

# Britannia redux — Leaders and Raiders — Timeline and Scoring

## Starting Position

**Angles** (2 armies): Norfolk, York.

**Picts** (5 armies): Alban, Dunedin, Mar, Moray, Skye.

**Brigantes** (6 armies): Bernicia, Cumbria, Galloway, Lothian, Pennines, Strathclyde.

**Irish** (2 armies): Cornwall, Dyfed.

**Saxons** (2 armies): Sussex, Wessex.

**Caledonians** (3 armies): Caithness, Hebrides, Orkneys.

**Jutes** (2 armies): Essex, Kent.

**Welsh** (6 armies): Cheshire, Clwyd, Gwent, Gwynedd, March, Powys.

**Romano-British** (8 armies): Avalon, Devon, Downlands, Hwicce, Lindsey, N. Mercia, S. Mercia, Suffolk.

**Scots** (1 army): Dalriada.

<b>I</b> 410-520 	2 <b>Irish</b> ATL ↗ 2 <b>Scots</b> IRI ↗ 4 <b>Angles</b> FRI/NTH 8 <b>Saxons &amp; Ælle</b> ENG/FRI ⚡ 2 <b>Jutes &amp; Hengist/Horsa</b> ENG/FRI ↗
	2 <b>Romano-British</b> cavalry & <b>Arthur</b> (rule 9.3) <b>Brigante Urien</b> 1 <b>Irish</b> ATL ↗ 5 <b>Scots &amp; Fergus Mór</b> IRI ⚡ 7 <b>Angles &amp; Ida</b> FRI/NTH ⚡ 4 <b>Saxons</b> ENG/FRI 2 <b>Jutes</b> ENG/FRI
	Welsh <b>Cadwallon ap Cadfan</b> ━ <b>Pict Bruide mac Bili</b> 1 <b>Irish</b> ATL 1 <b>Scot</b> IRI 2 <b>Angles</b> FRI/NTH <b>Angles Offa</b> 2 <b>Norsemen</b> ATL/IRI, 4 <b>Norsemen</b> IRI/ICE ↗ 4 <b>Danes</b> ENG/FRI, 4 <b>Danes</b> FRI/NTH ↗
	1 <b>Scot &amp; Kenneth MacAlpin</b> 4 <b>Norsemen &amp; Ketill Flatnose</b> IRI/ICE ⚡ 3 <b>Dubliners</b> ATL/IRI ↗ 6 <b>Danes &amp; Ivar/Halfdan</b> FRI ⚡ <b>Saxon Alfred the Great</b>
	<b>Brigante Dunmail</b> <b>Norsemen</b> ↗ 5 <b>Dubliners &amp; Olaf Sihtricson</b> ATL/IRI ⚡ ━ 2 <b>Danes</b> FRI/NTH <b>Saxon Edgar the Peaceful</b>
	<b>Norsemen</b> ↗ 2 <b>Dubliners</b> ATL/IRI ↗ 6 <b>Danes &amp; Cnut</b> ENG/FRI ⚡ ━ (rule 9.4) 10 <b>Norsemen &amp; Hardrada</b> NTH ⚡ ━ 3 <b>Saxons &amp; Harold Godwinson</b> 10 <b>Normans</b> (6 inf, 4 cav) & <b>William</b> ENG ⚡

## Play Order and Unit Limits

### Romano-British 10/2

**Welsh** 13

**Brigantes** 11

**Caledonians** 7

**Picts** 10

**Irish** 8

**Scots** 11

**Angles** 17

**Norsemen** 10

**Dubliners** 9

**Danes** 17

**Norsemen** 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

**Picts** Alban, Mar, Moray

**Angles** Lothian, Norfolk, York

**Normans** Essex, Sussex, Wessex

**Brigantes** Cumbria, Galloway, Strathclyde

**Irish** Cornwall, Dyfed, Gwynedd

**Norsemen** Cumbria, Hebrides, Orkneys

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

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

**Scots** Dalriada, Dunedin, Skye

**Dubliners** Cumbria, Galloway, Gwynedd

**Norsemen** March, N. Mercia, York

**Welsh** Dyfed, Gwynedd, Powys

**Caledonians** Caithness, Hebrides, Orkneys

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

**Jutes** Essex, Kent, Wessex

## Occupying Areas ━

**Welsh** ━

8 York

**Dubliners** ━

6 York

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

**Norsemen** ━

5 York

3 Each area of clear terrain adjacent to York

1 Each other English area

## Raiding Areas ↗ ◊

2 Each area

## Eliminating and Defeating Units

5 Arthur (non-British only; rule 9.3)

5 Harold, Hardrada, Svein, William

3 Each other leader

## Other Scoring

3 Bretwalda ━

6 Rex Anglorum ━

8 King of England ━