

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.



	Victory Point Shire
	Reinforcement Shire
	Reinforcement Units
	Scout Units
	Kingdom of Wessex
	Kingdom of East Angles
	Kingdom of Mercia
	Kingdom of Northumbria
	Cradwell Evenc Shire
	Marsh-Land Shire

FYRD	
	2
	3
	4
	5
	
	
	
	

