

# Britannia redux - Ireland - Timelines and Scoring

## Additional Starting Units

**Belgae** (2 armies): Connaught, Meath

**Irish** (1 army): Kilkenny

**Scots** (1 army): Ulster

**Welsh** (1 army): Isle of Man

## Additional Leaders and Timeline Information

### 6 Round Timeline

**I** 2 **Belgae** & *Niall Noígíallach*

**III** **Angles** 🏴

**VI** 1 **Irish** & *Brian Boru* (rule 27.7.1)

### 9 Round Timeline

**IV** 2 **Belgae** & *Niall Noígíallach*

**VI** **Angles** 🏴

**IX** 1 **Irish** & *Brian Boru* (rule 27.7.1)

### 12 Round Timeline

**V** 2 **Belgae** & *Niall Noígíallach*

**VII** **Angles** 🏴

**XII** 1 **Irish** & *Brian Boru* (rule 27.7.1)

### 15 Round Timeline

**VI** 2 **Belgae** & *Niall Noígíallach*

**VIII** **Angles** 🏴

**XIV** 1 **Irish** & *Brian Boru* (rule 27.7.1)

## Play Order and Unit Limits

*Romans* 16

*Romano-British* 10/2

*Belgae* 12

*Welsh* 15

*Brigantes* 11

*Caledonians* 7

*Picts* 10

*Irish* 10

*Scots* 13

*Angles* 17

*Norsemen* 11

*Dubliners* 10

*Danes* 17

*Norwegians* 12

*Saxons* 17

*Jutes* 6

*Normans* 8/4

## Nation Turn Phases

I. Population Increase and Reinforcements

II. Movement 🔄

III. Battles and Retreats 🔄

IV. Raider Withdrawal

🔄 twice during Major Invasion

## Scoring

**End of Nation Turn:**

Bretwalda 🏰

**End of Game Round:**

Rex Anglorum 🏰

Holding Areas 🏰

## Holding Areas 🏰

- 4 Each listed area
- 2 Each adjacent area
- 1 Each other area

**Belgae** Connaught, Lindsey, Suffolk

**Picts** Alban, Mar, Moray

**Angles** Lothian, Norfolk, York

**Normans** Essex, Sussex, Wessex

**Brigantes** Cumbria, Galloway, Strathclyde

**Irish** Cornwall, Dyfed, Meath

**Norsemen** Hebrides, Isle of Man, Orkneys

**Saxons** Essex, S.Mercia, Wessex

**Romans** Essex, Wessex, York

**Romano-British** Devon, Hwicce, Lindsey

**Scots** Dalriada, Dunedin, Skye

**Dubliners** Cumbria, Galloway, Kilkenny

**Norwegians** March, N.Mercia, York

**Welsh** Dyfed, Gwynedd, Powys

**Caledonians** Caithness, Hebrides, Orkneys

**Danes** N.Mercia, Suffolk, York

**Jutes** Essex, Kent, Wessex

## Occupying Areas 🏰

**Romans**

- 1 Each area

**Angles**

- 4 Isle of Man

**Welsh**

- 8 York

**Dubliners**

- 6 York
- 2 Each other English area north of York and Cheshire, including Cheshire

**Norwegians**

- 5 York
- 3 Each area of clear terrain adjacent to York
- 1 Each other English area

## Raiding Areas

- 2 Each area

## Eliminating Units

- 2 Each Roman army
- 5 Each Roman fort
- 2 Each non Romano-British stronghold
- 5 *Boudica* (Romans only; rule 15.4.4)
- 5 *Arthur* (non-British only; rule 9.3)
- 5 *Harold*, *Hardrada*, *Svein*, *William*
- 3 Each other leader

## Other Scoring

- 4 All areas in Ireland at end of game round (rule 27.4.1)
- 3 Bretwalda 🏰
- 6 Rex Anglorum 🏰
- 8 King of England 🏰