



## MERCIA ★

1. Hingwar and Ubba

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.



## WALES ▲

2. Hastein the Raider

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.



## EAST ANGLIA ▤

3. Beamfleote fort

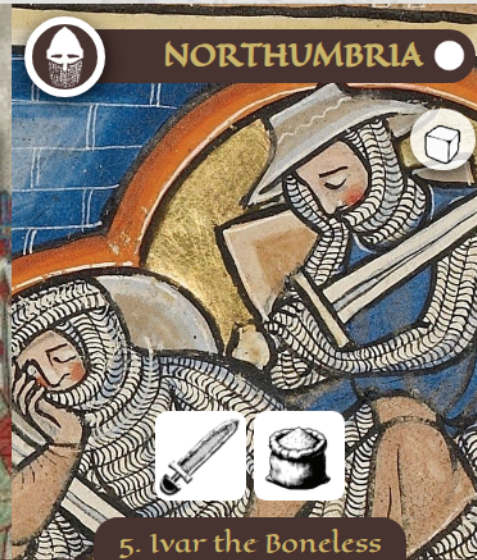
A Saxon stronghold raised in the Essex marshes under King Alfred; its wooden walls and watchmen a bulwark against Danish fleets.



## EAST ANGLIA ▤

4. Danelaw

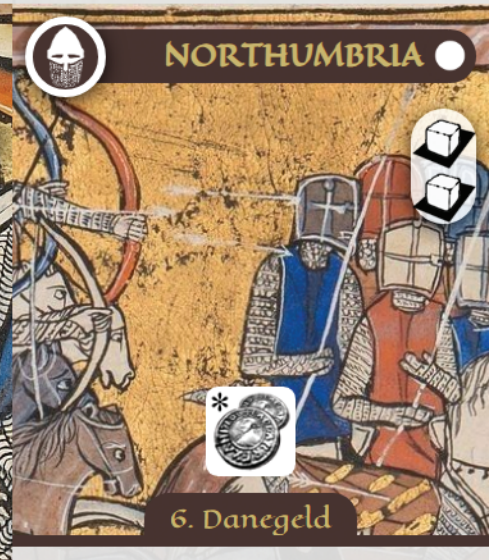
The swath of England ceded to Viking control by treaty; where Scandinavian customs and law were enforced over long-settled Saxon fields.



## NORTHUMBRIA ●

5. Ivar the Boneless

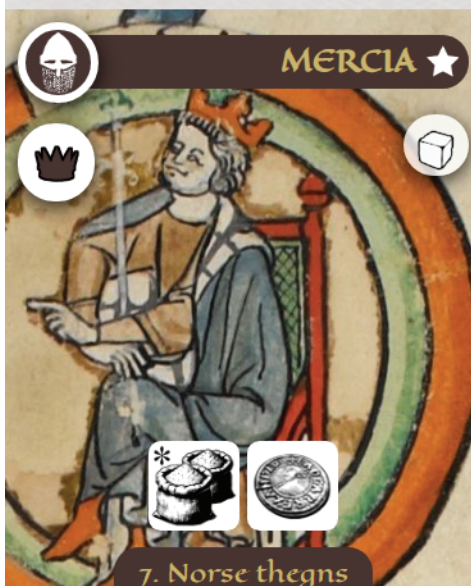
A master strategist of uncertain affliction; feared for his campaigns against Northumbria and remembered for the brutal sack of York in 866.



## NORTHUMBRIA ●

6. Danegeld

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



## MERCIA ★

7. Norse thegns

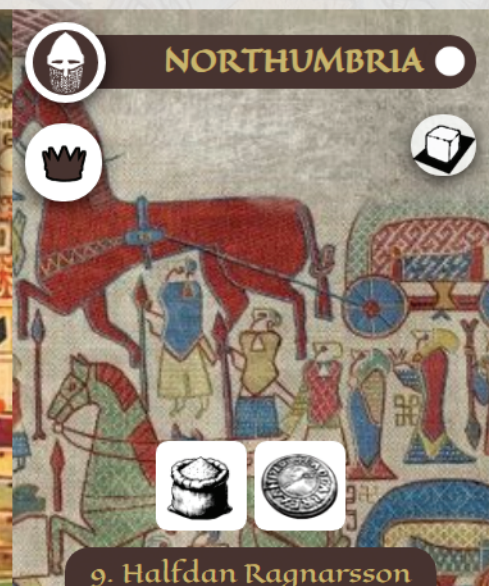
\*They began as outsiders; hired blades with strange speech.



## WESSEX ■

8. Longboats

\*Light enough to drag across land; fast enough to strike where the coast was undefended.



## NORTHUMBRIA ●

9. Halfdan Ragnarsson

Brother of Ivar the Boneless; co-commander of the Great Heathen Army; settled in York.





Viking king of Dublin in mid-9th century; raided Britain and allied with the Great Heathen Army.



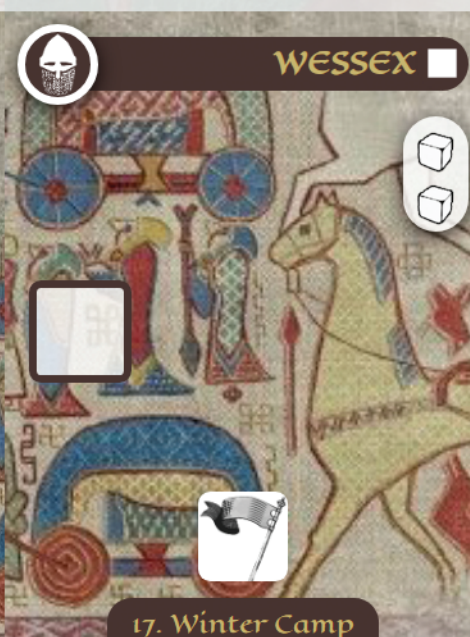
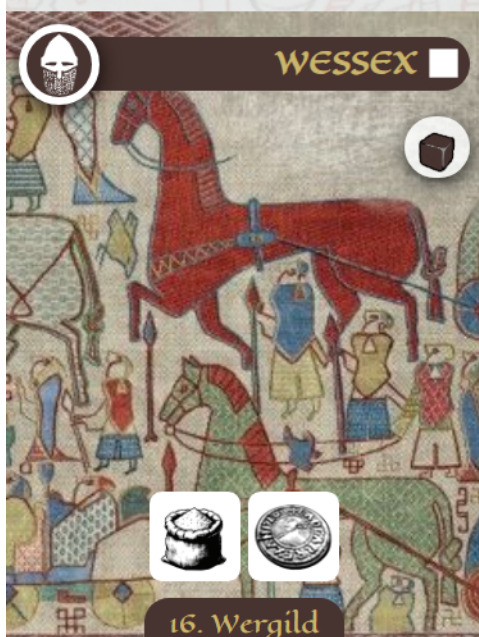
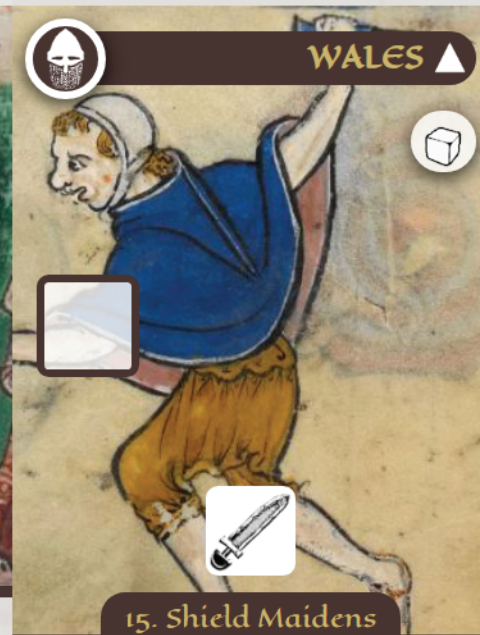
Coalition of Viking forces that invaded England in 865; devastating Anglo-Saxon kingdoms.



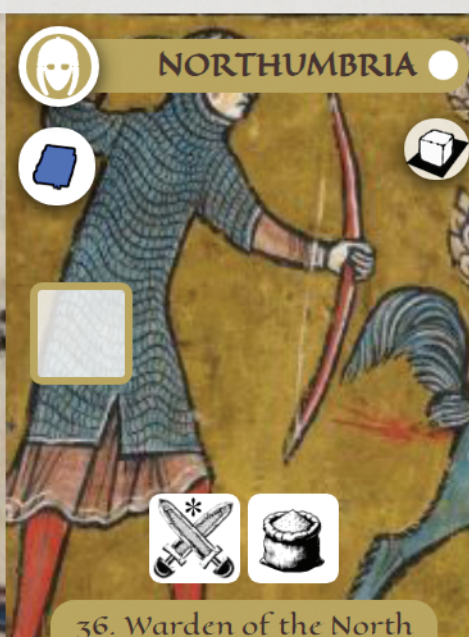
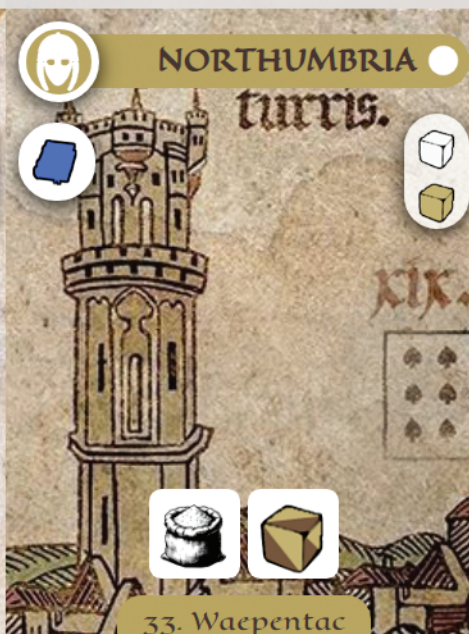
"He lost at Edington but survived; which mattered more.



"After years of war, he divided the land among his men.









MERCIA ★

38. Wulfhere - heir to the throne

MERCIA ★

39. Fyrd

And; notwithstanding tliis; the townsmen defended the city till king Alfred came out withhis forces. ASC885

WALES ▲

40. Treaty of Aberconwy

MERCIA ★

41. Folc

WESSEX ■

42. Alfred's Navy

King Alfred went out to sea with ships; and fought against four ship-crews of Danish men; and took two of the ships; 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. AC 882

NORTHUMBRIA ●

38. Abbot

MERCIA ★

39. Queen Æthelflæd

This year; before Lammas; Ethelfled; lady of the Mercians; God helping her; got possession of the fortress which is called Derby; with all that owed obedience thereto

MERCIA ★

40. Ceolwulf

And that same year they committed the kingdom of the Mercians to the keeping of Ceolwulf; an unwise king's-thane; and he swore oaths to them; and delivered hostages that it should be ready for them ASC 874

MERCIA ★

41. Queen Seaxburh



you cannot draft this card as starting denizen

54. Artisans

MERCIA ★

60. Pilgrimage

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



NORTHUMBRIA

EAST ANGLIA

MERCIA

61. Great Heathen Army

NORTHUMBRIA

62. Sack of Lindsford

MERCIA

WESSEX

EAST ANGLIA

63. South Harvest

if you rule here: you may  to remove 1 people

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

if purchased: you may take 1 people here as good

NORTHUMBRIA

MERCIA

64. North Harvest

if purchased: you may take 1 people here as good

WESSEX

EAST ANGLIA

65. Winchester Standard

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

if purchased: add 1  permanently to your tableau

ANNOUNCE:

3+ COINS ON THE MARKET

70. Royalty Victory

3+  and 3+  across tableaux:  
most dominant royalty icons win

CLAIM:

3+  AND 3+  ACROSS TABLEAUX

70. Royalty Victory

most dominant royalty icons win

ANNOUNCE:

3- COINS ON THE MARKET

71. Faith Victory

3+  and 3+  across tableaux

most dominant religion icons win

CLAIM:

3+  AND 3+  ACROSS TABLEAUX

71. Faith Victory

most dominant religion icons win



ANNOUNCE:

3- PEOPLES ON THE MAP



72. Economic Victory

3+ coins on each market row

most wealth wins

CLAIM:

3+ COINS ON EACH MARKET ROW



72. Economic Victory

most wealth wins

ANNOUNCE:

3+ PEOPLES ON THE MAP



73. Culture Victory

no dominance and 3+ coins on the market

most culture wins

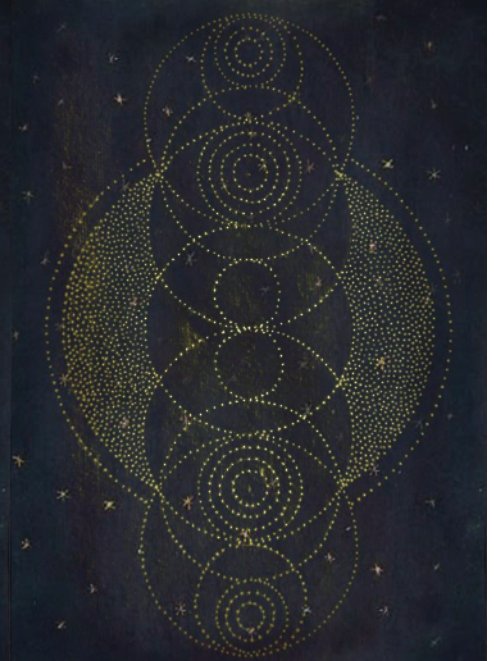
CLAIM:

NO DOMINANCE AND 3+ COINS ON THE MARKET



73. Culture Victory

most culture wins



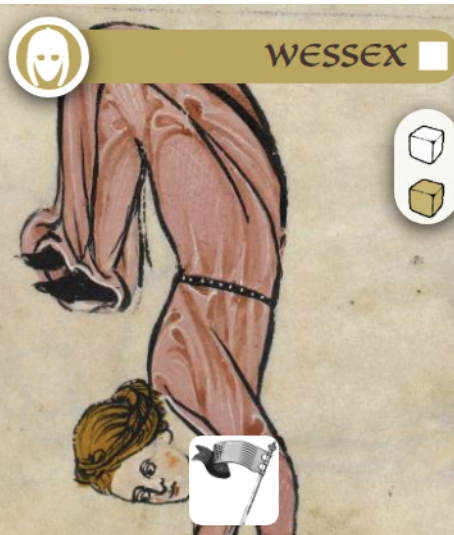




## EAST ANGLIA

42. Æthelweard

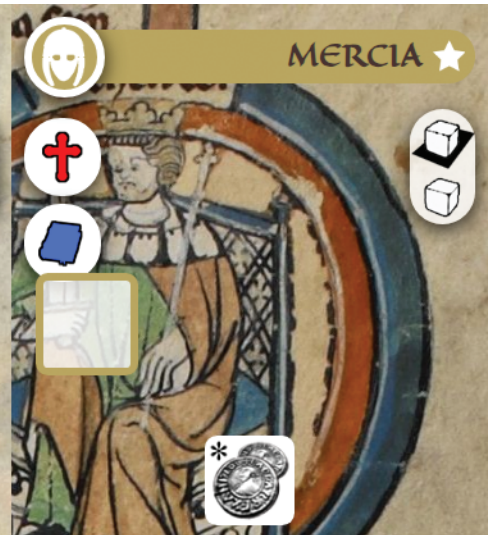
Ealdorman and kinsman of the royal family - being a descendant of King Æthelred I of Wessex; he wrote the *Chronicon Æthelweardi* - a Latin translation of the Anglo-Saxon Chronicle.



## WESSEX

43. Glastonbury Monks

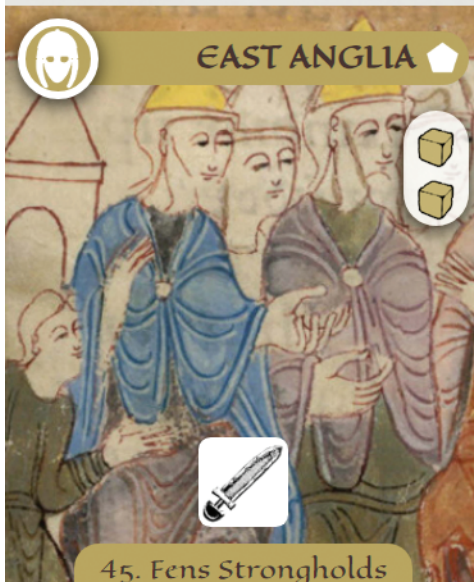
Important monastic center; symbol of Christian resistance during raids.



## MERCIA

44. Ceolwulf II

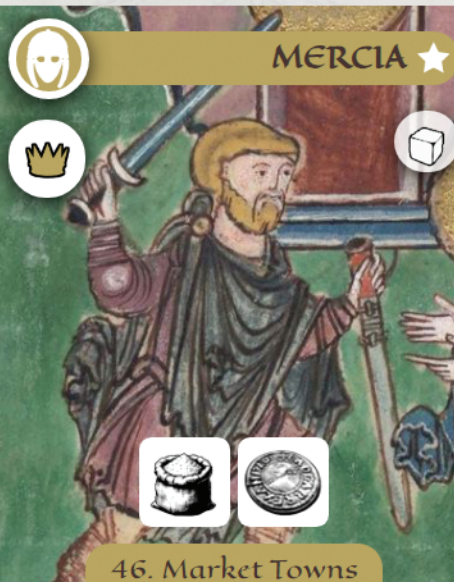
Last Mercian king (874–879); ruled as Viking client before Alfred's ascendancy.



## EAST ANGLIA

45. Fens Strongholds

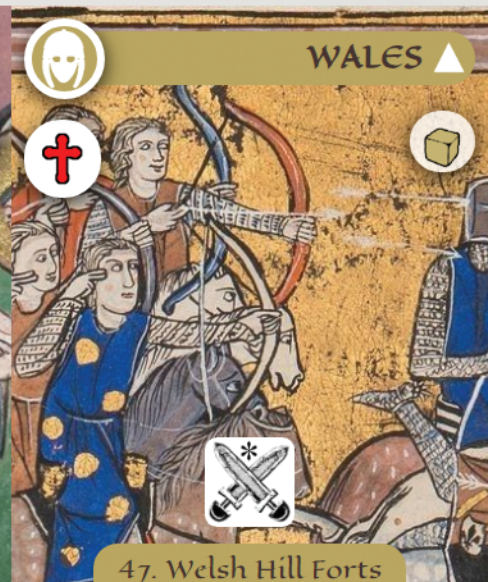
Defensive positions in the marshlands; used for guerrilla resistance against Viking occupation.



## MERCIA

46. Market Towns

Saxon towns flourished as trade hubs between countryside and courts.



## WALES

47. Welsh Hill Forts

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



## WALES

49. Rhodri the Great

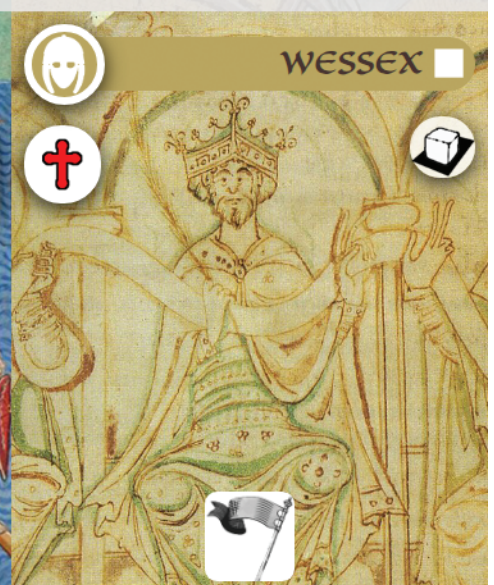
King of Gwynedd (844–878); united much of Wales; fought Vikings and Saxons.



## EAST ANGLIA

50. East Anglian Mint

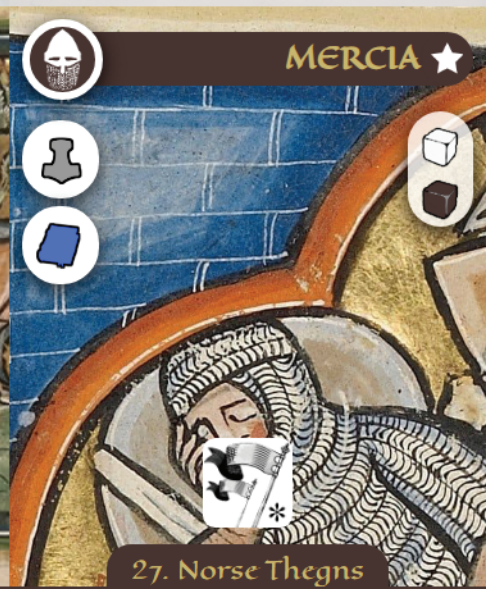
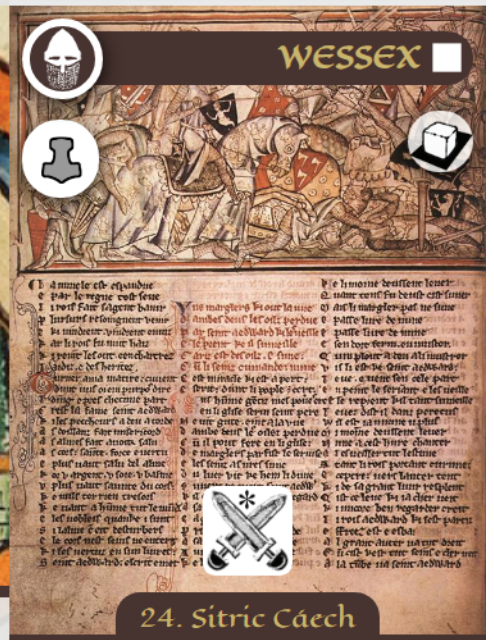
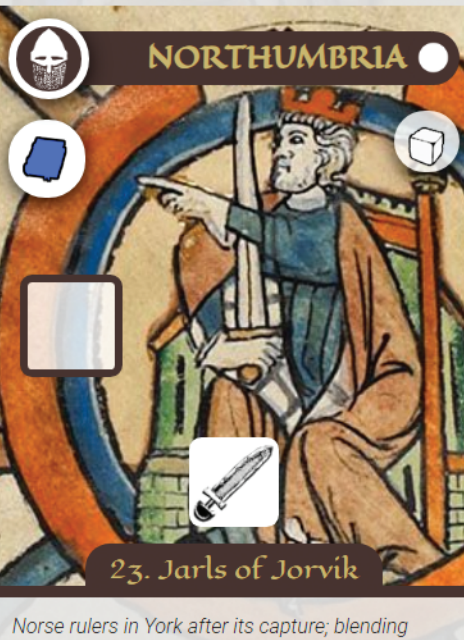
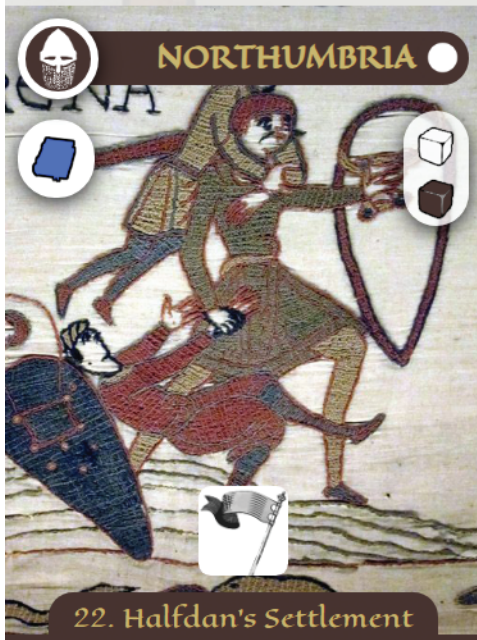
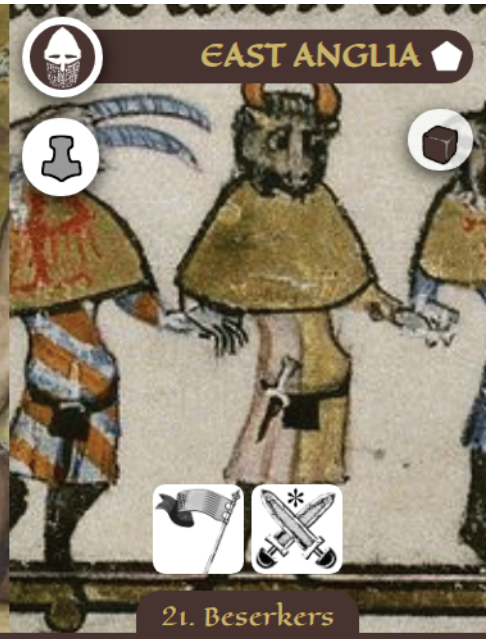
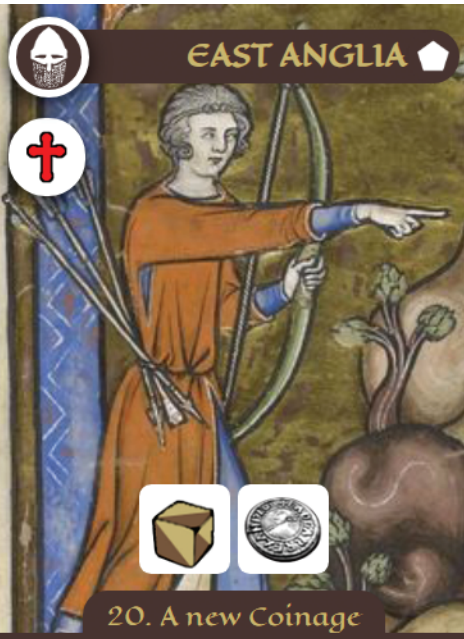
Coinage struck by local kings; vital for trade and tribute during Viking pressure



## WESSEX

51. Edgar the Peaceable





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

Viking poets who preserved sagas; strengthening Norse identity in Britain.

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