



ADVANCED SCENARIO: Relic Quest* (* Requires the Viking Age Expansion)

Introduction

Relic Quest is an advanced scenario for 878 Vikings - Invasions of England. This scenario uses the full 878 Vikings map, but has an alternative victory condition and ends at the end of the 5th Round. This scenario uses the Viking Relic Tiles from the 'Relics and Holy Sites' expansion.

Six Relic Tiles are placed face down on the map at the beginning of the game by the English. Three of the tiles are Real Relics and three are Rumored Relics. The Viking player must control all three of the Real Relics at the end Round 5 to win. The English may move the Relics with their armies and place Rumor Relics to mislead the Vikings.

Setup

This Relic Quest scenario is setup like the standard game except that the C Invasion Cards are not added to the Invasion Cards Deck.

The English then also secretly place face down the 3 Real and 3 Rumored Viking Relic Tiles pictured below in any Shires on the map.

Revealing and Controlling Relics Tiles

Viking Relic Control: The English begin with control of all the Viking Relic Tiles. When a Viking player enters a Shire with a Relic Tile, they immediately flip over the Tile. If it is a Real Relic and the Vikings defeat any English in the Shire, the Vikings take control of the Relic and it remains face up. If any English occupying the Shire with the Relic defeat the Vikings, they keep control of the Relic and placed it face down again.

Revealed Rumored Relics: If a Rumored Relic is revealed, the English immediately place that Rumored Relic Tile face down in any Shire on the map. If it is placed with another Relic Tile, the English may shuffle both tiles to make the Viking players unaware of which Tile is the Rumored Relic.

English Relic Control: If there are no Viking Units in a Shire with a face up Relic Tile, the English take control of the Relic Tile and turn it face down.

Moving Relics

Moving Relics: Either player may move Relic Tiles with their Armies. A Relic may not be moved during a Battle with a Command Order, unless it is moved with the last Unit remaining in the Battle.

Creating Rumors: During an English faction's Turn, the Active Player may reveal any one Rumored Relic they control and place it face down with another English controlled Relic Tile. This action requires the English Player **to use one of their available Army moves**. If no moves remain, they may not take this action. The English may shuffle both Relic Tiles to make the Viking player unaware of which Tile is the Rumored Relic.

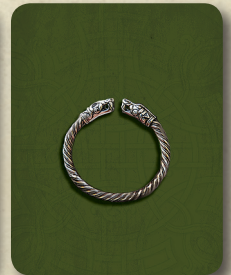
End of the Scenario

The game ends at the end of the 5th Round.

Winning the Scenario

If the Vikings control all 3 Real Relics at the end of the 5th Round, they win the Relic Quest. Otherwise the English win.

REAL RELICS



RUMORED RELICS



ACADEMY
GAMES

878 Vikings

Relic Quest Scenario

Copyright 2017 © Academy Games

www.AcademyGames.com