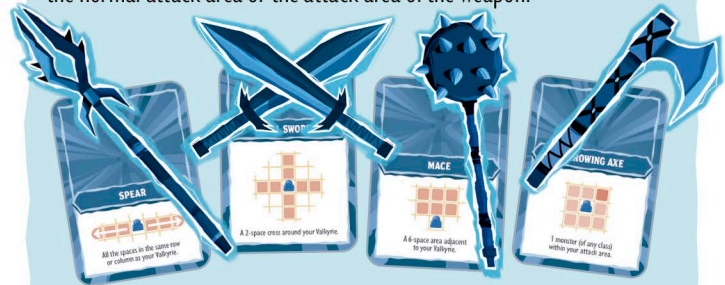
In a 3-Valkyrie game, you will draw 4 equipment cards. Place these cards face up on the table, near the battlefield. Return the remaining cards to the game box.

After placing your figure on the battlefield, choose 1 of the available equipment cards and place it next to your board.

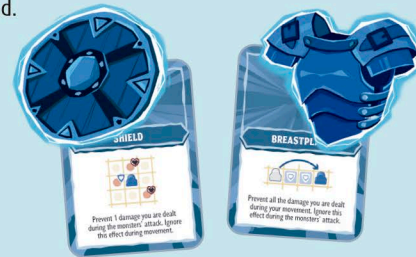
## NEW RULES

There are 2 types of equipment cards:

**WEAPONS:** They allow you to swap your attack area for the one shown on the card. Each time you attack, you can decide whether to use the normal attack area or the attack area of the weapon.



**DEFENCE:** These cards prevent part of the damage you are dealt every round.



## END OF THE BATTLE

The battle ends when every Valkyrie has either run out of cards in their deck or have withdrawn from the battle. In both cases, you will all tally your final score at the end of the battle.

You score 1 🏆 for each prey on the battlefield. You will also score points for each of the 3 challenges.








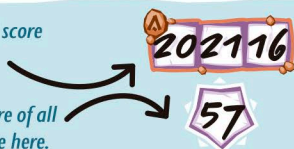
## JOURNEY TO VANAHEIM

Led by Freya, you travel to Vanaheimr, where the monsters have managed to break Odin's seal and capture the Vanir. The plan to set them free has 3 steps: Weaken the enemy army, claim the sacred land, and, eventually, set the ancient gods free.

## GAME CAMPAIGN

A campaign consists of 3 consecutive battles. When you finish one, write down the score on your board. Before each battle, erase the damage and score of the previous one. Keep the final score, though. The Valkyrie that gains the most  by adding the final score of the 3 battles will win the game.

Use these spaces to write down the final score of each battle.



At the end of the campaign, add the score of all 3 battles and write down your final score here.

All the rules from the Full Mode apply to this campaign. During the entire campaign, you will keep the equipment cards you chose before the first battle.

Each battle has special rules:

### THE FOUR GENERALS

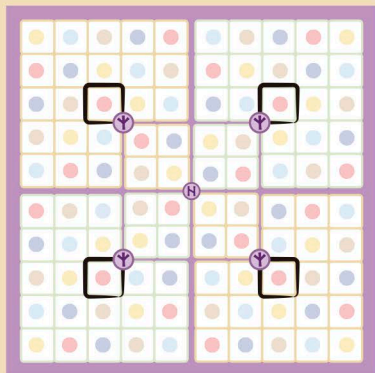
Draw a square surrounding the space in the centre of each of the 4 zones. These 4 monsters are the generals.

Generals are **always** treated as active monsters, regardless of the active monster card for the round, and **they will always attack**.

Thus, a general will always attack you when you move through their space and when the monsters attack.

You score 3  for each circled general.

Equipment cards **can't deal the generals damage nor protect you** from their attacks.



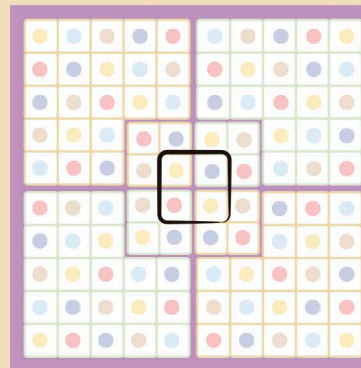
### THE SHRINE

Draw a square surrounding the 4 spaces in the centre of the battlefield. This will be the shrine.

During setup, shuffle the favour cards and place them face down to create a deck. During the battle, **whenever you end your movement inside the shrine**, you can draw 1 favour. You can only use each favour **once**. After using a favour, flip it to remind you that you can't use it anymore.


You can only have **1 favour at a time**. If you return to the shrine, after drawing a new favour, you must discard 1 of the 2 in your hand. If the favours run out, shuffle the discard pile to create a new favour deck and draw 1 favour.

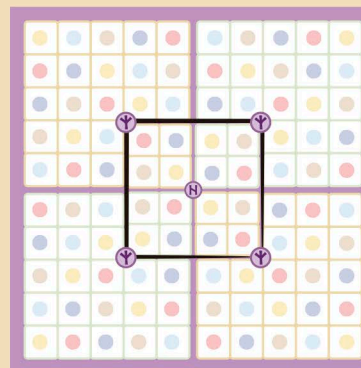
After each battle, you keep your favour and flip it face up. If a Valkyrie ends a battle with no favours, she will draw 1 random favour from the deck.



### THE FORTRESS

Draw a 4 × 4 square in the centre of the battlefield. This will be the fortress. **Favours can't be used and don't have any effect inside the fortress**. The walls of the fortress only affect attacks. The monsters inside the fortress **can't be attacked from the outside**, but the monsters outside the fortress can be attacked from the inside.

The same rule applies when monsters attack: they can deal damage to you from the inside when you're outside, but can't hurt you if they attack from the outside when you're inside. Additionally, the monsters in the fortress deal **2 damage** instead of 1, both during your movement and when they attack. You score 2  (instead of 1) for each monster in the fortress you circle.



The Vanir tell you that the monsters tortured them seeking information about the plants that were created in Midgard. It's very weird... All that matters is that you have successfully completed the first mission assigned by Freya and shown your courage beyond the last battle.



# NEW SCENARIOS

If you follow the steps described below, you will be able to create isolated battles or more demanding campaigns for *Valkyries*.

## 1. CHOOSE THE GAME MODE

Choose between Basic, Challenge, or Full Mode and apply the rules explained on pages 4, 6, or 8 of the rulebook. When it comes to fighting a battle, no way is better than the other—choose the mode you feel more comfortable with. All that matters is enjoying a good brawl!

## 2. CHOOSE BETWEEN BATTLE AND CAMPAIGN

You can play an isolated battle when you don't have enough time, or venture into a 3-battle campaign to enjoy a more epic, fuller experience.

## 3. CHOOSE BETWEEN SIMPLE OR SCENARIO BATTLE

A “simple battle” is played on an empty battlefield, with no specific scenario rules.

On the other hand, if you want to play a “scenario battle,” randomly draw or choose 1 scenario card and apply the corresponding rules. These scenarios help provide a different experience with each battle, increasing their complexity and variety.

To play a campaign with scenario cards, place the 3 scenario cards in a row near the battlefield. This is the scenario order for each battle.



## 4. CHOOSE THE BATTLEFIELD

You can use any of the 5 battlefields included in this rulebook to play in any game mode and any scenario. Choose one and sharpen your blades. It's time to prove your mettle!

# DECIDE HOW TO PLAY

*Valkyries* is a board game with modular rules that allow you to decide how you want to play each game.

## WHAT GAME MODE ARE YOU IN THE MOOD FOR TODAY?

- BASIC
- CHALLENGE
- FULL

## WILL YOU FIGHT IN A SINGLE BATTLE OR ARE YOU READY FOR AN EPIC CAMPAIGN?

- BATTLE
- CAMPAIGN

## DO YOU DARE TO EXPLORE NEW SCENARIOS?

- SIMPLE BATTLE
- SCENARIO

Everything is ready! All you have to do is put on your mean face and shout...

**FOR ASGARD!**



DISCOVER  
NEW AND EPIC  
BATTLES HERE



# VALKYRIES

## CREDITS

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Translation: **Hi-Fi Words**

*This game is dedicated to the original barbarian queens of Valhalla: mothers.  
Providers, advisers, and warriors. Yesterday, today, and always. Skål!*

