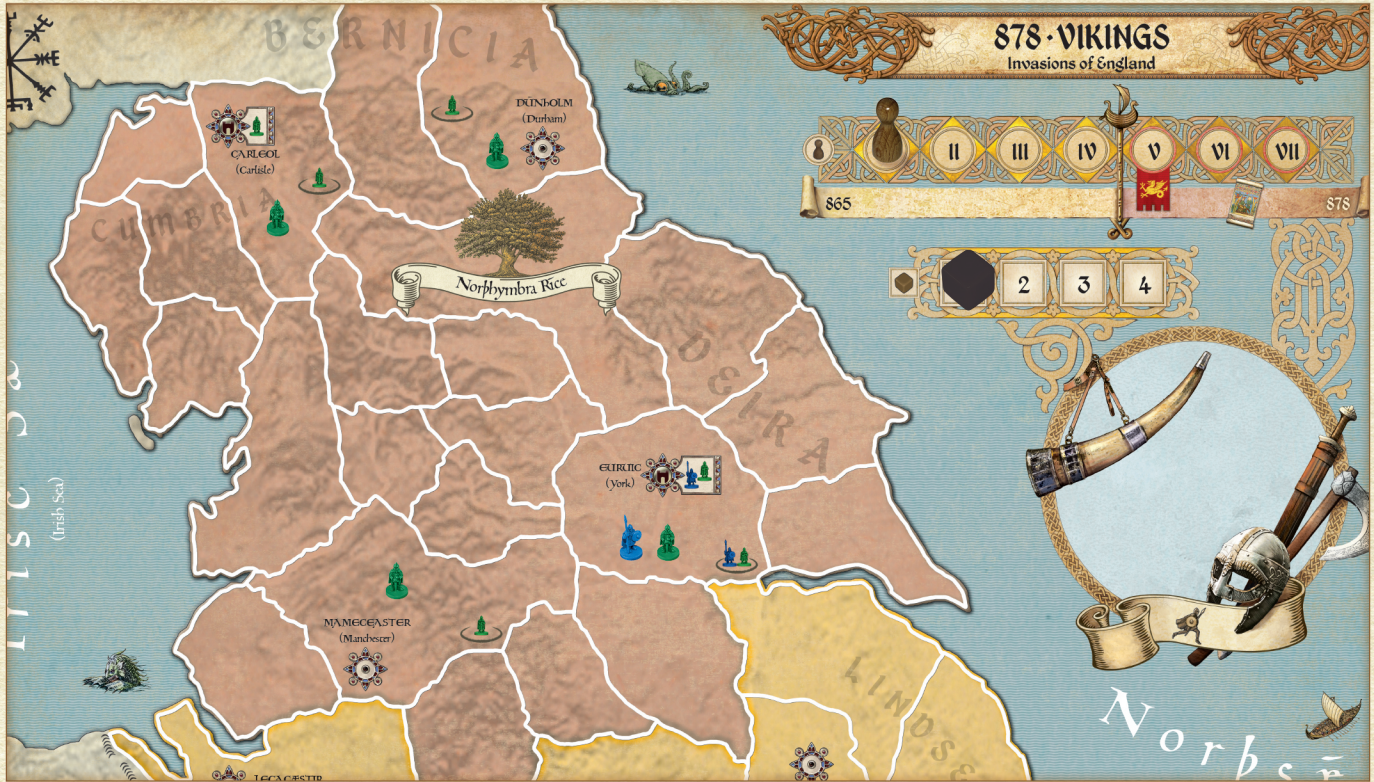




## NORTHUMBRIAN RAIDS SCENARIO

The Vikings raided the British Isles for decades before Halfdan's Great Heathen Host invaded England in 865. It is 794 and the Vikings are raiding and plundering throughout Northumbria, sacking churches and razing villages. The English players must protect their families and their faith. If the Vikings discover the richness of England, there may be no end to their incursions.



### Setup

Set up the game as described on pages 1 and 2 except for the changes to the numbered setup boxes listed below.

2. Create each Faction's deck using only cards 02, 03, 04, 08, & 09. The remaining cards, including the Treaty Cards, are not used.
3. The English only set up starting Units in Northumbria.
6. Create a **Fyrd** Deck composed of cards 01-12.
9. No Leader Cards or Leaders are used in this scenario.
11. Place only 7 Viking Control Markers on the first seven spaces of the Victory Track.

### Special Rules

This scenario has the following special rules that differ from the normal game.

- Armies may only move into Shires within the Kingdom of Northumbria. Armies may not enter the other kingdoms.
- During **each** English Faction's Reinforcements Phase, that English Faction places an extra Reinforcement Unit in each City Shire that the English control. This is in addition to the Units they receive from Carlisle and York.

- During **each** Viking Faction's Reinforcements Phase, they receive an Army of 3 **Berserker** and 6 **Norsemen**. During the Movement Phase, this Army must first move into a Shire along the North or Irish Sea coasts.
- The Vikings need to collect enough plunder to win the game. Do not place Control Markers on the map when the Vikings control a City Shire. Instead, at the end of each Round, pull one Viking Control Marker from the Victory Track for **each** City Shire that the Vikings control.  
**Ex: The Vikings control Durham and Carlisle at the end of Round I and pull two Viking Control Markers. At the end of Round II, they lost Carlisle, but control Durham and York, so they pull two more Viking Control Markers. They now have 4 Control Markers.**

### Scenario End

The scenario ends at the end of the 3rd Round, or if the Vikings have pulled all seven Viking Control Markers.

### Victory Conditions

If the Vikings pull all of the Viking Control Markers from the Victory Track by the end of Round III, the Vikings win. Otherwise, the English win.





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## ADVANCED SCENARIO: Relic Quest\*

(\* Requires the Viking Age Expansion)

### Introduction

Relic Quest is an advanced scenario for 878 Vikings - Invasions of England. This scenario uses the full 878 Vikings map, but has an alternative victory condition and ends at the end of the 5th Round. This scenario uses the Viking Relic Tiles from the 'Relics and Holy Sites' expansion.

Six Relic Tiles are placed face down on the map at the beginning of the game by the English. Three of the tiles are Real Relics and three are Rumored Relics. The Viking player must control all three of the Real Relics at the end Round 5 to win. The English may move the Relics with their armies and place Rumor Relics to mislead the Vikings.

### Setup

This Relic Quest scenario is setup like the standard game except that the C Invasion Cards are not added to the Invasion Cards Deck.

The English then also secretly place face down the 3 Real and 3 Rumored Viking Relic Tiles pictured below in any Shires on the map.

### Revealing and Controlling Relics Tiles

**Viking Relic Control:** The English begin with control of all the Viking Relic Tiles. When a Viking player enters a Shire with a Relic Tile, they immediately flip over the Tile. If it is a Real Relic and the Vikings defeat any English in the Shire, the Vikings take control of the Relic and it remains face up. If any English occupying the Shire with the Relic defeat the Vikings, they keep control of the Relic and placed it face down again.

**Revealed Rumored Relics:** If a Rumored Relic is revealed, the English immediately place that Rumored Relic Tile face down in any Shire on the map. If it is placed with another Relic Tile, the English may shuffle both tiles to make the Viking players unaware of which Tile is the Rumored Relic.

**English Relic Control:** If there are no Viking Units in a Shire with a face up Relic Tile, the English take control of the Relic Tile and turn it face down.

### Moving Relics

**Moving Relics:** Either player may move Relic Tiles with their Armies. A Relic may not be moved during a Battle with a Command Order, unless it is moved with the last Unit remaining in the Battle.

**Creating Rumors:** During an English faction's Turn, the Active Player may reveal any one Rumored Relic they control and place it face down with another English controlled Relic Tile. This action requires the English Player **to use one of their available Army moves**. If no moves remain, they may not take this action. The English may shuffle both Relic Tiles to make the Viking player unaware of which Tile is the Rumored Relic.

### End of the Scenario

The game ends at the end of the 5th Round.

### Winning the Scenario

If the Vikings control all 3 Real Relics at the end of the 5th Round, they win the Relic Quest. Otherwise the English win.

#### REAL RELICS



#### RUMORED RELICS



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Relic Quest Scenario

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### End of the Scenario

The game ends at the end of the 5th Round.

### Winning the Scenario

If the Vikings control all 3 Real Relics at the end of the 5th Round, they win the Relic Quest. Otherwise the English win.

#### REAL RELICS



#### RUMORED RELICS



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Relic Quest Scenario  
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SIDE	FACTION	UNITS	DICE	STATISTICS
	 English Housecarl	20	2	     
	 English Thegn	40	3	     
	 Viking Berserker	20	2	     
	 Viking Norsemen	40	3	     

## 878 • VIKINGS

Invasions of England

### SEQUENCE OF PLAY:

#### 1. Reinforcements Phase

**Vikings:** The first (and only the first) Viking Faction to take its Turn in a Round draws the top Leader Card from the Invasion Deck to reveal the Viking Leader that will be invading this Round. Place the listed reinforcing Units (miniatures) onto the Leader's card.

**English:** Only the Active Faction places one of its Units in Reinforcement City Shires for each of its Units pictured. If the Shire is occupied by Viking Units, no English Reinforcements may be placed in the Shire.

**Fled Units:** Viking Fled Units are placed on any Leader Card that is in play or in any Viking-controlled Coastal City Shire.

English Fled Units are placed in any English-controlled Reinforcement City Shire or on Alfred the Great's Card after he becomes active in Round V.

At the end of the Reinforcements Phase, the Active Player must play one, and only one, Movement Card.

#### 2. Leader Phase: Leaders move and battle during the Leader Phase before Armies without Leaders move and battle in the Movement and Battle Phases.

#### 3. Movement Phase: Armies can be formed from some or all of a side's Units located in a Shire. To move an Army, the Active Faction **must have** at least one of its Units in the Army.

#### 4. Battle Phase: A Battle occurs when opposing Units occupy the same Shire. If there are multiple Battles in different Shires, the Active Player chooses the order in which the Battles are resolved.

#### 5. Draw Cards Phase: At the end of the Active Faction's Turn, only that Faction draws its hand back up to 3 cards.



FYRD	
	
4	2
4	3
4	4
4	5
	
	
	

	Victory Point Shire
	Reinforcement Shire
	Reinforcement Units
	Scout Units
	Kingdom of Wessex
	Kingdom of East Angles
	Kingdom of Mercia
	Kingdom of Northumbria
	Coastal Town Shire
	Marshland Shire

PLANNING MAP

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