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Setup

- * place Board and Victory cards (inactive side up) on the table
- * separate Denizen and Event cards
- * fill the market with Denizen cards
- * pick 30 (2-3 players) or 50 (4-5 players) Denizen cards and split in two decks
- * add 3 Events to each deck and shuffle
- * stack decks, put the Great Omen on top
- * deal each player 3 coins, 3 Denizen cards, their influence and 1 Favour card
- * players pass 2 Denizen cards to the next player clockwise; then pick 1 and discard the remainder
- * resolve impact (people only) of discarded cards, then return to the box
- * players reveal their drafted card; the one owning card with earliest record begins
- * in turn order, players play card to tableau and resolve impact

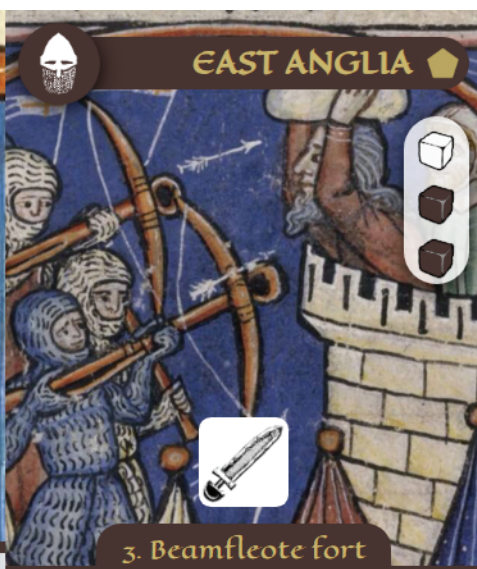




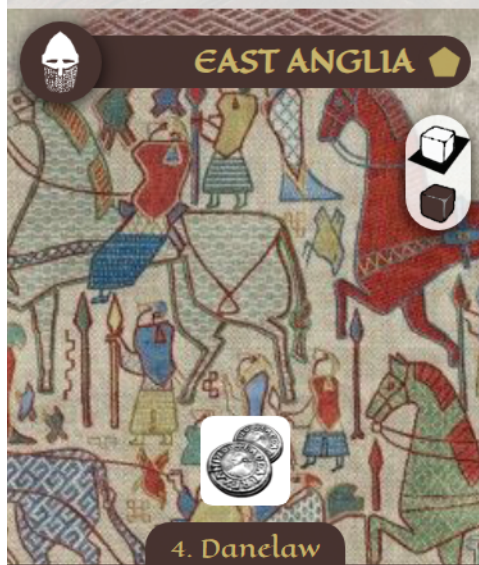
865-878 Renowned among the leaders of the Great Heathen Army; they struck England's coasts in the 9th century; moving with the precision of men who knew both war and each other's minds.



859-896 He was clever in the way people don't expect barbarians to be: polite when needed; treacherous when it mattered; always listening for where the gold was heavier.



~894 A Saxon stronghold raised in the Essex marshes under King Alfred; its wooden walls and watchmen a bulwark against Danish fleets.



878-1100 The swath of England ceded to Viking control by treaty; where Scandinavian customs and law were enforced over long-settled Saxon fields.



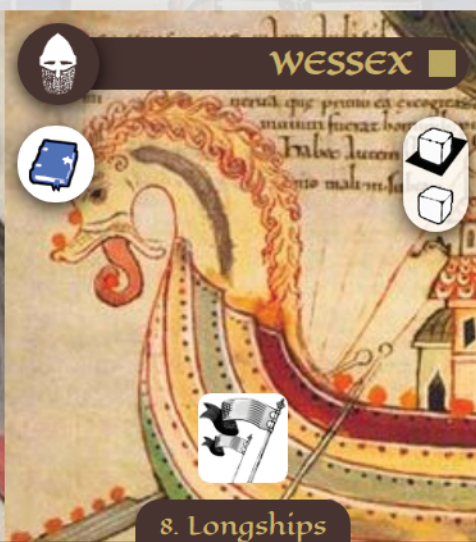
865-873 Master strategist of uncertain affliction feared for his campaigns in Northumbria and remembered for the brutal sack of York in 866.



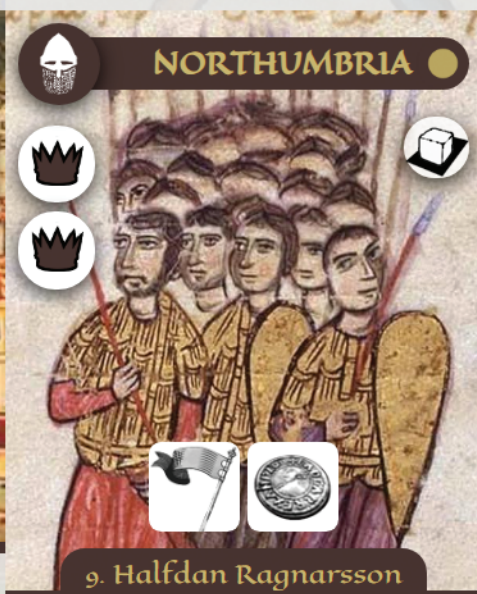
991-1162 The first payments were desperate improvisations - not policy. Danes learned gold could be had without a fight so it became the price of peace - and the slow bleeding of kingdoms.



~900-1066 They began as outsiders; hired blades with strange speech. Over time they took oaths; claimed land; became part of the Saxon order - without ever forgetting where their origins.



~300-1200 Light enough to drag across land and fast enough to strike undefended coasts. They made every river a road and every village a target - changing how war was fought in England.



865-877 Great Heathen Army co-commander and brother of Ivar the Boneless; he settled in York.

WALES ▲

10. Olaf the White

820-872 King of Dublin in mid-9th century; raided Britain and allied with the Great Heathen Army.

WESSEX ■

11. Ragnall ua Ímair

902-921

EAST ANGLIA ◆

12. Guthrum

835-890 He lost at Edington but survived -which mattered more. His baptism and treaty with Alfred created a fragile peace and fixed the idea that two kingdoms could share the same island.

WALES ▲

13. Oath of Loyalty

877 And they there delivered to him hostages as many as lie would have and swore many oaths and then they observed the peace well

EAST ANGLIA ◆

14. Eohric

890-902

WALES ▲

15. Shield Maidens

750-971

WESSEX ■

16. Wergild

~500 'Of these four were quit of geld in the time of king Cnut and the others pay geld.' Domeday Book - Sciropescire

WESSEX ■

17. Winter Camp

if unfavoured: don't count this card for tableau maintenance

851 And the heathen men -for the first time- remained over winter in Thanet. And the same year came three hundred and fifty ships to the mouth of the Thames

WALES ▲

18. Seer

~800



878 "There was great slaughter of folk. Eight hundred and forty died there. What matter? Felons; perjurers; they were. Taken was the war flag of Ubba called the Raven."



895-910 A commonly encountered Anglo-Viking issue is the so-called 'Patriarchal Cross' issue of Cnut struck in Northumbria



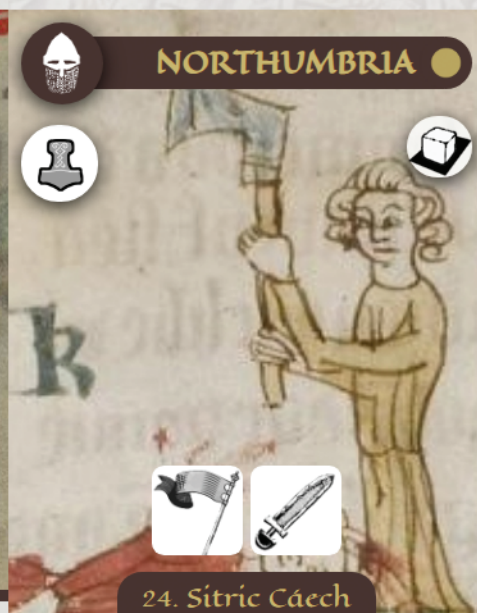
872-1015 Greedy war-hawk and the grey beast - wolf of the wood. Carnage greater has not betsn in this island ever yet of people slain -before this- by edges of swords.



866 Halfdan Ragnarsson settled in York establishing Viking control in Northumbria.



~800-1050 Norse rulers in York after its capture; blending Viking and Anglo-Saxon power.



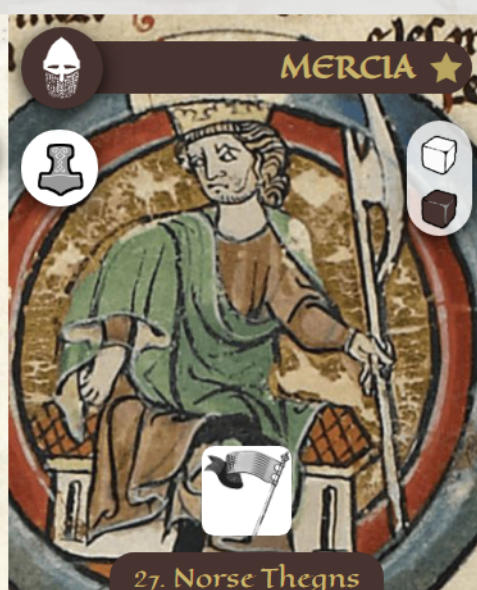
902-927



855-862 Legendary Viking leader; raided Frankia and possibly England during this era.



~800-1200 Viking poets who preserved sagas; strengthening Norse identity in Britain.



~980-1066 Norse landholders and warriors who integrated into Anglo-Saxon society.



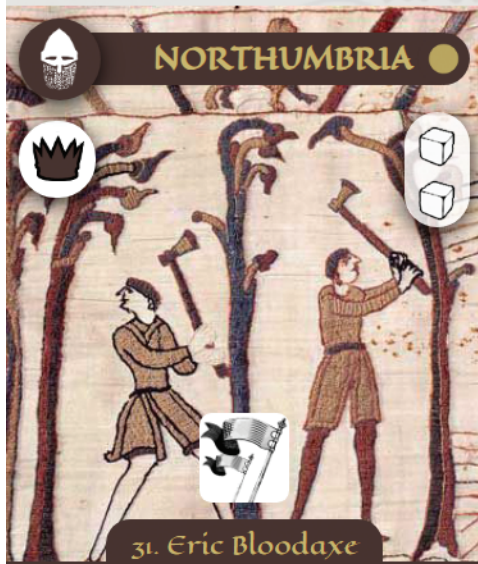
941-980 'Cuarán' is usually translated as 'sandal'; he was a Norse-Gael King of Northumbria and Dublin and the last of the Uí Ímair to play a major part in the politics of the British Isles.



902-935 King Guthrum II led the East Anglians in 906 when peace was made with Edward the Elder.



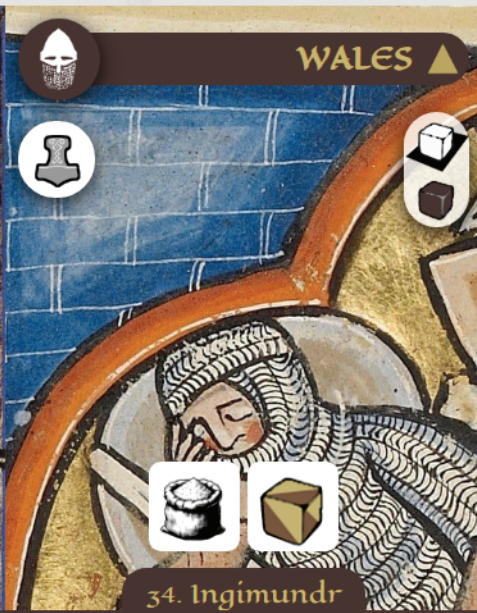
902-934 His attempt to rule in Northumbria was unsuccessful as he was driven out by Æthelstan within six months. He returned to Dublin to eject the sons of Sitric and ruled as king there.



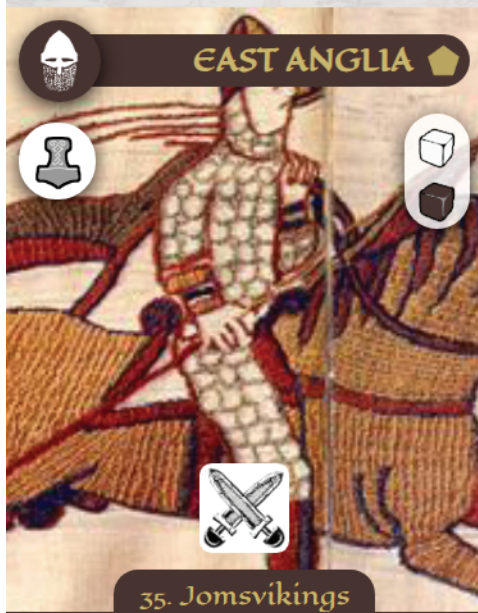
930-954 Eric Haraldsson was nicknamed Bloodaxe and Brother-Slayer; he was a Norwegian King of Norway and later of Northumbria.



986-1014



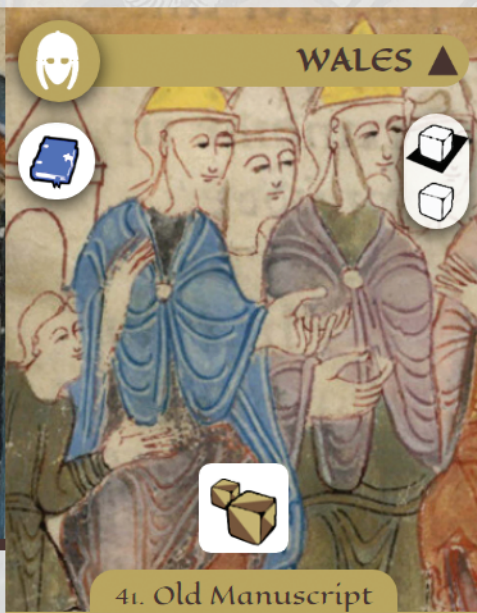
902-910



965-1043



970-1023 Warlord chief commander of the Jomsvikings and the stronghold of Jomsborg. He is also credited as having received the young Cnut into his care and taken him on raids.



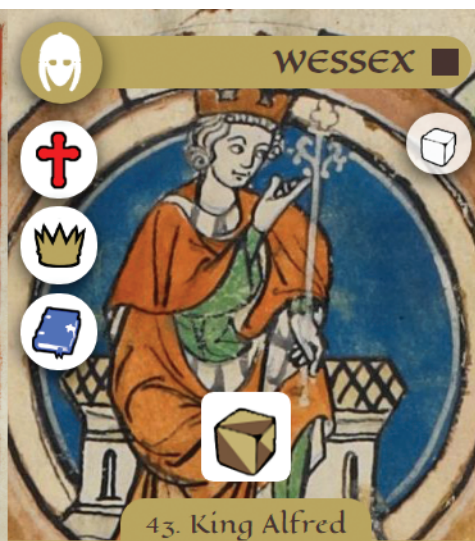
~900



NORTHUMBRIA

42. Lindisfarne Procession

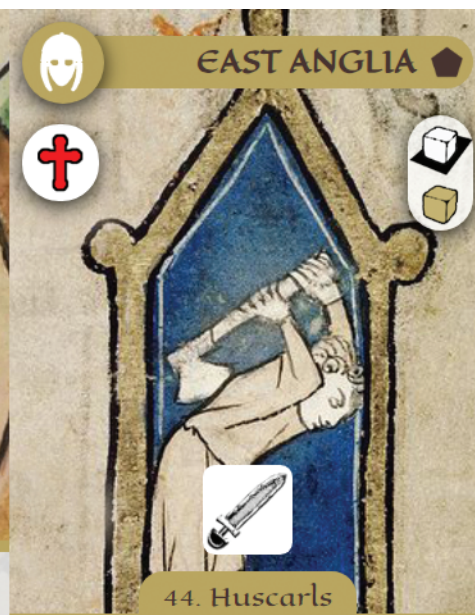
~800-914



WESSEX

43. King Alfred

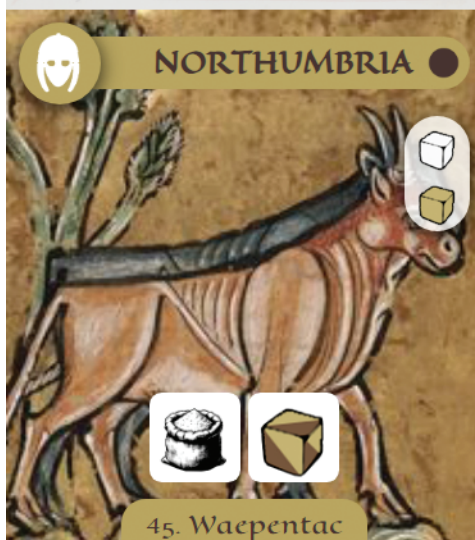
849-899 King Alfred -with a few of his nobles and certain soldiers and vassals- was leading in great tribulation an unquiet life among the woodlands and swamps of Somerset



EAST ANGLIA

44. Huscarls

1015



NORTHUMBRIA

45. Wæpentac

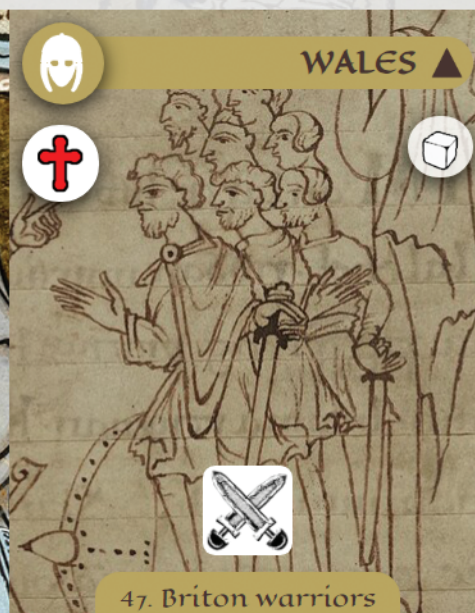
962 Division of English counties corresponding to the 'hundred' where Danish influence was strong; the term is of Scandinavian origin and meant the taking of weapons.



MERCIA

46. Battle Cry

~850



WALES

47. Briton warriors

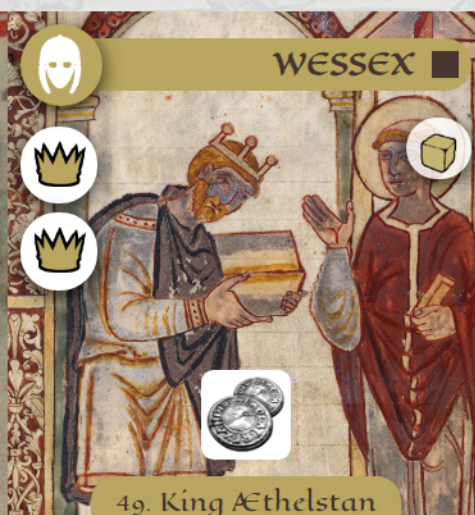
~450-1100



NORTHUMBRIA

48. Warden of the North

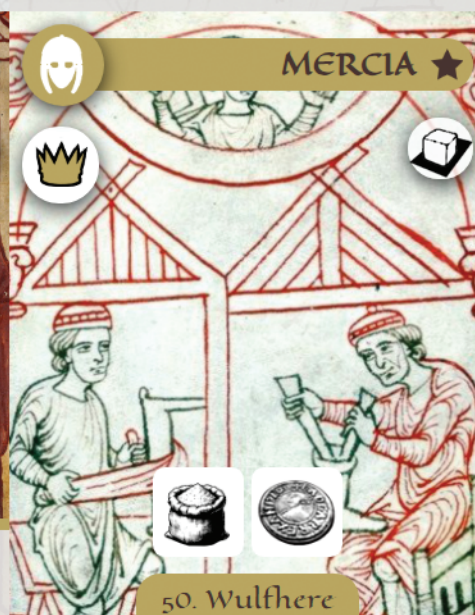
~950



WESSEX

49. King Æthelstan

894-939 He summoned leaders from distant areas to his councils -especially Welsh- and played an important role in European politics marrying his sisters to continental rulers; he was most pious and known for collecting relics



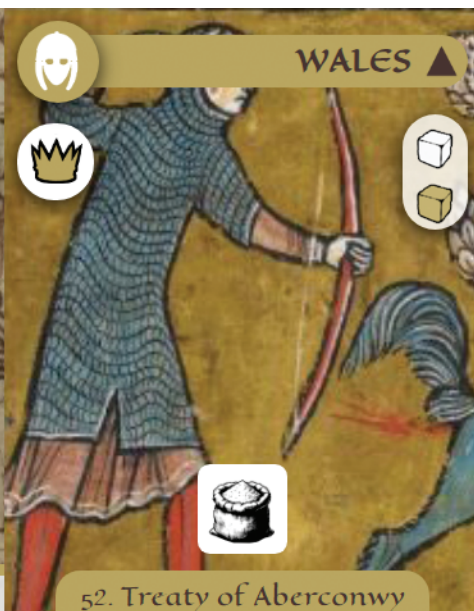
MERCIA

50. Wulfhere

640-675



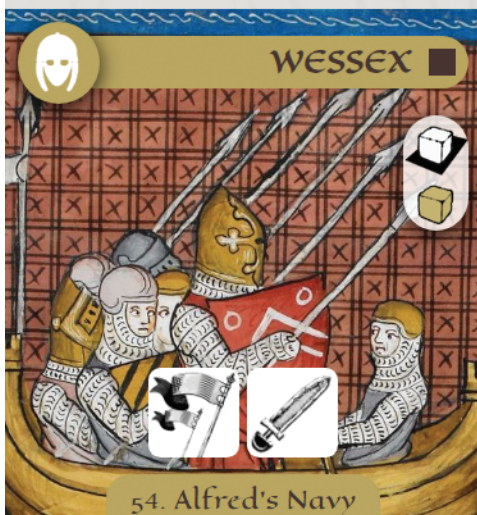
885 And notwithstanding tllis the townsmen defended the city till king Alfred came out with his forces



1277



700-1100



897 King Alfred went out to sea with ships and fought against four ship-crews of Danish men [...] and the men were slain that were therein and two ship-crews surrendered to him and they were severely cut and wounded before they surrendered.



955-1538



870-918 Lady of the Mercians -God helping her-got possession of the fortress which is called Derby with all that owed obedience thereto



874 That same year they committed the kingdom of the Mercians to the keeping of Ceolwulf [...] and he swore oaths to them and delivered hostages that it should be ready for them.



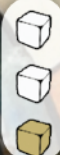
672-674



955-998 Ealdorman and kinsman of the royal family - being descendant of Æthelred I of Wessex; he wrote the Chronicon Æthelweardi - a Latin translation of the Anglo-Saxon Chronicle.



WESSEX ■



60. Glastonbury Monks

712-1184 Important monastic center; symbol of Christian resistance during raids.

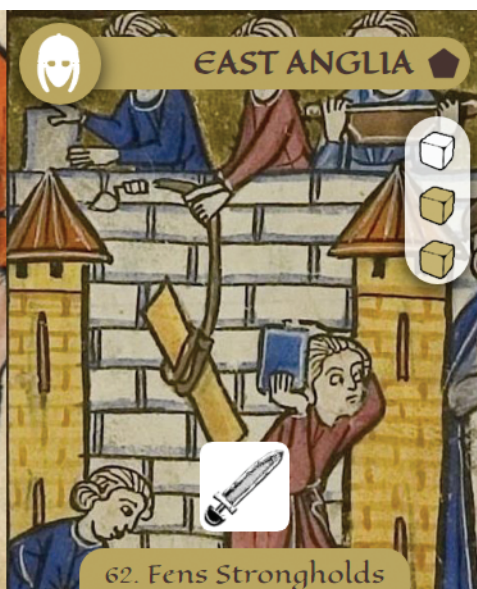


MERCIA ★



61. Ceolwulf II

874-879 Last Mercian king; ruled as Viking client before Alfred's ascendancy.



EAST ANGLIA ◆



62. Fens Strongholds

878 Defensive positions in the marshlands; used for guerrilla resistance against Viking occupation.



MERCIA ★



63. Market Towns

~630-900 Saxon towns flourished as trade hubs between countryside and courts.



WALES ▲



64. Welsh Hill Forts

~400 Ancient strongholds re-used against Viking incursions and Saxon dominance.



WESSEX ■



66. Edith of Wilton

961-984 English nun at Wilton Abbey and Saint; she maybe played a role in the intrigues for the succession to Edgar with her mother Wulfthryth.



WALES ▲



67. Rhodri the Great

844-878 King of Gwynedd who united much of Wales; fought Vikings and Saxons.

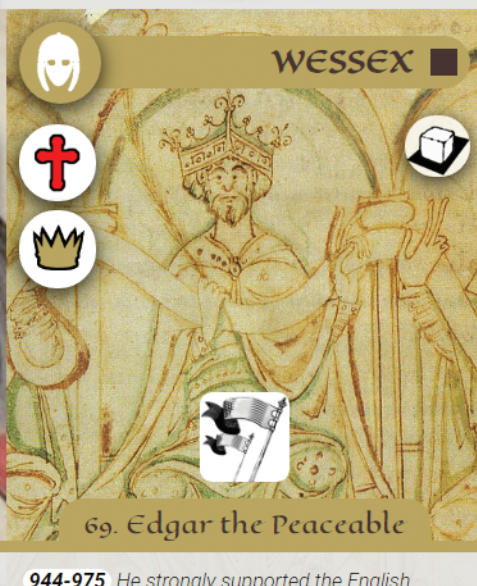


EAST ANGLIA ◆



68. East Anglian Mint

825-910 Coinage struck by local kings; vital for trade and tribute during Viking pressure. Many 'St Edmund Memorial' pennies exist by Anglo-Saxon and Scandinavian and even continental moneyers.

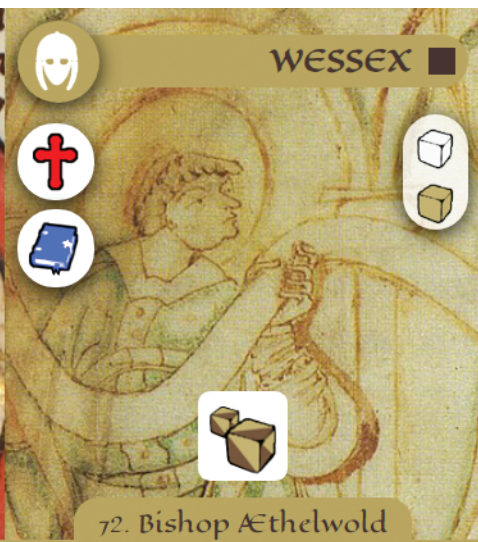


WESSEX ■



69. Edgar the Peaceable

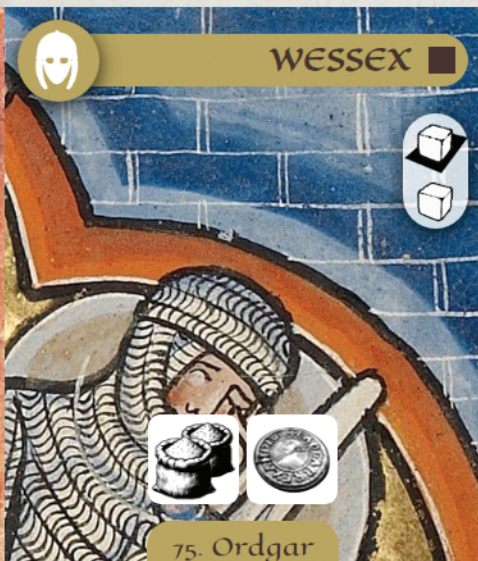
944-975 He strongly supported the English Benedictine Reform and helped literary and artistic flowering; he also issued codes improving the enforcement of the law.



962-978 His short reign ended with his murder in unclear circumstances: contemporary writers do not name the murderer but most later narratives name his step-mother Ælfthryth.

941-959 He became King of England aged fifteen and was no more than twenty when he died; he clashed at the beginning of his reign with Dunstan and exiled him to Flanders.

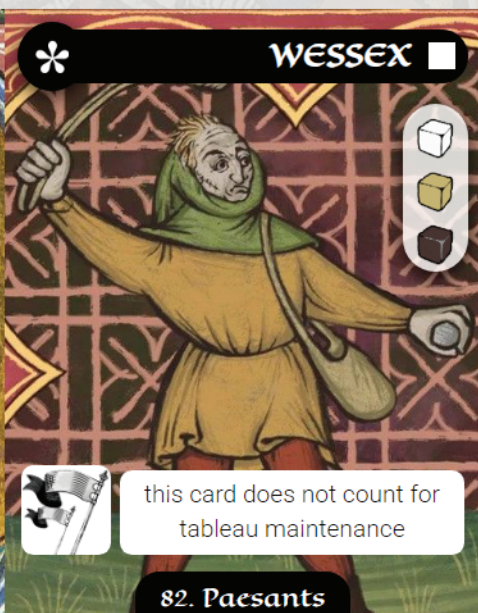
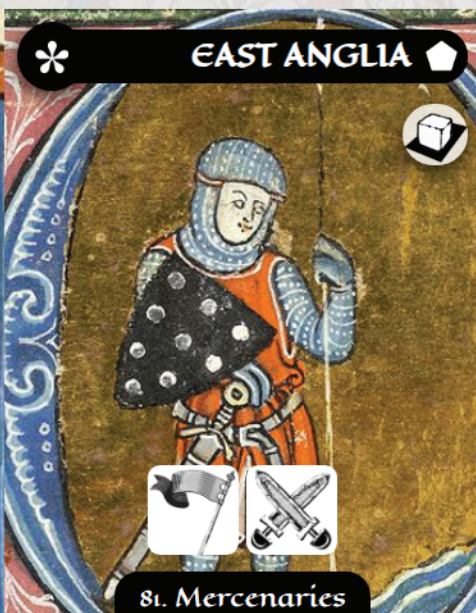
904-984 One of the leaders of the 10th century monastic reform movement; he contributed to the revival of learning and the arts but also made enemies by his ruthless methods.



885-909 Asser wrote a biography of King Alfred. The manuscript survived to modern times in only one copy which was part of the Cotton library.

916-942 King of Gwynedd allied with Æthelstan; he signed charters agreeing to campaign against the Scots and the King of Strathclyde.

962-971 Great West Country landowner and close advisor of his son-in-law Edgar the Peaceful who made him Ealdorman of Devon.



968-970

~870

~890



~910

~930

~950



MERCIA ★

WESSEX ■

92. Battle of Edington

if you rule here: your influence may  unfavoured people

MERCIA ★

EAST ANGLIA ♠

93. Pilgrimage

if you rule here: you may  to take 1 good (regardless the faction)

NORTHUMBRIA ●

EAST ANGLIA ♠

MERCIA ★

94. Great Heathen Army

if you rule here: you may  to remove 1 people

NORTHUMBRIA ●

95. Sack of Lindsford

if you rule here: you may  to take 1 people as good

WESSEX ■

MERCIA ★

EAST ANGLIA ♠

96. South Harvest

if purchased: you may take 1 people here as good

MERCIA ★

NORTHUMBRIA ●

97. North Harvest

if purchased: you may take 1 people here as good

WESSEX ■

98. Winchester Standard

if purchased: add 1  permanently to your tableau

ANY ✱

99. Plague

if purchased: remove all peoples from one region; otherwise: when triggered remove 2 peoples from each region (1 per faction where possible)

Great Omen

if triggered first time: shuffle back in the last 9 cards of the deck; otherwise: the game ends

ANNOUNCE

3+ COINS ON THE MARKET



Royalty Victory

3+  and 3+  across tableaux

most dominant royalty icons win

CLAIM

3+  AND 3+ 
ACROSS TABLEAUX



Royalty Victory

most dominant royalty icons win

ANNOUNCE

3- COINS ON THE MARKET



Faith Victory

3+  and 3+  across tableaux

most dominant faith icons win

CLAIM

3+  AND 3+ 
ACROSS TABLEAUX



Faith Victory

most dominant faith icons win

ANNOUNCE

3+ RULED MAP REGIONS



Wealth Victory

3+ coins on each market row

most coins and goods win

CLAIM

3+ COINS
ON EACH MARKET ROW



Wealth Victory

most coins and goods win

ANNOUNCE

3- RULED MAP REGIONS



Culture Victory

no dominance and 3+  on the map

most culture icons win

CLAIM

NO DOMINANCE AND
3+  ON THE MAP



Culture Victory

most culture icons win

