

GAME: Tiny Epic Vikings

PAGE SIZE: US Letter

LAYOUT: Traditional

NOTES: The Map Boards are set up to print on US Legal paper (8.5" x 14"). They are the final four pages of this PDF.



P R I N T A N D P L A Y



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Game Development: Michael Coe

PnP Files: Charles Polenzani

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TRADITIONAL LAYOUT

The Traditional Layout uses the common 9-cards per page layout. To use, simply print out the PDF. Disable any page scaling and print at full size. If your printer alerts you that the document is outside of its printable area, ignore the warning. Any areas that might get cut off due to art being outside the print area will not impact the cards once cut down to size.

The file has been set up so you can print double sided, but I would recommend printing the fronts and backs on two separate sheets. This way if your printers registration isn't perfect (and it's rare that consumer level printers are but as always YMMV) you can get more accurate results after cutting.

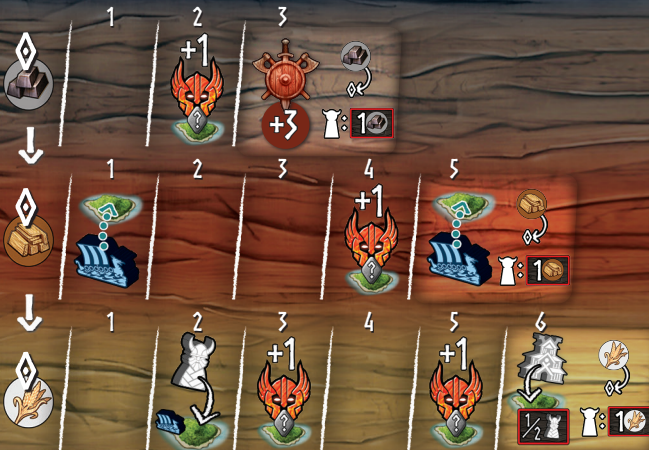
Once everything has been printed, simply cut along the provided crop-marks and assemble the cards in a sleeve. Alternately you can glue to the faces to the backs but sleeves are much easier to deal with and make shuffling a lot easier.

SOLO SKJÖLDUNG CLAN +2

H The enemy gains 3 for each Island Rune it possesses, you then lose 3 equal to that amount of Runes.

F The enemy gains 3 for each Island Rune it possesses, you then lose 3 equal to that amount of Runes.

L The enemy gains 1 for each Island Rune it possesses, you then lose 1 equal to that amount of Runes.

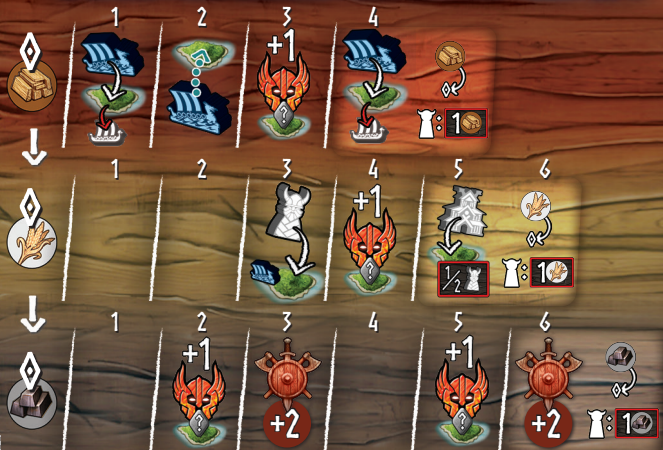


SOLO VÖLSUNG CLAN +3

H The enemy gains 4.

F Move all of your docked Boats to an adjacent Fjord.

L Remove 1 of your Settlers from the Chieftain Boat's Island (if you have none there, choose any Island to remove your Settler from).

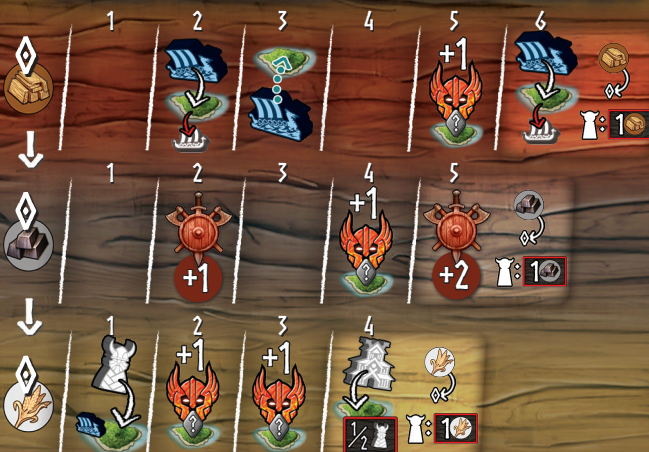


SOLO WÆGMUNDING CLAN +1

H The enemy gains 4.

F You must discard 1 Viking Card (your choice) from your hand and draw 1 new card from the top of the deck, adding it to your hand (if the last turn of the era, ignore this action).

L The enemy adds an additional Viking Card from its deck to its Leader Row, and then resolves the card's Leader Action (but does not also perform its Rune Action).

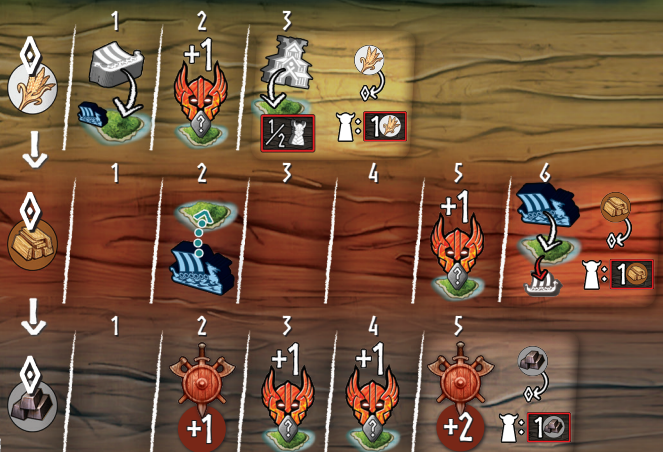


SOLO YLFING CLAN +2

H The enemy gains 4.

F Add 2 enemy Settlers to the Chieftain Boat's Island.

L The enemy 3x towards the nearest Island with a Rune matching the God with the most Fury (if there is a tie for most, you choose). The enemy then *Deploys Settlers*.



Game board layout on a red background. The board consists of four columns of cards. Each column has a sequence of cards with various icons and numbers. The numbers 1, 2, 3, 4, 5, 6, 7 are printed at the bottom of each column.

Game board layout on a blue background. The board consists of four columns of cards. Each column has a sequence of cards with various icons and numbers. The numbers 1, 2, 3, 4, 5, 6, 7 are printed at the bottom of each column.



6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

THOR

Each other player must remove 1 of their Settlers from an Island of their choice.



+2



ODIN THE ALLFATHER

Collect 1 Village that has already been dedicated from the Era Mat or a God Mat.



+2



6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

FREYA GODDESS OF THE HUNT

Move 1 of your Settlers from your Clan Mat or an Island to an Island of your choice.



+2



FRIGG GODDESS OF PROPHECY

Reveal the top card of the Viking deck. You may perform it's action and bonus action (ignore *Enter a Battle*), then discard it.



+2









KÄRL

12
20

x2

x1

HILDA

10
10

x1

x1

LIV

5 + F

x1

x1

SIKRID

5 + L

x2

x1

ULF

3 x H
10

x3

x1

TOKE

10
10

x1

x1

BJØRN

11
20

x2

x1

ASTRID

12
20

x2

x1

ARNE

9
10

x3

x1



GRO

13
30

x1

x2

HELGA

5 + H

x2

SKARDE

3 x F
10

x2

x2

GUÐRUN

3 x L
10

x3

x1

ROAR

2 x H

x2

HALFDAN

2 x F

x2

x1

TROELS

2 x L

x2

x2

ÅGE

8

x2

REVINA

6

x4



FRIDA

5

x3

x1

BODIL

7

x3

x1

TORSTEN

1+

x3

x1

ØDGER

5

x3

x4

TRYGVE

7

x2

x4

GUNHILD

2

x3

x1

NJAL

3

x4

x1

ÅSE

1+

x3

x1

KÅRE

4

x2

x1



GERTRUD

2 +

→ x 2

BO

2 +

→ x 2

YRSA

2 +

→ x 2

BIRGER

3 +

→

BERGLJOT

3 +

x 2 → →

FRODE

3 +

x 3 → x 2

BORGHILD

1 +

→

THYRA

3

→

KNUD

8

→



STEN

4+

↓

INGA

4

↓

SUNE

4+

x3

↓ x1

HARALD

9

x3

↓

ULFHILD

4+

x1

↓ x2

LEIF

9

x2

↓

ASTA

12

x3

↓ x1

BRIT

1+

x4

↓

GORM

4

x3

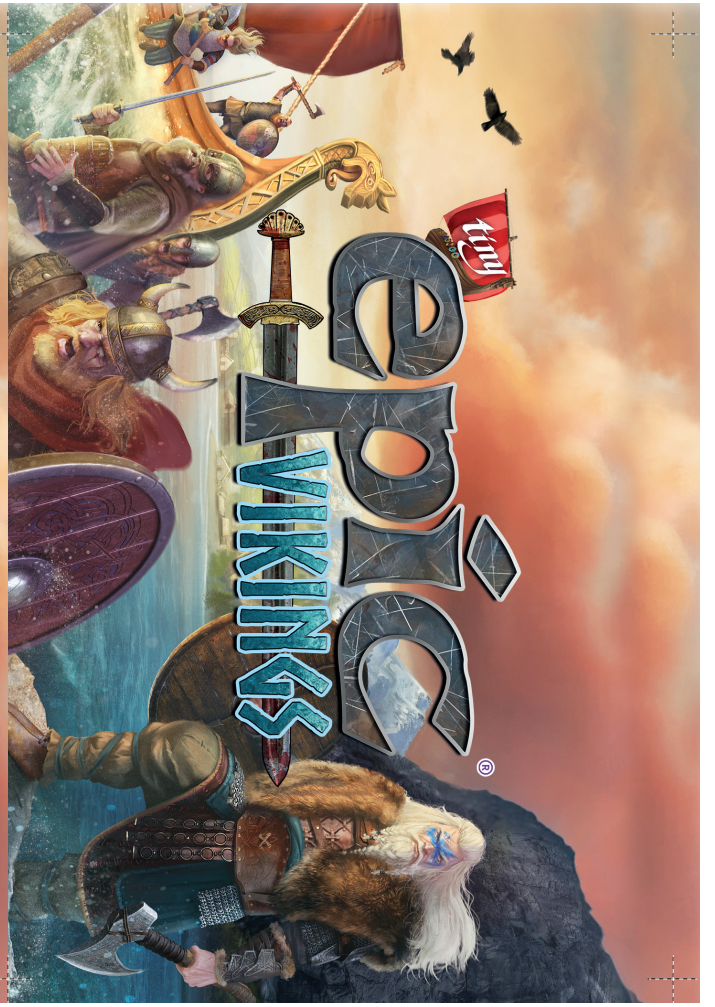
↓











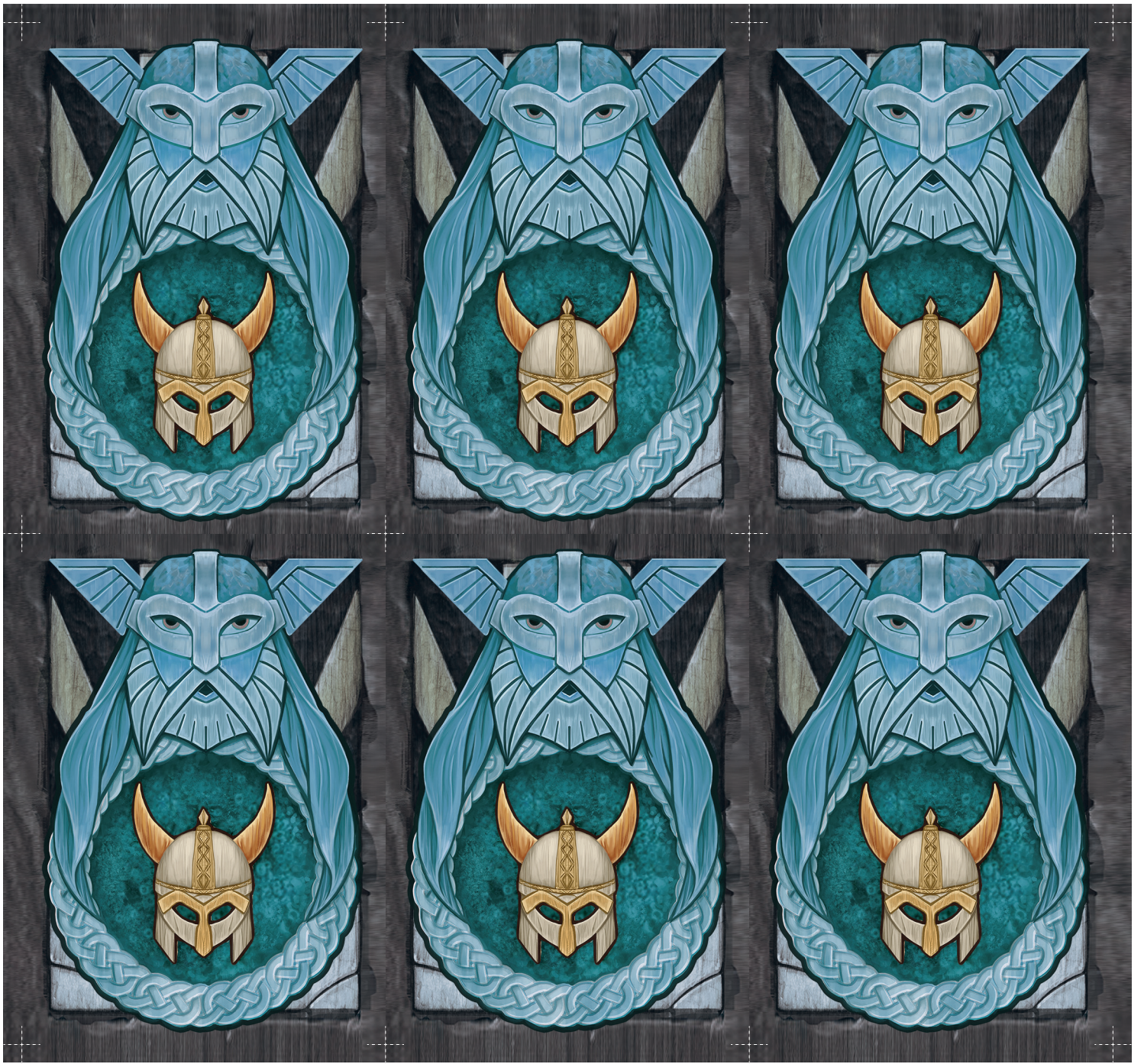
6	7	8	9	10	11	12	13	14									
5	4	3	2	1	0	6	7	8	9	10	11	12	13	14			
5	4	3	2	1	0	5	4	3	2	1	0	5	4	3	2	1	0
15	16	17	18	19	20	15	16	17	18	19	20	15	16	17	18	19	20

LOKI GOD OF MISCHIEF

Select any 2 Islands and swap up to 2 of your Settlers, with up to 2 of another player's Settlers.

HEL GODDESS OF DEATH

Select up to 2 Gods and reduce their Fury by 1 each.



RAGNVALD

Two pink pentagons with the letter 'L'.

6 + L

F + 1

H + 1

F x1

VALDIS

Two blue circles with the letter 'H'.

6 + H

L + 1

F x1

SKULD

Two orange diamonds with the letter 'F'.

6 + F

H + 1

L x2

BRANDR

Two pink pentagons with the letter 'L'.

8 + H

H x1

F + 2

GUNBORG

Two blue circles with the letter 'H'.

8 + F

F x3

L + 2

HELGE

Two orange diamonds with the letter 'F'.

8 + L

L

H + 2





INGVARG CLAN



The enemy gains 1 of the resource it has the most of and 2 that it has the least of (if tied, gain 1 of each tied resource).



Swap locations of the Chieftain Boat and your closest docked Boat, and then add 1 enemy Settler to its new Region (if you have no docked Boats, just add the Settler to the current Region).



Move the Chieftain Boat to the closest Dock on the closest Region with a Giant and then add 1 enemy Settler to that Region (if there are no Giants left, then just add 1 Settler to its current Region).

1	2	3	4	5	
↓					
1	2	3	4	5	6
↓					
1	2	3	4	5	6



TORKETILL CLAN



The enemy gains .



The enemy gains for each Valkyrie it has deployed (gains a minimum of 1).



Remove 1 of your Settlers of your choice for each Valkyrie the enemy has deployed.

1	2	3	4	5	6
↓					
1	2	3	4	5	6
↓					
1	2	3	4	5	6



SOMERLED CLAN



The enemy gains .



Add the leftmost enemy Valkyrie from the mat to the Chieftain Boat's Region, if possible (if a Giant is there, it slays it). If not possible, add 1 Settler instead.

1	2	3	4	5	
↓					
1	2	3	4	5	6
↓					
1	2	3	4	5	6



RÖGNVALD CLAN



The enemy gains .



If there is a Giant in the Chieftain Boat's Region, the enemy slays it (if not, then ignore this action).

1	2	3	4	5	
↓					
1	2	3	4	5	6
↓					
1	2	3	4	5	6



GEIRAHÖD

?

4x  

 x2


↓

  x2




BRYNHILDA

?

8+  

 x3



↓


  x1






SIGDRIFA



?

4x  

 x3

↓

  x2

SVÁVA

?

4x  



↓


  x1






HRIST

?

8+  

 x3

↓




MIST

?

8+  


 x2



↓


 






SKEGGJÖLD





4x  



↓

  x1

HLÖKK



4x  

 x2

↓

  x1




GUNNVÖR



4x  

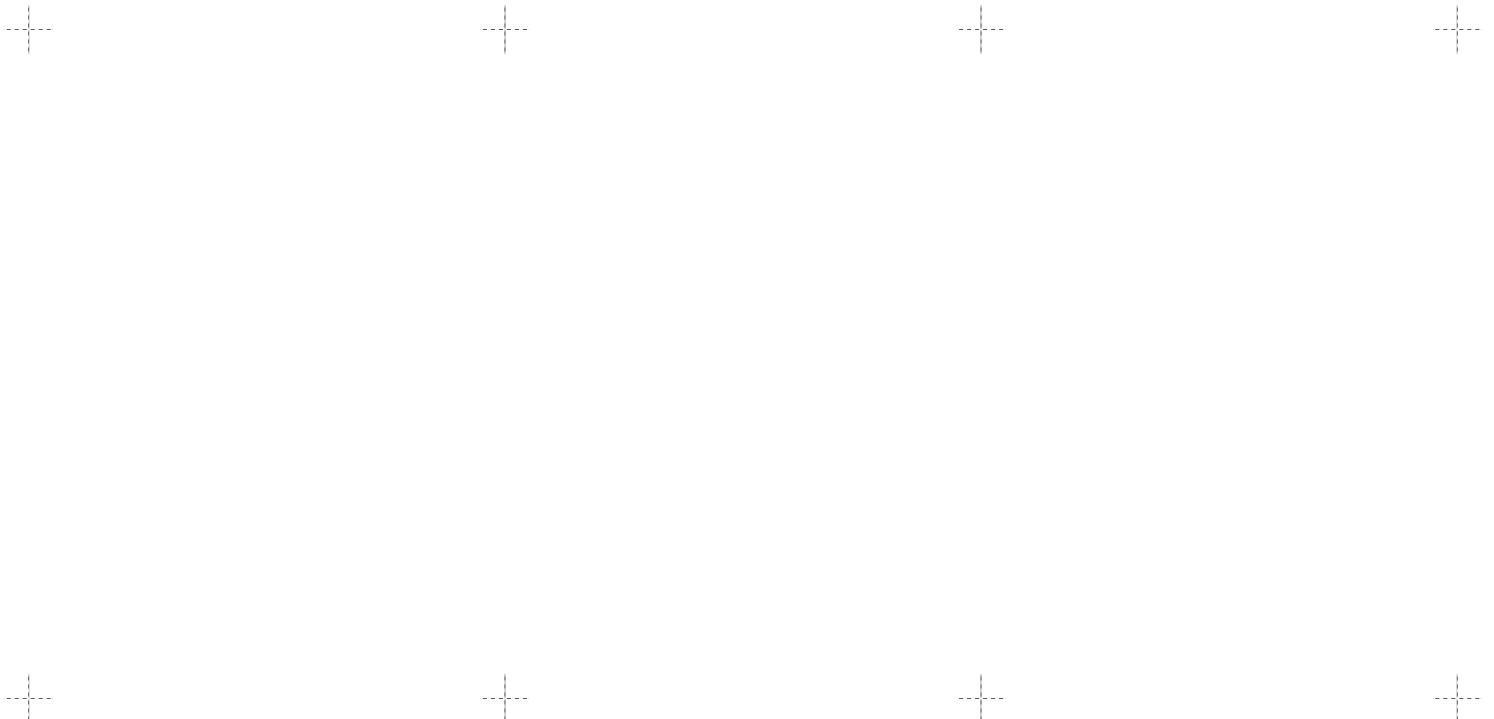
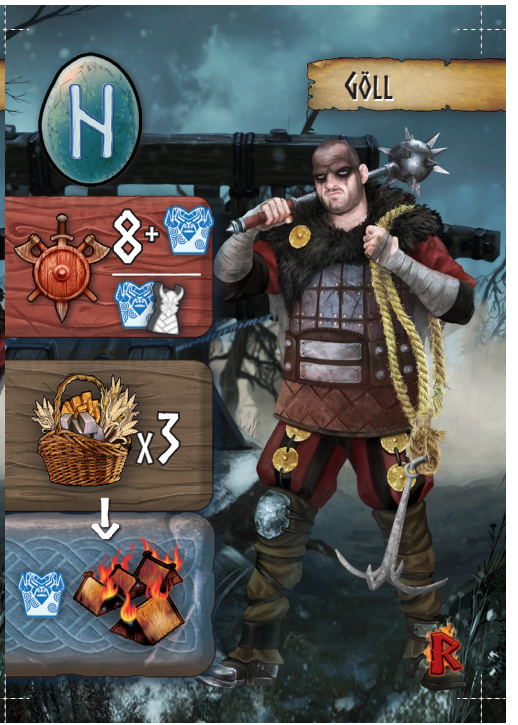
 x1

↓

  x1





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