

# 878 – VIKINGS F.A.Q.

Special thanks to Ken Shogren for compiling all these questions from BGG and answering them.

## REINFORCEMENT PHASE F.A.Q.

### Are English Reinforcement placements required?

Yes, English Reinforcements must be placed if units are available. If there are not enough Reinforcements units to place into all Reinforcement Cities, English Faction's player may decide which Reinforcement Cities receive units

Reference: 2.1 and "Unit Supply" Side Box in section 2.2

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### Where can Alfred enter the game?

Alfred can be placed on any English-controlled City Shire. If no English-controlled City Shire is available, Alfred may be placed as soon as one is available later in the game. Alfred may be placed during an English Reinforcement Phase in Round 5 or after.

Reference: 2.2 Alfred the Great & Card Clarification "Alfred's Army"

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### What happens if Alfred enters the game and there are not enough English Reinforcements to place on the card?

Place available units (if any, and up to the limit specified) on Alfred's card and place Alfred per placement rules. If no reinforcement units are available, Alfred must be placed in an English-controlled City Shire with at least 1 English unit; Note that Alfred may not be placed without units or he will be eliminated per rule 5.2.

Reference: 2.2 Alfred the Great (Revised) & "Unit Supply" Side Box

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### Where may fled Norsemen units be placed?

Viking fled units are placed on any Viking Leader Card that is in play or in **any** Viking-controlled Coastal Shire.

Reference: 2.3 Fled Units (Revised)

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### When does a faction play its movement card? How many movement cards are played?

A faction's one (and only one) movement card is played at the end of the Reinforcement Phase. The movement card will be used for all leader and army moves by the faction during the round.

Reference: 2.4 Play Movement Card

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### Do you have to play a treaty card if it is your only movement card?

Yes, if your only movement card is your Treaty Card, it must be played. Note that even if both factions of a side play their Treaty Cards prior to the 5th round, the game will last until the end of the 5th round.

Reference: 2.4 Play Movement Card + Card Clarification: "Treaty Card"







## When is a Fyrd card drawn?

Whenever the English are defending a City Shire with at least one Housecarl or Thegn Unit. The card is drawn prior to the first Battle Dice rolled, but after any Event Cards that would prevent Fyrd (e.g. 'Viking Terror' - Berserker Events #09 & 15)

Reference: [4.7 The Fyrd + Card Explanation: Viking Terror](#)

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## Is the Fyrd deck reshuffled after it is depleted?

YES! If the Fyrd deck is depleted in either the base game or with any expansion, it is reshuffled and a new draw deck is formed. Note that with the Epic Battles expansion, the Epic Battle cards included in the Fyrd deck change when the Fyrd deck is reshuffled.

Reference: [4.7 The Fyrd](#)

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## Can Fyrd units defend alone?

Deployed Fyrd units stay in a battle until they flee, are eliminated, or the end of the battle. To deploy Fyrd units into play, the English side must be defending a city shire and have at least 1 English unit present. Through the course of a battle, it is possible that the English unit(s) present flee, command decision away, or are killed before all Fyrd units are removed. When this happens, the Fyrd units stay in for the duration of the battle.

Reference: [4.7 The Fyrd](#)

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## Can a Leader use a Command Decision to escape a battle?

Yes, but only if the last unit with the leader rolls a command decision results and a valid location for the command decision exists. Note that the last unit may be on the leader's card OR in the shire.

Example: A Viking leader with 1 Norsemen on the leader's card and 1 Berserker in the Shire with the leader. These units are in a battle and battle rolls are 1 Norsemen Flee and 1 Berserker Command Decision. The 1 Fled Norsemen is removed from the leader's card, leaving the leader with 1 unit only in the shire. Since this is the last unit with the leader and the this unit has a command decision die they the unit and the leader may Command Decision out of the battle provided that there is a valid location to move to.

Reference [5.2 Leader Battles](#)

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## Must a side roll all Battle Dice it is eligible to roll?

Yes. Each Faction rolls a number of Battle Dice corresponding to the number of its Units present in the Battle. A Faction must roll the maximum dice permitted by Units present in the Battle. The maximum number of dice is limited by the number of dice a Faction possesses.

Reference: [4.0 Battles](#)

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## **How many Event Cards can be played by a Faction in a single round?**

A maximum of 2 Event Cards may be played by a single faction in a single Round. A faction's hand is limited to 3 cards and must contain at least 1 movement card; therefore, a faction may have at most 2 Event Cards in hand. Note that a side may play a maximum of 4 Event Cards (2 per Faction) in a single Turn, but may only play 1 of each Event type in a Battle.

Reference: [6.0 Draw Cards + 8.0 Event Cards](#)

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## **Can an Event card be played that results in no effect?**

Yes.

Reference [8.0 Event Cards](#)

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## **What is the timing of Event Cards? When are they played and in what order are they resolved?**

Each Event card states when it may be played. The active Faction determines the resolution order if multiple Event cards are played.

The color(s) of the Faction(s) whose Turn the card can be played in is shown on the left edge of the card. The Phase of the Turn it may be played in is shown under the Card Name. Event cards may be played at any time during the phase indicated.

If a player wishes to play an Event card and the timing is valid, they reveal it to all players. Other players may play Event cards as well (in response or independently) provided the timing is valid. If multiple Event cards are played, the active player determines the order of resolution.

Reference: [8.0 Event Cards](#)

## **CARD CLARIFICATIONS F.A.Q.**

### **Escape into the Wilds (Thegn Events 09 & 15)**

The Thegn may play this Event during any battle on a Viking Faction's Turn. After playing, all English units in the Battle move to an adjacent Shire not occupied by Viking Units. If played before a Viking Leader's Army first attack roll, the Viking army has no movement penalty. The card does not permit movement into the marshes (unless marsh movement is permitted by the scenario).

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### **Danegeld (Housecarl Events 11 & 17)**

If there is only 1 Viking faction present in the Viking Army, the Vikings must remove the Faction present. Ex: The Viking consists of 0 Berserker and 2 Norsemen. The Vikings must remove 2 Norsemen, since that is the only Faction present.

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### **King's Purse (Housecarl Events 08 & 14)**

During the Housecarl Reinforcement Phase, the Housecarl player takes up to 3 Housecarl Units from the Housecarl's general supply. These 0-3 Units may be placed in any Shire containing at least 1 Housecarl Unit. Ex: 1 Unit placed in 3 different Shires -or- 2 Units may be placed in 1 Shire -or- 3 Units may be placed in 1 Shire.

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### **Feigned Retreat (Norsemen Events 08 & 14)**

This card causes the English to make an Event Battle Roll before the Battle begins. All English Units, including Fyrd, present in the battle are included in the Event's Battle Roll. For the Event's Battle Roll, the English apply only Flee results. Once the Event is resolved, normal Battle begins with the English defense roll.

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### **Ceolwulf (Berserker Events 11 & 17)**

This card is played during the Berserker Reinforcement Phase. If a Ceolwulf Shire (Lichfield, Leicescer, or Lincoln) is Viking-controlled, the Vikings eliminate all English Units in 1 other Ceolwulf Shire. In addition, 2 Viking Units may be moved from anywhere on the map to the emptied Shire.

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### **Northumbrian Discord (Norsemen Events 11 & 17)**

Before a Battle on the Norsemen Turn, the Vikings select 1 northern Shire (Carlisle, Durham, York, or Manchester). Thegn and Housecarl Factions each roll their Battle Dice once. Apply all Hit results simultaneously, then Flee results simultaneously, then finally Command Decisions simultaneously.

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### **English Traitor (Norsemen Events 09 & 15)**

During the Norsemen Reinforcement Phase, select a Shire and replace up to two Thegn Units in the Shire with an equal number of Norsemen Units from the Norsemen player's supply.

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### **Viking Terror (Berserker Events 09 & 15)**

When the Berserker player attacks an English City or Reinforcement City Shire, the Berserker player may play this Event Card before a Fyrd Card is drawn to prevent the English from drawing the Fyrd Card. Fyrd Cards that are drawn because of Event Cards and Viking Expansion special abilities may still be drawn.

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### **Feigned Retreat (Norsemen Events 08 & 14)**

After the Fyrd Card is drawn but before the defenders first Battle Roll, all English factions, including the Fyrd, roll their Battle Dice and only count Flee results.

## **Expansion 1: War for Land and Gods**

### **Are the Vikings locked into plundering churches as the Victory Conditions?**

No. The Vikings can win the game immediately if they remove all the churches or the **Vikings and English** can win the standard way during or after the 5<sup>th</sup> Round when the Treaty of Wedmore is played. The English can also win if the Vikings have no Control Markers on the map at the end of any Round and the Vikings can win if there are 14 or more Control Markers on the map at the end of any Round

[Reference: 1.6 Pagans vs. Christians](#)

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### **Do the Vikings have to plunder the church when they take a Shire with one.?**

Yes.

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### **Can the English use a Plundered Church Tile when defending a City Shire?**

Yes. The English receive 1 Fyrd card when defending a City Shire with at least 1 Thegn or Housecarl unit. They may also use a Plundered Church Tile to add additional Fyrd to the Shire.

## **Expansion 4: Runes and Prayer**

### **How does Martyrdom work?**

When the English opt to roll a Prayer die and a Martyrdom result is rolled, it automatically takes effect for the upcoming Battle Dice roll. Martyrdom prevents all English Units from using Command Decision results. The die is removed from the English Prayer card and is available to be rolled in a future Battle Dice roll.

## **Expansion 7: Epic Battle Events**

### **What happens when the Fyrd Deck runs out?**

Remove all Epic Battle Cards from the Fyrd Discard Pile. Shuffle all Epic Battle Cards together and add 3 Epic Battle Cards to the Fyrd Discard Pile (face down). Now shuffle the Fyrd Deck (with the 3 Epic Battle Cards added) to form a new Fyrd Deck.

[Reference: 7.2 Drawing Epic Battle Cards](#)

**Are York and London Coastal Shires?**

Yes, both York and London are Coastal Shires for purposes of Viking Invasions and Viking Reinforcements.



**What are the plastic sleeve-like things for that came in the box?**

The box insert is designed to separate into 7 storage trays. The clear plastic sleeves are slip covers that fit over the 6 small trays to keep the contents safely within.



**Why are there “Extra” Thegn Spy Event Cards (Events #12 & 18)?**

Due to a printing issue, the backs on these cards appeared different from the rest of the deck. “Extra” cards were included to replace the mismatched backs. Select the 2 Event cards that best match. The 2 other cards are not needed (and should not be used).

