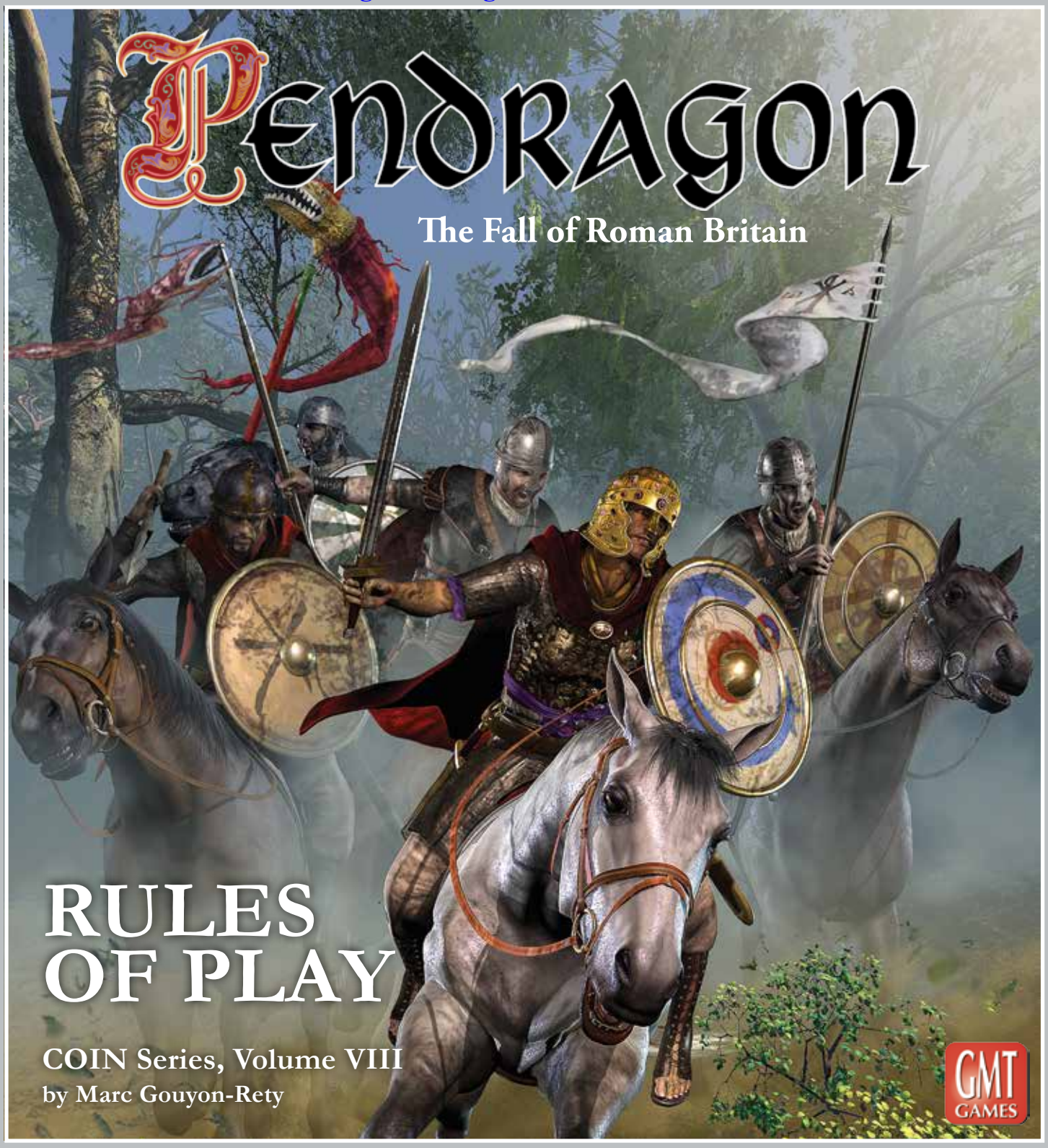

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The following Living rules include updates and clarifications to the original rules.
To aid readability, updates and clarifications are indicated in blue text.

Pendragon

1.0 Introduction

Pendragon is a board game about the fall of the Roman Diocese of Britain, from the first large-scale raids of Irish, Pict, and Saxon raiders to the establishment of successor kingdoms, both Celtic and Germanic. It adapts GMT Games' "COIN Series" game system about asymmetrical conflicts to depict the political, military, religious, and economic affairs of 5th Century Britain.

In *Pendragon*, one to four players each take the roles of one or more Factions in Britain: the post-Roman army in Britain seeking to maintain imperial order and perhaps morphing into warlords; the landholding civilian aristocracy of the Romanized Celtic Briton tribes aiming to recover their independence while preserving their lands and wealth, the Germanic peoples (Saxons proper, Angles, Jutes, and others) threatening Britain as they look for new opportunities across the North Sea, and the non-Romanized Celtic peoples from across the Irish Sea or from the cold North (mainly Irishmen and Caledonian Picts) eying the disintegrating provinces with appetite.

Issuing commands and exploiting their Factions' special actions and various events, players build and maneuver forces to influence or control the populations of Britain, extract resources and build renown, and achieve their Factions' aims. Cards regulate turn order, events, and victory checks.

The game's most important functions are summarized on several aid sheets. The last few pages of this rule book list key terms in an index and explain how to set up. New players should start with the tutorial in the Playbook.

1.1 General Course of Play

In *Pendragon*, cards are played from the deck one at time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose either that Event or from a menu of Commands and Feats. Executing an Event or Command renders that Faction Ineligible to do so on the next card. Epoch cards mixed in with the Event cards provide periodic opportunities for instant wins and activities such as collecting resources.

1.2 Components

A complete set of *Pendragon* includes the following:

- A 22" x 34" game board (1.3)
- A deck of 83 playing cards (5.0)
- 90 golden Prosperity/Plunder *cubes* (1.7)
- 102 Troop *cubes* (20 red [Cavalry], 30 light blue [Militia], 15 medium blue [Comitates], 12 green [Scotti Warbands], 25 black [Saxon Warbands]) (1.4)
- 55 Raider *triangular cylinders* (30 green [Scotti], 25 black [Saxon]) (1.4)
- 58 Stronghold *"castles"* (10 red [Forts], 15 light blue [Towns], 15 medium blue [Hillforts], 6 green [Scotti Settlements], 12 black [Saxon Settlements]) (1.4)
- Eight Faction *round cylinders* (2 red, 2 blue, 2 green, 2 black; 1.8, 2.2)
- 12 pawns (1 red, 1 blue, 6 white, 4 gray; 1.9, 3.1.1)
- A sheet of markers
- Four Faction player aid foldouts (3.0. 4.0, 7.0)
- Two Epoch and Battles sheets (2.0, 3.6, 6.0)
- A Non-Player Guidelines Summary and Battle Tactics sheet (8.1-.4, 8.4.2)
- A Non-Player Event Instructions foldout (8.2.1)
- A Non-player flowchart foldout (8.5-8.8)
- Three four-sided dice (gray) and four six-sided dice (red, blue, black, and green)
- A background play book
- This rule book

NOTE: Several extra wood pieces have been provided for use as spares.

1.3 Game Board and Map

The game board shows a map of late-Roman Britain and environs divided into Region, City, and Sea spaces, with several tracks around the edge and within spaces.



1.3.1 Regions. Borders delineate Regions of the map. Each Region features the name of its main Briton tribe, two Stronghold Sites (1.3.5), and one of three terrain types: Clear, Fens, or

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Hills. Terrain affects Battle (3.6) and certain Events (5.0). Region also show a Population value (1.3.6) and have holding boxes for Control markers (1.6) and Prosperity cubes (1.7).

1.3.2 Cities. Two map spaces, Londinium and Eboracum, are Cities. They have only one Stronghold Site (a Town Site that cannot hold a Hillfort) and follow a different Control rule (1.6). They also show Population values and have Prosperity holding boxes.

1.3.3 Roads. A Road network is superimposed on the map, running through and linking several Regions and both Cities. Briton Units can move along these Roads during March (3.2.2, 3.3.2) and Intercept (3.2.3) Commands as long as the Roads are Maintained (6.6.1, 6.8.4).

NOTE: Roads are not spaces. Their benefit applies only if moving along connected Roads. For example, movement from Corieltauvi to Dobunni is along a Road, from Corieltauvi directly to Cornovii is not.

1.3.4 Adjacency. Any two spaces (Regions or Cities) sharing a border (not just a corner) are adjacent. Roads run through spaces and do not affect adjacency (1.3.3).

NOTE: Silures and Durotriges Regions are not adjacent to each other, nor is Trinovantes to Cantiaci.

1.3.5 Stronghold Sites. Each Region has two Stronghold Sites, and each City has one. Each Site is either a Town Site or a Hillfort Site. Strongholds may occupy Sites only, one Stronghold per Site. Towns may occupy Town Sites only. Hillforts, Forts, and Settlements may occupy either type of Site (1.4.2).

EXCEPTION: Hillforts are not allowed in Cities.

NOTE: Town Sites have names in white on dark gray.



1.3.6 Population. Each Region and City has a Population number. Feats or Events (4.3.1, 4.4.1, 4.4.3, 5.0) can add or subtract to a Region's Population, but never below 0 or beyond its printed Population plus one. Cities' Populations never increase, but can drop. Use markers to show changed Population values. Regions subject to the Tears Of Epona Event show a tear symbol.

DESIGN NOTE: *A Population of "0" does not mean that the area is entirely empty of people, simply that the population has dropped so low as to make the area insignificant in manpower, economic, and political terms.*

- 

Refugees: Whenever the Population of a Region or City actually drops, put one Refugees marker in the Civitates Available Forces box, unless a specific Event instruction says differently.

NOTE. The Civitates Rule Feat (4.3.1) can only add Population to a Region if a Refugees marker is available. There are only four Refugees marker in the game: when all four are in play, no more may be added. Refugees are not Population (until added to a Region) and do not count for Briton Control or any game total.



1.3.7 Seas. Four Sea spaces border the island of Britain. Seas can be either Patrolled or not (by Setup, 2.1, or Event, 5.0) and affect origins and strengths of Raids and Marches (3.4.1, 3.5.1, 3.4.3. 3.5.3).

NOTE: The Patrolled or No Patrol status of Seas is set by scenario (2.1) and may change via Events (5.0).

1.3.8 Coasts. Any space sharing a border with a Sea is Coastal to that Sea. Some Regions are Coastal to two Seas.

NOTE: Dobunni Region does not border on Oceanus Hibernicus and is not Coastal. Londinium is Coastal on Oceanus Germanicus.

1.3.9 Caledonia: Caledonia is an area from which Raids can originate (3.5.1) but which holds no pieces (1.4.2).

1.4 Forces

Wooden pieces represent the Factions' forces, either Units—Troops or Raiders—or Strongholds:

- Dux Troops are Cavalry (red cubes), and their Strongholds are Forts (red castles).
- Civitates Troops are Militia (light blue cubes) and Comitates (medium blue cubes), and their Strongholds are either Towns (light blue castles) or Hillforts (medium blue castles).
- Barbarian Troops are Warbands (black cubes for Saxons, green for Scotti), and their Strongholds are Settlements (black castles for Saxons, green for Scotti). Other Barbarian Units are Raiders (black triangular cylinders for Saxons, green for Scotti).

NOTE: See also Foederati (1.4.3)—Barbarian pieces in Briton employ can count as Dux or Civitates Forces.

1.4.1 Availability, Removal, and Out of Play. Each Faction (1.5) has an Available Forces box showing its inventory of forces pieces, including spots for its Strongholds. These Force pools limit the number of pieces that a Faction may have in play. Keep a Faction's forces not on the map in its Available Forces box. Place Available Strongholds in the highest-numbered empty spots, revealing the number of on-map Strongholds to help track earnings, upkeep, victory, and so on (6.5, 6.6, 7.2).

- Placement: Pieces may be placed from or replaced with those in the Available Forces boxes only (not from other holding boxes). A piece to be replaced by a piece that is not Available is simply removed.
- Removal: When removing pieces from the map, put them in their Available Forces boxes *(EXCEPTION: Cavalry Casualties).*
- Cavalry: Put Cavalry Units removed during Battle into their Casualties box instead of Available. Cavalry pieces can go Out of Play (a separate holding box) via Epoch Round Upkeep (6.6.1) or Event (5.0).
- Comitates: Most scenarios begin with all or most Comitates pieces in a holding box, Not Yet in Play (2.1). Comitates enter the Civitates Available Forces box or the map via Events (5.0).

Important—Voluntary removal: A Faction while executing a Command, Feat, or Event to place its own Units may take such Units (Troop or Raider pieces in that Faction's color, not Strongholds) from the map into Available only if the appropriate type is not Available. Britons may so remove Foederati with their color marker (only) of the Nation to be placed (1.4.3). Barbarians may not so remove Foederati. (Dux may voluntarily remove Forts during Epoch Round Upkeep, 6.6).

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1.4.2 Stacking. Any pieces may occupy a space, except:

- Towns may occupy only Town Sites, one per Site.
- Hillforts, Forts, and Settlements may occupy Town or Hillfort Sites, one per Site (1.3.5). *NOTE: Hillforts thus may occupy Town Sites, except in Cities.*
- No pieces may occupy Seas or Caledonia (1.3.7, 1.3.9).

Important—Unless otherwise specified, a Faction placing a Stronghold via Command (3.0), Feat (4.0) or Event (5.1) must place it in a valid vacant Site; if via an Event (only), if no such Site is vacant, the Faction may select and replace an existing Stronghold in a valid Site.





1.4.3 Foederati. Barbarian Warbands and Settlements may be in the employ of either the Dux or Civitates Faction. Place a Foederati marker—red for Dux or blue for Civitates—on such Warbands and Settlements to show their Foederati status. Foederati pieces are considered pieces of the employing Faction (Dux or Civitates), not of their original Faction, in all aspects (such as for Control, 1.6, and Commands, 3.0) unless otherwise specified for their Saxon or Scotti Nationality (see Home Terrain in Battle, 3.6.1, and victory, 7.2, for example).

1.5 Players and Factions

Up to four players can play *Pendragon*, each as one or more Factions: the Dux (red – post-Roman Army), the Civitates (blue – Briton lords), the Saxons (black – Germanic peoples), or the Scotti (green – non-Romanized Celts).

- The Dux and Civitates Factions are "Britons", and (except at Fragmentation of the Imperium, 6.8) share Control (1.6) and Resources (1.8.1).
- The Saxon and Scotti Factions are "Barbarians".
- All Factions are "enemy" to all others. *EXCEPTION: Before Fragmentation (6.8), Dux and Civitates are Friendly to one another unless fighting each other in Battle (3.6).*

1.5.1 Spare Factions. With two or three players, the players run leftover Factions:

- With three players, one player runs the Saxons and Scotti.
- With two players, one player runs the Dux and Civitates, the other the Saxons and Scotti.

A player running two Factions uses the lower victory margin of the two (7.1-7.3) and only causes play to end on a victory check (6.3) if both Factions are meeting their conditions.

With two players, the player playing the Dux and Civitates may only achieve a victory check (6.3) if the Briton faction not holding Dominance (6.8) beats the thresholds adjusted for Dominance as outlined in 7.3:

- Dux to surpass 85 at Roman Rule + Civilian Dominance, 70 at Autonomy + Civilian Dominance;
- Civitates to surpass 38 at Roman Rule + Military Dominance, 31 at Autonomy + Military Dominance.

Non-Player Option: If playing solitaire, or as an alternative to the above with two or three players, use the Non-player rules in section 8 to govern leftover Factions.

1.5.2 Negotiation. Players may make any mutual arrangements within the rules. All negotiations are open. Once a player agrees to something within the execution of a Command, Feat, Event, or Epoch Round, that agreement is binding during that action only. The rules do not otherwise bind players to agreements. In general, assets such as Resources, Renown (1.8), or Plunder (1.7.4) may not be transferred between Factions. However—

- **Army Preemption.** Under Roman Rule and under Autonomy with Military Dominance (per the Imperium track, 6.8.2), the Dux Faction may spend Briton Resources (blue cylinder; not Wealth, 1.8.4) for Commands, Feats, Annona, and Upkeep or transfer them to Barbarians as if they were Dux Resources.
- **Briton Cooperation, No Preemption.** At Autonomy with Civilian Dominance only, Dux may so spend blue Briton Resources only with Civitates agreement. (At Fragmentation it may not do so, 6.8.2.)
- **Tribute.** A Briton Faction may transfer any of its Resources to a Barbarian Faction during either's execution by the Sequence of Play (2.3.4) of a Command, Feat, or Event. Such Resources are converted to Renown 1 for 1. The Civitates Faction may so transfer Wealth (1.8.4) to another Faction, converting to Dux Resources or Barbarian Renown 1 for 1. (It cannot directly transform Resources into Wealth.)

1.6 Control

A Faction Controls a Region if it has a Stronghold there and its Troop and Stronghold pieces (not Raiders) outnumber those of all other Factions combined. Foederati pieces count for their employing (marked) Faction (1.4.3).

- Raiders never count for or affect Control (but can affect requirements for certain Command and Feat actions).
- A Faction Controls a City if it has a Stronghold there (regardless of other pieces).



1.6.1 Briton Cooperation. Except under Fragmentation (6.8), Civitates and Dux (including Foederati, 1.4.3) add together to determine Briton Control, and Briton Control is "Friendly Control" to the Dux. Under Fragmentation, "Briton Control" means Control by the Civitates Faction, and Dux Control is assessed separately.

NOTE: Unlike in other COIN Series volumes, a Faction must have a Stronghold in a space to Control it, and Raider pieces are ignored for Control.

1.7 Prosperity & Plunder

Each space at any given moment holds an amount of Prosperity (small gold cubes), possibly 0. Keep unused gold cubes off to the side of the game board.

1.7.1 Regional Prosperity. Each Region may start with up to twice its current Population (1.3.6) in Prosperity. Put a Region's Prosperity cubes into the two rows of squares in the space. When adding Prosperity, begin at the bottom row, left to right; once this

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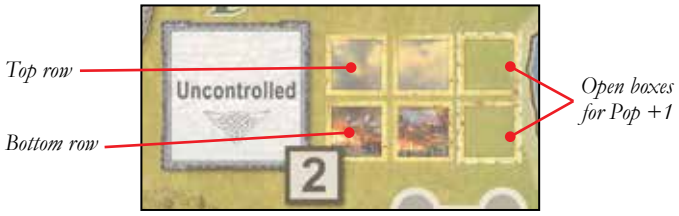
row holds Prosperity equal to the Region's current Population, add any further Prosperity to the top row, without exceeding Population in either row. When removing Prosperity (such as via Raid, 1.7.4, 3.4.1, 3.5.1), reverse that order: begin on the top row and remove from the bottom row only once the top row is empty. Epoch Round Recovery at Imperium Autonomy or Fragmentation adds Prosperity only to the bottom row (6.7, 6.8.6).

NOTE: No Prosperity cube is removed or added at the time of a change in the Population of a Region subsequent to a Feat or an Event effect; any excess cube following a Population reduction would be removed during the next Recovery Phase (6.7.1).



NOTE: Prosperity will be added to the rightmost, open box of each row only when Population is at printed Pop +1.

1.7.2 City Prosperity. Cities have only one Prosperity row and can hold twice their printed Population in Prosperity. A Barbarian Faction that destroys a City's Stronghold in Battle (3.6) immediately Plunders all its Prosperity (1.7.4).



1.7.3 Total Prosperity. The number of all Prosperity cubes in the map's Regions and Cities equals "Total Prosperity" (do not count Plunder cubes on Units). Total Prosperity can affect Dux victory (1.9, 7.2-7.3).

1.7.4 Plunder. "Plundering" a space means taking Prosperity cubes from that Region or City (1.7.1-1.7.2) and putting them onto Raiders or Troops there; those and any other gold cubes carried by Units are Plunder cubes (no longer Prosperity). Raid (3.4.1, 3.5.1) and many other actions result in Plunder. Return (3.4.2, 3.5.2) and other actions or Epoch phases convert Plunder into Renown, Resources, or Wealth.

Important—Units may carry one Plunder cube each. Cavalry may carry Plunder only from a Retaliate Feat (4.2.4) or Event. The executing Faction decides which candidate Units in a space receive new Plunder. A Faction may not shift Plunder among Units.

1.8 Resources, Renown, Prestige, & Wealth

At any moment, each Briton Faction has between 0 and 80 Resources and each Barbarian Faction between 0 and 80 Renown that they spend to pay for Commands or Feats (3.0, 4.0). Dux has between 0 and 80 Prestige. Civitates have between 0 and 80 Wealth. Mark Resources and Renown along the 0-80 board edge track with a cylinder of the Faction's color (1.5) and Prestige and Wealth with round markers. Ignore any drop below 0 or rise above 80 in these totals.



1.8.1 Briton Resources. The Civitates Faction's Resources (tracked with a blue cylinder) are called "Briton Resources".

NOTE: The Dux Faction often will draw on Briton Resources rather than Dux Resources—see 1.5.2, 6.8.2. Dux can accrue Dux Resources (red cylinder) at any Imperium via Requisition Feat (4.2.3) or Event (5.0) and at Fragmentation (only) via Epoch Revenue (6.5.1). See also Passing (2.3.3).

1.8.2 Barbarian Renown. Barbarian Factions earn and spend Renown instead of Resources.

DESIGN NOTE: *Renown represents the fame of leaders, chiefs, or kings in the Barbarian homelands, determining their ability to attract Raiders and initiate campaigns.*



1.8.3 Dux Prestige. The Dux Faction gains or loses Prestige via Battle consequences (3.6.5), Events (5.0, 6.4), and Revenue (6.5.1). Prestige affects Dux victory (7.2, 7.3) and Dominance (6.2.2). Track Prestige on the edge track with its round red marker.



1.8.4 Civitates Wealth. The Civitates can convert Briton (blue) Resources or Plunder (1.7.4) into Wealth. Track Wealth on the edge track with its round blue marker. Wealth is needed for Muster and Upkeep of Comitates Units and Muster of Towns (3.3.1, 6.6.2) and affects Dominance (6.2.2). (See also transfer of Wealth to Resources or Renown, 1.5.2). Civitates may at any time spend (pay) Wealth as if Briton Resources, and they must do so if called upon to spend Resources but Briton Resources are at 0.

EXCEPTION: Imperial Taxation (6.5.3, 6.8.3) takes Briton Resources but never affects Wealth.

1.9 Victory Markers and Pawns

Use markers on the edge track as follows to show various totals that affect victory (7.0). *NOTE: Colored, labeled bands along the track show Victory thresholds (7.2).*

- 

Dux victory – Track Prestige (1.8.3) with the round "Dux Prestige" marker. Under Roman Rule and Autonomy (6.8), track Total Prosperity (1.7.3) with the "Total Prosp" marker and the sum of Prestige and Total Prosperity with the red "Prosper + Prestige" victory marker. Under Fragmentation, flip "Total Prosp." to "Dux Control" and "Prosper + Prestige" to "Control + Prestige" and instead track Dux Controlled Population and the sum of Dux Control and Prestige with those markers. Mark the current Dux victory threshold (6.8.7, 7.2.1) along the edge track with the red pawn.
- 

Civitates victory – Track total Population under Briton Control (under Fragmentation, meaning Civitates Control, 1.6) with the blue "Briton Control" victory marker. Mark the current Civitates victory threshold (6.8.7, 7.2.2) along the edge track with the blue pawn.

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Saxon victory – Track total Population under Saxon Control with the black "Saxon Control" victory marker. Before Fragmentation, the position of the black Saxon Renown cylinder (1.8) also bears on Saxon victory (7.2.3).
- 
Scotti victory – The position of the green Scotti Renown cylinder (1.8) shows Scotti victory.

NOTE: Scotti victory (7.2) may also require a certain total of the Scotti Nation's Settlements on the map (including Foederati)—a total shown by the highest number visible in the Scotti Available Forces display (1.4.1).

2.0 Sequence of Play

2.1 Set Up

Follow the instructions at the end of this rule book to choose a scenario, assign Factions to players, prepare the deck, and set up pieces, markers, and Prosperity.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile face up. Then reveal the next card on top of the draw deck. The card on the played card stack is played first; the card on top of the draw deck will be played next.

NOTE: All players will see one card ahead into the deck (2.3.7). All played cards and the number of cards in the draw deck are open to inspection.



RECORD STEPS: After the steps of each Event card play are completed, place round Eligibility cylinders corresponding to the Faction involved (1.5) into appropriate boxes of the Sequence of Play track. During Epoch Rounds (6.0), place the Epoch marker in the current phase's box.

2.3 Event Card

When playing an Event card, up to two Factions will execute a Command or the Event.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of Faction symbols shown at top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

2.3.1 Eligibility. Factions that did not execute a Command or Event on the previous card are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.6). Factions that did are Ineligible. (All Factions start the game Eligible, 2.1.) See also Free Actions, 3.1.2 & 5.5.

Faction order →



2.3.2 Faction Order. The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1st Eligible to execute a Command or Event or to Pass. The next leftmost is the 2nd Eligible.

NOTE: Ignore any gray details around the Faction symbols unless using Non-player rules (8.2.1).

2.3.3 Passing. If a currently 1st or 2nd Eligible Faction opts to Pass, it remains Eligible for the next card and receives +3 Resources if a Briton Faction or +1 Renown if a Barbarian Faction. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.6) and play the next card (2.3.7).

Important—If the Dux Passes, add +3 Briton Resources (blue cylinder) if at Roman Rule or Autonomy (6.8), or add +3 Dux Resources (red cylinder) if at Fragmentation.

NOTE: Ineligible Factions may not Pass.

2.3.4 Options for Eligible Factions.

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- A Command (3.0)—with or without a Feat (4.0)—or
- The Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute a Command or possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- **Command Only:** If the 1st Eligible Faction executed a Command, the 2nd Eligible Faction may execute a Limited Command (2.3.5).
- **Command & Feat:** If the 1st Eligible Faction executed a Command with a Feat, the 2nd Eligible Faction may execute either a Limited Command or the Event.
- **Event:** If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute a Command, with a Feat if desired.

NOTE: The game board Sequence of Play track also shows these options.

2.3.5 Limited Command. A Limited Command is a Command selecting just one space, with no Feat (4.0). A Limited Command counts as a Command.

2.3.6 Adjust Eligibility. After the 1st and 2nd Eligible Factions complete all execution of Commands, Feats, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play track as follows:

- Any Faction that did not execute a Command or Event (and was not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed a Command (including a Limited Command) or Event to the "Ineligible" box (unless otherwise specified by the Event; see also Free Actions, 3.1.2 & 5.5).

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2.3.7 Next Card. After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card. Play the card which is on top of the played card pile, per the appropriate sequence.

Important—If the newly revealed card is an Epoch card (2.4), swap the two cards: the previous card returns face-up onto the draw deck (to be played after the Epoch card), the Epoch card goes onto the played card pile face-up, and an Epoch Round ensues (6.0).



2.3.8 Pivotal Events. Certain Factions by scenario setup (2.1) begin with a Pivotal Event card unique to them. Pivotal Events are a type of Event (5.7). A Faction may play its Pivotal Event to interrupt a currently played Event card (including Eligibility order, 2.3) if:

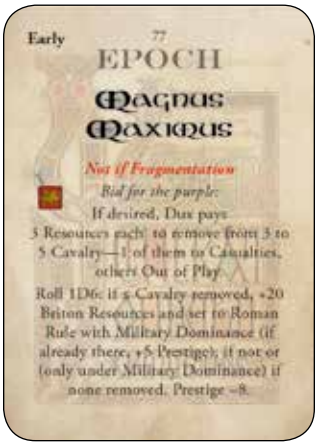
- That Faction is Eligible (1st, 2nd, or neither), AND
- Any red pre-condition on the card is met, AND
- The 1st Eligible Faction has not yet done anything.

PROCEDURE: The Faction interrupts the usual Sequence of Play by replacing the played Event card by its Pivotal Event card and executing the Pivotal Event. The new Eligibility sequence follows, and the Pivotal Event stays in the played card pile, as normal. The interrupted Event card goes back on top of the draw deck and will be the next Event card played.

TRUMPING PIVOTAL EVENTS: The Scotti may play their Pivotal Event on top of another Faction's Pivotal Event, canceling it; the Saxons may do so to the Dux and Civitates (if the precondition is met); the Dux may do so to the Civitates; the Civitates may not do so. A cancelled Pivotal Event card returns to its owner for later use.

PLAY NOTE: *The 1st Eligible Faction need not declare what it would execute before a Faction must decide whether to play its Pivotal Event.*

2.4 Epoch Card



If playing an Epoch Card, conduct an Epoch Round (6.0), marking each phase on the Sequence of Play with the "Epoch" marker.

NOTE: Each series of Event Cards up to an Epoch Round is called an "Epoch".

2.4.1 Epoch Event. During the Epoch Event Phase of the Epoch Round (6.4), the Faction(s) noted in the Event text on the Epoch card resolve the Epoch Event (5.6).

2.4.2 Final Epoch. If the last Epoch Card's Victory Phase (6.3) is completed without a victory, the game ends anyway: conduct an immediate Recovery Phase (6.7, unless at Fragmentation, 6.8), then determine victory by 7.3.

NOTE: The Event of the last Epoch card and the rest of that Epoch Round do not take place.

3.0 Commands

3.1 Commands in General

A Faction executing a Command chooses one of the four Commands listed on its Faction sheet and selects one or more spaces to be involved. Select (and mark with pawns, 3.1.1) all spaces to be involved in all actions before resolving any (Commands and Feats, 4.0, including spaces where pieces are yet to arrive). Select a given space only once for a given action. Commands usually cost Resources or Renown, sometimes Wealth; the executing Faction must pay those costs up front, upon selection.

The executing Faction chooses the order of the spaces in which the Command is resolved and the Friendly pieces affected or enemy Faction(s) or pieces targeted. Once targeted, an enemy Faction's pieces are affected to the maximum extent possible.

NOTE: Unlike in other COIN Series volumes, players must predesignate spaces before executing actions. Commands that have no results—such as Intercepts or Battles from which all defending Raiders successfully Evade—still count as executed Commands for Sequence of Play and addition of Feats (2.3, 4.1).

3.1.1 Pawns. Mark spaces selected for various actions such as Commands with white pawns and Feats (4.0) with gray pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Actions. Certain Events (5.5) grant free Commands or Feats: they cost no Resources or Renown and, if executed by a Faction other than the one playing an Event, do not affect its Eligibility (2.3.6). Other requirements and procedures still apply unless modified by Event text (5.1.1, 5.3, 5.4).

PLAY NOTE: *Refer to the Faction foldouts during play and to the following rules sections only as questions arise.*

3.2 Dux Commands

The Dux Faction chooses from Train, March, Intercept, and Battle Commands.

3.2.1 Train. Training places Dux Cavalry and/or Civitates Militia Units from Available Forces and can improve local Prosperity. Select any spaces that have a Fort (red Stronghold, 1.4) or Dux Control (Briton Control before Fragmentation, 1.6). Select just one such space if this is a Limited Command (2.3.5).

PROCEDURE: In each selected space, pay 3 Resources (1.8.1) per space to place up to 1 Cavalry per Fort and/or, if there is a Town or Hillfort, up to 2 Militia. Then, in each of up to 2 selected spaces with Dux Control (Briton Control before Fragmentation)

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and either Fort or Cavalry piece, pay 2 Resources to add a number of Prosperity cubes equal to its current Population (fill lower row first, 1.7.1).

PLAY NOTE: *When no Cavalry is Available, Dux can Train to move Cavalry from one space to another by removing Cavalry to Available then placing them (1.4.1).*

DESIGN NOTE: *The Dux ability through Training to restore Prosperity represents the administrative as well as the engineering capabilities of the Roman or post-Roman army to help an area recover from the devastation of war.*

3.2.2 March. Marching moves Cavalry and/or allied Troops. Select any spaces with Cavalry or red Foederati as origins. Form Marching groups as desired from Troops that begin together in an origin space. Troops starting together in a space may form multiple groups. Each group must include at least one Cavalry or red Foederati cube. Blue Foederati, Comitates, and Militia may be included if not Fragmentation (6.8) and if the Civitates Faction agrees to those pieces' entire route of March. Pay 2 Resources per origin space. If this is a Limited Command (2.3.5), select just one origin space (with multiple groups, if desired).

PROCEDURE: One by one, move each group together into an Adjacent space then, if desired and if the preceding move followed a Maintained Road (1.3.3) into a space with Dux Control (Briton Control before Fragmentation, 1.6) at the outset of the March Command, into a further Adjacent Region, and so on. Any group departing a Maintained Road or entering a space without Dux/Briton Control must stop there.

MILITIA: Militia may move no more than one space per March Command, regardless of Roads.

PICKUP: A moving group may pick up Troops (under the same conditions as above) when entering a space by paying 2 Resources (if not paid already for that Region).

PLAY NOTE: *Mark each space where Resources are paid with a white pawn.*

DROPOFF: A moving group may drop off Troops in a space; the rest of the group may move on if at least one Cavalry or red Foederati remains in the moving group.

Important—No Unit may ever move more than once per March Command, though it may move multiple spaces if using Road Movement (not Militia).

3.2.3 Intercept. Intercepting enables Cavalry and red Foederati to move and immediately fight Raiders, sometimes with the help of local allies. Select any spaces with both Raiders and Friendly Control (Briton Control before Fragmentation, Dux Control at Fragmentation, 1.6) as target spaces, and select spaces with both Cavalry or red Foederati and such Control as origins. Form Intercepting groups as desired from Cavalry and red Foederati that begin together at an origin (a space may have multiple groups). Pay 2 Resources per origin space from which at least one group will move out. If this is a Limited Command (2.3.5), select just one target space (with multiple groups from multiple origins, if desired).

PROCEDURE: One by one, move each group together either to an Adjacent space or exclusively along Maintained Roads (1.3.3, including origin and destination), and in both cases only from, through, and to spaces that had Friendly Control (1.6) at the outset of the Intercept Command. After all movement, all Cavalry and red Foederati in each target space Battle one Barbarian Faction which has Raiders there (including against that Barbarian's Warbands). Any Civitates already present fight alongside (3.6) unless Fragmentation (6.8).

NOTE: Cavalry and red Foederati may Intercept within their own space and fight at no Resource cost.

Important—No Unit may ever move more than once per Intercept Command, though it may move multiple spaces if using Road Movement.

3.2.4 Battle. Battle enables the Dux and possibly allied forces to destroy enemies, to gain Prestige if the Dux win, and to restore local Prosperity if they destroy enemies carrying Plunder (1.7). Select any spaces with Cavalry or red Foederati Troops and enemy pieces. If this is a Limited Command (2.3.5), select just one space. Pay no Resources.

PROCEDURE: In one space at a time, select one Faction for Dux to fight using the Battles procedure (3.6).



3.3 Civitates Commands

The Civitates Faction chooses from Muster, March, Trade, and Battle Commands.

REMINDER: The Civitates may use Wealth to pay for all or part of the Resource cost of a Command or Feat (1.8.4).

3.3.1 Muster. Mustering places Militia, Comitates, Hillforts, and/or Towns from Available Forces. Select any spaces that already have Civitates pieces. Select just one such space if this is a Limited Command (2.3.5).

PROCEDURE: In each selected space, pay 2 Resources to either:

- Place 1 Militia per Town or Hillfort, plus—if under Briton Control (meaning Civitates Control under Fragmentation, 1.6) at the outset of this Muster Command—place 1 Militia per current Population there, plus pay 1 Wealth (in addition) per Unit to place Comitates instead of a Militia (from the Civitates Available Forces Box only, 1.4.1); OR
- If Friendly pieces outnumber enemy pieces (including Raiders) replace 1 Militia with a Hillfort in a vacant Hillfort or Town Site, and/or pay 2 Wealth (in addition) to replace 2 Militia or 1 Hillfort and 1 Militia with a Town at a vacant Town Site (which may have just been vacated by replacing a Hillfort).

PLAY NOTE: *Muster cannot place Comitates pieces that are not yet in play. When Militia or Comitates are on map but not Available, Civitates can Muster to move such Units from one space to another by removing them to Available then placing them (1.4.1).*

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3.3.2 March. Marching moves Civitates and/or allied Troops. Select any spaces with Comitates, Militia, or blue Foederati as origins. Form Marching groups as desired from Troops that begin together in an origin space. Troops starting together in a space may form multiple groups. Each group must include at least one Comitates, Militia, or blue Foederati cube. Red Foederati and Cavalry may be included if not Fragmentation (6.8) and if the Dux Faction agrees to those pieces' entire route of March. Pay 2 Resources per origin space. If this is a Limited Command (2.3.5), select just one origin space (with multiple groups, if desired).

PROCEDURE: One by one, move each group together into an Adjacent space then, if desired and if the preceding move followed a Maintained Road (1.3.3) into a space with Briton Control at the outset of the March Command, into a further Adjacent Region, and so on. Any group departing a Maintained Road or entering a space without Briton Control must stop there.

MILITIA: Militia may move no more than one space per March Command, regardless of Roads.

PICKUP: A moving group may pick up Troops (under the same conditions as above) when entering a space by paying 2 Resources (if not paid already for that Region).

PLAY NOTE: *Mark each space where Resources have been paid with a white pawn.*

DROPOFF: A moving group may drop off Troops in a space; the rest of the group may move on if at least one Comitates or blue Foederati remains in the moving group.

Important—No Unit may ever move more than once per March Command, though it may move multiple spaces if using Road Movement (not Militia).

3.3.3 Trade. Trading allows the Civitates to collect Resources outside the Epoch Rounds and to recover Prosperity. Select any spaces with Towns. Select just one space if this a Limited Command (2.3.5).

PROCEDURE: For each selected space, add +1 Briton Resource for each Town there. Then, in up to 2 selected spaces with Briton Control, pay 1 Resource per space to add a number of Prosperity cubes equal to its current Population (1.7.1).

NOTE: Trade typically earns Resources equal to total Towns on the map, or 1 Resource if a Limited Command.

3.3.4 Battle. Battle enables the Civitates and possibly allied forces to destroy enemies and to gain Wealth or restore local Prosperity if they destroy enemies carrying Plunder (1.7). Select any spaces with Comitates, Militia, or blue Foederati Troops and enemy pieces. If this is a Limited Command (2.3.5), select just one space. Battle costs no Resources.

PROCEDURE: In one space at a time, select one Faction for Civitates to fight using the Battles procedure (3.6).



3.4 Saxon Commands

The Saxon Faction chooses from Raid, Return, March, and Battle Commands.

3.4.1 Raid. Raiding places Raider Units and Plunders non-Friendly Regions and Strongholds. Select up to three target Regions and/or Cities without Saxon Control, or only one if this is a Limited Command (2.3.5). Pay all Renown costs before Raiding any space. Each target space must either:

- Border Oceanus Britannicus or Oceanus Germanicus Sea OR
- Have at least 1 Saxon Warband and 1 Saxon Settlement, or be Adjacent to a space with such pieces, or border a Sea itself bordered by a space with such pieces.

PLAY NOTE: *Use white pawns to mark target Regions.*

PROCEDURE: Pay per target space, either 1 Renown point to roll one four-sided die (1D4) or 2 Renown to roll three (3D4). *NOTE: If free (5.5), pay 0 Renown to roll three dice.* Then, for each such space in turn—

- Roll and place that total of Saxon Raiders there.
- If the Raid used a Patrolled Sea (1.3.7) to reach that Region (under the first or second bullet above), reduce that number of Raiders by the total number of Forts (red Strongholds) located in Regions bordering that Sea.
- PLUNDER: If the target space is a Region (not City), take and put onto Saxon Units there (1.7.4) a number of Prosperity cubes from the Region up to the lower of the Region's current Population and the number of Saxon Raiders just placed there (only). *NOTE: Raid cannot at this step take more Prosperity than is left in the target Region. Each Unit can carry at most one Plunder cube (1.7.4).*
- BATTLE: Then, if desired, select one Faction (Dux and Civitates together before Fragmentation) there for the group of Raiders just placed there (only) to fight using the Battles procedure (3.6). *NOTE: Raids may include Battle by Raiders only, whereas Barbarian Battle Commands (3.4.4, 3.5.4) must include Warbands.*
- If the space had Scotti Control at the outset of the Raid and/or a Scotti (not Foederati, 1.4.3) Settlement was destroyed, the Scotti immediately lose Renown equal to the number of Plunder cubes placed on Saxon Units from Scotti Control and/or Scotti Settlements.

SAXON RAID EXAMPLE: The Saxons execute a Raid Command targeting three Regions—Parisi (from Oceanus Germanicus), Corieltauvi (from the Iceni Region, where they have a Warband and a Settlement), and Atrebates (from Oceanus Britannicus). The Saxons spend 6 Renown total—2 Renown per target Region.

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These target Regions respectively hold 4, 1, and 3 Prosperity currently; none has Saxon Control.

The Saxons decide to begin with their Raid on Parisi. They roll three four-sided dice for a dismal total of just 4 Raiders! The Dux recently built a Fort at Derventio, so 4 Forts total are in Regions bordering Oceanus Germanicus, which is Patrolled. Those Forts drop the rolled total by –4, so all Raiders are removed before even landing. That Raid is unsuccessful—prevented by the ships and fortresses of the "Saxon Shore" defensive system, leaving Parisi untouched.

The Saxons then proceed with their Raid on Corieltauvi. They roll three four-sided dice and roll a total of 8. Since the Raid is originating from a Region (Iceni) without crossing a Patrolled Sea, there is no reduction. The Raid thus places 8 Raiders in Corieltauvi. However, despite their number and Corieltauvi's Population of 2, the Raiders can Plunder only the lone Prosperity cube remaining in the Region (leaving it at 0 Prosperity).

Finally, the Saxons tackle the Atrebates Raid. They roll three four-sided dice for a total of 5. The three Forts bordering the Patrolled Oceanus Britannicus drops that number by –3, leaving 2 Raiders to land in Atrebates. Those Raiders each collect 1 Plunder, leaving the Region with 1 Prosperity, preserved by the Saxon Shore defenses' winnowing of the Raiders. (The Saxons could have initiated Battle in each target Region but declined.)

3.4.2 Return. Returning brings Raids to a close by removing Raiders from the map and converting Plunder into Renown. Select any number of spaces, or only one if this is a Limited Command (2.3.5). Each space must have either a Saxon Raider or Warband.

PROCEDURE: In each selected space, transfer Plunder to Renown—remove all Plunder carried by Saxons (to off-board) and add Saxon Renown equal to the number of Plunder cubes removed. Then remove all Saxon Raiders from each selected space (to Available).

PLAY NOTE: *Britons usually cannot stop Raids before they inflict damage, but they can prevent Raiders from Returning home with Plunder to deny them Renown.*

3.4.3 March. Marching moves Saxon Warbands (not Raiders). Select any number of destination spaces, each adjacent to a Region with a Saxon Warband or to a Sea, or only one such space if this is a Limited Command (2.3.5). Pay 1 Renown per destination space, 2 if moving by sea.

PROCEDURE: For each selected space, move any number of Saxon Warbands from adjacent spaces into the destination space. Once per March Command, Saxon Warbands may move from 1 Coastal Region to another bordering the same Sea; that destination may not have a Dux Fort. *NOTE: Plunder carried by Warbands moves with them.*

Important—No Unit may ever move more than once per March Command, though it can move through and out of a Sea space if using Sea Movement.

3.4.4 Battle. Battle enables the Saxons to gain Plunder and destroy enemies. Select any spaces with Saxon Warbands (not just Raiders) and enemy pieces, or only one if this is a Limited Command (2.3.5). Pay no Renown.

PROCEDURE: In each Battle space at a time, first—if it is a Region (not City) that has no Saxon Control—take the Region's Prosperity cubes up to its current Population as Plunder onto the Saxon Warbands (up to one per Unit, 1.7.4); then select one Faction for all (non-Foederati) Saxon Warbands and Raiders there together to fight using the Battles procedure (3.6).



3.5 Scotti Commands

The Scotti Faction chooses from Raid, Return, March, and Battle Commands.

3.5.1 Raid. Raiding places Raider Units and Plunders non-Friendly Regions and Strongholds. Select up to four target Regions and/or Cities without Scotti Control, or only one if this is a Limited Command (2.3.5). Pay all Renown costs before Raiding any space. Each target space must either:

- Border Oceanus Hibernicus or Oceanus Septentrionalis Sea, OR
- Border Caledonia (Novantae or Votadini, 1.3.9), OR
- Have at least 1 Scotti Warband and 1 Scotti Settlement, or be Adjacent to a space with such pieces, or border a Sea itself bordered by a space with such pieces.

PLAY NOTE: *Use white pawns to mark target Regions.*

PROCEDURE: Pay per target space, either 0 Renown to roll one four-sided die (1D4) or 1 Renown point to roll two (2D4). *NOTE: If free (5.5), pay 0 Renown to roll two dice.* Then, for each such space in turn—

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- Roll and place that total of Scotti Raiders there.
- If the Raid used a Patrolled Sea (1.3.7) to reach that Region (under the first or third bullet above), reduce that number of Raiders by the total number of Forts (red Strongholds) located in Regions bordering that Sea.
- If the Raid originated from Caledonia, reduce the number of Raiders by the total number of Forts (red Strongholds) in Carvetii and Textoverdi.
- PLUNDER: If the target space is a Region (not City), take and put onto Scotti Units there (1.7.4) a number of Prosperity cubes from the Region up to the lower of the Region's current Population and the number of Scotti Raiders just placed there (only). *NOTE: Raid cannot at this step take more Prosperity than is left in the target Region. Each Unit can carry at most one Plunder cube (1.7.4).*
- BATTLE: Then, if desired, select one Faction (Dux and Civitates together before Fragmentation) there for the group of Raiders just placed there (only) to fight using the Battles procedure (3.6).
- If the space had Saxon Control at the outset of the Raid and/or a Saxon (not Foederati, 1.4.3) Settlement was destroyed, the Saxons immediately lose Renown equal to the number of Plunder cubes placed on Scotti Units from Saxon Control and/or Saxon Settlements.

3.5.2 Return. Returning brings Raids to a close by removing Raiders from the map and converting Plunder into Renown. Select any number of spaces, or only one if this is a Limited Command (2.3.5). Each space must have either a Scotti Raider or Warband.

PROCEDURE: In each selected space, transfer Plunder to Renown—remove all Plunder carried by Scotti (to off-board) and add Scotti Renown equal to the number of Plunder cubes removed. Then remove all Scotti Raiders from each selected space (to Available).

3.5.3 March. Marching moves Scotti Warbands (not Raiders). Select any number of destination spaces, each adjacent to a Region with a Scotti Warband or to a Sea, or only one such space if this is a Limited Command (2.3.5). Pay 1 Renown per destination space, 2 if moving by sea.

PROCEDURE: For each selected space, move any number of Scotti Warbands from adjacent spaces into the destination space. Once per March Command, Scotti Warbands may move from 1 Coastal Region to another bordering the same Sea; that destination may not have a Dux Fort.

NOTE: Plunder carried by Warbands moves with them.

Important—No Unit may ever move more than once per March Command, though it can move through and out of a Sea space if using Sea Movement.

3.5.4 Battle. Battle enables the Scotti to gain Plunder and destroy enemies. Select any spaces with Scotti Warbands (not just Raiders) and enemy pieces, or only one if this is a Limited Command (2.3.5). Pay no Renown.

PROCEDURE: In each Battle space at a time, first—if it is a Region (not City) that has no Scotti Control—take the Region's Prosperity cubes up to its current Population as Plunder onto the Scotti Warbands (up to one per Unit, 1.7.4); then select one Faction for all (non-Foederati) Scotti Warbands and Raiders there to fight together using the Battles procedure (3.6).

3.6 Battles

Whenever two Factions do Battle, whether from a Battle Command (3.2.4, 3.3.4, 3.4.4, 3.5.4), Dux Intercept (3.2.3), Barbarian Raid (3.4.1, 3.5.1), enemy response to Barbarian Deep Raid via Surprise Feat (4.4.2, 4.5.2) or to Saxon Ravage (4.4.3), or an Event, they use the Battles procedure below and as listed on the Battles aid sheet.

3.6.1 General. The following applies during all Battles.

BRITON COOPERATION: Unless at Fragmentation (6.8.1) or a Battle between the Dux and Civitates, Dux pieces (Cavalry, Forts, and red Foederati) and Civitates pieces (Comitates, Militia, Towns, Hillforts, and blue Foederati) within a Battle space fight as a single attacking or defending side. Under Fragmentation, Dux and Civitates pieces fight as separate Factions.

NOTE: Dux and Civitates may Battle one another regardless of Imperium (6.8).

BATTLE STEPS: Within a Battle, first Field Battle and then Assault (as applicable) proceed through a sequence of steps that determine the order in which various Units will inflict and absorb losses. A given Unit may Strike (inflict losses upon the enemy) once per Field Battle (3.6.3); defenders do so twice per Assault, Attackers once (3.6.4). A Unit's type (1.4), the terrain (1.3.1), Feats (4.0), Capabilities (5.3), and other Events (5.0) together as applicable determine the step in which a Unit will Strike. All Strikes and losses within a given step are simultaneous. A Unit cannot Strike if it was removed in an earlier step.

STRIKES AND LOSSES: See the tables below. Each Striking Unit inflicts and absorbs 1 loss, except—

- In Field Battle, Militia and Raiders are halved (inflicting and absorbing only ½ loss each, 3.6.3).
- In the Escalade step of Assault (3.6.4), defending Units inflict losses per the type of Stronghold, attacking Raiders absorb only half losses (½ each), and one attacking Cavalry may absorb double loss (2 losses).

A Unit must be allocated its full loss in order to be removed (Cavalry to Casualties, 1.4.1). Within a Battle step, all losses that can be absorbed to remove a Unit must be *(EXCEPTION: Cavalry in Assault, 3.6.4).* It is therefore possible that the final ½ loss suffered in a Battle is in effect ignored. Within these restrictions, each Battling Faction selects its own Units to absorb losses.

- If Civitates and Dux are fighting together and cannot agree on allocation of losses, each must absorb as close to half the total losses possible within each step, without more than a single Unit total absorbing a loss without removal, and with the Dux absorbing any odd losses. *EXAMPLE: A Briton force*

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of 1 Cavalry, 1 Comitates, and 1 Militia during a Field Battle against Raiders suffers 1½ losses; if the Briton Factions fail to agree on how to absorb them, remove the Cavalry (1 loss) and the Militia (½ loss).

UNITS AND BATTLE

Unit Type	Home Terrain	Field Battle
Cavalry	-	1
Militia	Hills*	½
Comitates	Hills*	1
Saxon Warband/Foederati	Fens	1
Saxon Raider	Fens	½
Scotti Warband/Foederati	Hills	1
Scotti Raider	Hills	½
NOTE: "Rough" is Fens or Hills.	** if CYMBROGI Event (5.3, 5.7)*	

TERRAIN: As noted in sections below (3.6.2, 3.6.3), certain Units may enjoy advantages when fighting in Home Terrain or other Rough terrain (1.3.1).

- Fens is Home Terrain for all black Units—Saxon Raiders, Saxon Warbands, and red or blue Saxon Foederati.
- Hills is Home Terrain for all green Units—Scotti Raiders, Scotti Warbands, and red or blue Scotti Foederati.
- Hills is Home Terrain for Comitates and Militia if the Civitates have played their CYMBROGI Pivotal Event (providing them that Capability, 5.3, 5.7).
- Fens and Hills are Rough terrain (helping Raiders Evade there (1.4) even if not Home Terrain, 3.6.2); Clear and City are not Rough.

3.6.2 Pre-Battle. Before a possible Field Battle (3.6.3), certain Units may try to Evade or Ambush to Strike earlier. Attacking then defending Factions designate their own Units in the space as desired and roll a six-sided die (D6) for Raiders then Troops.

- **Raiders:** Raiders may roll either to Evade or Ambush (not both). Designate before rolling which attempt, if any, all Raiders in that space will make. Raiders successfully Evade on a roll of 4-6 on a six-sided die if in Home Terrain, 5-6 in other Rough terrain, and 6 in Clear terrain. Raiders in Home Terrain Ambush on a 5-6 roll on a six-sided die.
- **Troops:** All Warbands, Foederati Troops, Comitates, and/or Militia (not Cavalry or Raiders) in Home Terrain similarly may roll either to Evade or Ambush. Such Troops in Home Terrain successfully Evade on a roll of 5-6 on a six-sided die or Ambush on a 3-6.

EVASION: Groups that Evade successfully do not take part in any ensuing Field Battle, Assault or Siege (they neither Strike nor absorb losses). If all Units of a side in the Battle space Evade successfully, there is no Field Battle. (Non-Evading attackers may Assault or Siege enemy Strongholds.)

AMBUSH: Troops that successfully Ambush will Strike in the Charge/Ambush step of the Field Battle (only, along with Cavalry).

NOTE: Ambush—whether via this pre-Battle step, a Feat (4.0), or an Event (5.1.1)—will only apply to Units that are in their Home Terrain. EXAMPLE: Dux Retaliation (4.2.4) in Clear terrain does not enable Saxon Units to Ambush.

3.6.3 Field Battle. After resolving Pre-Battle per above, carry out the following steps in order. Each type of Unit Strikes during its allocated step if and only if it has not Evaded successfully (3.6.2), has not Withdrawn in the Withdrawal step, has survived earlier steps, and has not already Struck in an earlier step.

- **Trap (step 0):** All Units benefitting from an Event enabling them to "Trap" (if any) Strike simultaneously, then Factions apply losses to their own Units (3.6.1).
- **Withdrawal:** Surviving defending Units may Withdraw within Friendly Strongholds in the Battle space (place Withdrawn Units on the Stronghold piece) up to Holding Capacities shown in the Strongholds and Assaults table below (and with any Plunder they carry). Before Fragmentation (6.8), Dux and Civitates may admit the other's Units into its Strongholds. Withdrawn Units neither Strike nor absorb losses in the Field Battle; if all non-Evading defenders Withdraw, immediately end the Field Battle and proceed to Assault.
- **Charge/Ambush (step 1):** All surviving Cavalry and Ambushing Units Strike; apply losses (3.6.1).
- **Melee (step 2):** All surviving Warbands, Foederati Troops, Comitates, and Militia Strike; apply losses.
- **Harass (step 3):** All surviving Raiders Strike; apply losses.

3.6.4 Assaults. If all defending Units have successfully Evaded, have Withdrawn, or have been removed, surviving non-Evading attackers may Assault the defending Faction or Factions' Strongholds. If the space has two defending Strongholds, the attacker chooses which to Assault first (if any) and—if that Assault removes the first Stronghold—whether to Assault the second.

INTRINSIC GARRISON: During Assault, Strongholds have intrinsic Garrison Units per the table above that Strike and must be removed via losses for the Stronghold to fall. The Garrison will absorb losses before any defending pieces Withdrawn into the Stronghold have to.

***DESIGN NOTE:** Garrisons in part represent Stronghold walls.*

STRONGHOLDS AND ASSAULT

Strongholds	Escalade Defense	Garrison Units	Holding Capacity
Settlement	½	0	2
Hillfort (default)	½	1†	2
Hillfort *(if CAMELOT Event, 5.3)*	1	1	2
Fort	1	1	2
Town (not City)	½	2	4
Any in Eboracum City	½	3	6‡
Any in Londinium City	½	4	8‡

† *0 with shaded MONS BADONICUS*
‡ *4 for Coup de Main roll*

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ASSAULT STEPS: After resolving any Field Battle (3.6.3) and if the defending Faction(s) have any Strongholds in the space, the attacker may carry out the following steps in order.

- **Coup de Main:** If the Assault is part of a Raid or Battle Command (3.4.1/.4; 3.5.1/.4) paired with the Surprise Feat (4.4.2, 4.5.2), roll a six-sided die (D6). Coup de Main succeeds on a roll no more than +1 above the difference between the target Stronghold's Holding Capacity and the number of Units Withdrawn inside it. *EXAMPLE: A Town (Capacity of 4) has 2 Militia pieces inside; a roll of 3 or less [(4 – 2) + 1] succeeds.* Eboracum and Londinium Capacity counts as 4 for this roll. If Coup de Main succeeds, skip the Escalade step below and immediately Storm the Stronghold.
- **Escalade (step 1):** All Units Withdrawn inside that Stronghold plus the Stronghold's intrinsic Garrison Units Strike. Each such Unit inflicts losses equal to the Stronghold's Escalade Defense value on the Assaulting Units (3.6.1 and tables above). Assaulting Raiders are halved during this step (for absorbing losses, usually, only ½ loss per Raider piece). If Assaulting Units include Cavalry, Dux may elect to have one Cavalry cube absorb double losses (usually, 2 losses, perhaps preventing any removal); if Dux does so, the first attacking Unit to absorb losses must be that Cavalry.

DESIGN NOTE: *Despite the label "Cavalry", not all Dux units were mounted.*

- **Storm (step 2):** All surviving Units on both sides Strike (including the Stronghold Garrison). Each inflicts 1 loss (no halving or Defense Factor). The Stronghold's intrinsic Garrison absorbs losses first, then pieces Withdrawn inside do so. *NOTE: Defenders Strike in both Assault steps.*

STRONGHOLD DESTRUCTION: If the intrinsic Garrison and any Withdrawn Units absorb enough losses to remove them entirely and Assaulting Units remain, remove that Stronghold. If the defender has another Stronghold in the space, the attacker may now Assault that Stronghold also.

3.6.5 Battle Consequences. Carry out the following, according to which pieces the Battle in that space has removed so far.

- **If any Cavalry pieces** (not a Fort's intrinsic Garrison) fought and its side removed more enemy pieces (including Strongholds) than it lost, the Dux gains +1 Prestige (regardless of what pieces survived). *EXCEPTION: Do not add Prestige if Dux and Civitates are Battling one another before Fragmentation (6.8).* If an enemy fighting against Cavalry removed more pieces than it lost, lower Prestige by –1.
- **If Assault removes a Fort** (red Stronghold) **or**—before Fragmentation—**a Town,** lower Prestige by –2 for each such Stronghold destroyed.
- **If an Assault removes a Stronghold,** the executing Faction places 2 Plunder from off board onto any attacking Units (up to holding capacity, 1.7.4). If that Stronghold was a Town, it instead places 3 Plunder. If that Stronghold was in a City, also take all the City's Prosperity as Plunder.
- **If Dux Assault removes a Stronghold,** add +1 Prestige, unless against Civitates before Fragmentation (6.8).
- **If a Barbarian Faction removed more enemy pieces** (including Strongholds) **than it lost** and has pieces remaining in the space—excluding Evaders (3.6.2)—it gains +1 Renown.
- **If the executing Faction removed any enemy pieces carrying Plunder** (1.7.4), that Faction may either distribute half (round down) of the removed Plunder among attacking Units (other than Cavalry); or, if Briton, return the first removed Plunder to the Battle space as Prosperity (1.7.1-.3); or, if Barbarian in a space that it Controls (1.6), gain +1 Renown for each removed Plunder. Set other removed Plunder aside, off board.

3.6.6 Siege. After any Battle Consequences, the attacker may besiege one or both defending Strongholds in the Battle space to wear down Withdrawn defenders if meeting the following requirements.

- All defending Units in the space must have Evaded, Withdrawn, or been removed in Field Battle.
- Besieged Strongholds may not have been Assaulted.
- The besieger must have a number of non-Evading Troops (not Raiders) in the space at least equal to the Holding Capacity of that Stronghold. Count each attacking Troop for only one Siege that Battle.

STARVATION: The defender immediately removes one Unit piece from within that Stronghold (if any, Cavalry to Casualties; no impact on Prestige, 3.6.5).

BATTLE EXAMPLE: Nine Saxon Raiders have landed in Corieltauvi and taken two Plunder, reinforcing a lone Saxon Warband that Settled there previously. As part of a Battle Command (3.4.4) with a Surprise Feat (4.4.2), the Saxons decide to fight the Britons. The Imperium is not yet Fragmented (6.8), so the Dux and Civitates in the Region must both defend together.

a) Pre-Battle*—The Saxons are on Home Terrain in the Fens of Corieltauvi. They form a group from all the Raiders and another from the Warband. Each will roll for Ambush. The Raiders need a 5 or 6 but roll a "3". The Warband also rolls a "3", but that is good enough to enable it to Strike at the same time as the Cavalry.*

b) Field Battle*—There is no Trap step (a rare Event case, 5.0). The Civitates decide to Withdraw their lone (and expensively bought) Comitates into their Town's safety. The Dux decides to fight in the field with their three Cavalry present, in hopes of gaining Prestige, wear down the Raiders, and destroy the Warband. Three Cavalry Charge to inflict three losses at the same time that the Warband Ambushes to inflict one. Dux removes one Cavalry. Saxons could remove six Raiders (½ each) to save the Warband, but then too few Raiders (only three) would survive to kill off the Cavalry force; so the Saxons remove the Warband and four Raiders, leaving five Raiders with two Plunder. These Raiders then Harass to destroy the remaining two Cavalry.*

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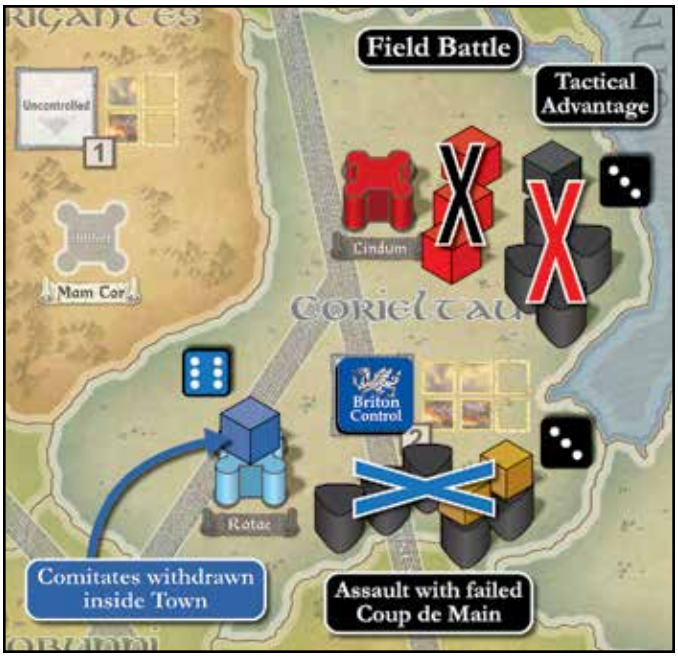

*c) **Assault**—The Saxons have cleared the Region from Briton Troops in the field and have five Raiders left after the Field Battle to Assault. They will seek to use their Surprise Feat (4.4.2) to find a weakly defended part of the walls and take the Town of Ratae by Coup de Main. The Town's Capacity of 4, plus 1, minus the 1 Unit Withdrawn to defend it, mean that the Saxons need a roll of 1-4 for a Coup de Main. The roll is a "6", the Assault proceeds by the usual sequence instead. In the Escalade step, the Town's defenders of one Comitates and two intrinsic Garrison Units each inflict ½ losses per the Town's Defense Factor, for a total loss of 1½ on the assailants to remove three Raiders. In the Storm step, the defenders inflict enough losses to remove the remaining Raiders, while the intrinsic Garrison absorbs the 2 losses from the Raiders. The Assault is over, and the Town does not fall.*

*d) **Battle Consequences**—The three Cavalry were wiped out, but the Saxons lost more pieces, so the Dux receives +1 Prestige in recognition of their brave stand. The two Plunder cubes that the eliminated Saxons had been carrying are set aside (since the Britons were not the executing Faction).*

*e) **Siege**—No Siege is possible, for a variety of reasons: the Town already was Assaulted; the Fort at Lindum has no Units in it for a Siege to remove; and too few Saxon Troops survive in any case (zero) to equal the Fort's Capacity of 2. The Battle is over.*

4.0 Feats

4.1 Feats in General

When a Faction per the Event Card sequence of play (2.3) executes a Command in at least one space (3.0), it may also execute one type of its Feats *(EXCEPTION: Limited Commands, 2.3.5)*. Some Feats have added Resource or Renown costs. As with Commands, the executing Faction selects spaces, Factions, or pieces affected and the order of actions as allowed within the rules and predesignates those spaces (marking them with gray pawns, 3.1.1, even if requirements will only be met later during that accompanying Command). Select a given space only once for a given Feat. Events may grant free Feats (costing neither Resources nor Renown nor further affecting Eligibility, 3.1.2, 5.5).

Important—With the exception of Feats that modify Commands among several spaces (Surprise, Ravage, Shield Wall, and Ransom; 4.4.2-.4, 4.5.2-.3), a Faction may execute its Feat at any one time immediately before, during, or immediately after its Command.

***PLAY NOTE:** If the 1st Eligible Faction uses a Feat, the 2nd Eligible Faction will have the option to execute the card's Event, and vice versa (2.3.4).*

4.1.1 Accompanying Commands. Some Feats are limited to accompanying certain types of Commands (3.0), and/or only where those Commands occur, and/or by Fragmentation (6.8). Unless otherwise specified by Event (5.1), a Feat must accompany some Command.

4.2 Dux Feats

The Dux Faction may choose from Build, Invite, Requisition, and Retaliate Feats.

4.2.1 Build. Building places Forts or Towns by rebuilding Roman fortifications with the engineering expertise of the Roman or post-Roman army and can add Prestige. It may only accompany a Train or March Command (3.2.1-.2) and occur in spaces that have Cavalry, more Friendly than enemy pieces (including Raiders), and a valid Stronghold Site (1.3.5).

PROCEDURE: In each selected space, pay 3 Resources to either—

- Place a Fort from Available into a vacant Town or Hillfort Site; OR
- Remove two Militia cubes or one Militia and a Hillfort from the space to place a Town in a vacant Town Site (only, 1.3.5, may have been just vacated by replacing a Hillfort) and add +2 Prestige.

4.2.2 Invite. Invitation enables the Dux Faction to settle Barbarian Foederati mercenaries under its command on available land, or to bribe Foederati away from the Civitates. It may accompany Train, March, or Intercept Commands (3.2.1-.3), not Battle. It may occur in just one space that must have both a Dux piece (Cavalry, red Foederati, or Fort) and Briton Control. It is not allowed under Fragmentation (6.8).

PROCEDURE: In the selected space, either—

- 

In a Region, place one Settlement of a Barbarian Faction (from Available, 1.4.1)—either in a vacant Town or Hillfort Site (1.3.5) or by replacing a (red) Fort—in order to place up to three (if Saxon) or two (if Scotti) Warbands of that Barbarian Faction, all under red Foederati markers (1.4.3); OR
- In a Region or City, pay 1 Resource per piece to convert all blue Foederati Warbands and Settlements of one Barbarian Nation to red Foederati (flip their blue Foederati markers to red).

NOTE: In order to place new Foederati Warbands, Invite must place a new Foederati Settlement.

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4.2.3 Requisition. Requisition enables the Dux Faction to secure funds for its sole military use from Briton Resources (even at Fragmentation, 6.8). It may only accompany Train, March, or Battle Commands (3.2.1, 3.2.2, 3.2.4), not Intercept (3.2.3). It may occur in any spaces with at least 1 Dux piece (Cavalry, Fort, or red Foederati).

PROCEDURE: For each of up to six selected spaces that have a Civitates Stronghold (Town, Hillfort, or blue Foederati Settlement), transfer 1 Resource from (blue) Briton Resources to (red) Dux Resources. Once Briton Resources reach zero, instead transfer from Civitates Wealth (1-for-1, to a minimum of zero). Then convert all Dux Plunder anywhere to Dux Resources, 1-for-1.

4.2.4 Retaliate. Retaliation enables the Dux to strike directly at enemy Renown or Wealth while gaining Plunder and Prestige. It may only accompany Intercept (3.2.3) or Battle (3.2.4) Commands and occur in just one space that must have an enemy Stronghold. It may target the Civitates only under Fragmentation (6.8).

PROCEDURE: In one Battle space (3.6) —

- Cavalry may receive and carry any Plunder from destroyed Strongholds (1.7.4, 3.6.5).
- If the Battle removes all Strongholds of that enemy in the space, add +3 Dux Prestige total, and reduce that enemy's Renown or Wealth by –5 total.



4.3 Civitates Feats

The Civitates Faction may choose from Rule, Invite, Reinforce, and Pillage Feats.

4.3.1 Rule. Ruling enables the Civitates to amass Wealth, reduce Dux Prestige, or increase Population under Briton Control. It may accompany Muster (3.3.1), March (3.3.2), or Trade (3.3.3) Commands (not Battle), and occur in up to three spaces with Briton Control (not Dux Control under Fragmentation, 6.8).

PROCEDURE: In each selected space, transfer all Plunder carried by Civitates Units to Wealth, 1 for 1 (remove Plunder cubes and add Wealth), then, either—

- Pay 2 Briton Resources to add +1 Wealth; OR
- If no Dux piece, pay 1 Wealth to reduce Dux Prestige by –1; OR
- 

If a Region (not City) with a Civitates Stronghold, pay 5 Resources and discard an available Refugees marker to add +1 Population (to a maximum of 1 above printed Population, 1.3.6).

NOTE: It is possible to mix and match all three options in different spaces within the same Rule Feat.

DESIGN NOTE: *Ruling represents efforts by the civilian authorities to secure their treasure and luxury, promote their authority by resettling refugees, and challenge the legitimacy of the imperial or post-imperial authority by a display of wealth and power.*



4.3.2 Invite. Civitates Invite as Dux does (4.2.2) but replace Hillforts instead of Forts and to Civitates command using blue Foederati markers or flipping red to blue (1.4.3).

4.3.3 Reinforce. Reinforcing enables the Civitates to add Friendly Troops to battles from neighboring spaces or by local emergency muster. It may accompany a Battle Command (3.3.4) only and may occur in both any Battle spaces and spaces with (blue) Briton Control that are adjacent to a Battle space. Pay 2 Resources per space.

PROCEDURE: In each selected space, either—

- Roll a six-sided die and move that number less 2 (1D6–2) of Briton Troops (Comitates, Militia, and blue Foederati Warbands; plus Cavalry and red Foederati only if the Dux agrees) total into any adjacent Battle spaces; OR
- If the space is a Battle space, Muster Militia (only) there as per 3.3.1 (at no added cost).

Important—No Unit may ever be affected twice by the same Reinforce Feat, i.e. no Unit may move twice through chained Reinforce, nor may a Militia Mustered through Reinforce then move to an adjacent Battle space as part of the same Reinforce Feat.

4.3.4 Pillage. Pillaging enables the Civitates to Plunder enemy territory and damage enemy Renown or Prestige. It may accompany a March or Battle Command (3.3.2, 3.3.4) and occur in any Regions without Briton Control (1.6).

PROCEDURE: In each selected Region, collect Prosperity up to the Region's Population as Plunder on Civitates Troops (each Unit may take and carry only 1 Plunder cube, 1.7.4); then, if there is an enemy Stronghold in the Region, reduce that one enemy's Renown or Prestige by the amount Plundered.



4.4 Saxon Feats

The Saxon Faction may choose from Settle, Surprise, Ravage, and Shield Wall Feats.

4.4.1 Settle. Settling enables the Saxons to convert transient Raiders and locals into Warbands, plant Settlements, and grow their Population in Britain. It may only accompany Return (3.4.2) or March (3.4.3) Commands and occur in a single space where Saxon pieces—including Raiders—outnumber those of all other Factions' combined (including enemy Raiders).

PROCEDURE: First, if that space has or is adjacent to any Raiders Returning as part of that accompanying Command (3.4.2, 4.1), roll a six-sided die (D6) for each such Raider and place a Warband in the Settle space for each roll of 4-6. Then, if desired, either:

- If the Settle space already has a Saxon Settlement, pay 3 Renown to place 1 Warband per Saxon Settlement there plus—if under Saxon Control at the outset of this Settle Feat—1 Warband per the space's Population; OR
- Remove 3 Warbands (to Available) to add +1 Population (up to printed Population +1, 1.3.6) and/or, if the space has an empty Site, remove 2 Saxon Warbands to place 1 Saxon Settlement there.

PLAY NOTE: *Raid (3.4.1, 3.5.1) followed by Return (3.4.2, 3.5.2) plus Settle is the main path for placing Barbarian forces onto the map.*

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4.4.2 Surprise. Surprise may enable the Saxons to catch enemy Strongholds unawares and to Raid deep into less well-protected or still prosperous enemy territory. It may only accompany Raid (3.4.1) or Battle (3.4.4) Commands and occur in only one Raid or Battle space.

PROCEDURE: Assaults in the Surprise space roll for Coup de Main (3.6.4). If the Surprise accompanies a Raid Command, the Surprise Raid space may be a Deep Raid:

- A Deep Raid may select a target space adjacent to a valid Raid target space (3.4.1).
- The Deep Raid target counts as one of the three allowed space for the Raid Command and is subject to any Patrolled Sea or Event effects that would apply to that adjacent space (through which the Deep Raid passes).
- In the Deep Raid space, either the Dux or a Faction with Control (1.6)—the Dux has the first option—may force a Battle (3.6), with them as the Defenders and the Deep Raiding Faction as the Attackers, before the Raiders Plunder (only if Region). If the Dux or Faction with Control forced a Battle, the Saxons may not further Battle as part of the Raid on this space. If, as part of such a forced Battle, the Saxons successfully Evade, they may not take Plunder.



SURPRISE WITH DEEP RAID EXAMPLE: The Saxons decide to accompany a Raid Command with a Surprise Feat. They select the Catuvellauni Region for a Deep Raid—Catuvellauni is adjacent to the Iceni Region, which (among other adjacent Regions) is a valid target for a normal Saxon Raid via Oceanus Germanicus (3.4.1). The Saxons select two additional Regions as regular Raid targets, Iceni and Trinovantes, and pay 2 Renown for each of the three targets. Patrols from Forts bordering Oceanus Germanicus will reduce the number of Raiders reaching Catuvellauni, as for the other targets. Before the Raiders Plunder Catuvellauni, an enemy there may Battle them. Any Assaults in Catuvellauni during the Raid would attempt Coups de Main (3.6.4).

4.4.3 Ravage. Ravaging enables the Saxons to gather Plunder quickly and terrorizes the local Briton population into flight. It may only accompany Raid (3.4.1) or Battle (3.4.4) Commands. It affects all Raid and Battle Regions that the Saxons desire, except a Raid target where no new Raiders arrived.

PROCEDURE: In those Raid and Battle Regions, Plunder is not limited by the Region's Population (only by carrying capacity, 1.7.4), but no Saxon Assault is allowed. In each Region, after Plunder (if any, 3.4.1, 3.4.4), roll a six-sided die (D6)—on a 4-6, reduce the Region's Population by –1 (to a minimum of 0, 1.3.6). Then (regardless of the roll), in each Ravaged Raid Region where the Saxons do not Battle, the Dux, then Civitates, then Scotti may free Battle against the Saxons there (3.6, in rare cases, several Battles, but no non-Saxon Unit may Battle more than once, and so Britons fighting together may Battle only once). In those Battles, Saxons may not Evade or Withdraw.

NOTE: For each Ravage roll that effectively reduces a Region's Population, add one Refugees marker in the Civitates Available Forces box (1.3.6)

4.4.4 Shield Wall. Forming Shield Wall improves Saxon discipline in Battle. It may only accompany a Battle (3.4.4) Command and affects all Battle spaces.

PROCEDURE: During Field Battle (3.6.3, not Assault, 3.6.4), double losses (usually, two instead of one) are needed to remove Saxon Warbands.



4.5 Scotti Feats

The Scotti Faction may choose from Settle, Surprise, Ransom, and Entreat Feats.

4.5.1 Settle. Scotti Settle works like Saxon Settle (4.4.1) using Scotti pieces and Scotti Control, except that rolls of 5 or 6 (instead of 4-6) are required to replace Raiders with Warbands and the Scotti may not remove Warbands to place Population.

4.5.2 Surprise. Scotti Surprise works like Saxon Surprise (4.4.2). A Scotti Deep Raid target counts as one of the four allowed spaces of the Scotti Raid Command (3.5.1).

4.5.3 Ransom. Ransoming can enable the Scotti to attempt to gain Renown from payments for high-ranking captives. It may accompany Raid (3.5.1) or Battle (3.5.4) Commands and may occur in any Raid and Battle Regions. If with Raid, some Scotti Raiders must succeed in landing in the Region for Ransom to occur there.

PROCEDURE: In each Region, after Plunder (if any, 3.5.1, 3.5.4), roll a six-sided die (D6)—on a 4-6, transfer 1 Resource or Renown from a Faction that has a Stronghold there to Scotti Renown.

NOTE 1: Successful Ransom against a Civitates Stronghold when Briton Resources are at 0 compels the Civitates instead to transfer Wealth to Scotti Renown (1.8.4).

NOTE 2: Successful Ransom against a Dux Stronghold compels the Dux to transfer a Dux (red) Resource to Scotti Renown, even if Army Preemption is in effect. If Dux Resources are at 0 and Army Preemption is in effect, a Briton (blue) Resource (but no Wealth) is transferred instead.

NOTE 3: Only 1 Stronghold can be targeted by Ransom per Region and per Feat.

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4.5.4 Entreat. Entreating enables the Scotti to convert Civitates pieces to Scotti pieces. It may accompany Return (3.5.2) or Battle (3.5.4) Commands and may occur in a single Hills Region (not Fens, Clear, or City, 1.3.1-.2) that has at least one Scotti Warband in it. The Entreat Region need not have been selected for Return or Battle.

PROCEDURE: Pay 4 Renown to replace up to one Hillfort in that Hills Region with a Scotti Settlement and up to two Militia with Scotti Warbands.

5.0 Events

Each Event bears a Faction Order (2.3.2), title, italicized flavor text or bold "Tribal War" title, and Event text. Flavor text adds historical interest and has no effect on play.



5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in the order given (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections allowed for in implementing the text, such as which pieces are affected. Some Events have costs.

EXAMPLE: Saxons playing an Event to place Foederati would get to choose either red or blue Foederati markers.

NOTE: Instructions to place pieces, unless otherwise specified, mean the placing Faction's pieces.

5.1.1 Events versus Rules. When executing Event text, follow normal rules, such as restrictions and procedures for free actions granted (5.5), unless otherwise specified. Where Event text contradicts rules, the Event takes precedence, except that:

- Events do not place pieces that are not Available (1.4.1) unless specified (such as from Casualties or Out of Play); they remove rather than replace if the replacement is not Available. *NOTE: The executing Faction can remove its own pieces to make them Available (1.4.1).*
- Events may not violate stacking (1.4.2). Unless otherwise specified, a Faction placing a Stronghold via Event (5.0) must place it in a legal vacant Site, if possible; if no legal Site is vacant, the Faction may select and replace an existing Stronghold in such a Site.
- Events do not raise Resources, Renown, Prestige, or Wealth above 80; any excess is lost (1.8).
- Events cannot increase a Region's Population above its printed Population plus one, a City's Population at all, or decrease the Population of either below 0 (1.3.6).
- Events cannot place Prosperity cubes in a row beyond that Region's current Population (1.7.1).
- An Event placing Foederati markers (1.4.3) may place either red or blue, not both.
- Events never enable Units to Strike more than once during Field Battle (3.6.1; Trap, 3.6.3) or to Ambush outside their own Home Terrain (1.3.1, 3.6.1, 3.6.2).

NOTE: Unless a specific mention to the contrary, place a Refugees marker in the Civitates Available Forces box whenever an Event reduces a space's Population (1.3.6).

5.1.2 Dueling Events. If two Events contradict, the most recently played Event takes precedence. *EXCEPTION: Gratia Capability (5.3) blocks later "Tribal War" Events.*

5.1.3 Partial Execution. All of an executed Event's text that can be carried out, must be; if not all of an executed Event's text can be carried out, implement that which can.

5.2 Dual Use

Most Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Britons, a player may select either text option regardless of Faction.

DESIGN NOTE: *Dual-use events represent opposed effects of the same cause, alternative interpretations, or forks in the historical road.*

5.3 Capabilities



A yellow triskele marks an Event as a "Capability", meaning it has lasting effects that either help or hurt one or more Factions. When executing such text, put the card near the affected player(s) and place a triskele/sail marker on its appropriate side (Unshaded or Shaded) onto the card. The Event's effects last for the rest of the game (unless altered by a later Event, 5.1.2).

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5.4 Momentum



An orange sail marks an Event as a "Momentum", meaning it has lapsing effects that help or hurt one or more Factions. When executing such text, put the card near the draw deck and place a triskele/sail marker on its appropriate side (Unshaded or Shaded) onto the card. The Event's effects last until the end of the next Epoch Round (6.7, unless altered by a later Event, 5.1.2).

5.5 Free Actions

Many Events allow the Executing or other Factions immediate Commands or Feats that interrupt the usual sequence and are free: they may be executed to their full extent at no cost in Resources or Renown and do not further affect Eligibility (3.1.2, 2.3.1). Other aspects such as location requirements remain, unless modified by Event text (5.1.1). Free Feats that modify Accompanying Commands—such as Surprise (4.4.2, 4.5.2), Ravage (4.4.3), Shield Wall (4.4.4), and Ransom (4.5.3)—may only be executed if that Accompanying Command (4.1.1) is also occurring as part of the Event.

5.6 Epoch Events

Epoch cards—labeled as either Early or Late—bear Events (2.4.1) that are executed during the Epoch Event phase of the Epoch Round (6.4) instead of during the Event card Sequence of Play (2.3). Epoch Events may show Faction symbols that refer to which Factions have the main decisions to make in executing the Event. Epoch Events are and function otherwise as Events. *NOTE: While Epoch Events have optional aspects within them, the overall Events must be executed.*

5.7 Pivotal Events

Pivotal Event cards are given to certain Factions at Setup (2.1) and interact with the Sequence of Play in a different way (2.3.8). They may feature a pre-condition in red text that must be met in order to play the card. Pivotal Events are and function otherwise as Events, including possible Capability effects that linger (5.3).

6.0 Epoch Rounds

Conduct an Epoch Round in the sequence of phases below (6.1-6.7) as each Epoch Card is played. The Epoch Round sheet and game board also list this sequence.

NOTE: The preceding card will have been switched to the top of the draw deck upon revealing the Epoch card (2.3.7).

6.1 Annona Phase

For each Foederati Warband on the map (red or blue), the Dux may pay 1 Resource to place 1 Plunder *(from off-map)* on it. Then the Civitates may do the same thing. Once both Factions are done with the payments they want or can execute, in every space with a Foederati Warband of any given Nation and color left without carrying Plunder, remove all Foederati markers of that color from that Nation's pieces (adjust Control). Then transfer all Plunder carried by Foederati Warbands (not newly released Warbands) to the Renown of that Foederati's Barbarian Nation. A Foederati Settlement with no corresponding Foederati Warbands at the outset of Annona remains Foederati. Released Warbands (Scotti then Saxons) then Plunder their Region's Prosperity up to Population.

NOTE 1: Annona must be paid either for all Foederati of a given color (red/blue) and Nation (Saxon/Scotti) within a given space, or for none there of that color and Nation.

NOTE 2: In simple situations, such as when no Foederati Warband is carrying Plunder and/or all Foederati are being paid, you may dispense with placing Plunder on the Warbands and transfer directly the amounts paid to the respective Nations' Renown.

6.2 Imperium Phase

6.2.1 Hoarding. Civitates may transfer Briton Resources up to half the number (rounded up) of Towns on the map (Hillforts instead if the Cymbrogi Event is in effect, 5.7) to Wealth (one for one).



6.2.2 Imperium Track. Check and adjust the Imperium marker on the Imperium Track (6.8) in sequence as follows.

- **If at Roman Rule** and Briton Control is 30 or less and/or Total Prosperity + Prestige is 55 or less, shift down to Autonomy (without changing Dominance).
- If Briton Control is 20 or less and/or Total Prosperity + Prestige is 30 or less, set status to Fragmentation.
- If the above caused any shift down from Roman Rule or Autonomy, divide Prestige and Wealth by 2 (round up).
- **If at Military Dominance** and Wealth exceeds Prestige by at least 10, shift to Civilian Dominance.
- **If at Civilian Dominance** and Wealth does not exceed Prestige by at least 6, shift to Military Dominance.

6.3 Victory Phase

If any Faction has met its victory condition (7.2), the game ends now; see Victory (7.1) to determine winner and rank order. If not but if this is the final Epoch Round, conduct an immediate Recovery Phase (6.7) and then determine Victory (7.3). If neither, continue with an Epoch Event phase per below.

EXCEPTIONS: If a player is running two Factions, both must meet their conditions to end the game (1.5.1). If the "Barbarian Conspiracy" scenario or if at Fragmentation (6.8) in any scenario, skip the above final Recovery.

6.4 Epoch Event Phase

Resolve the current Epoch card's Event (5.6).

NOTE: Epoch Events often shift Imperium status (6.8).

6.5 Revenue Phase

Add or subtract Prestige, Resources, and Renown as follows (to a maximum of 80 and minimum of 0 each, 1.8).

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6.5.1 Dux Revenue. At *Military Dominance* (6.8), increase Prestige by +5 if under Roman Rule or +2 if under Autonomy. Under *Fragmentation*, add (red) Dux Resources equal to Prosperity (not Plunder, 1.7) under Dux Control (1.6) plus Towns under Dux Control plus the total number of (red) Forts on map.

6.5.2 Civitates Revenue. Add (blue) Briton Resources equal to Prosperity under (blue) Briton Control plus the total number of Towns or—instead, after Cymbrogi (5.7)—Hillforts on the map.

6.5.3 Imperial Taxation. Then, under *Roman Rule only* (not Autonomy or Fragmentation, 6.8.3), reduce Briton (blue) Resources by –30 if Military Dominance or –20 if Civilian Dominance (to a minimum of 0, and with no effect on Wealth, 1.8.4).

6.5.4 Saxon Revenue. Add Saxon Renown equal to Prosperity under Saxon Control.

6.5.5 Scotti Revenue. Add Scotti Renown equal to the number of *non-Foederati* Scotti Settlements on the map.

6.6 Upkeep Phase

Each Faction, in the order listed below, makes choices and adjustments as specified below. Adjust Control as needed (1.6).

6.6.1 Dux Upkeep. Dux stows Plunder, pays Resources, then redeploys Cavalry and red Foederati as follows.

- First remove all Plunder carried by Dux and add the number of cubes removed to Dux Resources (1 for 1).
- Then the Dux chooses for each (red) Fort on the map whether to pay 1 Resource or to remove it to Available.
- 

If under *Autonomy* (6.8.4) and Roads remain Maintained, the Dux chooses either to pay 10 Resources to Maintain the Roads or to flip the Roads Maintained marker permanently to Not Maintained (1.3.3).
- The Dux relocates all Cavalry on the map to any spaces with Forts. (Cavalry in spaces without Forts must relocate; Cavalry already at Forts may do so. If the map has no Dux Forts, Cavalry stay put.)
- Then the Dux must relocate all red Foederati to red Foederati Settlements of their Barbarian Nation or—if no such Settlements are left on the map—remove all red Foederati markers of that Nation.
- Put a fraction (rounded down) of Cavalry pieces in the Casualties box into the Dux Available Forces box, as specified by the current Imperium status on the Imperium track (6.8.5); put all remaining Casualties into the Out of Play box.



6.6.2 Civitates Upkeep. As follows, return a portion of Militia to civilian life, pay Comitates, stow Plunder, and redeploy Civitates forces.

- First remove all Plunder carried by Civitates and add the number of cubes removed to Wealth (1 for 1).
- Then each space, remove 1 in 3 Militia there (rounded down) to the Civitates Available Forces box.
- Then the Civitates must either pay Wealth for Comitates or remove them. Every 1 Wealth spent pays for up to 3 Comitates. Then remove any Comitates piece for which nothing was paid to the Civitates Available Forces box.
- Then the Civitates must discard half (rounded up) of all Refugees markers in their Available Forces box.
- Next, the Civitates must relocate all Militia and Comitates (blue cubes) from spaces without a Town or Hillfort to the nearest Town or Hillfort (counting by adjacent spaces, choosing which spaces if equidistant). (If the map has no Towns or Hillforts, cubes stay put.)
- Finally, the Civitates must relocate all blue Foederati to blue Foederati Settlements of their Barbarian Nation or—if no such Settlements are left on the map—remove all blue Foederati markers of that Nation.

6.6.3 Saxon and Scotti Upkeep. Each Barbarian Faction in turn sends its loot home, relocates to its Settlements, and finds more renowned leaders if prior leaders have been ineffective and become discredited.

- Each space where any Saxon Units are carrying Plunder (only), the Saxons undertake an immediate Return Command (3.4.2).
- Then the Saxons must relocate all their (non-Foederati) Warbands from spaces without (non-Foederati) Saxon Strongholds to the nearest such Stronghold (choosing which if equidistant; remove Warbands if none such).
- Next, if Saxon Renown is less than 10, set it to 10.
- Finally, the Scotti carry out the above steps (with and where applicable to Scotti pieces instead of Saxon), but raising Scotti Renown to 6 (instead of 10).

6.7 Recovery and Reset Phase

Before regular play resumes, some Prosperity recovers and various game functions reset.

6.7.1 Recovery of Prosperity. In each Region with any Control (including Barbarian, 1.6), add Prosperity cubes equal to Population (1.7, 1.3.6) as follows. First, add to the bottom row of squares in the Region; then—only under Roman Rule—add to the top row. No rows may hold more Prosperity than the space's Population; remove any excess. Finally, in each City with any Control, add Prosperity to fill the row completely. Adjust the Total Prosperity marker.

Important—During the Recovery Phase, Prosperity cubes may be added to the top row of squares within each Region *only* if Imperium is under Roman Rule (6.8).

DESIGN NOTE: *Control denotes the degree of order that allows the population to recover from the depredations of raiders, revolts, or armies and resume productive activity. Regions without Control are in anarchy, stalling recovery. The erosion of Roman Rule takes with it the administrative wherewithal for full recovery of Prosperity absent specific local care, such as in a Train Command (3.2.1).*

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6.7.2 Reset. Discard all Momentum Events in play (5.4) to the played cards pile (2.2). Shift all four Factions' Eligibility cylinders into the "Eligible" box (2.3.1). Play the next (already revealed, 2.3.7) card from the draw deck and reveal the draw deck's new top card (2.3.7).

6.8 Imperium



The game board's Imperium track shows the status of the Roman Empire and the political cohesion of Roman Britain—including which Briton Faction currently dominates politically—with a round Imperium marker that shifts left, right, down, or (rarely) up, among five statuses: Roman Rule with either Military or Civilian Dominance, Autonomy with either Military or Civilian Dominance, and Fragmentation (without any Dominance). Imperium status shifts during the Imperium phase of the Epoch Round (6.2) and via Events (5.0)—including Epoch Events (2.4.1, 5.6, 6.4) and Pivotal Events (2.3.8, 5.7) and immediately affects various parameters as specified below.

NOTE: Imperium typically decays toward Fragmentation, which has no Dominance. Shift "down" means toward Fragmentation, "up" toward Roman Rule, "left" toward Military Dominance, "right" toward Civilian. Shift to a certain Dominance must be within Roman Rule or within Autonomy, unless otherwise specified.

6.8.1 Briton Cooperation. Until Fragmentation, Dux and Civitates may share Resources (1.5.2, 6.8.2), their pieces within each space determine Briton Control jointly (1.6.1), and they fight together in Battle against Saxons or Scotti (3.6.1); under Fragmentation, they do not.

6.8.2 Army Preemption. Under Roman Rule (at any Dominance) and under Autonomy with Military Dominance, Dux may spend (blue) Briton Resources without Civitates agreeing. At Autonomy with Civilian Dominance, Dux may spend (blue) Briton Resources only with Civitates agreement (1.5.2).

6.8.3. Imperial Taxation. During Epoch Round Revenue (6.5.3), Roman Rule (only) reduces Briton (blue) Resources by –30 if Military Dominance or –20 if Civilian Dominance (no effect on Wealth, 1.8.4).



6.8.4 Road Maintenance. Under Roman Rule, Roads are always Maintained (1.3.3). Under Autonomy, Dux during Epoch Round Upkeep either pays or sets Roads to Not Maintained (6.6.1). Under Fragmentation, Roads are automatically Not Maintained.

6.8.5 Dux Casualties. During Epoch Round Upkeep (6.5.1), the Imperium track states the fractions of Cavalry Casualties that return to Available or go Out of Play:

- Under Roman Rule with Military Dominance and under Fragmentation, all Casualties go to Available.
- Under Roman Rule with Civilian Dominance, two-thirds (rounded down) of Casualties go to Available, the balance Out of Play.
- Under Autonomy, one-half (rounded down) of Casualties go to Available, the balance Out of Play.

6.8.6 Recovery. During Epoch Round Recovery (6.7.1), Roman Rule allows addition of Prosperity cubes to Regions' bottom and then top rows of squares; Autonomy and Fragmentation allow addition to bottom rows only.

NOTE: Dux Train Command (3.2.1) and Events (5.0) can place Prosperity in top rows regardless of Imperium.

6.8.7 Victory. Imperium status is crucial for Dux and Civitates victory conditions as it affects their victory thresholds per 7.2 and 7.3 (and as shown on the Faction foldouts), and Dominance is necessary for victory (except under Fragmentation obviously). Also, under Fragmentation, Dux victory depends on Dux Control rather than total Prosperity, and Saxon victory depends on Control alone. Mark the Dux and Civitates thresholds that apply at the current Imperium with red and blue pawns along the edge track.

DESIGN NOTE: *The sliding Briton victory conditions represent the gradual shift from protecting the Imperium in Britannia as an extension of the Western Roman Empire or as a rump British Empire to acquiescence in the fragmentation of the diocese into autonomous kingdoms.*

NOTE: Imperium does not affect Sea Patrols (1.3.7).

7.0 Victory

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

7.1 Ranking Wins and Breaking Ties

Whenever any Non-player Faction (1.5, 8.0) passes a victory check (7.2), all players lose equally. Otherwise, whenever any player does so, he wins. Should more than one player do so during the same Epoch Round, the highest victory margin (7.3) among the winners comes in 1st place, 2nd-highest comes in 2nd place, and so on. Ties go to any Non-players, then the Civitates, then the Dux, then the Saxons.

PLAY NOTE: *If at least one Faction passes a victory check, no Faction that doesn't may win, no matter what their victory margin per 7.3 may be.*

7.2 Exceeding Victory Threshold

Check each Faction's victory upon each Victory Phase (6.3), comparing the various victory totals (in some cases, victory markers, 1.9) to the thresholds noted on the Faction foldouts, along the game board's edge track, and below.

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7.2.1 Dux. The Dux score equals the sum of the current Prestige value (1.8.3) plus either total Prosperity (1.7.3, regardless of Control, 1.6) or—at Fragmentation only (6.8.7)—the sum of Prestige plus Population under Dux Control (1.3.6, 1.6).

Before Fragmentation, the Dux wins if Prosperity plus Prestige exceeds:

- 75 at Roman Rule, or
- 60 at Autonomy;

…and they hold Military Dominance.

At Fragmentation, the Dux wins if Population under (red) Dux Control plus Prestige exceeds 17.

7.2.2 Civitates. The Civitates score equals the Population currently under (blue) Briton Control (1.3.6, 1.6).

Before Fragmentation, the Civitates win if Briton Control exceeds:

- 36 at Roman Rule, or
- 27 at Autonomy;

…and they hold Civilian Dominance.

At Fragmentation, the Civitates win if Briton Control (Population currently under blue, not red (Dux) Control) exceeds 16.

7.2.3 Saxons. Before Fragmentation, the Saxons win if Saxon Renown exceeds 30 and at least 4 Saxon Settlements (including Saxon Foederati, 1.4.3) are on the map. Regardless of Imperium, the Saxon also win if Population under Saxon Control (1.3.6, 1.6) exceeds 10.

7.2.4 Scotti: The Scotti win (regardless of Imperium) if Scotti Renown exceeds 45 and at least 4 Scotti Settlements (including Scotti Foederati, 1.4.3) are on the map.

NOTE: Saxon and Scotti Available Settlement spaces show whether enough are on map to enable such victory.

7.3 During the Final Epoch Round

If play reaches the Victory Phase (6.3) of the final Epoch Round (2.4.2) and no Faction meets its victory conditions set forth in 7.2, conduct an immediate Recovery Phase (6.7, unless at Fragmentation, 6.8). Then the Faction with the highest victory margin wins. A victory margin is the amount a Faction is beyond or short of its condition.

- **Dux:** Prosperity plus Prestige – 75 at Roman Rule with Military Dominance, or – 85 at Roman Rule with Civilian Dominance, or – 60 at Autonomy with Military Dominance, or – 70 at Autonomy with Civilian Dominance, or Dux Control plus Prestige – 17 at Fragmentation.
- **Civitates:** Briton Control – 38 at Roman Rule with Military Dominance, or – 36 at Roman Rule with Civilian Dominance, or – 31 at Autonomy with Military Dominance, or – 27 at Autonomy with Civilian Dominance, or – 16 at Fragmentation.
- **Saxons:** The higher of Saxon Renown – 50 + 5 per Saxon Settlement on the map (only if no Fragmentation) or Saxon Control – 10 (at any Imperium).
- **Scotti:** Scotti Renown – 65 +5 per Scotti Settlement on the map (or on Dal Riada Event card).

NOTE: The margin will be positive if the Faction has reached its goal, negative or zero if not.

STOP! You have read all rules needed to play with four players, or with two or three players running spare Factions among them (1.5.1).

8.0 Non-Players

This section governs an option to substitute game-run Factions for players when fewer than four players are at hand, including for solitaire (1.5).

NOTE: If players are running all four Factions, this section and its accompanying charts are not needed!

A unique "Non-player" can run each of up to any three Factions missing a player. The first four subsections (8.1-8.4) below apply to all Non-player Factions, the next four cover specifics of each Non-player Faction in turn (8.5-8.8), and the last covers solitaire ("1-player") roles and outcomes (8.9).

These rules are summarized on various Non-player aids including:

- A Non-Player Guidelines Summary of key rules from sections 8.1-8.4, Random Spaces (8.3.3), Battle Tactics (8.4.2), and Raider Assault (8.5.3-.4, 8.6.4-.5) sheet.
- An Event Instructions foldout list (8.2.1).
- A foldout of separate flowcharts for each Non-player (8.5-8.8).

TERMS: Unless otherwise specified, the use in Non-player rules and charts of:

- "Scotti", "Saxon", or "Barbarian" without "Foederati" mean non-Foederati (1.4.3).
- "Control" (such as in "player Control") includes Briton Control for both the Civitates and—unless Fragmentation (1.6.1)—the Dux.
- "Most Control" means Controlled Population (1.6, 7.2), not number of Control markers or spaces.
- "Victory", "above victory", and "at victory" refer merely to how a Faction is currently marked along the edge track in comparison to its threshold and disregard the victory effects of Settlements or Dominance (use 7.2, not 7.3).

Important: Non-players follow the same rules as players —normal Resource and Renown costs, requirements, and procedures apply—EXCEPT as specified in rule 8.1.2 (Commands not Limited).

8.1 Non-Players and Sequence of Play

A Faction run by rules section 8 is a Non-player. Whenever such a Non-player Faction has an opportunity to act by the Sequence of Play (2.3), consult its Non-player flowchart sheet and the corresponding rules herein (8.5-8.8) to determine its actions, such as which Command it will execute, or whether it will opt for an Event, or will Pass.

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8.1.1 Command or Event? When a Non player has a choice between Event and Command, the flowchart will show which it selects. In general, Non-players *decline* the following Events:

- **Ineffective Events**—those that, in the current situation and following any relevant Non-player instructions (see 3rd bullet below and 8.2.1), either would have no effect or would merely remove own pieces *(EXAMPLE: placing a type of piece that is not Available)*. "Effective" Events are those that do have an effect. Adding or removing a Capability or Momentum (5.3, 5.4) is an effect.
-  **"Do Not Play" Events** noted by a raven at that Faction's symbol on that Event card and on the Non-player Instructions foldout list (8.2.1).
-  Some **Non-Player Instruction Events** noted by a sword, when their added preconditions are not met (8.2.1, rendering the Event "Ineffective" as described above).

INEFFECTIVE EVENT EXAMPLE: Early in a game, Non-player Dux is Eligible to play unshaded "Pelagius", which adds Prosperity. All spaces are still at full Prosperity, so nothing would happen. The Dux instead will either opt for a Command and Feat or Pass.

8.1.2 Non-Player Commands Not Limited. When a 2nd Eligible Non-player by the Sequence of Play is to execute a Limited Command (2.3.4-.5), the Non-player instead receives a full Command plus Feat option. *NOTE: A Command only by Event, such as Scotti free Raid via shaded "Ard Ri" remains Command only and does not add a Feat.*

***DESIGN NOTE:** Non-players receive this benefit to aid them against cleverer human players. A 1-player "Easy" option dampens the benefit for a less strenuous solitaire challenge.*

8.1.3 Non-Player Pivotal Events. Whenever a Non-player Faction has an unplayed Pivotal Event (5.7) whose precondition for execution (if any) is met, the Non-player will execute the Pivotal Event as soon as Eligible on the Sequence of Play (2.3, 2.3.8) and that card's Non-player Event Instruction (8.2.1) is met (possibly trumping another Pivotal Event, 2.3.8). Each such condition for playing a Non-player Faction's Pivotal Event is found both on the Non-Player Event Instructions list (8.2.1) and in a box on that Non-player's flowchart sheet.

8.1.4 Reading the Flowcharts. The Non-Player flowcharts show priorities with circled numbers (e.g., ❶, ❷, ①, ②) and letters (e.g., ⓐ, ⓑ) to indicate their order and nature:

- Numbered priorities (e.g., ❶, ①) are *sequential* priorities. Execute the instructions in each sequential priority to the maximum extent before moving to the next sequential priority (8.3). Some top-level sequential priorities (black circles; e.g., ❶, ❷) contain further sequential priorities (white circles; e.g., ①, ②) that are parts of and sequential steps to that top-level priority.
- Lettered priorities (e.g., ⓐ, ⓑ) are *nested* priorities. Nested priorities act as tie breakers within the sequential priorities to which they are ordained. Each nested priority further narrows the thus-far selected set of spaces. For readability, nested priorities have a shaded background.

***PLAY NOTE REGARDING NON-PLAYER RULES:** We strongly recommend that you refer to the charts first and only consult the following rules sections 8.2-8.8 as questions arise. See also the examples in the Playbook. If playing solitaire, see 8.9.*

8.2 Executing Events

When a Non-player is to execute an Event, apply the following.



8.2.1 Instructions. Certain Events have instructions for Non-player Factions. The cards for these Events have the following gray symbols at the edges of that Faction's symbol as a cue, which are also found on the Non-Player Event Instructions foldout list:

 = Priority play

 = also has Instruction

 = Special Instructions

 = Do not play

 A shield indicates that the Non-player has a higher likelihood of choosing to execute the Event. Such Events appear earlier in that Non-player's flowchart.

 A few of them—for the Non-player Civitates and Dux only—that bear a sword and a shield have special Instructions the same way that all sword Events do (see below). *NOTE: A shield Event with a sword is a shield Event.*

 A sword indicates that the Event has special instructions for that Non-player Faction on the Non-Player Instructions foldout, about how that Non-player will execute the Event or added preconditions for choosing to execute it.

 A raven indicates that that Non-player Faction will always decline that Event and instead execute Command and Feat or perhaps Pass (8.1.1).

When a Faction executes an Event that gives actions to another, Non-player Faction, the 2nd Faction's Event special instructions (if any) apply to how it executes them.

EXAMPLE: A Dux player executes unshaded Event 52 "Mistborn" and selects Non-player Civitates as the Briton that may free Muster and may Battle. The Event has a sword for Non-player Civitates and the special instruction "Play only where Civitates Battle condition (8.7.1) would be met (after Muster)." Non-player Civitates would Muster per its flowchart (8.2.3, 8.7.4) then Battle—but would only do either if (after Muster) a space involved would meet its Battle condition (8.7.1).

NOTE: Most Epoch Events (5.6) have special instructions for Briton Factions. Each Pivotal Event (5.7) has instructions regarding when the owning Faction will play it (8.1.3).

8.2.2 Dual Use. As noted on the Non-player flowcharts, Non-player Barbarians opt for shaded Event text (5.2), if any, Britons unshaded. *NOTE: Instructions (8.2.1) may reverse this guidance for certain Events.*

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8.2.3 Event-Driven Actions. Unless Instructions (8.2.1) for a given Event specify otherwise, Non players:

- When by Event text are to carry out Commands and/or Feats (5.4), follow that Faction's Non-Player flowchart to implement them (8.5-8.8), applying the flowchart's conditions and priorities to the relevant spaces. For multiple Non-player Commands (such as "March then Battle"), start with the priorities for the first and apply those for the second as applicable. *NOTE: If a choice among Commands, use the Faction's flowchart to select one. If there is a choice among Feats alone, follow the flowchart to see which Command and Feat is selected, but ignore the Command. A Command only would not add a Feat (8.1.2).*
- When there is a choice of who gets Event benefits (such as free actions, Capabilities, Resources, pieces, or Foederati marker placement or removal), select themselves whenever possible. Dux shift to Military Dominance and Civitates to Civilian Dominance whenever able. *EXAMPLE: Non-player Dux is up for Event 52 "Mistborn". Cavalry are Available and could be Trained in a space where the Non-player Dux Battle condition (8.8.3) would be met per the Event's Dux special instruction (8.2.1), so Dux selects itself as the Briton that may free Train and Battle rather than selecting the Civitates.*
- Within the above, when selecting spaces or other targets such as Factions, pieces, Foederati markers, or seas per Event text, follow the guidelines in 8.3 below.
- When ex¬ecuting an Event and given a choice that is not otherwise prioritized, choose randomly among the possibilities (8.3.2, 8.3.3).

8.3 Selecting Spaces and Targets

When executing Non-player actions, select spaces or targets per Command and Feat priorities on the Non-Player flowcharts and corresponding rules below (8.5-8.8), specific Event Instructions (8.2.1) if any, general Event guidelines above (8.2.3), and otherwise the guidelines within this section as applicable.

- Do so for each individual listed priority (in order), until there are no more legal candidates or actions for that priority, or until any space limit within that priority is reached.
- Then move on to the next priority and do the same, until any overall limit for the Command, Feat, or Event is reached, or until the Faction runs out of Resources or Renown (if applicable).
- Sometimes, priorities provide a precedence of what should be selected first; if not, select equal candidates randomly (8.3.2, 8.3.3).
- Unless otherwise specified, Non-players carry out whatever actions apply to the maximum extent (such as in the most spaces or with the most pieces allowed, and only so long as needed pieces are Available and Resources or Renown are at hand).

8.3.1 Event Location and Faction Selection. Per above guidelines for Event-driven actions (8.2.3) and within any Event Instructions (8.2.1), Non-players select Event spaces (including for use of Capability or Momentum effects on a limited number of spaces, such as unshaded "Mariners By Sea") to benefit themselves before others and, within that, to result in the largest effect possible (for example, in adding or subtracting Resources, Renown, or Prestige). Unless otherwise specified, carry out actions as fully as possible in the selected Region before moving on to select others.

- Within the above (as applicable), select Event spaces to place as many Friendly Strongholds then to remove or replace as many enemy Strongholds as possible. (See 8.4.1 priorities among Stronghold types once spaces have been selected.)
- Within that, select spaces to place as many total Friendly then to remove or replace as many enemy pieces as possible (types within spaces per 8.4.1).
- Within that, if Briton, add as many total Foederati markers as possible, own color (1.4.3). If Barbarian, remove Foederati markers from as many own Nation's pieces—within that, Strongholds—as possible; within that, remove most total markers (including from the other Nations' pieces), within that, remove player before Non-player Foederati color.
- If Briton, flip Seas other than Septentrionalis only to "Patrolled". If Saxon, flip Germanicus and Britannicus only to "No Patrol". If Scotti, flip Hibernicus only to "No Patrol".

8.3.2 Random Selection. Whenever equal possibilities (such as spaces, like pieces, red or blue Foederati markers, or target Factions) are offered to a Non-player, select among candidates using an equal-chance die roll (D4 or D6, as appropriate) or the Random Spaces Table for the occasional case of more than six candidate spaces (8.3.3).

EXAMPLE: A player identifies five equal-priority spaces for a Non-player action. The player designates each with a number "1" through "5" then rolls a D6 to select one, re-rolling any "6".

8.3.3 Random Spaces Table. When more than six land spaces are equal candidates, use the Random Spaces Table to select one. Roll a D4 and a D6 and find the space at that column and row of the table. Follow the arrows to move down each column, then to the top of the column at right, and from the last entry at lower right to the first at top left, until a suitable candidate is found. *NOTE: To aid in finding spaces on the map, columns are arranged by north, south, east, and west Britannia and names are color-coded by terrain.*

8.4 Guidelines Within Spaces

Once spaces to be involved in actions are selected, apply the following guidelines in each space, within the rules above (8.1-8.3) and specific Non-player Faction priorities (8.5-8.8).

8.4.1 Placing, Removing, and Moving Pieces. Unless otherwise specified, Non-players:

- If Briton, remove or target Barbarians (equally) first unless Fragmentation, in which case they target all enemies equally. If Barbarian, remove or target Britons first.

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- Within that and as otherwise able, target enemy and place Friendly Stronghold pieces first—Forts, then Towns, then Hillforts, finally Settlements—then units—Cavalry, then Comitates, then Warbands, then Militia, finally Raiders. Withdraw Friendly pieces into Strongholds in the same order, within that, those with Plunder first (3.6.3, 8.4.3).
- Remove Friendly pieces and place enemies in the reverse order from above.
- If Briton, place non-Town Strongholds at Hillfort Sites before Town Sites; if Barbarian, the reverse (1.3.5).
- Among Friendly units of the same type, remove or move those without Plunder before those carrying Plunder (1.7.4).
- Remove pieces to be replaced even if no pieces are Available to replace them.
- Never voluntarily remove own pieces (1.4.1).
- Take off-map Cavalry first from Out of Play, then Casualties, then Available.

8.4.2 Non-Player Battle Tactics. Whenever a Non-player is or may be attacking or defending in Battle (3.6), consult the Battle Tactics table regarding tactical choices—such as attempts to Evade or Ambush (3.6.2), Withdrawal into Strongholds (3.6.3), or whether to Assault (3.6.4)—to determine its actions.

CAN RAIDER ASSAULT REMOVE STRONGHOLD? Refer to this table in the frequent case when Battle Tactics call for determining whether a group of Raiders would be able to remove a Stronghold by Assault, sometimes including by Coup de Main. Cross-reference the number of Raiders with the type of target Stronghold. Shaded results show that that number of Raiders would remove a Stronghold with that number of Withdrawn units (larger numeral) or with the successful Coup de Main roll indicated (smaller number with dice symbol).

8.5 Non-Player Scotti Actions

This subsection governs actions by the Scotti Faction as a Non-player, as shown on the "Non-Player Scotti" flowchart sheet. When the Scotti are Eligible by the Sequence of Play (2.3) to take an action (and not executing their Pivotal Event, 8.1.3), consult their flowchart—beginning at the upper left—and, as needed, the rules below. When executing Event-driven Commands and Feat (such as "free Raid" or "Battle now"), consult individual flowchart boxes and rules sections below as appropriate (8.2.3).

8.5.1 Return? Non-player Scotti begin by checking whether they have enough Raiders or Plunder—which might be vulnerable to Briton counterattack—on the map to merit a Return Command (3.5.2). If the Scotti have Raiders in at least two Clear terrain Regions, and/or have a total of at least 15 Raiders anywhere on the map, and/or hold total number of Plunder cubes exceeding a roll now of two six-sided dice, they immediately Return (and Settle at the same time or perhaps Entreat afterward), as follows.

The Scotti Return Raiders and convert their Plunder into Renown:

- Select all spaces that have any Scotti Raiders carrying Plunder, all Clear terrain with Scotti Raiders, and all spaces where the Raiders would roll to place Warbands in an accompanying Settle Feat per the priorities below. *NOTE: Scotti Raider groups in Rough terrain that have no Plunder and would be left out of a Settle Feat now remain to await later Settle.*
- In the special case of player use of the 1-Player Easy option, if a Limited Command, the Scotti Return from the Region where they hold the most Plunder (if tied, randomly among those, 8.3.2).

SETTLE: If the Scotti are Returning per above, they will Settle as their Feat, but only if such Settle could place a Scotti piece (including via die roll, 4.4.1 & 4.5.1, so must have pieces Available, for example). Scotti Settle as follows (and as limited by the usual Settle restriction that Scotti must outnumber all other pieces in the space, 4.5.1).

- Settle in the space that has the most total Scotti Raiders in or adjacent to it. If tied, select Hills first. If two or more Hills (or no Hills) are tied for number of Raiders, select a space with either a vacant Site (1.3.5) or a (non-Foederati) Scotti Settlement. If several or none of those, select randomly among the candidate spaces (8.3.2-.3).
- If, after rolling dice to replace Returning Raiders with Warbands, a Settle space has three or more Scotti Warbands, replace two Warbands with a Settlement (at a vacant Site in the Settle space, 4.5.1)—so that at least one Scotti Warband would remain there. If that is not possible (and if there is already a Scotti Settlement there) instead pay to place more Warbands.

ENTREAT: In the occasional instance that the Scotti did not Settle as a Feat added to their Return Command (because Entreat would be able to place a piece), the Scotti instead Entreat (4.5.4) as follows. They do so also if they are Battling (see 8.5.3 below).

- Entreat after executing Return or, if Battling, before attacking. Select a space (Hills with Scotti Warband, 4.5.4) where Entreat is assured to either place a Scotti piece (by replacing Militia and/or Hillfort) or would at least remove a Hillfort (even if no Settlement is Available to replace it). If there are several such potential Entreat spaces, select one randomly.

NOTE: If there is no Hills Region with a Scotti Warband and Hillfort or Militia, or if the Scotti have less than four Renown to spend, or the best that Entreat could do is remove Militia without placing any Warbands, then the Scotti do not Entreat (see below).

If Scotti are Returning but can neither Settle nor Entreat per the restrictions for those Feats and within the above priorities, they add no Feat. If the Scotti are Battling but cannot Entreat, they instead add a Surprise Feat per 8.5.4 below.

8.5.2 Priority Event? If the Return condition above was not met, the Non-player Scotti check whether a high-priority Event for them is on offer on either this or the next card, in which case they may play the current Event or Pass for a chance to play the next:

- Check whether the green Scotti Faction symbol on the current card bears a gray shield symbol (8.2.1). If so—and if the Scotti have the option to play the Event (because they are 1st Eligible or because the 1st Eligible Faction used a Feat, 2.3.4)—they execute the Event. See 8.1-8.4 regarding additional guidance on how they execute the Event

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(such as the decline of Events that are currently Ineffective, Barbarian use of shaded text, how to select enemy targets, and so on).

- If the current Event is not a Scotti "shield" Event, or if it is but the Scotti are not able by the Sequence of Play to play an Event now, check whether the next card showing (2.2, 2.3.7) has the green Scotti symbol with a gray shield as either the 1st or 2nd Faction symbol (not 3rd or 4th). If so, the Scotti Pass (2.3.3).

8.5.3 Battle? If the Scotti neither Returned, nor played a priority Event, nor Passed for an upcoming one, they now check whether an advantageous Battle is offered. If any space has Scotti Warbands and those units could now Trap (via Event or Capability, 5.1 & 5.3), could attempt Ambush (usually, in Hills, 3.6.3), and/or would be sure to Assault an enemy there, the Scotti will Battle. A space must have an enemy in it with at least one piece (whether unit or Stronghold) for this condition to apply. Unless Fragmentation, count all Briton pieces together as a single enemy (3.6.1, Briton Cooperation). Consider, in determining whether the Scotti would Assault, whether all enemy units could be removed in Field Battle (including with the aid of Entreat) or could Evade or Withdraw to expose an enemy Stronghold that the Scotti Warband(s) and Raiders (if any) there then could remove, including by Coup de Main (and so would Assault per the Battle Tactics table, 8.4.2).

The Scotti Battle in each space with such an enemy that they might Trap, Ambush, or Assault. First check what Feat they may add, if any; select where; and resolve any Entreat or Ransom before attacking. Then execute the Battle(s).

- Choose the order in which spaces are resolved and among multiple such enemies within a space (if any) so as to fight against player before Non-player Factions. If a choice either among player or among Non-player Factions, the Scotti first fight the Faction marked the best against its victory threshold(s) at the moment (7.2). (When attacking Scotti can Trap or attempt Ambush, can Assault to remove a Stronghold including with a possible successful Coup de Main roll, and/or can Siege, they do so, 8.4.2).

NOTE: If the Scotti Battle in a Surprise space (4.5.2, 8.5.4) and a successful Coup de Main roll could remove a Stronghold, the Scotti per the Battle Tactics table (8.4.2) will Assault even if a failed roll would leave the Stronghold intact.

ENTREAT, SURPRISE, OR RANSOM: Battling Non-player Scotti Entreat as their added Feat before attacking if able thereby to remove or place a piece (see 8.5.1 above), otherwise Surprise as part of Battle or Ransom before attacking, per 8.5.4 below.

8.5.4 March or Raid? If the Scotti neither Returned, nor played or Passed for a priority Event, nor Battled, they check whether it is time to March or launch Raids. If Scotti at this point have no Warbands Available and would move Warbands per the March priorities below (8.5.6), they do so, per those priorities.

If one or more Scotti Warbands remain Available, or those on the map would not move per 8.5.6, the Scotti next check if they will Raid. If at least 25 of the 30 Scotti Raider pieces are off-map (either Available or in the Niall Noigiallach box, 5.3), roll a six-sided die. On a roll of 1-4, the Scotti will March or Raid now; on a 5 6, they will first check whether instead to play the current Event per 8.5.5 below.

PLAY NOTE: *Looking ahead to Event conditions (8.5.5), if a 1st Eligible Faction has already played the current Event, or if that Event is Ineffective (8.1.1) or has a Scotti "raven" (8.3.1), you can skip the above die roll and go straight to Raid or March priorities below.*

Otherwise, Non-player Scotti Raid up to 4 Regions (not Cities). The first target Region (only) may be a Deep Raid (via Surprise priorities below). The Scotti first will select up to four targets for 2D4 Raiders each, then may proceed to select targets for 1D4.

First, pay Renown (unless free) to roll 2D4 Raiders, starting with locations reachable with the least subtraction of Raiders (such as from Forts against Raids from Caledonia, 3.5.1), proceeding to ever greater subtraction as needed.

- Within that priority, roll a six-sided die to determine which targets to select for rolls of 2D4: if 1 4, target *only up to the rolled number* (one to four) with 2D4, *first* selecting Regions where Scotti pieces are already there or adjacent (regardless of Prosperity); if 5-6, instead roll 2D4 *only* at Regions with at least two Prosperity cubes, selecting those with the most Prosperity cubes first.
- Within those priorities, select first Regions under Control (1.6) by any enemy Faction. If there is still a tie among candidate Raid targets, choose Regions that have the highest difference in Population minus enemy Troops first (that is, the least well defended Population), then randomly.

Then, only if already Raiding per above priorities for 2D4, or if this is a free Raid by Event (5.5), pay (usually 0) Renown to roll 1D4 Raiders—or, if a free Raid, 2D4—at Regions reachable with the least subtraction possible. Among Regions with the same subtraction, select those with the most Prosperity cubes; among ties, Hills first. (Do not use the earlier 2D4 priorities.)

Just-placed Raiders Battle only where assured of an Assault (per the requirements of the Battle Tactics table, 8.4.2).

PLAY NOTE: *Raiding Scotti thus will Battle only where Assault is sure to remove a Stronghold regardless of enemy tactics such as Ambush rolls or Withdrawal decisions, or will roll Coup de Main by Surprise or Event (regardless of the Coup de Main roll needed for success, 3.6.4). Refer to the "Can Raider Assault Remove Stronghold?" table to help determine whether a certain number of Raiders can remove a Stronghold, including via Coup de Main.*

Niall Noigiallach: When this shaded Capability (5.3) is in effect, modify the above priorities for the first target space of each Raid Command as follows.

- If the Niall Noigiallach box has no Raiders in it, pay Renown (unless free Raid) to add 2D4 Raiders to the box as the first Raid target instead.
- If box already has Raiders in it, add all of them to the Raid's first target space.

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IF NO RAID: If the above Raid priorities result in no targets being selected (due to such as lack of Renown or absence of Prosperity), the Scotti instead check for March per 8.5.6 below (not Event).

SURPRISE: Raiding Scotti will add Surprise as their Feat only as needed for a Deep Raid to reach a higher priority target with the first Region selected. Select only Regions where Prosperity cubes exceed the number of enemy Troops there.

EXAMPLE: The first 2D4 Raid target Region that can be reached without Deep Raid suffers no subtraction of Raiders, has two Prosperity cubes (after a 1D6 roll of "1"), with same number of enemy Troops as Population, and Hills terrain; the best Deep Raid target reachable by these priorities has 2 Prosperity cubes and 2 enemy Troops, but it also has all the attributes of the first target above, so the Scotti do not use Surprise.

NOTE: In effect, if a Deep Raid is not needed to reach a better target for the first Region Raided, then the Scotti will Ransom instead of Surprise.

Battling Scotti (8.5.3) add Surprise at the first enemy Stronghold that they are assured of being able to Assault and where a successful Coup de Main roll would aid that Assault (regardless of enemy Withdrawal choices) by reducing Friendly removals in Escalade or resulting in removal of the Stronghold.

If the Scotti do not Surprise as their Feat with Raid or Battle, they Ransom instead.

RANSOM: Raiding or Battling Scotti that did not Entreat or Surprise as their Feat instead Ransom. *NOTE: Ransom occurs before Battle (4.5.3).*

- They Ransom in each Battle or Raid space able (before resolving any Battle, 4.5.3). If a choice among target Factions in a space, they target any player Faction first (if it has the assets to pay).

If the Scotti did not Surprise and are Raiding or Battling only in spaces where they will not be able to Ransom, they execute no Feat.



8.5.5 Event? If the Non-player Scotti checked for Raid but have fewer than 25 Raiders off map or rolled a 5 or 6, they check to see whether to play the current (non-shield) Event. If they may opt for an Event per the Sequence of Play (2.3), and if the current Event would be Effective (8.1.1), and if it does not bear a gray raven behind the green Scotti symbol, the Scotti execute the Event. Otherwise, they either Raid per 8.5.4 above (or, if not, March per 8.5.4).

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Just as for a "shield" Event, see 8.1-8.4 regarding additional guidance (such as Barbarian use of shaded text). If the Scotti symbol on the card bears a gray sword symbol, consult the Non-Player Event Instructions foldout for that numbered Event.

8.5.6 March? If the Scotti checked the Raid priorities in 8.5.4 above but did not Raid, they check whether any of their Warbands will March, as follows:

- Check the conditions in the "SETTLE" section below and execute a Settle Feat now if possible.
- Then March with all Scotti Warbands that can reach each space selected below, so long as they leave behind at least one Warband per Scotti Settlement per origin space and keep all Scotti Control they already have and add no enemy Control by their departure. (If Warbands that might still move by the restrictions above have not yet Marched, find a second destination by the priorities below that at least some of those Warbands can reach and March them there, and so on, until either all such Warbands have Marched, no such destinations remain that they can reach, or Renown is 0.)
- Move all such Warbands that can reach into first one and then perhaps additional spaces in which the Scotti will then have more units (Warbands and Raiders) than all enemy units total. The space may already have more Scotti than enemy units and may have no enemy units.
- If Scotti Warbands could reach multiple such spaces, start by moving so as to remove as much Control from the destination (by Population, 1.6, 7.2) as able of a *player* Faction that currently exceeds its victory threshold (Briton Control would count as both a Civitates player's and—unless Fragmentation—a Dux player's Control, 1.6.1). If there are several such potential destinations, start with Hill Regions (if any). If several or no such candidate Hills, select one randomly.
- If there is no such player or no such removal is possible, or if there are no more spaces reachable and the Scotti could March additional Warbands, next March to spaces where the move will either remove any Control of an enemy Faction or would make the difference in enabling an immediately following Settle Feat to place a Settlement (rather than Warbands or no pieces, including consideration of whether a Settle Feat already occurred ahead of the March Command and the space limit on the Settle Feat, 4.5.1). If there are several such potential destinations, again start with Hill Regions (if any), then selecting randomly.

PASS: If the Scotti checked for possible Raid and March but could execute neither, they Pass instead.

SETTLE: If the Scotti March, they Settle as their Feat, as follows (in a space where they outnumber other's pieces, 4.5.1, even if not a March space).

- If they can place Settlement before Marching, while ending with Scotti Control in the Settle space (whether or not they began with any), they do so. If they can so place a Settlement only after Marching, they do that instead.
- If they cannot place a Settlement, they instead place the most Warbands they can (either before or after Marching),

If Settle cannot place any pieces, the Scotti execute no Feat with their March.

8.5.7 Saxon Deep Raid and Ravage. In the rare instance of Saxon Surprise Deep Raid where Non-player Scotti Control (4.4.2) or Ravage where Scotti units (4.4.3), the Scotti force a Battle by attacking the Raiding or Ravaging Saxon units if and only if the Saxon Faction is being run by a player.

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8.6 Non-Player Saxon Actions

This subsection governs actions by the Saxon Faction as a Non-player (when Eligible to take an action and not executing its Pivotal Event, 8.1.3), as shown on the "Non-Player Saxons" flowchart sheet.

8.6.1 Return? Like Non-player Scotti, Non-player Saxons begin by checking whether they have enough Raiders or Plunder on the map to merit a Return (3.4.2). If they have Raiders in at least two Clear terrain Regions, and/or have a total of at least 15 Raiders anywhere on the map, and/or hold a total number of Plunder cubes exceeding a roll of two six-sided dice, they Return (and Settle at the same time), as follows.

The Saxons Return Raiders and convert their Plunder into Renown:

- Select all spaces that have any Saxon Raiders carrying Plunder, all Clear terrain with Saxon Raiders, and all spaces where the Raiders would roll to place Warbands in an accompanying Settle Feat per the priorities below.
- In the special case of player use of the 1-Player Easy option, if a Limited Command, the Saxons Return from the Region where they hold the most Plunder (if tied, randomly among those, 8.3.2).

SETTLE: If the Saxons are Returning per above or Marching per 8.6.3 below, they will Settle as their Feat as follows (in one space where their pieces outnumber all others', 4.4.1, or up to two spaces with shaded THANET Capability, 5.3). If Marching, they Settle before any movement, if possible thereby to select Settle space(s) per the priorities below (a space that would be sure of adding pieces or Population). If Marching but able to select such a space until after movement, they do that instead. If not able to add something with March—or if the Command is already Return not March—they Return and Settle instead (even if no Returning Raiders, 8.6.3). *EXAMPLE: If Settle before March would not be sure to add something such as a Settlement but it would after March, the Saxons Settle after March; if both would, the Saxons Settle before March.*

NOTE: Non-player Saxons that are to March and Settle and can fulfill Settle but not March priorities instead Return with Settle (8.6.3).

Non-player Saxons:

- Settle first where they are *certain* to add something (pieces or Population). *NOTE: Do not here consider rolls for Returning Raiders, which are uncertain.* Within that, they choose where they will add the most Saxon Controlled Population able (7.2, by adding either Control or Population by the priorities below). If two or more tied for how much Control they will add, they choose where the most Returning Saxon Raiders in or adjacent; and, if that count is tied, Fens first, if any.
- If there is no such space where Settle is allowed, they Settle in a space that has *any* Returning Saxon Raiders in or adjacent to it, first where the most such Raiders total. If two or more spaces are tied for the number of nearby Raiders, Settle first in Fens terrain. *NOTE: If shaded THANET is in effect, count each Raider only once in choosing two Settle spaces (that is, select the second space considering only Raiders not already considered for the first).*

In the Settle space(s):

- If Returning, first roll to replace Returning Raiders (if any) with Warbands.
- Next, replace Warbands with a Settlement and then (whether or not a Settlement was added) with added Population as able, but only so as to end the Feat with the space under Saxon Control (whether or not it began with Saxon Control) with at least two (non-Foederati) Saxon Warbands per Saxon Settlement in the space.
- If neither Settlement nor Population could be added (within those restrictions), place Warbands by paying Renown where able to place two or more Warbands in a space (only) or if the Settle Feat is free (paying 0 Renown, 5.5).

If no Warbands, Settlement, or Population could be added by the above priorities (including because only Warbands could be added but no Saxon Warbands are Available), the Saxons add no Feat to their Return or March.

8.6.2 Priority Event? Again like the Scotti, the Non-player Saxons, if they did not Return, check for a high-priority Event:

- If the current card's black Saxon symbol has a gray shield (8.2.1)—and if the Saxons have the option to play the Event (because they are 1st Eligible or because the 1st Eligible Faction used a Feat, 2.3.4)—they do so.
- If the current Event is not a Saxon "shield" Event, or if it is but the Saxons are not able by the Sequence of Play to play an Event now, check whether the next card showing has the black Saxon symbol with a gray shield as either the 1st or 2nd Faction symbol (not 3rd or 4th). If so, the Saxons Pass now.

8.6.3 March? Unlike the Scotti, the Non-player Saxons next check for March. They may March (or perhaps Return instead) now if each of two conditions is met: first, that a six-sided die roll now results in a 1-2; second, that a Settle Feat now (either with or without March movement) would be certain to add something—either a Settlement, Population, or at least two Warbands, regardless of any die rolls (for Settle by any Returning Raiders). If both conditions obtain, Saxon Warbands might March.

PLAY NOTE: *First, roll to see if a roll of 1-2 is obtained. If so, then check what the prospects for a Settle Feat would be both before and after any movement of Warbands, per the Settle Feat priorities in 8.6.1 above.*

Move Warbands as follows (perhaps after Settling, 8.6.1):

- March Saxon Warbands beyond those needed to leave behind at least two Warbands per Saxon Settlement per origin space, and to keep all Saxon Control already on the map, and add no enemy Control by any departure. *NOTE: If Warbands from multiple origins might March, determine which moves first randomly.*
- Move such Warbands that can reach each space selected below in turn only as needed to meet the priority there, into first one destination, then perhaps others. Move Warbands so that the Saxons will have exactly four more Warbands than all enemy Troops (not Raiders or Strongholds) total (including if the space has no enemies). If Saxons could reach more than one such space, start by moving so as to remove as much Control as able from the destination (by Population, 1.6, 7.2) of a player Faction that currently exceeds its victory threshold (8.0; Briton

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Control counts as Control by both Civitates and Dux, unless Fragmentation, 1.6.1). If no such player or no such removal possible, instead move only so as to remove Control by any Faction or so as to enable an immediately following Saxon Settle Feat to place a Settlement. Among all such destinations, chose Fens first, if any. Select additional destinations by the same restrictions and priorities for any Warbands that could March per above but have not done so.

IF NO MARCH: If Settle would be sure to place something (per 8.6.1 above), but no Warbands can move per above (whether because Saxon Control, enough Warbands, or Renown is lacking)—even after considering what Settle would add before or after movement—the Saxons now Return instead and Settle with that, per 8.6.1. If Saxons have no Raiders or Plunder, select a space with Warbands (to no effect except to provide a Command to accompany Settle).

NOTE: In effect, Non-player Saxons who will benefit from a Settle Feat and roll a 1-2 proceed to Settle, Marching if possible, Returning (for cost 0) if not.

8.6.4 Battle? If the Saxons neither Returned, nor played or Passed for a priority Event, nor Marched (including because they rolled 3-6), they may Battle. If any Saxon Warband(s) with a Battle Command would be sure to remove at least one enemy's last unit there and/or would be sure to Assault per the Battle Tactics table (8.4.2), they do so now. Treat Britons before Fragmentation as a single enemy (3.6). Also consider:

- That any Saxon Raiders in the space would fight together with the Saxon Warbands.
- Whether an enemy might Evade, Ambush, or Withdraw.
- Whether the Saxons will add Shield Wall, Ravage, or Surprise, per the priorities below.
- That the Saxons by the priorities below will Assault only if sure to remove the Stronghold or if attempting a Coup de Main.
- That an enemy's last unit might be removed by Siege (3.6.6)

The Saxons Battle in each space with such an enemy, against that enemy. If multiple such enemies in a space (Britons and Scotti, or both Britons at Fragmentation, for example), the Saxons fight player before Non-player Factions; within that, the Faction doing the best against its victory threshold (7.2). (When attacking Saxons can Trap or attempt Ambush, can Assault to remove a Stronghold including with a possible successful Coup de Main roll, and/or can Siege, they do so, per the Battle Tactics table, 8.4.2).

SHIELD WALL, RAVAGE, OR SURPRISE: Battling Non-player Saxons use Shield Wall as their added Feat if Shield Wall could lessen their removals in a prospective Field Battle (8.4.2) from which not all enemy units could Withdraw into Strongholds, otherwise Ravage or Surprise per 8.6.5 below.

8.6.5 Raid? If the Saxons neither Returned, nor played or Passed for a priority Event, nor Marched or Battled, they check whether to Raid. If at least 20 of the 25 Saxon Raider pieces are Available, roll a six-sided die. On a roll of 1-4, the Saxons Raid now; on a 5 6, they will first check whether instead to play the current Event per 8.6.6 below.

The Saxons Raid up to 3 Regions (not Cities). The first target Region (only) may be a Deep Raid (provided that the Saxons will not Ravage, and via Surprise priorities below).

PLAY NOTE: *Look ahead to Ravage and Raid boxes or priorities below, to determine now whether the Saxons will Ravage or instead Surprise to allow a possible Deep Raid.*

First, pay Renown (unless free) to roll 3D4 Raiders at Regions under enemy Control (1.6) and/or (with equal priority) with at least two Prosperity cubes.

- Within the above priorities, first select Regions reachable with the least subtraction of Raiders.
- To choose among multiple such Regions, next roll a six-sided die: if 1 4, first select Regions with the highest difference in Population value minus the number of enemy Troops there (that is, the least well defended Population); if 5-6, instead first target Fens (within that, choosing randomly).

Second, pay to roll 1D4 at additional Regions only as reachable with *no* net subtraction of Raiders (accounting for Event effects as wells as Patrolled Seas) and holding at least one Prosperity cube. Or, if this is a free Raid (5.5), roll 3D4 at target Regions with the most Prosperity reachable. Within either of those restrictions, select Fens first.

Just-placed Raiders Battle only where assured of an Assault (per the requirements of the Battle Tactics table, 8.4.2, either that a Stronghold is sure to be removed or that a Coup de Main that could do so will be attempted).

PLAY NOTE: *Refer to the "Can Raider Assault Remove Stronghold?" table to help determine whether a certain number of Raiders can remove a Stronghold, including via Coup de Main.*

PASS: If no such Raid is possible (for example, due to lack of Renown), the Saxons Pass.

RAVAGE: Non-player Saxons only add Ravage as a Feat with Raid if either the Dux or Civitates Faction before the Raid is marked just 2 edge track boxes below its victory threshold number or better (7.2). They do so with Battle only to enable them to take more Plunder than otherwise (3.4.4, 4.4.3).

- If they do Ravage, they do so only where the number of Prosperity cubes exceeds the Population value (before the Raid or Battle) or—if no such Battle or Raid Regions—in just one Region that is under enemy Control (1.6), choosing first the candidate Region that has the most enemy pieces in it. *NOTE: The latter priority minimizes the occasions in which Ravage will deny the Saxons a successful Assault, but also carries the risk of a worse forced Battle.*

EXAMPLE: Saxons are Raiding and the Dux at Roman Rule have Prosperity+Prestige at 73, just 2 below its victory threshold number of 75, but none of the three Raid targets has more Prosperity than Population. The Saxons Ravage only one Raid Region that has Briton Control and a Fort and 3 Troops (four pieces), more pieces than any other target.

If the situation does not meet the above Ravage requirements, the Saxons instead add Surprise.

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PLAY NOTE: *Rarely, the overall Ravage requirement regarding Briton victory is met, but—once Raid targets are selected—none of them meets the Region-specific Ravage requirements regarding Prosperity or Control; in that case, the Saxons will use Surprise without Deep Raid in one of the target Regions already selected, per the priorities below.*

SURPRISE: If the Saxons did not add Shield Wall or Ravage, they use Surprise in one Raid or Battle space as follows.

- With Raid to enable a Deep Raid to reach a higher priority Raid target for the first target Region than otherwise could be reached.
- If Battling or if no such Deep Raid is possible, at an enemy Stronghold in a Battle or Raid Region (if Battle, belonging to the enemy targeted in the Battle); if several such Strongholds, they choose the one protected by the fewest enemy Troops (in hopes of Assaulting it with Coup de Main).

EXAMPLE: The Saxons' first Raid cannot reach any better target with Deep Raid, but has selected three Regions, two of which have Briton Strongholds. Imperium is not yet at Fragmentation, so the Britons fight together as a single enemy. The Saxons use Surprise in the one of the two Raid Regions that has a Briton Stronghold and the fewest combined Briton Troops.

If the Saxons do not use Surprise as their Feat with Raid or Battle, they use no Feat.



8.6.6 Event? If the Non-player Saxons checked for Raid but have fewer than 20 Raiders Available or rolled a 5 or 6, they check to see whether to play the current (non-shield) Event. If they may opt for an Event per the Sequence of Play (2.3), and if the current Event would be Effective (8.1.1), and if it does not bear a gray raven behind the black Saxon symbol, the Saxons execute the Event. Otherwise, they Raid per 8.6.5 above.

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Just as for a "shield" Event, see 8.1-8.4 regarding additional guidance (such as Barbarian use of shaded text). If the Saxon symbol on the card bears a gray sword, consult the Non-Player Event Instructions foldout for that numbered Event.

8.6.7 Scotti Deep Raid. In the rare instance of Scotti Surprise Deep Raid where Non-player Saxon Control (4.5.2), the Saxons force a Battle by attacking the Raiding Scotti units if and only if the Scotti Faction is being run by a player.



8.7 Non-Player Civitates Actions

This subsection governs actions by the Civitates Faction as a Non-player (when Eligible to take an action and not executing their Pivotal Event, 8.1.3), as shown on the "Non-Player Civitates" flowchart sheet.

8.7.1 Battle? Non-player Civitates first check whether they will Battle, especially to win Control of a space or take Plunder. They Battle if they would be ensured in at least one space of adding Briton Control (by removing enough enemy pieces to obtain a Friendly majority where there is already a Friendly Stronghold, 1.6) and/or of taking Plunder onto Civitates units exceeding the roll now of one six-sided die (by removing enemy units carrying Plunder or enemy Strongholds, 3.6.5). In weighing this condition, ignore any possible Civitates Feat (Pillage or Reinforce), any possible Evasion by the enemy, and any possible Ambush by either side in determining what Control or Plunder the Civitates might win.

If the Civitates Battle now, they first add a Pillage or Reinforce Feat (see below) then attack in spaces with potential enemies only as follows.

- First, if the Dux is a player and its victory margin is positive (disregarding Dominance, 7.2, 8.0), Civitates forces now attack the Dux in each space where the attack would be sure to remove a Fort (regardless of Imperium or what situations triggered the Civitates Battle condition above). *NOTE: The Non-player Civitates with the Dux threatening victory may effect a Briton civil war in an attempt to reduce Prestige or Dux Control.*
- Then Civitates attack enemy Factions (Barbarians and/or, during Fragmentation, Dux) wherever they have the possibility of adding (blue) Briton Control or taking away an enemy's Plunder (taking any added Pillage or Reinforce and other Non-player tactics into account, 8.4.2, and even if Civitates units there have no room to carry more). They first select spaces and enemies to attack Factions with doing the best against their victory thresholds (7.2) that they face and meet that requirement. *NOTE: Like other Non-players, Civitates forces Ambush (if Foederati), Assault, and/or Siege per the Battle Tactics table (8.4.2).*

PILLAGE: Civitates before Battling as their Feat add Pillage for all Plunder that they are able to gain and reduce all Renown and Prestige able.

If Civitates are unable to Pillage any Prosperity before Battle, they Reinforce instead.

REINFORCE: Non-player Civitates adding a Reinforce Feat to Battle execute the Reinforce before resolving Battles and spend no Wealth (1.8.4) to Reinforce even when their Resources reach 0. They attempt to Reinforce as follows.

- First, to Muster in Battle spaces where doing so will place Militia, first in spaces where the added Militia could enable the attack to remove more enemy pieces than otherwise.
- Then, in just one non-Battle space, roll to attempt to move Troops to an adjacent Battle where enough units could arrive to remove more enemy than otherwise; select units per the order specified in 8.4.1 for Friendly unit placement.

If there is no Battle for which Muster could add or move in Troops to remove more enemies, the Civitates add no Feat to the Battle Command.

8.7.2 Priority Event? If Civitates did not Battle, they check for a high-priority Event:

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If the current card's blue Civitates symbol has a gray shield (8.2.1)—and if the Civitates have the option to play the Event by the Sequence of Play (2.3.4)—they do so. See 8.1-8.4 for guidance (such as Briton use of unshaded text) and check for Event Instructions (those few Civitates shield Events that also bear a sword have them).
- If the current Event is not a Civitates "shield" Event, or if it is but the Civitates may not by Sequence play it now, check whether the next card showing has the blue Civitates symbol

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with a gray shield (with or without a sword over the shield) as either the 1st or 2nd Faction symbol (not 3rd or 4th). If so, the Civitates Pass.

8.7.3 March? If the Civitates checked for shield Events and neither played one nor Passed, roll a six-sided die. If the roll is "1" or "2", and if current Briton (blue) Resources exceed 10, and if a March Command now would result in any forces moving, the Civitates March (before adding any Feat).

Non-player Civitates March as follows; they spend no Wealth to do so (1.8.4), even if Resources hit 0.

Select to up to four destination Regions (not Cities) which Civitates forces could reach by March:

- First, select just one destination Region that has a Stronghold belonging to an enemy Faction (so not a Dux Stronghold, unless at Fragmentation) that currently has the best standing on the edge track relative to its victory threshold(s) (7.2). *NOTE: There may be no such Region, if at Roman Rule or Autonomy and the Barbarians have no Strongholds of their own.*
- Then, select additional destination Regions (up to four total) that do not have (blue) Briton Control, first choosing among such Regions that have any non-Foederati Barbarian pieces in them.

NOTE: Non-player Civitates do not March to Cities.

Having selected potential destinations, select origin spaces that have (blue) Briton Control and up to equal in number to whatever the total number of those destinations, by the follow priority:

- Select first as origins those spaces whence the most Troops will be able to reach the highest priority destination above where no Marching Troops will yet have arrived (then choosing randomly within that priority).
- Never split any origin's moving forces among more than one destination. *NOTE: It is only possible that groups from two or more origin spaces March to the same destination when Militia join Comitates or blue Foederati Warbands on the latter's way in along Roads. In most cases, each origin will send forces to a different destination.*

From each selected origin, move with all Civitates (and possibly Dux) units but for two Friendly Troops there per Friendly Stronghold and without losing any Briton Control. Within that:

- Take Dux forces along (as allowed by Imperium state and Dux permission, 3.3.2) only to Barbarian Strongholds or other Barbarian pieces that caused their Region to be selected as a destination above.
- As able within all the above March priorities, move a single adjacent Militia into each destination, then move in Cavalry, then Comitates, then any Foederati (blue or red), then additional Militia.



PILLAGE: After Marching, Civitates as their Feat add Pillage for all Plunder that they are able to gain and reduce all Renown and Prestige able.

If Civitates are unable to Pillage any Prosperity after March, they Rule or Invite instead.

RULE: After executing their Command (and, with March, after checking for Pillage), Civitates add Rule as their Feat (in up to three spaces) as follows.

- First, select Rule spaces so as to transfer the most Plunder held by Civitates units to Wealth possible.
- Then—among the spaces selected above then in other spaces as needed—pay Resources (only, use no Wealth) to add Population.
- Then, if the Dux is a player and Dux's currently marked victory is within 2 of its victory number on the edge track or above it (7.2), spend Wealth to reduce Prestige (among added spaces as needed).
- Finally, convert Resources into Wealth, but only until 8 blue Resources still remain.

If no such Rule is possible, Civitates Invite instead.

INVITE: Civitates after checking for but failing to Rule might add Invite as their Feat (if not Fragmentation, 4.2.2, 6.8) after their Command.

- First determine which Barbarian Nation's Foederati the Civitates might Invite by rolling a six-sided die—if the roll is a 1-3, Civitates will only Invite Scotti on this Feat; if 4 6, only Saxons.
- Place Foederati of that Nation at a vacant Site (where Briton Control and already a Civitates piece, 4.3.2) and only if there is no blue Foederati Settlement of that Nation already on the map. *NOTE: Non-player Civitates do not replace Hillforts with Settlements when Inviting Foederati. Rarely, they may place just a Settlement if no Warbands of the chosen Nation are Available.*
- If Civitates cannot place any new Foederati of the chosen Nation, and if the Dux Faction is a player (rather than a Non-player), Civitates instead pays to convert the most red Foederati to blue (of either Nation) that it can.

If Civitates could neither Pillage nor Rule and do not Invite (because there is not suitable vacant Site, there are already too many of the rolled Nation's Foederati Settlements out, or Imperium is at Fragmentation, 4.2.2), they add no Feat.

8.7.4 Muster? If the Civitates checked for but did not March (including because of a March condition roll of 3-6), roll 2D6 now and compare the result to the number of Troops (Militia plus Comitates) in the Civitates Available box. If the number of Troop cubes there exceeds that dice roll—or if Muster now (alone, without considering Rule or Invite) would add any Briton Control—the Civitates now Muster as follows. *NOTE: Muster can add Control by placing a Stronghold or enough Troops to outnumber enemies countering a Friendly Stronghold (1.6, 3.3.1).*

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Civitates Muster before adding any Feat and may spend Wealth once out of Resources to do so, selecting spaces and actions as follows.

- First, replace Militia with Hillforts so as to add the most Briton Controlled Population possible (spending Wealth if blue Resources reach 0).
- Then, place the most Comitates possible from Available (spending the needed Wealth); next—without spending any Wealth—place as many Militia from Available as able.
- Finally, place Towns only until there are at least six Towns already on the map (spending the needed Wealth); replace two Militia with a Town if able before replacing any Hillforts.

If no such Muster is possible (perhaps due to lack of Resources or Wealth), the Civitates instead Trade per 8.7.6 below.

RULE OR INVITE: After Muster, the Civitates Rule or Invite per 8.7.3 above.



8.7.5 Event? If Civitates checked but did not meet the condition for Muster above, they might play the current (non-shield) Event. If they the Sequence of Play (2.3) gives them the option for an Event, and if the current Event would be Effective (8.1.1) and does not bear a gray raven behind the blue Civitates symbol, they execute the Event now (per 8.1-8.4, unshaded text).

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If the Civitates symbol on the card bears a gray sword, check the Non-Player Event Instructions for that Event (8.2.1).

8.7.6 Trade? If the Civitates checked for the ability to play an Effective Event but could not, or attempted to Muster but could not (perhaps lacking the Resources), they instead Trade as follows.

- Trade to add at least 4 blue Resources and as many Resources as able.
- If and only if Civitates added Resources above and the current situation in an Imperium Phase—were it to occur now—would result in a shift down from Roman Rule or Autonomy to Fragmentation (6.2.2, so not if at Fragmentation already), pay to add the most Prosperity able.

RULE OR INVITE: After Trading, the Civitates Rule or Invite per 8.7.3 above.

PASS: If the Civitates attempt to Trade but cannot add at least 4 Resources, they Pass instead.

8.7.7 Epoch Round. The Non-player Civitates make decisions during the Epoch Round as follows:

- Pay Annona for its Foederati in the highest number of spaces that it can afford (6.1), choosing any unpaid spaces at random (8.3.3).
- Hoard as much Wealth as they can (6.2.1).
- Pay Wealth in Upkeep to keep as many Comitates on the map as able (selecting those that must be removed randomly by space, 8.3.3).
- Relocate their Troops, whenever a choice, so as to keep or add the most Briton Control by Population, otherwise randomly.

8.7.8 Cooperation. In the absence of Preemption (1.5.2), Non-player Civitates agree to any use of (blue) Briton Resources by either player or Non player Dux only so long as the Dux is doing worse (lower) against its victory threshold (7.3) than are the Civitates. Also, Non-player Civitates:

- Never give Tribute to Barbarians or Wealth to Dux Resources (1.5.2).
- Allow Dux to move Civitates pieces (3.2.2) only if the Dux is a Non-player, never with a Dux player.

NOTE: Per the Battle Tactics table (8.4.2), Non player Dux, unless at Fragmentation, admits Civitates forces that seek to Withdraw into Dux Strongholds (3.6.3).

8.7.9 Barbarian Deep Raid and Saxon Ravage. Whenever Non-player Civitates forces are present and have Friendly Control for a Barbarian Surprise Deep Raid (4.4.2, 4.5.2) or are present where a Saxon Ravage Feat (4.4.3), the Civitates force a Battle by attacking the Raiding or Ravaging units if and only if there is no possibility in that Battle of the last Friendly Troop in the space being removed (including consideration of possible Battle tactics, 3.6, 8.4.2).



8.8 Non-Player Dux Actions

This subsection governs actions by the Dux Faction when a Non-player (when Eligible to take an action and not executing its Pivotal Event, 8.1.3), as shown on the "Non-Player Dux" flowchart sheet.

8.8.1 Intercept? The Non-player Dux first checks whether the situation and its priorities would enable it to Intercept and Battle with enough Raiders. Roll two six-sided dice. If the number of Raiders on the map, the board situation, Resources, and the priorities and restrictions below would be sure to enable the Dux during an Intercept Command now to engage more total Raider pieces in Battle that that 2D6 roll (regardless of how many might Evade or would be removed), the Dux Intercepts now. The Dux might Invite Foederati at the outset of the Intercept Command, so first check whether the Dux will add a Retaliate or (more likely) Invite Feat, per those sections below; if Invite, resolve that Feat before Intercepting. Once the nature of the accompanying Feat is determined, the Dux Intercepts as follows.

Intercept to provide the opportunity to remove the most total Raider pieces possible (ignoring the chance of Evasion) within the following restrictions.

- Determine potential target Intercept spaces (those with any Raiders and Friendly Control, 3.2.3, whether or not they already contain Dux Troops or can be reached). Move from the fewest Friendly Control spaces (only, paying 2 Resources each) needed for enough Dux Troops to reach target spaces to that the maximum number Raiders might be engaged in Battle. Move red Foederati first, then Cavalry, as needed.
- Leave one Friendly Troop (possibly Civitates) per Fort in each origin space (ignoring other Strongholds). Move any Dux Troops beyond that restriction only as individually needed to be able to remove as many Raiders as possible. Once enough Troops are present at a target group of Raiders to have the possibility of removing all of them in Battle, continue on

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to consider movement to the next target space, and so on. *NOTE: Moving groups might divide or might end up at the same target. EXAMPLE: If three Cavalry could reach a target Region with only two Raiders in it, only one Cavalry would move there, because additional Cavalry would not help remove those Raiders. The remaining two Cavalry units may move to a second Intercept space if needed there, otherwise stay put.*

IF NONE: If the above priorities result in no movement of Troops and no Retaliate or Invite Feat can accompany the Intercept (per the priorities below), the Non-Player Dux will Battle per 8.8.3 below (and attempt to remove co-located Raiders and perhaps other enemies that way) instead of Intercepting.

RETALIATE: When the Non-player Dux is resolving an Intercept, it Retaliates if possible to remove a Stronghold belonging to the Faction of Raiders that it will Battle. When several candidate Retaliate spaces, select one randomly. If no Retaliate is possible with this Intercept, Invite instead. *NOTE: This situation of Raiders in the same space as their own (non-Foederati) Stronghold occurs only rarely.*

INVITE: Intercepting Dux that does not Retaliate might add Invite as its Feat (if not Fragmentation, 4.2.2, 6.8) before executing its Command.

- First determine which Barbarian Nation's Foederati the Dux might Invite by rolling a six-sided die—if the roll is a 1-3, the Dux will only Invite Scotti on this Feat; if 4 6, only Saxons.
- Place Foederati of that Nation at a vacant Site (where already a Dux piece and Friendly Control, 4.2.2) and only if there is no red Foederati Settlement of that Nation already on the map. *NOTE: Non-player Dux do not replace Forts with Settlements when Inviting Foederati. Rarely, it may place just a Settlement if no Warbands of the chosen Nation are Available.*
- If the Dux cannot place any new Foederati of the chosen Nation, and if the Civitates Faction is a player (rather than a Non-player), the Dux instead pays to convert the most blue Foederati to red (of either Nation) that it can.

If the Dux checks for but does not Invite as its Feat (because there is not suitable vacant Site, there are already too many of the rolled Nation's Feoderati Settlements out, or Imperium is at Fragmentation, 4.2.2), it adds no Feat.

8.8.2 Priority Event? If Dux did not Intercept, it checks for a high-priority Event:

-  If the current card's red Dux symbol has a gray shield (8.2.1)—and if the Dux has the option to play the Event by the Sequence of Play (2.3.4)—it does so. See 8.1-8.4 for guidance (such as Briton use of unshaded text) and check for Event Instructions (those few Dux shield Events also bearing a sword have them).
- If the current Event is not a Dux "shield" Event, or if it is but the Dux may not by Sequence play it now, check whether the next card showing has the red Dux symbol with a gray shield (with or without a sword over the shield) as either the 1st or 2nd Faction symbol (not 3rd or 4th). If so, Dux Passes.

8.8.3 Battle? If Dux neither Intercepted nor played or Passed for a priority Event, it checks for Battle (if not already Battling because it was to Intercept but neither moved nor added a Feat to that Command, 8.8.1). If a Dux Battle Command now (per the priorities below) would be sure in the absence of any successful enemy Evasion or Ambush to add Prestige (3.6.5, perhaps also via Retaliate, 4.2.4), the Dux Battle now among spaces where Dux forces and potential enemies, as follows:

- First, if Civitates are a player and either their Wealth exceeds Dux Prestige by at least 5 or they exceed their victory threshold (disregarding Dominance, 7.2, 8.0), Dux forces now attack the Civitates in each space where (blue) Briton Control and no Dux Stronghold (regardless of Imperium or what situations triggered the Dux Battle condition above). *NOTE: The Non-player Dux with the Civitates threatening victory may effect a Briton civil war in an attempt to reduce Briton Control.*
- Then Dux forces attack enemy Factions (Barbarians and/or, during Fragmentation, Civitates) wherever they have the possibility of gaining Prestige or take Plunder, including to add to Prosperity (and taking other Non-player tactics into account, 8.4.2). They first select spaces and enemies to attack Factions doing the best against their victory threshold (7.2) that they face and meet that requirement. *NOTE: Like other Non-players, Dux forces Ambush (if Foederati), Assault, and/or Siege per the Battle Tactics table (8.4.2). EXAMPLE: If attacking Dux forces are able to Assault to remove the enemy Faction's Stronghold and/or can Siege to remove an enemy's unit, they do so. Cavalry participating in Assault would take the first Escalade loss (3.6.4).*

RETALIATE: As Non-player Dux Battles, it Retaliates whenever possible to remove an enemy's Stronghold.

- If there are several candidate Retaliate spaces, the Dux Retaliates against the Battle enemy doing best against victory threshold (within that, randomly among several spaces with the same enemy Faction).

If not so able to Retaliate, Dux Requisitions instead.

REQUISITION: If Battling without Retaliation, or Training or Marching without Inviting or Building (8.8.4-.5), the Dux afterwards adds Requisition as its Feat.

- Non-player Dux Requisitions as many blue Resources to red as it is able (4.2.3).

If not able to Requisition any red Resources, Non-player Dux adds no Feat to that Command.

8.8.4 Train? If Dux checked for but declined or had no opportunity for Battle, it Trains if that would place two or more Cavalry pieces onto the map.

As during Intercept (8.8.1), first check whether the Dux will add an Invite Feat; use the same priorities as during Intercept above (8.8.1, including rolling a die to choose either Scotti or Saxon Foederati). If able, Invite now, before Training. If not, either Build or Requisition, but not until after Training (see below).

Having resolved any Invite added to Train, Dux then:

- Places as much Cavalry as possible (selecting candidate Train spaces randomly).

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If and only if current Imperium status is other than Fragmentation, Dux Trains as follows—

- Add Militia pieces as able, but only where Dux already is placing Cavalry.
- Pay (unless free) to add Prosperity in up to two Regions where able to add at least two Prosperity cubes per space, first where able to add the most cubes (if tied, choosing randomly).

INVITE: Non-player Dux that Trains or Marches first checks to see if it will add an Invite Feat before resolving the Command. It does so as described in the INVITE section of 8.8.1 above, except that, if it does not Invite, it then checks (below) whether it will instead Build or Requisition.

BUILD: Dux that Trains or Marches without Inviting might Build afterward in up to two spaces.

- If Imperium is not at Fragmentation, it places a Fort in each Build space, selecting first a space that would contribute to Raider subtraction via Patrolled Sea or against Caledonia Raids (3.4.1, 3.5.1), if any. Once no Fort is Available, Dux then places Towns, first by replacing Hillforts (4.2.1).
- If Imperium is at Fragmentation, Dux places Forts only, never Towns, first so as to add Dux Control (if possible) rather than with any regard to Raider subtraction.

If not so able to Build, Dux Requisitions instead.

REQUISITION: If Non-player Dux neither Invites nor Builds with its Train or March Command, it instead follows the Command with Requisition as its Feat per 8.8.3 above (adding no Feat if such Requisition is impossible).



8.8.5 Event? If Dux checked for Training but would not place at least two Cavalry, it might play the current (non-shield) Event. Roll a six-sided die. If the roll is 1-4, and if Dux may opt for an Event per the Sequence of Play (2.3), and if the current Event would be Effective (8.1.1) and does not bear a gray raven behind the red Dux symbol, the Dux executes the Event now (per 8.1-8.4, unshaded text).

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If the Dux symbol on the card bears a gray sword, check the Non-Player Event Instructions for that Event (8.2.1).

8.8.6 March? If the Dux for any of the above reasons (including a die roll of 5 or 6) does not play the Event, it Marches.

As during Intercept or Train (8.8.1, -.4), first check whether the Dux will add an Invite Feat now, before Marching. If not possible, either Build or Requisition afterward, as for a Train Command above (8.8.4).

Once having resolved pre-March Invite (if any), the Dux Marches as follows. Roll a four-sided die. The result is the maximum number of destination spaces that the Dux will move to, and also is the maximum number of origin spaces from which Dux (and possibly Civitates) forces will move.

Select to up to that 1D4 roll in destination Regions (not Cities) which Dux forces could reach by March:

- If a Civitates player's Wealth currently exceeds Dux Prestige, or if a Civitates player exceeds victory threshold (disregarding Dominance), first select Regions (not Cities) that have Briton Control but no Dux Stronghold (Fort or red Foederati Settlement) in them.
- Then, if the full number of destinations (1 to 4) has not yet been selected, choose just a single Region with an enemy Stronghold, first to the Settlement of a Barbarian with more than 20 Renown (if any).
- Then, if the full number of destinations still has not been found, select Regions with any (non-Foederati) Barbarians in them (Raiders, Warbands or Strongholds), first Regions that have no Friendly (Briton or, if Fragmentation, Dux) Control, thereafter randomly among equal candidates.

NOTE: Non-player Dux does not March to Cities.

Having selected potential destinations, select origin spaces up to the same 1D4-roll number:

- Select spaces from which the most total Troops (Dux, red Foederati Warbands, and perhaps Civitates forces) can reach the highest priority destination where more such Troops are still needed to enable a Dux attack (in a hypothetical Battle Command) to remove all of one enemy present there. If the destination was selected via the first bullet above (or if Fragmentation), treat Civitates forces as enemy. Select origin spaces destination by destination, in above destination priority order, moving on to consider the next destination only once enough Dux forces would be able to reach the previous destination to remove all of an enemy.
- Never split any origin space's moving forces among more than one destination. When considering the above priorities and requirements in selecting origins, and then when moving forces, all forces that move from a single origin move only to a single destination. *NOTE: Forces from multiple origins may arrive at a single, common destination, but not the other way around.*

From each origin space, move with all forces allowed (by the priorities below and, as applicable, Civitates agreement to move their forces). Leave behind one Friendly Troop cube per Friendly Stronghold (counting Civitates as Friendly unless Fragmentation). If Imperium is at Fragmentation, keep any Dux Control and the origin and avoid adding any enemy Control to an Uncontrolled origin.

NOTE: If not Fragmentation, Dux will depart from Regions without regard to loss of Briton Control.

- Take Civitates forces along with moving Dux (with Civitates agreement, and not at Fragmentation, 3.2.2), including via pickup, only if the destination was chosen above in order to reach a Barbarian target (not in order to reach Briton Control).
- Within all the above Dux March priorities and restrictions, choose origin spaces and units to move so as to move Cavalry first, then Foederati (red or, as applicable, blue and of either Nation at random), then Comitates, finally Militia.

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PASS: If Dux is unable to so March (for example, due to lack of Resources), the Dux Pass instead.

INVITE, BUILD, OR REQUISITION: If Dux did not Invite before Marching, it checks afterward (in the following order) for adding either Build, Requisition, or no Feat, per the same priorities as for a Train Command, above (8.8.4).

8.8.7 Epoch Round. The Non-player Dux Faction makes decisions during the Epoch Round as follows:

- Pays Annona for its (red) Foederati in the highest number of spaces that it can afford (6.1), choosing any unpaid spaces at random (8.3.3).
- Pays Upkeep for all its Forts, then pays for Road Maintenance (if at Autonomy and Roads remain Maintained, 6.6.1).
- Relocates its Troops (6.6.1) evenly by type (Cavalry and red Foederati). *EXAMPLE: Relocate 19 Cavalry among ten Forts by moving them only as needed to end with two Cavalry at each of nine Forts, one Cavalry at the tenth (chosen randomly).*

8.8.8 Cooperation. The Non-player Dux Faction:

- Pays with blue rather than red Resources whenever it can (1.5.2).
- Never gives Tribute to Barbarians (1.5.2).
- Allows Civitates to move Dux pieces (3.3.2, 4.3.3) only if the Civitates are a Non-player, never with a Civitates player.

NOTE: Per the Battle Tactics table (8.4.2), Non-player Dux, unless at Fragmentation, admits Civitates forces that seek to Withdraw into Dux Strongholds (3.6.3) and always agrees to absorb the first loss in any Assault Escalade with a Cavalry present (3.6.4), even for a Civitates player.

8.8.9 Barbarian Deep Raid and Saxon Ravage. Whenever Non-player Dux forces are present and have Friendly Control for a Barbarian Surprise Deep Raid (4.4.2, 4.5.2) or are present where a Saxon Ravage Feat (4.4.3), the Dux forces a Battle by attacking the Raiding or Ravaging units if and only if there is no possibility in that Battle of a Cavalry unit being removed (including consideration of removal order, 8.4.1, and Battle tactics, 3.6, 8.4.2).

8.9 1-Player Roles and Victory

A solitaire player can run any one Faction against three Non-players, or can run either both Britons or both Barbarians (using their worse victory margin, 1.5) against two Non-player enemies.

ENTROPY: A solitaire player running both Briton Factions gives up one of them to become a Non-player for the rest of the game (including for victory) immediately upon Fragmentation (6.8). A solitaire player running both Barbarians does so upon complete execution of the second Barbarian Pivotal Event (play of both Conspiratio Barbarica and Adventus Saxonum, 5.7).

- The player Faction doing better against its victory threshold at that moment (7.2, including Fragmentation conditions, 6.8.7, if applicable) becomes a Non-player. If tied, the player may choose which single Faction of the two to continue to play.

1-Player Introductory Option: For the least challenge, allow Non-players when granted a Limited Command by Sequence of Play (2.3.4) to carry out a Command in just one space and no Feat (ignoring the Non-player exception allowing a full multi-space Command and Feat, 8.1.2).

1-Player Easy Option: For reduced challenge from the standard rules above, allow Non-players when granted a Limited Command by Sequence of Play (2.3.4) to carry out a Command in just one space plus a Feat (instead of the usual Non-player full multi-space Command and Feat, 8.1.2).

1-Player Difficult Option: For the greatest challenge, prohibit any solitaire player win before final Epoch. To succeed, the player must both avoid any Non-player exceeding its victory threshold during any Victory Phase (which would end the game then, 7.1.-7.3) and end the final Epoch Round with the highest victory margin.

NOTE: At game end, consult the Victory Outcomes table in the Playbook on page 27 for a historical synopsis of the resulting fate of Roman Britain.



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KEY TERMS INDEX

Accompanying – Command required for Feat (4.1.1)

Adjacent – Spaces next to each other for actions or Events (1.3.4)

Ambush – Use Home Terrain to Strike in the Charge/Ambush step (3.6.2, 3.6.3)

Annona – Epoch Round Phase when Britons must pay for Foederati (6.1)

Army Preemption – Dux authority to spend blue Briton Resources (6.8.2)

Assault – Portion of Battle striking Strongholds (3.6.4)

Available – Forces in holding boxes, waiting to be placed (1.4.1)

Autonomy – Imperium status, either Military or Civilian Dominance (6.8)

Barbarian – Saxon and Scotti (1.5)

Battle – Command common to all Factions to fight an enemy (3.2.4, 3.3.4, 3.4.4, 3.5.4)

Battles – Procedure common to Battle, Intercept, and Raid Commands and such instances when Factions fight (3.6)

Briton – Dux and Civitates (1.5)

Briton Control – Space or Population under joint Dux and Civitates Control at Roman Rule or Autonomy, or under Civitates Control alone at Fragmentation (1.6)

Briton Cooperation – Dux-Civitates sharing of assets (1.5.2, 1.6.1, 3.6.1, 6.8)

Build – Dux Feat to place Forts and Towns (4.2.1)

Caledonia – Out of play Raid-origin area bordering Novantae and Votadini Regions (1.3.9, 3.5.1)

Capabilities – Event effects lasting the rest of the game (5.3)

Casualties – Holding box for Cavalry removed in certain ways (1.4.1)

Cavalry – Dux Troops (1.4)

Charge/Ambush – Step 1 of Field Battle (3.6.3)

City – Type of map space, a major Roman urban center (1.3.2)

Civitates – A Briton Faction, Romanized Celtic tribal aristocracy (1.5)

Clear - A type of Region Terrain (1.3.1)

Coastal – Region bordering Sea (1.3.8)

Comitates – Civitates Troop type (1.4)

Command – Core action that a Faction takes with its Forces (3.0)

Control – Military dominance of a space via Units and Strongholds (1.6)

Cost – Resources or Renown spent on an action (3.1, 4.1, 5.1, 6.1, 6.5)

Coup de Main – Assault seeking rapid Storm of Strongholds (3.6.4, 4.4.2, 4.5.2)

Cylinder –Faction Resources/Renown or Eligibility token (1.8, 2.2)

Deep Raid – Surprise Raid reaching beyond regular target Regions (4.4.2, 4.5.2)

Dominance – Military or Civilian upper hand at Roman Rule or Autonomy (6.8)

Dual Use – Event with two alternative effects (5.2)

Dux – A Briton Faction, the Roman Army then post-Roman warlords (1.5)

Early – Four of seven Epoch cards (5.6)

Effective – Event that changes something when played by Non-Player (8.1.1)

Eligible – Faction able to execute Event or Command: per Faction Order, 1st and 2nd Eligible (2.3)

Enemy – Target Faction in Battle (3.6)

Entreat – Scotti Feat (4.5.4)

Epoch – Card series leading up to an intermittent victory and upkeep Round; that Round itself (6.0); card type triggering such a Round (2.4); Event text on such a card (6.3)

Escalade – Step 1 of Assault (3.6.4)

Evade, Evasion – Use Rough Terrain to avoid Battle (3.6.2)

Event – Card with Faction Order and text a Faction may execute (2.3, 5.0)

Execute – Implement Event or conduct Command or Feat (2.3)

Faction – Player or non-Player role: Dux, Civitates, Saxons, and Scotti (1.5)

Faction Order – Card symbols determining Eligibility (2.3.2)

Feats - Action accompanying a Command, most unique to a Faction (4.0)

Fens – Type of Region Terrain (1.3.1)

Field Battle – Portion of Battle not involving a Stronghold (3.6.3)

Final – Last Epoch card and Round of the game (2.4.2, 6.2)

Foederati – Barbarian pieces in Dux or Civitates service (1.4.3)

Forces – Troops, Raiders, and Strongholds (pieces, not markers, 1.4)

Fort – Dux Stronghold (1.4, 4.2.1)

Fragmentation – Imperium status (6.8)

Free – Command or Feat via Event that does not cost Resources/Renown or (usually) affect Eligibility (3.1.2, 5.5)

Friendly – Of that Faction, or Dux and Civitates before Fragmentation when not Battling each other (1.5)

Garrison – Units intrinsic to a Stronghold facing Assault (3.6.4)

Group – Pieces beginning in a Region and moving, Evading, or Ambushing together (3.2.2, 3.2.3, 3.6.2)

Harass – Step 3 of Field Battle (3.6.3)

Hillfort – Civitates Stronghold (1.4)

Hills – A type of Region Terrain (1.3.1)

Hoarding – Gain of Wealth during Epoch Round (6.2.1)

Home – Terrain that helps a certain Faction in Battle (1.3.1, 3.6.1)

Imperium – Track showing the Empire's status (6.8); Epoch Round phase (6.2)

Ineffective – Event that changes nothing when played by Non-Player (8.1.1)

Ineligible – Faction skipped in Faction order. (2.3.1, 2.3.2)

Instruction – Guidance for Non-Player execution of certain Events (8.1.1, 8.2.1)

Intercept – Dux Command to move to and immediately Battle Raiders (3.2.3)

Invite – Dux and Civitates Feat to place Foederati (4.2.2, 4.3.2)

Late – Three of seven Epoch cards (5.6)

Limited Command – Command in one Region with no Feat. (2.3.5)

Maintained – Roads still in play (1.3.3, 6.5.1, 6.8.4).

March – Command to move Troops among spaces (3.2.2, 3.3.2, 3.4.3, 3.5.3)

Margin – Calculation of a Faction's closeness to its victory conditions (7.3)

Melee – Step 2 of Field Battle (3.6.3)

Militia – Civitates Troop type (1.4)

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Momentum – Event effects lasting through the next Epoch Round (5.4)

Muster – Civitates Command to place Troops and Strongholds (3.3.1)

Nation, Nationality – Saxon or Scotti identity, even if Foederati (1.4.3, 1.5)

Off-Map – Piece in a holding box rather than in a map space (1.4.1)

Pass – Decline to execute an Event or Command when Eligible (2.3.3)

Patrolled – Seas guarded against Raids by inherent fleets (1.3.7, 3.4.1, 3.5.1)

Pawn – Token to designate Regions selected for Command or Feat (3.1.1) or show current Briton victory threshold (1.9, 6.8.7, 7.2)

Pay – Spend assets (1.8)

Phase – Part of an Epoch Round (6.0)

Piece – Troop, Raider, or Stronghold (not marker or Prosperity/Plunder, 1.4)

Pillage – Civitates Feat to steal from and degrade an enemy (4.3.4)

Pivotal Event – Faction cards that interrupt other Events (2.3.8, 5.7)

Place – Put a piece from Available into a Region or City on the map (1.4.1)

Plunder – Gold cubes held on Units and representing seized goods; taking such cubes from a space or by removing a Stronghold (1.7.4, 3.4.1, 3.4.4, 3.5.1, 3.5.4, 3.6., 4.2.4, 4.3.3)

Population – Measure of the number of people living in a space (1.3.6)

Pre-Battle – Segment in Battles procedure to determine Evasion and Ambush (3.6.2)

Prestige – One measure of Dux victory (1.8.3, 1.9, 7.2.1)

Prosperity – Gold cubes in a space, its economic wellbeing (1.7, 6.4, 6.6, 7.2.1)

Raid – Barbarian Command to place Raiders and gain Plunder (3.4.1, 3.5.1)

Raider – Barbarian Unit piece (1.4, 1.6)

Ransom – Scotti Feat to take enemy Resources for Renown (4.5.4)

Ravage – Saxon Feat for Plunder (4.4.3)

Recovery – Epoch Round phase that improves Prosperity (6.6)

Refugees – Markers generated by Population reduction (1.3.6), required for adding Population through Rule (4.3.1).

Reinforce – Civitates Battle Feat (4.3.3)

Region – Map space type, named for tribe traditionally dominating it (1.3.1)

Remove – Take from map to Available, Casualties, etc. (1.4.1, 3.2.4 for example)

Renown – Barbarians' wherewithal and a measure of victory (1.8.2, 7.2.4)

Replace – Place a piece in another's stead (1.4.1, 4.4.1 for example)

Requisition – Dux Feat to transfer Briton to Dux Resources (4.2.3)

Resources – Britons' wherewithal (1.8.1)

Retaliate – Dux Feat to take Plunder and harm enemy Renown or Wealth (4.2.4)

Return – Barbarian Command to convert Plunder to Renown and remove Friendly Raiders (3.4.2, 3.5.2)

Revenue – Epoch Round phase adding Resources and possibly Renown (6.4)

Roads – Map feature linking some spaces for Briton movement (1.3.3)

Roman Rule – Imperium status, either Military or Civilian Dominance (6.8)

Rough – Fens or Hills Terrain, allowing for Evasion (1.3.1, 3.6.2)

Round – Intermittent series of phases trigger by an Epoch card (2.4, 6.0)

Rule – Civitates Feat to amass Wealth or Population and sap Prestige (4.3.1)

Saxons – A Barbarian Faction, the Germanic peoples migrating to Britain from across the North Sea (1.5)

Scotti – A Barbarian Faction, the non-Romanized Celts near Britain, mainly Irishmen and Picts (1.5)

Sea – Map space bearing Latin "Oceanus" name (1.3.7), origin for Raids (3.4.1, 3.5.1) and transit for Barbarian March (3.4.3, 3.5.3) but holding no pieces (1.4.2)

Select – Choose an action's locations or targets (3.1, 4.1, 5.1)

Settle – Barbarian Feat to place Warbands and Settlements (4.4.1, 4.5.1)

Settlement – Barbarian or Foederati Stronghold (1.4, 1.4.3)

Sequence of Play – Activities during Event card or Epoch Round (2.0, 6.0)

Shaded – 2nd choice of Dual-Use Event, often pro-Barbarian (5.2)

Shield Wall – Saxon Feat to increase Battle effectiveness (4.4.4)

Siege – Starving instead of Assaulting a Unit inside a Stronghold (3.6.6)

Site – Town or Hillfort Map location that can hold a Stronghold (1.3.5, 1.4.2)

Space – A map area that is in play (Region, City, or Sea, 1.3).

Spend – Use assets to pay costs (1.8)

Stacking – Limits on pieces that can occupy a space (1.4.2)

Storm – Step 2 of Assault (3.6.4)

Strike – Cause losses in Battle (3.6.1)

Stronghold – Immobile forces piece (Fort, Town, Hillfort, Settlements, 1.4)

Surprise – Barbarian Feat to Raid Deep and attempt Coup de Main against Strongholds (4.4.2, 4.5.2)

Tactics – Guidance for Non-Player decisions in Battle (8.4.2)

Target – Space, or enemy Faction or piece that is an action's object (3.1, 4.1)

Terrain – The dominant landscape of a Region, affecting Battle (1.3.1, 3.6.1)

Total Prosperity – Number of gold cubes among all map spaces, Britain's overall economic wellbeing (1.7, 1.8, 7.2.1)

Town – Civitates Stronghold that can occupy only a Town Site (1.4, 1.4.2)

Trade – Civitates Command to gain Resources from Towns (3.3.3)

Train – Dux Command to place Cavalry and restore Prosperity (3.2.1)

Trap – Step 0 of Field Battle (3.6.3)

Tribute – Transfer of Resources or Wealth to another Faction's Renown or Resources (1.5.2)

Tribal War – Event effect title (5.1.2)

Troops – Non-Raider Units (Cavalry, Comitates, Militia, Warband, or Foederati Warband, 1.4)

Uncontrolled – Region under no Faction's Control (1.6)

Unit – Mobile forces piece (Troops or Raiders, not Strongholds, 1.4).

Unshaded – 1st choice of Dual-Use Event, often pro-Briton (5.2)

Upkeep – Epoch Round phase costing Resources and relocating pieces (6.5)

Victory – Final Faction performance (7.0)

Voluntary Removal – Faction opting take its own pieces off the map (1.4.1)

Warband – Barbarian or Foederati Troop (1.4, 1.4.3)

Wealth – Civitates supplement to Resources (1.8.4)

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SETUP (2.1)

General

Choose a scenario and—if fewer than 4 players—any Non-player options desired (1.5.1, 8.0, 8.9). Prepare the deck per the instructions at right and per the scenario. Assign players their Factions (1.5, or see 8.0 Non-player option):

2-player—Dux and Civitates versus Saxons and Scotti.

3-player—Dux versus Civitates versus Saxons and Scotti together, or—if preferred—Dux and Civitates together versus Saxons versus Scotti.

4-player—A Faction each player.

Give each player a Faction foldout and keep remaining aid sheets at hand. Put the wooden Forces pieces into their Available Forces boxes and all markers and gold cubes in piles or receptacles within easy reach. Place a cylinder for each Faction in the Eligible box (2.3).

Deck Preparation

Separate out the seven Epoch and four Pivotal Event cards (5.6, 5.7). Remove, give to Factions, or place into play cards as specified by the scenario. Shuffle remaining Event cards and randomly deal them into the number of facedown piles of 12 cards specified for the scenario. Shuffle either an Early or Late Epoch card, as specified, among the bottom four cards of each 12 card piles. Stack the 1st pile onto the 2nd onto the 3rd, and so on, to form a single facedown draw deck in easy view of all players. Set aside any remaining Event and Epoch cards—they will not be used and may not be inspected.

Game Board

Set up forces, Prosperity cubes (bottom row first, 1.7.1), and markers on the board as listed. *NOTE: Colors highlight the setup of Prosperity cubes and forces pieces.*

SCENARIOS (2.1)



Barbarian Conspiracy

The late 4th to early 5th Centuries: Hungry German, Pictish, and Irish raiders flock to the weak but still well-off Romanized Celts, setting the stage for the fall of Britannia.

Duration

Short—up to two Epochs.

Victory

In this scenario, the final Victory Phase does not add a Recovery Phase (6.3, 6.6). Also, the Barbarians use the following victory conditions and thresholds instead of the usual (7.2, 7.3):

Saxons:

Automatic Victory Threshold: Either Population under Saxon Control exceeds 3, or Saxon Renown exceeds 24 and at least 3 Saxon Settlements (including Foederati) are on the map.

Final Victory Phase Margin: The higher of Saxon Renown – 39 + 5 per Saxon Settlement on the map (only if no Fragmentation) or Saxon Control – 3 (at any Imperium).

Scotti:

Automatic Victory Threshold: Scotti Renown exceeds 24 and at least 2 Scotti Settlements (including Foederati) are on map.

Final Victory Phase Margin: Scotti Renown – 34 +5 per Scotti Settlement on the map (or on Dal Riada Event card).

Deck

Set aside the three Late Epoch cards. Shuffle all 72 Event cards and deal 24 of them into two piles. Randomly shuffle an Early Epoch card among the bottom four cards of each pile and stack. Set all other cards aside.

Note: This introductory scenario is played without Pivotal Events; players may ignore the rules pertinent to these for this scenario.

Note: You may refer to an illustration of the setup for this scenario on the back cover of this booklet.

Resources/Renown

Dux: 0 **Saxon:** 10
Scotti: 6 **Briton:** 25

Markers

Prestige: 0
Wealth: 0
Saxon Control: 0
Briton Control: 40
Total Prosperity: 80
Prosperity + Prestige: 80
Red Victory Pawn: 75
Blue Victory Pawn: 36
Imperium: Roman Rule, Military Dominance
Roads: Maintained
Patrolled Seas: Britannicus, Germanicus
No Patrol: Hibernicus, Septentrionalis
Briton Control: All Regions and Cities
Refugees: None Available

Prosperity and Forces

Dumnonii:
- 2x Prosperity
- 1x Town (Isca Dumnoniorum)
- 1x Militia

Durotriges:
- 4x Prosperity
- 1x Town (Aquae Sulis)
- 1x Militia

Atrebates:
- 6x Prosperity
- 1x Fort (Venta Belgarum)
- 1x Cavalry
- 1x Town (Calleva Atrebatum)
- 1x Militia

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Regni:
- 4x Prosperity
- 1x Fort (Anderida)
- 1x Cavalry
- 1x Town (Noviomagus)
- 1x Militia

Cantiaci:
- 4x Prosperity
- 1x Fort (Rutupiae)
- 1x Cavalry
- 1x Town (Durovernum)
- 1x Militia

Londinium:
- 4x Prosperity
- 1x Town
- 1x Militia

Trinovantes:
- 4x Prosperity
- 1x Fort (Walton Castle)
- 1x Cavalry
- 1x Town (Camulodunum)
- 1x Militia

Iceni:
- 4x Prosperity
- 1x Hillfort (Venta Icenorum)
- 1x Militia

Catuvellauni:
- 6x Prosperity
- 1x Town (Verulamium)
- 2x Militia

Dobunni:
- 4x Prosperity
- 1x Town (Corinium)
- 2x Militia

Cornovii:
- 4x Prosperity
- 1x Town (Viroconium)
- 1x Militia

Corieltauvi:
- 4x Prosperity
- 1x Fort (Lindum)
- 1x Cavalry
- 1x Town (Ratae)
- 1x Militia

Silures:
- 2x Prosperity
- 1x Fort (Dinas Powys)
- 2x Cavalry
- 1x Town (Isca Silurum)

Demetae:
- 2x Prosperity
- 1x Hillfort (Moridunum)
- 1x Militia

Ordovices:
- 2x Prosperity
- 1x Hillfort (Segontium)
- 1x Militia

Deceangli:
- 4x Prosperity
- 1x Fort (Deva)
- 2x Cavalry

Brigantes:
- 2x Prosperity
- 1x Hillfort (Barwick)
- 2x Militia

Parisi:
- 4x Prosperity
- 1x Hillfort (Petuaria)
- 1x Militia

Eboracum:
- 2x Prosperity
- 1x Fort
- 5x Cavalry

Textoverdi:
- 4x Prosperity
- 1x Fort (Pons Aelius)
- 3x Cavalry
- 1x Town (Cataractonium)

Carvetii:
- 2x Prosperity
- 1x Fort (Uxellodunum)
- 3x Cavalry

Votadini:
- 4x Prosperity
- 2x Hillforts (Yeavering, Traprain Law)
- 4x Militia

Novantae:
- 2x Prosperity
- 1x Hillfort (Mote of Mark)
- 1x Militia

Off board, not yet in play:
- 15x Comitates

Remaining in Available boxes:

Dux: None

Civitates:
- 6x Militia
- 2x Towns
- 7x Hillforts

Saxons:
- 25x Warbands
- 25x Raiders
- 12x Settlements

Scotti:
- 12x Warbands
- 30x Raiders
- 6x Settlements

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Petty Tyrants

The late 5th Century AD: The Empire is memory, as infant kingdoms jostle for power in a fragmented Britannia.

Duration

Short—up to two Epochs.

Deck

Put Capability markers on Pivotal Events Conspiratio Barbarica and Cymbrogi – they are in effect. Set out the Late Epoch card Tears Of Epona – it also is in effect. Set aside the other Pivotals and the four Early Epoch cards.

Optional: For better play balance and historicity, first remove the following Event cards from play:

- #4 Stilicho
- #5 Imperial Subsidies
- #13 Cunedda
- #20 Thames
- #22 Ambrosius Aurelianus
- #30 Groans Of The Britons
- #35 De Excidio Britanniae
- #49 Vortigern
- #54 The End Of The World

Then set out and mark these cards as Capabilities in effect:

- #7 Cair Legion (unshaded)
- #21 Camelot (unshaded)
- #56 Celyddon Coed (shaded)
- #68 Niall Noigiallach (shaded)

Shuffle all remaining Event cards and deal 24 of them into two piles. Randomly shuffle one Late Epoch card each among the bottom four cards of each pile and stack. Set all other cards aside.

Resources/Renown

Dux: 20 **Saxon:** 25
Scotti: 32 **Briton:** 30

Markers

Prestige: 2
Dux Control: 6
Saxon Control: 6
Dux Control + Prestige: 8
Wealth: 15
Briton Control: 18
Red Victory Pawn: 17
Blue Victory Pawn: 16
Imperium: Fragmentation
Roads: Not Maintained
Patrolled Seas: Britannicus, Germanicus
No Patrol: Hibernicus, Septentrionalis
Refugees: None Available

Control, Population, Prosperity and Forces

Dumnonii:
Briton Control
2 Pop
- 2x Prosperity
- 1x Hillfort (Tintagel)
- 2x Comitates

Durotriges:
Briton Control
1 Pop
- 1x Prosperity
- 1x Town (Aquae Sulis)
- 1x Hillfort (South Cadbury)
- 2x Comitates
- 3x Militia

Atrebates:
Uncontrolled
2 Pop
- 2x Prosperity
- 1x Fort (Venta Belgarum)
- 2x Cavalry
- 1x Town (Calleva Atrebatum)
- 2x Militia

Regni:
Saxon Control
1 Pop
- 1x Prosperity
- 1x Saxon Settlement (Anderida)
- 2x Saxon Warbands

Cantiaci:
Saxon Control
- 2x Prosperity
- 1x Saxon Settlement (Rutupiae)
- 4x Saxon Warbands

Londinium:
Briton Control
- 4x Prosperity
- 1x Town
- 2x Militia

Trinovantes:
Briton Control
- 2x Prosperity
- 1x Town (Camulodunum)
- 1x blue Saxon Foederati Settlement (Walton Castle)
- 2x Militia
- 2x blue Saxon Foederati Warbands

Iceni:
Saxon Control
1 Pop
- 1x Prosperity
- 1x Saxon Settlement (Venta Icenorum)
- 3x Saxon Warbands

Catuvellauni:
Briton Control
- 3x Prosperity
- 1x Town (Verulamium)
- 1x blue Saxon Foederati Settlement (Durocobrivis)
- 2x Comitates
- 2x Militia
- 4x blue Saxon Foederati Warbands

Dobunni:
Briton Control
- 4x Prosperity
- 2x Towns (Corinium, Glevum)
- 1x Comitates
- 3x Militia

Cornovii:
Briton Control
- 2x Prosperity
- 1x Town (Viroconium)
- 1x Hillfort (Old Oswestry)
- 1x Comitates
- 2x Militia

Corieltauvi:
Saxon Control
- 2x Prosperity
- 1x Saxon Settlement (Lindum)
- 3x Saxon Warbands

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Silures:
Uncontrolled
- 1x Prosperity
- 1x red Scotti Foederati Settlement (Dinas Powys)
- 2x red Scotti Foederati Warbands
- 1x Town (Isca Silurum)
- 2x Militia

Demetae:
Scotti Control
- 1x Prosperity
- 1x Scotti Settlement (Moridunum)
- 2x Scotti Warbands

Ordovices:
Briton Control
- 1x Prosperity
- 2x Hillforts (Segontium, Dinas Emrys)
- 2x Comitates
- 2x Militia

Deceangli:
Dux Control
1 Pop
- 1x Prosperity
- 1x Fort (Deva)
- 2x Cavalry

Brigantes:
Briton Control
- 1x Prosperity
- 1x Hillfort (Mam Tor)
- 1x Comitates
- 1x Militia

Parisi:
Dux Control
- 2x Prosperity
- 1x red Saxon Foederati Settlement (Derventio)
- 3x red Saxon Foederati Warbands
- 1x Hillfort (Petuaria)
- 1x Militia

Eboracum:
Dux Control
- 2x Prosperity
- 1x Fort
- 1x Cavalry

Textoverdi:
Dux Control
1 Pop
- 1x Prosperity
- 1x Fort (Pons Aelius)
- 3x Cavalry
- 1x Town (Cataractonium)
- 2x Militia

Carvetii:
Dux Control
- 1x Prosperity
- 2x Forts (Luguvalium, Uxellodunum)
- 2x Cavalry

Votadini:
Briton Control
- 2x Prosperity
- 2x Hillforts (Yeavering, Traprain Law)
- 2x Comitates
- 2x Militia

Novantae:
Scotti Control
- 1x Prosperity
- 1x Scotti Settlement (Alclud)
- 3x Scotti Warbands

Out of Play box:
- 5x Cavalry

Remaining in Available boxes:

Civitates:
- 4x Militia
- 2x Comitates
- 5x Towns
- 6x Hillforts

Dux:
- 5x Cavalry
- 4x Forts

Saxons:
- 4x Warbands
- 25x Raiders
- 5x Settlements

Scotti:
- 5x Warbands
- 30x Raiders
- 3x Settlements



The Harder They Fall

The mid-5th Century AD: The Empire through strenuous effort has faced down the Barbarian Conspiracy, while British imperial commanders have even joined in power struggles on the continent. Can Rome's rule last generations more?

Duration
Medium—up to four Epochs.

Deck
Put a Capability marker on Pivotal Conspiratio Barbarica – it has been resolved and is in effect. Give the other three Pivotal Events to their Factions. Set aside the Early Epoch cards Magnus Maximus and Constantine III.

Optional: For better play balance and historicity, remove the following Event cards from play:
- #4 Stilicho
- #13 Cunedda
- #20 Thames

Shuffle all remaining Event cards and deal 48 of them into four piles. Randomly shuffle one of the two remaining Early Epoch cards among the bottom 4 cards of the first (top) 12-card pile. Then shuffle the three Late Epoch cards, one each, among the bottom four cards of each other pile. Stack the four piles, with the Early Epoch pile on top. Set all other cards aside.

Resources/Renown
Dux: 0 **Saxon:** 12
Scotti: 15 **Briton:** 32

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Markers

Saxon Control: 0
Prestige: 10
Wealth: 13
Briton Control: 36
Total Prosperity: 57
Prosperity + Prestige: 67
Red Victory Pawn: 75
Blue Victory Pawn: 36
Imperium: Roman Rule, Civilian Dominance
Roads: Maintained
Patrolled Seas: Britannicus, Germanicus
No Patrol: Hibernicus, Septentrionalis
Refugees: None Available

Control

Scotti Control: Demetae
Uncontrolled: Iceni, Novantae
Briton Control: All other Regions and Cities

Prosperity and Forces

Dumnonii:
- 1x Prosperity
- 1x Hillfort (Tintagel)
- 2x Militia

Durotriges:
- 4x Prosperity
- 1x Town (Aquae Sulis)
- 1x Hillfort (South Cadbury)
- 3x Militia

Atrebates:
- 6x Prosperity
- 1x Fort (Venta Belgarum)
- 1x Cavalry
- 1x Town (Calleva Atrebatum)
- 1x Militia

Regni:
- 2x Prosperity
- 1x blue Saxon Foederati Settlement (Anderida)
- 3x blue Saxon Foederati Warbands

Cantiaci:
- 2x Prosperity
- 1x Town (Durovernum)
- 2x Militia

Londinium:
- 4x Prosperity
- 1x Town
- 2x Militia

Trinovantes:
- 2x Prosperity
- 1x Fort (Walton Castle)
- 1x Cavalry
- 1x Town (Camulodunum)
- 2x Militia

Iceni:
- 0x Prosperity
- 2x Saxon Warbands

Catuvellauni:
- 6x Prosperity
- 1x Town (Verulamium)
- 1x blue Saxon Foederati Settlement (Durocobrivis)
- 2x Militia
- 3x blue Saxon Foederati Warbands

Dobunni:
- 4x Prosperity
- 2x Towns (Corinium, Glevum)
- 3x Militia

Cornovii:
- 4x Prosperity
- 1x Town (Viroconium)
- 1x Militia

Corieltauvi:
- 2x Prosperity
- 1x Fort (Lindum)
- 1x Cavalry
- 1x Town (Ratae)
- 1x Militia

Silures:
- 1x Prosperity
- 1x Town (Isca Silurum)
- 2x Militia

Demetae:
- 1x Prosperity
- 1x Scotti Settlement (Moridunum)
- 1x Scotti Warband

Ordovices:
- 1x Prosperity
- 1x Hillfort (Dinas Emrys)
- 2x Militia

Deceangli:
- 4x Prosperity
- 1x Fort (Deva)
- 1x Cavalry

Brigantes:
- 2x Prosperity
- 1x Hillfort (Barwick)
- 1x Militia

Parisi:
- 4x Prosperity
- 1x Fort (Petuaria)
- 1x Cavalry

Eboracum:
- 2x Prosperity
- 1x Fort

Textoverdi:
- 2x Prosperity
- 1x Fort (Pons Aelius)
- 1x Cavalry

Carvetii:
- 1x Prosperity
- 1x Fort (Uxellodunum)
- 1x Cavalry

Votadini:
- 2x Prosperity
- 1x Hillfort (Yeavering)
- 2x Militia

Novantae:
- 0x Prosperity (empty)

Out of Play box:
- 5x Cavalry

Off board, not yet in play:
- 15x Comitates

Remaining in Available boxes:

Dux:
- 8x Cavalry
- 2x Forts

Civitates:
- 4x Militia
- 4x Towns
- 10x Hillforts

Saxons:
- 17x Warbands
- 25x Raiders
- 10x Settlements

Scotti:
- 11x Warbands
- 30x Raiders
- 5x Settlements

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De Excidio Britanniae

The late 4th through 5th Centuries: Britannia—at the extremity of Empire and beset from north, south, east, and west—is now to suffer transformation from well-administered diocese to warring Dark-Age kingdoms.

Duration
Full—up to six Epochs.

Deck
Distribute all four Pivotal Events to their Factions. Shuffle and deal the 72 Event cards into six piles of 12 each. Randomly shuffle an Early Epoch card among the bottom four cards of the first three piles and a Late Epoch card among the bottom four of the last three piles. Stack the piles, first three on top. Set the leftover Epoch card aside.

Resources/Renown, Markers, Prosperity and Forces
Set up the game board just as for the "Barbarian Conspiracy" short scenario above.



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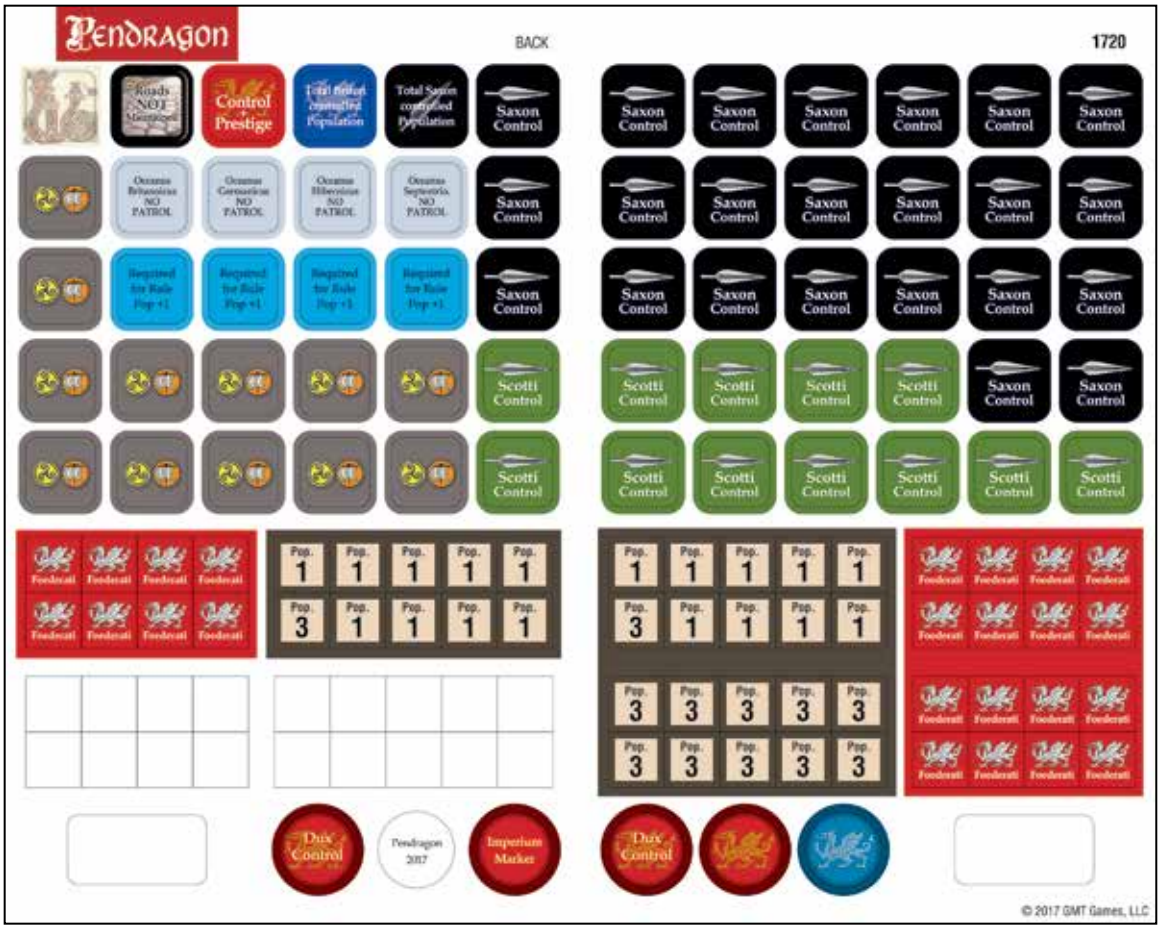

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Setup for "Barbarian Conspiracy" and "De Excidio Britanniae" scenarios

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