

## **Ortus Regni - Great Heathen Army Variant**

Variant for 3+ players, with no player elimination

### **Victory conditions:**

1) Owning the King Card and the Cathedral, at the start of your turn, wins you the game.

2) If you are ever the only Earl on the table (i.e. the other Earls have no Fiefs), before the Vikings have arrived, you immediately win the game.

*3) Once the Vikings have arrived on the table special "Great Heathen Army" victory conditions apply. You will either save the land, or the Vikings will take the Kingdom!*

### **Player Elimination** - Does not happen.

When you run out of cards in your Earl Deck you are not eliminated, "a lesser relative of your House inherits your title," and continues the struggle on your behalf. But you do lose all your Earldom's Fiefs, and any Mercenaries and their Garrisons, and also any Banners placed for Kingship (but excluding the King card) into the discard pile, which are then reshuffled into your new Deck (as if you had Bequeathed).

When you lose your last Fief you are also not eliminated. You will lose any Mercenaries and their Garrisons, and any Banners played for King.

You do need to have a Fief to place Properties or Lords though. You are "off the table" and a noble refugee, hiding in the marshes with your retinue, as Alfred the Great famously once did.

You can continue to play your Hand, and you might also get back on the table by placing a Castle or Palace down on your turn.

When you are "tabled" or are forced to reshuffle without Bequeathing the following things remain: Towers, the King card and any Royal army, Army cards in your Army card pool, Cubes in the Viking bag and Emissary cards with the Vikings.

## **The Great Heathen Army**

*This is similar to the Danelaw rules from the Wessex variant.*

When the Vikings arrive the kingdom enters a unique period of crisis.

The Vikings can win the game by establishing their hegemony over the land, and creating a new Danelaw.

Once the Vikings have arrived the game will be resolved in 8 rounds, come what may! Either an Earl will win the Kingdom, or the Danes will take over. It is the moment of crisis for the Anglo-Saxons.

Once the Vikings have arrived the 8 black markers are all pushed back behind the Vikings, and re-used. At the start of each further Viking turn (after their arrival turn!) 1 black marker is pushed forward again. The white combat marker is no longer in use. And, after the Vikings' arrival, sending Emissaries to the Vikings no longer pushes out an extra black marker.

There are a maximum of 8 rounds left in the struggle.

Otherwise, the Vikings themselves play by their normal Ortus Regni rules. With control going to the Earl whose cube is drawn from the bag, when they are active, and with the Vikings gaining a card each turn, etc.

Original Victory condition #2 is gone. You no longer win if you are the only Earl on the table... because only the combined forces of the Anglo-Saxons can now save the land, and you cannot hope to stand-alone.

And... If there are ever no Earls on the table, the Vikings win immediately. All hail King Cnut!

The primary victory condition still applies. If an Earl holds the Kingship and the Cathedral at the start of their turn they have won and united the Kingdom, and in the nick of time!

At the start of the last Viking turn, when all 8 black markers are back out, the Great Heathen Army phase is over and the game has resolved as listed below!

### **Final Great Heathen Army (Viking) Victory conditions:**

When all 8 black markers are out again, and the end of the Great Heathen Army phase has arrived, the following occurs:

1) Greater solo victory - If there is a King and that Earl has a Fief on the table... then that player is acclaimed King by “all the land” in the chaos of the Viking crisis. And that Earl is written into the history books with the added moniker “The Great.”

2) Dual victory - But if there is a King with a Fief on the table, and another Earl holds the Cathedral then they share the victory. The Anglo-Saxon kingdom has been saved, but two great Houses share the two key power centers of the land. The future of these two great families is unknown, but certainly something like a Tudor era War of the Roses is probably going to come to pass. Thus, the King has saved the Anglo-Saxons but has not managed to guarantee an undisputed place in history.

3) Lesser solo victory - The Archbishop can win alone. If there is no King, or the King fails to stay on the table at the close of this phase, and another Earl holds the Cathedral then they have saved themselves. However, in this case the victor has only secured the prestige of their family and House... as the Danes come to rely on the power and prestige of the Church during their dominion. You have not saved the land, though, and everyone better start to learn a little Old Norse to prosper. It is still a new Danelaw.

4) Complete Viking Victory - If there is no King with a Fief on the table, if no Earl holds the Cathedral, then it is a complete Viking victory.

**Free Mulligan rule (always a popular option)** – All Earls may reject their 5 card starting hand and reshuffle and redraw their hand once. This occurs just before play begins, in turn order, with each Earl taking a Mulligan, or not.