

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 & <i>Niall Noígíallach</i>
III	Angles ┏
VI	1 Irish & <i>Brian Boru</i> (rule 27.7.1)

9 Round Timeline

IV	2 Belgae & <i>Niall Noígíallach</i>
VI	Angles ┏
IX	1 Irish & <i>Brian Boru</i> (rule 27.7.1)

12 Round Timeline

V	2 Belgae & <i>Niall Noígíallach</i>
VII	Angles ┏
XII	1 Irish & <i>Brian Boru</i> (rule 27.7.1)

15 Round Timeline

VI	2 Belgae & <i>Niall Noígíallach</i>
VIII	Angles ┏
XIV	1 Irish & <i>Brian Boru</i> (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 ↗

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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	2 Galloway, Lothian, each area in Wales or Scotland 1 Each other 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* ⚪