

Viking Age Expansion



Rules



878 - Vikings Expansions

Included are nine expansions that add new strategies, victory conditions, and player abilities to the game. The expansions may be used separately or together in any combination.



Expansion 1: War for Land and Gods

1.0 Introduction

The game begins with Church Tiles set up on the map which the English players must protect from being plundered by the Vikings. If the Vikings plunder and remove all of the Churches from the map, Christianity falters on the island and the English lose the game.

The Vikings will also be able to build Forts with their Units and eventually foster them into Viking Settlements. These Settlements will generate reinforcements for the **Norsemen**.

1.1 Setup

Each English player places 7 Church Tiles (14 total) on any City Shires on the map. There may only be one church per Shire.

The Viking players place the 10 Viking Fort/Settlement Tiles near them to use during game play.

1.2 Plundered Churches

As soon as the Viking players control a Shire with a Church Tile in it, the Vikings plunder the church. The Viking players remove the Tile and give it to either English player, Plundered Church side up.

The **Norsemen** player immediately pulls a **Norsemen** from his Reinforcements Stockpile and places it in the Fled Units space. *Note: Looted treasures from a church attract more Viking warriors to England.*

1.3 Christian's Wrath

The English player may discard a Plundered Church Tile at the beginning of **any Battle** to draw a Fyrd Card and add the listed **Fyrd** to the Battle. Only one Plundered Church Tile may be used in each Battle. *Ex: The Berserker Faction attacks the English in a non-City Shire. The English discard a Plundered Church Tile to add Fyrd to this Battle.*



Church Tile



Plundered Church Tile

1.4 Viking Forts

At the end of a Viking Faction's Turn, that Faction may choose to remove any two Viking Units in a Shire and replace them with one Fort Tile. There may only be one Viking Fort per Shire.

Ex: It is the end of the Berserker's Turn and she decides to replace 2 Norsemen in a Shire with a Fort Tile.



Viking Fort

The Fort may not be moved, but provides a **Berserker** and a **Norsemen** Battle Die in battle. This does not allow the Viking players to roll more than their maximum number of dice.

Viking Forts take **one Hit** to destroy and remove from the map. The Viking players may allocate hits among Units and the Fort. Forts must be destroyed before the English win the Battle and capture the Shire. Forts are not Units, so do not Flee, may not be Command moved, and do not fulfill the Berserker 1st hit rule (*Base Rules 4.5*).

Ex: A Viking Fort and 2 Norsemen occupy a Shire being attacked by the English. The Vikings roll 3 Norsemen Battle Dice and 1 Berserker Battle Die, with the result of 1 Norsemen Flee and 1 Berserker Flee.

1 Norsemen is placed in the Fled Units space. The Berserker Flee result is ignored, since a Fort cannot flee.

The English now roll their Battle Dice and score 1 Hit. The Vikings may choose to remove the Norsemen or the Fort.

1.5 Viking Settlements

At the beginning of the **Norsemen's** Turn, they may choose to flip any **one** Viking Fort Tile to its Viking Settlement side. Only one tile may occupy a Shire, so another Fort may not be placed in the Shire.



Viking Settlement

Each Viking Settlement provides a **Norsemen** reinforcement in its Shire during each **Norsemen** Reinforcements Phase (including the Turn the Settlement is placed). The Settlement also provides a **Berserker** Battle Die in battle and takes one hit to remove from the Shire, just like a Fort. A Settlement must be destroyed before the English can control the Shire it occupies.

Vikings Forts and Settlements make a Shire Viking-controlled. If the English move into a Shire with **only** a Viking Fort or Settlement, a Battle still occurs.

The Viking players may place Reinforcements and Fled Units in Shires that contain a Viking Fort or Settlement (*Base Rules 2.3*).

1.6 Paganism against Christianity

If the Vikings remove every Church Tile from the map, Christianity is replaced by Paganism in England and the Vikings immediately win the game. However, if they do not remove all of the Churches by the time the Treaty of Wedmore is activated, the English win and Christianity survives and eventually converts the pagan Vikings.

Designer's Note: The Vikings can either ignore the Churches and pursue a normal game victory, or they can ignore holding territory and instead attempt to plunder all of the Churches at the risk of the Christians' wrath!

Expansion 2: Kingdoms

2.0 Introduction

England was composed of 4 major Kingdoms when the Viking invasions began. Mercia, Northumbria, East Anglia, and Wessex each had their own king. As the Vikings invaded their lands, these kings were defeated and often replaced with English puppet kings. Only Alfred the Great of Wessex repulsed the Viking invaders and maintained his Kingdom.

Each Kingdom provides a special ability to the English players. If the Vikings gain control of a Kingdom, the English players lose that Kingdom's ability and the Vikings gain another one.

2.1 Setup

Each Kingdom card has an English control side and a Viking control side. At the beginning of the game, the English players place each Kingdom Card English side up, in front of them for easy reference.

2.2 Control of Kingdoms

Each Kingdom on the map is highlighted in a different color. The map on the Kingdom Card shows the location of the Kingdom in the same color. If after a Battle the Vikings or English control the number of Kingdom Cities listed in the top right corner of the Kingdom Card, they take control of the Kingdom Card, flip it to its respective face, and receive that Kingdom's ability. When a side no longer controls the required number of cities, the players immediately lose the ability and the card is placed beside the map until one of the sides again controls the required number of cities in that Kingdom.



English Kingdom Side



Viking Kingdom Side

2.3.0 East Anglia Kingdom Abilities

English Control: When controlled by the English, English Units may be moved through and into Swamp Shires. Since Viking players may not move into a Swamp Shire, English Units in a Swamp Shire can not be attacked.



If the English lose East Anglia's ability, all Units in Swamps remain and may be moved out normally. However, new Units may not enter the Swamps.

Viking Control: When controlled by the Vikings, each Viking player may have a hand of 4 cards. When they gain East Anglia, each Viking player immediately draws an additional card. When the Vikings lose East Anglia, they do not have to discard a card, but only draw back up to 3 at the end of their Turn.

2.3.1 Mercia Kingdom Abilities

English Control: When controlled by the English, each English Faction places one extra reinforcement during its Reinforcements Phase. This Unit may be placed in any City Shire the English control in the Kingdom of Mercia.



Viking Control: When controlled by the Vikings, they may choose to allow their Leader to invade from **any Sea** or place an additional **Norsemen** on the Leader's Card when they invade.

2.3.2 Northumbria Kingdom Abilities

English Control: When controlled by the English, the first Flee result the English roll in each Battle is ignored. If multiple Flee results are rolled simultaneously, the English players decide which Flee result is ignored.



Viking Control: When controlled by the Vikings, the active Viking Faction receives one extra Unit during its Reinforcements Phase. This Unit may be placed in any City Shire the Vikings control in the Kingdom of Northumbria.

2.3.3 Wessex Kingdom Abilities

English Control: When controlled by the English, all English Fled Units may be placed in any Kingdom of Wessex City Shire at the end of **each** Faction's Reinforcements Phase, **including** Viking Reinforcements Phases.



Viking Control: If controlled by the Vikings at the beginning of Round V or later, Alfred is never placed on the map. If Alfred is already on the map, he is removed and any Units on his Army Card are placed in the Fled Units space.



Expansion 3: Kings

3.0 Introduction

England was fragmented into several Kingdoms whose prosperity relied on the strength and cunning of their Kings. Each King responded to the Viking threat differently. Some English kings paid tribute to the Vikings or joined them to protect their people. Others defied the Vikings, leading their people into war and possible ruin. The 'Kings Expansion' adds several historical Kings to the game. These Kings will ally themselves with different Factions each game, changing the different feel and experience.

3.1 Setup

Shuffle all King Cards and deal one to each Faction. These cards are held in a Faction's hand as an extra Event Card that does not count towards the Faction's hand limit.

3.2 Using King Cards

King Cards are powerful Event Cards and are played and discarded like Event Cards.

3.3 King Powers

King Æthelred of Wessex - Military Reform

Play during the owning Active Faction's Reinforcements Phase. Rearrange all of your side's Units and Leaders in one Kingdom among Shires your side occupies in that Kingdom. In addition, during the first Battle of this Turn, all of **the Active Faction's** Hit Units are placed in the Fled Units space. All of that side's other Units are still eliminated.

King Æthelred was Alfred the Great's older brother who inherited the throne of Wessex the year the Great Heathen Army arrived in England in 865. After Northumbria and East Anglia fell, Æthelred and Alfred fought nine battles with the Vikings, most of which they lost. Æthelred died after one of these battles on Easter of 871 and Alfred became king of Wessex.



King Edmund of East Anglia - Faith

Play at the beginning of any Battle. For **all** remaining Battles during this Turn, **all of this side's Units** re-roll all Flee and Command results once. They do not re-roll a second time if Flee or Command results are rolled again.

When East Anglia was conquered by the Viking brothers Ivar the Boneless and Ubba, King Edmund refused to renounce Christianity. To test his faith, the Vikings shot arrows at him to see if Christ would protect him.

King Burghred of Mercia - Tribute

At the beginning of an enemy's Movement Phase, force all enemy Units in a Shire of your choice to move into an adjacent empty or opponent-controlled Shire of their choice. Then choose 3 Shires they may not move into this Turn.

When the Great Heathen Army began to expand into Mercia from Viking-controlled Northumbria in 867, King Burghred paid tribute to the Vikings so that they would withdraw and leave him in peace. Burghred was eventually deposed by the Vikings and replaced with the puppet-King Ceolwulf.

King Ælla of Northumbria - Torture

Play during the owning Active Faction's Reinforcements Phase. Once during your Turn, look at another player's hand of cards. You need not discard when taking this action. **After** looking at the hand, you may discard this card to trade hands with the enemy Faction. Their cards are now your cards and your cards are now theirs. Switch which Units their Event Cards affect (**Berserker** become and **Housecarl** Units, **Norsemen** become **Thegn** Units, and vice-versa). Players keep their own decks and discard piles.

Ex: The **Thegn** exchanges cards with the **Norsemen** and gain 2 Movement Cards and the **Norsemen Treaty Card**. The **Thegn** plays the **Norsemen Treaty Card**, which is then placed beside the map and counts towards the normal Treaty Game End Conditions (*Base Rules 7.1*).

If a Faction runs out of Movement Cards before the game ends, it must pull the top Movement Card from the Discard Pile of the opponent that exchanged hands with it.

Ælla deposed King Osberht and took over Northumbria. Legend has it that King Ælla captured Ragnar Lodbrok and killed him in a pit of snakes. The Great Heathen Army invaded Northumbria to avenge Ragnar's death. Viking sources claim Ælla was tortured and killed in what is called a Blood Eagle, while English sources say he died during the Battle of York in 867.

Expansion 4: Runes and Prayer

4.0 Introduction

The Pagan Vikings believed that fate was inevitable and that their seers could glimpse the future. The Christians, on the other hand, relied on their God to intervene on their behalf and bring them good fortune. With this expansion, the Viking and English players may choose to cast their rune bones or pray for Godly intervention. This can result in powerful opportunities and advantages. But with every attempt they also risk disaster!

4.1 Rolling Runes and Prayer Dice



The Vikings have 4 Runes Dice, and the English have 4 Prayer Dice at the beginning of each new Battle.

When Factions roll their Battle Dice, they may also choose to roll their side's corresponding Runes or Prayer Die. Viking Factions **may each** roll a Runes Die and English Factions **may each** roll a Prayer Die. A Faction does not have to roll a die, it is its choice. A Faction cannot roll a Runes or Prayer Die if they have no Units in the Battle.

Once rolled, Runes and Prayer dice results are placed on their respective Viking Runes Card or English Prayer Card. Players may then choose to 'spend' these dice to have effects take place.

If the Vikings or English wish to roll a die at the beginning of a new Battle Dice roll, but have already placed all 4 of their dice on Viking Runes or English Prayer cards in previous rolls, they may re-roll one of these dice of their choice. The re-rolled die is again placed on its card.

4.2 Runes and Prayer Reference Cards

The effects of Runes and Prayer dice results are listed on the Runes or Prayer reference cards.

When players roll Runes or Prayer dice, the dice are all placed on the Runes and/or Prayer Reference cards. Depending on what combination of die faces are on each card, the players **may choose** to spend the dice to have an effect occur. **Runes and Prayer effects occur before the Battle Dice results.** The relevant Runes and Prayer Dice are immediately removed from a card once an effect occurs. These dice may then be rolled again in future Battle Dice rolls, if the Battle continues.

Allies must agree on which effects to activate. If they cannot agree, no effect takes place.

4.3 Viking Runes Effects

Each Runes Die has 4 Runes and 2 Conversion faces.

Omens of Victory

(requires 1 die). Choose to re-roll any number of either the **Norsemen** or **Berserker** Battle Dice. Battle Dice may be re-rolled each time a die is removed.

Ex: The Norsemen and the Berserker both decide to re-roll, removing 2 dice.

Ex: The Norsemen re-rolls twice in a row, removing 2 dice.

Battle Rage

(requires 2 dice) Choose to exchange 1 **Norsemen** with a **Berserker** , if one is available in the Reserve Pile. **Ex: A Norsemen Flee result was rolled, but the only Norseman is exchanged for a Berserker .** The Norsemen Flee result is ignored.

Ragnarök

(requires 3 dice) For the rest of this Battle, Viking Units chosen by the Viking players to be Hit, will instead Flee.

4.4 English Prayer Effects

Each Prayer Die has 1 Martyrdom , 2 Conversion , and 3 Faith faces.

Martyrdom

(requires 1 die) **Automatically**, NO English Units may take Command results for this Battle Dice roll. The die is removed from the card.

Faith in Victory

(requires 1 die). Choose to ignore one **Fyrd** Flee result. **Ex: The English decide to have 2 Fyrd not flee by removing 2 dice.**

Defend the Faith

(requires 3 dice). Choose to draw a **Fyrd** Card and add the listed number of **Fyrd** to the Battle. **Ex: Fyrd Card 13 is drawn and 2 Fyrd are added to the Battle, but do not roll their dice.**

Convert

(requires 2 English and/or Viking dice) Exchange a **Norsemen** with a **Thegn** .

God's Peace

(requires 3 English and/or Viking dice) All Viking Units, including any Leaders, must immediately move to an adjacent empty or friendly Shire, if available.

Note: The English decide if Convert or God's Peace takes effect on either the Viking OR English Battle Dice roll, since both sides' Conversion results are placed on the English Prayer card!

4.5 End of Battle At the end of a Battle, ALL Runes and Prayer dice are removed from both cards. Each new Battle begins with NO Runes or Prayer dice on either card.



Expansion 5: Relics and Holy Sites

5.0 Introduction

Superstitious beliefs prevailed among the pagan Vikings and the Christian English.

The Vikings believed in the power of spells and used charms that offered protection, strength, and health. They also revered objects that they believed had brought them good fortune in the past. With this expansion, Viking Leaders will invade with Relics that grant them powers to defeat their foes. However, a Relic can fall into English hands if a Leader is defeated!

The remains and possessions of Christian Saints were worshiped by the English and often developed cults that protected them. These Relics were usually housed in churches, creating holy sites that Christians would visit for more direct contact with God. The Christians begin the game with two Holy Site tiles placed on the map that give them special abilities as long the Vikings do not control the Shire.

5.1 English Holy Site Setup

At the beginning of game setup, the English players randomly draw a total of 2 Holy Site Tiles. Each Holy Site is placed face up in the Shire listed for the Holy Site Tile. Holy Site Tiles may not be moved. If the Vikings do not control the Shire, the English players receive the effect that the Holy Site Tile bestows.

Holy Site Tiles may never be destroyed or moved by the English or the Vikings if they should gain control of a Holy Site Shire. However, some Holy Sites may also actually help the Vikings if they gain control of them, as listed below.

Designer's Note: The setup Shires for the Holy Sites are their actual historical locations!



Holy Site Tiles

5.2 Holy Site Tile Effects

King Edmund's Martyrdom

Place in the Shire of **THEODFORD** (Theodford).

The English players draw a **Fyrd** Card and add the listed Units to the battle when **attacking** Viking-controlled City Shires. The Vikings gain no benefit from controlling King Edmund's Martyrdom.

Edmund, King of East Anglia, was defeated by the brothers Ivar the Boneless and Ubbe Ragnarsson. Refusing to renounce Christ, Edmund was shot with arrows and left for dead. He was revered as a martyr saint.



Oswald's Tree

Place in the Shire of **LECACÆTIR** (Chester).

Both the Vikings and the English may gain Oswald's Tree ability if they control its Shire. If the controlling side wins a Battle anywhere, it may immediately place **one** of its Hit Units in LECACÆTIR's (Chester) Shire.



Oswald of Northumbria was a powerful Saxon King in the early 7th century who was sainted for spreading Christianity throughout northern England (England). He was killed by the Mercian King at the Battle of Maserfield. Legend has it that Oswald's arm was carried off by a crow and dropped at the foot of an ash tree. A spring appeared where the arm was dropped. The tree and spring were believed to miraculously heal and contributed to the Fountain of Youth legend.

Saint Cuthbert's Coffin

Place in the Shire of **DŪINHOLM** (Durham).

Each English faction may place an extra Unit in the Shire during its Reinforcements Phase. The Vikings gain no benefit from controlling Saint Cuthbert's Coffin.

Saint Cuthbert was a Bishop of Northern England in the 7th century and later its patron saint. His remains were believed to cause a variety of miracles and he was possibly England's most important saint at the time of the Viking invasions. Alfred the Great claims to have seen an inspiring vision of Saint Cuthbert during his struggle against the Vikings.



Saint Oswald's Head

Place in the Shire of **DŪINHOLM** (Durham).

If the English control the Shire of Durham, they may look at one Viking Faction's hand of cards once per Round. The Vikings gain no benefit from controlling Saint Oswald's Head.

Oswald of Northumbria was dismembered after he was defeated in battle by the Mercians. His limbs and head were kept as relics with holy power. His head was eventually entombed with Saint Cuthbert's remains in Durham.



Linen Clothes of Saint Æthelthryth

Place in the Shire of **ÆLMHĀM** (Elmham).

If the English or the Vikings control the Linen Clothes, **each** of their Command results in **all Battles** may be used to move **up to two** Units. The two Units may be moved to any adjacent Shire not controlled by the enemy, **including an empty** Shire.

Saint Æthelthryth was a princess of East Anglia who was married to a Fenland chief and then to the King of Northumbria. She took a vow of celibacy before her first marriage and was forced to flee from her second husband to maintain her virginity. Sixteen years after her death she was exhumed and moved to a new grave. Miraculously, her body had not decayed since her burial. Her burial clothes and tomb were believed to cause miracles and blessed scraps of cloth bearing her name were often sold in the Middle Ages.



5.3 Viking Relics Setup



The **first two** Viking Leaders that invade England each randomly draw a Relic Tile and place it face up with the Leader. All future invading Leaders receive no Relic. The Relics may be moved by any Viking Units or Leaders. A Relic may only be Command moved out of a Battle with the last remaining Unit(s). If the English win a Battle and gain control of a Relic, they may move it at will with their Units, but may not destroy it and do not gain its powers.



Relic Tile

5.4 Relic Effects

Arm Ring of Thor



Once each Round, the Vikings in possession of the Arm Ring of Thor may draw one **Fyrd** card and add the listed **Fyrd**  to a Battle on the side of the Vikings. Both the English and the Vikings may have **Fyrd**  in the same Battle. Once used, flip the tile face down until the end of the Round.

Arm Rings distinguished Vikings for their wealth and power.



Hrafnsmarki: The Raven Banner

The Vikings **must** roll one **Thegn** Battle Die at the beginning of **each** Battle that is located in the same Shire as the Raven Banner.

- **Command result** - no effect.
- **Hit result** - the Vikings deal one extra Hit to the English **with each roll** of their Battle Dice.
- **Flee result** - 1 **Norsemen**  and 1 **Berserker**  must Flee **before each roll** of the Viking Battle Dice.

The Raven Banner was a common symbol that the Vikings took to battle and is thought to have been used to invoke Odin's power. The Vikings believed that if the Raven flapped in the wind then victory was assured. However, if the Raven lay still then they would meet defeat.



Mjölmir: Thor's Hammer

English Event Cards have no effect on Viking Units located in the same Shire as Thor's Hammer.

Ex: Thor's Hammer has been placed on Björn Ironside's Army Card. He moves into the English-occupied Shire of Lundenwic to initiate a Battle. Normally, the English would play their Danegeld Event Card which would force the Vikings to lose some Units. But Thor's Hammer protects the Vikings and the English may not play this card.

Vikings often wore charms in the shape of Thor's hammer around their neck for protection during a voyage or in battle.



Odin's 18 Charms

If the Vikings possess Odin's 18 Charms, they may discard this Relic to play an Event Card from either Viking Faction's discard pile.

The 18 Charms of Odin are described in the poem Havamål. These charms allow Odin to heal wounds, offer protection in Battle, and bed women, among other useful things.




Odin's Mask Rune Stone

When the Viking Leader with the Odin's Mask Rune Stone invades, the Relic is placed in the first Shire the Leader moves into. The Rune Stone functions like a Holy Place and may never be moved. If the Vikings control the Rune Stone Shire, each Viking faction may place an extra Unit in the Shire during its Reinforcements Phase. The English gain no benefit from controlling Odin's Mask Rune Stone.

Vikings marked important sites or the graves of important people with Rune Stones. A common marking on these stones was Odin's Mask. Odin wore this mask during battles to scare his opponents, hoping that they would flee and he could save his power.



Seidr

Vikings located in the same Shire as the Seidr need not remove a **Berserker**  as their first casualty.

Seidr were spells that the Vikings used to weaken the enemy or strengthen their own troops.



Völvur

If the Vikings possess the Völvur, they may determine the order that Factions take their Turns each Round.

If the Viking players cannot agree on the Turn order, they must agree who is uglier and that Viking player then determines the Turn order.

The Völvur were powerful female seers from whom Viking Leaders sought council. Their glimpses into the future would often determine what a Viking Leader did in times of crisis.



Expansion 6: Legends

6.0 Introduction

Every Viking leader invaded England for his own reasons. Some wanted to explore new lands and find treasure. Others wished to find a new home to settle and farm. Many wanted to find a worthy enemy to conquer, a good way to enter Valhalla.

The English Kings also had their own goals. This often fragmented them and made them susceptible to the unified Norsemen. Kings like Alfred the Great of Wessex, who did achieve their ambitions, have been revered in history.

In the Legends expansion, each Viking Leader receives a Legend Card that he wants to achieve.

The English players also have Legend Cards that they can pursue for victory, at the risk of falling to the invaders.



Viking Legends Card



English Legends Card

6.1 Setup

Place the deck of Viking Legend Cards next to the Viking Players and the English Legend Cards next to the English players.

6.2 Viking Legends

When a Leader is drawn from the Invasion Deck, the Vikings secretly draw a Viking Legend Card, look at it, and place it face down next to the Leader's card.

If the Vikings achieve the condition listed on the card, they reveal the Legend Card and place it face up in front of themselves. A Viking Control Marker is removed from the Victory Track and placed onto the Legend Card.

If the Army is defeated and removed from the map without achieving the Legend Card, the Legend Card is discarded.



6.3 English Legends

Beginning with the 2nd Round and each Round thereafter, the English players secretly draw a single English Legend Card. If the English already have a Legend Card that they have not achieved, they must decide if they want to keep the one they just drew or keep the old one. The other card is discarded.

If the English achieve the condition on the Legend Card, they reveal the card and place it face up in front of themselves. One of the extra Viking Control Markers, included with this expansion, is placed onto the Victory Track.

If there is no empty space remaining on the Victory Track at the end of a Round, the English automatically win the game.

Note: The Viking Control Marker placed on a Viking Legend Card is NOT considered to be on the map, but it does influence the End Game Scoring (*Base Rules 7.0*). So if **14 or more** Viking Control Markers have been removed from the Victory Track and placed on either City Shires or Viking Legends Cards at the end of **any** Round, the Vikings automatically win.

But the English will also be achieving Legend conditions, which will be adding Viking Control Markers back onto the Victory Track. If all spaces on the Victory Track are filled at the end of a Round, the English automatically win.



Expansion 7: Epic Battle Events

7.0 Introduction

The Epic Battle Events expansion adds Epic Battle cards to the **Fyrd** Deck that influence the Battle they are drawn on.

7.1 Setup

Shuffle 3 randomly drawn Epic Battle cards into the **Fyrd** Draw Deck.

7.2 Drawing Epic Battle Cards

If an Epic Battle card is drawn, apply the card's effects to the upcoming Battle only. Another card is drawn until a **Fyrd** Card is pulled.

If the **Fyrd** Deck runs out:

1. Remove all Epic Battle cards from the **Fyrd** Discard Pile,
2. Reshuffle all Epic Battle cards and add 3 new randomly drawn Epic Battle cards to the **Fyrd** Discard Pile, which is reshuffled to form a new **Fyrd** Draw Deck.

7.3 Epic Battle Card Effects

Drawn Epic Battle cards affect only the Battle they were drawn for. Each card affects **both sides** in the Battle. The drawn Epic Battle cards are discarded at the end of that Battle.

Disorganized Combat

For one Hit result in each Battle Dice roll, the rolling Factions decide which opponent Unit is Hit.

Ex: The defending English decide which Viking Unit is killed by one of their Hits. Most likely it will be a **Berserker**. Then the Vikings decide which English Unit is killed by one of their Hits. And so on.



Epic Battle

Beginning with the defenders, each side may move any number of Units from adjacent Shires into the Battle.



Faith

One Flee result in each Battle Dice roll counts as a Hit against the opponents **in addition** to its Flee effect.



Foul Weather

No Units may use a Command result. Command results are instead saved for the next opponent Battle Dice roll. Each saved Command result blocks one of the opponent's Hit results.

Foul Weather cancels out the **War Spreads** Epic Battle card if both are drawn for the same Battle.



Reinforcements

Each Faction (Viking and English) adds 4 Units to the Battle from each Faction's Reinforcements Stockpile, if available.

4 extra **Fyrd** are also added to the Battle.



Single Combat

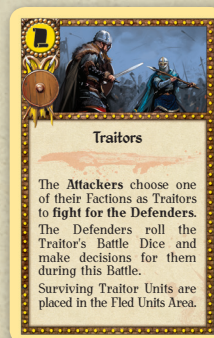
All Hit Units are placed in the Fled Units Area.



Traitors

The attackers choose one of their Factions to fight for the defenders as Traitors. The defenders roll the Traitor Faction's dice and make decisions for the Traitor Faction's Units during this Battle. Surviving Traitor Units are placed in the Fled Units Area.

Ex: The attacking Vikings choose to give their **Berserker** to the English. The English roll the **Berserker** dice and the **Norsemen** take hits from the **Berserker**. If the English win the Battle, surviving **Berserker** are placed in the Fled Units Area.



War Spreads

Players may use Command results to move into adjacent enemy-occupied Shires. After this Battle is finished, Battles in the adjacent Shires will be resolved in the order chosen by the Active Faction.



Expansion 8: Viking Ships

8.0 Introduction

Ships were the key to Viking dominance during this age. It was important for an invading Viking Leader to protect the ships he left behind so that Viking supply lines, communication, and mobility stayed intact. The loss of their ships could devastate the Viking army's morale and its ability to continue raiding into England.



8.1 Landing Ships

When a Viking Leader invades, a Ship Marker is placed in the first Shire he moves into. The Ship Marker remains in this Shire for the rest of the game and is only removed when burned by the English (8.3).

A Ship Marker makes a Shire Viking-controlled, similar to Viking Forts and Settlements (1.5). Viking Factions may place Reinforcements and Fled Units in Shires that contain a Viking Ship (Base Rules 2.3).

A Viking Leader that invades a Shire that already contains a Ship Marker **does not** place a second one. There can only be one Ship Marker in a Shire.



8.2 Sailing Ships

A Viking Army may move from a Shire with a Ship Marker to any other Shire with a Ship Marker, as if the two Shires were adjacent.

The Vikings **may not** use Sailing Ships as a way to move out of a coastal Shire Battle with a Command result.

8.3 Burning Ships

An English Army's movement is not affected when it moves into or through a Shire that contains **only** a Ship Marker.

The Ship Marker offers no opposition and no Battle commences. The English automatically burn the Viking ships and the Ship Marker is removed from the map.

The Vikings must **immediately remove two Units** from the Fled Units Area if they can.

The English regain control of the Shire.

Note: Viking ships were vital to the Norsemen. Ships were the Viking's means of transportation away from hostile shores, key for their logistical supplies, and the only link to their homelands and families. Loss of their ships could strand these men in a foreign land, make them vulnerable to English attacks, and could devastate their moral. This is reflected in this expansion game by forcing the Vikings to lose two Units from the Fled Units Area.

Expansion 9: Legendary Leaders

9.0 Introduction

One or both of these Legendary Leaders may be included in your game to change how the invading Viking Leaders act.

9.1 Ragnar Lodbrok

Ragnar Lodbrok replaces 'Halfdan's Great Heathen Host' Invasion Card. Ragnar is now the first Viking Invasion Card of the game.

Ragnar has a special ability. Each Battle in which Ragnar participates, **ALL** Battle Dice Command 🏹 results of the **first** English Battle Dice roll count as Flee 🏹 results.

Ex: The result of the first English Battle Dice roll is:



= 2 Hits + 3 Flees.

The **Housecarl** have one Command 🏹 result, which counts as a Flee result and causes one **Housecarl** 🏹 to flee. The **Thegn** have one Command 🏹 and one Flee 🏹 result, which result in two **Thegn** 🏹 Fleeing.

Designer's Note: The English were not prepared for the onslaught when the Viking invasions first began. Superstitions and fear of the new northern devils often made stout Englishmen run when the screaming Vikings charged their lines.



9.2 Lagertha

Lagertha's Leader Stand and Card is placed face up near the Viking players. Lagertha does not replace another Leader. Instead, a Viking Faction may play Lagertha along with any other Invasion Card.

Lagertha begins with 2 **Norsemen** 🏹 and 1 **Berserker** 🏹 on her Leader Card. In addition, the active Viking player may transfer any number of Units from the other Invasion Card onto Lagertha's Leader Card.

Ex: The Vikings decide to use Lagertha in the third Round when Björn Ironside invades. They transfer 3 **Norsemen** 🏹 and 1 **Berserker** 🏹 from Björn's Army to Lagertha's Army. She now invades with 5 **Norsemen** 🏹 and 2 **Berserker** 🏹. But this leaves Björn with only 8 **Norsemen** 🏹 and 2 **Berserkers** 🏹, his Army has been weakened!

Lagertha can invade into any Shire on the same coast as the other invading Leader. She counts as a separate Army, so the Active Faction must play a Movement Card that can move at least two Armies (*Base Rules 3.1*).

Designer's Note: Lagertha gives the Vikings the benefit of being able to invade with two Leaders in two different directions. But the drawback is that the two individual Armies could be weaker than a single one, making them potential English targets!



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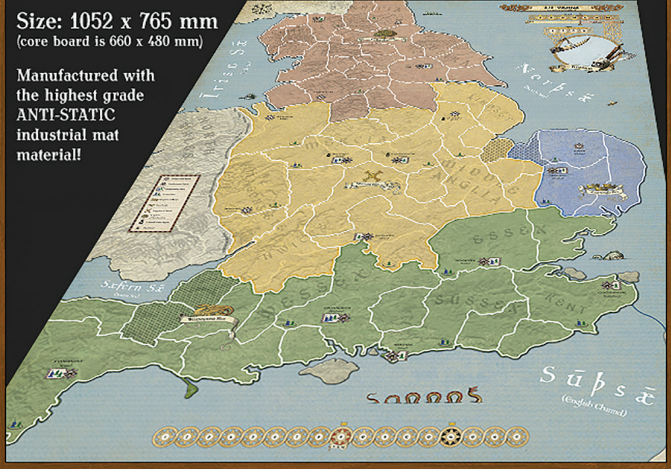
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Game Design: **David Kimmel & Gunter Eickert**

System Design: **Beau Beckett and Jeph Stahl**

Project Managers: **Uwe Eickert**

Artwork: **Jarek Nocoń**

Rules Review and Editing: **Tim Densham, Rodolphe Duhil, David Niecikowski, Ryo Ogawa, Bob Piepho, Joe Pilkus, Daniel U. Thibault, David Wiley**

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