Britannia reduX: Leaders and Raiders

8 Introduction

These rules contain an optional rule (Submission, detailed in section 13). Players should agree on whether the Submission rule is being used before beginning the game.

9 Additional Unit Markers

These rules add two new unit types: cavalry armies and leaders.

9.1 Cavalry

Cavalry units are considered to be armies for all purposes, such as overruns, stacking limits, and the population limit, except as described in these rules.

Cavalry may not be brought into play by spending population points, but only as reinforcements. Only the Romano-British and Normans receive cavalry, and the number of cavalry armies which they have available is listed after the number of infantry units in the Play Order table.

9.1.1 Cavalry Movement

Cavalry armies may move **three** land areas per turn instead of two, but must otherwise follow the usual rules for movement.

9.1.2 Cavalry in Battle

A cavalry 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). Cavalry armies are always eliminated on a roll of 6 or higher, no matter what type of unit is attacking.

When rolling dice in battle, a player controlling a force with both cavalry and infantry must roll separately for the different types of units or use distinct dice for each unit type, rather than rolling all the dice at once and assigning them to the units afterwards.

When using the Reduced Randomness in Battles optional rule, a hit which is carried over from one round of battle to the next may only be used to hit a unit which the original die roll could have hit.

Deciding Which Unit Is Eliminated: In battles where cavalry and infantry are on the same side, a die roll which can kill either a cavalry or infantry army kills a unit of the type which the **opposing** player (the player rolling the dice) desires. Players do **not** have to specify which die attacks which type of unit before rolling. However, when choosing from amongst units of the same type, the **controlling** player decides which units are to be eliminated as usual.

9.2 Leaders

At various points in the game, as indicated on the Timeline, some nations will receive leaders. A leader represents a single individual of extraordinary ability and authority. Leaders have no combat value in themselves (and must always be accompanied by other armies), but give a movement and combat bonus to the units accompanying them. Some leader markers (such as "*Ivar/Halfdan*") represent two individuals (the "Danish brothers") but act as a single leader for game purposes.

A leader is placed on the board when placing reinforcements, following all the

same rules as other reinforcements. A leader is removed from the board when reinforcements would be placed during its nation's next turn. Thus, a leader is on the board from the placement of reinforcements during its nation turn in one round until the same point of its nation turn in the following round, unless it is eliminated in battle.

A leader is not an army and does not count as one for any purpose, such as overruns, stacking limits, or the population limit.

9.2.1 Leader Movement

A leader may never be in an area without accompanying armies of its nation. A leader may move three areas, but may never enter an area that does not contain other units of its nation unless one or more armies accompany it. If an area is emptied of friendly armies (by retreat or movement), the leader must move out with these armies.

Any armies accompanying a leader may move three areas per turn, and may overrun areas of difficult terrain. These are exceptions to the normal movement rules, and armies must accompany the leader for their entire move in order for them to gain these movement advantages. Moving across a strait still stops the leader and any accompanying armies.

Any area which a leader leaves at any time during the Movement Phase (even if the leader only passed through the area) counts as owned at the end of the Movement Phase for the purposes of the restriction on the number of owned areas, even if it is left empty. Units which began the Movement Phase in the area are **not** required to accompany the leader when leaving the area.

During a Raiding turn in which the raiding units include a Leader, all raiding units must end the Movement Phase in a land area; if the Raiding turn is also a Major Invasion turn, this only applies to the second Movement Phase.

9.2.2 Leaders in Battle

When a leader is present during a battle, add one to the die roll of each other unit of the leader's nation in the battle. Leaders are not armies, so no die is rolled for them. A leader is immediately eliminated in battle if combat losses leave the leader without other units of his nation in the area, even if there are no opposing units remaining. No dice roll is required.

A leader in a battle can retreat alone before the last army of its nation is eliminated in battle, but only to an adjacent area that contains only units of its nation. However, if the leader is in a battle against another leader, neither leader can retreat, nor can the last army of either side retreat.

After a battle in which the attacker was victorious is resolved, if the remaining attacking units include a leader, the attacker may retreat any or all remaining units from the area of the battle, following the usual rules for retreats. The area in which the battle took place may be left empty.

9.2.3 Leaders and Raider Withdrawal

During some Raiding turns, a nation's raiding armies may be accompanied by a leader. If the leader ends the Raider Withdrawal Phase at sea as described in section 11.4, all remaining raiding armies must also end the Raider Withdrawal Phase at sea by retreating or withdrawing.

A leader may not retreat or withdraw to sea unless accompanied or preceded by at least one army. If the nation's raiding units are required to return to sea and only the leader remains, then the leader may not retreat or withdraw, in an exception to section 11.4.

9.3 The Romano-British, *Arthur,* and His Cavalry

The Romano-British may not attack any British nation (the Brigantes, Caledonians, Picts, or Welsh), until after that nation first attacks them or *Arthur* is removed from play.

Arthur and his cavalry units must remain together throughout the game round in which they appear, even when retreating. They may not attack any British nation (even one which has attacked the Romano-British).

No British nation may score points for eliminating *Arthur*.

When *Arthur* is removed from play, his cavalry armies are replaced with infantry armies; if there are no infantry armies available, the cavalry armies are simply removed.

9.4 *Cnut* the Great

During the nation turn in which the Danes receive *Cnut*, two special rules apply.

First, at the beginning of the Raider Withdrawal Phase, if *Cnut* has not been eliminated, the Danes may become Rex Anglorum as described in section 10.6, except that they score the points but do not receive the army.

Second, during the Raider Withdrawal Phase, the Danish player is required to withdraw *Cnut* (if he has not been eliminated), and any four armies (regardless of how many were placed as invaders) to the sea area in which the invading armies were placed. (If the Danes have fewer than four armies remaining, all armies must be withdrawn.) The Danish player may choose any armies to withdraw without regard to which armies began the Movement Phase at sea, except that no area may be left vacant by withdrawing armies as long as any Danish area contains more than one army. *Cnut* is then removed from play.

10 Scoring Victory Points

In these rules, players will find additional opportunities for nations to score victory points. These are summarized in new scoring tables and described in detail below.

10.1 Holding Areas

Nations now only score points for holding areas at the end of game rounds indicated on the Timeline with a ✍ symbol, not every round. Nations score the indicated number of points for holding the listed scoring centers, areas adjacent to scoring centers (including areas connected by straits), and other areas, but may not score for more non-adjacent areas than adjacent areas and scoring centers combined. A nation may score points for holding an area even if it has already scored for occupying or raiding the area, as described below, in the current round or a previous round.

10.2 Occupying Areas

During certain game rounds, certain nations, indicated on the Timeline with a ⚑ symbol, may score points for **occupying** areas: being the sole nation with units

in the area **at any time**. The areas for which the nation can score points and the number of points scored for each are listed in the Occupying Areas table. A nation may score points for occupying an area by retreating into the area or just moving through the area during the appropriate game round (assuming no other nation's units are present), even during another nation's turn. As soon as the nation is the sole occupant of a listed area, the controlling player receives the listed number of victory points.

Each nation may only score points for occupying a specific area once. A nation may score for occupying an area even if the nation has already scored for holding the area (as described above), and vice versa.

10.3 Raiding Areas

During a Raiding turn, which is described in section 11.4, if a nation does not have an opportunity to score points for occupying specific areas (i.e., does not have a ⚑ symbol in the Timeline for that round), it may score the number of points indicated in the Other Scoring table for each area it successfully **raids**.

To score points for **raiding** an area, the nation must have units in the area **at the start of the Raider Withdrawal Phase**, and then **withdraw all units from the area** as described in chapter 12, leaving it vacant. (If not all units can be withdrawn, e.g., because not all are raiding units, no points are scored.) A nation may score points for raiding an area even if it has scored for raiding the same area in a previous round; the player is not required to track raided areas.

10.4 Eliminating Units

A nation may receive points for eliminating enemy units in battle **(even during other nations' turns)**, as listed in the Other Scoring table. Nations may only score points for eliminating units of a nation controlled by a different player. As soon as a nation eliminates a relevant unit, the controlling player receives the appropriate number of victory points. It is possible for a nation to score for eliminating units during a battle and then go on to lose the battle.

10.5 Bretwalda

During rounds with a ♛ symbol on the Timeline, at the end of **each nation's turn**, the nation may become Bretwalda (the regional King) by owning more total areas in England and the adjacent areas in Scotland and Wales than any other nation. The nation receives the victory points listed in the Other Scoring table. Bretwalda may be scored by more than one nation during a game round.

10.6 Rex Anglorum

At the end of **rounds** with a ♟ symbol on the Timeline, a nation may become Rex Anglorum by holding more areas in England than any other nation, and at least as many areas in England as the next two largest nations combined. The nation receives the victory points listed in the Other Scoring table and an extra infantry army, placed immediately according to the rules for reinforcements.

10.7 The King of England

The determination of the King of England at the end of the final game round is very different from the *Core* rules, as detailed in section 11.5.

11 The Game Round and Nation Turn

The Raider Withdrawal Phase, explained in chapter 12, during which raiding units (discussed in section 11.4) may choose to withdraw back to the sea, is added to each nation turn after the Battles and Retreats Phase.

11.1 Scoring at the End of the Nation Turn

At the end of a nation turn in some rounds, nations may score points for Bretwalda, as explained in section 10.5. All players should also make sure at this time that points scored for occupying areas, raiding areas, and eliminating units during the turn were recorded. After any scoring is complete, the nation turn is over, and the next nation will then take its nation turn.

11.2 Scoring at the End of the Game Round

At the end of a game round, nations might score points in several ways. First, in some rounds, nations may score points for Rex Anglorum, as described in section 10.6. Second, at the end of the final round, nations may score points for becoming King of England, as explained in section 11.5. Finally, in some rounds, each nation scores victory points for holding areas, as described in section 10.1. Points scored at the end of a game round are in addition to any points scored during each nation's turn.

11.3 Major Invasions

During certain rounds, some nations initiate **Major Invasions**, indicated on the Timeline by a ⊕ symbol. During a Major Invasion, all of a nation's units, on land and at sea, may move and attack twice. The nation's turn proceeds normally through the end of the first Battles and Retreats Phase; then, before the Raider Withdrawal Phase, the nation takes a second Movement Phase and Battles and Retreats Phase, in that order. No other phases are duplicated.

During the first Movement Phase of a Major Invasion, any unit at sea may remain at sea (not move); however, all the nation's units at sea must end the second Movement Phase in land areas, unless the Major Invasion turn is also a Raiding turn, as described below in section 11.4.

During the first Battles and Retreats Phase of a Major Invasion, attacking units which attack directly from a sea area may retreat back to that sea area. This is an exception to the rule preventing armies from retreating to a sea area. Units may not retreat back to a sea area during the second Battles and Retreats Phase unless the Major Invasion turn is also a Raiding turn, as described below in section 11.4.

During the first Movement Phase and Battles and Retreats Phase of a Major Invasion, the nation may ignore the population limit, but not the stacking limit.

11.4 Raiding Turns

During some rounds, certain nations are considered to be **Raiding**, indicated on the Timeline by an ↺ or ↻ symbol.

If a nation is listed as having a Raiding turn in a certain round, then all the units of that nation **that begin the Movement Phase in a sea area** (not just those that were placed as reinforcements during that round) are considered to be **raiding units**. In historical terms, raiding units represent invaders that returned

to their homeland after invading Britain. In game terms, **raiding units are permitted to end their nation turn in a sea area** in one of three ways:

Remain at Sea: During the Movement Phase of a Raiding turn, the controlling player may choose not to move some or all of their raiding units out of their starting sea area, unless the units include a Leader, as detailed in section 9.2.

Retreat Back to Sea: If raiding units attack a land area directly from a sea area, they may retreat back to that sea area. This is an exception to the rule preventing armies from retreating to a sea area.

Withdraw Back to Sea: Raiding units may withdraw back to sea during the Raider Withdrawal Phase, as described in chapter 12.

During some nation turns, indicated by the ↻ symbol, **all** of a nation's surviving raiding units **must** return to sea by the end of the Raider Withdrawal Phase.

Raiding units are not included when calculating the population limit at the end of the Movement Phase, nor during the Battles and Retreats Phase. Areas containing raiding units are not counted for these purposes unless they also contain non-raiding units of the same nation.

11.4.1 Things to Note About Raiding

During a Raiding turn, units that begin the Movement Phase in a land area are not raiding units, and thus may not retreat or withdraw back to sea. Players should take care to distinguish raiding units from non-raiding units using the counters provided.

Some Major Invasion turns are also Raiding turns. Units that begin the first Movement Phase at sea are raiding units, and remain raiding units no matter where they begin the second Movement Phase. Units that begin the first Movement Phase in a land area are not raiding units.

11.5 The Final Round and the King of England

At the end of the final game round, as noted on the Timeline by the ♛ symbol, **before scoring for holding areas**, one nation's leader may become the King of England.

A leader is only eligible to be King if he is in clear terrain in England, south of (and including) York and March. If only one leader is eligible to be King at the end of the final game round, he becomes King, and his nation is awarded the points listed in the Other Scoring table. If no leader is eligible to be King, there is no King, and a nation which qualifies for Rex Anglorum, as described in section 10.6, may score the points for that instead. In either of these cases, the game ends after scoring for holding areas. Otherwise, if more than one leader remains eligible to be King, the Danes and each other nation with a leader eligible to be King play an **extra nation turn** before scoring for holding areas, as described below, in order to decide the Kingship.

11.5.1 Extra Nation Turns at the End of the Final Round

Nations play their extra nation turns in the same order as their regular nation turns. A nation other than the Danes whose leader is no longer eligible to be King at the beginning of their turn does not take a turn and is skipped; otherwise, all extra nation turns are played before the end of the game round. (For example, the Normans play their extra nation turn even if *William* is the only remaining leader at that time.)

Nations that score points for occupying areas during the final game round, as described in section 10.2, do **not** score points for areas newly occupied during their extra nation turn. The Danish extra nation turn is considered a Raiding turn, as described in section 11.4, and thus the Danes may score points for raiding areas, as described in section 10.3.

During the Population Increase and Reinforcements Phase of each extra nation turn, the nation places reinforcements, but does not increase population or remove its leader. Though the reinforcements are placed during each nation's turn, the number of reinforcements received by each nation is determined before the first extra nation turn is played as follows:

Danes: The remaining Danish armies at sea are split as evenly as possible into two groups and placed in the North and Frisian Seas, and the Danes receive *Svein Estrithson,* placed in either the North or Frisian Sea, plus one army in each of the North and Frisian Seas if *Cnut* became Rex Anglorum as described in section 9.4.

Norwegians: One army for each English area that they own, placed in the North Sea.

Saxons: One army for each two English areas that they own (rounding one-half down), plus three armies if *Hardrada* is no longer eligible to be King.

Normans: One infantry army for each Norman or Saxon scoring center that they own, plus three infantry armies if *Harold* is no longer eligible to be King, placed in the English Channel. The Normans may substitute cavalry for infantry at the time the reinforcements are placed at the rate of one cavalry army for each two infantry armies.

During the Movement Phase of an extra nation turn, the nation may only attack areas of clear terrain in England, south of and including York and March, or areas owned by other nations with leaders eligible to be King.

At the end of the extra nation turns, the King is determined as at the end of the regular nation turns, except that if more than one leader is still eligible to be King, a nation with an eligible leader which qualifies for Rex Anglorum, as described in section 10.6, scores the victory points for that instead. The game ends after scoring for holding areas.

11.5.2 The King in a Three or Five Player Game

In a three player game, the Danes cannot become King and never receive an extra nation turn (*Svein Estrithson* never enters into play).

In a five player game, if more than one leader remains eligible to become King at the end of the regular nation turns, the Angles always play an extra nation turn and receive the following reinforcements:

Angles: *Edwin/Morcar,* plus one army for each English area that they own, plus three armies if *Hardrada*, *Harold*, or *William* is no longer eligible to be King.

12 Phase IV: Raider Withdrawal

During this phase raiding units may withdraw back to the sea area they started the turn in, even if they have already used up all their normal movement and engaged in a battle, and even if there is not a clear path for them to return to

the appropriate sea area. The controlling player simply picks up any raiding units that he or she wants to withdraw and places them in the sea area (or boundary) they started in.

A nation may not exceed the population limit as a result of the withdrawal of raiding units unless all remaining raiding units are withdrawn.

Exceptions: If a nation's leader ends the Raider Withdrawal Phase at sea, all remaining raiding armies must also end the Raider Withdrawal Phase at sea, as described in section 9.2.3. The Danes must withdraw units in the round in which *Cnut* appears, though they are not raiders, as explained in section 9.4.

12.1 Things to Note About Raider Withdrawal

The Raider Withdrawal Phase, which takes place after all battles have been completed, is entirely different and separate from retreats (which occur during the Battles and Retreats Phase). Raiding units may land, fight battles, and then withdraw to the sea during the Raider Withdrawal Phase of the same turn so that they may not be attacked by other nations later that game round.

13 Submission (Optional Rule)

At the beginning of any round of battle (before any dice are rolled), if the defending nation has armies in fewer land areas and fewer armies overall than the attacking nation, and the defending nation has armies in a number of land areas equal to or fewer than one-third its available armies (as listed in the Play Order list, rounded down, not including cavalry), including at least one scoring center, the defending nation may submit to the attacking nation.

13.1 Resolving Remaining Battles

At the end of the Battles and Retreats phase, after all other battles have been resolved, units of the attacking (**sovereign**) nation in the same area as units of the defending (**subject**) nation must retreat, using the usual rules, with two exceptions. First, units of the sovereign nation may ignore the population limit, but not the stacking limit, when retreating. Second, units of the sovereign nation which are required to retreat to an area which contains an unresolved battle (because they attacked the subject nation via an overrun) may do so, and then, when the battle in that area is resolved, retreat again to any area to which other units of the sovereign nation involved in that battle retreat. If a unit cannot retreat to a legal area, it is removed.

If the subject nation has a Leader in play, the Leader is removed, and the sovereign nation may score points for eliminating the Leader.

If the sovereign nation is Raiding, as described in section 11.4, then it scores points for Raiding each area containing an unresolved battle if all sovereign units in the area of the battle retreat (not withdraw) to a sea area.

13.2 Effects of Submission

Population Increase and Reinforcements: Subject nations increase population normally, but do not receive any reinforcements unless the reinforcements include a Leader, at which point submission ends as described in section 13.4.

Movement: The sovereign and subject nation can no longer attack each other,

and the subject nation cannot attack other subjects of the same sovereign nation. The subject nation may freely attack other nations or move into vacant areas. Armies of the sovereign nation may not move through areas containing units of the subject nation, nor vice versa.

If the subject nation is forced to exceed the Population Limit at the end of the Movement Phase (usually because it began the Movement Phase with excess armies and is surrounded by areas which cannot be attacked), it must remove the excess armies without removing the last army from any area. The sovereign nation then receives a number of armies equal to the number of armies removed and immediately places them following the rules for Reinforcements.

Sovereign Nation Scoring: Whenever the sovereign nation scores victory points for occupying or holding areas, they score for each area occupied or held by a subject nation as if the area contains units of the sovereign nation.

When counting a nation's owned or held areas for the purposes of Bretwalda (section 10.5) or Rex Anglorum (section 10.6), areas owned or held by a subject nation count as being owned or held by the sovereign nation.

Subject Nation Scoring: The subject nation receives only half the victory points for holding areas that it would normally earn at the end of any scoring round (rounding one-half up).

13.3 Restrictions on Submission

A nation may submit only once, to one other nation, during the game.

A nation may not submit to another nation which is controlled by the same player, or is itself a subject nation.

No nation may submit during the final game round.

13.4 Ending Submission

Submission ends at the beginning of any subject nation turn in which the subject nation receives a Leader, or the subject nation has armies in more land areas and more armies overall than the sovereign nation. Submission otherwise ends at the beginning of the final game round.