

878 Vikings

[Johan "Lobban" Engelskölds 878 Vikings House Rules 1.15]

LUCK MITIGATION

Turn order

If a teams dice is pulled round 3+4; randomly remove 1 of that teams dice next turn and keep it secret.. During round 1+2 next turn; pull 2 dice from the 3 remaining dice. Then mix the removed dice with the remaining 1 and pull dice for round 3+4.

Events

Shuffle 1 event card into the deck. Split the deck (now 8 cards) into 4 + 4 cards. Shuffle 2 events into one pile and 2 into the other. Place them on top of each other.

Viking reinforcements

"A" viking and Lagherta unchanged.

"B" vikings: 9/2 → **10/3**, **11/4** unchanged, 14/6 → **13/5**.

"C" vikings: 11/4 → **12/5**, **14/6** unchanged, 17/8 → **16/7**.

"OVERPOWERED LAST ROUND" MITIGATION

During the last round in the game the faction have to choose from: Move one space less with each army **OR** Move one army less.

RANDOM DECKBUILDING

Randomly draw 5 event cards and shuffle them into your deck using the "luck mitigation" rule above. This means no one knows which events appear each game.

Personal preference: Before the steps above; remove card #17 from Norsemen and Berserker decks and card #18 from the Housecarl deck since they are duplicates of very specific unique events.

BOATS

When burning a boat and there is 0 retreated Norsemen units, remove 1 Norsemen (viking choice) from the kingdom where the boat anchored.

USING FORTS WITHOUT CHURCHES

If you want to only use the forts from expansion module 1 this change might rebalance the advantage forts give vikings: Remove 3 norsemen units to build a fort.

BATTLE EVENTS

The event "Traitors" removed since I don't like it. At all.

LEGENDARY MISSIONS

As the mission cards felt prone to a "runaway viking leader" problem some of the mission requirements are changed. A few other missions are also tweaked to be harder and viking mission "Viking Nemesis" is removed since I don't like it.

General rule changes: No mission cards are dealt in turn 6 and 7. When Lagherta is put into play, you choose if Lagherta or her companion leader get the mission card.

Epic battle (viking & english): Only completed if you are the attacker.

Explorer (viking), Empire builder (viking), Forge empire (english): These 3 missions must be completed before turn 5. If you draw them in turn 5, 6 or 7 (turn 5 only if you use "general rule change" above) you discard them and draw a new mission.

Longevity (viking): Completed if all viking leaders survive. (Difficult if Lagherta is put into play).

Alliance Forger (viking): Completed if you have 3 viking leaders in the same kingdom.