

# 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

---

### 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"

---

### 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

---

### 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-occupied Coastal Shire.

Reference: 2.3 Fled Units (Revised)

---

### 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

---

### 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"



### **Must a newly revealed Viking leader be activated and moved on the round it was revealed?**

Yes, a Viking leader revealed in the Reinforcement Phase must be activated with the movement card played and must move to land. Viking leaders may not be left 'at sea'.

Reference: 2.0 Viking Reinforcements

---

### **Must all movement and battles for a single leader be resolved before another leader may move and battle?**

Yes, all movement and battles (if any) for a single leader must be resolved BEFORE another leader may be activated to move and battle.

Reference: 5.0 Leader Armies

---

### **May a leader move into a shire with a second leader and pick up units from the second leader's card?**

Yes, provided that the units picked up have not already moved with the second leader. Note that units may be freely moved from a leader's card to a shire (or from a shire to a leader's card) during the Leader Movement Phase and that this exchange is not considered movement. Thus, units may be taken from an **unmoved** leader's card and placed into a shire and subsequently may be picked up by another leader. By contrast, units dropped off by a moving leader are considered moved and may not be picked up by another leader and moved further. Also note that units moved or dropped off by a Leader are not eligible to be added to an army without a Leader later in the round.

Reference: 5.1 Leader Movement

---

### **How much movement does a Leader lose if the leader's army does not defeat all defenders in the first attack roll?**

One movement point, regardless of the number of rounds over one the battle lasts.

Reference: 5.2 Leader Battles

### **Can you split units in a shire into separate armies for movement?**

Yes. An army is defined as at least 1 unit of the active faction and any number of additional faction units and/or allied units. If a shire has multiple units, a subset of the units may be formed into a valid army, activated by the movement card, and moved as a group (recall that all units in an army move together). Remaining units in the shire may then be formed into another valid army, activated, and moved as a separate group.

Reference: [3.0 Armies](#)

---

### **When multiple Armies move into a shire, do they battle separately or combined?**

Combined. For non-leader armies, all movement is performed before the battle phase. Therefore, all units that move into a shire where a battle will be fought will fight as a single group during the Battle Phase.

Reference: [4.0 Battles + Movement Example](#) + [5.2 Leader Battles](#)

## 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](#)

---

## 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](#)

---

## 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](#)

---

## 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](#)

---

## 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](#)

## **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](#)

---

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

Yes.

Reference [8.0 Event Cards](#)

---

## **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](#)





## **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

---

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

Yes.

---

### **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





