

# 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</b> & <b>Ælle</b> ENG/FRI ⚔ 2 <b>Jutes</b> & <b>Hengist/Horsa</b> ENG/FRI ↘
<b>II</b> 520-630 👑 🏹	2 <b>Romano-British</b> cavalry & <b>Arthur</b> (rule 9.3) <b>Brigante Urien</b> 1 <b>Irish</b> ATL ↘ 5 <b>Scots</b> & <b>Fergus Mór</b> IRI ⚔ ↘ 7 <b>Angles</b> & <b>Ida</b> FRI/NTH ⚔ 4 <b>Saxons</b> ENG/FRI 2 <b>Jutes</b> ENG/FRI
<b>III</b> 630-800 👑	<b>Welsh</b> <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 ☞
<b>IV</b> 800-900 👑 🏹	1 <b>Scot</b> & <b>Kenneth MacAlpin</b> 4 <b>Norsemen</b> & <b>Ketill Flatnose</b> IRI/ICE ⚔ ↘ 3 <b>Dubliners</b> ATL/IRI ↘ 6 <b>Danes</b> & <b>Ivar/Halfdan</b> FRI ⚔ <b>Saxon Alfred the Great</b>
<b>V</b> 900-1000 👑	<b>Brigante Dunmail</b> <b>Norsemen</b> ↘ 5 <b>Dubliners</b> & <b>Olaf Sihtricson</b> ATL/IRI ⚔ ↘ 🏹 2 <b>Danes</b> FRI/NTH <b>Saxon Edgar the Peaceful</b>
<b>VI</b> 1000-1070 👑 🏹	<b>Norsemen</b> ↘ 2 <b>Dubliners</b> ATL/IRI ↘ 6 <b>Danes</b> & <b>Cnut</b> ENG/FRI ☞ 👑 (rule 9.4) 10 <b>Norwegians</b> & <b>Hardrada</b> NTH ⚔ 🏹 3 <b>Saxons</b> & <b>Harold Godwinson</b> 10 <b>Normans</b> (6 inf, 4 cav) & <b>William</b> ENG ⚔

## Play Order and Unit Limits

<b>Romano-British</b>	10/2
<b>Welsh</b>	13
<b>Brigantes</b>	11
<b>Caledonians</b>	7
<b>Picts</b>	10
<b>Irish</b>	8
<b>Scots</b>	11
<b>Angles</b>	17
<b>Norsemen</b>	10
<b>Dubliners</b>	9
<b>Danes</b>	17
<b>Norwegians</b>	12
<b>Saxons</b>	17
<b>Jutes</b>	6
<b>Normans</b>	8/4

## Nation Turn Phases

- Population Increase and Reinforcements
- Movement ⚔
- Battles and Retreats ⚔
- 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

<b>Picts</b>	Alban, Mar, Moray
<b>Angles</b>	Lothian, Norfolk, York
<b>Normans</b>	Essex, Sussex, Wessex
<b>Brigantes</b>	Cumbria, Galloway, Strathclyde
<b>Irish</b>	Cornwall, Dyfed, Gwynedd
<b>Norsemen</b>	Cumbria, Hebrides, Orkneys
<b>Saxons</b>	Essex, S.Mercia, Wessex
<b>Romano-British</b>	Devon, Hwicce, Lindsey
<b>Scots</b>	Dalriada, Dunedin, Skye
<b>Dubliners</b>	Cumbria, Galloway, Gwynedd
<b>Norwegians</b>	March, N.Mercia, York
<b>Welsh</b>	Dyfed, Gwynedd, Powys
<b>Caledonians</b>	Caithness, Hebrides, Orkneys
<b>Danes</b>	N.Mercia, Suffolk, York
<b>Jutes</b>	Essex, Kent, Wessex

## Occupying Areas 🏹

<b>Welsh</b>	8 York
<b>Dubliners</b>	6 York
	2 Each other English area north of York and Cheshire, including Cheshire
<b>Norwegians</b>	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 🏹