

BRITANNIA

Second Edition.

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COUNTER SAMPLES: [\[Graphics of a Turn Marker, Roman Fort, and Raider Marker with those names underneath appear here.\]](#)

BRITANNIA

Rules of Play

1.0 INTRODUCTION

BRITANNIA is a game for two to five players. It broadly depicts the wars in, and migrations to, Britain in the centuries from 45 AD to 1085 AD, from the Roman invasions to the Norman Conquest. Each player controls several tribes or nations. Nations gain victory points in a variety of ways, such as by occupying specified areas on the map at specified times. Each nation consists of several playing pieces, most of them armies; the player moves these on the map, and with them he may attack pieces controlled by other players. Such battles are resolved with the aid of dice. Nations acquire additional pieces through natural increase of population and through reinforcements from their homelands across the seas. Most turns represent 75 years. At the end of 16 turns the player whose nations have accumulated the largest number of victory points wins the game. The standard four player game take three to five hours, while the short three player game takes about two hours and the two-player "introductory" scenarios about one hour. The four player game is recommended as providing the best combination of player interest, interaction, and overall game balance.

There are significant differences between this version and the earlier H. P. Gibsons and Avalon Hill versions (which differed substantially from one another). See the Game Designer's Notes at the end of these rules, and the Designer's Notes within the rules from time to time.

Additional scenarios and play aids will be made available (free) from time to time on the Web at _____ and <http://PulsipherGames.com/britannia.htm>.

2.0 GAME COMPONENTS

- * 24" x 22" Gameboard
- * ____ die cut cardboard counters in four colors: purple, red, blue, and green. [\[\[if the board is predominantly green, as in the past, the green pieces need to be another color \(tan, yellow, somewhere in there?\)\]\]](#)
- * Rules booklet
- * 17 Victory Point/Turn Appearance Cards
- * Five Game summary cards
- * Five Dice

* First edition rules

2.1 THE GAME BOARD

The board represents the island of Britain, divided into 37 land areas. Six sea areas surround the island. Some land areas, shaded more deeply, represent rough, hilly areas or swampy terrain (both hereafter referred to as "difficult terrain"). Ireland and Normandy are shown in gray, as they are not involved in the game.

The map includes several markers of historical interest that play no part in the game.

2.11 For several purposes Britain is divided into three regions by heavy yellow lines, as follows:

WALES: Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys (seven areas).

SCOTLAND: Alban, Caithness, Dalriada, Dunedin, Hebrides, Mar, Moray, Orkneys, Skye, Strathclyde (10 areas).

ENGLAND: the remaining 20 areas.

2.12 The Scottish areas of Hebrides and Orkneys both comprise a cluster of islands separated from the mainland by a white dividing line. The area of Skye comprises both the island and that mainland area which formed the ancient kingdom of Skye; it borders with both the Icelandic and the Irish Seas. Dalriada borders only one Sea, the Irish. Hwicce is a coastal area, bordering the Atlantic Ocean.

A schematic representation of the board, showing connectivity, is [included \(or on Web\)](#).

2.2 THE PLAYING PIECES

Die cut cardboard playing pieces are provided with the game. The pieces must be pushed out of the card framework; the square pieces may need to be separated with a sharp knife.

The pieces divide into different categories which are described below. The colors correspond to player control in the four player game.

[Graphics of a Norman army, a Saxon army, and a Belgae army appear here.]

The piece colors correspond to the full four player version of the game. In games other than the full four player version, pieces of like color may be controlled by different players. Each nation within a color has a different large symbol on the piece (e.g., a large axe for the Saxons) so that players can easily keep individual nations of the same color separate.

2.21 **ARMIES:** Circular pieces, illustrated by a large symbol, with the name of the nation printed below.

[Graphics of a Norman cavalry army and a Romano-British cavalry army appear here.]

2.22 **CAVALRY:** Circular pieces, illustrated by a horse symbol, and appropriately named. Only the Romano-British and the Normans have cavalry pieces.

[Graphics of the leaders Alfred, and Danish Brothers appear here.]

2.23 **LEADERS:** Hexagonal pieces, illustrated by a crown, and normally bearing the name of an historical figure. The Danish Brothers piece combines two historical figures into one playing piece.

[Graphics of the Caledonian and Irish population markers appear here.]

2.24 **INCREASE POPULATION MARKERS:** Circular pieces, illustrated by a solid silhouette, with the nation's name printed below. There is no such marker for the Romans, who do not increase population. (Designer's Note: Markers have been included for the Norwegians and Normans, even though there is no point in using them because the game ends after Turn 16. There are two reasons: lack of these markers caused misinterpretation of the rules in the past, and in case people devise variants that go beyond Turn 16, the markers will then be needed.)

2.25 **ROMAN FORTS/Saxon Burhs:** Square pieces, illustrated and named appropriately. Their use is described in Rule 10.4. These pieces, inverted, are also used to mark miscellaneous information such as points for occupying certain areas. The Romans are **not** limited, by the piece mix, in the number of forts they may have. [\[\[If 37 Roman fort pieces can be included, this comment is not necessary.\]\]](#)

2.26 **TURN MARKER:** A single circular piece, illustrated by a sword, and named.

2.27 At some points in these rules the term "forces" is used. Forces include armies (including cavalry), leaders, and forts/burhs. Forts/burhs can never move, however.

2.3 VICTORY POINT/Turn Appearance CARDS

There are 17 Victory Point/Turn Appearance Cards, one for each nation. Each nation's card states what it must do to earn victory points, and when its pieces appear in the game. The points scored for each act are shown in parentheses. Each card is printed in the same color as the playing pieces of its nation. Added at the bottom of each card are specific player notes for each nation, provided for easy reference.

2.4 CHARTS

A number of charts and other player aids are included in various places as follows:

- 2.41 Event Chart: Lists the new events taking place each game turn -- invasions, appearance of leaders, etc.
- 2.42 Turn Track: Used to keep track of which game turn is currently under way, by placing the Turn marker in the correct turn box. This track is on the game board.
- 2.43 Increase Population Scale: Used to keep track of each nation's population growth and to indicate when new forces appear. This is on the game board.
- 2.44 Order of Play Chart: Lists the order in which nations take their turn each game turn. Also found on the game board.
- 2.45 Starting Areas Chart: Lists the nations which start the game with forces in play, and where these starting forces are placed (for most versions). Found in rules section 3.0.
- 2.46 Nation Control List: Lists the nations controlled by each player depending on the number of people playing. This also lists the maximum number of armies per nations. Found in rules section 13.1.
- 2.47 Victory Point Record: An optional chart which may be filled in to keep track of victory points scored by each nation. Found on the back page of the rules booklet.

3.0 STARTING THE GAME

Place the Turn marker in the Turn 1 box on the Turn Track on the board.

Consult rules section 13.1 to determine who controls which nations. This depends on how many are playing. Remember, the piece colors correspond to the four player version. Each player gathers the pieces and Victory Point/Turn Appearance Cards representing the nations he or she controls.

Now the starting pieces are placed on the map. One army is placed in each of the starting areas as listed below. Sixteen Roman armies are placed in the English Channel.

STARTING AREAS CHART

NATION	STARTING AREAS
--------	----------------

Belgae (10) Downlands, Essex, Kent, Lindsey, N. Mercia, S. Mercia, Norfolk, Suffolk, Sussex, Wessex.

Brigantes (9) Bernicia, Cheshire, Cumbria, Galloway, Lothian, March, Pennines, Strathclyde, York.

Caledonians (3) Caithness, Hebrides, Orkneys.

Picts (6) Alban, Dalriada, Dunedin, Mar, Moray, Skye.

Welsh (9) Avalon, Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Hwicce, Powys.

When all pieces have been placed, the first turn begins. Now go to section 4.0, Sequence of Play. This section is a summary of the operating procedure which governs each nation's activities throughout the game. Read it carefully, and consult it frequently.

4.0 SEQUENCE OF PLAY

At the start of each game turn players should consult the Event Chart or their Victory Point/Turn Appearance Card and place whatever pieces are listed as invading in the appropriate sea area(s). Although the pieces do not come into play until the appropriate nation's turn, it is very helpful to see what is going to happen. Recognize, however, that they actually appear in the turn of their nation; if there are not enough forces to place all invaders at the start of the turn, losses taken before the nation's turn can be used to make up the shortfall. Moreover, Increase of Population comes before placement of Invaders, so armies may need to be taken from placed Invaders for Increase.

Throughout the game the nations play in the order stated in the Order Of Play Chart printed on the board. Thus, Romans play first, then Romano-British, then Belgae, then Welsh, and so on. In many cases the nation listed will have no piece on the map or schedule to invade that turn. For example, the Romano-British and all nations listed after the Picts take no part in the first game turn. Note that unlike most other games the order of play depends on **nations**, not on players.

[[Change from earlier editions: Caledonians play before Picts, Jutes play just after Saxons]]

Each nation does the following during its turn. Each nation completes the entire sequence before the next nation plays.

4.1 INCREASE POPULATION PHASE

The controlling player (the owner of the nation) counts the economic value of areas occupied by the nation's forces, and if possible places newly raised armies on the board, as explained in rule 10.

4.2 INVASION PHASE

If he has not already done so, the controlling player now places the nation's invading forces, if any, in the specified sea area(s), as explained in rule 7.

4.3 MOVEMENT PHASE

The controlling player moves the nation's forces, as explained in rule 5.

4.4 BATTLE/RETREAT PHASE

When, after movement, the nation's forces occupy a land area also occupied by another nation's forces, a battle occurs. The procedure is explained in rule 8.

4.5 RAIDER WITHDRAWAL PHASE

Any raiding forces that choose to withdraw back to the sea they originated in may now do so. No path to do so need be traced-the armies can "melt away" and get back to sea, if necessary.

4.6 OVERPOPULATION PHASE

Armies in excess of the number their land can support are removed. The procedure is explained in rule 6.

4.7 VICTORY POINT COUNT PHASE

Referring to the nation's Victory Point/Turn Appearance Card, the player determines how many Victory Points the nation has earned in the turn, as explained in rule 14. In most cases, points counted at this time will be for the (temporary) capture of areas or destruction of opposing forces, not points for holding (occupying) areas. In some cases it is also possible that other nations have scored for killing forces of the nation.

The following scoring (4.71, 4.8) occurs at the end of the entire Turn.

4.71 After all nations have played, several or all may be required to count Victory Points as noted on the Turn Record Track. When a Victory Point Card simply says "Turn 5" or "Turn 7", this refers to the end of the entire game turn, not to the end of the nation's turn.

4.8 BRETWALDA ELECTION/KING DETERMINATION. At the end of Turns 8 through 10, players determine who (if anyone) is Bretwalda. At the end of Turns 11 through 14,

and Turn 16, players determine who (if anyone) is King, and if there is a King, the King places his reinforcing army.

The game turn is now completed. The Turn marker is moved to the next box on the Event Track and the next game turn begins.

Play continues until the end of the last turn in the scenario (Turn 16 for the standard game). At the end of the game the player with the largest Victory Point total wins the game, regardless of how well or how poorly his nations have done in the last turn, and regardless of which nation has been most successful.

4.9 Negotiations

In any multi-player game, players are likely to wish to discuss cooperation with other players. Unfortunately, discussions of this kind tend to lengthen the game, and many Britannia players prefer to have no negotiations at all. Consequently, players may discuss strategy and negotiate agreements only while another player is taking his turn, and only over the board (no secret negotiations). No deal can be binding, that is, "backstabbing" is perfectly legal (and encouraged--to discourage deal-making!).

5.0 MOVEMENT

5.1 PROCEDURE

5.11 All, any, or none of a nation's forces may be moved during its turn.

5.12 Distances: An army may normally move up to two areas in its turn. For example, one may start in Essex, move to Suffolk, and then to Norfolk. However, an army must end its move when it moves into a difficult terrain area. No force may move into a sea area except as specified in rules 5.4 or 7.1 below. See the Leader rules, 9.1, for exceptions to these rules.

5.13 Cavalry and Romans: Cavalry armies and Roman armies may move up to three land areas in one turn. In this respect they are exceptions to rule 5.12. They still end their move when they enter a difficult terrain area.

5.14 STRAITS There are four straits symbols marked on the board, linking the Hebrides and Skye, the Orkneys and Caithness, Dyfed and Devon, Gwent and Devon. Forces may move along a strait as though it was a bridge, traveling from one of the connected areas to the other despite the intervening water. However, this move takes all of a force's movement, so the force must begin the movement in one of the two areas, and end the movement in the other. (Exception: Roman armies may use Roads to reach one end of the

strait (provided the entire trip is by Road including the starting area), then cross, but their movement then ends regardless of the presence of Roads at the destination end.)

5.2 STACKING

The number of armies of one nation allowed in a single land area is strictly limited in most cases. Each nation (except the Romans) may normally have no more than three armies in a non-difficult terrain area or two in a difficult terrain area. As an exception to this restriction, each nation may have either a group of an unlimited number in one non-difficult terrain area or a group of up to four armies in one difficult terrain area (but not both). These limits are effective at the end of every nation's movement phase, but not during movement. The stacking limits apply separately to each nation with armies in an area after a movement phase.

5.21 Stacking limits may not be exceeded during the Increase Population Phase, nor may they be exceeded as a result of retreats. Exceptions: they may be exceeded when placing Turn 1 Belgae reinforcements, and Turn 7 Romano-British reinforcements.

5.22 Romans can have any number of forces in each non-difficult terrain area and up to four in each difficult terrain area. Forts do not count toward stacking limits.

5.3 ENCOUNTERING OTHER FORCES

A player may move forces into a land area occupied by another nation's armies, but this causes a battle, as described and explained in rule 8 below. A force must normally stop moving when it enters an area occupied by any force of another nation. However, if forces outnumbering the occupying forces by at least two to one (not counting leaders) stop in the area, additional forces may move through the area (overrun) without stopping (provided they are able to move so far). (As some forces can move three areas, they can overrun through two areas.)

For example, there are three Saxons in Essex, three in South Mercia, two Angles in Suffolk, and one Angle in Norfolk. The three Saxons in Essex move to Suffolk and are joined by one Saxon from South Mercia. The remaining two Saxons in South Mercia may now move through Suffolk into Norfolk.

5.4 BOAT BUILDING

In some turns certain nations may move via a sea area, in effect building small ships for the trip and abandoning them afterward. This is indicated on the ~~Turn~~ Record Event Chart as "Boats", followed by the nations involved.

Each force of a boat-building nation may move through, but not end a move in, one sea area during a Boats movement. This may be a different area for each army, but no

army may move through more than one sea area. Thus a "Boats" army in Kent might move to York or Cornwall (or to a coastal area between those two); one in Mar may move to York or Skye (or to a coastal area between those two). When there is a Major Invasion, Boats may be used during either or both halves of the Major Invasion as long as other rules are followed.

(Designer's note: At times the "Dubliners" probably portaged their boats across Scotland and then sailed down the eastern coast to York. This is certainly legal in the game, when other movement rules are satisfied.)

5.5 "Roman Roads"

Roman forts signify the appearance and maintenance of Roman Roads. If a Roman army moves from a fort area to an adjacent fort area, it doesn't count against its capability to move three areas. If it moves from a non-fort area to an adjacent fort, or from a fort area to an adjacent non-fort, it counts as normal movement.

If a Roman fort is destroyed, the Roads capability in that area is lost forever. Turn over the destroyed fort for easy record-keeping.

Roman Roads can be in difficult terrain areas. If a Roman army moves into a difficult terrain area containing a fort, from an area that does not contain a fort, it may move further via the forts/roads but may not move on to a non-fort area (thus reflecting its move into the difficult terrain earlier).

Example: There are Roman forts in Essex, Suffolk, Lindsey, York, and Pennines. A Roman army in Cheshire moves to York, constituting one of its three movements. It then rides the roads down to Essex, and then moves to Kent, constituting its second movement.

A Roman army in Cumbria moves to Pennines (difficult terrain). It can then move via the chain of forts to one of the areas occupied by a fort, but cannot move further because its move into the difficult terrain was not via the Roads.

See rule 11.1 for the road capabilities of submitted areas.

(Design note: the Roman forts partially represent the ability of the Romans to protect "civilization" in Britain. If an area is ravaged by enemies, then the Romans have failed, and the destroyed fort represents that failure. Although it is not an ideal solution, this is why forts cannot be rebuilt.)

5.6 SEA AREAS

Any number of invaders, of any number of nations, may be in the same sea area. No

fighting occurs at sea. When forces at sea land, they are not required to all land in the same area.

6.0 OVERPOPULATION

At the end of a nation's Overpopulation Phase, any armies it possesses in excess of two times the number of land areas the armies occupy must be removed (controlling player's choice). For example, if the nation occupies four areas it can have no more than eight armies on the board at the end of its Overpopulation Phase. Armies must be removed until the state of overpopulation no longer exists, but no area can be emptied during removal, nor can you remove more armies than are required to end overpopulation.

Armies in sea areas are not counted as population. (Designer's Note: they have actually gone back to their Homelands.)

Overpopulation does not exist for the first phase of a Major Invasion. The Romans are not subject to overpopulation.

7.0 RAIDS AND INVASIONS

From the very start of the game, and almost every turn thereafter, new **forces** are brought into play in the sea areas indicated on the Event Chart. Each army represents in broad terms the peoples who landed on the shores of Britain at a particular time in history.

7.1 RAIDING

"Raiding" is a condition that affects an entire nation during a turn; it is identified as such in the Event Chart. During a raiding turn, any or all of the nation's forces that begin the nation's entire turn at sea may "raid", that is, come onto land, then (following the Battle Phase) withdraw back to the sea they started in. In raiding turns the armies can even stay out to sea and not move to land at all. (In point of fact, they all go back to their homeland, of course, but for game purposes they remain in the sea area.) The nation's armies may choose to stay on land.

(Designer's Note: In either case, armies score points whether withdrawing or staying. This is different from the common interpretation of the first edition rules.)

Raiding is a capability that can be used only in raiding turns; if it isn't a raiding turn for the nation, no army can raid (stay out to sea or go back to sea for the end of the turn), regardless of when they first entered the game.

Forces that begin the turn on land cannot "raid" (the Picts are the exception-see rule 7.15).

(Designer's Note: This is quite different from the first edition of Britannia; it is the original intent of the designer, and makes more sense historically. There is no differentiation between "raider" and "settler" armies (though armies beginning on land cannot normally raid), nor is it possible for "raiders" to continue to raid for centuries even though, in many cases, by then they have no homeland to go back to! At the end of their entire (non-raiding) turn, no forces of a nation can be at sea!)

7.11 Each force beginning at sea in a raiding turn has three different courses of action available to it when its turn to move arrives, as follows (the presence of a Leader adds capability: see rules 7.2 and 9.1):

- a. It may move directly from the sea to a bordering land area, and subject to normal movement rules, move one further land area if desired.
- b. It may move to an adjacent sea area and then land in any bordering land area.
- c. It may remain in the same sea area for the turn. It may NOT move to an adjacent sea area and stay there. If it ends the turn at sea, it must be in the sea that it originated in.

7.12 The elimination of raiders in battle does not prevent the victory points they earned for killing enemies from being scored.

7.13 Raiding **forces** may withdraw to sea during the Raider Withdrawal Phase, after Battles are completed. (They cannot conduct a "fighting withdrawal"-the forces are simply picked up and re-placed in the originating sea.)

7.14 Raiding/invading armies can retreat after any round of combat, possibly retreating back to the sea they originated from. Forces of a nation which is not raiding in a turn cannot end the turn at sea (though they may end the first phase of a Major Invasion at sea).

7.15 Pict Raiding. Unlike any other nation, when the Picts are Raiding, one or more Pictish armies in a land area may move to an adjacent sea area, then to a land area adjacent to the sea, conduct the raid, and then withdraw to the land area they originated from, provided that area is still unoccupied by another nation. Multiple groups of Pictish armies may raid in this manner, if desired. A Pictish raiding group may retreat from unsuccessful battle via the sea to the area they started the move in, provided that area is still unoccupied by another nation. Picts do not "raid" overland--they must go by sea.

7.2 INVASIONS

An army coming from the sea in a non-raiding turn may act as described above in 7.11 a and 7.11 b, but only use 7.11c in the first phase/half of a Major Invasion. In other words, these invading armies cannot be at sea at the end of the nation's entire turn. They can be at sea after the first half of a Major Invasion, however, whether by staying at sea during the first half, or by retreating back to sea from a battle during the first half of a Major Invasion.

Invading forces qualified to move three areas (Romans, cavalry and armies moving with a leader) may land and then move two further land areas if desired, or (if otherwise permitted, see Rule 7.4 Invasion Restrictions) may move one sea area, land and then move one further land area if desired.

7.3 MAJOR INVASIONS

From time to time certain nations are permitted to initiate Major Invasions when indicated on the Turn Record Track. A Major Invasion allows all of a nation's forces, on land and at sea, to have two movement and battle/retreat phases in the order: movement, battle/retreat, movement, battle/retreat. No other phases of the nation's turn are duplicated. An army, during a Major Invasion, can stay at sea for the first play rather than move onto land. (Designer's note: A Major Invasion reflects the additional shock and impetus of a great effort that sometimes takes place over a long period of time.)

The Scots Major Invasion on Turn 7 and Norse Major Invasion on Turn 11 are also raiding turns. This entails the addition of a Raider Withdrawal Phase just after the second Battle/Retreat. So these invasions go: movement, battle/retreat, movement, battle/retreat, raider withdrawal. Consequently forces may be at sea after raider withdrawal, not counting against Overpopulation. As with other raiders (excepting the Picts), the raiders must have begun the **entire nation's Turn** at sea.

7.4 INVASION RESTRICTIONS

These restrictions (7.41-7.47) apply to raiders as well as to invaders. These restrictions apply to forces that begin the turn at sea, not ones that begin on land and use the Boats capability.

7.41 Romans and Normans must move from the English Channel to a bordering land area. They may not move to an adjacent sea area.

7.42 Irish may not land north of Cumbria (landing in Cumbria is permitted) on the west coast, nor north of Kent (Kent is permitted) on the east coast.

7.43 Angles and Saxons cannot land north of Cornwall (Cornwall is permitted) on the west

coast or north of Mar (Mar is permitted) on the east coast.

7.44 Jutes cannot land north of Cornwall (Cornwall is permitted) on the west coast or north of York (York is permitted) on the east coast.

7.45 Scots cannot land south of Galloway (Galloway is permitted) or east of Caithness and Orkneys (Caithness and Orkneys are permitted).

7.46 Dubliners cannot land north of Skye (Skye is permitted) or south of Avalon (Avalon is permitted).

7.47 Norwegians must move from the North Sea to a bordering land area. They cannot move to an adjacent sea area.

7.48 Svein Estrithson and the three armies with him on Turn 16 cannot land north of Cornwall (Cornwall is permitted) on the west coast or north of Bernicia (Bernicia is permitted) on the east coast.

In all cases, armies can land in the named areas (for example, the Irish can land in Cumbria). [\[\[Putting "xxx is permitted" above seems overkill, but I've had people tell me this section wasn't clear\]\]](#)

8.0 BATTLE

When forces belonging to two nations occupy the same land area at the end of a movement phase, a battle must take place. Combat at sea is not possible. The controlling player for each nation rolls one die for each army in the area. The dice rolls determine how many opposing armies are eliminated. Eliminated armies are removed from the board.

- a. A normal army eliminates a normal enemy army on a roll of 5 or higher.
- b. A Roman or cavalry army eliminates a normal enemy army on a roll of 4 or higher.
- c. Roman and cavalry armies are eliminated on a roll of 6 or higher.
- d. Any defending army in a difficult terrain area is eliminated on a roll of 6 or higher.

For example, three Scots armies are in Dalriada (difficult terrain). Four Pict armies move in. (Note that both sides are using their single overstack capability here.) The Scots player rolls 1, 3, and 5; the 5 kills one Pict. The Pict player rolls 2, 2, 5, and 6. The 6 kills a Scot; the 5 does not because the Scots are defending a difficult terrain area.

Combat is considered to be simultaneous, regardless of which player rolls the dice first. Therefore, in the example above, the Picts rolled four dice rather than three.

Any Roman armies in an area must be eliminated by an attacker before the fort may be eliminated. Thus a die roll of 5 will not eliminate the fort unless any Roman armies present in that round are eliminated by rolls of 6 during the same round of fighting. So, if four armies are attacking a Roman fort with a Roman army, all four dice are rolled at once. If there is at least one 6, then that kills the Roman army, and the remainder of 5s and 6s can kill the fort. But if the roll is, say, four 5s, nothing dies, because there's no 6 to kill the army.

Where cavalry is involved in a battle with infantry on the same side, all the attacking dice are rolled, and 5s kill normal armies, while 6s kill cavalry or normal armies as the attacker desires. Players do NOT have to specify which die attacks which kind of force. (Designer's Note: This is the original intent of the rules, and is the way the British version of Britannia is played, but was changed in the American version.)

Aside from the cavalry/infantry situation above, the owning player chooses which forces are to be eliminated; if all forces are of the same type, choosing which ones (e.g. during raiding turns, where some armies may have begun the turn at sea while others began on land and cannot go back to sea) can be done when the battle is finished.

8.1 RETREATS AND CONTINUING BATTLE

If a round of battle has been fought, and both sides have at least one surviving army in the area, the defender may retreat. If he chooses not to, then the attacker may retreat. The attacker cannot retreat if all defending armies retreat (although a raiding army may still withdraw to sea in the raider withdrawal phase). If both sides have armies in the area after the opportunity to retreat, another round of battle is fought. This procedure is repeated until only one nation occupies the area (or they are both eliminated in the same round).

Some of a nation's surviving forces may retreat while others remain.

8.2 WHERE THE DEFENDER RETREATS

When the defending nation retreats, its forces may have a choice of areas to retreat to, and some may retreat to one area while others retreat to another. Available areas are: (1) adjacent areas which are solely occupied by the retreating nation's force(s); (2) adjacent areas which are vacant and are not adjacent to a land area solely occupied by the attacking nation's forces (other than the battle area itself). A defender can never retreat to the area(s) from which the attackers entered the battle area (even if those attackers have been eliminated), or out to sea. (See also 5.21.) "Attackers", for purposes of the preceding sentence, includes forces that go through the battle area as part of an overrun, and hence did not actually participate in the battle in question. "Adjacent"

includes an area connected to the battle area by a strait. However, a force at one end of a strait does not prevent retreat to an area at the other end of the strait (for example, an army in Devon does not prevent an army from retreating from Dyfed to Gwent).

If no legal retreat area is available, the defender must remain in the battle area and fight again. For example, the Saxons have attacked Welsh armies in North Mercia from Suffolk. There are also Saxons in Powys and South Mercia. There is a Welsh army in Hwicce. The Welsh decide to retreat from North Mercia. They can retreat to Lindsey or York if they are vacant, but not to Suffolk (where the attackers came from; it is also adjacent to South Mercia), nor to March (adjacent to Powys). They may retreat to Hwicce, even though it is adjacent to Powys, because of the Welsh army there.

8.3 WHERE THE ATTACKER RETREATS

When the attacking nation retreats, the forces must retreat to the area(s) from which they entered the battle area. For example, three Saxons attack Essex, two coming from Kent and one from Sussex; one is eliminated following battle and the player decides to retreat. Both surviving armies may go to Kent, or one to Kent and one to Sussex, depending on which army the owning player chooses to remove. (See also 5.21.)

If the area the attacker came from now contains an army of another nation, the attacker cannot retreat to that area. It must remain in the battle area and fight again. This can occur when several attackers outnumber the defenders two to one in the potential retreat area so that other attackers can move through, and either the attackers have lost the battle, or it has not yet been fought.

If the attacker began the turn at sea and retreats to a sea, it must retreat back to the sea area it originated from, even though this may require it to retreat to a sea, and thence to another sea (the origin).

A group attacking an area via a Boats move, may retreat from unsuccessful battle via Boats to the area they started the move in, provided that area is still unoccupied by another nation.

Raider withdrawal, after all battles have been completed, is entirely different and separate from retreats, which occur during battle. When raiding armies withdraw, it does not matter what occupies any intervening spaces.

9.0 LEADERS

A leader represents a single individual of extraordinary ability and authority. A leader is

not an army. A leader must always be in the company of armies of his/her nation. If a leader moves into an area not occupied by forces of the leader's nation, it must be accompanied by an army, and if an area is emptied of forces of the leader's nation (by retreat or movement), the leader must move out with these forces. A leader can retreat alone from battle, but only to an area that is occupied solely by forces of the leader's nation. If all armies with a leader are killed, the leader dies, even if no enemy forces remain in the area.

A leader whose starting location is not specified may be placed in any area occupied by the nation's forces. In some cases special conditions (noted on the Event Chart) must be met before a leader can be brought into play. Except for Arthur and his cavalry in Turn 7, a leader not leading invaders is never played if his nation has already been eliminated.

A leader is removed from the board at the beginning of its nation's next turn before any Population Increase is calculated. Thus a leader is on the board for only one full turn, except Harold the Saxon, Harald the Norwegian, and William, who (unless killed) remain in play until the end of Turn 16.

9.1 LEADERS AND MOVEMENT

Leaders, and any armies accompanying them, may move three areas and need not stop when entering a difficult terrain area. This is an exception to 5.12 and 5.13. Moving across a strait still stops the Leader and those with him. The leader must accompany the armies for their entire move in order for them to gain these movement advantages.

An army using boat movement and accompanied by a leader may still only move one sea area, but may move two land areas. For example, an army and Leader in Lothian using boats could move to North Sea, then to York, then to North Mercia, if other movement rules allow. A leader starting in Bernicia with two armies may move to York and pick up two more armies and then continue with a total of four armies through (empty) Lindsey to Norfolk. The armies in York may not have moved prior to being picked up by the leader, nor may they continue moving after entering Norfolk.

9.2 LEADERS AND BATTLE

When a leader is present at a battle, add one to the die roll of each army of the leader's nation in the battle. Leaders have no combat strength in themselves, so no die is rolled for them. A leader is immediately eliminated in battle if friendly losses leave the leader alone in the area even if there are no opposing armies remaining. No dice roll is required.

9.3 Appearance. In two cases the Angles receive leaders only if they occupy a particular area (Bernicia, North Mercia); the Angles also receive the leader when a submitted Brigante nation occupies the area. The corresponding leader is not required to appear in

that particular area, in any case.

10. POPULATION INCREASE AND OTHER FORCE CHANGES

10.1 COUNTING OCCUPIED TERRITORY

A nation may increase its population, and thereby its number of armies, by occupying land. The capacity for increasing the population depends on the agricultural/economic value of the occupied areas.

During the Increase Population Phase at the beginning of a nation's turn, the controlling player counts the number of land areas occupied by the nation's armies. Clear terrain counts two, while difficult terrain areas counts one each. To this sum is added any count left over from the previous turn, as indicated on the Increase Population Scale.

For each count of six, the nation receives one new army from among the eliminated and unused pieces. Any count remaining is saved until the next turn. This is recorded on the Increase Population Scale by placing the nation's Increase marker in the appropriate space. For example, the Welsh Increase marker shows 3 population growth points left from last turn and occupy land areas worth 11 growth points at the start of their own Turn for a total of 14. The Welsh would then receive two new armies (if available) and their Increase marker would be moved to the "2" row.

A player may not refuse to Increase his population. This may result in more armies on the board than he can support (he would be overpopulated); in that case he'll have to move and perhaps attack in order to make room (or let the extra armie(s) starve!).

Even if all armies of a nation are eliminated, as long as it will receive more via the Turn Appearance Chart, the Increase count is retained. Once a nation is completely eliminated, the Increase marker can be removed from the Scale.

Each nation is limited in the number of armies it may have at one time. If no army piece is available, the nation cannot receive any new armies. It may save a count of five, but anything more than that is lost.

10.2 PLACING NEW ARMIES

New armies raised by Population Increase are placed on areas occupied by the nation's armies. No more than one may be placed in a given area unless there is no alternative because some areas are occupied by the maximum number of armies allowed under rule 5.2. If there is nowhere to place an army received via Increase, owing to stacking rules, the army is lost, but the nation retains a total of 5 on the Increase Population Scale.

10.3 ROMAN REINFORCEMENTS

As a professional army based on the Continent, the Romans do not Increase Population, but receive recruits/reinforcements.

The number of Roman reinforcements depends on how many Roman armies remain in play, as follows:

Roman Reinforcements				
Number Roman Armies in Play	Start of Roman Turn 2	Start of Roman Turn 3	Start of Roman Turn 4	Start of Roman Turn 5
12 or more	0	0	0	0
11	1	0	0	0
10	1	1	0	0
9	1	1	1	0
8	2	2	1	1
7	2	2	1	1
6	3	3	2	2
5	3	3	3	3
4 or fewer	4	4	3	3

Examples: On Roman turn 2, there are 12 Roman armies in play. They receive no reinforcement. Later, on Roman turn 4, there are nine Roman armies in play. They receive one reinforcement. On Turn 5 they have nine armies (one was eliminated)--they receive **no** reinforcement.

(Designer's Note: This table not only reflects the decreasing size of the Roman army, but the decrease in the fighting capability of that army following the Empire's crisis of the third century.)

New armies appear in the English Channel and must land without moving to another sea space.

In turn 2, immediately after the Romans finish play, if they have more than 12 armies, they must remove armies to reduce the number to 12. (Designer's Note: This represents the withdrawal of one legion in AD 84/85, leaving three.)

10.4 ROMAN FORTS

When a Roman army becomes the sole occupant of any area for the first time, even if only moving through, even if they cannot score points for the area, a Roman fort is built there. This fort acts as a normal army (not Roman army) that cannot move. Any Roman armies in an area must be eliminated by an attacker before the fort may be eliminated. Thus a die roll of 5 will not eliminate the fort unless any Roman armies present are eliminated by rolls of 6 during the same round of fighting. See rule 8.

A fort is built only the first time the area is captured by the Romans, not each time. All surviving Roman forts are removed from the board at the beginning of Turn 6, possibly being replaced with Romano-British armies (see below).

A Roman fort does not provide the "Roman Roads" capability in the movement phase during which it is built. (However, forts built during the first half of the Roman Major Invasion **can** provide Road movement during the second half of the Invasion.)

To keep track of where Roman forts have been built, flip over the counters of destroyed forts.

10.5 ROMANO-BRITISH

At the beginning of Turn 6, the Roman armies leave Britain (in order to help defend Italy and the Rhine frontier). The Romano-British player can replace eight surviving Roman forts with Romano-British armies, and any other Roman forts are removed from the board. If there are fewer than eight forts left, Roman armies are replaced by Romano-British armies until there are eight Romano-British armies altogether. However, no Romano-British army can be placed north of York and Cheshire regardless of the location of forts and Roman armies. If there are not enough Roman forts and armies in the permitted area, then the Romano-British will have fewer than eight armies.

The Romano-British are normal armies, with victory point objectives different from the Romans. They do not count occupied areas for population increase in Turn 6, but increase population normally in subsequent turns. They also receive reinforcements in Turn 7 which are placed with any Romano-British army, or in any unoccupied area, south of (and including) York and Cheshire, without regard to stacking limitations; but the cavalry must appear with Arthur, not elsewhere. If there are no Romano-British forces on the map and there are no vacant areas, Arthur and his cavalry forces do not appear.

Cavalry can never be taken as Romano-British Increase of Population. At the beginning of Turn 8, the cavalry are replaced with normal armies; the cavalry pieces can be used (still acting as normal armies) if there are already eight Romano-British armies on the board, thus circumventing the usual Romano-British maximum.

Until the beginning of turn 8, the Romano-British cannot attack any nation that submitted to the Romans unless that nation has first attacked the Romano-British. If this happens in turn 6 or 7, the Romano-British then score points for killing armies of the attacking nation (just as they do for Angles, Saxons, and Jutes) until the beginning of Turn 8.

10.6 SAXON "BURHS". In Turns 12 and 13, the Saxons may choose to build "Burhs", fortified habitations, during their Increase of Population Phase. Each Burh requires expenditure of just two Population Increase points, that is, one third the cost of a normal army! Only one Burh may be in an area (if one is destroyed, another may be built there), and no Burh may be in difficult terrain.

The number of Burhs that can be built in a turn is limited, and a Saxon that is doing well may be unable to build any at all. The Saxon may build no more than (eight minus number of areas held by Saxons). So if, at the Increase Population Phase, the Saxon occupies six areas, he can build no more than two Burhs (8 minus 6).

A Burh fights as a normal army and holds an area for Population Increase and overruns as an army would. Burhs cannot move. They count against the Saxon's total number of armies limit, count for overpopulation, and count against the stacking limit. To represent a Burh, use a fort piece. (Some players put a Saxon army piece under the fort, in order to easily track the Saxon army limit.)

Burhs can remain on the board until the end of the game. However, in Turns 14 and following, if there is a battle involving a Burh in which Saxons take a loss, the Burh must be lost first.

(Design note: At this period the Vikings did not have the siege equipment or experience to take fortified places. The Saxons regularly manned the Burhs, helping provide quick-reaction forces. While the Burhs did not cause the defeat of the Danes, they did assure that the Saxons would survive, as finally the Great Army gave up and settled down to farming. As the Saxons retook parts of England, they built additional Burhs to hold areas.

The scale of the game makes it impossible to show the intricacies of this warfare. By the time of renewed serious Danish invasions, the Danes were able to take such fortified places (only London could hold out), so no new Burhs can be built then and they will gradually disappear from the game.

The limit on the number of Burhs can be interpreted two ways: 1) if the Saxons are doing very well, why would they develop a new type of fortification? 2) the rule is intended to help prop up weak Saxons for the end game, not help strong ones!)

10.7 DANISH ARMIES

At the end of the Danish Turn 14, any four Danish armies plus the leader Cnut must be removed from the board (they return to Denmark). No route is needed--they simply disappear. If, when the Danish Turn 14 Invasion Phase begins, there are not enough Danish armies available to allow six to invade, the equivalent of the shortfall is subtracted from the four to be withdrawn. For example, if only three armies can invade (shortfall of three), only one army needs to be withdrawn at the end of the turn instead of four.

10.8 TURN 16 REINFORCEMENTS

10.81 In addition to any Increase of Population due at the start of the nation's turn, at the beginning of Turn 16 Harald of Norway gains one additional reinforcing army, in the North Sea, for each area Harald's forces occupy.

10.82 In addition to any Increase of Population due at the start of the nation's turn, William's Normans gain reinforcing armies in the English Channel at the beginning of Turn 16 according to the areas occupied by them at the end of Turn 15: one for Essex, one for Wessex, one for Hwicce, one for South Mercia. In addition, they gain three if Harold the Saxon is not in play at the end of Norman Turn 15. All of these are ordinary, not cavalry armies, but the Normans can take cavalry armies at the rate of one per two ordinary armies. For example, if the Normans were due three armies, they could elect to take one cavalry army and one regular army (assuming that these armies were available in the dead or unused pile).

10.83. In addition to any Increase in Population due at the start of the nation's turn, the Saxons gain reinforcing armies at the beginning of Turn 16 according to the areas occupied by them at the end of Turn 15: one for every two areas in England (round down) provided that Harold is in an English area. If Harold is not in an English area, they receive none of these reinforcements. These armies are placed as Increase armies are placed, but at the start of the entire turn 16, and they must be placed in English areas.

10.84 These reinforcements appear at the beginning of the entire turn 16, not at the beginning of the nation's turn. No reinforcements can arrive if the leader (Harald the Norwegian, William, or Harold the Saxon, respectively) is dead at the end of Turn 15, but the nations still receive Increase of Population. Reinforcements are placed in order of normal play. If there are not enough unused armies for all of these reinforcements, the excess are lost, even if more armies become available later in the turn.

11.0 SUBMISSION AND SUBJECT NATIONS

11.1 SUBMISSION (SUBJECTION) TO ROMAN RULE

When the Welsh, Brigantes, or Picts occupy five, three, or three areas, respectively (or fewer), they may submit to Roman rule, but only during a Roman turn. This submission can only occur while Roman armies are still on the board. The Romans then immediately gain any capture points due for the areas occupied by the subject nation, and will gain Limes points (see 14.4) if the subject nation occupies the area at the end of Turn 5, or abandons it (with Roman permission, see below) and the Romans occupy it at Limes time (see rule 14.4).

The Romans can no longer attack the subject nation, but the subjects cannot attack the Romans or other Roman subjects. Subject armies can attack other nations not subjected to the Romans, and can occupy vacant areas, even ones that contain a destroyed Roman fort.

They receive only half the usual Increase of Population points (round quarters down, but the minimum Increase is half a point). However, each turn the Roman player can allow subjects to Increase Population fully (so that the subjects can fight off mutual enemies).

While submitted they receive only half the victory points they would normally earn (on Turn 5, when submitted to the Romans); round halves up. Finally, Roman armies can move freely through, but not end a turn in, subject areas, and subject areas where there is no destroyed Roman fort count as Roman Roads.

Subject nations cannot abandon (leave vacant at the end of their movement) any area they occupy at the beginning of movement unless permitted to do so by the Romans.

(Designer's Note: This prevents a subject nation from depriving the Romans of Limes points merely by abandoning an area.)

Subjection ends when the Romans leave, at the start of Turn 6.

Submission can be declared after any battle finishes, or after any round of dice throwing in battle (the effects of the dice rolls are still applied), or after any Roman movement phase, except in no case in the turn of the nation submitting. Submission cannot occur after the Romans count Limes points. Any Roman armies stationed on territory held by a subject nation when a submission is received must move immediately to any adjacent Roman-occupied area(s); if there is none, they can move to any adjacent vacant area(s). If after either of these movements they are in a Fort area, they can take advantage of Roman Road movement to move further.

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, then the armies are eliminated owing to the incompetent leadership!

11.2 BELGAE SUBMISSION.

Belgae may submit to the Romans only on Roman Turn 1, if reduced to four or fewer areas. They "unsubmit" on their own Turn 1 before Increase of Population (this represents Boudicca's revolt). Their reinforcing army is placed in whichever Belgae area the Leader Boudicca is placed, without regard to stacking limitations.

11.3 SUBMISSION TO THE ANGLES

If the Brigantes occupy two or fewer areas in Scotland and Galloway, they may submit to the Angles. Areas in England and Wales (except Galloway) are not counted, and such areas cannot submit to the Angles. Once the Brigantes submit, none of them can attack Angles; but Angles can attack the English and Welsh areas (except Galloway), and Brigantes there will fight back. (Designer's Note: There were actually several British nations in the area for a time (Rheged and Gododdin were some others); this rule allows the Angles to, in effect, eliminate the non-Strathclyde nations, leaving the British nation of Strathclyde.)

The effects of submission are much as described for the Romans, with one exception, so the Angles can score victory points at the end of Turn 7 and Turn 10 for all Brigante occupied areas and Brigantes will score half victory points for all their areas. They will gain half or full Increase Points (depending on the Angle choice) for all their areas. However, unlike the Romans, the Angles are not allowed to move through Brigante-occupied submitted spaces. Subjection ends at the end of Turn 12, or when all Angles have been eliminated.

12.0 BRETWALDA AND KING

12.1 BRETWALDA

At the end of Turns 8, 9, and 10, nations vote for a "Bretwalda" (overlord) of England.

(Designer's Note: The Bretwalda is not the king of the entire country, but is a king of a region within the country who is acknowledged lord of the kings of the other regions. The "subordinate" kings might pay tribute (or, more likely, give presents), but the Bretwaldaship is more prestige than substance. A single battle could result in a change of Bretwalda. Battles and wars commonly took place despite recognition of a Bretwalda. When the Bretwalda died, a struggle among several kings for the succession often followed. Nevertheless, the Bretwalda often came from the same nation for several generations. At other times there was no Bretwalda at all. The Bretwalda was largely an

Anglo-Saxon institution, hence no longer exists once Danes start overrunning large parts of England.)

12.2 ELECTING THE BRETWALDA

Each nation has one "vote" for each English area it occupies. At the end of the turn nations cast their votes (for a nation that owns at least one area in England, not for a player). A nation's vote cannot be divided, nor can it abstain. If one nation gains a majority (that is, more than half) of the votes cast, then that nation's king is the Bretwalda. The nation gains four victory points, even if this is not stated on their Victory Point card.

Note that if they have submitted, Brigante occupied Galloway must vote with the Angles. Any other Brigante-occupied English areas, not being subject to submission, can vote as the Brigantes see fit.

In most cases it will not be necessary to have a secret ballot, but any player may call for a secret ballot, and then each player writes down (secretly, of course) his votes, to be revealed simultaneously.

12.3 THE KING

About the time the Viking invasions began, political integration and social development progressed to the point that one man could call himself King of England. In the game, at the end of Turns 11, 12, 13, and 14, if any nation occupies at least four areas in England, and at least twice as many areas in England as any other nation, that nation's ruler is King of England. If no nation meets this criterion there is no king. There is no determination of King at the end of Turn 15, owing to the succession crisis depicted in the last two turns.

The King's nation gains eight victory points (even if this is not stated on the Victory Point card) and an extra army, which is immediately placed on the board as for Population Increase.

12.4 CNUT

At the end of the Danish Turn 14 but before the withdrawal of Cnut and his armies, if the Danes hold twice as many areas in England as any other nation, and the leader Cnut is alive, Cnut becomes King and the Danes gain eight victory points. This is an exception to the normal kingship rules of 12.3, and no additional army is awarded. Thus, there can be two Kings during Turn 14.

12.5 KING IN TURN 16

There is no kingship in turn 15. In Turn 16 the kingship is determined at the end of the

turn by the usual rules, but only Harold, William, Harald, and Svein Estrithson are eligible (if alive). If all but one of these leaders are dead, however, the surviving one automatically becomes King, unless some nation other than the Saxons, Danes, Normans, and Norwegians holds twice as many areas as the prospective king's nation. In this case no one is King. Ten victory points are given for end-game kingship.

13.0 CONTROL OF NATIONS

Each nation in BRITANNIA is controlled by a player. In the following list each player is designated by a letter, A to E when five people play, A to D when four play, and A to C when three play. The colors of the pieces correspond to the four player version -- purple is A, green is B, red is C, and blue is D.

Several three- and five-player versions are included. Britannia is optimized for four players, hence the three and five player versions cannot be perfectly balanced. As players recognize this they can compensate for it as they play, as the game system tends to be self-balancing. Try different combinations and see what you like.

13.1 NATION CONTROL LIST

Nations are listed in order of play. The number of armies supplied is larger than the maximum allowed in order to allow for spares, variants, and for those who want to try first edition rules.

NUMBER OF PLAYERS

NATION	4	5	5 #	3	3 %	3 #	3 *	Max # OF ARMIES	Armies supplied
Romans	A	A	A	A	A	A	-	16	18
Romano-British	A	A	A	A	A	A	B	8 + 2 Cavalry	9+3 cav
Belgae	D	D	E	B	B	B	-	10	11
Welsh	B	B	B	B	C	C	B	13	14

Brigantes	C	C	C	C	B	B	B	11	15
Caledonians	B	E	C	C	B	B	B	7	8
Picts	D	D	D	B	C	C	C	10	14
Irish	C	C	D	C	A	A	C	8	9
Scots	A	A	E	A	B	A	D	11	13
Norsemen	C	C	A	C	A	C	C	10	11
Dubliners	A	E	E	A	B	A	D	9	10
Danes	B	B	C	A	A	B	B	18	19
Norwegians	A	A	A	C	A	C	-	12	13
Saxons	C	E	E	C	B	A	C	20	21
Jutes, Frisians, and Franks	B	B	B	A	C	B	D	6	7
Angles	D	D	D	B	C	C	D	17	18
Normans	D	C	B	B	C	B	-	8 + 4 Cavalry	9 + 5 cav

* See 13.2 for the Three Player Short Game.

These are the arrangements from the Avalon Hill first edition of Britannia.

% You could swap the Belgae and Jutes between B and C for a slight difference.

Other pieces included in the game: 19 leaders, 4 blank leaders, 37 forts/burhs, 16 Increase markers, 1 Turn marker, and several "Raider" markers (not used in this version,

but used with earlier versions of the rules, for those who want to play them).

13.2 THREE PLAYER SHORT GAME

This version for three players begins after the Romans have left Britain, and ends with the attacks of the Vikings. It takes about half as long to play as the standard four player game. Nations are assigned to players as indicated above; the starting positions are given below.

STARTING AREAS CHART FOR SHORT GAME

All land areas are occupied by one army each (unlike previous versions there are no vacant areas).

Not participating: Romans, Belgae, Norwegians, Normans
B Romano-British, Welsh, Brigantes, Caledonians, Danes
C Picts, Irish, Norsemen, Saxons
D Scots, Dubliners, Jutes, Angles

NATION	STARTING AREAS
Romano-British (6)	Avalon, Downlands, Hwicce, North Mercia, South Mercia, York
Welsh (7)	Cheshire, Clwyd, Devon, Gwent, Gwynedd, March, Powys
Brigantes (6)	Bernicia, Cumbria, Galloway, Lothian, Pennines, Strathclyde
Caledonians (2)	Caithness, Orkneys
Picts (5)	Alban, Dunedin, Mar, Moray, Skye
Irish (2)	Cornwall, Dyfed
Scots (2)	Dalriada, Hebrides
Jutes (2)	Kent, Essex
Saxons (2)	Sussex, Wessex
Angles (3)	Lindsey, Norfolk, Suffolk

The game begins on Turn 6, using the normal invaders on that turn per the Event Chart,

and continues until the determination of King (if any) and the point tally at the end of Turn 13. The set up is not exactly representative of 430, as far as we know it, but does depict some of the settlements already made by the new invaders around the coasts of Britain.

Remember, there is no Romano-British Increase of Population on Turn 6. Brigantes and Welsh are treated as having been submitted to the Romans. As the Romano-British player also controls these two nations, no points may be scored by the Romano-British for eliminating their armies. Furthermore, to show their tolerance of Anglo-Saxon federates, on Turn 6 only, the Romano-British may not attack the Jutes, Saxons or Angles, but they may defend normally.

13.3 Other three player versions. Two three player full-game versions are included in the table above. All such versions (and many have been devised over the years) tend to suffer from the limitations of three player wargames. This has been called the "Petty Diplomacy Syndrome". Practically speaking, when a player thinks he cannot win, he can usually determine, by his actions, which of the other players wins. While Britannia's point system helps mitigate this effect, it is still likely that any three player version will be less satisfactory than the four player version.

13.4 Two player scenarios. The two player scenarios are meant to be a way to become familiar with the game, or to allow players to practice, when only two people are available. Inevitably, chance can play a large part in the outcome of a two player version. Owing to stylistic differences in how people play Britannia, it is virtually impossible to find an exact balance between two sides. Consequently, these should be viewed as practice scenarios rather than complete games.

13.41 Early Invaders Vs. Inhabitants of Britain

Side one: Romans, Caledonians, and Scots.

Side two: Everyone else.

Game lasts to the end of Turn Five.

Setup: As at the start of the four player game.

Special rules: Belgae, Welsh, Brigantes, and Picts may **not refuse** to submit to the Romans when the Romans meet the submission criterion. (This is because, in a short two-player game, these nations would prefer to fight to the death if they could.)

13.42 Germanic Invaders vs. Inhabitants of Britain.

Side One: Angles, Irish, Jutes, Saxons, Scots

Side Two: Everyone else.

Game lasts from start of Turn 6 to end of Turn 10.

Belgae pieces are used to represent additional Romano-British inhabitants, played separately from the Romano-British but under the same rules and Victory Points (no Increase of Population in Turn 6, for example).

Romano-British (7): Avalon, Bernicia, Cheshire, Hwicce, March, Wessex, York

"Belgae" (7): Essex, Kent, North Mercia, Norfolk, South Mercia, Suffolk, Sussex

Welsh (6): All areas of Wales except the one occupied by the Irish

Brigantes (4): Cumbria, Galloway, Lothian, Strathclyde

Caledonians (3): Caithness, Hebrides, Orkneys

Picts (5): Alban, Dunedin, Mar, Moray, Skye

Irish (1): Cornwall

Scots (1): Dalriada

Empty: Downlands, Lindsey, Pennines

13.43 Vikings vs. the Inhabitants of Britain.

Side One: Danes, Dubliners, Norsemen

Side Two: Everyone else.

Game lasts from start of Turn 11 to end of Turn 14.

Welsh (4): Cheshire, Clwyd, Gwent, Powys

Brigantes (2):	Galloway, Strathclyde
Caledonians (2):	Hebrides, Orkneys
Picts (4):	Alban, Caithness, Mar, Moray
Irish (1):	Cornwall
Scots (3):	Dalriada, Dunedin, Skye
Saxons (5):	Avalon, Devon, Hwicce, Sussex, Wessex
Jutes (1):	Kent
Angles (8): Mercia,	Bernicia, Essex, Lothian, Norfolk, North Mercia, South Suffolk, York
Empty (7):	Cumbria, Downlands, Dyfed, Gwynedd, Lindsey, March, Pennines

13.4 Bidding for Sides. Some gaming groups or individual players believe that one combination of nations has a better chance of winning than others. To accommodate that point of view, players may wish to allocate sides by the following method:

Randomly determine which player bids first, bidding passing around the table to the left. Use the Victory Point/Turn Appearance card for one of the nations of each side, or write the side's designation on a sheet of paper. A side is said to have been "selected" when there is a bid for it. A bid can be zero or higher; use army pieces to represent the size of each bid, and the current highest bidder for a side puts the card or sheet of paper in front of him with the army pieces (if any) on it.

Each bidder may either bid for a side not yet selected, or raise the bid on a side that has been selected. A player who has a selected side in front of him must pass. When everyone must pass, the bidding ends.

Each bid is the number of Victory Points the player is willing to lose at the end of the game if he is able to play the side in question. So when bidding is over, if a player's bid for his selected side is two, he will subtract two victory points from his total at the end of the game. There is a place on the scoresheet to record bids, if this method is used.

Example (standard four player game): Steve, Torben, Jim, and Roseanna sit around a table

in that order. Steve is going to bid first. He takes the sheet/card for side C and places it in front of him (this is a bid of zero points). Torben takes the sheet/card for side B, but thinking others might want it, he places one army on it in hopes of discouraging further bidding for that side. Jim takes the card for side C from Steve and puts one army on it. Roseanna takes the sheet/card for side A, with no armies on it. Steve could then take the sheet/card for side D, ending the bidding, but he takes side A with a bid of one. Torben and Jim do not bid as they already have selected a side. Roseanna, however, takes the side B card from Torben and puts another army on it, making two. Steve cannot bid. Torben then decides to take side D.

The result: Steve plays A at the cost of one victory point, Torben plays side D at no cost, Jim plays side C at the cost of one victory point, and Roseanna plays side B at the cost of two victory points.

In order to speed up bidding, players may collectively agree that any raised bid on a side must be by more than just one point, for example by at least three points. So in the example auction above if three points was the minimum agreed raise, Steve and Torben's initial bids of zero and one are acceptable, but when Jim outbids Steve he would have to put at least three armies down (three more than Steve's bid of zero), and so on.

14.0 WINNING

14.1 GENERAL

The player with the largest number of victory points at the end of the game wins. Victory points are tallied by nation, then added together for each player at the end of the game. Each player should keep a running tally for his nations, or delegate one player to score for everyone. A sample victory point record sheet has been placed on the back cover of the rules booklet. At any time, any player may ask for, and must be given, the current total for any nation or player.

14.2 TALLYING

In most cases, victory points are awarded at the end of the complete game turn in specific turns (5, 7, 10, 13, and end of game). There are exceptions, as stated on the Victory Point/Turn Appearance Cards for individual nations. An astute player will refer to his Victory Point Cards and his opponents' frequently. If another player asks to see any Victory Point Card, the owner must comply.

"Touch points". In all cases where a nation scores points for holding certain areas "at any time" during a period of one or more turns (Romans in turns 1-3, Welsh in turns 8-9, Norsemen in turns 11-16, Danes in their own turn 12, and Norwegians and Normans in their own turns 15), each nation can score only once for each area, but can score for different

areas at different times. To simplify keeping track of these situations (except the Welsh visit to York which is easily remembered), use unused counters (such as flipped-over Roman forts) to mark the areas already visited but no longer occupied, and then at the end of the designated period, count the areas visited and enter them on the nation's score tally as a single entry.

The note for Turn 3 on the Event Chart is intended to remind the Roman player that this is the last chance to record points for Turns 1-3. In contrast, the Norsemen are entitled to score for capturing a named area in Turns 11-16, and again for holding it both at the end of Turn 13 and at the game end.

14.3 POINTS

There are five ways to score points. First, a nation may score for holding (being sole occupant of) an area at the end of a given game turn. Second, it may score for destroying opposing forces. Third, it may score for capturing an area, that is, for solely occupying it at some time even if not at the end of a turn (sometimes called "Touch Points"). Fourth, it may score points for having the Bretwalda or King be of its nation. Fifth, the Romans may score for Belgae submission. All such possibilities are described on the Victory Point Cards.

14.4 LIMES

Limes is the name given by the Romans to their defensive lines/walls such as Hadrian's Wall and the "Saxon Shore" forts which were built as defense against barbarian raids. Points will be scored at the end of turn 5 for each area which is (a) occupied by an undestroyed Roman Fort, or (b) occupied by a subject nation.

15.0 PLAYER NOTES

BRITANNIA is different from many other games insofar as it is never immediately obvious which player is winning. Each player accumulates points at a different rate, some scoring many points early (such as the player controlling the Romans), some scoring many later in the game (such as the player controlling the Danes). Experienced players will learn to recognize who is doing better or worse than the average. If one player is clearly doing better than anyone else, the others may try to gang up on the leader.

In a game of this scope it is impossible to force players to do exactly as their nations did historically, but the game is arranged so that a player who indulges in bizarre moves, from a historical viewpoint, will fail to score many points. Moreover, because there are several players, each player is, in effect, outnumbered. If a player makes an ill-considered move in order to hurt another player, he will hurt himself as well,

and the remaining player(s) will benefit. In the process of following his historical objectives each player will have ample chances to hinder his opponents.

A player may find that nations he controls are competing for the same objectives. It is legal for one nation to attack another nation the player also controls. The controlling player makes all decisions regarding retreats, but may have someone else roll for one side.

DEDICATION

To Torben Mogensen, Jim Jordan, Stephen Braund, and all the players and GMs who have made Britannia live over the years.

GAME CREDITS

GAME DESIGN AND DEVELOPMENT: Lewis E. Pulsipher, Ph.D.

This edition owes whatever improvements have been made to the many Britannia players around the world, especially the members of the Eurobrit Yahoo Group and authors of the World E-mail Britannia Championships, and the 2004 World Board Gaming Championships Britannia tournament. Without their enthusiasm, I would never have attempted a Second Edition.

PLAYTESTING:

Contributing Playtesters: Stephen Braund, Torben Mogensen.

Playtesters: Llew Bardecki, Nicholas Benedict, Simon Bullock, Tim Coburn, Thayne Conrad, Bill Crew, Caleb Diffell, Paul Doherty, Padraig Francis, John David Galt, Richard Jones, Jim Jordan, Duane Kristensen, Ewan McNay, Christopher Morgan, Karsten Ockenfels, Scott Pfeiffer, Raffaele Porrini, Jim Pulsipher, David Rayner, Peter Riedlberger, Kato Takuya, Luke Taper, Andrew Tjader. Bob Tjader, Stephen Tjader, William Tjader, D. Charles Williams, David Yoon, and many others at the World Boardgaming Championships and Eurobrit listserv. I apologize to anyone I have accidentally left out.

Gibsons and Avalon Hill editions: Jim Adams, Eric Bracey, Martin Crim, Chris Hughes, Keith Ivey, Bob Lansdell, Fred Parham, Mundy Peale, Steve Raymond, Sue Pulsipher, Roger Heyworth (uncredited Developer, Gibsons), Adrienne Heyworth, David Abbott, Tony Gordon, Claire Grant, Richard Bairstow, Alan R. Moon, Mike Schloth, Rex Martin, and Craig Taylor, Bruce Shelley (AH editor), Mick Uhl (AH editor).

HISTORICAL NOTES

During World War II the British proudly proclaimed that their island had not been (successfully) invaded since 1066. Every British schoolboy knows the story of 1066 and all that, even if he knows no other date in British history. Yet before the famous "last invasion" of William the Conqueror, the island of Great Britain was the battleground for dozens of invading tribes, of great movements which caught up entire peoples, sweeping them into the highlands or into oblivion. The game Britannia depicts the violent age which began with the establishment of the Roman province of Britanniae after the second Roman invasion of 43 AD, and ended with the firm imprint of Norman authority.

The first violent contact of the civilized world with what was then a "barbarian" Celtic land was Julius Caesar's punitive expeditions of 55 and 54 BC. Although Caesar defeated his enemies, he only intended to punish British tribes that supported the Gauls of France. After accomplishing this he withdrew to complete the conquest of Gaul. The Romans finally came to stay in 43 AD, partly because the emperor Claudius desired some conquest to add to his list of otherwise peaceful accomplishments, and partly in response to calls for aid from British tribes allied to Rome. Four well-organized Roman legions, with auxiliary troops, rapidly conquered the south and Midlands. Wales took longer to subdue. The tribes of northern England became Roman allies. In 60-61, while the Roman armies were fighting in Wales, many British tribes rebelled under the leadership of the famous warrior queen Boudicca, who burned London and other Romanized cities. Thousands were slaughtered, but the legions experienced little difficulty in defeating the revolt. A generation of peace followed.

When the Romans arrived, Britain was inhabited by many independent Celtic and pre-Celtic tribes, including some recent migrants from the Continent. In the game they are somewhat arbitrarily divided into several large groups. The Brigantes, who include the largest British tribe, could just as well be called Strathclyders, for after the Romans left the northerners maintained an independent state in Strathclyde for six centuries. Other Celtic tribes became the people we know today as Welsh. "Belgae" was the name given to migrants from the Continent (especially Belgium), but southern England was actually a welter of tribes and federations. Many Celts were content if not eager to gain the advantages of life within the Empire, and those who resisted failed to cooperate effectively. In any case, the unmatched Roman military system of professional legions and stone forts was more than the ill-prepared barbarians could withstand.

Further north, the more primitive Picts knew little of the benefits of Roman civilization. They raided the south, first by land and later by sea, and were never completely subdued. In the far north of Britain dwelled peoples known collectively as the Broch Builders, after the round stone towers which served as dwelling and fortress. In the game these people are called Caledonians, though this term was generally applied by the Romans to all the unconquered people of northern Britain. Before the Roman invasion they probably fought

with the Picts, but later the Picts turned south and the north experienced economic decline into political oblivion.

The Romans extended their control with a campaign beginning in 78 AD which completed the conquest of northern England and led to the construction of fortifications in southern Scotland. The Roman general Agricola claimed to have defeated the last organized Pictish resistance in 84, but for various reasons--lack of manpower, lack of interest, a change in commanders--the Romans gradually withdrew to northern England. During emperor Hadrian's reign (117-138) a wall was built across the narrowest part of northern England to interfere with Pictish raids. At first an earthen wall, it was later partially replaced with stone. The wall was not manned all along its length, nor did it hold Pictish sea-borne raids, but it was an important part of the Roman system of fortification which covered (and controlled) the country. Later a turf wall was constructed further north, along the line joining where Glasgow and Edinburgh now stand, but during internal strife in the Empire late in the century this Antonine Wall was abandoned.

Thenceforth most of Britain was blessed with peace, with rare interludes when struggles among generals who declared themselves emperor stripped the frontiers of troops. Raids by Picts, Scotti from the west (who we call Irish, to differentiate them from the more northern Scotti that we call Scots), and Anglo-Saxons (including Jutes, Franks, Frisians, and others) from Denmark and Germany forced construction of additional defenses, such as the "Saxon Shore" forts. These raids penetrated beyond the border areas only once. However, the Empire as a whole experienced a slow decline in influence beyond its borders and power within.

When Germanic barbarians threatened Gaul and Italy--Rome was sacked in 410--the Roman legions withdrew from Britain, and emperor Honorius told the Romano-British people to look after their own defense until the Romans could return--but they never returned. As the Roman Empire crumbles history becomes uncertain. Scholars disagree about dates, sequences of events, even about the existence of important kings and the location of decisive battles. This is the true "Dark Age" in Britain. Though disunited, the British managed to hold off the Anglo-Saxon, Pict, and Irish invaders for a time. Probably Saxons were invited to settle in Britain to help the inhabitants fight invaders. At any rate, ultimately the Anglo-Saxons turned on the British, and in the ensuing war the basis of civilization was destroyed in Britain, about 440-450. The British continued to fight, ultimately under the leadership of the possibly historical king (or perhaps "war leader") Arthur. This culminated in a great British victory which contained the Anglo-Saxons for two generations. Arthur was probably a cavalry leader but certainly not the romantic knight of later Welsh legend. After his death and the disintegration of political unity among the British, additional invaders helped the settled Anglo-Saxons complete the defeat of the inhabitants, who were subjugated or forced into the

highlands of Wales, Cornwall, and Scotland. Even Christianity disappeared. Many Britons had migrated to Brittany in France, while plague killed many others. By 600 the Anglo-Saxons controlled most of England, and in the next 200 years they gained the rest.

Something should be said about the nature of the invasions. While the Romans were highly organized and could depend on reinforcements and supplies from the Continent, later invaders tended to be unorganized bands of barbarians looking for plunder or, rarely, for a place to settle. The Anglo-Saxons and their contemporaries, and later the Vikings, followed this pattern. Toward the end of the period covered by the game invading groups were better organized; real invasions under acknowledged leaders instead of fragmented migrations and piracy. The first of these was the "Great Army" of the Danes which swept all before it until it broke up, and later the invasions of Svein Forkbeard (not Estrithson) and Cnut of Denmark, Harald the Ruthless (or "Stern Council") of Norway, and Duke William of Normandy. By the time of Svein Forkbeard the Viking homelands had become distinct centralized kingdoms which were able deliberately to equip invading armies instead of groups of plundering freebooters.

After the Romans left, the art of fortification was largely lost. Although the Danes and English of Wessex built earthen fortified town/forts ("burhs"), these were rare and could not be called castles. The Normans brought the art of castle building to England (though most castles were wood and earth at this time, not stone), but that occurred after the Conquest. The Normans also brought armored cavalry to Britain, ending the dominance of infantry in battle.

Of the survivors of the Anglo-Saxon invasions, the Welsh maintained a fragmented independence until more or less conquered by the English in the late thirteenth century. The Cornish were conquered by Wessex about 870, and the Strathclyders were finally incorporated into Scotland about 1034.

In the far north, the Picts fought the Scottish invaders of Dalriada (who originated in Ireland) to a standstill. But the Picts were handicapped by their custom of inheritance descending through the female line; and finally a Scottish king of Dalriada combined the two nations into the kingdom of Alba or Scotland. The Scots predominated culturally, though the majority of the population was Pictish. This kingdom absorbed part of Northumbria, Lothian, in the late tenth century.

For two centuries after 600 the Anglo-Saxons fought among themselves, with the Welsh and with the northerners, dividing into seven kingdoms known as the Heptarchy: Kent, Sussex, Essex, East Anglia, and the larger kingdoms of Northumbria, Mercia, and Wessex. At first the kingdom of Kent, of Jutish and Frisian origins, held the upper hand, but soon the kingdoms of the Angles gained the leadership of the Anglo-Saxons just as the Viking

raids began.

In each case, an individual king of one of the small kingdoms might dominate much of England, but the other areas often retained their own kings and might throw off foreign domination when the old Bretwalda died.

At first the Vikings came to plunder, going home each autumn; but as organized resistance decreased they began to establish bases in England, and finally they settled permanently. The Vikings of Norway occupied the Hebrides and Orkneys in the far north, and continued down the west coast of Britain to settle in such diverse areas as Cumbria and parts of Wales. Many of the settlers came by way of Ireland, where some Norwegians established the kingdom of Dublin. The more numerous Danes roamed along the east coast, occupying much of northern England as well as parts of continental Europe, especially Normandy. The Danish "Great Army", probably commanded at one time by the sons of Ragnar Lodbrok (the "Danish Brothers"), harried in France and England for many years; they were stopped by the Saxons only after the army split up, some settling to the north.

At one point, nonetheless, Mercia was controlled by Danes and King Alfred the Great of Wessex was in hiding in the swamps of Somerset. But he managed to gather an army and drive back the Danes, obtaining after some years a treaty which divided England into Saxon and Danish areas. Alfred's successors gradually reconquered the Danish parts of the country (the "Danelaw"), so that by 960 the king ruled most of England. But Danes continued to come, though in decreasing numbers. King Ethelred "the Unready" (actually "unraed", "no counsel") gradually lost control of the kingdom and could not withstand a great invasion by the Danish king Svein Forkbeard, whose son Cnut became undisputed king of England, Denmark, and Norway when Ethelred's capable son Edmund Ironside died prematurely. However, Cnut's son was succeeded by Ethelred's second son, Edward the Confessor.

Edward had no heir; both earl Harold Godwinson, who though Edward's subject probably wielded more power, and Duke William of Normandy, descendant of Vikings, claimed the throne. Harold II was crowned, but immediately faced invasions from Harald Hardrada, king of Norway--a distant heir of Cnut--and from William. Harold II surprised and defeated Harald's army and killed his rival, near York, but after a forced march the Saxons were beaten by the Normans near Hastings, where Harold was killed. Harold's relatives continued a desultory resistance for some years, but essentially the Saxons accepted William's claim to the throne after the deaths of his rivals. After a few abortive attempts by Svein Estrithson of Denmark, the Vikings came no more; William had more difficulty with Welsh, Scots, and French than with Scandinavians.

It was a near-run thing. The Saxons nearly won; if the wind had blown in the other

direction, William's delayed invasion would have landed before Harald's and Harold's undiminished army might have beaten William. But would he have beaten Harald as well?

BRIEF CHRONOLOGY

- 55,54 BC Julius Caesar raids southern Britain
- 43-47 AD Romans conquer southern England and Midlands
- 49-61 Romans subdue Wales
- 60-61 Boudicca's rebellion
- 84 Romans take north, establish themselves in Scotland
- c. 85 Roman garrison reduced to three legions
- 122-130 Hadrian's Wall built on Solway-Tyne isthmus
- 142 Antonine Wall built on Glasgow-Edinburgh isthmus
- 3rd century Anglo-Saxon raids begin
- 367-369 Picts and Irish breakthrough defenses to ravage frontiers
- 407 Remainder of Roman garrison goes to Gaul to fight German invaders
- c. 425 Vortigern (?) is ruler of a large part of southern Britain
- c. 430 Vortigern invites Saxons to settle
- c. 442 Saxons attack British. Breakdown of Roman civilization in Britain. Migrations to Brittany.
- 500 British (Arthur's cavalry) defeat Anglo-Saxons at Battle of Mons Badonicus (site unknown)
- 542 Plague devastates Britain
- c. 550-600 Anglo-Saxons attack again, drive British into Wales, Cornwall, and the north

- 597 Kingdom of Kent converted to Christianity. Remainder of English kingdoms converted by 650.
- c. 610-678 Northumbrian king is normally Bretwalda (Oswiu 645-670)
- 731-799 Mercian king is usually Bretwalda (Offa 757-796)
- 793 Monastery of Lindisfarne sacked by first Viking raid
- 838,851 Wessex victories over Vikings
- 843 Kenneth McAlpin of Dalriada unites Scots and Picts
- 865 Danish "Great Army" invades East Anglia, destroys northern English kingdoms
- 871 Great Army divides: Danes attack Wessex; Alfred the Great becomes king of Wessex (d. 899)
- 871-876 Mercia ruled by Danish protege
- 876-878 Renewed war, Wessex nearly conquered
- 878 Battle of Edington saves English
- 886 Peace treaty divides England into English and Danish halves (Danelaw)
- 892-896 Further Viking attacks
- 899-924 Edward reconquers most of Danelaw
- 919 Dubliners control kingdom of York
- 924-939 Athelstan of Wessex controls most of England
- 937 Athelstan defeats Scots-Dubliners-Strathclyde coalition at Brunanburh (site unknown)
- 945 Edmund of Wessex conquers Strathclyde, gives/leases it to his Scottish ally/subordinate; Lothian similarly treated late in tenth century

- 1013 Ethelred deposed; King Svein Forkbeard of Denmark conquers England, dies next year
- 1016 Ethelred dies, and his son Edmund Ironside soon after; Svein's son Cnut elected king of England
- 1042 Cnut's son Hardeknut dies without heir; Edward the Confessor becomes king
- 1066 Edward dies without heir; Harold Godwinson succeeds him. Harald the Hardrada of Norway and William of Normandy invade England. Harold defeats and kills Harald but is defeated and killed by William, William becomes king.
- 1086 A great Viking invasion fleet is dispersed/destroyed by storm--the last Viking effort

Pronunciation: Brigantes (Bri-gan'-tase, gan sounds close to gone); Belgae (Bel'-ji).

DESIGNER'S NOTES

Britannia is essentially a four player game. Everything in the design was created with four players in mind. Nonetheless, it can be played with numbers other than four, and in scenarios shorter than the entire game. Additional scenarios and versions of the game will be posted from time to time on the World Wide Web at _____ and <http://PulsipherGames.com/britannia.htm>.

This game is different from the first editions of the game, but matches the original intent of the designer and adds more "historicity" without changing playability. One of the biggest differences is that individual armies are not "raiders" or "settlers"; the entire nation, for decades or centuries, tends to raid. During the raiding period armies can always decide to stay in Britain (settle) if circumstances warrant it. But when circumstances change and its time to settle, raiding is no longer possible--"the party's on" and the invaders must come to stay.

The piece mix included with this game allows those who prefer the earlier editions of the game to play with this set. The text of the Avalon Hill version is included separately, and is available on the Web at _____ and <http://PulsipherGames.com/britannia.htm> along with the Gibsons rules. The only board change is in northern England; in the earlier versions, Cumbria, Lothian, Pennines, and Galloway met at a point, and no army could travel across that point.

We have tweaked the numbers of armies available to nations, tweaked the appearance

settings, and so forth. There are substantial differences in the Roman invasion (Roman Roads, Boudicca's revolt, and Roman reinforcements). The original version of rolling dice against Romans and cavalry is used rather than the Avalon Hill version. The endgame has been modified to make it "Four Kings" rather than three or two (Harold hardly had a chance). We have discouraged grossly ahistorical actions such as the "MacArthur" strategy and various "hideout" strategies. But much of the effort went into consolidating the several different sets of rules.

(Note: there's some literary license in the ending of Second Edition Britannia. Svein Estrithson did not become involved until William had conquered England. In other words, the 1066 ending of the first edition is more strictly accurate historically, but for game purposes we wanted to have "Four Kings" at the end rather than three.)

Geographical note: the area called Lindsey really ought to be "The Fens", but we have retained the traditional name for compatibility with the old rules.

As no discrepancies have been found between the appearance and point lists that were in the final rules, and the printed version, I have removed those parts from this text.