

Britannia reduX: Ireland

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16 Introduction

This expansion adds Ireland and the Isle of Man as playable areas in the game. It requires the *Leaders and Raiders* expansion, and can be used with the *Romans and Forts* expansion. It is based on the “Oh, Danny Boy” variant by Jim Lawler, published in *The General Vol. 30 No. 2*.

16.1 The Map

The map of Ireland replaces the empty area representing Ireland on a standard game board. Ireland is divided into four land areas, three of which are difficult terrain, and is not a part of Britain. The Isle of Man is a single land area of difficult terrain, and is a part of Britain, increasing the total British land areas from 37 to 38. Ireland and the Isle of Man are connected to the rest of Britain by ten new straits, as shown on the map. (*These straits differ from those in the original map published in The General: Ulster is connected to Galloway but not Hebrides, and the Isle of Man is connected to Gwynedd.*)

16.2 The Timelines and Scoring Tables

This expansion includes new Timelines and Scoring Tables which contain changes to the game setup and scoring centers, and new leaders.

16.3 Game Setup

The additional units placed at the start of the game are always the same. Note that the Belgae are present at the beginning of the game and that the Irish and Scots now start with armies on the board in all Timelines.

16.4 Scoring

Areas in Ireland and the Isle of Man are scored the same as areas in England; note that scoring centers for several nations (the Belgae, Irish, Dubliners, and Norsemen) have changed, as listed in the Scoring Tables.

16.4.1 Holding Ireland

If, at the end of any game round (not just any scoring round), a single nation (not color) occupies all four areas in Ireland, that nation scores the points listed in the Scoring Table.

16.5 Stacking and Population Limits

Stacking limits in Ireland are separate from those in Britain, allowing each nation to have two overstacks so long as one is in Ireland and one in Britain. Population limits are not counted separately in Britain and Ireland.

16.6 Population Increase

Population increase for Ireland is not calculated separately from England, and new armies received may be placed freely in either within the rules.

The unit limit for some nations has been increased, as listed in the Play Order.

16.7 Movement

Units which appear in the Irish Sea or Atlantic Ocean may now land in either Ireland or Britain. Movement between Ireland, the Isle of Man, and Britain across straits is conducted as described in the rules.

16.8 Leaders

Two new leaders, *Niall Noígíallach* and *Brian Boru*, are added to the Timelines. These new leaders and any accompanying reinforcements are required to appear in an area in Ireland; if the nation holds no areas in Ireland (even if it holds areas in Britain), the leader will appear in a scoring center in Ireland as described in Reinforcements. All other reinforcements not listed as appearing in a sea area must appear in an area in Britain; if the nation holds no areas in Britain (even if it holds areas in Ireland), the reinforcements will appear in a scoring center in Britain as described in Reinforcements.

16.8.1 Brian Boru

At the beginning of the round in which *Brian Boru* appears, if one of the Welsh, Scots, or Belgae holds more areas in Ireland than the Irish and all of the others listed (individually, not combined), *Brian Boru* and his army will appear for that nation instead of the Irish during the game round.

Brian Boru may not leave Ireland.

16.9 Bretwalda and Rex Anglorum

Areas in Ireland are not part of Britain and so do not count for Bretwalda or Rex Anglorum. The Isle of Man is part of Britain but not of England, and counts for Bretwalda but not for Rex Anglorum.