



INVASIONS SERIES

Britannia

Summary INVASIONS - BRITANNIA

BRITANNIA is a historical board game that depicts the age-old struggle for control of England, Scotland and Wales. The game begins with the Roman invasion of 43 AD, continues through the many conflicts between the Angles, Saxons, Picts, Norse, Scots, Irish and other tribes, and ends with the Norman invasion of 1066 and the subsequent conquest until 1085.

BRITANNIA allows players to recreate this epic story, re-enacting important battles in some cases, altering the course of history in others. The game's rules discourage players from making historically unrealistic moves, but also give them the freedom to alter Britain's history in important ways, creating countless interesting "what if?" scenarios. What if Boudicca's revolt against the Romans had been more successful? What if the Romans and Brito-Romans had repelled the Saxon invasions of the 5th and 6th centuries? What if William the Conqueror had died during the Norman invasion of 1066?

WARNING

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Note

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MANUAL INVASIONS - BRITANNIA



INVASIONS - BRITANNIA is a strategy game for 1 to 4 players set in the British Isles over a period from 43 AD to 1066 AD. It is part of the "INVASIONS" collection, a unique system for reliving the great wars and movements of peoples from antiquity to the Middle Ages.

In INVASIONS - BRITANNIA, players receive victory points (VPs) for each of the peoples - called "nations" in the game - they control (usually 4, sometimes 5, whose arrival is staggered over time), scoring points for some of the enemies they kill (especially chiefs and Romans), for the regions they take for the first time (Romans and Danes), for being elected lord (Bretwalda) or king of England and especially for the regions they control during the 5 counting rounds (rounds 5, 7, 10, 13 and 16). The sum of the victory points of each of these nations constitutes the player's score. The player with the highest score at the end of the game wins.



A / Main Menu

After the presentation of the logos of the developers and publishers of the game, a main home page is displayed (see **Illustration 2.1**) which gives access to the creation of new games, to the loading of saved games, and to the game options.



Illustration 2.1

NB: for Multiplayer, go to section XIV at the end of this manual.

B / Options

The Options menu as described in **Illustration 2.2** below is accessible from the game's home page. Here you can adjust a number of game options, such as language, visual/lighting quality, autosaves, dice rolls, screen resolution, sound and music volume, etc.

You can also access the game rules (this manual) directly from this menu.



Illustration 2.2

Each option has a descriptive tooltip that appears when you hover over it with the mouse pointer.

The "Autosave" function is activated by default. It automatically saves the game in an "Autosave" at the beginning of each phase of the game.



Illustration 2.3



Illustration 2.4

The "Language" submenu (**Illustration 2.3**) allows you to select the language used in the interface. The "Resolution" sub-menu (**Illustration 2.4**) allows you to change the screen resolution from the list of resolutions offered by your monitor, as well as to switch the game from full screen to windowed display.

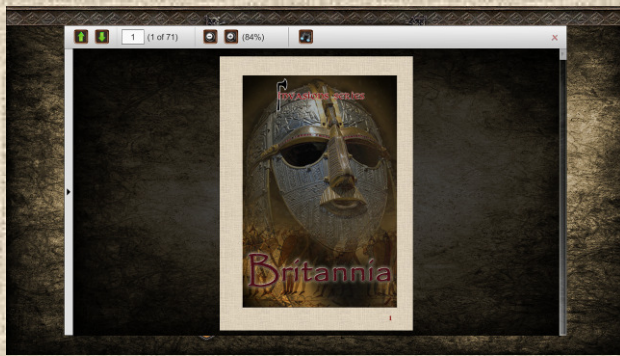


Illustration 2.5



Illustration 2.6

The manual can be accessed directly in the game via a built-in PDF reader. Just click on the Rules button in the options to read them (Illustration 2.2). The credits of the game (Illustration 2.6) mention the original author, the author of the digital version and the other participants in the project.

D / Saving and Loading

This function allows you to save a game in progress or to load a previous saved game (Illustration 2.7 and Illustration 2.8). Note that the game has an optional autosave (see Section B - Options).

The save/load window allows you to delete existing saves by clicking on the red cross to the right of them. It also has a button to open the directory containing all the saves in the file explorer of your computer. Each backup is displayed in the form of a file with the name of the backup and the extension ".json".



Illustration 2.7



Illustration 2.8

E / Use of the TAB key ingame

This key works at any time during the tour of a nation and allows you to navigate between all the stacks of the nation successively (it is an endless cycle). Navigation always starts from the largest stack in the nation if none is already selected.

F / Playing Multiplayer

This feature has been added in 2024. Please refer to the new section XIV at the very end of this manual.

III New Game Menu

This menu (Illustration 3.1) allows you to create a new game by selecting the scenario to be played and the type of each player, Human or Computer. It gives access to the essential information about each scenario: players, nations in play, duration, description, etc.



Illustration 3.1

A / Scenarios



Illustration 3.2

Refer to the numbers in **Illustration 3.2** above to follow the descriptions below.

- ❖ **Scenarios 1:** Each scenario has a title bar (on the left side of the screen, see more specific information in Figure 3.3) and, on the right, an image illustrating the starting situation. Click on the scenario you wish to play.
- ❖ **Players 2:** Each player is illustrated by a colored banner. Clicking on this one brings up the list of nations that the player controls.
- ❖ **Nations 3:** These coats of arms indicate the nations controlled by the player in the scenario. Clicking on the coat of arms gives access to the details of the nation (illustration 3.4).
- ❖ **Start 4:** This button allows launching a new game with the scenario chosen in 1.
- ❖ **Return to the Main Menu 5:**

B / Players and AI (Artificial Intelligence)

If a player is controlled by the computer, it will make the nations act in order to give them the means to win the game according to the victory conditions defined in the scenario. Each nation will be played individually according to economic and strategic criteria.

To choose whether a player is controlled by a human or the computer, click on the gray button **7** (**Illustration 3.3**) located at the bottom right of the flag.



Illustration 3.3

Refer to the numbers in **Illustration 3.3** above to follow the descriptions below.

- ❖ **Scenario Information 1:** Hover over the scenario illustration to see a historical description.
- ❖ **Number of Nations in Play 2**
- ❖ **Number of Players 3**
- ❖ **Number of Game Turns 4**
- ❖ **Estimated playing time duration 5** in hours of play
- ❖ **Player List 6**
- ❖ **Player type selection 7:** Human or Computer

C / Nations

Make a right click on a nation's shield to display the Nation Window descriptive window (Illustration 3.4).







Illustration 3.4

Nations can appear, disappear, transform and change their status. The window gives the nation's name, its objectives with the victory points they earn if achieved, and a vade mecum (i.e., historical and game description) that lets the player know what to expect, especially whether or not the nation is decisive for the player's part in the scenario.

Refer to the numbers in 'Illustration 3.4' above to follow the descriptions below.

- ❖ **Nation Name and Shield** **1**
- ❖ **Regions Goals Window** **2** which lists, for each of the counting turns (see Timeline below), the regions the nation will need to control at the end of the turn (of the game, not just the nation) to score the victory points (VPs) indicated for each in parentheses. Also shows, for some nations, the VPs they receive for being the sole occupant of a region at any time during a given turn.
- ❖ **Other Goals Window** **3**, which gives the VPs received for specific actions, essentially those consisting of eliminating leaders or units of other nations
- ❖ **Vademecum** **4** which is a small text describing in general who the nation is, what it should reasonably do or can expect to accomplish in the game and some small advice for the players.

If applicable, the window also contains indications of the special status that the nation may have in certain rounds of the game. This indication consists of a status icon and a list of the game turns for which the nation has this status.

- ❖ **Boats** (movement by sea possible) 
- ❖ **Pillagers** (raids allowed for units that enter the game on this turn) 
- ❖ **Total Pillagers** (raids allowed for all units of this nation) 
- ❖ **Major Invasion** (two movement-battle sequences in the same turn) 

D / Units

Each nation has its own units, which can be of one or more types. You can left-click on a nation's shield to display a list of its units, then right-click on a unit to display its description window.



Illustration 3.5

Refer to the numbers in **Illustration 3.5** to follow the descriptions below.

- ❖ **Unit info 1:** right click on the silhouette to display the description window
- ❖ **Hit points 2:** this heart symbol indicates how many casualties the unit can take in combat before being eliminated.
- ❖ **Offensive combat factor 3:** this is the value (before modifications) to make with a 6-sided die to inflict a loss in attack with this unit.
- ❖ **Defensive combat factor 4:** this is the value (before modifications) to make with a 6-sided die to inflict a defensive loss with this unit.
- ❖ **Minimum die to be killed 5:** for some units, like the Roman legions, this is the minimum modified die value to inflict on the unit to be hit. This minimum does not exist for most units.
- ❖ **Movement Points 6** in the form: (remaining movement points / maximum movement points).
- ❖ **Purchase price 7** in Population Points
- ❖ **Total quantity 8** of units of this type available in this scenario, including units already on the map at the start of the game

IV Map and Main Interface

Once a scenario is selected, click on the green button on the bottom right to launch the game.



Illustration 4.1

After the loading screen (Illustration 4.1), you will arrive at the game map and the main game interface. The necessary explanations are given below.

A/ User Interface

Refer to Illustrations 4.2 & 4.3 below to follow the descriptions below.



Illustration 4.2

- ❖ **Current player and back to the main menu 1:** The color hanging is the symbol of the current player. All the nations controlled by this player have different colors but in the same shade as the player. To the right of the name, the number next to the icon indicates the current score of the player (all nations combined). The big round button with the castle icon allows activation of and access to the game menu.
- ❖ **Nation currently in play 2:** The shields of all nations currently active in the game are shown here. The shield of the currently playing nation (i.e. active) is larger than the others.
- ❖ **Current phase 3:** A tooltip on this phase name gives you the list of all the phases in their order of succession.
- ❖ **Timeline 4:** the hourglass can be clicked on to open the timeline window (see section I below). In addition, a tooltip shows you at what point in the sequence of the turn you are currently at.
- ❖ **Display Control 5:** from top to bottom: Help, Game Log and Player window buttons. Then filter buttons to toggle on/off the Victory Points, Stacking Points and Population Points layers. See next page for screenshots and details.
- ❖ **Nation Statuses 6:** If the active nation has one or more special statuses (major invasion, ships, king, etc...), each of them is represented here by a clickable icon on top of its shield, for more information.
- ❖ **Nation Information, Score and Population Points 7:** This panel provides a visual representation of the active nation (the shield is clickable and opens the nation window), as well as its score in victory points, the population points accumulated and its current balance, and the overpopulation situation (more units than the regions can support).
- ❖ **Undo button 8:** this allows you to undo the last action taken, if it can be undone.
- ❖ **Next Phase 9:** indicated by an arrow. If this one is grayed out, the move is not possible because the player has not finished processing certain mandatory actions, such as removing units in the Overpopulation phase, or has left units in a region where they cannot remain.



Illustration 4.3

- ❖ **Selected Player Stack 10:** the stack is surrounded by a white halo. The circle at the top right of the stack indicates how many units it contains. If the background is green, all units can

move. If it is red, none can move. If it is half green, half red, some units in the stack can still move and others cannot. The contents of the stack are visible in the stack manager at the bottom of the screen (see 16). For the units of the other nations, the circle is black.

- ❖ **Already-moved Player Stack 11**: the circle in which the units are shown is red, which means that all the units have used up their movement points and can therefore no longer move.
- ❖ **Restricted access region 12**: the selected stack can move in this area, but at least some of the units of its nation will not be able to stay there (for example because the movement creates an unauthorized overstacking situation).
- ❖ **Reachable region 13**: the selected stack has the right to move into this region and to stay there.
- ❖ **Region not reachable in one move 14**: those regions without color overlay cannot be reached in one move by the selected stack, because they are not close enough to the starting region.
- ❖ **Stack management commands 15**: the "+" button creates a new stack in the region of the currently selected stack; the other button "x" merges all the stacks of the same nation. You can also make a stack by selecting the units in the stack panel (see 16 below) and then clicking on the destination directly.
- ❖ **Stack Manager 16**: displays the contents of the selected stack (units and possible leaders). In certain phases of the game, such as the Movement phase shown here, elements of the stack can be selected so that the actions performed are applied to them alone.
- ❖ **Units in stack 17**: a small reduced display of the moving stack and the number of units in it appears next to the mouse when you aim at a movement target area. This display disappears when the movement is validated.


Menu Button 1:  located at the top left (see 4.2 above), it allows you to access the save mode, the game options and to quit the game. (see **Illustration 4.4**).



Illustration 4.4

When the menu is open, the other interface elements are temporarily hidden and the whole view is darkened.

Please note: If you choose to return to the main game menu, the current unsaved game will be lost. At best, if the autosave function is activated, you will be able to reload the beginning of the last played phase.


5 Hints Button:  gives access to the contextual help pages for the current game phase (see **Illustration 4.5** below). If there is none available, the button is grayed out.



Illustration 4.5


5 Players Window Button:  opens the window summarizing the situation of each player in the game. See **Illustration 4.6** below.



Illustration 4.6


5 Population Points Filter:  places a numerical value on top of the map that corresponds to the population points that each region provides to its occupant in the Growth phase (see **Illustration 4.7** below).



Illustration 4.7


5 Victory Points Filter:  places a layer on top of the map that shows the regions that can give the current nation victory points. The darker the VP star, the lower the gain. This layer indicates whether the region earns victory points for being occupied at any time during this game turn (top indication) or for being occupied at the end of a future counting round (bottom indications), the number of this round being indicated by a Roman numeral. (See **Illustration 4.8** below).



Illustration 4.8


5 Stacking Limits Filter:  displays numerical values on the map that recall, for the current nation and for each region, the current stacking value (i.e. the number of units present) over the maximum stacking value allowed. If a nation is allowed one or more overstacked stacks, the number in square brackets indicates the overstack limit in the region. If the infinite symbol is present, this means that the stacking (or overstacking) is unlimited, as in the case of the Romans, who are exempt from these limits (see **Illustration 4.9** below).



Illustration 4.9


5 Game Log Filter:  it includes all the temporary notifications that appear in the part on the right below the timeline (see **Illustration 4.10** below).



Illustration 4.10

B / The Map (provinces, terrains, playable regions, etc...)



Illustration 4.11 ancient map look, base version, on the left - *oe 3D-like mode, future DLC, on the right*

Refer to **Illustration 4.11** above to follow the descriptions hereafter.

- ❖ **Clear region 1**: normally costs one movement point. Often richer than the difficult regions. The standard stacking is 3 units (except for modifications and overstacked regions)
- ❖ **Strait 2**: symbolized by arrows and a ship, it allows you to move from one region to another across a strait, even if the regions are not physically adjacent. At the end of this movement (except in special cases), the movement stops.
- ❖ **Difficult region - Mountain 3**: stops movement (unless the stack entering it is accompanied by a leader). Often less rich than clear regions, but gives the defender (who is also favored by a lower stacking, usually 2 units) a defensive bonus, as they are killed only a modified die of 6+.
- ❖ **Difficult region - Swamp 4**: Same effects as mountains.
- ❖ **Minor River 5**: This thin light blue line separating 2 regions is purely decorative in this version of the game.
- ❖ **River 6**: This thicker blue line separating 2 regions is decorative in this version of the game. In a later variant, it will cost an extra movement point to cross it (except if roads are present on both sides) and will give a defense bonus in the first round of battle of +1.
- ❖ **Seas 7** in dark (blue) color in general, they are not accessible except to nations that have boats (see information in the timeline). These nations can move through seas (costs 1 MP per sea) but not station there or even retreat (unless they have the Raider status).
- ❖ **Non-playable region 8**: some regions (usually those at the edge of the map or purely decorative) are non-playable in the sense that players cannot send units there. They have a slightly different colored background. In game terms, these areas cannot be conquered.
- ❖ **Area/Theater Boundary 9**: visually identifies the boundary between the theaters or areas of operations in the game, which primarily affects victory points, but may also affect movement restrictions (e.g., certain nations may not be allowed in certain areas). See following page explanations.

Large Areas and Theaters:

The map is divided into 3 theaters of operations, or large areas (see detailed list in the appendix). If, at the beginning of some turns, you have the majority of the regions of a large area, you may receive additional victory points (see special rules on Kingship in the Victory chapter).



Illustration 4.12

The 3 theaters are :

- ❖ **England** (in red), the most important, especially for the VPs granted to its king (+8).
- ❖ **Wales** (in green)
- ❖ **Scotland** (in blue)

V Sequence of Play and Turns

A / Timeline



Illustration 5.1

The Timeline contains different information (see Illustration 5.2) as follows:

- ❖ **Turn Number 1**
- ❖ **Concerned Nations 2** symbolized by their shields and color overprinted on the scroll. The text in the scroll indicates what is happening.
- ❖ **Turn with Event 3**, with a specific pictogram, e.g. such as a crown for a turn that includes the election of a king.
- ❖ **Special Statures 4** of nations (such as Major Invasion or Boats here).
- ❖ **VP Count Turn 5**, particularly important because, once all nations have played (hence the position in the timeline), there will be a count for VPs acquired for occupying regions (for all nations, besides a few exceptions in different collections).



Illustration 5.2

B / Turn Sequence

A game turn consists of the following sequence of phases:

- ❖ **Start** of the game turn, during which the majority of reinforcements arrive on the map,
- ❖ **Nation 1 Turn**,
- ❖ **Turn of Nation 2 ... etc** (until the last one, in the nation's order - see below),
- ❖ **Last nation's turn**,
- ❖ **End of the game turn**, which, in the case of turns with a VP count, the moment when nations can earn victory points for certain regions they control.

A nation's turn consists of the following sequence of phases:

- ❖ **Beginning of the Nation's turn**, which is primarily an opportunity for the player to consult the Timeline. Certain events in the timeline may occur during this phase (or at a later stage such as Growth or end of turn).
- ❖ **Growth**, during which the nation receives population points from the areas it controls and can spend them to build new units.
- ❖ **Movement of units and leaders**.
- ❖ **Battle**, during which all the battles started in the previous phase are resolved.
- ❖ **(Second) Movement** if the nation is in Major Invasion.
- ❖ **(Second) Battle** if the nation is in Major Invasion.
- ❖ **Withdrawal of Raiders** if the nation has the corresponding status.
- ❖ **Overpopulation** if the Nation has too many units on the map in relation to the number of occupied areas.
- ❖ **End of the Nation's turn**, during which certain other events of the Timeline may occur.



Illustration 5.3

Note: There is a tooltip summary of these phases in a tooltip when you move the mouse over the phase name (see icon 3, page 11, User Interface) and **Illustration 5.3** above

C / Chronology of Actions

Actions are resolved by types in the above chronological order. However, within the phases, the resolution of the various actions (purchases, movements and order of battles and retreats) is done at the choice of the player.

To move on to the next phase, you must click on the arrow at the bottom right. In some cases, this arrow is grayed out, which means that some mandatory actions in the phase have not been carried out (in this case the passage is blocked until all are undertaken). A tooltip on the button will explain you why. For example, this can often be the case of nations which have units arriving as reinforcements in a place where they cannot stay (e.g. Romans at sea in the Channel on Turn 1 while they don't have Boats or are not Raiders, therefore not allowed to stay at sea at the end of the Movement phase).

In other cases, the arrow is replaced by another symbol which indicates a specific action to be carried out, such as when a nation is obliged to withdraw a certain number of its units from the map.

Warning: you can sometimes move too quickly to the next phase by mistake, and there is no way to go back (except to quit the game and reload the last save which will have been made at the beginning of the current phase - if it was an automatic save - or when the player made it otherwise). It is therefore advisable for beginners to leave active the pop-up message window warning that no movement has been made during the Movement phase.



VI Builds and Reinforcements

A / Population Points and Growth

Each nation has its own level of population points, which is not cumulative or interchangeable with that of another. This level remains valid as long as the nation is in the game (and disappears with it if it leaves the game, by event or by elimination). It can never be negative. It is capped at an accumulation in value equivalent to 1 less than the cost in population of the most expensive unit of the nation (for example, if this one is worth 6, the level will be capped at 5 in accumulation)

At the beginning of the Growth phase, each nation receives population points for each of the regions it controls on the mapboard, and a summary window listing these regions (see **Illustration 6.1** below).



Illustration 6.1

B / Purchases and Units Pool

At the same time that the population point gain for the turn is calculated and presented (see above), an element of the game interface appears on the right side of the screen, which contains the cost and quantity of each unit available for construction. **In Britannia, purchases are mandatory:** in other words, if you have enough points to build a unit, you must do it.

NB: a slider will be present, in case there are many different units that can be built and you can't see them all at a glance in the construction bar.

Explanations of the purchase bar (right side):

- ❖ The number presented first at the bottom left under the image of the unit (next to the pawn symbol) is the amount of units of the presented type (details visible by right-clicking on them) still available for construction (sometimes called Pool of units).

- ❖ The number in the bottom right under the unit image (next to the population points symbol) is the unit price in terms of population points.
- ❖ To build a unit, you just need to have enough population points in stock to pay for it and click on it (buildable units then have a green filter applied to them). The regions where the unit is buildable will also be indicated by a green filter (see **Illustration 6.1** above).
- ❖ If you don't have enough gold to build a unit, it will be covered with a red filter. See **Illustration 6.2** below.



Illustration 6.2

C / Placement of Purchases on Map

Once you have selected the unit to build, simply click in the destination region, and the unit will join the stack of your existing units there. An animated white +1 symbol appears above the stack where the unit is added (see **Illustration 6.2** above). The nation's population point count is then debited by the price of the unit. The purchase of a unit is an action that can be cancelled using the dedicated button.

Warning: it is possible to place **only one unit per region**, as long as all the regions of your nation have not received at least one unit. When this is done, you can again place a new unit per region (provided you have the stock and population points available) and so on.

The units thus purchased will be immediately usable in the following phases (no construction delay here).

D /Reinforcements and Removals

They arrive through the timeline or in some cases during other phases. They appear automatically on the map in the regions provided (see the Timeline) or in a number of specific regions (often the same ones).

In this version, the player does not have to choose where to place them in most cases (it is automatic), **except** in the case of the unit received with the election of the king (see X.B.b3 below) or

via a specific event of the turn, such as the arrival of Arthur and his knights (see **Illustration 6.3** below).



Illustration 6.3

See also sections IX.E for events that cause units to be removed from the map or section X.A infra for nation transformation.

E / Case of Leaders

Leaders also arrive as reinforcements, and can never be alone in a region (so they arrive either with units or on a stack of existing units). As a general rule, a leader appears at the beginning of the nation's turn (except for the timeline where they are visible at the beginning of the turn) and remains in play until the beginning of the nation's next turn, when he is removed (see **Illustration 6.4**). So the player can use it the turn it appears (for his actions), dispose of it while his next opponents are active, but he will lose its use at the beginning of the next turn of his nation.

It sometimes happens, exceptionally, that some leaders remain active for two consecutive turns. This is the case in Britannia on turns XV and XVI, which represent shorter 'durations' of time.



Illustration 6.4

VII Movement and Stacking

A / Movement Points and Stack(s) Move

Each unit (including leaders) has a certain number of Movement Points (MPs), usually 2 for infantry (except for Roman legions which have 3) and 3 for cavalry. The number of movement points for each unit is indicated on the unit's description sheet, as well as on the bottom right of the unit in the stack manager (see **Illustration 7.1**).

However, the player who moves stacks (several units together, see below) has, for this stack, a MP capacity which is that of the 'slowest' unit in the stack (i.e. with the lowest MP value). However, he can detach it if he wants to move with the fastest units (see stack manipulation below).



Illustration 7.1

Refer to **Illustration 7.1** above for the explanation that follows:

- ❖ **Movement Points 1**: the number shown is the number of available MPs (including the leader's bonus).
- ❖ **Selected Stack 2**: the currently selected stack (the one whose content is shown in the lower part of the interface) is surrounded by a white halo.
- ❖ **Reachable Regions 3** (with a green filter) by the selected stack. Click on it to move to it. Once the stack is in that region and if it has MP left, the other regions that are still accessible will be highlighted in green again.
- ❖ **Regions with Overstacking Risk 4**: shown in purple, these regions can be entered but the player is allowed only one such region per turn. Overstacking is unlimited in light areas in Britannia, and limited to 4 units in difficult terrain. The leader does not affect overstacking. See details on Stacking below.
- ❖ **Unreachable Regions 5** in red. Stacks cannot enter these areas at all (in the illustration above these are seas and the player's units cannot enter them because his nation does not have ships).

When a leader is present, the movement points of the stack are increased by +1 (this bonus is attached to the stack, so it is lost by any unit that is detached from it). The value modified by the leader is already included in the calculation presented in the stack details.

Summary:

- ❖ The accessible regions are displayed in green
- ❖ The regions that will be in the authorized overstacking (1 per turn) receive a purple filter
- ❖ The regions that are forbidden receive a red filter
- ❖ Regions that are not accessible in one move (for the moment, because they are too far away for example) have no special display
- ❖ A leader increases the MP of a stack by +1



How to move

To move a stack, simply select it (a white halo will be shown around the active stack) and then click on an authorized neighboring region. All the units in the stack (or those selected in the stack - see below) will then move there. As the moved stack is still selected at the end of the movement, you can then see again the regions in which the movement can continue, and so on until the movement points are extinguished.

When a stack is selected, all its units are selected (except for partial selection, see below). All movements can be cancelled, in the order in which they were made.

Partial selections in stacks

To move only part of the units in a stack, simply select it (a white halo will be shown around the active stack) THEN click on each of the units in the stack that you want to move (they receive a green selection filter - see **Illustration 7.2** below). Only these (they automatically move to the top of the list of units) will be affected by the move, which is carried out exactly as for a whole stack (i.e. you must then click on an authorized neighboring region).



Illustration 7.2

As a reminder, a small square representing your selection (silhouette of the main unit and number of units in the stack) is attached to the mouse between the time of selection and clicking on the destination region.

B / Cost of Regions and Connections

Movements are always made from one region to another, each region costing a certain number of movement points depending on the type of terrain (1 for clear and 2 for difficult in general), the possible separations between them (rivers, passes, mountain ridges, straits, etc., hereafter called Connections, whenever applicable) and possibly the transportation level or infrastructures present (e.g. roads). In addition, certain types of connections or regions can sometimes end the movement, even if there are still unspent MPs (case of Straits in Britannia).

Clear regions (plains): they cost 1 MP, have no particular constraints except stacking rules (see below) or overtaking.

Difficult Regions (mountains and swamps): they theoretically cost 2 MPs but force the stack to stop moving when it enters them, regardless of the remaining MPs, EXCEPT if a leader is present (or a road, see below).

Straits: they require the expenditure of one MP (+1) to cross them AND, like difficult areas, will force the stack to stop moving in the area it enters, EXCEPT if a leader is present. If there are not enough MPs left in the stack to move to the next region AND to pay for the crossing of the strait, then movement is impossible. Otherwise the move is possible and ends in the arrival area (unless a leader is present and there are MPs left in the stack).

Rivers (Minor): purely decorative, no impact on movement (only combat, see below). ***

Rivers (Major): require the expenditure of one MP (+1) to cross them. If there are not enough MPs left in the stack to move to the next region AND pay for the crossing, then movement is impossible. Otherwise, movement is possible and continues normally. ***

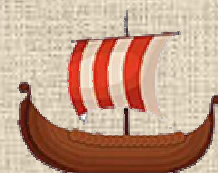
Mountain Passes: the presence of a mountain pass between a mountain region (difficult region) and another one cancels the blocking effect of the arrival mountain. The movement can then continue (if there are MPs left in the stack after paying the 2 required to enter the mountain region). ***

Mountain Ridge: can separate (graphically) two areas of plain or difficult terrain, works like a river. ***

***: not in Britannia

C / Seas and Boats

The Seas are in principle forbidden to land units (*only naval units could move there, if they exist*) EXCEPT if the nation has Boats (data provided by the Timeline and illustrated there by a ship symbol as show on the right here). If this is the case, each sea costs 1 MP.



However, with the exception of nations with **Raider** status (see also Timeline and below), land units may not end their movement at sea. Consequently, any sea which, although accessible, would consume the last movement point of a stack (or unit) will be displayed in red, as inaccessible, and movement which does not end on land will be refused.

D / Roads

Roads are associated with certain nations only AND with the presence of certain infrastructure that they have built. If the infrastructure is present and intact in a region, then the road exists in that region. If the infrastructure (i.e. fort) has disappeared or is in ruins (showing a specific image), then it no longer exists. Roads also automatically exist in regions controlled by vassals of the constructing nations (see Submission below), even if there is no infrastructure.

In Britannia, roads are reserved for the **Romans** and linked to the infrastructure of **Roman forts** (see F below) or, in case of submission, to Roman vassals regions.

The major (and most important) effect of roads is that they negate the cost of land in the regions (and the connections between them). Thus a stack will be able to move from one region to another, regardless of the distance or number of regions and/or connections between them, at no cost if all the regions crossed are equipped with roads.

Roads cancel out the effects of difficult terrain regions and connections (including straits which no longer become blocking IF both connected regions have roads).



Illustration 7.3

When the building nation leaves the game, the roads disappear (so at the end of Turn 5 in this game, with the departure of the Romans).

E / Enemy Presence and Overrun

Enemy regions block movement. In order to move through them, you must leave twice as many units (provided you do not exceed the modified stacking allowance, see H below) as the enemy has on the spot. This is called **Overrun**.



Illustration 7.4

A stack that enters an opponent's region and leaves enough units to ensure a **2:1 force ratio** can then continue its movement (if it has any movement points left). This **overrun** does not consume any additional movement points by itself (apart from the initial cost of entering the area).

However, even if the overrun takes place, movement is still impossible outside the said region if it is of difficult terrain or at the mouth of a strait or ridge (see B above), unless there is a leader or road.

F / Forts and 'Limes'

Roman forts (or the castles, fortresses and other structures in various collections) are defensive structures that units of certain nations automatically build once they have captured a region, either during movement (into an empty region) or as a result of a successful battle. Forts do not count for stacking (see section I below).



This is the case for the sole **Romans** in Britannia.



Illustration 7.5

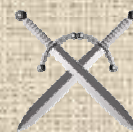
Forts are immobile (and therefore in particular cannot retreat) and participate in the battles in the regions where they are built (in defense only). If they suffer a loss in battle, they become damaged or ruined (flame symbol on them) and are no longer used in battle nor do they score victory points for the 'Limes' count (*Limes* is a Latin word meaning walled fortifications along borders). See also **Combat & Victory Points** below.



When the Romans leave Britannia (end of turn 5), the forts, intact or in ruins, are converted to Brito-Roman units (infantry) in the **England** theater, and removed from play in the other theaters.

G / Major Invasions

During a major invasion turn (see Timeline above), nations move and fight twice in a row. It is very important for the nation to remember this so as not to lose the major benefit of these invasions. They usually happen only once per nation in a scenario.



To this end, an advice (via an Hint message) will be given to the player, and the major invasion icon will be applied in the interface next to the mention of the concerned phase (movement and fights) as well as above the nation's coat of arms in the lower left part of the interface.



Illustration 7.6

I / Raiders

Some nations can have the status of Raiders, illustrated by a torch icon in the timeline (or even 'All Raiders' status, with 3 torches icon). Raiders nations have the possibility, at the end of a battle, to retreat their surviving units directly to the sea region from which they started their movement (basically they raid), instead of staying put (All Raiders can retreat wherever they come from, land included). See next chapter.



Illustration 7.7

H / Stacking on Map - 'Legal' Overstacking

Each region can only contain a limited number of units, this is the notion of **stacking**. This stacking is directly linked to the type of terrain of the region and, in some cases (**not in Britannia**), to the presence of specific infrastructures.

In Britannia, a clear terrain region contains a maximum of 3 units, a difficult terrain region (mountains and swamps) contains a maximum of 2.

Exceptions:

- ❖ **Romans** do not have a stacking limit in clear regions, but are capped like others at 2 in difficult terrain.
- ❖ **Roman forts** never count for stacking (e.g. there could be a fort and 2 legions in a mountain region).

However, one region per turn per nation is allowed in what is called 'legal' **overstacking**. In such a region, stacking is unlimited if the terrain is clear, and doubled (i.e. 4 units) if the terrain is difficult.

The stacking filter located on the left side of the interface allows showing on the map the stacking value of the regions (from the point of view of the current nation).



Illustration 7.8

NB: A right-click in the region opens the information window (as in **Illustration 7.8** above) of the region which includes the data indicated in the stacking filter.

I / Overpopulation

Not to be confused with overstacking. This is the notion of the number of men in relation to an occupied territory. Each people is only allowed to have a maximum of twice as many units (of all types, BUT not leaders, forts and various structures) compared to the number of regions they own on the map. This represents the **capacity to feed its warriors**.



Illustration 7.9

The numbers next to the overpopulation indicator (see interface) turn red when there is a surplus of units in relation to the regions controlled by the nation (NB: even for professional armies that are immune - see below), otherwise it remains normal (white).



Note that people with a professional army (e.g. Romans) are immune to this 'food' balance concern.



Illustration 7.10

In order to regulate the overpopulation (without which it is impossible to move on to the next phase), select the different stacks where you plan to remove excess units, then select in the right-hand bar the units to be removed (they will turn green, see **Illustration 7.11** below).



Illustration 7.11

Then confirm your selection with the appropriate button. This operation must be repeated until the overpopulation is resolved and your nation has a total of units not exceeding twice the number of regions it has.

There are 2 limits to respect during this operation:

- ❖ It is forbidden to empty a region (there must be at least one unit left)
- ❖ It is forbidden to leave a leader alone (they do not count in the overpopulation and moreover cannot stay alone, so you must leave them at least one unit).



Illustration 7.12 : Roman Forts in the south, end of Turn 1 (shows most recent Fort look)

VIII Combat

A / Generalities

When there are units from **two different nations (even if controlled by the same player!)** in the same area, a battle occurs.

At the beginning of a nation's combat phase for the turn, all battles initiated by the active nation appear in a battle window (see **Illustration 8.1**) that allows the player to choose which battles will be resolved before any others, but all of them must be resolved (the player will not be allowed to move on to the next phase until this is the case). To start a battle, click on the battle button

A battle takes place in one or more consecutive rounds (click on Next button to go to next round).

In each round of battle, the actions are simultaneous for each side, as follows:

- ❖ Each unit fires and losses suffered and inflicted are applied.
- ❖ The Defender has, first, the option to retreat his surviving units (if possible, see D).
- ❖ The Attacker may also retreat, if he wishes (if the Defender did not).
- ❖ Failing that, a new round is started.
- ❖ And so on until there is only one nation left with units present (or neither if both sides have mutually and simultaneously annihilated each other in the same round).

B / Battle Window and Order of Resolution of the Battles

The player chooses the order in which he resolves his battles. The window shows the location of the battle, the nations involved and their combat units.



Illustration 8.1

The player chooses the order in which he resolves his battles. This is of crucial importance because it is forbidden to retreat into an opponent's region OR into a region in which the battle is not yet resolved.

You can click on the name of the region in battle in the window list to make the camera focus on that region (because you may not be familiar with the name or geography of the place, especially when the list of battles is well filled).

Also, you can click directly in a battle area to start it. Areas in battle are surrounded by an orange border (see **Illustration 8.1** above.)

C / Flow and Duration of a Battle

The player begins by validating the start of the battle. This action allows him to have time to consult the information concerning the modifiers that will be applied and the units engaged in the battle.

In a battle, the player's opponent is always presented at the top of the battlefield (the farthest from the player, in order to facilitate the view of the player's units). In the top section, the shield of the attacker is located on the left, that of the defender on the right. See **Illustration 8.2** below.



Illustration 8.2

The presence of a leader is indicated by his image, placed as a unit behind the troops of his side (thus in the foreground for the attacker and in the background for the defender), as shown below.



Note: if all the units on a side are destroyed, the leader present is also eliminated (and this will usually give VPs to the opponent - *Check nation's other goals for details*).



Illustration 8.3

The six-sided dice that appear on each unit when the combat round is rolled bear the number that corresponds to the **modified value** of the 'fire' that the unit in question made. If this value is sufficient to kill an opponent, an animation takes place on the unit counter that successfully fired. A unit which was killed previously (or in the same round) has its counter grayed out and falling down (see **Illustration 8.3** above)

As a general rule, in order to inflict a casualty, a unit must roll a number equal or higher than its combat strength (either attack or defense, depending on its role in the battle), after modifications for terrain, leaders or other reasons. This number appears on the unit's counter, at the bottom left.

Some units can only be eliminated if the opponent rolls a specific number (or higher), such as a 6. This is the case, for example, in difficult terrain, where defenders are only eliminated on a modified die roll of 6. Similarly, Roman legions and cavalry are only killed on a modified die roll of 6.

In all these cases, the required value is indicated on the unit concerned in the upper left-hand corner of the counter, next to the skull symbol (indicating the value required to be killed).

See **Illustration 8.4** on the right.



Illustration 8.4.



Illustration 8.5

Combat and casualties are simultaneous, i.e. the attacker's and defender's damage is applied together (and thus we can have cases of reciprocal annihilation in the same round).

Exceptions

Roman forts may not take losses until all other Roman units have been eliminated. In a battle where both units and a fort are present, the fort is shown in the background of the battle (see **Illustration 8.6** below) as a reminder of this constraint.



Illustration 8.6

Some units have several hit points, so you must click several times (as many as they have hearts) to eliminate them. These units are important, because the hit points of any unit that is not eliminated are automatically regenerated to full at the end of the battle. (Hadrian's Walls only in the Hadrianus of Britannia scenario).

D / Retreats

The Defender always chooses first whether to retreat or not. If he is the player, and retreat is possible, he sees a retreat arrow appear under his coat of arms (before moving on to the next round, see **Illustration 8.7** next). If he validates by clicking on that arrow, he must retreat. Otherwise, the same choice will be offered to the attacker (if it is possible for him). The battle will continue for

another round if the attacker does not retreat in turn (if he does, the defender will have 'won' and kept the region).



Illustration 8.7

The attacker will always retreat to the area from which he came from (one of them if it arrived from different regions), if that area is no longer his when he retreats - for whatever reason - then he is eliminated. Stacking limits in the region of retreat must be respected.

The defender will always retreat to an adjacent free or friendly area (without a battle in progress), if he does not find one then he is eliminated. He cannot retreat to an area where a battle has not yet been resolved. Stacking limits in the region of retreat must be respected.

Except in the special case of raiders (see below) and nations with ships, it is forbidden to retreat to the sea.

When a side retreats, the battle is interrupted, the window closes and the map appears, indicating with a green filter the possible retreat region(s) (only one possible, to be chosen by the player in the said selection). **Partial Retreats** are possible: select which you need you want to remain and continue the battle by unclicking them in the right-hand bar (all units are selected to retreat by default). After any retreat, if there are still battles to be fought, the player returns to the battle list selection window and chooses the next battle. If this was the last battle to be resolved, the game allows the player to move on to the next phase.

Exceptions

Some units (e.g. Roman forts) cannot retreat and therefore fight to the end.

E / Retreats and Raiders

When a nation has the Raider status (see Timeline), and it carries out an attack (not if it is a defender), it will retreat to the area from which the attacking unit(s) originated. This **must be a sea**, even if this sea is not directly adjacent to the battle area.

When the status of a nation is 'All Raiders', then the raid(s) may start from a land region, and the retreat will be processed back to the region of departure of the raider(s).

In such a case, the retreat choice window is not offered and the retreat is handled automatically. See **Illustration 8.8** below.



Illustration 8.8

There is no limit (other than the physical number of units and/or stacks of the player) to the number of raids a nation in raiding status can conduct in its turn.

F / Submission

Certain nations (and only certain nations) may submit to others (usually a restricted specific list, not all). Submission can be voluntary, forced, temporary, permanent or revocable. When a nation is subjugated, it becomes vassalized and its unit stacks receive an icon in the form of a colored triangle in the lower right corner of the counter, the color of their new overlord (color of the nation that subjugated them).



See **Illustrations 8.9-1 & 8.9-2** below.



Illustration 8.9-1



Illustration 8.9-2

Triggering of submission: submission can be triggered either:

- ❖ at the end of any round of any battle (with its future overlord) during which the nation that can submit has met the conditions of **possible** submission,
- ❖ or when during the Movement phase of any stack of the future overlord, submissions conditions are met (e.g. the Brigantes to the Angles in Britannia).

It is automatically triggered when the nation is in the conditions where it must submit.

NB: in Britannia, submissions are always voluntary (no mandatory submissions).

For each nation subject to submission, there are two parameters in number of regions:

- ❖ the minimum number of regions from which it can submit,
- ❖ **the number of regions from which it must submit (not used in Britannia).**

Effects of submission: they concern several aspects, essentially to the benefit of the suzerain but not only.

- ❖ The vassal and his suzerain can no longer attack each other (this protects the vassal from possible extermination, the suzerain being generally a stronger nation - see Advice sections below).
- ❖ The vassal can receive full income only if he receives permission from his suzerain. If he does not obtain it, his income is 50% (rounded down) of the normal collection. See **Illustration 8.10** below





Illustration 8.10

- ❖ The suzerain's units can cross the vassal's regions (**but not stop there!**) without combat and without being blocked (therefore no overrun is necessary even in the presence of vassal's units). If the suzerain has roads, it is considered that he benefits from them automatically in the vassal's area.
- ❖ The vassal's units cannot go into the suzerain's regions, or even cross them. (See **Illustration 8.11** - the vassal's forbidden regions are indicated by a dark gray semi-transparent filter). However, they are free to go into empty regions or regions belonging to other nations (different from the suzerain) and fight there.



Illustration 8.11

- ❖ Submission ceases as soon as the vassal or the suzerain no longer has any units in play.
- ❖ The vassal **cannot abandon a region** without the consent of the suzerain: if this consent is refused, the vassal must keep at least one unit in the region. (see **Illustration 8.12**).



Illustration 8.12

- ❖ If the vassal moves and occupies new areas, these areas 'acquire' vassal status automatically

In **Britannia** more specifically:

- ❖ Romans and Angles are the only nations that can subdue others.
- ❖ Romans can subdue Belgians, Welsh, Brigantes and Picts
- ❖ The Angles can subdue the Brigantes (with a limitation to Brigantes regions in England).
- ❖ The Belgians can submit to the Romans if they have 4 regions or less, and this is not possible after turn 1. Their submission is automatically cancelled when their leader Boudicca enters the game (Belgian turn 1) and will never be offered again.
- ❖ The Welsh can submit to the Romans if they have 5 regions or less. *Option on upcoming DLC: Their submission is automatically cancelled when the leader Caracatus is alive.*
- ❖ The Picts can submit to the Romans if they have 3 regions or less.
- ❖ Brigantes can submit to the Romans if they have 3 regions or less.
- ❖ The Brigantes have a special submission: they may submit to the Angles if they have 2 or fewer areas in Scotland and Galloway (the latter being attached to England). In other regions outside of Scotland + Galloway that they hold after submission, they can be attacked by the Angles (although they cannot attack them anywhere) and are not subject to permission to abandon the regions.

Duration of submission: A nation's submission to its overlord is for a fixed period of time (with the following events each triggering an end to submission, regardless of the order or timing of the triggering), as follows:

- ❖ the submission ceases from the turn when the suzerain has no more units on the map,
- ❖ it can also cease after a certain number of turns determined by the scenario in progress (data provided in the vademecum of the subjugated nation),

- ❖ it ceases when the vassal receives a leader (see **Illustration 8.13** below for the arrival of Boudicca in Belgium). He can then no longer be a vassal as long as this leader is in play, even if the compulsory or voluntary conditions are fulfilled (but they will apply again as soon as the said leader has disappeared, except here for the Belgians).
- ❖ the submission ceases as soon as the vassal has no more units in play.



Illustration 8.13

The icon below is displayed during movement or combat phase to indicate to the potential vassal that he can submit to his overlord.



IX Information and Events

A/ (Ingame) Hints

The hints or tips appear as an information window (a large scroll) with text that explains the situation and usually gives a short piece of advice. See **Illustrations 4.5** above and **9.1** below. You can always review a Hint by clicking on the corresponding button in the interface during the phase in question (i.e. a Hint about growth is visible in the growth phase) if the button is clickable.



Illustration 9.1

Note that experienced players can disable all the hint windows at once, using a checkbox in the options menu.

B/ Information on Nations

Nations have an information window which can be accessed at any time in the game (see **Illustrations 3.4** above and **9.2** below), either by clicking on the button of the active nation (at the bottom left of the interface), or by clicking on the coat of arms of any nation (including non-active ones) presented in the nation order list in the upper middle of the interface



Illustration 9.2

Nations have an information window that is accessible at any time in the game.

C/ Tooltips

Tooltips are present on most elements of the game (buttons, map, counters, windows) when the mouse hovers over them. Most of the time they will remind you of the purpose of the items hovered on. See **Illustration 9.3** below for the tooltip on the VP filter.



Illustration 9.3

D/ Log (Game Journal)

The log is a tool (initially intended for game testing, but good for memorizing past events) that lists everything that happens in the game, in addition to the messages that appear under the timeline (top right of the interface) but whose display, in number as well as in duration, is limited and temporary (to avoid crowding the screen with too much information).

With this log, it is possible to consult all the events and actions of the game. Clicking on the appropriate button (see also **Illustration 4.9** above) opens and closes it. See also **Illustration 9.4** below for the appearance of the log window.



Illustration 9.4

E/ Events

Events are rare in the game, but they serve to give the game some inflections that are supposed to represent key moments in History. They are often useful for balancing the game. Eventually, the system will be expanded to allow more events. (See **Illustration 9.5** below).



Illustration 9.5

NB: A list of current events and their effects is shown in the appendix below.



A/ Generalities on Victory Points (VPs)

Each player can win the game by getting the maximum number of Victory Points (VPs). At the end of each round, the "Players" window shows the situation (see **Illustration 10.1**).



Illustration 10.1

To see the details of the victory points linked to a nation's region occupations, click on the nation's information window: in the window (see **Illustration 10.2** on the right), the regions that are occupied / have earned VPs are indicated with a green tick.



Illustration 10.2

B/ VP Count Turns

At the end of certain turns, named VP Count Turns (identified by a Star icon and described as such in the timeline), the nations will collect VPs. Those are described in each nation's detailed window (see again **Illustration 10.2** above, goals sections). In that special turn, the VP summary window has specific icons presented below each of the nations' shields with a tooltip on those icons giving all details to the player, as illustrated in **Illustration 10.3** below.



Illustration 10.3

Summary: each collection may have specific ways of earning VPs (see specific rules - section B below), but in general these are earned as follows:

- ❖ Regions earn VPs as indicated on the nation sheet, on VP Count turns only, after everyone has played (see next case though)
- ❖ Some nations can earn VPs just by passing through certain regions (e.g. Romans or Danes) during certain turns. This is not necessarily during a VP Count turn.
- ❖ Romans will gain VPs by occupying specific regions of Britannia at the end of Turn V with **intact Roman forts** or occupied by **Vassals** (this represents more or less a successful civilization of the island). Forts in ruins will bring no VP.
- ❖ VPs can also be scored by eliminating enemy units or structures (more or less depending on their type), either exclusively in the nation's turn, or at any time (it depends on the nation)
- ❖ Killing an enemy leader always yields VPs (6 in general in Britannia)
- ❖ Some special situations yield VPs (see section B2 and B3 of the Special Rules below)

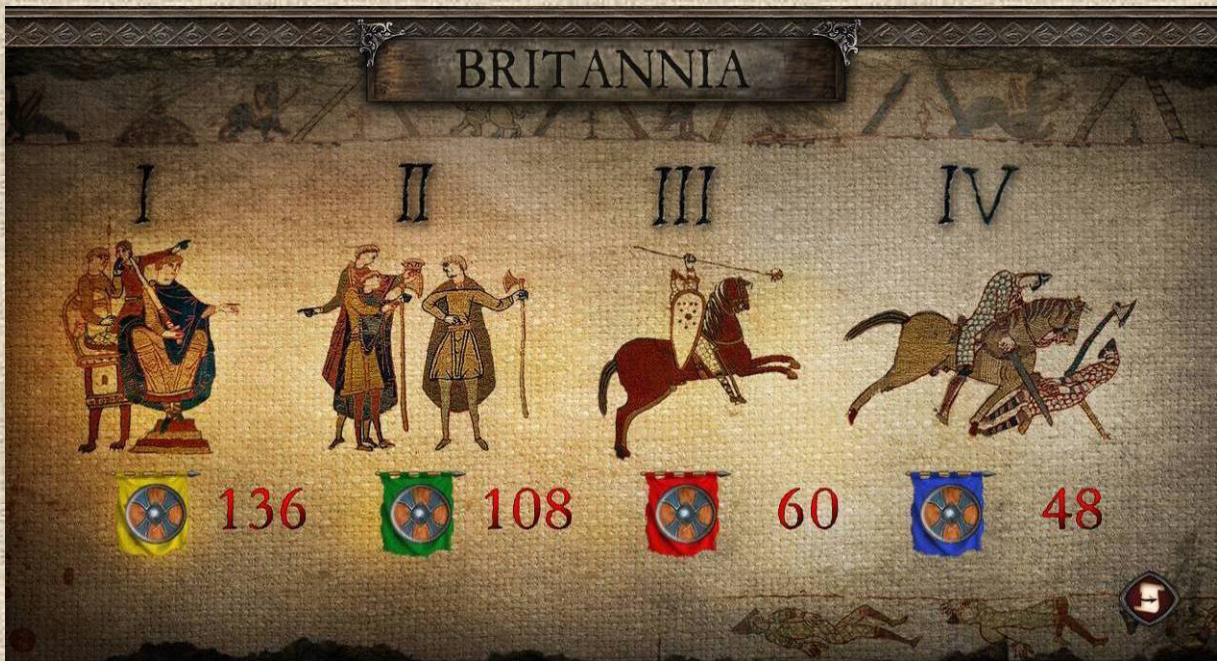


Illustration 10.4

At the end of the game, a summary screen (see **Illustration 10.4** and **10.5**) gives a synthetic view of which player has won the scenario and also a call of the scores of each nation he controlled.

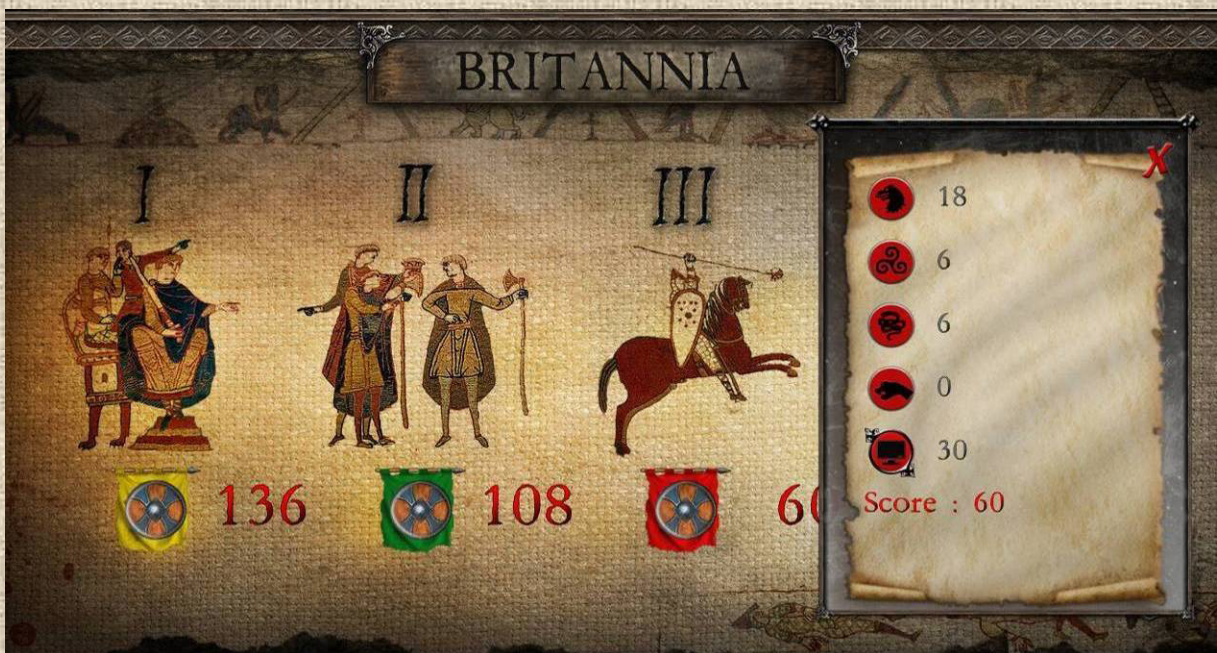


Illustration 10.5

B/ Special Rules - Britannia

Each collection has a set of special rules and situations that give a more historical or dynamic feel to the games. These rules are mostly set up through the appearance of an event.

B.1 Britannia: Nation Transformation

Some nations leave the game, totally or partially (i.e. in certain areas) and are, in general, replaced by other nations. When this happens, the player keeps the VPs accumulated for the leaving nation, but loses the unreplaced units and the treasure or population points accumulated by the departing nation.

This transformation usually takes place at the beginning of a turn, before any other nation has been able to move. (See **Illustration 10.2** above). In this collection we have:

- ❖ **Roman Departure:** on **turn VI** (6), the Romans are replaced by the Brito-Romans, in England and Wales but south of Cheshire/York only (in the other regions they simply disappear). The forts are replaced first (by an Infantry), then the Legions by Briton infantry, all on a 1 for 1 basis and up to a maximum of 8 units (the balance is lost). This replacement is automatic when there are 8 or less units, otherwise the player may choose which units he can keep (up to 8).

B.2 Britannia: the Bretwalda

The Bretwalda is an election process that begins on **turn VIII** (8) in the Britannia collection. It ends on turn XI (11) with the appointment of the King (see B.3 below). See **Illustration 10.4**.

Each player gets one vote per English region occupied by one of his nations. Each qualifying nation must vote (it cannot abstain or split votes), in the sequence of play order, for another nation occupying at least one region in England (including itself). The nation that gets the majority of votes (i.e. more than half) is the new **Bretwalda** (Lord). It then receives a bonus of **4 VP**.



Illustration 10.4

B.3 Britannia: the King

The appointment of a King in England is a process that begins on **turn XI** (11) in the Britannia collection. It ends on turn XVI (16, with special rules for that turn - see below) and, exceptionally, does not take place on turn XV (15, too short a turn, and thus postponed to turn 16 with its special rules). The process is fully automatic. (see **Illustration 10.5**). This election process takes place at the end of the round, once all nations have played.

General Case: In England only, the nation that controls at least **4 regions of England** alone AND controls **twice as many region has the second "largest" nation** in England (in terms of number of regions) is appointed **King**. It receives **8 VPs** and, more importantly, a "Royal" unit (usually an infantry, **with more specific units optional later**) that the player may place at will on any English region of the nation that received Kingship.



Illustration 10.5

Turn 16 King: the Kingship on Turn 16 is handled a little differently: it is essential for the future royal nation to have a living leader, and thus **only 4 nations can become king this turn:** the Saxons (King Harold), the Danes (King Svein), the Norwegians (King Harald) and the Normans (King William).

- ❖ In addition, if none of these leaders is alive on turn XVI (16), there is no king appointed.
- ❖ **If only one of these leaders is alive**, he is elected king, even if its nation does not meet the usual Kingship requirements (as in general case above).

Special Case - Danish King on Turn 14: King Knut. Knut is a Danish leader who arrives on Turn 14 with 4 infantry.

He may exceptionally become King at the end of the Danish turn (and not at the end of the turn as is the general case) **if the Danes control twice as many areas in England as the second largest nation in that area.** The Danes then score 8 VPs.

B.4. Britannia: The Saxon Burrhs

The Saxon Burrhs (*optionally available to the Angles at a later date*) are defensive units that are very inexpensive to build (one-third the price of infantry).



On the other hand, they are immobile. They become available for construction from turn 11. But from turn 14, they are removed from the available units (so they can't be built anymore, but the ones on the map stay there until they are destroyed).

It is however only possible to place one Burrh per region (even if there are more available to build). Moreover, the quantity of Burrhs is limited both in total and in the number of possible constructions each turn:

- ❖ The Saxon can build a maximum of 8 and a minimum of 2
- ❖ Each turn, the maximum possible number is calculated on the basis of 8 minus the number of regions the Saxon has at his disposal: this is the maximum he can build that turn.

B.5 Britannia: Turn 16 Special Reinforcements

On Turn XVI (16), 3 nations (if still in play) receive additional reinforcements (in addition to their normal builds) if the following conditions are met:

- ❖ The **Norwegians** receive reinforcement infantry in the North Sea for each area of England they control, but only if their leader Harald is still alive.
- ❖ The **Normans** receive reinforcements in the form of PPs (population points) according to the areas they occupy at the end of turn 15: 3 for each of Essex, Wessex, Hwicce and South Mercia. Plus 6 more if the Saxon leader Harold is no longer in play. All these points are used to buy units (3 PP for infantry, 6 for cavalry) which are then placed in the Channel as reinforcements. All this is cancelled if their leader William has been eliminated.
- ❖ The **Saxons** receive one infantry reinforcement for each pair of areas they control in England (only) and only if their leader Harold is still alive. These units are to be placed in a single area of England, of the player's choice (without the usual placement constraints).

C/ Other Rules

No other particular rules in Britannia. There are some special elements related to events (arrival or departure of units).





The hints below are just a few, many more strategy hints and guides can be found on various websites, since Britannia is a game with a long history and a large number of followers.

There are tons of discussions on the boardgame (which this computer faithfully recreates in its 3rd edition rules), and quite a few can be found on BoardgameGeek, herebelow:

<https://boardgamegeek.com/boardgame/240/britannia/forums/67>

Know Your Timeline

To do well you need to know what new units are coming, and when; and where your opponents score their points. Think of your forces as a whole, not as separate nations. Maximize your entire score, not the score of each individual nation. One of your nations can divert an enemy, or "take it on the chin for the cause", if this will sufficiently improve the score of another.

Know Your Geography and History

Just because you can take something or kill someone doesn't mean it's the best move. Weakening one color can help another of your opponents too much. Sometimes it's important to keep an "enemy" around (whether a color or a nation) because it can help you against someone else later on. Force preservation can be as important as scoring points. Just because you can make a 2-1 attack doesn't mean you should do so.

Major Invasions

Major Invasions are key moments for your important nations, because basically you move and fight twice, and usually you benefit of a large number of troops and a leader. So this is a point in the game when you can make or break your victory.

Before actually moving your first units, check what are your goals, and verify how you can achieve those of your next VP Count turn. The Major Invasion shall achieve this (in addition to getting your most important competitor out of the way by focusing on him, if need be).

Don't forget, when running a big invasion, to leave yourself in a defensible position. When it's a Major Invasion, be sure to attack with every army (if you attack at all) in the first half: don't waste them "holding territory" that you'll be able to occupy in the second half.

In the case of the Romans, try to get Belgae and Welsh to submit, and during round 2, protect your forts that are close to Blue units.

Leaders

This applies in most cases, Invasions or not. Leaders are mostly offensive weapons, and mostly in difficult terrains, where they allow movement and offset the defender's advantage there.

Try to keep a strong force with them, as this will maximize their offensive power and will protect them (especially if you suffered losses) from counter-attacks.

If you can, try to at least have 2 units with them.

Stacking

This is the most restrictive factor in the game. Make sure to build and stack highest in your most valuable regions (i.e. those which bring the maximum VP or are key targets for the enemy). Remember that you have ONE region which can be in overtstacking (unlimited in clear terrain, up to 4 in difficult), but also don't forget the overpopulation ratio (you need 1 region for every 2 units on map).

It is often useful to have two or three region with at least 2 units. Also, if you want to last long, try to get for your nation a safe "haven" in a difficult terrain region with 2 units, as it will be hard to capture (except with important effort from your enemy).

Order of Resolution of Movement and Battles

During movement, if you are attacking, try to move first the units that are the farthest away from the target region, so that they expend their last movement point reaching the target. In this way, closer units can go farther away, across the enemy (by usage of overruns).

As a side note, consider that building location of new units can "help" your movement. Depending on your needs (defense or attack), choosing a location close (or far) from your target will help.

Better odds mean less death for you. Preserve your forces whenever possible. Three to two is poor attacking odds when defenders are in difficult terrain, as is two to one.

The player is the one who decides the order in which battles are resolved. With this in mind, you should select your battles by always ensuring a safe retreat path to your units in case the onslaught fails, and conversely make sure the enemy you want to kill has no possible escape (therefore launch battles where he cannot retreat, either because nearby regions are occupied or with unresolved battles).

Coordination of Nations and Strategy

In the game, each player usually has ONE major nation, 2 medium one and a few (2 or 3) small ones. But each nation has its role, and even a medium or small one is enough to make the difference in points. You may also use minor or medium nations to foster future major ones, or the other way around, use a large one to "prepare" the ground for the next - smaller - ones that follow.

A perfect example is Yellow Player's Romans: they are its stronger nation, almost unbeatable, but they will vanish and, in addition to the major score they shall do, they can help pave the way for the Romano-Britons that follow, or even the Scots. They can clear key regions of those later nations from enemies (e.g. the mountains in the south for Britons or key mountains in Scotland for Scots).

If you think one color "can't win" (or "can't lose"), you need a different strategy! The sides are "nearly equal".

Use your Position in the Nation's Order of Play to your Advantage

The order of play of nations is always the same, and when playing a nation, it is important to know who is following you in the order of play, as this is where the grander danger comes from (as they can move after you and spoil your success).

As mentioned above, you can also use one of your nation playing first to possibly clear some regions and/or units of an enemy nation that is in the path or an objective of one of your other nation coming after it. For example, the Red player can use Brigantes and Irish to make trouble for other nations that will be "finished" by his Saxons coming afterward.

Position or Points?

Points are important, but position is just as important, because position strongly influences who will score most in the future. So you might choose, for example, to keep some raiders peacefully at sea in order to be in better position in the next round. Your armies don't NEED to DO anything as long as they're scoring points (and breeding more armies, usually).

Nations by Nations advice

Created by Ian Turner on BGG, 2017

In the order of the Nation's sequence of play

Romans - points target 124

There are literally dozens of posts for playing these but generally bear in mind that by the end of Round II you have to discard down to 12 armies so it's worth taking some risks. You definitely need Devon (everybody agrees on this and I go in with 3). You need to try to create a Belgae submission on the first phase of your major invasion. I prefer to leave the Downlands until last and go in with a 1-1 (this is contentious though). It's quite likely that Blue will submit as the loss of one army to them makes a much bigger difference to them than it does to you.

As you know the Belgae will un-submit, try to encourage them westwards by leaving lightly defended forts (juicy targets) in these regions (eg Hwicce). That way you will keep control of your high scoring areas and allow eventual repopulation by the Welsh. You should also gallop up the East coast (York, Bernicia & Lothian) taking out as many Brigantes as possible in easy regions to deny them population growth and to encourage their submission. Delay is fatal to you because you have to move quickly to get to the Picts and you need their regions for scoring.

In Wales take Devon, Avalon and Hwicce (last two are easy terrain). Then in phase two take Dyfed and threaten Gwent and at this point the Welsh will probably submit. Try to negotiate with them offering full population growth for occupation of burnt forts. Submission is hard for a new player to appreciate, don't take it too badly if they won't co-operate - just kill them later.

In rounds IV and V you need to decide which forts to protect. I would definitely prioritise your 6 VP'ers and Kent, as Kent is so valuable to the Jutes. Leave the North East (Dunedin, Lothian and Bernicia) to the Angles and make it tough on the Saxons by defending the South Coast with your remaining forces.

Romano British - points target 12

Firstly don't expect too much from them and secondly leave the Welsh alone and don't get in their way when they want to go to York. I would organise the units into four 2's in the midlands e.g. North / South Mercia, Suffolk and a.n.other. Then take pot shots at 2v1 against any singles.

Arthur and his cavalry can pop up in any vacant English location which is fun. You can survive for several rounds but try to avoid taking refuge in difficult terrain. This doesn't score points for you, it slows down population growth plus it's really dull.

Belgae - points target 24

You really MUST submit at the point of being reduced to 3 areas. You need 4 units in four areas because with population growth and the Boudicca bonus army you can do some damage. You need to go for it, don't hold back for later, attack now to maximise your points. Don't expect to last very long, if you target Essex it annoys the Romans so do that.

Welsh - points target 95

These are huge point scorers but you must be conservative with them. You should surrender to the Romans when you are able to but not until then. Offer to occupy burnt out forts but insist on full population growth. Warn yellow that red will run away with the game and that you will leave the Romano British alone.

Concentrate on protecting your homeland as it scores the most points for you. Put two units in Cornwall don't make it too easy for the Irish. Have a unit in March prior to the turn you need to get to York. You will be attacked by the Saxons and the Irish, focus on defence if you only score your homeland areas for the whole game you have done well. In round XVI you can be a little reckless and kill a "king" if he comes too close.

Brigantes - points target 60

These are really hard work. They seem a huge nation at the start but they quickly become reduced by the Romans and spend the rest of the game hanging on. At 6VP for knocking out a Roman army it is worth having a go. You will spend most of the game as overpopulated in Strathclyde as possible. It is vital that you hold onto this region for the whole game, it is such a serious point scorer. Use Urien defensively to hold onto Strathclyde and try not to submit to the Angles.

Caledonians - points target 36

In round I support Caithness from the Orkneys you really don't want to lose that to the Picts. Otherwise these are simple, grow slowly and again be conservative. You need to hold onto your three areas. A possible adventure into Skye might be worth it but your boat movement is a red herring really. You should focus on defence and holding out against the Norsemen. On their invasion, try to have 2 armies in each region to make it as tough as possible for them. If you end up with one region left you have done well, and should beat this target.

Picts - points target 60

These are complicated. As blue you might be able to slow down cautious Romans with your Belgae. If you do the Picts can be strong. However it is more usual that the Romans will succeed and it might be better for you to retreat into 3 areas to keep your forces strong and make submission easier. Dunedin is nice for your population growth but it is also wanted by the Scots. The Caledonians will soon be threatened by the Norsemen and so if you have any aggression you should aim for the Scots or the Brigantes.

Irish - points target 20

These are a lot of fun to play as they raid for many turns. Don't raid on the first turn with just one army wait until you have a decent sized force. Time your attacks to inflict maximum pain to the Welsh usually on rounds V and VII. They won't score many points for themselves but they can help the Brigantes in the North if in Cheshire and Cumbria or they support the Saxons by attacking the Welsh. Note the Romano British score no points for killing them so they can be a useful buffer for your Saxons against the RB's. Cornwall is a common target for the Irish but we find the Welsh opposition too strong.

Scots - points target 36

As above with the Irish, do not raid with just one army. Indeed the points score in round V is modest. You will probably want to wait for Fergus in round VII and hit the Scots crescent (Skye, Dalriada and Dunedin) for maximum effect. It is then a case of holding on against the Picts from the North and the Angles from the South. Some like to place a Roman fort in Skye as it gives the Scots a reasonable target in round V. The Scots can fail and score lowly.

Norsemen (a.k.a. Vikings) - points target 34

Aim to wipe out the Caledonians and you will score most of your points. Hit the Hebrides and Caithness with 4 armies plus a leader and later turn to the Orkneys. (This depends upon the Caledonian defence obviously). You should try to get an army into Cumbria for round XIII as this will net 7VP but might require some moving around of the Irish and Brigantes as they also score in this region.

Dubliners - points target 12

These are generally disappointing. They seem to have a major role and you can certainly aim for York but in reality they make little impact and score poorly. You have done well if you get the 8VP for York. Cumbria at the end of the game is worth 4VP but look at red's status. It might well be worth having a pop at the Brigantes in Strathclyde because this could rob him of 10VP and help protect your Scots. You also need to get out of the way of your Norwegians so you need to evacuate York in any event.

Danes - points target 65

These are the fun nation for the greens, you get to attack with them. You should raid in pairs on Round XI hitting empty areas first then any single units and expect 8VP. edit [This is a bold strategy see below, others prefer a 3,3,2 v 1 or even a 5,3 v 1.]

In round XII you can score an awful lot of points just by occupying areas. Be bold but be wary as well of leaving yourself open to counter attack. You will almost certainly be looking to wipe out the Angles in their key areas and you have to weigh up how many units you wish to risk. You get 8VP for York in round XIII but don't forget the Dubliners also want this and will fight you for it. The Danes can fizzle out and Svein can arrive with too little support at the end.

Norwegians - points target 30

These arrive very late in the game, the yellow player has to be patient. You should be able to take your key areas but be very careful with Harald. You mustn't lose him or leave him exposed at the end of your go. Ideally have him in York with troops in all the connected areas so that an enemy will require an overrun to get to him. He is often a liability that provides other nations with scoring opportunities, don't allow them that chance.

Saxons - points target 95

These are red's big beast. They need to populate the south and spread out to maximise population growth. They need to start in the South East and progress westwards by the end of the game. They have a very decent chance of scoring the Bretwalda bonus particularly with support from the Irish and even more Southerly Brigantes. The Saxons are the biggest nation in the game and they get a string of leaders. They do need careful handling early on and you must take care to grow them organically. The Welsh can threaten them and so can the Romano British but you can sometimes use the Irish to help them. Early on it might be worth co-existing with the Jutes but really you should be wiping them out quickly and then moving onto the Romano British. Take care of Aelle as he is a target for Arthur and you can use your later leaders to worry the Welsh in their difficult terrain.

If you are struggling with them remember you can build burhs in rounds XII and XIII. Take advantage of this as they really slow down the Normans later on and can protect Harold. The points target varies a lot for the Saxons and they can score well over 100. Some careful counting is required; a score for a king may well swing the game in your favour.

Jutes - points target 18

Hold back until round V and then hit Kent/Sussex with all you have. It is vital to try to get the 8VP for Kent as you are likely to be wiped out by the next scoring round. Sometimes the Jutes can hold on in the South East corner but it is not too likely.

Angles - points target 90

The Angles can often score some easy points for northern Roman forts but it is not worth taking on any Roman armies. They are not as strong as the Saxons and tend to fizzle out at the end. Some think it is good to go after the Brigantes early on to force submission. This hurts red in terms of VP and helps your Picts. It doesn't score many points for the Angles though and can be a distraction. Your other problem is that the Saxons will be nibbling at your Southern borders. You can get Bretwalda with the Angles but the Saxons have to be really struggling for this to happen.

The trick with the Angles is to try to hold on until the end of the game. The trouble is the North, where they score is invaded by lots of other armies. But even if you only hold Lothian and Bernicia for rounds XII and XVI you will get 16VP.

Normans - points target 36

As blue you get to go last with both the Angles and the Normans but the Angles are little help, they are usually just trying to survive. Look carefully at the regions you need to occupy, Essex, Wessex, Sussex & Kent etc. Your cavalry are particularly vicious especially when teamed up with William. Look to inflict considerable pain on the Saxons. Can you wipe out Harold in round XV and still leave William secure? Watch out for those Welsh who can sneak across the border and remember that your reinforcements are in the English Channel. Your enemies may have killed William before you get a chance to land them.

Summary points targets

Yellow: $124+12+36+12+30 = 214$

Blue: $24+60+90+36 = 210$

Red: $60+20+34+95 = 209$

Green: $95+ 36+65+18 = 214$



XII Appendices & Various

B / List of Nations




























































In the order of the Nation's Order of Play (which is not necessarily the order of appearance in the game), the hue of the background color indicates which player controls it in the long scenario (the color being that of the nation and its counters on the game board).

<u>ROME</u> 	ROMANO-BRITONS 	BELGAES 	WELSH 
BRIGANTES 	CALEDONIANS 	PICTES 	IRISH 
SCOTS 	NORSEMEN 	DUBLINER 	<u>DANES</u> 
NORWEGIANS 	<u>SAXONS</u> 	JUTES 	ANGLES 
<u>NORMANS</u> 			

















NB : the most important (i.e. major) nation has its name underlined.





































































B / Units List




Units with yellow background on their names are included for later DLCs variants.

<p>ROME</p> 	<p>Elite Legion </p>  <p> :4  :6  :2  :3</p> <p> :4  :x</p>	<p>Legion </p>  <p> :4  :6  :1  :3</p> <p> :16  :x</p>	<p>Auxillia </p>  <p> :4  :5  :1  :2</p> <p> :6  :6</p>
<p>ROME</p> 	<p>Walls </p>  <p> :0  :5  :2  :x</p> <p> :2  :x</p>	<p>Forts </p>  <p> :0  :5  :1  :x</p> <p> :37  :x</p>	
<p>ROMANO-BRITONS</p> 	<p>Cavalry </p>  <p> :4  :6  :1  :3</p> <p> :2  :x</p>	<p>Infantry </p>  <p> :5  :5  :1  :2</p> <p> :8 (+2)  :6</p>	
<p>BELGAE</p> 	<p>Infantry </p>  <p> :5  :5  :1  :2</p> <p> :10  :6</p>		




<p>WELSH</p> 	<p>Infantry </p>  <p>  :5  :5  :1  :2  :13  :6 </p>		
<p>BRIGANTES</p> 	<p>Infantry </p>  <p>  :5  :5  :1  :2  :11  :6 </p>		
<p>CALEDONIANS</p> 	<p>Infantry </p>  <p>  :5  :5  :1  :2  :7  :6 </p>		
<p>PICTES</p> 	<p>Infantry </p>  <p>  :5  :5  :1  :2  :10  :6 </p>		





<p>IRISH</p> 	<p>Infantry </p>  <p>  :5  :5  :1  :2  :8  :6 </p>		
<p>SCOTS</p> 	<p>Infantry </p>  <p>  :5  :5  :1  :2  :11  :6 </p>		
<p>NORSEMEN</p> 	<p>Berseks </p>  <p>  :4  :5  :1  :2  :4  :x </p>	<p>Infantry </p>  <p>  :5  :5  :1  :2  :8  :6 </p>	
<p>DUBLINERS</p> 	<p>Berseks </p>  <p>  :4  :5  :1  :2  :4  :x </p>	<p>Infantry </p>  <p>  :5  :5  :1  :2  :9  :6 </p>	



<p>DANES</p> 	<p>Huskarls </p>  <p>  :4  :5  :2  :2  :4  :x </p>	<p>Infantry </p>  <p>  :5  :5  :1  :2  :18  :6 </p>	
<p>NORWEGIANS</p> 	<p>Berseks </p>  <p>  :4  :5  :1  :2  :4  :x </p>	<p>Infantry </p>  <p>  :5  :5  :1  :2  :12  :7 </p>	
<p>SAXONS</p> 	<p>Huskarls </p>  <p>  :4  :5  :2  :2  :4  :x </p>	<p>Elite </p>  <p>  :4  :5  :1  :2  :6  :x </p>	<p>Infantry </p>  <p>  :5  :5  :1  :2  :20  :6 </p>
<p>SAXONS</p> 	<p>Burrhs </p>  <p>  :0  :5  :1  :x  :6*  :3 </p>		

<p>JUTES</p> 	<p>Infantry </p>  <p> :5  :5  :1  :2</p> <p> :6  :6</p>		
<p>ANGLES</p> 	<p>Elite </p>  <p> :4  :5  :1  :2</p> <p> :6  :x</p>	<p>Infantry </p>  <p> :5  :5  :1  :2</p> <p> :17  :6</p>	<p>Burhs </p>  <p> :5  :5  :1  :x</p> <p> :3*  :3</p>
<p>NORMANS</p> 	<p>Cavalry </p>  <p> :4  :6  :1  :3</p> <p> :4  :12</p>	<p>Infantry </p>  <p> :5  :5  :1  :2</p> <p> :8  :6</p>	<p>Motte </p>  <p> :0  :7  :1  :x</p> <p> :3  :7</p>

Icons key

Types :  :Cavalry  :Infantry  : Leader  :Defense (structure)




















Values :  :Attack/Defense  : to Kill  : Hit Points  : Movement Points

 :Quantity in Force Pool (onmap and to build)  : Cost




























X : not available or impossible (or no movement points as are immobile)

C / Leaders List

Leaders with yellow background on their names are included for later DLCs variants.

<p>ROME</p> 	<p>Vespasianus </p>  <p>Turn 1</p>	<p>Paulinus </p>  <p>Turn 2</p>	<p>Agricola </p>  <p>Turn 3</p>
<p>ROMANO-BRITONS</p> 	<p>Artorius </p>  <p>Turn 7</p>		
<p>BELGAES</p> 	<p>Boudicae </p>  <p>Turn 1</p>		
<p>WELSH</p> 	<p>Caracatus </p>  <p>Turn 1</p>		
<p>BRIGANTES</p> 	<p>Urien </p>  <p>Turn 7</p>		

<p>CALEDONIANS</p> 	<p>Boru </p>  <p>Turn 15</p>		
<p>SCOTS</p> 	<p>Fergus </p>  <p>Turn 6</p>		
<p>NORSEMEN</p> 	<p>Ketil </p>  <p>Turn 11</p>		
<p>DUBLINERS</p> 	<p>Olaf </p>  <p>Turn 13</p>		

<p>DANES</p> 	<p>Ivar </p>  <p>Turn 12</p>	<p>Halfdan </p>  <p>Turn 12</p>	<p>Knut </p>  <p>Turn 14</p>
<p>DANES</p> 	<p>Svein </p>  <p>Turn 16</p>		
<p>NORWEGIANS</p> 	<p>Harald </p>  <p>Turn 15</p>		
<p>SAXONS</p> 	<p>Hengest </p>  <p>Turn 6</p>	<p>Egbert </p>  <p>Turn 11</p>	<p>Alfred </p>  <p>Turn 12</p>
<p>SAXONS</p> 	<p>Edgar </p>  <p>Turn 13</p>	<p>Edward </p>  <p>Turn 14</p>	<p>Harold </p>  <p>Turn 15</p>


























<p>ANGLES</p> 	<p>Ida </p>  <p>Turn 7</p>	<p>Oswiu </p>  <p>Turn 9</p>	<p>Offa </p>  <p>Turn 10</p>
<p>NORMANS</p> 	<p>William </p>  <p>Turn 15</p>		

D / Chronology in Britannia (Timeline)

I		TURN I	
Start of <i>Dux Britannia</i> (Grand Campaign scenario)			
	English Channel (Sinus Britannicus): 16 Legions		
	Choose a region to place <i>Boudica</i>  , 1 Infantry as Reinforcement. Belgae reject submission. Can't be submitted by the Romans anymore.		
II		TURN II	
	2 Legions removed if more than 12 on map (Trajan event), else Reinforcements in English Channel if less than 12.		
III		TURN III	
	Reinforcements in English Channel if less than 12		
	Mare Hibernicum: 1 Infantry		
IV		TURN IV	
	Reinforcements in English Channel if less than 12.		
			
	 		
	Mare Hibernicum: 1 Infantry		
	Mare Hibernicum: 1 Infantry		
	Sinus Britannicus: 3 Infantries		

	Sinus Britanicus: 2 Infantries	
	Litus Saxonicus: 3 Infantries	
V	TURN V	
	Reinforcements in English Channel if less than 12.	
		
		
	Oceanus Atlanticus: 1 Infantry	
	Mare Caledonicum: 2 Infantries	 
	Sinus Britanicus: 3 Infantries	 
	Sinus Britanicus: 2 Infantries	
	Litus Saxonicus: 4 Infantries	 
VP Count turn		
VI	TURN VI	
Start of Artorius Rex scenario (Age of Invasions Campaign)		
	Transformation of Romans into Romano-Britons in England only (up to 8 units maximum, no growth).	
		

		
	Oceanus Atlanticus: 1 Infantry	 
	Mare Hibernicum: 2 Infantryes	 
	Litus Saxonicus: <i>Aelle</i>  , 8 Infantryes.	 
	Sinus Britanicus: 1 Infantry	
	Oceanus Germanicus: 4 Infantryes	
VII TURN VII		
	Chose a region to place <i>Artorius</i>  , 2 Cavalries as Reinforcement.	
	<i>Urien</i> 	
	Mare Hibernicum: 1 Infantry	
	Mare Caledonicum: <i>Fergus</i>  , 3 Infantryes.	 
	Litus Saxonicus: 4 Infantryes	
		
	Oceanus Germanicus: <i>Ida</i>  , 7 Infantryes.	 
VIII TURN VIII		

Election of a Bretwalda		
	Surviving Cavalries become infantries	
	Oceanus Atlanticus: 1 Infantry	
	Mare Caledonicum: 1 Infantry	
		
		
	Oceanus Germanicus: 2 Infantries	
IX	TURN IX	
Election of a Bretwalda		
	Oceanus Atlanticus: 1 Infantry	
		
	Bernicia (if controlled): <i>Oswiu</i> 	
X	TURN X	
Election of a Bretwalda		
		
	North Mercia (if controlled): <i>Offa</i> 	

VP Count Turn



XI TURN XI

Start of *Furor Normanis* scenario (Age of Vikings campaign)

King Appointment



Mare Orcadum: Ketil[👑], 5 Infantries.



Oceanus Germanicus: 4 Infantries
Litus Saxonicus: 4 Infantries



Egbert[👑]
Burhs added in the Pool.

XII TURN XII

King Appointment



Oceanus Hyperborealis: 2 Infantries
Mare Caledonicum: 2 Infantries



Mare Hibernicum: 2 Infantries



Oceanus Germanicus: Ivar & Halfdan[👑], 6 Infantries



Alfred[👑]

XIII TURN XIII

King Appointment



Mare Hibernicum: Olaf[👑], 5 Infantries.



	Oceanus Germanicus: 2 Infantries	
	Edgar [👑]	
VP Count Turn		
XIV	TURN XIV	
King Appointment		
		
	Mare Hibernicum: 3 Infantries	
	Oceanus Germanicus: <i>Knut</i> [👑] , 6 Infantries.	
	End of Danish turn : <i>Knut</i> [👑] and up to 4 units removed	
	Burrhs removed from force pool	
XV	TURN XV	
	Oceanus Germanicus: <i>Harald</i> [👑] , 10 Infantries.	 
	<i>Harald</i> [👑] .	
	Sinus Britannicus: <i>William</i> [👑] , 4 Cavalries, 6 Infantries.	
XVI	TURN XVI	
King Appointment (special)		
	Reinforcements if <i>Harald</i> [👑] is alive.	

	Reinforcements if <i>Harold</i>  is alive.	
	Reinforcements if <i>William</i>  is alive	
	Litus Saxonicus: <i>Svein</i>  , 3 Infantries.	
VP Count Turn		
END OF SCENARIOS		

Icons

- 
Major Invasions
- 
Raiders
- 
Boats
- 
Bretwalda
- 
King
- 
VP Count



E / Designer's Notes

BRITANNIA is essentially a four-player game, and its concept and balance are adapted to it, as everything in the design was created with four players in mind. Nonetheless, the computer game allows it to be played with numbers other than four, and in scenarios shorter than the entire game.

The computer game is different from the first editions of the boardgame, but has been thoroughly created to match exactly what the original designer, Lewis Pulsipher, intended and has included in his 3rd Edition Rules (boardgame).

There are very few differences between the computer version and the 3rd Edition rules, as all of them but one (calculation of the withdrawal of Danes with King Canute on Turn 14) were exactly coded to be in the game and work as they were established for the boardgame.

Our first goal was to create a visual environment that matches as much as possible the boardgame, and this is why we have produced a map that looks like an old parchment board. For the same reason, the default look of units in the game is similar to "cardboard" counters. We felt this would increase the immersive feeling of the players who already had fun with the physical version of the game, while making it simple and appealing to people who had never played it before.

The user interface was designed to let the player get quick and easy access to the key elements of the game, be they the information about the currently active nation, the order of play in the turn and the phase being played; or the timeline showing all the future game turns and their relevant events. All of this is accessible in one click (at most two) from the main screen. Moreover, we have added tooltips on almost every game element, buttons, windows and components. A few visual effects, a special lighting environment (to recreate a Dark Ages feel), and the music came in extra to enhance the point.

Porting the game rules was the most difficult task, not because the rules were overly complex (they are not) but because some concepts were not so evident to translate into an immediately recognizable information. There was a particular challenge in showing where units are allowed to go or not, when they are overstacked or not, and usually telling to the player what he needs to understand at the moment he has to make choices. We also included, for the purpose of facilitating the learning curve in the game, an Undo button which is prominently placed in the interface. This, combined with an autosave feature, let players make mistakes and fix them.

Another challenge was to include from the very beginning in the code structure the necessary commands so that the game could be played over the Internet in multiplayer mode. A lot of the fun in the original boardgame comes from the interaction between the players, from aggression to secret deals. Therefore, even with a good artificial intelligence (AI), the game would take all its spice when played between different humans, and the flavour of your game nights could be rendered back.

The last and probably longest phase in the development was the AI design, implementation and testing process. This is what took most time, as we wanted the AI not to cheat (she has to abide by exactly the same rules as the player), so we had to write down the skeleton of human-player decisions and strategies and convert this into code and scripts, guiding the AI through the turns. She will adapt her behaviour to the different nations she is playing, as well as to the situation and goals of those nations at different times. In addition, like a player, she will consider also the overall picture and work with a 'team' spirit in a view to coordinating all strategies to reach the ultimate goal: get in the lead in terms of Victory Points (VPs) and find a way to hinder her opponents in their own collection of same.

This entailed hundred of hours of playtesting and matches. We had a good feedback from the early testers, most of them experienced players of the game, who felt it had all been well rendered and the computer game proved to be a challenge for them.

Last, but not least, we created the game in such a way that the key concepts and their coding could be adapted and re-used to make other games with a similar gameplay. To that end, we developed a game Editor program at the same time as the main engine, and that tool will prove a valuable asset to enrich the collection later on.

The vanilla (i.e. first) version of the game is making us proud of the work done and confident in the future for possible evolution. We keep in mind that a computer game is never really finished and that, in its first weeks following the initial release, it will receive fixes and updates to make it better and answer players requirements (while keeping the game rules and their spirit intact).





Game Designers:	Dr Lewis Pulsipher (boardgame), Philippe Thibaut (Digital game)
Development:	Olivier Tache for Avalon Digital
Art Director:	Philippe Thibaut
Map:	Philippe Thibaut & Robert Altbauer
Graphics:	Philippe Thibaut, Massi del Bono (soldiers and leaders)
Historical Research:	Dr Lewis Pulsipher (boardgame), Philippe Thibaut
Coordination de la Production:	Avalon Digital
Producteur Executif:	Avalon Digital
Editeur:	Plug-In Digital
Sounds SFX:	Avalon Digital
Documentation:	Original documentation by Dr Lewis Pulsipher, adaptation by Avalon Digital
Proofreading & Localization:	Avalon Digital
Corporate Communications:	Avalon Digital
Administration:	Avalon Digital
Production:	Un jeu produit par SAS Avalon Digital.
Beta Testing:	Francisco Madeira, Laurent Touchard, Mark McLaughlin, Gary Gardner, Lord Aetius, Sir Duck of Diealot, Don McClarey.

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XIV Multiplayer

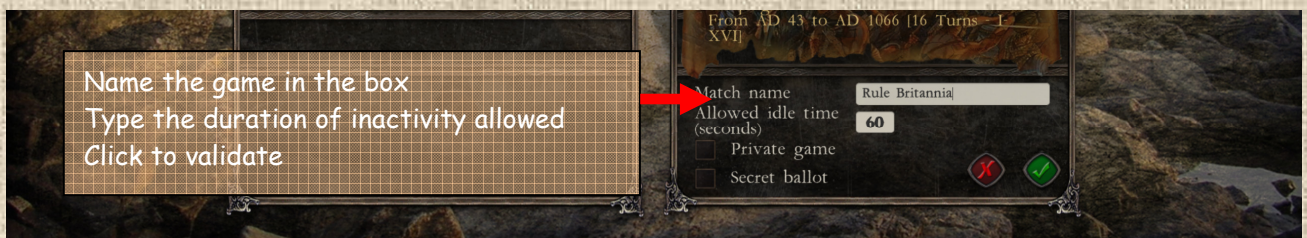
The game can be played Multiplayer, using Steam servers. The multiplayer menu offers mainly two choices: play with your Steam friends, or play with a player available on Steam.

A / Creating a Game

You will be hosting the game. To do so, log on Steam and launch the game. Then in the main menu, choose Multiplayer and sub-Menu Host.



Then click on the scenario you want to play, and create a new multiplayer game by entering the game name in the relevant box, as shown below. If you check the box 'Private Game', you will only invite your Steam registered friends (and no other Steam player). You can also specify the duration (in seconds) of inactivity of a player. After that duration has elapsed, the inactive player is kicked out and replaced by AI (game continues).



When you validate it, the next window opens, letting the host do two things: first to choose the side he wants to play and second to invite friends. For the second one, just click on the button invite friends.

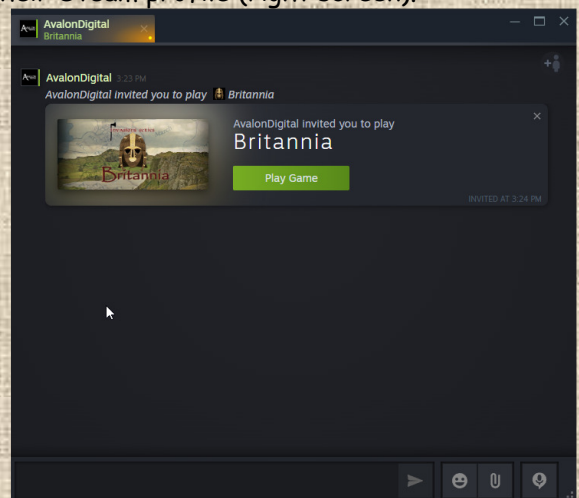


You can select to create a game and await for a Steam player to join (create a Public Lobby) or you can create a Private Lobby to play with your existing friends on Steam.

B / Play with a Friend on Steam

Click on the corresponding button in the menu (Invite Friend), then select one from the list of friends currently online in the window that appears.

Simply select the friend you want to play with and they will automatically receive a game notification in Steam, either inside the game (left screen) or from their Steam profile (right screen).



When your friend(s) accepts the invitation (or you when you join an existing game), he sees a window with the game's name, as follows:



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When the game has been selected, the friend can select the side he wants to play. As host, you will see it appear, with the friend's name, in the game window, as below:



When you feel all your friends have joined (you could play with less than 4 players, the missing positions will be filled by the AI), just click on the launch button and the game will start.

C / Join an existing Game on Steam

The whole process is identical to the above, except that you select Join instead of Host, then you choose which existing game you want to join, select your side, and wait till the host launches the game.

D / During Play

As Host, you are responsible of the good move forward of the game, especially during phases played by AI (if any position is not human-filled). Basically you just need to click on the Next Phase button when it is blinking, possibly within the time frame of allowed inactivity (*if you wait too long, the game will end, so better plan your inactivity duration with a large value*)

As an invited player you joined, just play your side as usual, and don't wait too long to act As above, inactivity will result in you being kicked out.

Chat

You can use the chat button at the bottom left of the buttons columns to launch chat. This is very basic, you can have public chat (all human players will see) or private chat (only you and selected player will talk and see the conversation)



D / Load a Previously Saved Game

The game automatically saves at the beginning of each phase, and you can resume a saved game by clicking on the corresponding button. When your playing partner(s) is(are) logged in on Steam, he/she/they will automatically receive an invitation to resume the said game at the beginning of the phase where it was saved and that you have just restarted.

Choose Load on the Multiplayer menu.



Then select in the list the game to launch.

