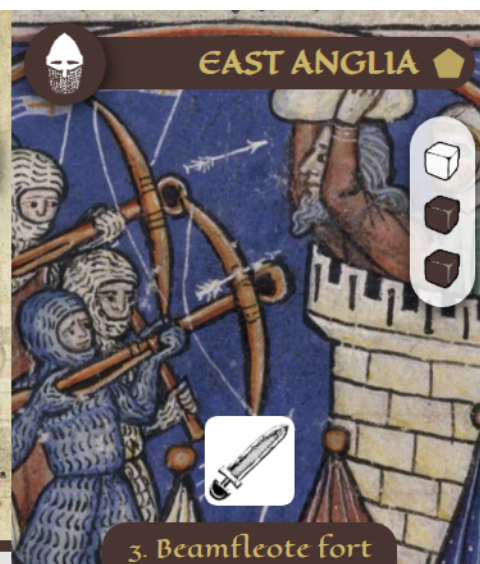




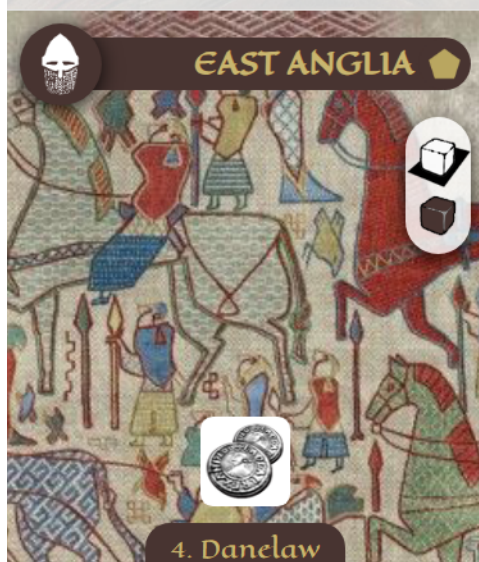
865-878 Renowned among the leaders of the Great Heathen Army; they struck England's coasts in the 9th century; moving with the precision of men who knew both war and each other's minds.



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.



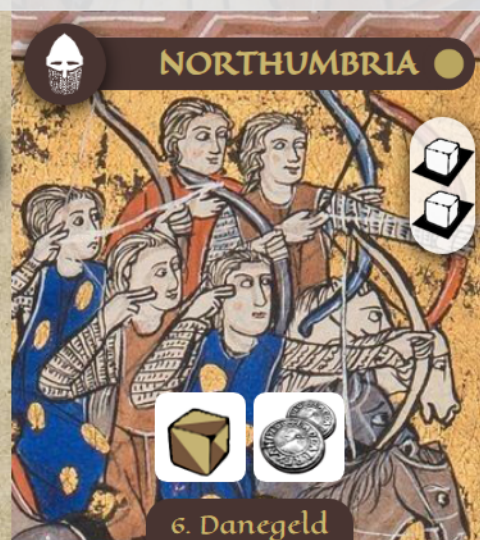
~894 A Saxon stronghold raised in the Essex marshes under King Alfred; its wooden walls and watchmen a bulwark against Danish fleets.



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

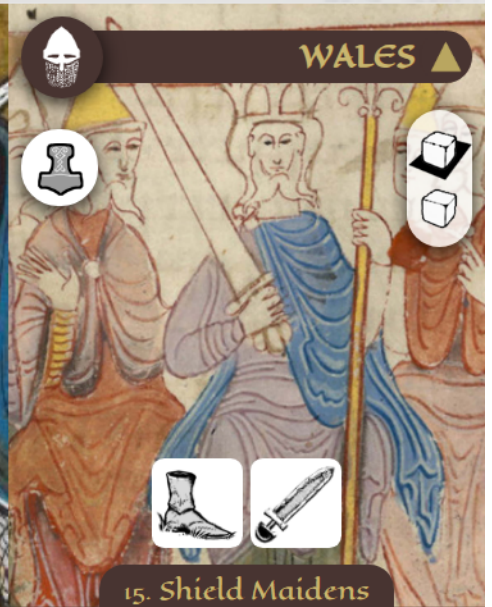
877 And they there delivered to him hostages as many as lie would have and swore many oaths and then they observed the peace well



EAST ANGLIA ▼

14. Eohric

890-902



WALES ▲

15. Shield Maidens

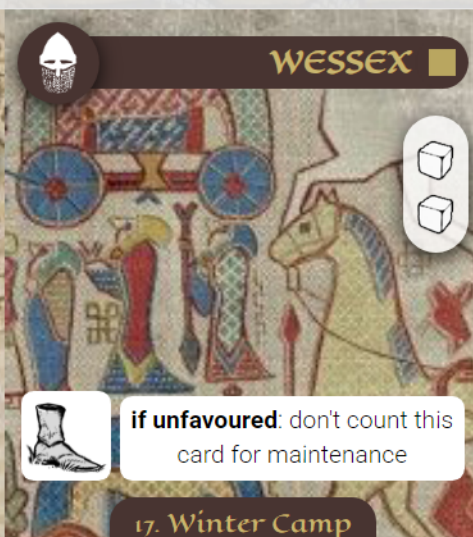
750-971



WESSEX ■

16. Wergild

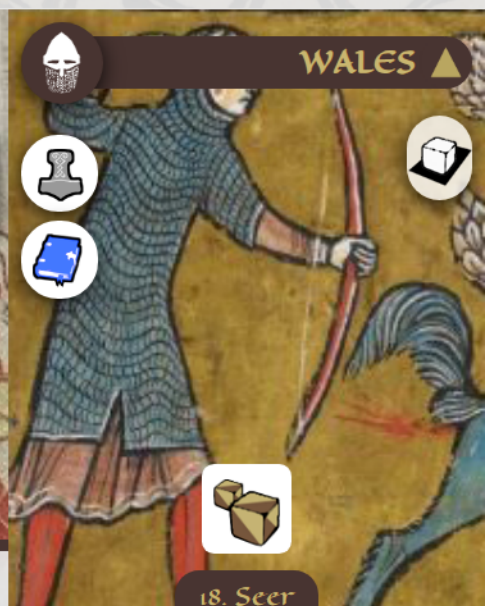
~500 'Of these four were quit of geld in the time of king Cnut and the others pay geld.' Domesday Book - Sciropescire



WESSEX ■

17. Winter Camp

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.



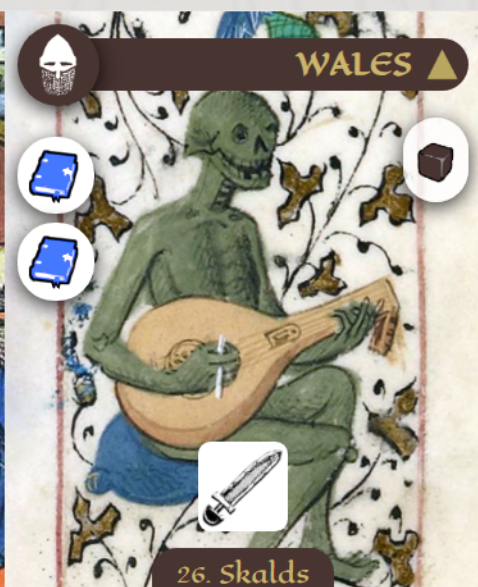
~800-1050 Norse rulers in York after its capture; blending Viking and Anglo-Saxon power.



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.



28. Amlaíb Cuarán

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.



29. Guthrum II

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



30. Gofraid ua Ímair

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.



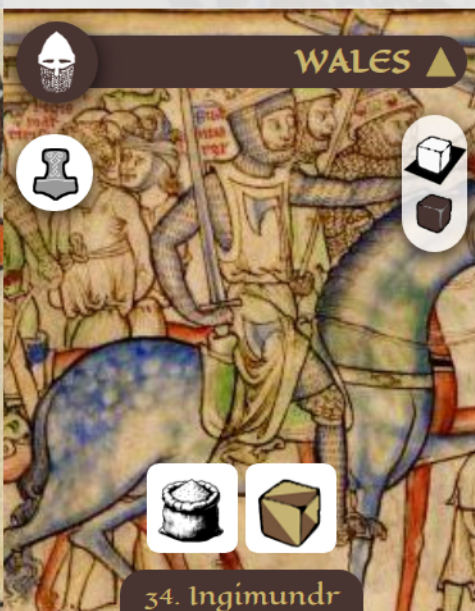
31. Eric Bloodaxe

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



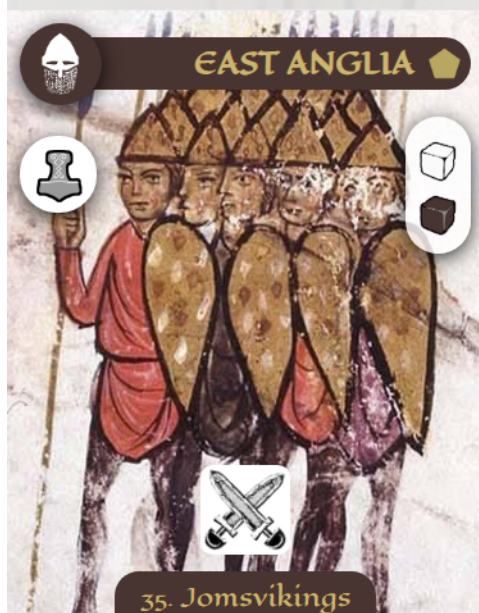
32. Swein Forkbeard

986-1014



34. Ingimundr

902-910



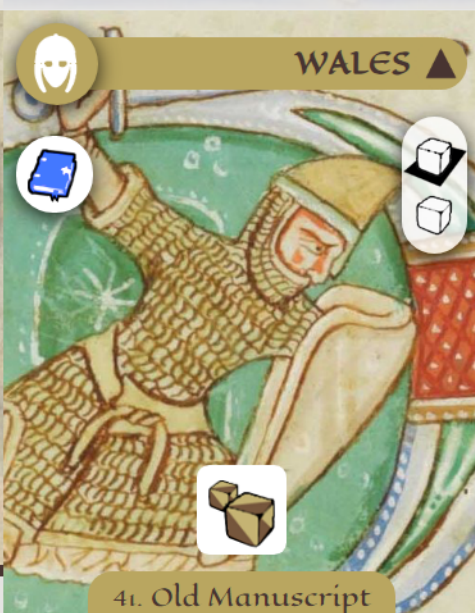
35. Jomsvikings

965-1043



36. Thorkell the Tall

970-1023 Warlord chief commander of the Jomsvikings and the stronghold of Jomsborg. He had care of the young Cnut and took him on raids.



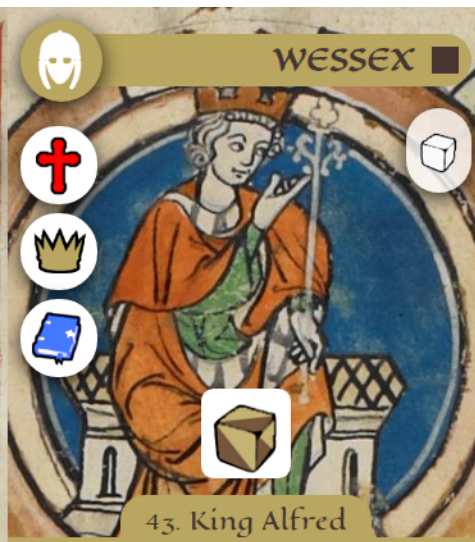
41. Old Manuscript

~900



42. Lindisfarne Procession

~800-914



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



44. Huscarls

1015



45. Waepentac

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.



46. Battle Cry

~850



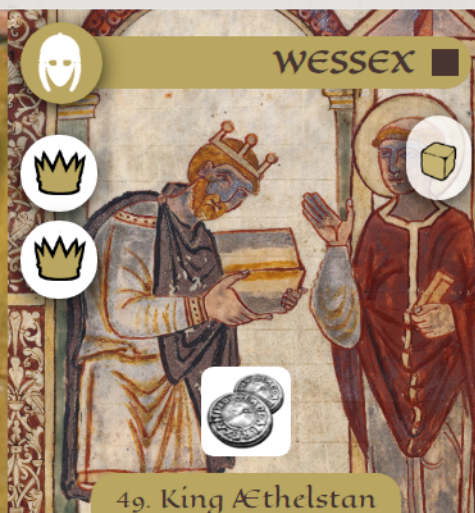
47. Briton warriors

~450-1100



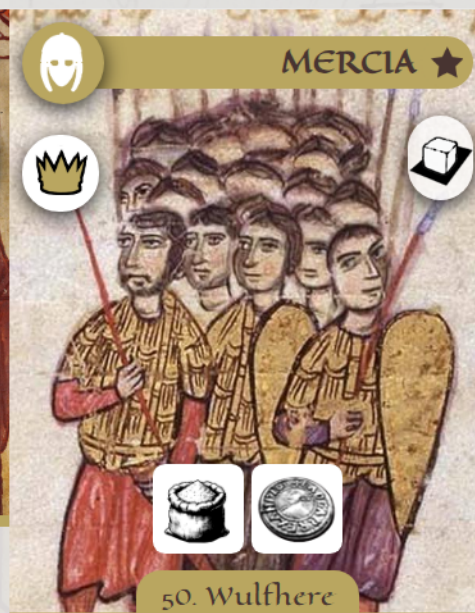
48. Warden of the North

~950



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



50. Wulfhere

640-675

MERCIA ★

51. Fyrd

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

WALES ▲

52. Treaty of Aberconwy

1277

MERCIA ★

if unfavoured: don't count this card for maintenance

53. Folc

700-1100

WESSEX ■

54. Alfred's Navy

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.

NORTHUMBRIA ●

55. Abbot

955-1538

MERCIA ★

56. Queen Æthelflæd

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

MERCIA ★

57. Ceolwulf

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.

MERCIA ★

58. Queen Seaxburh

672-674

EAST ANGLIA ▼

59. Æthelweard

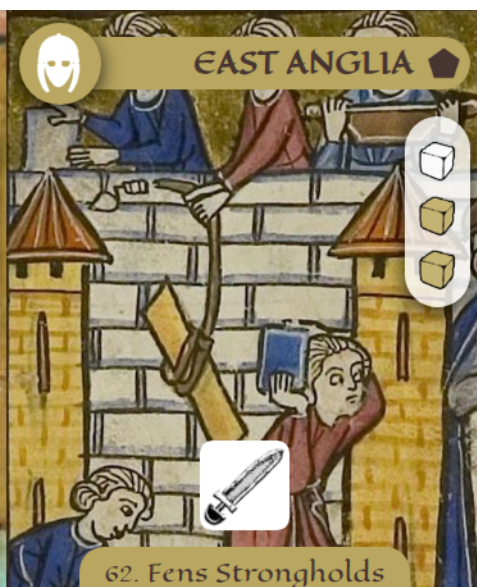
955-998 Ealdorman and kinsman of the royal family - being descendant of Æthelred I of Wessex; he wrote the Chronicon Æthelwardi - a Latin translation of the Anglo-Saxon Chronicle.



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



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



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



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



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



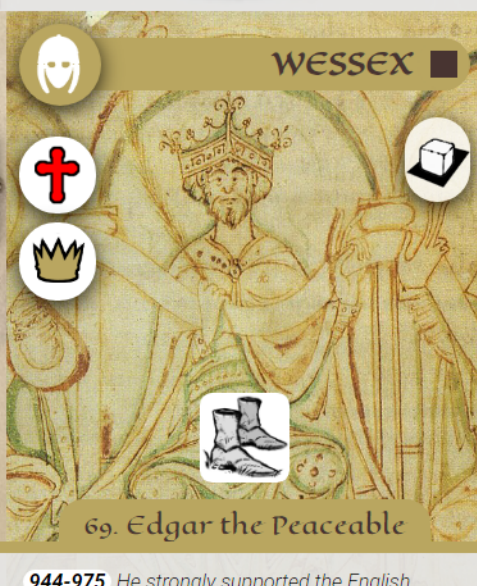
961-984 English nun at Wilton Abbey and Saint; she maybe played a role in the intrigues for the succession to Edgar with her mother Wulfthryth.



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



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.



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.



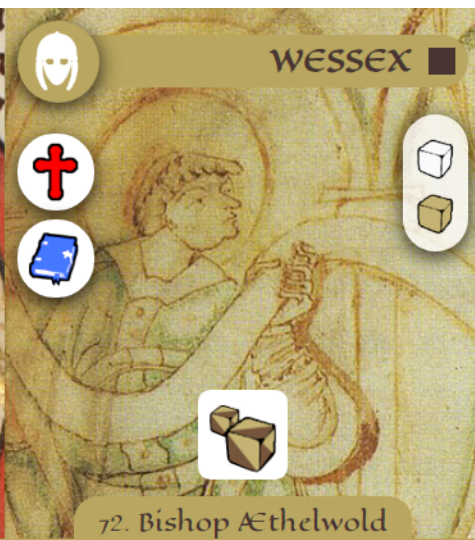
70. Edward the Martyr

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.



71. Eadwig the Fair

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.



72. Bishop Æthelwold

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.



73. Asser

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.



74. Idwal Foel

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



75. Ordgar

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



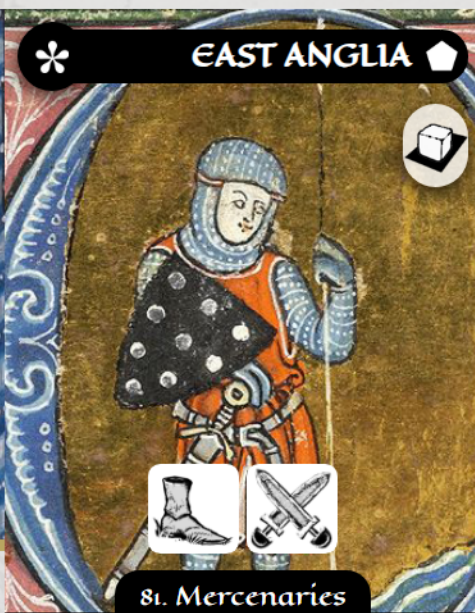
76. Eadwulf Evil-child

968-970



77. Dunstan

909-988 Most popular saint in England for two centuries because of stories on his greatness - including his cunning defeating the Devil; he was skilled in 'making a picture and forming letters'.



81. Mercenaries

~870

WESSEX ■

82. Paesants

~890

this card does not count for maintenance

MERCIA ★

83. Artisans

~910

NORTHUMBRIA ●

84. Thegns

~930

EAST ANGLIA ♠

85. Bards

~950

MERCIA ★

86. Merchants

~970

MERCIA ★

87. Hunters

~990

NORTHUMBRIA ●

88. Wulfstan I

931-956

WALES ▲

89. Hywel Dda

918-950

WALES ▲

90. Anarawd ap Rhodri

878-916

931-956 Archbishop of York often swapping allegiances with Dublin Viking leaders and Wessex kings; king-maker in politics for self-preservation and interests of the Northumbrian Church.

918-950 King of Deheubarth and eventually ruling most of Wales; he was the first Welsh prince to make a pilgrimage to Rome. He forged close relations with Æthelstan of England.

878-916 King of Gwynedd forged an alliance with Scandinavian York to safeguard his kingdom and mitigate the threat of Mercia; he later abandoned the alliance and pledged his fealty to Alfred.

WALES ▲
WESSEX ■

91. Summer Raid

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

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 inner circle

ANY ✱

99. Plague

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



Great Omen

ANNOUNCE

3 OR MORE RULED REGIONS



Royalty Victory

CLAIM

3+  AND 3+  IN CIRCLES

 OR  DOMINANT

OWN MOST  IF  OR  IF 



Royalty Victory

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

3+  and 3+  in circles
 most dominant royalty icons win

ANNOUNCE

3 OR MORE RULED REGIONS



Royalty Victory

CLAIM

3+  OR  ON THE MAP

 OR  DOMINANT

OWN MOST  IF  OR  IF 



Royalty Victory

ANNOUNCE

3 OR LESS RULED REGIONS



Faith Victory

3+  or  on the map
 most dominant royalty icons win

3+  or  on the map
 most dominant faith icons win

3+  and 3+  in circles
 most dominant faith icons win

CLAIM

3+  AND 3+  IN CIRCLES

 OR  DOMINANT

OWN MOST  IF  OR  IF 



Faith Victory

ANNOUNCE

3 OR LESS RULED REGIONS



Faith Victory

CLAIM

3+  OR  ON THE MAP

 OR  DOMINANT

OWN MOST  IF  OR  IF 



Faith Victory

3+  or  on the map
 most dominant faith icons win

3+  or  on the map
 most dominant faith icons win

3+  or  on the map
 most dominant faith icons win

ANNOUNCE

3 OR MORE COINS ON THE MARKET





Wealth Victory

3+ coins on each market row

most coins and goods win

"CLAIM

3+ COINS
ON EACH MARKET ROW

OWN MOST COINS AND GOODS



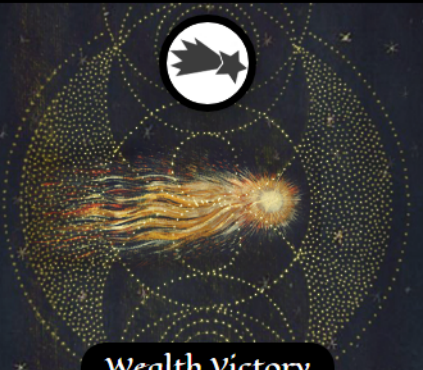


Wealth Victory

ANNOUNCE

3 OR MORE COINS ON THE MARKET





Wealth Victory

3+ coins on the market and no dominance

most coins and goods win

"CLAIM

3+ COINS ON THE MARKET

NO DOMINANCE

OWN MOST COINS AND GOODS



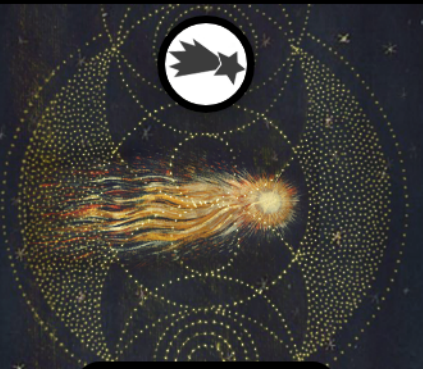


Wealth Victory

ANNOUNCE

3 OR LESS COINS ON THE MARKET





Culture Victory

3+  on the map and no dominance

most culture icons win

CLAIM

3+  ON THE MAP

NO DOMINANCE

OWN MOST 





Culture Victory