



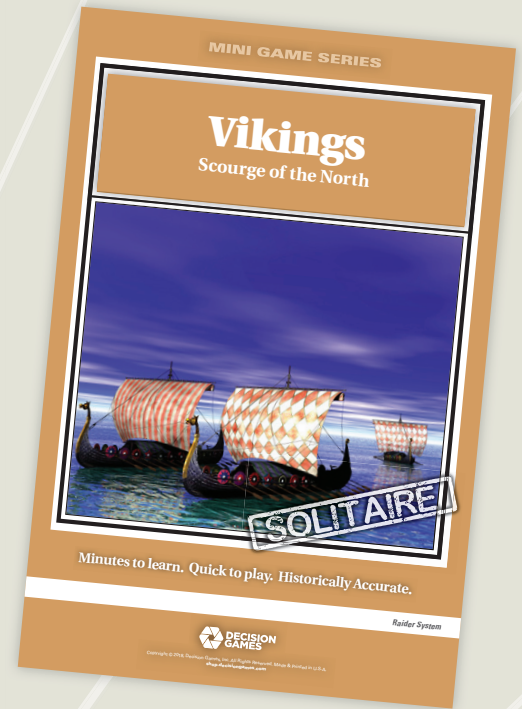
Vikings

Scourge of the North

Europe in the last centuries of Dark Age was beset by Scandinavian raiders. Their longships sailed the high seas, reaching lands as far afield as the Volga and North America. While mainly known for their pillaging, the Vikings were also explorers, traders, and colonists.

This is a solitaire game. You lead a band of warriors with their ships and weapons. Units represent historical Viking leaders such as Leif Erikson and Harald Hardrada. You can recruit elite huskarls and fanatic berserkers, and build more longships. You are in pursuit of gold, glory, and new lands to settle on a map running from Russia to Vinland, from Scandinavia to the fabled lands of the Byzantine Empire.

Saga cards send you on four different voyages of discovery and quest fulfillment. Voyage cards bring in special actions such as forming a shield wall in combat and ending the game with a Viking funeral.



Available February 2018

VIKINGS
 Game Design: Joseph Miranda
 Map Graphics: Joe West
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 Made & Printed in the USA

GOLD

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

RECRUITING CHART

Unit	Gold Cost
Jarl	1
Huskarl	2
Berserker	3
Ulfhunar	4
Varengian	5
Long Ship	3
Over Inn	4
Long Ship Settlement	2

TERRAIN KEY

Ceatal	Forest	Fortress	Land	Homestead
Town	Sea Route	Port/Coastal	Water	Trade Center
Sea	Trade Center	Warrior Kingdom		

TERRAIN EFFECTS CHART

Terrain	Movement Effect	Who Wins Battles	Who Wins	Combat Effect
Viking Homestead	Ship	Whoever	Who	Who
Town	Normal	Vikings	Hostiles	Hostiles pick one additional unit for battle.
Fortress	Normal	Vikings	Hostiles	Hostiles pick one additional unit for battle.
Port / Coastal	Normal	Vikings	Other terrain	Whoever gets one additional die roll of 20 or higher counts as 2 Gold for Trade & Settlements in present.
Trade Center	Normal	Vikings	Other terrain	For combat, pick one additional hostile unit, see also Varangians.
Warrior Kingdom	Normal	Other terrain	Vikings	
Sea Space	Normal	Vikings		
Land Space	Normal	Vikings		

SPECIAL ACTIONS TABLE

Action	Effect
Pillaging	Roll one die and receive that number of Gold.
Combat Results Table	Combat Results: Die roll < Unit combat strength. Die roll > Unit combat strength. Unit vs Unit. Elimination. No Effect.

COMBAT RESULTS TABLE

Combat Results	Die roll < Unit combat strength	Die roll > Unit combat strength
Unit vs Unit	Elimination	No Effect

Random Location Placement table

Die Roll	Place Quest markers in:
2	Vinland, Greenland, Iceland
3	Scandinavia, Old Kingdom
4	Volga-Bulgaria, Kazan, Old-Volga, Turkey
5	Normandy, Paris, Vinland
6	Finik, Vendland, Rusland, Frankrike
7	Byzantium, Constantinople
8	Novo-Castilla, Hispania, Smolenskaja, Kiev, Korsun
9	Belgaria, Macedonia, Bulgaria
10	Hungary, Sicily
11	Morocco, Denmark, Ireland
12	Spain, Sweden

Jarls
 Bonus: Gain one extra Gold point for each 75 flags.

Leif
 Bonus: Increases movement of Voyaging force by one space.

Harald
 Bonus: Vikings have tactical Advantage in all battles.

Rorik
 Bonus: Builds settlements at a cost of 1 Gold.

VOYAGE
 TRADE EXPANSION
 Play during a Leidar if any Jarl is located in Center.
 (1) Gain one Gold Viking Settlement
 (2) Place one S on other Trade Center

SAGA
 HEIMSKRIFLA
 Objective: 3 Settlements including at least 1 one on Kingdom, and one Fortress.
 Quests: 2
 Success: Reveal one Quest after set up.

Target Market

- Ancient History buffs

Up-Sells & Cross-Sells

- Agricola (S&T #306)
- Caesar's Wars (DG Mini Game)
- Belisarius's War (DG Mini Game)
- Rogers' Rangers (DG Mini Game)

Selling Points

- Mini-game/low price

Stock no

- 1725

MSRP

- \$14.95

UPC Code

- 09510901725

Contents

- One 11x17 inch map
- 40 die-cut counters
- 18 Campaign Cards
- Eight page rules booklet

Place your order today!

