Britannia reduX: Romans and Forts

13 Introduction

These rules require the _Leaders and Raiders_ rules, and contain optional rules for Fortifications.

13.1 The Timelines

These rules include Timelines of varying lengths. These Timelines can also be used to play longer versions of the game presented in the _Leaders and Raiders_ rules by using that starting position and beginning with the game round in which the Romano-British replace the Romans.

13.1.1 Population Increase

When using the 12 round Timeline, a new army is received for every **five** population points, rather than four; when using the 15 round Timeline, a new army is received for every **six** population points.

13.2 Three and Five Player Games

When playing these rules with three or five players, the player who receives the Romano-British also receives the Romans, and the player who receives the Brigantes also receives the Belgae.

14 The Romans

The Roman occupation of Britain from 43 AD through the 4th century shaped Britain's history in countless ways. As a conquering empire, the Romans were very different — particularly in terms of military might — from the other peoples that occupied Britain in this time period. These differences are reflected in the game in a variety of ways, which are explained below. The player controlling the Romans should review these rules prior to the start of the game.

14.1 Roman Infantry

Roman infantry armies represent more highly trained troops, and in game terms they move and fight like cavalry armies. During the Movement Phase, a Roman army may move three land areas per turn. During the Battles and Retreats Phase, a Roman army eliminates an enemy infantry army on a roll of 4 or higher, unless that army is defending a difficult terrain area (in which case it is only eliminated on a 6 or higher). Roman armies are only eliminated on a roll of 6 or higher, no matter what type of unit is attacking.

14.1.1 Roman Reinforcements

As a professional army based on the continent, the Romans do not increase population as other nations do. Instead, during the Population Increase and Reinforcements Phase, if they have more armies than the maximum number listed on the Timeline for that round, the controlling player must remove armies to reduce the number to the listed maximum. If they have fewer armies than the maximum, they receive half the difference between the maximum and their current number of armies (rounding one-half up) as reinforcements, placed in the English Channel.

14.1.2 Restrictions on Roman Movement

Roman armies in the English Channel may only move to Kent or Sussex.

During the Major Invasion of Round 1, Roman armies may not move north of York and Cheshire.

14.2 Roman Forts

During Roman nation turns, the Romans build forts, which provide them with three advantages: they represent networks of roads which allow the Romans to move more freely, they act as normal (not Roman) armies in battle, and they score points for the player controlling the Romans during scoring rounds. Other nations also receive points for destroying Roman forts.

Roman forts are treated as armies which cannot move for all purposes except as noted within these rules; for example, they are included when counting the number of armies defending an area for the purposes of overruns.

When the Roman becomes the sole nation with armies in any area for the first time, even if only moving through, and even if the Romans cannot score points for the area, a Roman fort is immediately built there. **Note:** The Romans are not limited by the components in the number of forts they may have.

14.2.1 Roman Forts and Roads

Roman forts provide Roads, which allow Roman armies to move more freely. A Roman army moving from one area containing an intact fort to an adjacent area containing an intact fort, referred to as Road movement, does not count against the number of areas moved. If either of the areas does not contain an intact fort, Road movement cannot be used and the normal rules apply.

A Roman army which wishes to cross a strait may move using Road movement either before or after crossing the strait, but not both, and may not combine any other movement with crossing the strait.

A Roman fort does not provide Road movement until the end of the phase (not turn) in which it is built. Thus, for example, during the first Movement Phase of a Roman Major Invasion turn, armies in an area in which a fort is built may not use that fort for Road movement during that phase, nor may other armies moving during that phase. During the second Movement Phase of the Major Invasion, the fort may be used for Road movement normally.

14.2.2 Roman Forts in Battle

In battle, a Roman fort acts as a normal army (not Roman army) that cannot retreat. During battle, all Roman armies in an area with a Roman fort must be eliminated by an attacker or retreat before the fort may be eliminated. Thus a die roll of 5 will not eliminate the fort unless all Roman armies present are first eliminated by rolls of 6.

Roman fort markers have both an "intact" and a "destroyed" side. If a Roman fort is eliminated in battle, it is flipped to its destroyed side, as a reminder that a new fort may not be built in the area, except as noted below.

14.2.3 Rebuilding Roman Forts

At the end of any Movement Phase, the Romans rebuild destroyed forts in any areas containing only Roman armies and the destroyed fort by flipping the counter from the "destroyed" side to the "intact" side.

14.2.4 British Nation Attacks against Forts

At the end of a battle during a British nation turn (Belgae, Brigante, Caledonian, Pict, or Welsh), units which attacked and destroyed a Roman fort in England may retreat from the area of the battle as though their forces include a Leader.

14.3 Roman Population and Stacking Limits

The Romans are not subject to the population limit, nor to the restriction on the number of owned areas at the end of the Movement Phase.

The Romans can have an unlimited number of overstacks, rather than just one, allowing them to have up to six armies in each clear terrain area and four in each difficult terrain area. Roman forts do not count toward the stacking limits.

14.4 Scoring Victory Points

14.4.1 Holding Areas (Limes)

Limes (pronounced LYE-meez; the Latin origin of the English word *limit*) is the name given by the Romans to their defensive lines/walls such as Hadrian's Wall and the "Saxon Shore" forts, which were built as defenses against barbarian raids. When scoring for holding areas, the Romans **only** score points for each area which contains an **intact Roman fort**, and do not score for areas containing destroyed forts and/or Roman armies. The Romans score points for areas they hold which are not adjacent to scoring centers without restrictions.

14.4.2 Occupying Areas

When using the 9 round Timeline, the Romans may not score points for occupying areas after the end of the First Battles and Retreats Phase of the Major Invasion in Round III.

14.4.3 Raiding Areas

No nation may score points for Raiding an area containing a Roman fort counter, whether the fort is destroyed or intact.

14.4.4 Eliminating Units

Any nation, regardless of color, may score points for destroying a Roman unit.

Only the Romans can score points for eliminating *Boudica*.

14.5 Roman Withdrawal and the Romano-British

At the beginning of the round in which the Romano-British replace the Romans (as listed on the Timeline), the Romans do not take a nation turn. Instead, during the Roman nation turn, the Romans leave Britain (in order to help defend Italy and the Rhine frontier) and the Romano-British nation enters play. Romano-British armies are normal armies, and the Romano-British nation has different victory point objectives from the Romans.

14.5.1 Placing Romano-British Armies

The Romano-British appear in Devon, Cornwall, and England south of and including York and Cheshire, and may place a maximum of 8 armies during their appearance. Remove all intact forts in the area of appearance described above, replacing them with one Romano-British army each; if there are more intact forts than available armies, the Romano-British player may choose which forts are replaced by armies. If the Romano-British have not placed all their

armies, remove all Roman armies from the area of appearance described above, and then place one Romano-British army in each vacant area (including those that were already vacant); if there are more vacant areas than remaining armies, the Romano-British player may choose in which areas to place their armies. Finally, if the Romano-British still have not placed all their armies, they may place a second army in each area already containing one Romano-British army, until all areas contain two armies or they have placed all their armies.

14.5.2 Placing Armies of British Nations

After placing all Romano-British armies, the British nations may replace some intact Roman forts with one army each:

Welsh: In Wales excluding Devon and Cornwall.
Brigantes: In Brigante scoring centers and adjacent areas in England.
Picts and Caledonians: In scoring centers only.

Finally, remove all remaining Roman units from the board.

14.5.3 Romano-British Population Increase

The Romano-British receive Population Increase in the round in which they appear as normal.

15 Fortifications (Optional Rule)

Two types of fortifications (strongholds and burhs) are available to non-Roman nations; players may choose to use neither, either, or both during games.

A nation's fortifications do not count as armies toward that nation's population limit. Fortifications are treated as armies which cannot move in all other ways; for example, they count toward the number of opposing or defending armies in an area for population limits and overruns, toward a nation's limit on total armies in play, and toward stacking limits. Areas containing only a fortification count as owned by the fortification's nation for all purposes, such as scoring victory points, the population limit, or ownership of an area at the end of the Movement Phase.

Each area may contain at most one fortification. Fortifications may not be built during the final game round.

15.1 Strongholds

Strongholds represent heavy fortifications, similar to Roman forts.

15.1.1 Building Strongholds

Strongholds may only be built after the Romano-British have replaced the Romans, by nations other than the Romano-British, and only in a nation's scoring center which is clear terrain. Some nations cannot build a stronghold.

Once per game, a nation other than the Romano-British may choose to receive a stronghold in place of an army during population increase. The stronghold must be placed in one of the nation's scoring centers in clear terrain, and with the same restrictions as an army received through Population Increase.

15.1.2 Romano-British Strongholds

Before placing Romano-British armies as described in section 14.5.1, the Romano-British player must replace all coastal Roman forts in clear terrain in their area of appearance with Romano-British strongholds. Each stronghold placed reduces the number of Romano-British armies placed by one.

British nations which replace Roman forts with armies may replace one fort with a stronghold instead of an army; if they do, they may not build another stronghold during a later round.

When using strongholds and starting the game after the Roman withdrawal, the Romano-British should begin the game with strongholds instead of armies in coastal areas which are clear terrain.

15.1.3 Strongholds in Battle

Like Roman forts, strongholds fight like normal armies in battle and are always eliminated last in battle, as described in section 14.2.2.

Armies defending an area containing a stronghold are eliminated in battle as though they are defending difficult terrain.

Eliminating a stronghold not belonging to the Romano-British scores the victory points listed in the Scoring Table.

15.2 Burhs

Burhs represent light fortifications built around towns after the Danish invasion of England.

15.2.1 Building Burhs

Burhs may be built by any nation which holds areas in England during any nation turn after the Danish Major Invasion.

During population increase, a nation building burhs may exchange armies received as population increase for two burhs each, and may also exchange population increase points equal to half the number required for an army (rounding one-half up) for one burh. Burhs may only be placed in the nation's scoring centers or adjacent areas in England, and are placed with the same restrictions as armies received as population increase.

A non-Danish nation may never build burhs such that it has more burhs on the board than the number of areas owned by the Danes. The Danes may never build burhs such that they have the most burhs of any nation on the board.

15.2.2 Burhs in Battle

Burhs fight like normal armies in battle, but are destroyed on a roll of 4 or higher. Like Roman forts, as described in 14.2.2, burhs are destroyed last in battle, except that if all remaining defending armies are able to retreat to adjacent areas containing burhs, the controlling player may eliminate the burh instead of one army at any time (using the die roll which would have eliminated the army), as long as all remaining armies retreat as previously described at the end of the current round of battle (after all die rolls have been resolved).

Eliminating a burh scores no victory points.

15.2.3 Herepaths

Areas containing burhs are considered to have Roads, called *herepaths*, which function exactly the same as Roman Roads for the nation owning the burhs, as described in section 14.2.1.