

Another game aid

THE

by Universal Head



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Game: BRITANNIA	v1
Publisher: Fantasy Flight Games (2005)	
Page 1: Rules summary front	Jun 2009
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

BRITANNIA

SETUP

Place the **Round marker** in the Round 1 space on the **Timeline**. Randomly determine who controls which colors. Each player takes the pieces and the **Nation card** for the nations he controls:

Yellow: Dubliners, Norwegians, Romans, Romano-British, Scots.
Green: Caledonians, Danes, Jutes, Welsh.
Red: Brigantes, Irish, Norsemen, Saxons.
Blue: Belgae, Picts, Angles, Normans.

Starting units are placed on the map. 16 Roman infantry are placed in the English Channel, and 1 infantry is placed in each of the starting areas as follows:

The Caledonians: Caithness, Hebrides, Orkneys.

The Picts: Alban, Dalriada, Dunedin, Mar, Moray, Skye.

The Brigantes: Bernicia, Cheshire, Cumbria, Galloway, Lothian, March, Pennines, Strathclyde, York.

The Belgae: Downlands, Essex, Kent, Lindsey, N. Mercia, S. Mercia, Norfolk, Suffolk, Sussex, Wessex.

The Welsh: Avalon, Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Hwicce, Powys.

VICTORY POINTS

There are 4 main ways to score **victory points (VP)**. VP tokens are kept separate near a nation's card and visible to all.



Hold symbol (fist): If the nation is the sole occupant of the areas *at the end* of the round(s), score the VPs.

At the end of each scoring round marked on the Timeline, consult the Nation List on the board and go through the nations in order, checking each nation's card to see how many VPs they receive for holding areas.



Occupancy symbol (flag): If the nation is the sole occupant of the areas *at any time* during the round(s), score the VPs.

VPs may be scored for just moving through the area during the round (if no other nation's units are present). As soon as a nation is the sole occupant of the listed area, take the appropriate VPs.

A nation may score for *holding* an area multiple times, but may only score for *occupying* each area once.



Eliminate symbol (skull): If the nation eliminates the units at any time during the round(s), score the VPs.

As soon as a nation eliminates a relevant unit, take the VPs, whether it wins the battle or not. Some specific nation units may only score points for eliminating units on their nation turn (*ie.* they must be the attacker).



Bretwalda and the King: There may be a **Bretwalda** elected in Rounds 8-10, and a **King** elected in Rounds 11-14 and 16.

Roman Victory Points

At the end of Round 5, the Romans score VPs for **limes** (submitted nations and intact Roman forts). They also receive 6 VPs if the Belgae submit to them in Round 1. If the Welsh, the Brigantes, or the Picts submit to the Romans, the Romans receive VPs for the areas occupied or held by those nations as if they occupied or held the areas themselves.

Victory Point Limits

In a scoring round:

Total **Welsh** VPs for holding areas outside Wales may not be more than half the VPs scored for holding areas in Wales.

Total **Saxons** VPs for holding areas in Wales may not be more than half the VPs scored for holding areas in England.

Total **Angles** VPs for holding areas in Scotland may not be more than half the VPs scored for holding areas in England.

GAME ROUND

The game lasts **16 game rounds**. At the start of each round, consult the Timeline to see what events occur and if any invading armies are placed on the board. A round consists of all the 17 nations taking their **nation turn** in the order stated in the **Nation List** on the board (**note that the Jutes play after the Saxons**). If a nation is not in the game, skip its nation turn. A turn consists of 5 phases.

1: INCREASE POPULATION

Receive Population Points (PP) based on the number of areas occupied by your nation's armies. **Normal areas provide 2 PP, difficult terrain areas 1 PP.**

For each count of 6, the nation receives 1 new infantry unit from its unit pool. Any leftover points (up to 5 PP, any extra are lost) are saved until the next turn (place the nation's **Increase Population marker** on the appropriate space on the Population Track). You cannot refuse to increase your population.

One new infantry army can be placed on each area occupied by the nation. If an army cannot be placed due to stacking limits, it is lost, but the population marker remains at 5 on the Population Track. Armies in play are limited by the components.

Romans receive **reinforcements** instead of PP.

2: MOVEMENT

You may move any, all, or none of the nation's armies. Armies may not normally move into a sea area.

Armies may move up to 2 land areas per turn. Cavalry units and Roman infantry may move 3 land areas per turn.

All units must end their move when they move into a difficult terrain area, or an area containing an opposing nation's units (unless they are able to **overrun** through the area).

Armies with leaders (for the entire move) may move 3 areas per turn, and need not stop in difficult terrain. Roman armies may also use Roman roads to move several spaces in a single turn.

Armies may move across **straits** (yellow arrows) as though the destination area were adjacent. This takes all of an army's move.

Stacking Limits

Each nation (except the Romans) may have no more than 3 armies in a non-difficult terrain area, 2 in a difficult terrain area.

However, each nation may have a single **overstack**: 1 group of an unlimited number in a non-difficult terrain area or 1 group of up to 4 armies in a difficult terrain area (but not both).

Stacking limits are effective at the end of every nation's Movement Phase, but not during movement. Limits may not be exceeded during the Increase Population Phase, or as a result of retreats.

Romans can have any number of armies in each non-difficult terrain area and up to 4 in each difficult terrain area. **Forts** do not count. Romans do not have an overstack capability.

Stacking limits *may* be exceeded when placing Round 1 Belgae reinforcements and Round 7 Romano-British reinforcements.

Overruns

If the number of armies moving into an area is less than or equal to twice the number of opposing forces (armies and forts/burhs, but not leaders), all the attacking armies must stop and fight the battle (when *all* movement is complete).

If the moving armies outnumber the opposing forces by more than 2 to 1, the **excess** armies may move through the area (**overrun**) without stopping (if the move is still legal).

Boat Movement



During a nation's **Boat movement** turns, a nation may move their units *through* 1 sea area (maximum) as part of their normal move.

If the armies have a **leader**, they may move an additional land area before or after landing.

During a **Major Invasion**, Boat movement may be used during either or both halves of the Invasion if other rules are respected.

Invasions

Invasions are indicated on the Timeline, along with the number of armies the nation receives that round and the **sea area** in which they are placed during the nation's turn, after their *Increase Population* phase. They must do *one* of the following:

Land in a bordering land area and then may move 1 additional land area.

Move to an adjacent sea area and then land in an adjacent land area.

During a Raiding turn or during the first half of a Major Invasion, remain in the sea area they started in.

There are no stacking limits or battles in sea areas. Armies beginning their *Movement* phase in a sea area may never move 2 sea areas before landing in a land area. Normally, all armies must end their move in a land area, but are not required to all land in the same area.

After landing, Roman infantry, cavalry, and armies with a leader may move 1 additional area (following normal rules).

Nations may have additional landing restrictions. Restrictions apply only to units that *begin* their nation turn at sea, not to units that begin their turn on land and use Boat movement.



During a nation's **Major Invasion** turns, *all* of the nation's units may move and attack twice, and the player takes 2 *Movement* and *Battles/Retreats* phases in succession.

Also, an army may stay at sea (not move) during the first *Movement* phase. All the nation's armies must end their second *Movement* phase on land (unless they are on a Raiding turn).

Raiding



During a nation's **Raiding turns**, their armies *that are in a sea area at the beginning of their turn are Raiding armies* and may end their turn at sea in 3 ways:

1. Remain at Sea where they started and and not move.

2. Retreat Back to Sea where they started after landing and engaging in battle.

3. Withdraw Back to Sea where they started during the *Raider Withdrawal* phase (pick up and place the armies).

The invader restrictions on some nation's cards also apply to Raiding armies.

If a Major Invasion is also a Raiding turn: the *Raider Withdrawal* phase is moved to after the second *Battles/Retreats* phase.

Dane Raiding armies in Round 11 *must* return to sea by the end of their nation turn, via any of the ways listed above.

During Pict Raiding turns, *all* their armies are considered to be Raiding armies, even those beginning the turn on land. When Picts are raiding, Pictish armies in a land area may (using Boat movement) move to an adjacent sea area, then to an adjacent land area, battle, and then retreat or withdraw (during the *Raider Withdrawal* phase) to the land area they originated from, provided that area is still unoccupied by another nation. Picts may not raid overland: they must go by sea.

3: BATTLES/RETREATS

Nations occupying the same land area at the end of a *Movement* phase *must* battle (even if controlled by the same player).

The nation that moved into the area is the **attacker**, and the nation already there is the **defender**. The attacker chooses the resolution order of multiple battles. There is no combat at sea.

Each nation rolls 1 die for each army and fort/burh they have in the area. Die rolls are considered simultaneous.

1. Normal army eliminates a normal army on 5+.

2. Roman or cavalry army eliminates a normal army on 4+.

3. Roman and cavalry armies are eliminated on 6+, no matter the type of attacking unit.

4. Any defending army in difficult terrain is eliminated on 6+.

Roman forts and **Saxon burhs** act as *normal* armies: Any Roman armies in an area with a **fort** must be eliminated before the fort may be eliminated.

In battles where cavalry and infantry are on the same side, 5s kill infantry while 6s kill cavalry or infantry as the opposing player desires. In any other case, the controlling player chooses which armies are eliminated.

When a leader is present, add 1 to the die roll of each army and fort/burh of the leader's nation. No die is rolled for leaders. A leader is immediately eliminated if losses leave him alone in an area, even free of opposing armies, without units of his nation.

Battle continues until all the armies and forts/burhs of 1 or both nations are eliminated, or until a player **retreats** all their units.

If both sides have armies in the area after the opportunity to retreat, another round of battle is fought. Repeat the procedure until 1 nation is left or they are both eliminated simultaneously.

Retreats

After both players have rolled dice and eliminated units, if both sides have at least 1 surviving unit, the defender may choose to **retreat** some or all of his units involved in the battle. If the defender still has at least 1 unit in the area, the attacker may then choose to retreat.

A **leader** can retreat alone before the last army of his nation is eliminated, but only to an adjacent area occupied solely by units of his nation.

The defender may retreat to: adjacent areas solely occupied by their own units; or adjacent areas vacant and not adjacent to a land area occupied solely by the attacker's units (other than the battle area). Stacking limits must be observed.

Adjacent areas also include areas connected to the battle area by a strait. However, a unit at one end of a strait does not prevent retreat to an area at the other end of the strait.

The defender may never retreat to a sea area, any area containing enemy units, or any area from which the opposing armies entered the battle area (including armies that went through the battle area as part of an *overrun*, but did not actually participate in the battle). If no legal retreat area is available, the defender must stay and continue the battle.

The attacker may retreat to: land areas from which they entered the battle area. If the area contains another nation's army, the attacker must stay in the battle area and fight again. Stacking limits must be observed.

If the army attacked from sea, it must retreat to the land or sea area in which it began the *Movement* phase, even if this is not the sea area from which it entered the battle.

However armies may only retreat and end their turn at sea during a Raiding turn or the first half of a Major Invasion.

Armies attacking an area via a Boat move may retreat via a Boat move to the area they started the move in (if it is still unoccupied by another nation).

4: RAIDER WITHDRAWAL

Raiding armies may withdraw back to the sea area they started the turn in, even if they have used up all their normal movement and engaged in a battle. Pick up the Raiding armies you are withdrawing and place them in the sea area they started in.

5: OVERPOPULATION

If a nation has more than twice the number of armies in land areas than it has occupied land areas, it must remove the excess.

No area can be emptied, nor can a player remove *more* armies than are required to end overpopulation. Armies at sea (*ie.* returned to homelands) do not count.

The Romans are not subject to overpopulation.

END OF THE GAME ROUND

After every nation has taken its turn, perform these steps in order:

1: Score for Holding Areas

At the end of as scoring rounds, each nation gains VPs for holding the areas indicated on its card. These are in addition to any scored during its nation turn.

2: Score for Bretwalda or the King

At the end of rounds marked by a Crown players determine whether any nation has claimed Bretwalda or a King.

Move the marker to the next round on the Timeline.

LEADERS

Some nations receive **leaders** when indicated on their card and on the Timeline. Special conditions may need to be met before a leader can be brought into play.

A leader whose starting location is not specified is placed on the board at the end of the nation's *Increase Population* phase in any area occupied by the nation's units. If the leader's nation has no armies in any land areas, he may not enter play.

A leader does not count for purposes of overruns, overpopulation, or stacking limits. A leader may never be in an area without armies of his nation, and must move out with armies that must vacate an area.

A leader is removed from the board at the beginning of its nation's next turn before *Increase Population* is calculated.

When the **Angles** receive leaders only if they occupy a certain area, a submitted Brigante nation occupying the area counts. In either case the leader is not *required* to appear.

The Saxon *Harold*, Norwegian *Harald Hardrada*, and Norman *William the Conqueror* all enter play in Round 15, and remain in play until the end of the game.

WINNING THE GAME

At the end of the game each player adds together the number of VPs that each of his nations has scored. The player with the most VPs wins.

NEGOTIATIONS

Players may discuss strategy and negotiate agreements only while another player is taking his turn, and no secret negotiations are allowed. No deal can be binding.

TRACKING OCCUPIED AREAS

A nation may only score points for occupying a given area once.

Place the VPs that the Welsh or Norsemen receive for occupying areas over multiple rounds in the area itself, and then later remove them to their card at the end of Round 9 for the Welsh and the end of Round 16 for the Norsemen. The Norsemen may score VPs for holding areas in Rounds 13 and 16 even if they have already scored for occupying the areas.

THE BRETWALDA

At the end of Rounds 8-10, vote for a **Bretwalda** of England. Each nation *must* cast 1 **vote** for each *English* area it occupies. If Brigante has submitted to the Angles, Brigante-occupied Galloway must vote with the Angles. Any player may call for a **secret ballot**, to be revealed simultaneously.

A nation that gains more than half of the votes cast claims the **Bretwalda** and 4 VPs.

THE KING

At the end of Rounds 11-14, a nation that occupies twice as many areas in England as any other nation (minimum 4) claims **Kingship of England** and gains 8 VPs and an **infantry unit**, placed on the board according to the *Increase Population* phase rules.

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive). If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King. **10 VPs are given for this kingship.**

ROMAN SPECIAL RULES

Roman Reinforcements

Reinforcements received during the Roman nation's *Increase Population* phase depend on how many Roman armies are in play:

#Armies	Round			
	2	3	4	5
12+	0	0	0	0
11	1	0	0	0
10	1	1	0	0
9	1	1	1	0
7-8	2	2	1	1
6	3	3	2	2
5	3	3	3	3
4	4	4	3	3

Reinforcements are placed in the English Channel. During the *Movement* phase they *must* move to an adjacent land area.

At the end of the Round 2 Roman nation turn, you must remove Roman armies to reduce the number in play to 12.

Roman Forts and Roads

When a Roman army becomes the sole occupant of any area for the **first time**, even if only moving through, a **fort** is immediately built there. Forts cannot move.

If a Roman fort is eliminated, flip it over to its **destroyed** side as a reminder that a fort has already been built in that area.

If a Roman army moves from a fort area to an adjacent fort area, it doesn't count against that army's capability to move 3 areas. A fort does *not* provide this advantage in the *Movement* phase during which it is built. However, forts built during the first half of the Roman *Major Invasion* in Round 1 *do* provide road movement during the second half of the invasion. Destroyed forts no longer provide the Roads capability.

Roman Scoring

Rounds 1-3: The Romans score VPs for **occupying** areas during their turn in Rounds 1-3, as marked by an intact or destroyed fort.

They may also score VPs for occupying areas in these rounds if another nation **submits** to the Romans during them. When the submission is declared, the Romans immediately score VPs for the areas occupied by the now-subject nation. If the nation later occupies a new area while still in submission to the Romans, the Romans score VPs as if they occupied the area.

End of Round 5: The Romans score VPs for each area listed on their card that is either occupied by an *intact* Roman fort, or occupied by a subject nation.

Submission to Roman Rule

When the **Welsh**, **Brigantes**, or **Picts** occupy 5, 3, or 3 areas or fewer, respectively, they may submit to Roman rule (only during a Roman turn and while Roman armies are still on the board) after any battle finishes, or *after* any round of battle, or after any Roman *Movement* phase.

Any Roman armies in an area held by a subject nation when submission is declared must move immediately to any adjacent Roman-occupied area(s); if there are none, they can move to any adjacent vacant area(s). If after use Roman road movement to move farther.

If there is no Roman-occupied or vacant area adjacent, the armies can be moved to any Roman-occupied area(s) adjacent to any area occupied by the submitting nation. If there is still none, they can be moved to any vacant area(s) adjacent to any area occupied by the submitting nation.

If none of these apply, the armies are eliminated.

Submitting has the following effects:

- In Rounds 1-3, the Romans immediately gain VPs for the areas occupied by the subject nation, but only if the Romans *have not already scored* for these areas. The Romans may not then later receive VPs for occupying those areas (a nation can only score for occupying an area once). However, they may receive VPs for the areas held by the subject nation at the end of Round 5.
- The Romans can no longer attack the subject nation, and the subjects cannot attack the Romans or other Roman subjects.
- Subject nations receive only half the usual PPs (round up, min. increase 1). However, each turn the Roman player may allow subjects to *Increase Population* fully.
- Subject nations receive only half VPs for holding areas at the end of Round 5 (round up).
- Subject nations cannot leave vacant at the end of their move any area they occupy at the beginning of movement unless permitted to do so by the Romans.
- Roman armies can move freely through, but not end a turn in, subject areas. Subject areas where there is no destroyed Roman fort count as having Roman roads.

Submission ends when the Romans leave at the start of Round 6.

The **Belgae** may submit to the Romans only on Roman Round 1, if the **Belgae** are reduced to 4 or fewer armies. They unsubmit on their own turn in Round 1 before their *Increase Population* phase (Boudicca's revolt). Their reinforcing army is placed in whichever Belgae area Boudicca is placed, without regard to stacking limits.

The Romans score points for submitted Belgae areas, and can later build forts in former Belgae territory. Romans score VPs for their Rounds 1-3 occupation) for areas occupied by the Belgae when/if the Belgae submit in Round 1.

Since the Belgae unsubmit in their own turn in Round 1, the Romans do not score for areas the Belgae move into *after* this, nor do they score Limes points for areas held by Belgae in Round 5.

ROMANO-BRITISH SPECIAL RULES

At the start of Round 6, the Romans leave Britain and the Romano-British nation enters play.

The Romano-British do not perform the *Increase Population* phase in Round 6. Instead, the player replaces 8 surviving Roman forts in and south of York and Cheshire with Romano-British armies. Any other Roman forts are removed from the board.

If there are fewer than 8 forts left, then Roman armies in and south of York and Cheshire are replaced by Romano-British armies until there are up to 8 Romano-British armies on the board.

Any remaining Roman armies are then removed from the board. No Romano-British army can be placed north of York and Cheshire.

Round 7: Arthur

In Round 7, Arthur and 2 cavalry units must all be placed at the end of the *Increase Population* phase, in a region with a Romano-British army (not subject to stacking limits).

If there are no Romano-British armies on the board, Arthur and his cavalry may *still* enter the game in a vacant land area in England south of Cumbria, Pennines, and Bernicia, including Welsh areas.

If there are no Romano-British armies and no eligible vacant areas, Arthur and his cavalry are not placed.

Arthur and his cavalry may be placed in an empty area even if there are Romano-British on the board.

At the start of Round 8, Arthur is removed and his cavalry are replaced with infantry armies. If there are already 8 Romano-British infantry armies on the board, use the cavalry pieces to represent infantry.

The Romano-British and Submitted Nations

Until the start of Round 8, the Romano-British cannot attack any nation that submitted to the Romans unless that nation has already attacked them.

Because the Belgae rebel against the Romans even if they originally submitted, they do not count as one of these nations.

If such an attack happens in Rounds 6-7, the Romano-British may attack the attacking, formerly submitted nation, and scores VPs for eliminating their armies (as they do for Angles, Saxons, and Jutes) until the start of Round 8.

NORWEGIAN SPECIAL RULES

Round 16: Special Reinforcements

In Round 16, the Norwegians receive **special reinforcements**, placed on the board at the *beginning* of Round 16 in addition to any armies they receive during the *Increase Population* phases of their turns.

Reinforcements are placed in order of normal play. If there are not enough unused armies, the excess are lost. Regardless of whether they receive special reinforcements or not, the Norwegians perform their *Increase Population* Phase normally.

If **Harald Hardrada** is in play: 1 reinforcing army (North Sea) for each area they occupy.

Round 16: The King

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive).

If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King.

10 VPs are given for this kingship.

4: RAIDER WITHDRAWAL

Raiding armies may withdraw back to the sea area they started the turn in, even if they have used up all their normal movement and engaged in a battle. Pick up the Raiding armies you are withdrawing and place them in the sea area they started in.

5: OVERPOPULATION

If a nation has more than twice the number of armies in land areas than it has occupied land areas, it must remove the excess.

No area can be emptied, nor can a player remove *more* armies than are required to end overpopulation. Armies at sea (*ie.* returned to homelands) do not count.

The Romans are not subject to overpopulation.

END OF THE GAME ROUND

After every nation has taken its turn, perform these steps in order:

1: Score for Holding Areas

At the end of as scoring rounds, each nation gains VPs for holding the areas indicated on its card. These are in addition to any scored during its nation turn.

2: Score for Bretwalda or the King

At the end of rounds marked by a Crown players determine whether any nation has claimed Bretwalda or a King.

Move the marker to the next round on the Timeline.

LEADERS

Some nations receive **leaders** when indicated on their card and on the Timeline. Special conditions may need to be met before a leader can be brought into play.

A leader whose starting location is not specified is placed on the board at the end of the nation's *Increase Population* phase in any area occupied by the nation's units. If the leader's nation has no armies in any land areas, he may not enter play.

A leader does not count for purposes of overruns, overpopulation, or stacking limits. A leader may never be in an area without armies of his nation, and must move out with armies that must vacate an area.

A leader is removed from the board at the beginning of its nation's next turn before *Increase Population* is calculated.

When the **Angles** receive leaders only if they occupy a certain area, a submitted Brigante nation occupying the area counts. In either case the leader is not *required* to appear.

The Saxon *Harold*, Norwegian *Harald Hardrada*, and Norman *William the Conqueror* all enter play in Round 15, and remain in play until the end of the game.

WINNING THE GAME

At the end of the game each player adds together the number of VPs that each of his nations has scored. The player with the most VPs wins.

NEGOTIATIONS

Players may discuss strategy and negotiate agreements only while another player is taking his turn, and no secret negotiations are allowed. No deal can be binding.

TRACKING OCCUPIED AREAS

A nation may only score points for occupying a given area once.

Place the VPs that the Welsh or Norsemen receive for occupying areas over multiple rounds in the area itself, and then later remove them to their card at the end of Round 9 for the Welsh and the end of Round 16 for the Norsemen. The Norsemen may score VPs for holding areas in Rounds 13 and 16 even if they have already scored for occupying the areas.

THE BRETWALDA

At the end of Rounds 8-10, vote for a **Bretwalda** of England. Each nation *must* cast 1 **vote** for each *English* area it occupies. If Brigante has submitted to the Angles, Brigante-occupied Galloway must vote with the Angles. Any player may call for a **secret ballot**, to be revealed simultaneously.

A nation that gains more than half of the votes cast claims the **Bretwalda** and 4 VPs.

THE KING

At the end of Rounds 11-14, a nation that occupies twice as many areas in England as any other nation (minimum 4) claims **Kingship of England** and gains 8 VPs and an **infantry unit**, placed on the board according to the *Increase Population* phase rules.

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive). If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King. **10 VPs are given for this kingship.**

BRIGANTE SPECIAL RULES

Submission to Roman Rule

When the **Brigantes** occupy 3 areas or fewer, they may submit to Roman rule (only during a Roman turn and while Roman armies are still on the board) after any battle finishes, or *after* any round of battle, or after any Roman *Movement* phase.

Any Roman armies in an area held by a subject nation when submission is declared must move immediately to any adjacent Roman-occupied area(s); if there are none, they can move to any adjacent vacant area(s). If after use Roman road movement to move farther.

If there is no Roman-occupied or vacant area adjacent, the armies can be moved to any Roman-occupied area(s) adjacent to any area occupied by the submitting nation. If there is still none, they can be moved to any vacant area(s) adjacent to any area occupied by the submitting nation.

If none of these apply, the armies are eliminated.

Submitting has the following effects:

- In Rounds 1-3, the Romans immediately gain VPs for the areas occupied by the subject nation. The Romans may not then later receive VPs for occupying those areas (a nation can only score for occupying an area once). However, they may receive VPs for the areas held by the subject nation at the end of Round 5.
- The Romans can no longer attack the subject nation, and the subjects cannot attack the Romans or other Roman subjects.
- Subject nations receive only half the usual PPs (round up, min. increase 1). However, each turn the Roman player may allow subjects to *Increase Population* fully.
- Subject nations receive only half VPs for holding areas at the end of Round 5 (round up).
- Subject nations cannot leave vacant at the end of their move any area they occupy at the beginning of movement unless permitted to do so by the Romans.
- Roman armies can move freely through, but not end a turn in, subject areas. Subject areas where there is no destroyed Roman fort count as having Roman roads.

Submission ends when the Romans leave at the start of Round 6.

Brigante Submission To The Angles

If the Brigantes only occupy 1 or 2 areas in Scotland and Galloway, they may submit *only Galloway and Brigante-occupied areas in Scotland* to the Angles (even if they occupy other areas outside Scotland and Galloway).

Brigante armies in areas other than Scotland and Galloway may abandon those areas when the Brigantes have submitted to Angles. (Since the Angles can attack them, the Brigantes can abandon.)

Once submitted, no Brigante armies may attack the Angles; but Angles can attack Brigante-occupied areas in Wales and England (except Galloway), and Brigantes there will fight back.

Submitting has the following effects:

- The Angles can score VPs at the end of Round 7 and Round 10 for all Brigante-occupied areas and Brigantes will score half VPs for their areas (round up).
- The Angles can no longer attack the Brigantes, and the Brigantes cannot attack the Angles or other Angles subjects.
- The Brigantes receive only half the usual PPs (round up, min. increase 1). However, each turn the Angle player may allow subjects to *Increase Population* fully.
- The Brigantes cannot leave vacant at the end of their move any area they occupy at the beginning of movement unless permitted to do so by the Angles.
- The Angles are not allowed to move through Brigante-occupied spaces.

Submission ends at the end of Round 12, or when all Angle armies have been eliminated.

The Bretwalda

At the end of Rounds 8-10, when voting for a **Bretwalda** of England, if Brigante has submitted to the Angles, Brigante-occupied Galloway must vote with the Angles.

SAXON SPECIAL RULES

Saxon Burhs

In Rounds 12-13, the Saxons may choose to build **burhs** during their *Increase Population* phase. Each costs 2 PPs, only one may be in an area (if destroyed, another may be built), and none may be in difficult terrain. They may build a maximum of burhs equal to 8 minus the number of areas held by them.

Burhs cannot move, fight as a normal army and counts as a normal army for purposes of population increase, Overpopulation, stacking limits, and overruns.

In Rounds 14-16, if there is a battle involving a burh in which Saxons take a loss, the burh must be lost first.

Round 16: Special Reinforcements

In Round 16, the Saxons receive **special reinforcements**, placed on the board at the *beginning* of Round 16 in addition to any armies they receive during the *Increase Population* phases of their turns.

Reinforcements are placed in order of normal play. If there are not enough unused armies, the excess are lost.

Regardless of whether they receive special reinforcements or not, the Saxons perform their *Increase Population* Phase normally.

Reinforcing armies depending on the Saxons occupy at the end of Round 15: 1 for every 2 areas in England (round down) if **Harold the Saxon** is in an English area. These armies must be placed in English areas.

If **Harold** is *not* in an English area: no special reinforcements.

Note: If **Harold the Saxon** is *not* in play at the end of the **Norman Round 15** the Normans gain 3 infantry armies.

Round 16: The King

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive).

If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King.

10 VPs are given for this kingship.

4: RAIDER WITHDRAWAL

Raiding armies may withdraw back to the sea area they started the turn in, even if they have used up all their normal movement and engaged in a battle. Pick up the Raiding armies you are withdrawing and place them in the sea area they started in.

5: OVERPOPULATION

If a nation has more than twice the number of armies in land areas than it has occupied land areas, it must remove the excess.

No area can be emptied, nor can a player remove *more* armies than are required to end overpopulation. Armies at sea (*ie.* returned to homelands) do not count.

The Romans are not subject to overpopulation.

END OF THE GAME ROUND

After every nation has taken its turn, perform these steps in order:

1: Score for Holding Areas

At the end of as scoring rounds, each nation gains VPs for holding the areas indicated on its card. These are in addition to any scored during its nation turn.

2: Score for Bretwalda or the King

At the end of rounds marked by a Crown players determine whether any nation has claimed Bretwalda or a King.

Move the marker to the next round on the Timeline.

LEADERS

Some nations receive **leaders** when indicated on their card and on the Timeline. Special conditions may need to be met before a leader can be brought into play.

A leader whose starting location is not specified is placed on the board at the end of the nation's *Increase Population* phase in any area occupied by the nation's units. If the leader's nation has no armies in any land areas, he may not enter play.

A leader does not count for purposes of overruns, overpopulation, or stacking limits. A leader may never be in an area without armies of his nation, and must move out with armies that must vacate an area.

A leader is removed from the board at the beginning of its nation's next turn before *Increase Population* is calculated.

When the **Angles** receive leaders only if they occupy a certain area, a submitted Brigante nation occupying the area counts. In either case the leader is not *required* to appear.

The Saxon *Harold*, Norwegian *Harald Hardrada*, and Norman *William the Conqueror* all enter play in Round 15, and remain in play until the end of the game.

WINNING THE GAME

At the end of the game each player adds together the number of VPs that each of his nations has scored. The player with the most VPs wins.

NEGOTIATIONS

Players may discuss strategy and negotiate agreements only while another player is taking his turn, and no secret negotiations are allowed. No deal can be binding.

TRACKING OCCUPIED AREAS

A nation may only score points for occupying a given area once.

Place the VPs that the Welsh or Norsemen receive for occupying areas over multiple rounds in the area itself, and then later remove them to their card at the end of Round 9 for the Welsh and the end of Round 16 for the Norsemen. The Norsemen may score VPs for holding areas in Rounds 13 and 16 even if they have already scored for occupying the areas.

THE BRETWALDA

At the end of Rounds 8-10, vote for a **Bretwalda** of England. Each nation *must* cast 1 **vote** for each *English* area it occupies. If Brigante has submitted to the Angles, Brigante-occupied Galloway must vote with the Angles. Any player may call for a **secret ballot**, to be revealed simultaneously.

A nation that gains more than half of the votes cast claims the **Bretwalda** and 4 VPs.

THE KING

At the end of Rounds 11-14, a nation that occupies twice as many areas in England as any other nation (minimum 4) claims **Kingship of England** and gains 8 VPs and an **infantry unit**, placed on the board according to the *Increase Population* phase rules.

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive). If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King. **10 VPs are given for this kingship.**

WELSH SPECIAL RULES

Submission to Roman Rule

When the Welsh occupy 5 areas or fewer, they may submit to Roman rule (only during a Roman turn and while Roman armies are still on the board) after any battle finishes, or after any round of battle, or after any Roman *Movement* phase.

Any Roman armies in an area held by a subject nation when submission is declared must move immediately to any adjacent Roman-occupied area(s); if there are none, they can move to any adjacent vacant area(s). If after use Roman road movement to move farther.

If there is no Roman-occupied or vacant area adjacent, the armies can be moved to any Roman-occupied area(s) adjacent to any area occupied by the submitting nation. If there is still none, they can be moved to any vacant area(s) adjacent to any area occupied by the submitting nation.

If none of these apply, the armies are eliminated.

Submitting has the following effects:

1. In Rounds 1-3, the Romans immediately gain VPs for the areas occupied by the subject nation. The Romans may not then later receive VPs for occupying those areas (a nation can only score for occupying an area once). However, they may receive VPs for the areas held by the subject nation at the end of Round 5.
2. The Romans can no longer attack the subject nation, and the subjects cannot attack the Romans or other Roman subjects.
3. Subject nations receive only half the usual PPs (round up, min. increase 1). However, each turn the Roman player may allow subjects to *Increase Population* fully.
4. Subject nations receive only half VPs for holding areas at the end of Round 5 (round up).
5. Subject nations cannot leave vacant at the end of their move any area they occupy at the beginning of movement unless permitted to do so by the Romans.
6. Roman armies can move freely through, but not end a turn in, subject areas. Subject areas where there is no destroyed Roman fort count as having Roman roads.

Submission ends when the Romans leave at the start of Round 6.

DANE SPECIAL RULES

Round 11

In Round 11, Dane armies must return to the sea area they started their nation turn in.

The Danes may score VPs in Round 11 for the areas they occupy; but only for areas they occupy at the *start* of their *Raider Withdrawal* phase. They cannot score for moving through empty areas.

In Round 12, however, they score VPs for occupying certain areas according to the normal rules.

Round 14: King Cnut

At the end of the Danish turn in Round 14, any 4 Danish armies plus the leader **Cnut** must be removed from the board.

King Cnut and his armies are removed in the *Raider Withdrawal* Phase. Kingship is checked immediately prior to this phase.

If, when placing the 6 invading Danish armies at the beginning of the round, there are not enough armies, the difference is subtracted from the 4 armies that the Danes must remove at the end of the Danish turn.

At the end of the Danish turn in Round 14, but before the withdrawal, if the Danes hold twice as many areas in England as any other nation, and Cnut is alive, Cnut becomes King and the **Danes gain 8 VPs** (no additional army is awarded).

There can be 2 Kings during Round 14.

Round 16: The King

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive).

If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King.

10 VPs are given for this kingship.

4: RAIDER WITHDRAWAL

Raiding armies may withdraw back to the sea area they started the turn in, even if they have used up all their normal movement and engaged in a battle. Pick up the Raiding armies you are withdrawing and place them in the sea area they started in.

5: OVERPOPULATION

If a nation has more than twice the number of armies in land areas than it has occupied land areas, it must remove the excess.

No area can be emptied, nor can a player remove *more* armies than are required to end overpopulation. Armies at sea (*ie.* returned to homelands) do not count.

The Romans are not subject to overpopulation.

END OF THE GAME ROUND

After every nation has taken its turn, perform these steps in order:

1: Score for Holding Areas

At the end of as scoring rounds, each nation gains VPs for holding the areas indicated on its card. These are in addition to any scored during its nation turn.

2: Score for Bretwalda or the King

At the end of rounds marked by a Crown players determine whether any nation has claimed Bretwalda or a King.

Move the marker to the next round on the Timeline.

LEADERS

Some nations receive **leaders** when indicated on their card and on the Timeline. Special conditions may need to be met before a leader can be brought into play.

A leader whose starting location is not specified is placed on the board at the end of the nation's *Increase Population* phase in any area occupied by the nation's units. If the leader's nation has no armies in any land areas, he may not enter play.

A leader does not count for purposes of overruns, overpopulation, or stacking limits. A leader may never be in an area without armies of his nation, and must move out with armies that must vacate an area.

A leader is removed from the board at the beginning of its nation's next turn before *Increase Population* is calculated.

When the Angles receive leaders only if they occupy a certain area, a submitted Brigante nation occupying the area counts. In either case the leader is not *required* to appear.

The Saxon *Harold*, Norwegian *Harald Hardrada*, and Norman *William the Conqueror* all enter play in Round 15, and remain in play until the end of the game.

WINNING THE GAME

At the end of the game each player adds together the number of VPs that each of his nations has scored. The player with the most VPs wins.

NEGOTIATIONS

Players may discuss strategy and negotiate agreements only while another player is taking his turn, and no secret negotiations are allowed. No deal can be binding.

TRACKING OCCUPIED AREAS

A nation may only score points for occupying a given area once.

Place the VPs that the Welsh or Norsemen receive for occupying areas over multiple rounds in the area itself, and then later remove them to their card at the end of Round 9 for the Welsh and the end of Round 16 for the Norsemen. The Norsemen may score VPs for holding areas in Rounds 13 and 16 even if they have already scored for occupying the areas.

THE BRETWALDA

At the end of Rounds 8-10, vote for a **Bretwalda** of England. Each nation *must* cast 1 **vote** for each *English* area it occupies. If Brigante has submitted to the Angles, Brigante-occupied Galloway must vote with the Angles. Any player may call for a **secret ballot**, to be revealed simultaneously.

A nation that gains more than half of the votes cast claims the **Bretwalda and 4 VPs**.

THE KING

At the end of Rounds 11-14, a nation that occupies twice as many areas in England as any other nation (minimum 4) claims **Kingship of England** and **gains 8 VPs and an infantry unit**, placed on the board according to the *Increase Population* phase rules.

In **Round 16** only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive). If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King. **10 VPs are given for this kingship.**

BELGAE SPECIAL RULES

Submission to Roman Rule

The Belgae may submit to Roman rule only on Roman Round 1, if the Belgae are reduced to 4 or fewer areas. They unsubmit on their own turn in Round 1 before their *Increase Population* phase (Boudicca's revolt). Their reinforcing army is placed in whichever Belgae area Boudicca is placed, without regard to stacking limits.

The Romans score points for submitted Belgae areas, and can later build forts in former Belgae territory. Romans score VPs for their Rounds 1-3 occupation) for areas occupied by the Belgae when/if the Belgae submit in Round 1.

Since the Belgae unsubmit in their own turn in Round 1, the Romans do not score for areas the Belgae move into *after* this, nor do they score Limes points for areas held by Belgae in Round 5.

PICT SPECIAL RULES

Pict Armies and Raiders

All Pict armies always begin the nation turn on land. On a Pict Raiding turn, all Pict armies are considered to be Raiding armies.

Pict raiders, which do not start at sea, follow the same *Raider Withdrawal* procedure as other nations—they withdraw back to the land area they started the turn in.

Submission to Roman Rule

When the Picts occupy 3 areas or fewer, they may submit to Roman rule (only during a Roman turn and while Roman armies are still on the board) after any battle finishes, or *after* any round of battle, or after any Roman *Movement* phase.

Any Roman armies in an area held by a subject nation when submission is declared must move immediately to any adjacent Roman-occupied area(s); if there are none, they can move to any adjacent vacant area(s). If after use Roman road movement to move farther.

If there is no Roman-occupied or vacant area adjacent, the armies can be moved to any Roman-occupied area(s) adjacent to any area occupied by the submitting nation. If there is still none, they can be moved to any vacant area(s) adjacent to any area occupied by the submitting nation.

If none of these apply, the armies are eliminated.

Submitting has the following effects:

- In Rounds 1-3, the Romans immediately gain VPs for the areas occupied by the subject nation. The Romans may not then later receive VPs for occupying those areas (a nation can only score for occupying an area once). However, they may receive VPs for the areas held by the subject nation at the end of Round 5.
- The Romans can no longer attack the subject nation, and the subjects cannot attack the Romans or other Roman subjects.
- Subject nations receive only half the usual PPs (round up, min. increase 1). However, each turn the Roman player may allow subjects to *Increase Population* fully.
- Subject nations receive only half VPs for holding areas at the end of Round 5 (round up).
- Subject nations cannot leave vacant at the end of their move any area they occupy at the beginning of movement unless permitted to do so by the Romans.
- Roman armies can move freely through, but not end a turn in, subject areas. Subject areas where there is no destroyed Roman fort count as having Roman roads.

Submission ends when the Romans leave at the start of Round 6.

ANGLES SPECIAL RULES

Brigante Submission To The Angles

If the Brigantes only occupy 1 or 2 areas in Scotland and Galloway, they may submit *only Galloway and Brigante-occupied areas in Scotland* to the Angles (even if they occupy other areas outside Scotland and Galloway).

Once submitted, no Brigante armies may attack the Angles; but Angles can attack Brigante-occupied areas in Wales and England (except Galloway), and Brigantes there will fight back.

Submitting has the following effects:

- The Angles can score VPs at the end of Round 7 and Round 10 for all Brigante-occupied areas and Brigantes will score half VPs for their areas (round up).
- The Angles can no longer attack the Brigantes, and the Brigantes cannot attack the Angles or other Angles subjects.
- The Brigantes receive only half the usual PPs (round up, min. increase 1). However, each turn the Angle player may allow subjects to *Increase Population* fully.
- The Brigantes cannot leave vacant at the end of their move any area they occupy at the beginning of movement unless permitted to do so by the Angles.
- The Angles are not allowed to move through Brigante-occupied spaces.

The Bretwalda

At the end of Rounds 8-10, when voting for a **Bretwalda** of England, if Brigante has submitted to the Angles, Brigante-occupied Galloway must vote with the Angles.

Submission ends at the end of Round 12, or when all Angle armies have been eliminated.

NORMAN SPECIAL RULES

Round 16: Special Reinforcements

In Round 16, the Normans receive **special reinforcements**, placed on the board at the *beginning* of Round 16 in addition to any armies they receive during the *Increase Population* phases of their turns.

Reinforcements are placed in order of normal play. If there are not enough unused armies, the excess are lost.

Regardless of whether they receive special reinforcements or not, nations perform their *Increase Population* Phase normally.

The Normans receive reinforcing infantry armies in the English Channel, depending on the areas they occupy at the end of Round 15: 1 for Essex, 1 for Wessex, 1 for Hwicce, and 1 for South Mercia. **If Harold the Saxon is *not* in play at the end of the Norman Round 15** they gain 3 infantry armies.

They can choose to take cavalry armies at the rate of 1 cavalry in place of 2 infantry.

If **William is *not* in play:** no special reinforcements.

Round 16: The King

In Round 16 only Harold, William, Harald Hardrada, and Svein Estrithson are eligible to be King (if alive).

If all but one of these leaders are dead, the survivor automatically becomes King, unless some nation other than these holds twice as many areas as the prospective King's nation. In this case no one is King.

10 VPs are given for this kingship.