

BRETWALDA

Britain, 796 AD. King Offa of Mercia. The Bretwalda. King of the Seven Kingdoms. Courtiers surround his death bed. Who will take his crown as the Britain-ruler? The island he ruled is plagued by internal conflict. Blood threatens to stain its fertile lands. With every passing Summer raiding Danes grow more savage, more ambitious. Among the seven kingdoms plots, feuds and treachery are rife. The four major kingdoms are preparing for war, fighting to claim the title of Bretwalda. But time is short. Will any succeed before the cold steel of the Vikings conquers all?

TABLE OF CONTENTS

Components	2	Seasons	13
Game setup	3	Spring: Sowing	13
Player Area Setup	5	Summer: Danes raids	13
How to claim the Crown of Bretwalda . . .	6	Autumn: Neutral and Danes movement . . .	14
Core game concepts	6	Winter: Feeding of the army	16
Area types	6	Actions	17
Chronicle cards	7	Collection	17
Control	7	Fyrd	17
Dalscs	8	Development	18
Food and Gold	8	Movement	19
Kingdoms	9	Battles	21
Kingdom tiles and Buildings	9	Land Battle	21
Lordship cards	9	Sea Battle	24
Negotiation and exchange between players .	10	Danes and neutral units during battle . . .	24
Opposing and Neutral units	10	Setup for 2 and 3 players	26
Pretender	10	Solo	27
Rulers	10	Optional rules	27
Units	11	Kingdoms abilities	29
Gameplay	11	Buildings abilities	30
Season Phase	11	Kingdom tiles abilities	30
Action Phase	12	Lordship cards explanation	30
Priority Phase	12	Area names	31

COMPONENTS



Game board



Player boards (4)



Kingdom tiles
(12 per player)



Action tokens
(4 per player)



Control tokens
(15 per player)



Action tokens
(4 per player)



Pretender token
(1)



Round token
(1)



Gold:
value 1 (20), value 3 (10),
value 5 (5)



Dalcs
(21)



Buildings:
Abbey (12), Granary (6),
Port (6), Mead hall (6)



Treasury
Gold tokens
(10)



Pillage
tokens
(12)



Food
tokens
(30)



Wound
tokens
(10)



Season cards:
(4 Spring, 4 Winter,
4 Autumn, 4 Winter)



Ruler cards
(12)



Danes cards (32)



Lordship cards (34)



Chronicle cards (16)



Rulers
(1 per player)



Ealdormen
(4 Neutral and
1 per player)



Thegn
(9 Neutral and
4 per player)



Ceorls
(9 Neutral and
8 per player)



Ships
(2 per player)



Danes
(5 Danes,
3 Drakkars)



(5)



(5)



(4)



(2)

Dice

GAME SETUP

To set up the game for 2 or 3 players, see page 26.

If you are familiar with the game and want more variety use the optional **ADVANCED GAME BOARD SETUP** on page 27.

There are 4 player kingdoms in the game. Each has its own assigned **colour** and *Capital*.
 East Anglia – **Green**, *Theodford*
 Northumbria – **Yellow**, *Eoforwic*
 Mercia – **Blue**, *Tamworthige*
 Wessex – **Red**, *Wintaceaster*

Each has Units in its own colour, as well as dedicated Control and Kingdom tokens, Ruler cards, and a Kingdom board.

- 1** Place the board in the middle of the table. Each player chooses a kingdom (**East Anglia**, **Northumbria**, **Mercia**, **Wessex**). Randomly determine the first player for the first round. That player is the Pretender for the round, and takes the Pretender token.
- 2** Separately shuffle the Lordship cards, Danes cards, and Chronicle cards and place them on their designated spaces on the board.
- 3** Separate the Seasons cards into the following decks: Spring, Summer, Autumn, Winter. Shuffle them and place them on their designated spaces on the board.
- 4** Each player places in their Capital: 1 Ceorl, 1 Thegn, 1 Ealdorman, 1 Ruler, 1 Control token, 1 Food token*

* East Anglia places 2 additional Food tokens due to the Kingdom's special ability (note not to take 2 additional food when the first Spring card is drawn), in other words East Anglia begins the game with 3 Food in their Capital.

5 Each player places their Kingdom token on the Victory Track.

6 Place the Round token on the first space of the Round Track (marked with 1).

7 Place Dalcs and Neutral Units on the board as shown on the setup image below.

1 Dalc in:

Hwit Aern; Cyrrum; Cantwareburg; Lindcylne; Mameceaster; Mathrafal; Waeringwic; Hamptum; Elmham; Glestingaburg; Sancte Albanes; Seolesige; Tintagol.

Units in:

1 Theng and 1 Ceorl in *Bebbanburg*;
 1 Ceorl in *Dun Pris*;
 1 Theng in *Caerleol*;
 1 Ealdorman in *Mameceaster*;
 1 Ealdorman in *Lindcylne*;
 1 Theng in *Legaceaster*;
 1 Theng and 1 Ceorl in *Mathrafal*;
 1 Theng and 2 Ceorls in *Hamptum*;
 1 Theng and 1 Ceorl in *Norwic*;
 1 Theng in *Dommuc*;
 1 Ealdorman in *Lundenwic*;
 1 Ealdorman in *Glaewceaster*;
 2 Ceorls in *Glestingaburg*;
 1 Theng in *Seolesige*;
 1 Theng and 1 Ceorl in *Cantwareburg*;

8 Place the Danes Units, Gold, Food, Treasury, Pillage and Building tokens near to the board.

GAME SETUP



PLAYER AREA SETUP

Each player then takes the following items and place them in their play area:

- 1 Kingdom board
- 2 Kingdom tiles
- 3 Rulers cards
- 4 Action tokens
- 5 Control tokens
- 6 Other Units
- 7 5 Gold

Each player chooses one of their 3 Rulers cards and places it face-up on the Kingdom Board 3. For more randomness and realism on which Ruler is selected, use the optional **Randomised Ruler** rule (see page 28).

Each player then draws 3 Chronicle cards, selects 2 of them and discards the third, placing it at the bottom of the Chronicle card deck. The 2 remaining cards are placed face down on the Kingdom board 8 so that other players cannot see which Chronicle cards opponents have drawn.

Each player then draws 1 Lordship card, again keeping it face down so that opponents cannot see it.

Randomly determine which player will be the Pretender for round 1, and give them the Pretender token.

You are now ready. Claim the crown. Become the Bretwalda.

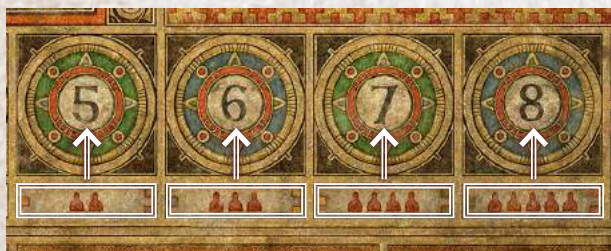




HOW TO CLAIM THE CROWN OF BRETWALDA

There are 3 ways to achieve victory and claim the crown of Bretwalda:

1. Instant victory: If at any point you possess the required number of Dalcs (as determined by the player count (see image below)), you are instantly crowned the Bretwalda.



2. Player Elimination: If at the end of a Season any player has had all their Rulers Destroyed they are eliminated from the game and the game ends. If you have the highest

number of Dalcs amongst the remaining players you are crowned the Bretwalda.

3. After 12 Rounds: If no one has won by the end of the 12th round the game ends and if you have the highest number of Dalcs you are crowned the Bretwalda.

If 2 or more players meet the victory conditions, the victor is the kingdom which – in priority order – has the most:

1. Controlled land areas
2. Capitals
3. Areas with cities
4. Food in areas they Control
5. Gold in their supply

In the highly unlikely situation that there is still a tie, the crown of the Bretwalda is shared.

CORE GAME CONCEPTS

AREA TYPES

There are 4 different area types in the game, as set out below. There are no stacking limits (maximum number of units per area) in the game.



City


A City is a Land area marked with a shield (🛡️) under the area name. The following rules apply to Cities:

1. As part of a Fyrd action, you may Recruit or Upgrade 1 Land unit in a City.
2. There can only be 1 Building in an area with a City.
3. During a Battle, as the defender, you roll 1 additional 🎲 die in each Battle round.



Capital

A Capital is a Land area marked with a shield in one of the kingdom colours (   ) under the area name. The following rules apply to Capitals:

1. As part of a Fyrd action, you may Recruit and/or Upgrade up to 2 land units in a Capital (even if it originally belonged to an opposing player and you now control it).
2. There can be up to 2 Buildings in an area with a Capital, but they may not be the same type.
3. During a Battle, as the defender, you roll 2 additional  die in each Battle round.



Countryside

A Countryside is a Land area where there is no City or Capital symbol under the area name. The following rules apply to Countrysides:

1. You cannot Recruit or Upgrade units there (unless you purchase Countryside Mobilisation Kingdom tile).
2. There can only be 1 Building in a Countryside.
3. As a defender, you do not gain any additional dice during a Battle.



Sea

There are 5 Seas in the game: *Nor Sea*, *Thaemese Sea*, *Suth Sea*, *Seafern Sea* and *Eire Sea*. Each is denoted with a Ship symbol, and separated by a thick blue border.



Harbour

A Harbour is not a specific area, but exists within a City, Capital or Countryside. A Harbour allows you to Recruit Ships as part of a Fyrd action, and build a Harbour during the Development action.

You can Recruit Ships only if you Control an area with a Harbour. Once Recruited, you may either place the Ship into a Sea adjacent to an area with a Harbour you Control, or into a Harbour itself. You may not place the Ship into an adjacent Sea if it contains opposing Ships, the Ship must be placed in the Harbour. Ships in a Harbour cannot be attacked.

However, if you lose Control of a Land area with Ships in a Harbour in that area, you also lose those Ships. The player who captured the area may convert the Ships into their own Ships (the same as if they were Recruiting those ships). If the player does not wish to do so, the Ships are Destroyed. Danes and Neutral units always Destroy Ships in a Harbour if they take Control of the relevant Land area.

CHRONICLE CARDS



Chronicle cards are personal, secret objectives you can fulfil to gain Dalcs.





They represent the achievement of goals worthy of the chronicles of Anglo-Saxon Britain.

You may exchange a Chronicle card in your hand with one from the deck in the Priority Phase at the start of each Spring (except for the first Spring as in the setup you draw 3 Chronicle cards and discard 1), but you can never hold more than 2 in your hand. You may only complete 2 Chronicle cards in the game.

Once the second Chronicle is completed, any remaining Chronicle cards in your hand are discarded to the bottom of the Chronicle cards deck and no more cards are drawn.

A list and description of all the Chronicle cards is provided at the end of this rulebook.

CONTROL

Control marks the geographic spread of your kingdom. You Control any area that contains one of your Control tokens.    

If any of your units ends its movement in an area that is not under your Control and there are no opposing units there, you take Control of that area, and mark this by placing one of your Control tokens in that area, removing any Control tokens of other kingdoms, if present. Similarly, if you are the attacker and you defeat opposing units in an area, place a Control token there.

When you take Control of an area that has an opponent's Buildings or Food tokens, you may choose to keep or Destroy them. If you take control of an area that has an opponent's ships in Harbour, you may take control of them by swapping them with ships of your colour, or Destroy them.

Likewise, if an opposing unit, including a Dane or Neutral unit, is in an area you Control that does not contain any of your units, you lose Control of that area, and the Danes and Neutral units destroy any Buildings, Food or ships in Harbour in that area.

DALCS



A Dalc is a type of Anglo-Saxon brooch, recognised as symbols of wealth, influence and power. In the game they are equivalent to victory points, and your claim to the crown of Bretwalda is measured by the number of Dalcs you possess. The number of Dalcs you possess will increase or decrease throughout the game. This is tracked on the Victory Point Track and updated continuously to allow players to keep track of the instant victory condition.

Dalcs are awarded for:

Controlling key locations on the board.

Dalcs are placed in areas of the board at set-up. They remain in the same area for the duration of the game. For as long as you Control an area containing a Dalc, you are considered to possess that Dalc for the purpose of determining victory.

Completing Chronicle cards. For every Chronicle card you complete, up to a maximum of 2, you can take possession of a Dalc, placing one from the supply into your play area. Unlike Dalcs located on the board or from Abbeys, once you obtain a Dalc from completing a Chronicle you cannot lose it, it remains in your possession for the rest of the game (recorded for posterity in the Anglo-Saxon chronicles).


Controlling Abbeys. For every 3 areas (rounded down) you Control containing an Abbey you are considered to possess a Dalc. You do not take a Dalc in this case. It is up to you, and your opponents, to keep track of this. If you lose Control of 1 or more areas with Abbeys, or they are Destroyed, such that you no longer Control 3 Abbeys (or 6, or 9, or 12), you are no longer considered to have the Dalc(s). Your efforts to further the spread of Christianity have been curtailed.

FOOD AND GOLD

Food and Gold are the essential commodities you require to run your Kingdom. Food represents livestock, dairy products, bread and crops. It is required to feed your units during Winter. Gold is required to Recruit or Upgrade units, purchase Kingdom tiles and Buildings, and bribe Neutral units and Danes. Both may be traded with other players.

Gold is always held in your play area. Gold values are:

1 Gold  3 Gold  5 Gold 

Food is placed on the board in the area where it was collected. It cannot be moved. If the area where it is located becomes Controlled by another player, they also gain the Food (they may choose to Destroy it). Each Food token  has a value of 1.

If Danes or Neutral units are in an area with Food and no player kingdom units, they destroy that Food.

KINGDOMS

There are 4 player kingdoms in the game: East Anglia, Northumbria, Mercia, Wessex. These were the largest of the 7 kingdoms that made up the Hierarchy in the period being covered by Bretwalda.

Players choose one of these Kingdoms at the start of the game. Each kingdom has 3 Rulers, all of which are unique to that Kingdom, and a unique Kingdom ability, which reflects a historic strength or feature of that kingdom (see the end of this rulebook for details on each Kingdom ability). Aside from the Rulers, unique Kingdom ability, and starting location, all of these kingdoms begin the game at the same level.

KINGDOM TILES AND BUILDINGS

Both Kingdom tiles and Buildings are placed as part of the Development action.

Kingdom tiles represent the military, religious and bureaucratic development of your kingdom. In game terms they provide additional boosts to actions and combat.

There are four types of colour-coded Kingdom tiles, corresponding to the four types of action (Development - green; Collection - yellow; Fyrd - blue; Movement - red). Each kingdom may only have a maximum of 2 of each type of tile.

Buildings represent important physical structures that further support the spiritual and economic growth of your land. They are represented by counters that are placed in the relevant area where they are built. If an opposing kingdom takes control of an area with a Building, they gain control of it.

If Danes or Neutral units are in an area with a Building and no player kingdom units, they destroy that Building.



LORDSHIP CARDS

Lordship cards represent good fortune and the

tactical, political or bureaucratic nous of your kingdom's Ruler and his court. They are kept secret from other players, and can be played at various points during a round, most commonly during Battle resolution, as set out on the card. Each card has a unique effect. Each card can alternatively be used instead to provide Gold for Development or Fyrd actions, or additional wounds during a Battle.

Lordship cards are one-use only and are discarded after use. Discarding a Lordship card means placing it at the bottom of the Lordship card deck. **You must discard down to 8 Lordship cards at the end of the Action Phase** (though you can hold more until that point). If after a Battle you draw a Lordship card that may be played 'after a battle', you cannot use it for its effect on the just resolved Battle.



- 1 The name of the card
- 2 Artwork
- 3 When you can play the card
- 4 Card effect - The unique effect of that card
- 5 Treasury effect - You may discard any number of Lordship cards to add

1 Gold for each card you discard when taking the Development and Fyrd actions.

- 6 For the King! effect - After rolling the dice during a Battle, you may discard any number of Lordship cards to add 1 sword symbol for each card discarded. **However, you may only discard as many cards as you have units in that Battle.**

NEGOTIATION AND EXCHANGE BETWEEN PLAYERS

The period of history covered in this game was one of intrigue, diplomacy, alliance building, and betrayal. Reflecting this, players are encouraged to engage in negotiations, make deals and form alliances. Indeed, doing so is generally a prerequisite for victory.

Such negotiations may just be a verbal agreement. Or they may involve the swapping or purchase of Food or Gold. Please note that no other tokens or cards may be exchanged except Food or Gold (including Treasury Gold, which may not be exchanged).

Note that unlike in some other games, in Bretwalda there are no rules around promises being binding at any point.

OPPOSING AND NEUTRAL UNITS

In the battle to claim the crown, friends are hard to come by, and opponents abound.

In game terms, an opposing unit is any unit that you do not control, including Neutral and Danes units. Neutral and Danes units oppose each other.

A Neutral unit is a unit that is White, and any unit belonging to a non-player kingdom (in games of less than 4 players).

PRETENDER



While only one Bretwalda will be crowned, there can be multiple pretenders to the crown. The

Pretender is the player that is currently in the 'lead' in the game, as measured by their position on the Victory Point Track (number of Dalcs they possess), or other determinants in the case of a tie. The Pretender may change each round. The Pretender for the following round is determined during the Priority Phase of the round, and the relevant player takes the Pretender token to mark this.

Being the Pretender brings several benefits. You are the first player, and you can determine the direction of play from you (clockwise or anti-clockwise). You can also determine who wins tie-breaks in certain situations. However, as the current leader in the race to the crown you are not permitted to access your treasury - i.e. you do not get Treasury Gold - for the purpose of bribing the Danes or other Neutral units in Summer or Autumn Seasons.

RULERS

In Bretwalda, a kingdom is ruled by a king, known as a 'Ruler'. Each Ruler is a unit with its own individual attributes and a special ability. Each kingdom has 3 different Rulers. At the beginning of the game, each player chooses one of their Rulers and places it in a designated place on the Kingdom board. If a Ruler is Destroyed, the card is removed from the game and you choose another Ruler to take his place. Place the new Ruler unit in the following area, in priority order:

- Your Capital If you do not Control your Capital, any City you Control
- If you do not Control a City, any Countryside you Control
- If you do not Control a Countryside, any area without units or Control tokens (except for Man and Wiht)
- If not such area exists, the game ends as if a player has lost all their Rulers ('Player Elimination')

If any player loses all their Rulers the game ends at the end of the current Season and victory is determined.

- 1 The name of the Ruler
- 2 The type of die this Ruler uses in Battle
- 3 The amount of Health this Ruler has
- 4 The number of movement points this Ruler has
- 5 The special ability of this Ruler



UNITS

Each player controls all of the figures of their given colour: Green for East Anglia, Yellow for Northumbria, Blue for Mercia, and Red for Wessex. Neutral units are White and Danes are Black.

There are 5 types of Land unit in the game:



Rulers - Kings of the kingdom



Ealdormen - Noblemen of the highest rank



Thegns - Landholders that the King can call upon in times of war



Ceorls - Freemen, usually peasants



Danes - Viking raiders

All the units have attributes - cost, movement points, Battle dice, Health - specific to that unit type (as set out later in these rules). Each Ruler is unique, with attributes set out on their Ruler cards.

Only the player kingdoms have Rulers. Ealdormen, Thegns and Ceorls can be from player kingdoms or Neutral. The Danes - while having the same attributes as Thegns - are unique and a separate type of unit.

There are 2 types of Sea unit in the game:



Ships - Up to 25 metres long and propelled by a combination of sail and oars



Drakkars - Bigger craft capable of holding many scores of Viking warriors

Only player kingdoms have Ships, and only Danes have Drakkars. Ships may be located in a Harbour or Sea.

GAMEPLAY

The game of Bretwalda consists of 12 rounds and each round consists of 3 phases. The phases are:

1. Season Phase
2. Action Phase
3. Priority Phase

After a phase is completed, you proceed to the next, and after the end of the Priority Phase, you begin another round.

SEASON PHASE

In the Season Phase you reveal the Season card for this round, and then resolve the specific Seasonal impact.

At the beginning of this phase, the Pretender reveals the top card of the deck with the symbol corresponding to the symbol on the space of the token on the Round Track **1**. Place the Season card face-up on the top of the deck from which it was drawn **2**, and leave it there until

the end of the next Winter round, at which point all revealed Season cards are set aside. There are 4 types of Season cards:



Spring
Rounds I, V and IX



Summer
Rounds II, VI and X



Autumn
Rounds III, VII
and XI



Winter
Rounds IV, VIII
and XII



The cards have effects that can impact the subsequent Action Phase (e.g. 'Bloody Spring' allows players to gain Gold for Destroying opposing units during a Battle **3**). In addition to the Season card effect, each Season has a specific impact (except for Spring). In Summer, Danes will land in spaces on the board. In Autumn, Danes and Neutral Units may move. In Winter, players will have to feed their armies, and no Food may be collected (more details on this are set in the 'Seasons' section below).

You may inspect the set aside Season cards at any time during the game.

ACTION PHASE

In the Action Phase you resolve your 2 actions for the turn. This is the core of the game.

The Pretender is the first player. Before taking their first action the Pretender determines the direction of play - clockwise or anti-clockwise - for the remainder of the round. Starting with the Pretender, each player in turn takes 1 action. You mark this by placing your chosen Action token on your Kingdom board **1** (or by flipping the selected token to the opposite, inactive side, as preferred). Then each player in turn takes another action, until all players have used 2 different actions **2**.



You must take an action on your turn (i.e. move it to your Kingdom board or flip it), but you do not have to resolve the action (e.g. during a Movement action, you are not obliged to move any units).

When all players have taken 2 actions, the Action Phase is over. All Action tokens are reset.

PRIORITY PHASE

In the Priority Phase you determine the Pretender for the next round, and you may draw a new Chronicle card.

The Pretender for the next round is determined - in the priority order set out below - by which player has the most:

1. Dales (including from completed Chronicles and Abbeys)
2. Controlled land areas

3. Capitals
4. Areas with cities
5. Food in areas they Control
6. Gold in their supply

If there still is a tie, the current player remains the Pretender.



Clockwise

Anticlockwise

After determining the new Pretender, each player may draw a new Chronicle card and discard one from your hand to the bottom of the Chronicle cards deck.

Then, If no player has won and it is not the last round, move the Round token on the Round Track one position to the right (towards XII) and proceed to the next Season Phase.



In addition to the impact of Season cards, each round has other impacts on the game.



SPRING: SOWING

In Spring you may exchange a Chronicle card in your hand with one from the deck. At the start of each Spring (except for the first spring as in the setup you draw 3 Chronicle cards and discard 1) you may draw 1 Chronicle card and place 1 of the Chronicle cards in your hand to the bottom of the draw deck. You can never hold more than 2 Chronicle cards in your hand.



SUMMER: DANES RAIDS

At the start of the Summer Season, Danes sail to Britain on their Drakkars. They are rebellious and aggressive, but

most of all they are hungry for riches. Players can take advantage of their greedy nature to influence where they will land. At the bottom of the Summer card there is information on how many Danes will appear.

Bid for Influence: After the Summer card is revealed, there is a bid for Influence. The winner is the player that bids the most Gold, including bonus Treasury Gold. The winner decides where the Danes will land.

Prior to the bid, you draw Treasury Gold tokens depending on your position on the Victory Track. The amount of Treasury Gold you draw is equal to the difference on the Victory Track between your Kingdom token and the Pretender's Kingdom token (e.g. if you have 3 Dalcs and the Pretender has 5, you get 2 Treasury Gold). The Pretender does not receive any Treasury Gold. 1 Treasury Gold token is worth 1 Gold. It may only be

spent on bidding in this round. It may not be traded with other players.

Each player then declares how much Gold you have in your personal supply, including Treasury Gold. You then secretly choose any amount of that Gold (it may be zero), and place it in a clenched hand. When all players are ready, you simultaneously reveal the selected amount of Gold. The player who bid the highest amount of Gold wins the bid (in case of a tie, the Pretender decides). After the bidding is resolved, all players discard any Gold and Treasury Gold used to bid. If for some reason you did not bid all your Treasury Gold, it is discarded at this point (Treasury Gold does not persist between rounds). The winner then performs the Raid.

Raid: If you won the bid, you draw a number of Danes cards equal to the total amount of Gold you bid. You play one of these cards. The rest are discarded to the bottom of the Danes cards deck.

You then place 1 Drakkar in the Sea adjacent to the Danes landing area on the selected card. If there is a player's Ship in this Sea, a Sea Battle immediately takes place (even if it belongs to the winner of the bid). If the Danes lose the Sea Battle but are not Destroyed, the bid winner Retreats the Drakkar to an empty adjacent Sea. If this isn't possible, the Drakkar and the Vikings on it are Destroyed. If the Danes win the Sea Battle, the Danes units stay on the Drakkar and do not land this Season (they may be moved and/or disembarked as part of a subsequent Autumn Movement (see below)). Place Danes units equal to the amount shown on the Summer card next to the Drakkar. They are considered embarked on it. If there is no player Ship in the Sea area, you must place in the specified Land area Danes units equal to the amount shown on the Summer card. If there are any Land units other than Danes in that area, a Land Battle immediately takes place. If the Danes lose they must Retreat to the Drakkar, ending the Raid.

Place the surviving Danes units next to the Drakkar. They are considered embarked on it. If the Danes win, they remain in the area and Pillage. Remove any Control token in that area.



Pillage: Danes like to pillage nearby areas. To reflect this, place Pillage tokens in all Land areas adjacent to any area containing newly placed Danes units (including Land areas adjacent to a Sea containing Danes units in a Drakkar). These tokens remain there until the Danes are moved or Destroyed.

You may not perform a Collection action in any area containing a Pillage token unless you have a unit in that area (this means the Danes negate the effect of the Tax Collectors Kingdom tile in adjacent areas) [See example on next page].

If you prefer a more aggressive style of game granting players greater Control over the movement of Danes units, use the optional **Danes Summer raids** rule on page 28.

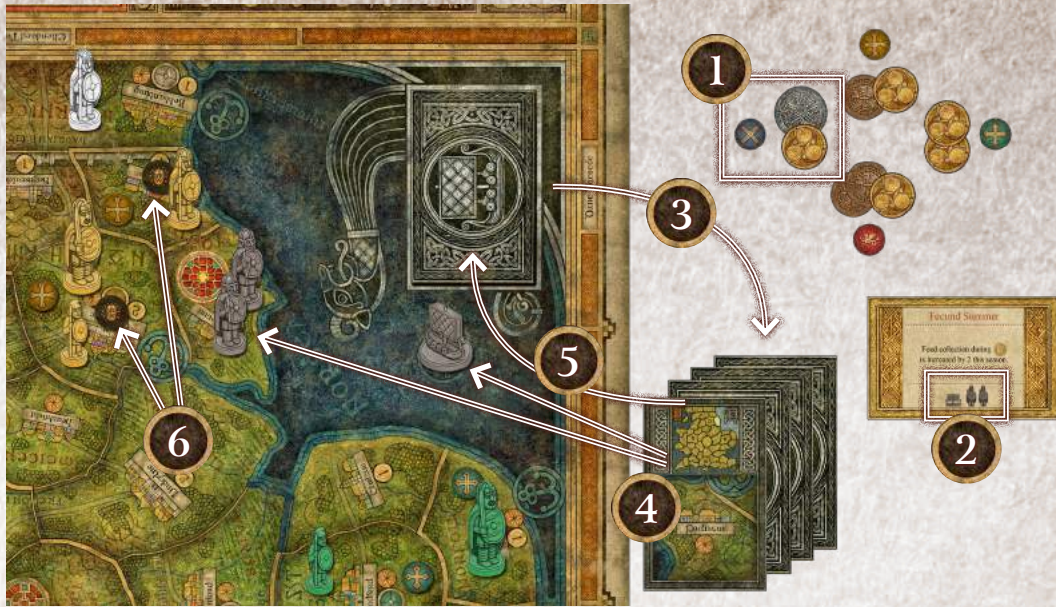


AUTUMN: NEUTRAL AND DANES MOVEMENT

At the start of the Autumn Season, you can bribe Neutral units and any Danes that have landed in previous Summer Seasons. The right amount of Gold can induce them to move between areas, which may result in them attacking opposing units.

Bid for Influence: After the Autumn card is revealed, there is a bid for influence, and if you participated in the bid you can pay and move Neutral or Danes Units. Any units of kingdoms that do not belong to any player (in the case of a game with fewer than 4 players) are treated as Neutral units and can be moved in the same way

The bidding process is the same as in Summer, including the bonus Treasury Gold tokens



EXAMPLE: Brian (Mercia player) won the bidding, having bid 3 Gold and 1 Treasury Gold ❶. All players discard any Gold that they bid to the general supply. All Treasury Gold tokens are also placed in the supply, whether they were bid or not. Brian takes 1 Drakkar and 2 Danes Units (as shown on the current Summer card ❷) and 4 cards from the Danes' deck into his hand ❸ (1 card for each Gold and Treasury Gold he bid). He chooses the card Poclintun and places 1 Drakar in the adjacent Sea area (Nor Sea). Since there are no player Ships in Nor Sea there is no Sea Battle and the 2 Danes Units can land in Poclintun ❹. Next, he discards all the drawn Danes cards to the bottom of the Danes deck ❺. Finally, he places Pillage tokens in the spaces adjacent to Poclintun as an indicator of the Danes Pillage effect ❻.

gained by the non-Pretender players depending on your position on the Victory Track. However, unlike in Summer, all players that bid get to move Neutrals and Danes Units, not just the highest bidder. If you bid the most you move all of your chosen units first, if you bid the second-most you go next, and so forth. Again, the Pretender decides any ties.

Movement: Following resolution of the bid, in the above turn order you:

a) Select the Neutral and Danes units you wish to move, up to the total value of the Gold you bid. You may move any number of units up to the value of Gold that you bid. A unit's movement cost in Gold is equal to its Fyrd value:



For example, if you only bid 2 Gold you will only be able to move up to 2 Neutral Ceorls. If you bid 3 Gold you could move up to 3 Neutral Ceorls, or 1 Neutral Thegn or a Dane. You do not have to spend all the Gold used on the bid for movement, but all unspent Gold is forfeited.

b) Move the selected units one by one. You may not move Neutral or Danes Units into an area with your own units. Each Neutral or

Danes Unit can only be moved once during the Phase. In other words, if a player has moved a unit, another player cannot move that same unit during this Phase (you may lay down moved units on their side after movement as an aide-mémoire).

All Neutral units on the board are treated as one faction. This means that if such units move to an area with other Neutral units, no Battle will occur. Danes are treated as a separate faction, so while if they move to an area with other Danes units, no Battle will occur, if they move to an area with any units other than Danes, including Neutral units, a Battle will occur.

Each Unit can move independently. Their movement points are as follows:



Danes units may be moved on to a Drakkar in an adjacent Sea. Danes that are on a Drakkar - either having been moved on their this round, or on their from a previous round - may be moved and disembarked as per the rules for Sea Transport (see page 20). E.g.. If you pay 3 Gold, you may move a Drakkar 1 Sea and disembark 1 or more Danes units in a single adjacent Land area, or you may keep the Drakkar in its current position and disembark one or more Danes units in up to 2 adjacent Land areas. As with the normal Movement action, after the movement is over, before the next player acts, you must resolve any Battles between opposing units.

When you move Danes units to a new Land area, after resolving any Battle, place Pillage tokens in adjacent Land areas to the Danes new location, and remove any from areas which no longer have Danes adjacent. This also applies

to where the Pillage tokens were the result of a now empty Drakkar in an adjacent Sea area (without Vikings on board the Drakkars no longer Raid).

If at the end of the movement Danes or Neutral units are in an area without player kingdom units, remove any Control tokens and destroy any Buildings, Food or Ships in Harbour in that area.

If you prefer a quicker resolution of Danes and Neutral movement use the optional **Simplified neutral and Danes movement** on page 28.



WINTER: FEEDING OF THE ARMY

At the start of the Winter Season, each player must feed their units.

When the Winter card is revealed, you must apply the penalty effect on that card and discard the indicated amount of Food. Next, each of your units except the Ruler consumes 1 Food. It is not necessary for the unit to be in the same area as the Food. You may spend Food from any area you Control to meet the requirement. If you do not have sufficient Food, you must remove units from the board back to your supply, 1 unit (of any type) for every missing Food. *Exception: The Ruler is always considered fed and you do not need to remove Food to feed him.*

In addition, in Winter you cannot collect Food through the Collection action, and you cannot Recruit free Ceorls through the Fyrd action (provided by the Countryside Mobilisation Kingdom tile).

ACTIONS



COLLECTION

The Collection action allows you to collect Gold and harvest Food.

When you take this action, in areas with Gold and Food symbols, take Gold equal to the sum of the value of Gold they produce into your supply, and place 1 Food in every area that produces Food (remember, you cannot harvest Food in Winter).

The amount of Gold in the game is limited to the number of Gold tokens. However Food is unlimited. In the unlikely event you run out of Food tokens, use substitutes.

*EXAMPLE: Nicole (the Northumbrian player) takes the Collection action from the areas where she has units. She takes 5 Gold into her supply **1** and places 1 Food **2** in her capital.*



FYRD

The word 'Fyrd' in Old English means armed mobilisation of the population in times of danger.

The Fyrd action allows you to Recruit or Upgrade units, and to purchase Lordship cards.

Recruit: To Recruit a new land unit, pay the cost in Gold for the chosen unit and place it in a City you Control or your Capital (you may not recruit in a Countryside area unless you have a Development tile that allows it). To Recruit a Ship, pay the Gold cost and place it in a Harbour you Control, or the adjacent Sea space. You may not place the Ship in the adjacent Sea space if it contains an Opposing Ship or Drakkar.

Upgrade: To Upgrade a unit, exchange an existing Ceorl for a Thegn from your supply, or an existing Thegn for an Ealdorman from your supply. Pay the Gold cost, which is the difference in the cost between the existing unit and the Upgraded one. You can only Upgrade units in a City or Capital, and you may not Upgrade the same units 2 times in the same action (i.e. you cannot Upgrade a Ceorl to an Ealdorman in the same Fyrd action).

During the Fyrd action you may discard Lordship cards to generate extra Gold to spend on these actions. Each Lordship card that you discard will provide you with a one-off 1 Gold to spend.

The cost of the units for Recruitment and Upgrade are:

Ceorl		=	
Thegn		,	Ship
		=	
Ealdorman		=	

Unless you are Recruiting or Upgrading units in your Capital, you may only Recruit or Upgrade 1 Land unit. If you are Recruiting or Upgrading in your Capital, you may Recruit

and/or Upgrade up to 2 Land units (e.g. you may Recruit a Ceorl *and* Upgrade a Thegn to an Ealdorman on the same action, but only in your Capital).

You may Recruit a Ship in addition to a Recruit or Upgrade action you take in a City or your Capital, as part of the same action.

The number of units is limited. If you wish to Recruit or Upgrade a given type of unit and you do not have it in your supply, you may remove the desired unit from the game map and place it in the supply for the purpose of Recruiting or Upgrading it as part of the same Fyrd action.

NOTE: You may only remove units from the map for this purpose if you have no matching units in the supply. You may not do this instead of taking them from the supply.

Purchase Lordship cards: In addition to any Recruit or Upgrade action, you may purchase any number of Lordship cards (remembering to discard down to a maximum of 8 at the end of the Action Phase). Each card costs 2 Gold.



EXAMPLE: Brian takes the Fyrd action. He pays 3 Gold to Recruit 1 Theng unit in Mameceaster (1) and pays another 2 Gold to draw 1 Lordship card (2).



DEVELOPMENT

The Development action allows you to place Kingdom tiles and Buildings.

Kingdom tiles: When you perform a Development action, you pay 3 Gold to purchase a Kingdom tile, then place the purchased Kingdom tile on your Kingdom board. Kingdom tiles take effect immediately upon being placed on your board. You may only purchase 1 tile per Development action. Each Kingdom board has 2 spaces for each of the 4 types of Kingdom tiles. Once these 2 spaces are full, you will no longer be able to develop remaining tiles of this type.

A list and explanation of these tiles is provided at the end of this rulebook.



EXAMPLE: Nicole takes the Development action. She pays 3 Gold (1) and places the chosen Kingdom tile in the space with the corresponding colour (2) on her Kingdom board (3).

Buildings: When you perform a Development action, you may pay 3 Gold and place 1 available Building from the supply in an area you Control. Each Building has restrictions on where it can be placed. Additionally, there is a limit of 1 Building per area, with the exception of the Capital, where there can be up to 2 Buildings, however these may not be of the same type. You may only purchase 1 Building per Development action.

A list and explanation of these Buildings is provided at the end of this rulebook. During the Development action you may discard Lordship cards to generate extra Gold to spend on these actions. Each Lordship card that you discard will provide you with a one-off 1 Gold to spend.



EXAMPLE: After purchasing a Kingdom tile earlier in her Development action, Nicole now wants to build a Building. She pays 2 Gold to build an Abbey ① (the Abbey normally costs 3 Gold, but Nicole Controls the Kingdom of Northumbria, which has ‘The Realm of the Saints’ ability, allowing her to build Abbeys for just 2 Gold ②). She builds it in Hagustaldes ③.

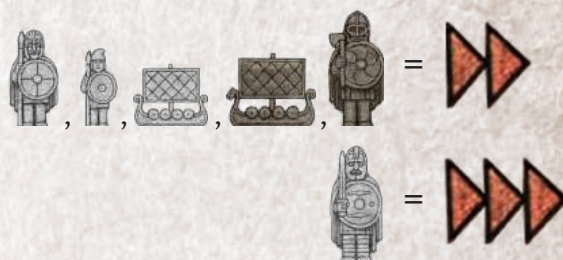


MOVEMENT

The Movement action allows you to move your units around the board, and then Battle with opposing units in the same areas as your units.

In a Movement action you may move your Land and Sea units. Ceorls may not move (unless you have developed the Ceorl Leaders Kingdom tile). Each unit moves individually. If your units end their movement in an area containing no opposing units, or win a subsequent Battle in that area, place a Control token there (removing any opposing

Control tokens). If your units enter into an area that contains opposing units, they end their movement there. After all units that are moving have completed their movement, a Battle will occur in any area containing opposing units. If an opposing kingdom takes control of an area with a Building, they gain control of it. The order in which the Battles are resolved is determined by the active player. All units have movement points (▶) which they spend to move across the board:



Each Ruler has their own individual movement point allowance marked on their Ruler card.

The cost of movement varies depending on the type of border that must be crossed to move into adjacent areas:

Land movement cost:
a) via a Roman road:



b) via the Wilderness:



c) via the Wetlands: no passage allowed.



Sea movement cost:

a) via a Sea border:



b) from a Harbour to the Sea, and from the Sea to a Harbour: no cost



EXAMPLE: Brian takes the Movement action. He moves his Ruler to the north to Caerleol via a Roman road **1** (this costs his Ruler his full 2 movement points, so he ends his movement there). As part of the same action he moves his Ealdorman and 2 Thengs east into Loidis **2**. Since Loidis contains an opposing unit (a Theng of Nicole) this ends the movement of these units. After all units he wants to move are moved, he places a Control token in Caerleol **3**, and resolves the Battle in Loidis.

Sea transport: It is possible to embark Land units on to your Ships (and Danes units on to Drakkars - see Autumn season rules page xy) and move them by Sea to other Land areas. To do so, if they are not already there, move your

Land units to an area containing a Harbour with your Ship(s), or to a Land area adjacent to a Sea containing one of your Ships. You must then spend 1 movement point per Land unit to embark them onto the Ship. This ends their movement. Each Ship has a capacity of up to 4 Land units.

You may then move the Ship to an adjacent Sea, or leave it in the same Sea. You may then disembark the Land units on the Ship to 1 or more adjacent Land areas. For each Land area where you disembark a unit or units, you pay 1 of the Ship's movement points. Alternatively, you may leave your Land units on the Ship between Rounds. If so, place the units next to the Ship as an aide-memoire.



EXAMPLE: Emma (the East Anglia player) takes a Movement action. She moves her Ruler and a Theng into her Ship, which costs them 1 movement point each, and ends their movement **1**. Next, she disembarks her King at Rofaesceaster **2** and the Theng to Hestingas **3**. This uses up the Ship's 2 movement points. She then places Control tokens in the 2 areas where her Land units disembarked **4**.

BATTLES

Whenever 2 or more units (including Sea units) of opposing sides are in an area, a Battle ensues. The units that moved to the area are the attackers. Opposing units that were already in the area are the defenders. A Battle always ends the movement of units.

Battles can take place either on Land or at Sea. Ships never participate in a Battle on Land, and Land units are not taken into account when resolving a Battle at Sea.

Upon resolution of the Battle, you get to draw Lordship cards.

The rules for Land and Sea Battles are similar; additional rules that are specific to Sea Battles and Battles involving non-player kingdom units are set out after the rules for Land Battles.

LAND BATTLE

A Battle is resolved following these steps (ignoring any that aren't relevant):

1. Play Lordship Cards for card effect
2. Roll Battle dice
3. Play Lordship Cards with “after a dice roll” text
4. Calculate Wounds
5. Play Lordship cards for the For the King! effect
6. Simultaneously assign Wound points to your units
7. Declare Retreats / Determine Winner

A Battle lasts a maximum of 2 rounds. After the first round, you may declare a Retreat, the attacker declares first.

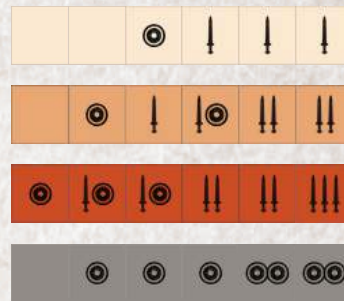
In each round of a Battle you may play Lordship cards at different steps of the Battle resolution. In every case first the attacker then the defender plays a Lordship card, with

play of cards continuing until both players consecutively pass.

Battle resolution

After resolving the effect of any Lordship cards played for their card effect, during each round of a Battle you roll one die for each unit in that Battle, and additional black dice if you are defending in a City or Capital.

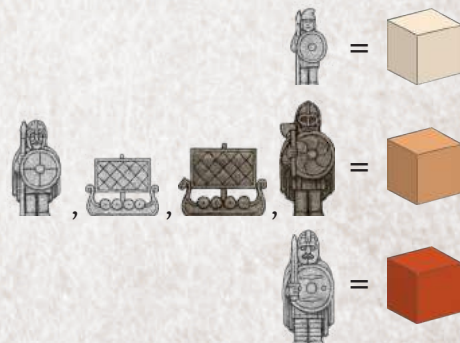
There are 4 types of Battle dice:



The symbols on dice represent:

- (sword) assign 1 Wound
- (shield) prevent 1 Wound
- (negates 1 Wound from)

Different types of unit roll different colour dice, as follows:



= Each Ruler has their own individual die colour as marked on their Ruler card.



If you are the defender you always roll 1 additional black die in a City, and 2 additional black dice in a Capital.

After rolling your Battle dice, count all swords (♠) on your dice and subtract 1 sword for each shield (♣) on your opponent's dice.

Then play any Lordship cards for the For the King! Effect - the maximum number you can play is equal to the number of units that you have participating in the Battle. For each card played, add 1 sword to your total.

The total amount of swords you have after these steps is the number of Wounds that your opponent must assign to their units in this round of Battle.

Assigning Wounds

Each unit has a specific amount of Health. When it has received Wounds equal to its Health, it is Destroyed. A Destroyed unit is placed back in your supply. Wounds persist between the first and second rounds of a Battle. Wound tokens are assigned to Wounded units to track this. Wounds do not persist between Battles (the Wound tokens are removed at the end of a Battle).

In each round of Battle wounds must be assigned such that all of one type of unit is Destroyed, before wounds can be applied to the next type. Additionally you must first assign wounds to a unit that is already wounded until it is Destroyed, before then applying wounds to other units.

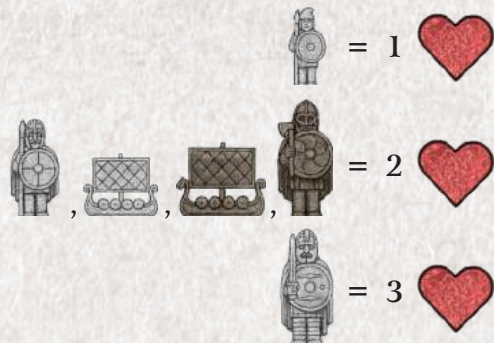
You must assign wounds to types of units in the following order:


- a) Ceorls
- b) Thengs
- c) Eldorman
- d) Ruler

EXAMPLE: Nicole has 2 Ceorls, 2 Thengs and 1 Eldorman in a Battle. In the first round of Battle she

received 3 wounds. 2 of those wounds must be used to Destroy her 2 Ceorls. The remaining wound must be applied to one of her Thengs. She notes this by placing a wound marker next to that Theng. In the second round of Battle she receives 2 more wounds. The first of this wounds must be applied to the wounded Theng, Destroying it, as you must always apply wounds to wounded units if you can, and then the second one is applied to the second Theng.

The health of the units is:



 = Each ruler has their own individual number of health points as marked on their Ruler card.

Winning the battle

You win the Battle if you are the only side with units remaining in the area where the Battle was fought (i.e. not Destroyed or Retreated). If both sides have units remaining, or no units from either side remain (i.e. they were all Destroyed), the defender is the winner. The loser of the Battle must Retreat any units that remain.

Retreats

At the end of the first round of Battle either player may optionally choose to Retreat their units, the attacker deciding first. After round 2 the loser of a Battle must always Retreat any surviving units.

Attacker: If you Retreat as the attacker you must move all your units back to the area they

entered from. If your units moved into Battle from more than one area, all units must Retreat to one of these areas (they may not be split up). In the unlikely event that that entry area is now occupied by opposing units due to their Retreat in a previous Battle in the same action, you must Retreat your units to any adjacent empty area (without opposing units or Control tokens). If that is not possible the units are Destroyed.

Defender: If you Retreat as the defender you must move all your units to any adjacent area you Control (they may not be split up). If no such area exists, the units must Retreat to any empty adjacent area (without opposing units or Control tokens). If that is not possible the units are Destroyed.



EXAMPLE: At the beginning of the Battle, the attacker Brian does not play any Lordship cards for their effect. The defender Nicole does, playing the card 'Reinforcement'. This allows her to move her Ruler to the area where the Battle is taking place ①. She does not play any more Lordship cards for their effect. Next, both players roll their Battle dice. Brian rolls ② and Nicole rolls ③. Nicole gains 1 additional sword due to her Ruler's special ability ④. After all the Wounds are counted, Nicole deals 3 Wounds to Brian (5 swords minus 2 shields), and Brian deals 3 Wounds back (4 swords minus 1 shield). As he doesn't want to risk the outcome of the second round of the Battle, Brian plays 2 of his Lordship cards for their **For the King!** effect ⑤, and adds 2 additional swords to the Wounds dealt to Nicole, making a total of 5 Wounds

participating player controlling the Danes or Neutral units. The kingdom player may play Lordship cards as normal during the Battle. The player controlling the Danes or Neutral units may not, and does not draw Lordship cards at the end of the Battle.

If the Battle involves Danes attacking Neutral units, or vice-versa, do not follow the standard Battle resolution set out above. Instead, the attacking player separately calculates the total Fyrd value (see rules on Autumn Movement page xy) of the Danes and Neutral units, and Destroys units on the opposing side up to that value. If multiple outcomes are possible, the attacking player determines which units from each side are Destroyed.

If units from both sides remain after 1 round of the Battle, the attacking units must Retreat to the area they came from.



***EXAMPLE:** Nicole moves 2 Danes units in an area with a Neutral Ealdorman and Ceorl. The 2 Danes have a total Fyrd value of 6, as do the Ealdorman and the Ceorl, so all 4 units are Destroyed.*

If you would prefer a less deterministic outcome, use the optional **Advanced Danes vs neutrals battle** rule on page (xy).

SETUP FOR 2 AND 3 PLAYERS

The setup for 2 or 3 player games is the same as for 4, with the following exceptions:

- 1 Refer to the set-up image below and do not place Dalscs marked with the colour of the non-player kingdom or kingdoms not in the game.
- 2 Do not place Rulers in the Capitals of non-player kingdoms that are not in play.
- 3 Refer to the set-up image below and place additional units and control markers of non-player kingdoms in the following areas:

- a) Mercia - 1 Theng in Dor and Hereford;
- b) Northumbria - 1 Theng in Loidis, Heathfield and Poclintum;
- c) East Anglia - 1 Theng in Elmham, Colneceaster and Rofaesceaster;
- d) Wessex - 1 Theng in Ellandum, Dornwaraceaster and Cerotesege.

IMPORTANT: If you are playing with less than 4 players, units from kingdoms not assigned to players are set up as above, but no Control or Food tokens are placed, and the units are considered Neutral for game purposes.



SOLO

VICTORY CONDITION

To win the game you have to control all areas with Dalcs and all the opposing Capitals before the end of the game (the end of the 12th round).

SETUP

Choose the Kingdom you wish to play. Setup the board as per the instructions for the 2 and 3 player setup.

GAMEPLAY

The game is played according to the standard rules, with the following exceptions:

- In Summer there is no bid related to the Danes raiding. You may place Gold into the supply and draw a number of Danes cards equal to that amount (as per the standard

rules). If you do not spend any Gold, draw the top Danes card and perform a Raid.

- In Autumn you may bribe any Neutral or Danes units to move as per the standard rules, but you may not bribe units from the other kingdoms.
- In Winter only your units have to be fed (don't worry about the units of other Kingdoms).

If the game is too easy for you, you may try the **Heroic** and **Legendary** difficulty levels. In **Heroic** you cannot bribe Neutral and Danes units in Autumn, and in **Legendary** you cannot bribe Danes during Summer, just draw the top Danes card and perform a Raid in the area which is indicated on that card.

Show that you're worthy to claim the title of Bretwalda!

OPTIONAL RULES

ADVANCED GAME BOARD SETUP

This rule allows players to determine the location of Dalcs and Neutral units as part of the set-up. Careful placement can help a player get off to a good start, or stymie an opponent.

Set-up the game as follows:

- 1) Randomly determine the first player for the first round. That player takes the Pretender token and determines the direction of play (clockwise or anti-clockwise).

- 2) Depending on the number of players taking part in the game, each player takes the following number of Dalcs and Neutral units (other white Neutral units do not take part in the game, they are returned to the box):

2-PLAYER GAME

3 Dalcs, 2 Ealdormen, 4 Thegns and 4 Ceorls

3-PLAYER GAME

3 Dalcs, 1 Ealdorman, 3 Thegns and 3 Ceorls

4-PLAYER GAME

3 Dalcs, 1 Ealdorman, 2 Thegns and 2 Ceorls

- 3) The Pretender places a Dalc from the supply on the designated space outlined in Hamptun, the central area on the board. Then, in turn order, each player places their 3 Dalcs.
- 4) Once all the Dalcs are placed, each player in turn order then places all their Neutral units.
- 5) After all Dalcs and units have been placed on the board, each player chooses their kingdoms, starting with the Pretender and continuing according to the predetermined direction of play.
- 6) Set-up the rest of the game as normal.

Special set-up rules:

The Dalcs can be placed in any land area, with the following restrictions:

- a) There can be only 1 Dalc per area.
- b) Where possible, the Dalcs should be placed in non-adjacent areas (with the exception of the central area: any Dalcs can be placed adjacent to it).

Neutral units can be placed in any Land areas, with the following conditions:

- a) They cannot be placed in any Capital (including non-player kingdom capitals).
- b) The combined value of units in any area cannot exceed 9 Gold (counted in value of units: Ceorl = 1, Thegn = 3, Ealdorman = 5).

With the game prepared as described above, you are ready to fight for the crown of the Bretwalda!



DANES SUMMER RAIDS

This rule allows players to decide where the Danes land, rather than landing them based on the instruction on the Danes cards. It allows for a more aggressive style of play. The rule works the same as the normal

Summer Raids rule, except the winner of the bid does not draw any Danes cards. Instead they place 1 Drakkar in any Sea. If there is a player's Ship in a Sea where a Drakkar is deployed, a Sea Battle immediately takes place (as with the standard rules). If the Danes are able to land, place the number of units as set out on the Summer Season card in any areas that are adjacent to the just deployed Drakkar. If there are any land units other than Danes there, a Land Battle immediately takes place.



SIMPLIFIED AUTUMN NEUTRAL AND DANES MOVEMENT

This rule removes the bidding mechanic for Neutral and Danes movement. It provides an additional boost to the players currently lowest on the Victory Track. After the Autumn card is revealed, all players may pay and move Neutral and Danes units. Players perform this action in reverse Victory Track position order, starting with the player lowest on the track, and ending with the Pretender. The players gain Treasury Gold as if they were bidding, and this can spend it on unit movement. The other rules are the same as in the standard rules.

RANDOMISED RULERS

This rule randomises which Ruler you draw at set-up and if your Ruler is eliminated. It introduces slightly more randomness and realism to the game. When drawing a Ruler from the 3 available for your kingdom, shuffle your Ruler cards face down and draw the top one from the deck.

ADVANCED DANES VS NEUTRALS BATTLE

The rule allows players to mimic the normal Battle sequence for a Battle between Neutral and Danes units. It is

less deterministic than the standard rule, but takes more time to resolve. When the controlling player moves Danes into an area containing or Neutral units, or vice-versa, resolve the Battle as per a standard player Battle, with the player clockwise of the attacking player taking control of the defending units. No Lordship cards may be played by either player. The players decide if

the units they control will Retreat after the first round of Battle, and to where. Likewise they determine where units will Retreat at the end of the Battle, if any remain. These units must Retreat together and may not Retreat into any area with units of any other faction, or Control tokens. If no such area exists, they are Destroyed. Neither the winner or the loser draw Lordship cards at the end of the Battle.

KINGDOM ABILITIES

EAST ENGLE (EAST ANGLIA) – LAND OF WHEAT & GRAIN

The Kingdom of East England lies on a vast plain in the east of the island surrounded by the Sea. It is the most fertile region in England and is rarely short of food.

At the start of each Spring Season* gain 2 Food.

(*do not take on the first round as the additional food is already placed during set-up)

NORDHYMBRA (NORTHUMBRIA) – REALM OF THE SAINTS

The Kingdom of Northumbria is the northernmost of the 7 kingdoms. Subject to raiding from the Picts, it is led by devout Christian kings, and home to monks and the nearby monastery on Lindisfarne.

For your Development Action you may build Abbeys for 1 Gold less.

MIERCE (MERCIA) – BROTHERS IN ARMS

The Kingdom of Mercia is located in the interior of the island, bordering the Welsh kingdoms of the Britons. The people of this land, used to war, are always ready to take up arms.

For your Fyrd action you may Recruit 1 additional Land unit in each allowed area.

WEST SEAXE (WESSEX) – A MARTIAL TRADITION

The Kingdom of Wessex is the southern region of the island, where the ways of the Romans are still remembered. The rulers of this kingdom are known for their cleverness and cunning.

After a Battle, draw 1 additional Lordship card to choose from.

BUILDINGS ABILITIES



Abbey - You may build an Abbey in any of your Countryside areas. During Collection you get additional 1 Gold from each area you Control with an Abbey. Every 3 Abbeys you Control (rounded down) is worth 1 Dalc.



Granary - You may build a Granary in any area you Control with a Food symbol. During Collection you get additional 1 Food from each area you Control with a Granary.



Port - You may build a Port in any area you Control with a Harbour. At any point during your Action Phase or Season Phase you may exchange 1 Food for 2 Gold, or vice versa.



Mead hall - You may build a Mead hall in any area you Control with a City. During a Fyrd action you get 1 Lordship card per Mead hall you control.

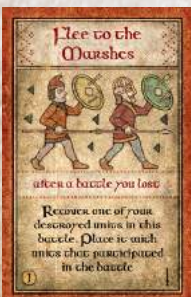
KINGDOM TILES ABILITIES



QUESTION: Can this tile work immediately after it is placed?
ANSWER: Yes.

MORE TO COME

LORDSHIP CARDS EXPLANATION



QUESTION: When I lost a battle and all my units are destroyed, where should I place this unit?
ANSWER: If you were an attacker, place this unit in the area from where you

moved your units to start a battle. If you were a defender, place this unit in any adjacent area you control.

MORE TO COME

AREA NAMES

CITIES / TOWNS NAMES

IN GAME	CURRENT	IN GAME	CURRENT
Aberffraw	Aberffraw	Hestingas	Hastings
Bebbanburg	Bamburgh	Hwit Aern	Whithorn
Caerleol	Carlisle	Legaceaster	Chester
Caerwent	Caerwent	Ligoraceaster	Leicester
Cantwareburg	Canterbury	Lindcylne	Lincoln
Cerotesege	Chertsey	Loidis	Leeds
Colneceaster	Colchester	Lundenwic	London
Dinefwr	Dinefwr	Mameceaster	Manchester
Dommuc*	Dunwich	Man	Man
Dor	Dore	Mathrafal	Mathrafal
Dornwaraceaster	Dorchester	Norwic	Norwich
Dun Pris	Dumfries	Oxenaforða	Oxford
Ellandun	Ellandun	Poclinton	Pocklington
Elmham	Elmham	Rofaesceaster	Rochester
Eoforwic	York	Sancte Albanes	Sant Albans
Escanceaster	Exeter	Seolesige	Selsey
Glaewceaster	Gloucester	Steanford	Stamford
Glestingaburg	Glastonbury	Tamworthige	Tamworth
Gyrrum	Jarrow	Theodford	Thetford
Hagustaldes	Hexham	Tintagol	Tintagel
Hamptun	Northampton	Waeringwic	Warwick
Heathfield	Hatfield	Wiht	Wight
Hereford	Hereford	Wintaceaster	Winchester

* Dommoc is likely to have been lost to the sea. Some have speculated that it became Dunwich before it was submerged, but no one knows for sure



PHALANX CO. LTD
Craven House, 40-44 Uxbridge Road,
London, W5 2BS, United Kingdom
www.phalanxgames.co.uk

