BIRTH OF EUROPE



878 · VIKINGS

Invasions of England

GAME SETUP

1. Choose a Faction

Each player chooses a Faction to play and takes the corresponding **Units** (miniatures), Battle Dice and Faction Cards of that Faction's color. The English side's Factions are the blue **Housecarl** and the green **Thegn**. The Viking side's Factions are the black **Norsemen** and the red **Berserker**.

When playing with fewer than four people, one or more players will control both Factions of one side.

All Factions must be played.

2. Cards

Each of the four Factions prepares a **Draw Deck** composed of Faction Cards 01-12. *(Cards numbered higher than 12 are used in the alternative 'Advanced Setup' described on the next page).* Each Faction shuffles its Draw Deck and draws **3 cards**, which it may look at.

Each Faction's Draw Deck consists of 12 customized cards: 6 Movement, 1 Treaty and 5 Event Cards. Each Faction must hold at least 1 Movement/Treaty Card in its hand. If only Event cards are held, the Faction shows them to the other players, shuffles them back into its Draw Deck, and then draws three new cards. Repeat until a hand with at least 1 Movement/Treaty Card is held.

Allied Factions may show each other their cards at any time in order to discuss and coordinate their actions.

3. English Unit Setup

Some Shires on the map are marked with colored Unit icons on top of a circle. These are the English Unit setup locations. Populate these Shires with the corresponding colored English Units. After setup, these icons are no longer used in the game.

Ex: The English place 1 **Thegn** in the Shire of LECACÆTIR (Chester).

4. Place Additional Units

Each English Faction places **4 additional Units** of its color in any Shire(s).

5. Reinforcement Stockpiles

All Factions' remaining Units are placed in front of them and form their Reinforcement Stockpiles.

6. The Fyrd

Place the 10 **Fyrd**, the 2 yellow Battle Dice, and the shuffled deck of 16 yellow **Fyrd** Cards near the English players.

1 English Housecarl

12 Blue **Housecarl** Faction Cards (01-12)
20 Blue **Housecarl** Units
2 Blue **Housecarl** Battle Dice



1 English Thegn

12 Green **Thegn** Faction Cards (01-12)
40 Green **Thegn** Units
3 Green **Thegn** Battle Dice

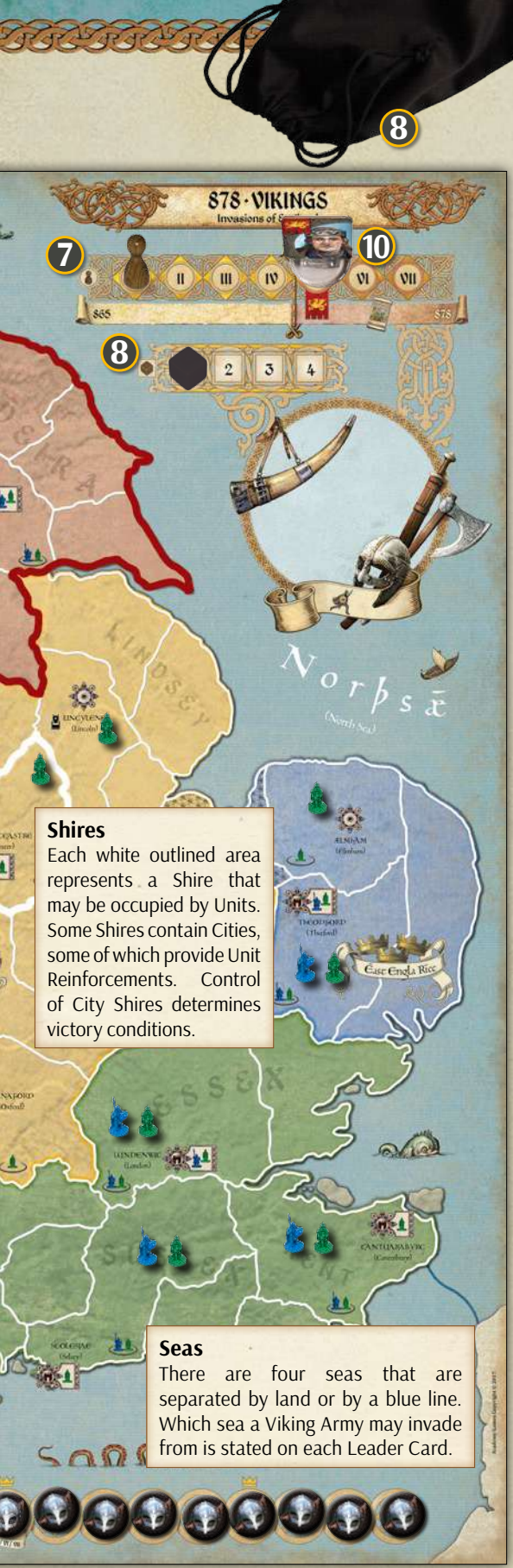












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1 Viking Norsemen

12 Black **Norsemen** Faction Cards (01-12)
40 Black **Norsemen** Units
3 Black **Norsemen** Battle Dice



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1 Viking Berserker

12 Red **Berserker** Faction Cards (01-12)
20 Red **Berserker** Units
2 Red **Berserker** Battle Dice



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7. Round Pawn

Place the Round Pawn on space I of the Round Track.

8. Turn Cubes

Place the red, blue, and green Turn Cubes *(the dice with blank faces)* into the bag. The black **Norsemen** Turn Cube is placed on the first Turn space, since **the Norsemen Faction begins the game** by taking its Turn first.

9. Viking Invasion Setup

Viking Leader Cards are marked on their back with an **A**, **B**, or **C**. Shuffle the three **B** and three **C** cards separately. Place the **B** cards on top of the **C** cards to form the **Invasion Deck**.

The **A** Leader Card is placed face up in front of the Viking players to show that Halfdan's Great Heathen Host will be invading during the first Round. As listed, the 17 **Norsemen** and 8 **Berserker** are placed on Halfdan's card.

Place the Leader Halfdan next to his Leader Card, which has a matching symbol and picture. Place all other Viking Leaders next to the Invasion Deck.

10. Alfred the Great

Place Alfred the Great's Card near the English players and his Leader on the Round V space.

11. Viking Control Markers

Place one Viking Control Marker on each Victory Track space.

Before the first game you should carefully insert the Leaders into their plastic stands.



Advanced Setup Rules

Players may customize their Draw Deck by choosing **any 5** of a Faction's Event Cards 08 - 19. These 5 cards are shuffled in with cards 01 - 07 to form each Player's 12 card Draw Deck.

We have also included two fast-playing, but very challenging, scenarios on pages 13 & 14.

GAME OVERVIEW

The year is 865. A great heathen host of Norsemen has landed in East Anglia and is poised to thunder across England. For the past 72 years, Viking raiding parties from Norway and Denmark have terrorized the coasts of England with 'hit and run' attacks. The treasures and plunder gained from these attacks have drawn thousands of eager Norsemen seeking glory and riches. These Vikings warriors are now set to strike the very heartland of the divided and unprepared English kingdoms. They no longer are interested in just raiding; they now intend to settle and rule the lands they conquer... The Vikings are coming!

In '878 Vikings', players command the invading Vikings or the English nobles who are trying to withstand the invasion. Viking players lead the Norsemen 'Freemen' and the fearless Berserker 'Shock Troops'. The English players lead the Housecarl 'King's Household Troops' and the Thegn 'Regional Nobles'. The English players will also be able to call up the Fyrd, peasant levies, to defend their cities.

Players on each side work together in order to coordinate their strategies. Each side attempts to control City Shires on the map to win. The English begin the game controlling all of England but a Viking Leader will invade from the sea almost every Round. The English players raise reinforcements from cities they control, while the Vikings must wait for a new invasion for reinforcements. The game ends when the Treaty of Wedmore is called; the side controlling the most cities at the end wins the game.



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Setup (Pages 1-2) ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇ To help you learn the rules, it is suggested that you first set up the game. Several game terms are introduced during setup, so it is important that you read all of the setup boxes.

Rules (Pages 4-10) ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇ The Game Play section describes the basic flow of the game and the Phases that make up a Round. The rest of the rulebook's sections are split into the game's five Phases.

Examples will often accompany the game's rules and appear as red text.

Notes appear in blue text to provide designer insights and clarify important rules.

Card Clarifications (Page 11-12) ◇◇◇◇ Detailed card clarifications are provided.

Extra Scenarios (Pages 13-14) ◇◇◇◇◇◇ In addition to the standard game, two unique scenarios are included.

Historical Overview (Pages 15-19) ◇◇ A detailed historical overview is provided that highlights the fascinating people and events of this time period.

GAME PLAY

1.0 Rounds and Turns

The game is played for up to 7 **Rounds**. During each Round, all four Factions will take a **Turn** in random order.

At the beginning of a new Round, all four Turn Cubes are placed into the Draw Bag. Next, a Turn Cube is blindly drawn from the bag and placed on the '1st Turn' space of the Turn Track. The color drawn denotes which Faction's Turn it is. This Faction completes its Turn before the next Turn Cube is drawn from the bag and placed on the next Turn space.

Note: In the 1st Round of the standard game, the Norsemen always go first, so the black Turn Cube is taken and placed on the '1st Turn' space during setup. Then, for the remainder of the game, Turn Order is blindly drawn from the bag.

Once all Turn Cubes have been drawn and all Factions have had their Turn, the Round ends. Replace all of the Turn Cubes into the Draw Bag and advance the Round Pawn to the next space on the Round Track. A new Round then begins.

1.1 Game End Check

At the end of each Round, the game end conditions must be checked *(7.0)*.

1.2 Turn Sequence

A drawn Turn Cube designates which Faction becomes active and takes its Turn next. The player that commands this **Active Faction** is the **Active Player** and performs the following phases in order:

1) **Reinforcements Phase** *(2.0)*
2) **Leader Phase** *(5.0)*
3) **Movement Phase** *(3.0)*
4) **Battle Phase** *(4.0)*
5) **Draw Phase** *(6.0)*

Note: While the Leader Phase occurs before the Movement and Battle Phases, the rules for the Leader Phase are taught last since it is necessary to understand basic movement and battles first.

Note: If the Vikings or the English have no Leaders on the board, they skip the Leader Phase. The English will not have a Leader available to them until Alfred the Great enters the game during the fifth Round *(2.2)*.

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GLOSSARY

Active Player - The player commanding the Faction whose Turn Cube was drawn and is taking its Turn *(1.2)*.

Army - One or more Units from the same side that are grouped together on the map or stacked on a Leader's Card. To move an Army, a Faction must have at least one of its Units in the Army *(3.0)*.

City Shire - A Shire that contains any type of city *(4.6)*.

Control - Empty or English-occupied Shires are controlled by the English. A Shire is controlled by Vikings if they occupy it with Units or a Leader. If the Vikings leave a Shire for any reason, control reverts back to the English.

Faction - The English side's two Factions are the **Housecarl** and the **Thegn**. The Viking side's two Factions are the **Berserker** and the **Norsemen**.

Fyrd - These are English peasant Units that are called up when a City Shire is attacked by the Vikings *(4.7)*.

Leader - Represents an Army of the Units stacked on its Leader card.

Occupy - A Side has Units in a Shire. Units may only Command move into adjacent Shires occupied by their side's Units *(4.4)*.

Side - There are two sides in the game, the English and the Vikings. Each side is composed of two Factions.

Unit - A single miniature that represents 100 - 250 men.

REINFORCEMENTS PHASE

2.0 Viking Reinforcements

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. Place the Leader next to his Card.


Leader

Note: The first Round's Leader Card 'A' is placed during setup, so no Leader Card is drawn from the Invasion Deck the first Turn.



Leader's Card

2.1 English Reinforcements

Some Shires on the map have **Reinforcement Cities** that show which English Reinforcements are placed in the Shire. **Only the Active Faction** places one of its Units in the Shire for each of its Units pictured. If the Shire is occupied by Viking Units, **no** English Reinforcements may be placed in the Shire.


Reinforcement City

Ex: During the English Housecarl Reinforcements Phase, 2 **Housecarl** are placed in Winchester.



2.2 Alfred The Great

The first English Faction to take its Turn during the **5th Round** gains Alfred the Great. Place Alfred in any English-controlled Reinforcement City Shire. Place the listed reinforcing Units onto Alfred's card.



Control
The English control all City-Shires at the beginning of the game. A City-Shire is controlled by Vikings if they occupy it with Units or a Leader. If the Vikings leave a City-Shire for any reason, control reverts back to the English **who do not need** Units in a Shire to control it.

Unit Supply
Each Faction has a limited supply of Units in its Reinforcements Stockpile.

If a Viking Faction does not have enough Reinforcements to place, it places what remaining Units it has.

If an English Faction does not have enough Reinforcements to place, it may decide in which Shires to place its remaining Units.

2.3 Fled Units

In addition to placing Reinforcements, the Active Faction's Units located in the Fled Units space re-enter play *(4.3)*.


Fled Units space

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.

Fled Units remain in the Fled Units space if the Active Faction's **side** controls no Shires and has no Leaders in play on which they can place their Fled Units.

2.4 Play Movement Card

At the end of its Reinforcements Phase, the Active Faction **must** play one (and only one) Movement Card.

Viking Reinforcements Example



It is Round III and the **Norsemen** Faction is the first Viking Faction to have its Turn Cube drawn, so it draws the top Leader Card from the Invasion Deck (no more Leader Cards will be drawn this Round). Ivar the Boneless is drawn. The **Norsemen** player places the listed Units on the Leader Card, 14 **Norsemen** and 6 **Berserker**, and finds the matching Leader. He has 2 fled **Norsemen** in the Fled Units space and decides to add these to Ivar's Card, instead of a Viking-controlled Coastal Shire.

MOVEMENT PHASE

3.0 Armies

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.



Berserker
Movement Card

Ex: The Active English **Thegn** Faction forms an Army in Shire B (pictured below) that includes 4 **Housecarl** and 1 **Thegn**. The **Thegn** can now move all of these Units together as an Army to Shire C.

3.1 Movement Cards

Movement Cards allow Armies to move by land from one Shire to the next. The Active Player chooses which Armies to move based on the Movement Card he played.

Each Movement Card shows two numbers on its left side. The top number is the maximum number of Armies the Active Faction may move. The bottom number is how many Shires **each** Army may move. An Army, including any of its Units, may **only be moved once** during a Turn.

Ex: For the red **Berserker** Movement Card 02 shown, the **Berserker** Active Player may move up to two different Armies up to four Shires each.

Armies are moved from Shire to Shire, across white Shire boundaries. An Army **must stop** if it enters a Shire occupied by enemy Units. Armies **cannot drop off** or **pick up** Units while moving. Again, Units may not move multiple times during the same Turn with different Armies or Leaders.

A player need not move the full number of Armies indicated on the Movement Card or use all the allowed Shire movements for each Army.

3.2 Marsh Shires

Armies may not enter Marsh Shires, unless the scenario explicitly allows it.



Marsh Shire

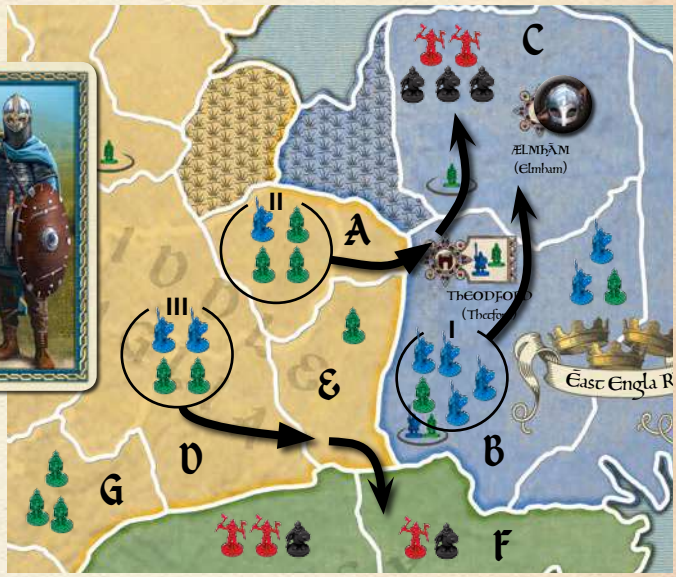
3.3 Leaders

All Units on a Leader's Card form one Army and are represented by the Leader on the map. Leaders move like other Armies and count towards the number of Armies that the played Movement Card allows the Faction to move. However, Leaders are moved during the Leader Phase *(5.0)*, **before any other Armies** are moved during this Movement Phase.



Movement Example





It is the beginning of a new Round and the **Housecarl** Turn Cube is the first one drawn. During the Reinforcements Phase, the **Housecarl** player places her Reinforcements on the board, which include 1 **Housecarl** in Shire B. She also places 1 fled **Housecarl** in Shire B. At end of the Reinforcements Phase, she then plays a Movement Card that allows 3 Armies to move up to 2 Shires each.

In her Movement Phase, she forms an Army of 5 Units in Shire B and moves it into Shire C. Notice that three Units were not included in the Army and were left behind in Shire B.

She then forms a second Army in Shire A and moves it into Shire B and then into Shire C, using both of the Army's allowed moves.

Lastly, she forms a third Army in Shire D and moves it into Shire E and then into Shire F. Notice that this Army cannot pick up the **Thegn** in Shire E as it moves through the Shire.

Note: Each of these Armies includes at least 1 **Housecarl**. The **Housecarl** is not able to move the Army located in Shire G because there is no **Housecarl** Unit in that Army.

Since she has moved her maximum number of armies, as the Active Player, she begins her Battle Phase.

BATTLE PHASE

4.0 Battles

A Battle occurs when opposing Units (and Leaders - *5.2*) occupy the same Shire. If there are multiple Battles in different Shires, the Active Player chooses the order in which the Battles are resolved.

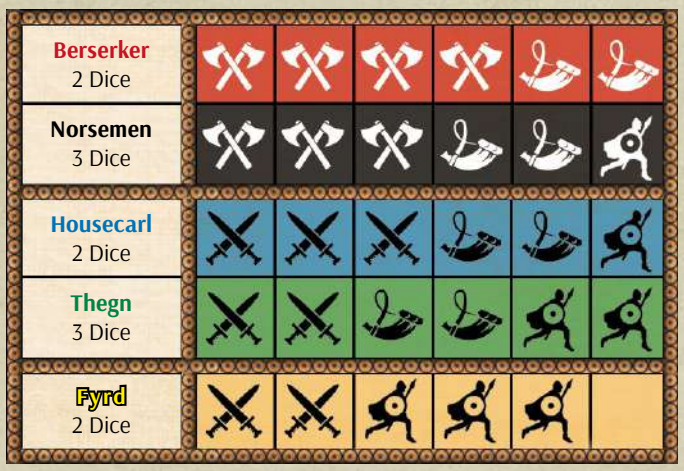
The Active Faction's side is the **attacker**, and the opposing side is the **defender**. The defending Factions have the **initiative**, and simultaneously roll their Battle Dice first, applying the results. If Units of both sides remain in the Battle after applying the defender's Battle Dice results, the attacking Factions simultaneously roll their Battle Dice and apply the results. The Battle continues, alternating Battle Dice rolls back and forth, until only one side remains in the Shire.

Each Faction rolls its own Battle Dice and makes decisions for its own Units. Each Faction rolls a number of Battle Dice corresponding to the number of its Units present in the Battle. **The maximum number of dice that may be rolled is limited by the number of dice a Faction possesses.**

Ex: The English **Housecarl** may roll up to 2 dice, whereas the English **Thegn** may roll up to 3 dice.

4.1 Battle Dice Results

Each Faction's Battle Dice have a unique combination of Hit, Command, and Flee faces.



4.2 Hit Result

For each Hit rolled, an opponent's Unit is removed from the Battle to its Reinforcements Stockpile. The opponents decide among themselves which Unit to remove if Units from more than one Faction are present in the Battle.

4.3 Flee Result

For each Flee rolled, a Faction removes one of **its own** Units from the Battle to the Fled Units space.

4.4 Command Result

For **each** Command result rolled, that Faction may move one of **its own** Units from the Battle to any adjacent Shire that **contains Units of its side**. Using a Command result, a Faction can move a Unit into a Shire that contains both friendly and opposing Units (an upcoming Battle).

Resolve Hit and Flee results first, then Command results.

4.5 Berserker

If the **first** English Battle Dice roll of a Battle Hits the Vikings, they must remove one **Berserker** first. **A Berserker does not have to be removed during later Battle Dice rolls of that Battle.**

Note: Berserkers were fearsome warriors protected by 'magic' and would charge into combat with little regard for their own lives.

4.6 Cities

Shires with Cities start under English control. If Vikings occupy a City Shire and no English Units are present, the Vikings take a **Viking Control Marker** from the lowest numbered space on the Victory Track and place it on the City Shire. If the City Shire becomes empty of Viking Units or Viking Leaders (vacated in the Movement Phase or removed in battle) the Viking Control Marker is removed and placed onto the highest numbered empty space of the Victory Track; the City is once again under English control.

City

Reinforcement City

Control of City Shires determines victory in the game *(7.0)*.

4.7 The Fyrd

If the English are defending a City Shire with at least one **Housecarl** or **Thegn**, they may then also draw one **Fyrd** Card. The card indicates the number of **Fyrd** that are added to the English side of the Battle.



The **Fyrd** roll their own Battle Dice. When **Fyrd** Flee, they are **removed** from the Battle to their Reinforcements Stockpile instead of being placed in the Fled Units space. **At the end** of each Battle, any remaining **Fyrd** are **removed** from the map to their Reinforcements Stockpile.

Fyrd Units do not use Command results, since their Battle Dice have no Command symbols. A blank die face means nothing happens.

Battle Example

The Viking **Norsemen** moved an Army (2 and 3) during the Movement Phase into English-occupied ÆLMHĀM (Elham). Since the English are defending a City Shire, they draw a **Fyrd** card which allows them to place 5 **Fyrd** at the beginning of the Battle.

1st English Roll

The defending English roll first. The **Housecarl** rolls one of her Battle Dice and the **Thegn** rolls 2 of his Battle Dice. Either English player rolls the 2 **Fyrd** Battle Dice.

Note: Even though the Fyrd have 5 Units in the Battle, they can only roll the maximum yellow Battle Dice available: two.

The English roll 2 Hit, 2 Flee, and 1 Command. The Vikings must remove a **Berserker** as their first Hit Unit *(4.5)*. They then freely choose to remove a **Norsemen** as their second Hit Unit.

One **Thegn** and one **Fyrd** flee, as shown on their Faction's dice. The fleeing **Thegn** is placed into the Fled Units space and the fleeing **Fyrd** is placed back into the **Fyrd** Reinforcements Stockpile.

The English cannot use the **Thegn** Command result because there are no adjacent English-occupied Shires.

1st Viking Roll

The **Berserker** rolls one of her dice and the **Norsemen** rolls two of his dice for 1 Hit, 1 Flee, and 1 Command.

The English decide to remove a **Fyrd** so that they have the maximum number of dice during their next Battle Dice roll. A **Norsemen** Flees to the Fled Units space. The remaining **Norsemen** could use the Command result to move into the adjacent Viking-occupied Shire, but the player chooses not to do so.

2nd English Roll

Each English Faction rolls one of its dice and one of them rolls two **Fyrd** dice again, resulting in 1 Hit, 2 Flee, and 1 Command. The Vikings choose to remove a **Norsemen** .

Note: A **Berserker** has to be removed as the first Hit on **only the first** English Battle Dice roll of the current Battle.

Two of the **Fyrd** flee. The English **Housecarl** Unit cannot use the Command result because there are no adjacent English-occupied Shires.

2nd Viking Roll

Only the **Berserker** can roll a die since the **Norsemen** have no Units left in the Battle. The **Berserker** rolls a Command result and decides to move the remaining **Berserker** to the adjacent Viking-occupied Shire of THEODFORD (Theoford).

No Vikings remain in the Battle so the English win! The remaining **Fyrd** is removed from the map, since the Battle is over.









LEADER PHASE

5.0 Leader Armies

A Leader's Army is comprised of all Units on the Leader Card bearing the symbol that matches that of the Leader on the map.

All Leaders move and battle during the Leader Phase before Armies without Leaders move and battle in the Movement and Battle Phases.

5.1 Leader Movement

A player may move Units between a Leader's Card and the Shire the Leader occupies at any time during the **Movement Phase**.

The active Faction **must have** at least one of its Units on a Leader's Card in order to move the Leader.

A Leader **may drop off** and **pick up** Units before he moves, as he moves, or after he moves. Units that moved and are dropped off **may not be moved again** during that Active Player's Turn.

Invading Viking Leaders begin off the map, so the Leader's first move must be into any Shire along the sea coast listed on the Leader's Card.

Ex: During the first 4 Rounds (Leader Cards A and Bs), the Vikings may only invade from the North Sea, which is separated from the English Channel by a blue line.

5.2 Leader Battles

A Leader battles **immediately** when he moves into a Shire occupied by enemy Units. If the Leader wins the Battle, still has active Faction Units on his card, and has moves remaining, **he may continue moving**. If the attacking Leader does not eliminate the defenders in his **first** Battle Dice roll, then **one** of the Leader's remaining Shire moves, if any, is used up.

All of a Faction's Units in a Shire participate in the Battle, those on a Leader's card and in the Shire itself. Battle Dice results can be applied against a Faction's Units in the Shire or on a Leader's card.

Units on a Leader's Card may use a Command result to move out of a Battle *(4.4)*. **If the last friendly Unit on a Leader's Card uses a Command result, the Leader may move with it.**

If a Leader **has no friendly Units** remaining on his Card and in the Shire he is located in, he is defeated and **removed from the game.**

Leader Movement and Battles Example

The played movement card allows the **Norsemen** to move up to two Armies and/or Leaders 4 Shires each. Ivar may move into any Shire along the North Sea coast.



Ivar's first move is into Shire A, where his invading Army immediately battles the English occupying the Shire, plus the 2 Fyrd they draw. The defending English roll first, resulting in two Commands, which they cannot execute because there are no adjacent English-occupied Shires. Ivar then eliminates all English on his first roll, so the Battle does not use up one of his remaining moves. He places a Viking Control Marker onto this City Shire. Ivar decides to place 2 **Norsemen** from his Card into Shire A, in order to maintain control of the Shire since he will continue to move.



Note: A Viking Unit must occupy a Shire to control it.

Ivar's second move is into Shire B where he decides to pick up the **Berserker** in Shire B and place it on his Card.



Ivar's third move is into Shire C where he immediately battles the English. He defeats the English but needs two Viking Battle Dice rolls to defeat them. The second Battle Dice roll uses his fourth and last remaining Shire move. Ivar stays in Shire C, placing a Viking Control Marker in the City Shire. The **Norsemen** has no more Leaders on the map, so he uses his card's second move on an Army without a Leader *(3.1)*.

DRAW PHASE

6.0 Draw Cards

At the end of the Active Faction's Turn, **only that Faction** draws its hand back up to 3 cards. If there are not enough cards left in the Active Faction's Draw Deck, it draws what remains. Ex: The **Berserker** plays a 'Viking Fort' card during the **Thegn** Turn. The **Berserker** may not draw her hand back up to 3 cards until the **end of her own Turn**.

If the Active Faction has no Movement Card (i.e., only Event Cards) in its hand after it draws, it must show its cards, reshuffle them into its Draw Deck and draw 3 new cards. The Active Faction must continue to do this until it has at least **one Movement/Treaty Card** in its hand after drawing.

The Active Faction's Turn is now over. A new Turn Cube is drawn from the Draw Bag and the next Faction takes its Turn.

6.1 New Round

If all Turn Cubes have been drawn, the Round ends and the game end conditions are checked *(7.0)*. If the game does not end, a new Round begins. Advance the Round Pawn Marker to the next space and replace all Turn Cubes into the Draw Bag.



Note: In Round V, Alfred the Great enters the game and it becomes possible to end the game by Treaty *(7.1)*.

GAME END & WINNING CONDITIONS

7.0 Game End by Conquest

If there are **14 or more** Viking Control Markers on City Shires at the end of **any** Round, the Vikings automatically win.

If there are **no** Viking Control Markers on the map at the end of **any** Round, the English automatically win.

7.1 Game End by Treaty

Each Faction has one Treaty Card that may be played as a Movement Card. After it is played, a Treaty Card is not discarded, but is placed face up beside the map.

The Treaty of Wedmore game end condition is evaluated at the end of Rounds V, VI, and VII.

The game ends at the end of any of these Rounds if Treaty Cards belonging to all Factions of **one or both sides** have been played.

Ex: In Round I, the Viking **Berserker** played her Treaty Card. In Round IV, the English **Thegn** played his Treaty Card. In Round V, the Viking **Norsemen** is the first to take a Turn and plays his Treaty Card. Both Viking Factions have now played their Treaty Cards and the game will end with the current Round, after all of the Factions have taken their Turn.

At the end of the game by Treaty, the Vikings win if there are **9 or more** Viking Control Markers on the map. If there are **fewer than 9**, the English win.

EVENT CARDS

8.0 Event Cards

Each Faction has unique Event Cards in its Draw Deck. Event Cards give players special abilities such as adding Units to the map, affecting movement, or influencing combat. Each Event Card states when it may be played. The color(s) of the Faction(s) whose Turn the card can be played in is shown on the edge of the card. Factions may play **any number of Event Cards** from their hand, but each Event type may only be played **once** in a Battle. Ex: The Viking **Berserker** and **Norsemen** Factions may not each play a 'Viking Fort' Event Card in the same Battle.

If multiple Factions want to play cards at the same time, the Active Faction decides in which order the cards are resolved.

Cards that specify that they may be played during Movement or Battle can be played during the Movement Phase, the Battle Phase, or the Leader Phase when a Leader moves and/or battles.

8.1 Advanced Setup Rules

Extra Event Cards for each Faction are included in the game. Instead of playing with cards 01-12, players may choose any 5 of a Faction's Event Cards 08-19 to shuffle with cards 01-07, for a total of 12 cards.



Ex: The **Housecarl** may play her Saxon Navy Event Card during the **Berserker's** or **Norsemen's** Movement Phase.

CARD CLARIFICATION

Note: Any reference to Armies on Event Cards includes groups of Units or Leaders. Ex: Moving an 'Army' also includes moving a 'Leader'.



Movement Cards (Faction Cards 02-07)
Each card details how many Armies may move and how many Shires each Army may move.
Ex: The English **Thegn** player may move 3 Armies up to two Shires each. An Army must stop when it enters an enemy-occupied Shire. Leaders, however, will immediately battle and can then move on if they are victorious and have any moves remaining.



Treaty Card (Faction Card 01)
Treaty Cards are played as Movement Cards. After play, this card is not discarded, but is placed face up beside the map. Ex: The Viking **Berserker** plays her Treaty Card and may move 2 Armies up to four Shires each.
Once both Factions of either side have played their Treaty Cards, the game ends at the end of that Round (beginning with Round V).
Note: The Active Player may have no choice but to play their Treaty Card if the other two cards in their hand are Event Cards.



Fyrd Cards
When a Viking Army attacks a City Shire defended by at least 1 **Housecarl** or 1 **Thegn**, the English players draw one **Fyrd** Card and add the listed **Fyrd** to the Shire. All **Fyrd** are removed at the end of the Battle.
Ex: The English are defending a City Shire and draw the Fyrd Card shown that allows them to place 2 **Fyrd** into that Shire.



Leader Cards (Cards 01-03 & 05-07)
The first Viking Faction each Round draws the top Leader Card from the Invasion Deck and places the listed Units on the Leader's card. The Leader Card's matching Leader may invade coastal Shires from the sea listed on the card.
Ex: The Viking players draw Björn Ironside's Leader Card and place 11 **Norsemen** and 4 **Berserker** on it. Björn and his Army may invade from the North Sea only.



Viking Reinforcements (Card 04)
No new Leader invades during the Round the Vikings draw this Card. They instead place 9 **Norsemen** and 2 **Berserker** on any Leader Cards of Leaders on the map or in Viking-controlled Shires located on **any** coast. The Units may be split between any number of Leader Cards and Coastal Shires.



Alfred's Army
Alfred is placed by the first English Faction to take its Turn during the 5th Round. Alfred may be placed in any English-controlled Reinforcement City Shire during the Faction's Reinforcements Phase. Alfred's Army Card is placed next to the English players with 4 **Housecarl** and 3 **Thegn** on it.
If Alfred has no Shire to be placed in, he may be placed as soon as one becomes available later in the game.



Surprise Attack (**Berserker** Events 10 & 16)
The **Berserker** may play this Event during their Battle Phase if they have a Unit participating in the Battle. Then both Viking Factions make an extra Battle Dice roll before the normal Battle.

The extra Battle Dice roll for the 'Surprise Attack' does not count toward using up one of a Leader's moves ***(5.2)***.
Note: **Norsemen** could flee as a result of their Surprise Attack Battle Dice roll.



Viking Fort (**Berserker** Events 12 & 18, **Norsemen** Events 13 & 19)
Both Viking Factions have Viking Fort Event Cards. A Viking Faction may play **a** Viking Fort if it has a Unit participating in the Battle. The Viking Fort may be played at the start of any one English Battle. The Vikings ignore one Hit result **from each** English Battle Dice roll.

One, and **only one**, Viking Fort Event may be played in a Battle. Ex: Both Viking Factions have a Viking Fort card in their hands. Only one Faction may play its Viking Fort card.



Feigned Retreat (**Norsemen** Events 08 & 14)
The **Norsemen** may play this Event at the start of **any** battle if they have a Unit present in the Battle. Then **all English Factions** have to make a Battle Dice roll before the normal Battle begins. The English **only count Flee results**. The normal Battle then begins with the defender's Battle Dice roll.



Viking Ships (**Norsemen** Events 12 & 18)
The **Norsemen** may play this Event during their Movement Phase to move an Army from one Coastal Shire to any other Shire located on the same sea coast if they have a Unit participating in the move. This sea move costs the Army or Leader one Move, the same as if it had moved into an adjacent Shire. The Army may continue moving if it has any moves remaining.



Shield Wall (**Norsemen** Events 10 & 16)
The **Norsemen** may play this Event before any English Battle if they have a Unit participating in the Battle. Then **all** Battles for the rest of this Turn receive the Shield Wall effect, as long as 1 **Norsemen** is involved.
Ignore the first English Hit in each Battle, for a total of 1 Hit per Battle. If the Vikings still take a Hit from the first English Battle Dice roll, a **Berserker** must still be removed.



Rebellion (**Housecarl** Events 09 & 15)
During the **Housecarl**'s Reinforcements Phase, the **Housecarl** may remove one Viking Unit from any one Shire. Then draw a **Fyrd** card and add these **Fyrd** to that Shire. The two sides immediately initiate a Battle during the Reinforcements Phase. After the Battle, any remaining **Fyrd** are removed. If this was a Reinforcement City Shire and all Vikings were removed, the **Housecarl** may place Reinforcements and Fled Units there.



Saxon Navy (**Housecarl** Events 10 & 16)
At the beginning of either Viking Faction's Movement, the **Housecarl** may make six Coastal Shires inaccessible to Viking Armies. This includes Viking Leaders that are invading from the sea. Viking Armies may move out of the chosen Shires, but may not move into them. The six Shires do not have to be adjacent to each other.



Danegeld (**Housecarl** Events 11 & 17)
The **Housecarl** may play this Event before any Viking Battle if they have a Unit present in the Battle. Before **each** Battle, for the rest of this Turn, the Vikings must remove either 1 **Berserker** or up to 2 **Norsemen**.
Ex: The Viking Army consists of 1 **Berserker** and 1 **Norsemen**. The Vikings may remove only 1 **Norsemen**, since they have no more.



Archers (**Housecarl** Events 13 & 19)
The **Housecarl** may play this Event during either English Faction's Battle Phase if they have a Unit participating in the Battle. Then, **all** English Units (**Housecarl**, **Theyn**, **Fyrd**) make an extra Battle Dice roll before the normal Battle. **The English ignore Flee results.**
Battling with the 'Archers' does not count toward using up one of Alfred's moves *(5.2)*.



Religious Conversion (**Thegn** Events 08 & 14)
During the **Thegn**'s Reinforcements Phase, the **Thegn** may remove up to 2 **Norsemen** from any one Shire and then place 2 **Thegn** in the same Shire. If any Viking Units remain in the Shire, fight a Battle immediately, with the Vikings as the defenders.



Spy (**Thegn** Events 12 & 18)
At the beginning of any Viking Battle, the **Thegn** may move an Army up to two Shires to join in that Battle. This Army must include a **Thegn** and may not move through Viking-occupied Shires.



Ambush (**Thegn** Events 13 & 19)
The **Thegn** may play this Event at the beginning of a Viking Battle if they have a Unit participating in the Battle. ALL English Units (**Housecarl**, **Thegn**, **Fyrd**) make an extra Battle Dice roll before the normal Battle. After this Ambush Battle Dice roll, normal Battle begins and the English Army rolls again as the defenders.
Note: English Units could flee as a result of their Ambush Battle Dice roll.



NORTHUMBRIAN RAIDS SCENARIO

The Vikings raided the British Isles for decades before Halfdan's Great Heathen Host invaded England in 865. It is 794 and the Vikings are raiding and plundering throughout Northumbria, sacking churches and razing villages. The English players must protect their families and their faith. If the Vikings discover the richness of England, there may be no end to their incursions.



Setup

Set up the game as described on pages 1 and 2 except for the changes to the numbered setup boxes listed below.

2. Create each Faction's deck using only cards 02, 03, 04, 08, & 09. The remaining cards, including the Treaty Cards, are not used.

3. The English only set up starting Units in Northumbria.

6. Create a **Fyrd** Deck composed of cards 07-14.

9. No Leader Cards or Leaders are used in this scenario.

11. Place only 7 Viking Control Markers on the first seven spaces of the Victory Track.

Special Rules

This scenario has the following special rules that differ from the normal game.

- Armies may only move into Shires within the Kingdom of Northumbria. Armies may not enter the other kingdoms.
- During **each** English Faction's Reinforcements Phase, that English Faction places an extra Reinforcement Unit in each City Shire that the English control. This is in addition to the Units they receive from Carlisle and York.
- During **each** Viking Faction's Reinforcements Phase, they receive an Army of 2 **Berserker** and 4 **Norsemen**. During the Movement Phase, this Army must first move into a Shire along the North or Irish Sea coasts.
- The Vikings need to collect enough plunder to win the game. Do not place Control Markers on the map when the Vikings control a City Shire. Instead, at the end of each Round, pull one Viking Control Marker from the Victory Track for **each** City Shire that the Vikings control. Ex: The Vikings control Durham and Carlisle at the end of Round I and pull two Viking Control Markers. At the end of Round II, they lost Carlisle, but control Durham and York, so they pull two more Viking Control Markers. They now have 4 Control Markers.

Scenario End

The scenario ends at the end of the 3rd Round, or if the Vikings have pulled all seven Viking Control Markers.

Victory Conditions

If the Vikings pull all of the Viking Control Markers from the Victory Track by the end of Round III, the Vikings win. Otherwise, the English win.

ADVANCED SCENARIO: ALFRED'S GAMBIT

Alfred the Great, King of Wessex, has barely escaped a treacherous surprise attack at Chippenham by the Viking King Guthrum. Alfred has managed to escape into the marshes of Somerset and has set up a fort at Athelney to regroup his forces. Now the Vikings rage across Wessex. Alfred must rally the Thegn and the Fyrd or the last English Kingdom will fall to the Vikings.



Setup

Set up the game as described on pages 1 and 2, except for the changes to the numbered setup boxes listed below.

2. Create each Faction's deck using only cards 04, 05, 06, 10, and 12. The remaining cards, including the Treaty Cards, are not used.

3. The English only set up starting Units in Wessex, excluding UINTANCÆSTIR (Winchester).

4. Each English Faction places 3 extra Units, which may be placed in Wessex English-controlled Reinforcement Shires and/or on Alfred's Leader Card.

6. Create a **Fyrd** Deck composed of cards 04-13.

9. Do not use the Invasion Deck in this scenario. The Viking players should place Leader Card 05, Guthrum's Great Summer Army, in front of them. Place 17 **Norsemen** and 8 **Berserker** on Guthrum's card. Guthrum is placed in UINTANCÆSTIR (Winchester).

The English players begin the game with Alfred's Card in front of them. Place 4 **Housecarl** and 3 **Thegn** on Alfred's card. Alfred is placed in either of the Somerset Marshes, the marsh Shires adjacent to the Severn Sea.

11. Place Viking Control Markers on the first four spaces of the Victory Track and place one marker on UINTANCÆSTIR (Winchester).

Special Rules

This scenario has the following special rules that differ from the normal game.

- Armies may only move into Shires within the kingdom of Wessex. Armies may not enter the other kingdoms.
- There are no invasions each Round. The **Berserker** Faction receives 1 **Berserker** reinforcement on its Turn. The **Norsemen** receive 1 **Norsemen** reinforcement for **each** City Shire the Vikings control. These may be placed with Guthrum or in any Viking-controlled Shire.
- Only the English may enter and pass through marsh-Shires.
- After a side rolls its Battle Dice, they may retreat their Leader into an adjacent Shire, but all of their Hit results instead count as Flee results.
- Alfred always receives a +1 Move bonus.
- **Housecarl** Card 10 blocks only 1 Shire instead of 6.

Scenario End and Victory Conditions

The scenario ends in one of three ways:

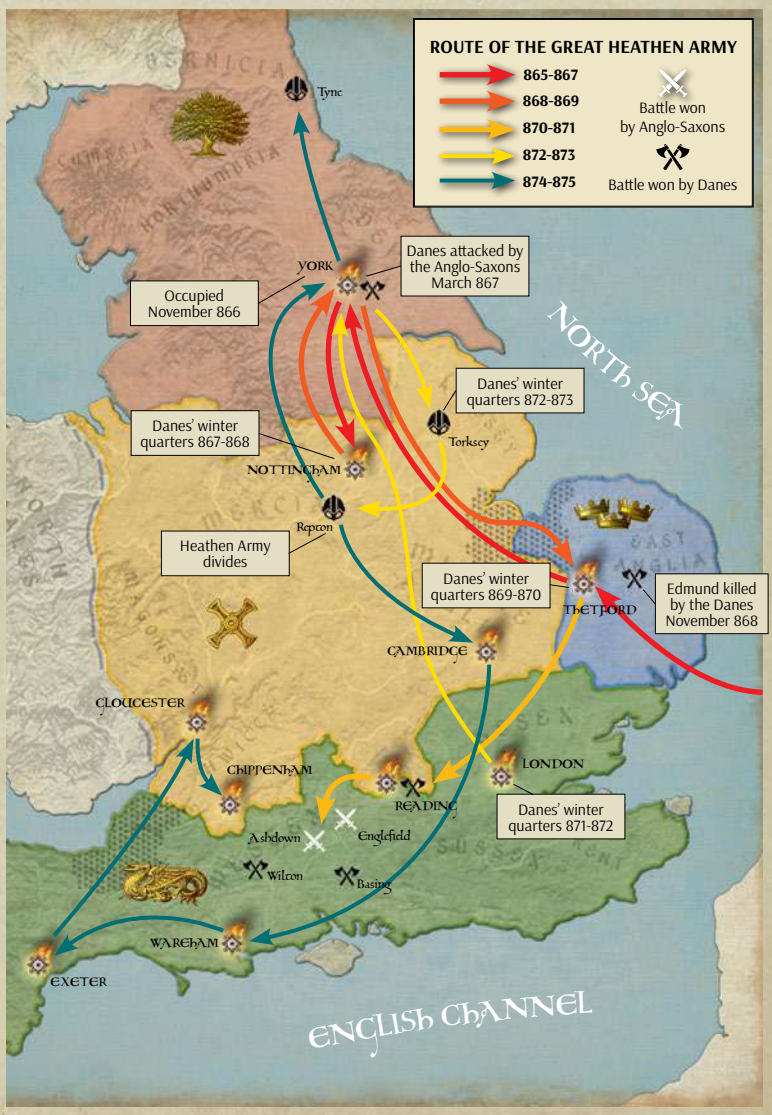
1. At the end of the 3rd round, the Vikings win if they have 3 or more Viking Control Markers on the map. Otherwise, the English win.
2. At the end of any Round, if all 5 Viking Control Markers are either on the map (the Vikings win) or on the Victory Track (the English win).
3. Immediately, if either Alfred or Guthrum is defeated and no longer on the map; the side with a Leader remaining wins.

HISTORICAL OVERVIEW

> "This year came dreadful fore-warnings over the land of the Northumbrians, terrifying the people most woefully: these were immense sheets of light rushing through the air, and whirlwinds, and fiery dragons flying across the firmament. These tremendous tokens were soon followed by a great famine: and not long after, on the sixth day before the ides of January* in the same year, the harrowing inroads of heathen men made lamentable havoc in the church of God in Holy-island, by rapine and slaughter."
>
> -The Anglo-Saxon Chronicles: 793 AD

This first mention of the arrival of the Heathen men marks the beginning of the Norse terror in England and what we now call the Viking Age. The Norsemen (North-men) would plunder, terrorize, and conquer the British Isles for more than 270 years, ruling the land under The Danelaw (Danelagen) and threatening the foundations of Christianity in England. But the invasion and conquest of the foreigners also united the English against their common foe and led to the rise of one of the greatest English leaders of all time, King Alfred the Great. Alfred modernized the English Army, built fortified cities (burhs) and founded the English navy in response to raiding ships, thus successfully standing against the Viking Danelaw. He was the last hope for Christianity in England.

The Viking raids on England began in 793 AD. They plundered their way through Northumbria (Northern England), sacking monasteries and churches, holding nothing sacred. They overran the island of Shepey in 832, then fought King Egbert of Wessex at Charmouth in 833 and at Hengeston in 835. In 837, 33 Viking ships fought at Hampton. Raids are recorded across England, including battles in Lindsey, East-Anglia and Kent in 838, and in London, Canterbury and Rochester in 839. The raids intensified and the prosperous lands of England attracted more and more Norsemen seeking riches and glory. Now, the English began facing ships numbering in the hundreds. In 851, 350 Viking ships sailed into the mouth of the Thames River, storming Canterbury and London before they were defeated by King Ethelwulf. The Chronicle states that this huge battle resulted in 'a great



* *It was actually in June.*

slaughter of the Heathen Army'. One would think that all these defeats and all these deaths would discourage the invaders, but rather they spurred them on.

The Norse forces had grown and became what is now known as the Great Heathen Army. In 865, the East Anglian King Edmund must have been shaken when the Vikings came and fixed winter quarters in his country. Now, the real struggle began. What the English had experienced before would pale compared to the horrors this Great Heathen Army would spread during its time in England. During the following 14 years, several great Norse leaders would lead their Heathen armies to victory after victory, almost overrunning the entire English mainland, subjecting it to pagan rule.

Legend has it that the sons of Ragnar Lodbrok led the Viking invasion of 866 in England, but this is hard to verify today. The ruthless Viking Ivar is mentioned in The Chronicle of Æthelweard as the leader of this force from the North, and this may have been the infamous Ivar "the Boneless" Ragnarsson – son of Ragnar Lodbrok.

Landing in East Anglia, the Vikings obtained horses from the locals and soon headed north, where they took control of York. Perhaps they were tipped off that York would be easy prey, as the Northumbrians were deep in a civil war between King Ælla and King Osberht. After the Vikings had taken York, the two rival kings managed to settle their disputes and faced the invading army together. They made an attempt to liberate York, but during the battle both of the English kings fell. Legend has it that Ælla killed Ragnar Lodbrok, whereupon Ragnar's son Ivar avenged his father's death by carving out still-living Ælla's ribs from the back, spreading them out as eagle wings, and pulling out the lungs - the dreaded blood eagle. Fact or fiction, we know the Northumbrians laid down their arms and made peace with the Vikings, submitting to their rule. From now on, York was known as Jorvik and became a key point of Viking settlement, trade, and war in England.

The conquest of York was not enough for the Norsemen. The following year, in 868, Ivar took the Army south again into Mercia and Nottingham where it camped for the winter. King Burhred of Mercia fled to Wessex and convinced King Æthelred and his brother Alfred to lead a combined Mercian/West-Saxon Army against Ivar. Instead, the Mercians made peace with the Vikings, after which the Vikings returned north to York the next spring.

In 870, the Viking Army traveled from York to Thetford in East Anglia and made winter quarters. They fought and defeated King Edmund, who lost his life in battle. The Viking victory was total. They overran the land and sacked every monastery and church they came across, killing abbots and monks, and taking all the gold and silver they could find. This year there was a change in the leadership of the army



Ragnar Lodbrok (Ragnarr Loðbrók)

The Legendary Saga-King of Denmark raided many lands, including Scotland, Ireland, and England during the early Viking Age. Ragnar claimed he was a direct descendant of the god Odin and his symbol was that of a Raven – Odin's bird.
He is most notoriously known for fostering 12 sons, 4 of which became important historical figures.



Björn 'Ironside' Ragnarsson

Son of Ragnar Lodbrok and the völva (shaman) Aslaug. He earned the name 'Ironside' because his mother's witchcraft protected him from wounds in battle. According to legend, he became the King of Sweden and the father of a long line of Swedish kings and pretenders.



Halfdan 'Kvitserk' Ragnarsson

A leader of the Great Heathen Army and another Ragnarsson. Halfdan 'Kvitserk (White-shirt)' Ragnarsson was very influential in Northumbria and briefly the Viking King in York. He then tried to press his claim on the Kingdom of Dublin where he was slain in 877.

as Ivar traveled back to Ireland, where he died two years later.

Halfdan Ragnarsson, called Halfdan Kvitserk (White-shirt) and by legend Ivar the Boneless's brother, began leading the Host. Indeed, the record shows that two kings, Bagsac and Halfdene (Halfdan), led the Heathen Army to Reading in Wessex where they defeated the West-Saxon King in 871. The Vikings attacked and were defeated at Ashdown. Thousands of men were slain and King Bagsac fell. Now in full command, King Halfdan pushed his army on the offensive and again confronted the English at Basing only 14 days after the Viking loss at Ashdown, defeating the English. Halfdan reorganized his armies and marched to Marden two months after. Again, the Norsemen were victorious and more than that, they received many reinforcements from overseas. For the English, this was a terrible blow, for not only had they lost many men and lands, but their King Æthelred of Wessex as well.

With King Æthelred's death, his younger brother ascended to the throne of Wessex and now finally we see King Alfred, later called 'the Great', come full force into history. His first battle as king at Wilton ended in defeat, but he was able to make peace with the Vikings. Most likely it involved paying them tribute in what would be known as Danegeld. This may have been the first sign of a new strategy involving bribery to gain peace and time to rebuild and reorganize the English forces. For now at least, it worked. Halfdan's army turned its lust for plunder towards the Mercians and the Northumbrians for the following 6 years, leaving Wessex to itself. The kingdoms of Northumbria and Mercia were overrun and an English Thegn (retainer), Ceolwulf II, was placed under Norse control in Mercia. Perhaps Halfdan was content with the conquest, or was needed further north? In any case, he took a part of the army and subdued the rest of Northumbria and divided land among his men and followers. Ivar was dead, but his legacy was not, so Halfdan sailed to Ireland and fought with the natives and other Vikings to achieve Ivar's claims in Ireland.

As Halfdan moved north in 875, three other Viking kings emerged as leaders of the Great Heathen Army. The main king mentioned in the Anglo-Saxon Chronicles is Guthrum, who most likely arrived in 871 with the reinforcements to join Halfdan in East Anglia. The following year, Guthrum invaded Wessex, continually beating Alfred's armies in a string of battles. Guthrum and his host rode with their cavalry to conquer Exeter, forcing Alfred to make a peace treaty which resulted in the Vikings leaving Wessex to winter in Gloucester.

By 878, Guthrum had established himself in East Anglia and led a surprise attack against Alfred, nearly capturing him. The King fled into the marshes of Somerset, barely escaping the assault. Defeated and without an Army, the King



Ivar 'the Boneless' Ragnarsson

Son of Ragnar and the völva (shaman) Aslaug. As a result of a curse, he was supposedly born boneless – but still he became a mighty Viking leader, cunning, and tactically adept. In battle, he was carried by his warriors on a shield and used his bow on his enemies. He later turned his attention west and was the co-ruler of the Kingdom of Dublin, until his death in 873.



Ubbe Ragnarsson

Possibly a bastard son of Ragnar, Ubbe is likely one of the leaders of the Great Heathen Army and was rumored to go berserk in battle.



Guthrum

One of the leaders of the Great Heathen Army and later the King of Danelaw. This was a large part of middle and northeastern England that was run under the laws of the Danes, which included Essex, Middle Anglia, Lindsey, Deira, Cumbria, and more.
He is the principal signatory to the treaty of Wedmore where he and King Alfred the Great established peace and borders for the Danelaw. He was eventually christened by Alfred and took the name Æthelstan.

persuaded local lords in Somersetshire, Wiltshire, and parts of Hampshire to support him with men. With this force, the King fought Guthrum at the Battle of Ethandun. Guthrum's Viking Army was routed with Alfred's army in pursuit. The Vikings built a dirt and wood fortress to defend themselves. The English surrounded them and besieged the wounded, tired, hungry and thirsty Vikings for 14 days, until they finally surrendered.

Guthrum and Alfred negotiated a peace treaty called The Treaty of Wedmore. Guthrum swore that he would leave Wessex and the English took hostages to seal the deal. This time, the Norsemen held true to their words and retreated to Chippenham. More than that, Guthrum was baptized at Wedmore, with King Alfred as sponsor and godfather. He took the Christian name Æthelstan. Guthrum's host retreated into East Anglia and divided lands among themselves. The Treaty of Wedmore is preserved to this day. The date is uncertain, but the treaty is presumed to have taken place in 878 when Guthrum was baptised by King Alfred in Wedmore. This was a turning point for Wessex, as the treaty defined the borders between the Danelaw and the Kingdom of Wessex. Much of the treaty details compensation pay in case of manslaughter between the sides, forbade Wessex men from joining the Viking Army and vice versa, and outlined peaceful trade practices between the kingdoms.

The Vikings then turned their attention to France, raiding its coasts for the following five years. When they returned, Alfred was well prepared for their deceit, defeating the Norsemen in decisive land and sea battles.

The Aftermath

The Norsemen continued their raids and attacks against England for the next 150 years, eventually ruling all of England from 1014/1016 until 1042. The Viking age finally ended in 1066 when the Norwegian King Harald Hardrada was defeated by the Anglo-Saxon King Harold Godwinson at Stamford Bridge. King Harold was then defeated and killed weeks later by William the Conqueror, Duke of Normandy (himself a direct descendant of the Viking King Rollo, founder of Normandy). William would invade England, defeat the English at Hastings in 1066, and become the first Norman King of England.

Who were the Vikings?

'Vikings' was a name given to seafaring Norsemen (North-men) that invaded England from the Scandinavian lands now known as Norway, Sweden, and Denmark. In Old Norse, 'viking' meant 'freebooting or looting voyage' and one would 'go on a viking'. The Vikings did not have a sense of nationality, rather their allegiance was to their kind (relatives and friends) and to the lord they served (often titled King).

Why did they invade England? It is hard to say, but some



Lagertha

Member of the Norwegian King Siward's court, she was placed in a brothel as humiliation when the King was killed. When Ragnar Lodbrok came to avenge the death of King Siward, Lagertha is said to have helped in turning the tide of battle, fighting as a shieldmaiden. She caught Ragnar's eye because of her bravery and battle skills and she became his wife soon after.



Rollo

Rollo the Walker (Hrólfr the Walker), was named as such because he was so big that no horse could carry him. He was either a Norwegian or Danish Viking that eventually invaded what would later be called Normandy (Northmen) in France. He became the ruler of Normandy and is the ancestor of William the Conqueror, later King of England.



Alfred the Great

King of Wessex and father of England. He is most likely the sole reason why the Vikings did not conquer the whole of England at this time. King Alfred fought when he had to and negotiated peace when he could, eventually driving the Vikings back and forcing them to sign the Treaty of Wedmore. King Alfred the Great was the first to call himself 'King of the Anglo-Saxons'.

certainly travelled overseas to gather riches in order to mount claims to land or title back home. King Harald Hardrada is one such example. Many records in the Norse Sagas describe battles between returning Viking armies and the locals, so they may not have always been a welcome sight for the rulers back home. Surprisingly, archeological findings support the hypothesis that most Vikings did not return home and actually stayed and settled abroad. The Anglo-Saxon Chronicles document where the Viking raids evolved from seasonal events to a year-round presence as the Great Heathen Army eventually stayed in England. This indicates that the Norsemen's motives evolved from seeking silver and slaves to settling the land. This also made them more difficult to defeat, as they now would be fighting for their home and families, instead of risking their lives for riches.

Berserkers

In the Sagas, there are several references to a special breed of men. These men were believed to draw powers from the skin of the animal they wore and had the ability to go into battle-rage, at which point neither iron nor fire could harm them. This battle frenzy was called berserkergang and the warriors were the berserkers. The name likely comes from bear-serk, which means bear-shirt, referring to the bear-hide they allegedly wore. Today some believe that they belonged to a special cult of warriors devoting their life and service to their god Odin. Although not entirely unlikely, the evidence in favor of this view is far from conclusive. Stories describe that the berserkers would work themselves into a battle-rage, killing all that came into their path, men and beasts alike. After the battle, they would become weak and feeble. Hypotheses about this frenzy involve heavy drinking, self-hypnosis, and consumption of the hallucinogenic mushroom Red Fly Agaric.

The migration of the Norsemen to England greatly influenced its culture, language, and people. Even today we can easily see signs of the Viking influence in names of locations, words in the English language, and in the DNA of England's population. A great example are some of the names of our weekdays: Tyr's day became Tuesday, Woden's day became Wednesday, Thor's day became Thursday, Frigg's day became Friday.



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