

Pendragon

The Fall of Roman Britain

PLAYBOOK

COIN Series, Volume VIII
by Marc Gouyon-Rety



TABLE OF CONTENTS

Multiplayer Example of Play	2	Designer Notes.....	64
Non-Players Orientation.....	16	Non-Player Design Notes	65
Victory Descriptions	27	Sources	66
The <i>Pendragon</i> Chronicles.....	28	Gazetteer	68
Event Notes	42	Pronunciation Guide.....	70

Multiplayer Example of Play

“They, moved, as far as was possible for human nature, by the tale of such a tragedy, make speed, like the flight of eagles, unexpected in quick movements of cavalry on land and of mariners by sea; before long they plunge their terrible swords in the necks of the enemies; the massacre they inflict is to be compared to the fall of leaves at the fixed time, just like a mountain torrent, swollen by numerous streams after storms, sweeps over its bed in its noisy course; [...]”

Gildas (De Excidio Britanniae, Part I.17)

First-Time Players Should Start Here!

Welcome to the tutorial for *Pendragon*. It will walk you through setup and some game play step by step, getting you going with the core mechanics and demonstrating just a few of the options available to each Faction. Our purpose here is to teach concepts, not to suggest strategy—we will leave that to you!

If you would like to look up specific Rules of Play as we go, see relevant reference numbers in parentheses.

Our sample session will include four players. So for now we can ignore the entire rules section for Non-players (8.0-8.9).

Gray tone boxes throughout this tutorial note some key differences between *Pendragon* and earlier volumes in the *COIN Series*.

PART ONE – Setup

Forces and Markers. Let’s start by setting up a scenario. We have chosen “Barbarian Conspiracy”, the beginning of the fall of Roman Britain. (Note that this setup is the same as the full-length “De Excidio Britanniae” scenario.) Lay out the gameboard, spread out all the components, and turn to page 37 in the Rules of Play showing scenario setup.

To get the Factions ready to fight, let’s get out the Forces pieces. Refer to rule 1.4: it shows you all the types of Forces pieces and what they are called. By colors, place all of them in their respective Available Forces boxes, arranging the large castle-shaped pieces (Strongholds) on their outlines. Each Forces box on the game board shows how many you should have (your game set may have come with a few extras—if so, remove those from play). Fifteen darker blue cubes (Comitates) go in the blue “Not Yet in Play” box.

You also should have 90 little golden cubes. These will mark Prosperity and Plunder (1.7)—we will set them up later.

You have a few other wooden bits: two Resource-Renown/Eligibility cylinders colored for each of the four Factions (1.8, 2.2), six white and four gray pawns for marking action spaces (3.1.1), and a red and blue pawn for marking current red and blue victory conditions in effect along the edge track (1.9).

Now let’s follow the setup on page 37. After some introduction to the scenario and any special victory conditions, you see a section labeled “Deck”—we’ll get back to that in a moment. Next is “Resources/Renown”—that means one cylinder in each color along the track of numbers at the board’s edge that will mark the Resources (for Britons)

or Renown (for Barbarians) that each Faction has (1.8). Go ahead and put a cylinder in each Faction’s color on the Edge Track at the numbers indicated: Dux is red, Scotti green, Saxon black, Civitates blue (1.5).

The remaining four cylinders are for Eligibility (2.2). They always start the game in the Eligible box on the Sequence of Play track—put them there.

Put the blue pawn along the Edge Track between 36 and 37 and the red pawn between 75 and 76. The pawns mark current victory conditions for the Civitates and Dux Factions, respectively, which may change over time as the Roman Imperium deteriorates (6.8, 7.2). Note that these colored pawns’ positions correspond to one of a variety of colored bands along the Edge Track showing these various victory thresholds.

Next we will set up everything under “Markers”. (If you have not punched out the counters, punch what you need as we go.)

- The first several markers, up to “Prosperity + Prestige”, are for various victory counts (1.9, 7.0). Put them on the Edge Track at the numbers listed.
- Find and position the Imperium marker on the Imperium track (6.8) at Roman Rule with Military Dominance.
- Then put the Roads marker with “Maintained” up in the little Roads box nearby.
- Next get the four Patrolled/No Patrol markers—one for each named Sea—and put them in each Sea either “Patrolled” or “No Patrol” up as indicated.
- Finally, mark every Region and City on the map with a blue “Briton Control” marker. Each regional area has a little “Uncontrolled” box to hold the Control marker. For the two gray circular City spaces, just put the marker to one side of the Stronghold shape there.

Set all other markers (including “Refugees” listed in the setup here) aside for now.

Finally, we will set up Prosperity cubes and Forces pieces map space by map space as listed. The colored shading indicates which color wood bits are involved. Follow down the list and set up everything to the end of this scenario’s setup. Note the following as you go:

- Gold Prosperity cubes will fill in all the small colored squares in each space only, not the see-through squares, so that each Region has two rows equal in length to the big Population number in it, while each City will fill all its Prosperity squares (see the illustration at 1.7). You should have 10 gold cubes to spare (not counting any extras provided above 90 total).
- The only Forces starting on the map in this scenario are the Britons—red and blue. The Barbarians—green and black—are all still in their Available Forces boxes, awaiting ships to take them Raiding onto Roman shores!
- All red Dux Forces are on map: The Roman Army begins the era still in fighting trim!
- You can doublecheck your set up of blue Civitates Forces when you are finished by comparing pieces left in the blue boxes with those listed.

The small golden cubes are not Forces pieces. Rather, *Pendragon* uses them somewhat like markers to show the Prosperity of each Region or City and what units may be carrying that Prosperity off as Plunder (1.7).

When finished, your gameboard should look like the illustration below and in larger form on page 44 of the Rulebook.



Starting setup for Barbarian Conspiracy scenario

Deck. Have a look at the general instructions for Deck Preparation appearing under SETUP on page 37 of the rulebook, near the beginning of the SCENARIOS section. For all scenarios, Decks are prepared by shuffling all 72 Event cards (separately from the seven Epoch cards) and forming them into facedown piles of 12 cards, then shuffling one Epoch card (either “Early” or “Late”, as specified) among the bottom four Event cards, and finally stacking the piles. That way, each Epoch of Events between Epoch cards has some twelve Event cards or so.

For this tutorial session, we will artificially construct the first Epoch of the deck, so that we all are reacting to the same Events. Fish out the following cards and stack them face down so that they will flip up in exactly the following order:

- Card 1 (top): CALLEVA ATREBATUM (#50)
- Card 2: ARD RI (#58)
- Card 3: ANDERIDA (#42)
- Card 4: CLASSIS BRITANNICA (#8)
- Card 5: RECRUITS (#17)
- Card 6: DEIRA (#26)
- Card 7: WITH THE CROSS ON HIS SHOULDERS (#33)
- Card 8: AMBROSIUS AURELIANUS (#22)
- Card 9: CELYDDON COED (#56)
- Card 10: FICKLE WEATHER (#15)
- Card 11: MAGNUS MAXIMUS (#77, Epoch card)

If you want to continue this session after completing the tutorial, or if you just want to try out assembling a full deck now, proceed as follows (otherwise the 11 cards listed are enough): deal out another two Event cards and put them below the above stack. Then form a second pile of 12 Events. Shuffle a second, randomly selected Early Epoch card among the bottom four of those Event cards. Put that pile of 13 cards underneath the earlier facedown pile (card 1 above still on top). Set the remaining Event and Winter cards aside. Your deck is ready for the short “Barbarian Conspiracy” scenario.

Victory. Finally, before we begin to play, have a quick glance at what each Faction is trying to do to win. Find the Faction foldout chart that says “Commands” and “Feats” and look at the “Victory” box at the bottom of any one of the panels. The box lists all victory conditions so that players can keep an eye on everyone’s standing—each Faction has particular goals that it seeks to achieve (7.2-7.3).

These victory objectives are laid out in section 7 of the Rules. In summary:

- The Dux (Roman military) is trying to defend Britannia’s Prosperity and build up the Army’s Prestige while maintaining Military Dominance over the civilians. However, if the Imperium fragments (6.8), it will abandon Prosperity and focus on its own Control of British Population.
- The Civitates (Roman civilian lords) are defending Briton Control while seeking Civilian Dominance.
- The Saxon Barbarians seek Renown by Returning with Plunder while establishing Settlements in Britannia; they also can win by Controlling enough British Population.
- The Scotti Barbarians similarly seek to accrue Renown and establish their own Settlements.

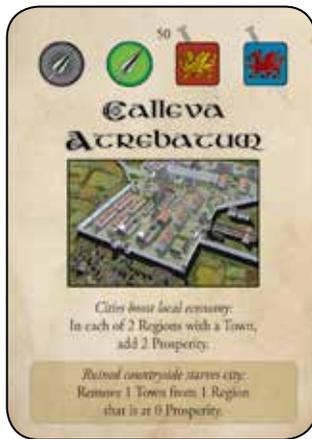
Saxons					
Commands	Feats				
<p>RAID (3.4.1) • Surprise or Ravage! Max 3 spaces Purpose: Attract raiders and plunder enemies. Location: Up to 3 spaces without Saxon Control, and adjacent to Oceanus Britannicus or Germanicus, or within 1 space of a Saxon Settlement with a Saxon Warband, or adjacent to a Sea bordering such a Settlement. Cost: 1 or 2 Resources per target space (pay all before resolving any). Procedure: Select spaces, pay, then resolve each. Pay 1 Resource to place 1D4 Raiders or 2 Resources to place 3D4—if from Plunder (see how number of Plunders below). If Region, those Raiders may take Prosperity up to lower of Population or Raiders in Plunder (each unit may carry only 1 Plunder). Then, just placed Raiders may take an enemy in the space (S&T, if Scotti Control or Settlement Plundered, Scotti lose that much Resource).</p>	<p>SETTLE (4.4.1) Max 1 space Purpose: Add warbands, settlements, or populations. Accompanying Command: Return or March. Location: 1 space with Saxon pieces outnumbering all others. Cost: 0 Resources, 3 Resources per space to place extra Warbands. Procedure: If at or adjacent to Settling Raids, roll 1D6 for each such Raid—of 4-6, place a Saxon Warband in the selected space. Then, if desired, either pay 5 Resources to place 1 Saxon Warband per Settlement plus—if Saxon Control—1 per Population, or replace 2 Saxon Warbands with 1 Settlement; or an empty Set and/or remove 5 Saxon Warbands to add +1 Population (up to printed Pop +1).</p>				
<p>RETURN (3.4.2) • Sentinel Purpose: Bring plundered booty home. Location: Spaces with Saxon Raider or Warband, as desired. Cost: 0 Resources. Procedure: Transfer all Plunders carried by Saxons there to Saxon Resources (1 for 1). Then remove all Saxon Raiders there.</p>	<p>SURPRISE (4.4.2) Max 1 space Purpose: Catch enemy warriors with quick minds as they raid. Accompanying Command: Raid or Battle. Location: Raid or Battle Space; may be Drop Raid target. Procedure: Annihilate there one Group de Morte (3.6.6). This Raid may be (Drop) Space adjacent to a valid Raid target. Dux or a Faction with Control (Dux for first option) there may force Battle with Saxons (2.6) before Raiders Plunder.</p>				
<p>MARCH (3.4.3) • Sentinel Purpose: Move Saxon Warbands. Location: Space adjacent to Saxon Warband or the Sea. Cost: 1 Resource per destination, 2 Resources if by Sea. Procedure: Move any number of Saxon Warbands to destination from adjacent space (one per Command)—Cost: 1 Control Region to another bordering the same Sea and with no Dux.</p>	<p>RAVAGE (4.4.3) Purpose: Terrorize countryside and bring livestock. Accompanying Command: Raid or Battle. Location: Raid or Battle Region with Saxon units, as desired. Procedure: Plunder may steal Population, No Animals. After Plunder, roll 1D6—if 4-6, Population -1. Dux, then Civitates, then Scotti (no more than three may force Raving Saxons or Battle (3.6) on Trade or Warband).</p>				
<p>BATTLE (3.4.4) • Surprise, Ravage or Shield Wall Purpose: Eliminate enemy forces and gain plunder. Location: Spaces with Saxon Warbands and enemy. Cost: 0 Resources. Procedure: In each Battle Region selected, if no Saxon Control, contest by Prosperity up to Population at Plunder onto Saxon Warbands (each unit may carry only 1 Plunder). Then fight 1 enemy fighter per Battle space using Battle procedure (3.6).</p>	<p>SHIELD WALL (4.4.4) Purpose: Improve Saxon defense to battle. Accompanying Command: Battle. Location: Battle space. Procedure: In Field Battles (not Raids), double losses are needed to kill a Saxon Warband (usually, 2 not just 1).</p>				
<p>VICTORY (7.0)</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"> <p>Dux: Prosperity plus Prestige exceeds 75 or Honor Roll or 60 or Army and Military Dominance or Dux Control plus Prestige exceeds 17 or Prosperity.</p> </td> <td style="width: 25%;"> <p>Scotti: Saxon Resources 45 and at least 4 Saxon Settlements are on the map.</p> </td> <td style="width: 25%;"> <p>Saxons: Saxon Control exceeds 10; or Area or Fragmentation; Saxon Resources exceeds 30 and at least 4 Saxon Settlements are on the map.</p> </td> <td style="width: 25%;"> <p>Civitates: Briton Control exceeds 80 or British Rule or 27 or Army or 16 or Prosperity and one of Prosperity and Civilian Dominance.</p> </td> </tr> </table> <p style="text-align: center; font-size: small;">Tip: go to Civitates after Dux, then Saxons (7.1).</p>		<p>Dux: Prosperity plus Prestige exceeds 75 or Honor Roll or 60 or Army and Military Dominance or Dux Control plus Prestige exceeds 17 or Prosperity.</p>	<p>Scotti: Saxon Resources 45 and at least 4 Saxon Settlements are on the map.</p>	<p>Saxons: Saxon Control exceeds 10; or Area or Fragmentation; Saxon Resources exceeds 30 and at least 4 Saxon Settlements are on the map.</p>	<p>Civitates: Briton Control exceeds 80 or British Rule or 27 or Army or 16 or Prosperity and one of Prosperity and Civilian Dominance.</p>
<p>Dux: Prosperity plus Prestige exceeds 75 or Honor Roll or 60 or Army and Military Dominance or Dux Control plus Prestige exceeds 17 or Prosperity.</p>	<p>Scotti: Saxon Resources 45 and at least 4 Saxon Settlements are on the map.</p>	<p>Saxons: Saxon Control exceeds 10; or Area or Fragmentation; Saxon Resources exceeds 30 and at least 4 Saxon Settlements are on the map.</p>	<p>Civitates: Briton Control exceeds 80 or British Rule or 27 or Army or 16 or Prosperity and one of Prosperity and Civilian Dominance.</p>		

In *Pendragon*, unlike most *COIN Series* volumes, victory conditions for some Factions can change during the game as the Imperium fractures (6.8, 7.0).

Some scenarios, including “Barbarian Conspiracy”, provide modified victory conditions in their setup.

PART TWO – Commands, Feats, and Events

In *Pendragon*, we play one card at time and flip the next card up to see what lies ahead (2.2). Flip the top card and put it next to the deck, then flip the 2nd card and put it on the deck face up:



Played card



Next card on deck

Card 1: CALLEVA ATREBATUM. Looking across the top of the CALLEVA ATREBATUM card, we see an initiative order for the four Factions. This order determines who will first be Eligible to act on this card. (The little swords and other such gray symbols regard Non-player rules, section 8, so we can ignore them.) Two Factions only will get to act; the others must wait until the next card. Look at the Sequence of Play display at the upper right of the game board: it shows how the Factions’ various options interrelate, as explained in Rules section 2.3. We are going to explore these relationships as we play...

The Saxons (black) are 1st Eligible on CALLEVA ATREBATUM (2.3.1), and so have a full menu of options. They wish to get their invasion of Roman Britain underway, so they opt for a Command to do so: Raid. On the Faction foldout chart that says “Commands” and “Feats”, look at the black and gray Saxons panel. The left column shows the choices of Commands, with Raid at the top.

Normally, when a Faction executes a Command, it may do so for that single Command type in several spaces, as long as it pays the required cost in Resources or Renown for each Region (3.1). So the Saxons opt to Raid (3.4.1) to the maximum extent they are able, into three Regions at once that they can reach via the Oceanus Germanicus Sea: Corieltauvi, Iceni, and Cantiaci.



The Saxons mark their selected Raid Regions with white pawns (3.1.1) to show what they are doing.

Players in *Pendragon* must select all spaces to be involved in a Command and any accompanying Feat before resolving any of its actions (3.1).

In addition, the Saxons because they are 1st Eligible may add an accompanying Feat to their Raid Command (2.3, 4.1). Look at the righthand column of Feats on the Saxon sheet, and note that only certain Feats may accompany certain Commands, as noted in each Command and Feat box (4.1.1). The Saxons decide to add a Surprise Feat to their Raids (4.4.2). Surprise is limited to one space: they choose Cantiaci and mark that with a gray pawn (3.1.1).

Have a look at the Raid box on the Saxons sheet: they can pay for either small or large Raids. The Saxons will pay for large Raids—2 Renown per target space, so minus 6 of their 10 Renown. Move the black Renown cylinder on the Edge Track down to 4.

The Barbarian Factions accumulate and spend Renown rather than Resources (1.8).

Each Raid space for 2 Renown will roll three 4-sided dice (“3D4”) to determine how many Raiders arrive. Those totals if arriving via any Patrolled Sea then get reduced by the Roman’s shore defenses as represented by red Fort Strongholds in Regions coastal to that Sea. In this case, the three Forts total in Corieltauvi, Trinovantes, and Cantiaci will result in a -3 to each Raid roll of 3D4 (3.4.1).

Having predesignated their actions and paid for them, the Saxons proceed to resolve them space by space, in whatever order they choose. They will start with the Surprise Raid into Cantiaci—if they get lucky, they may just be able to destroy the Fort there and hinder the Romans’ reduction of their Raids immediately to follow to the north.

The Saxons roll three 4-sided dice to generate their Raiders. The rolls are “2”, “2”, and “3” for a total of 7. That 7 minus 3 for the three Forts yields four Raiders landing on Cantiaci’s shore. Take four of the black (boat- or spearpoint-shaped) Raider pieces from the Saxon Available Forces box and place them into Cantiaci in the southeast of Britannia.

Next, by the Procedure in the Raid box, the Raiders grab the main thing they are coming for: Plunder. They take Prosperity cubes from the Region equal to its Population as Plunder—in this case, two. Put two of the four gold cubes in Cantiaci onto the Raiders there, each cube on a single Raider. Always take Plunder cubes first from the top (northernmost) row in the Region (1.7). Immediately log the reduction of Britannia’s overall Prosperity—which affects Dux victory—by sliding the Total Prosperity and Prosperity + Prestige markers on the Edge Track down from 80 to 78. (Note that Britannia starts with 40 Population total and therefore twice that in Prosperity per 1.7.)



A Saxon Raid on Cantiaci is underway

Raid allows those Raiders who just landed to attack in an immediate Battle (3.4.1, 3.6). With Surprise, that Battle would have a better chance of destroying a defending Stronghold (via “Coup de Main”, 4.4.2 and 3.6.4), once no more defenders were in the field. The Saxon Raiders will Battle the defending Britons (red Dux and blue Civitates), who defend together (via “Briton Cooperation”, 3.6.1).

Note that Battle in *Pendragon*—laid out on the Battles sheet and in rules section 3.6—uses quite different mechanics than combat does in other *COIN Series* volumes. Don’t panic! Just follow the Battles sequence.

Have a look at the Battles aid sheet—it lays out the entire Battle sequence, as does Rules section 3.6. We start with Pre-Battle (3.6.2). The Raiders are in Home Terrain (Fens for the Saxons, Hills for the Scotti). The Saxon Raiders may roll 1D6 to attempt to Ambush the enemy—meaning that they would Strike during the early Charge/Ambush step, just like the elite Cavalry and before the Militia. The roll is a “5”, so the Ambush is successful!

The next applicable step is Field Battle (3.6.3), and within that Withdrawal. The Britons want to save strength rather than take losses in the Saxon Ambush, so they Withdraw into their Strongholds—they choose to bring the red Dux Cavalry into the Fort and the blue Civitates Militia into the Town.

With no Field Battle possible, the Raiders now have the option to Assault a Stronghold. They choose to take on the Fort with one Cavalry inside it. With a Coup de Main roll from their Surprise Feat (4.4.2), they hope to avoid the costly losses of the Escalade step (3.6.4).

To pull off the Coup de Main, they will need to roll less than or equal to the Fort’s unit Capacity (2) plus 1, less units inside (1), on a 6-sided die (1D6). So $2 + 1 - 1$, or a roll of 2 or less. They take the risk—knocking over a Dux Fort on their first Raid would indeed be a “coup”—but fail with a roll of “4”.

So the Raiders encounter alert defenders on the walls and must endure Escalade losses before they can even Strike. See the chart at the bottom right of the Battles sheet: a Fort has an Escalade Defense factor of 1 (better than most Strongholds) and 1 inherent Garrison unit that adds to the number of units Withdrawn inside (in this case, 1 Cavalry). So Raider Escalade losses are 1 Escalade Defense times 2 units equals 2. Raiders are halved for absorbing Escalade losses, so 2 losses suffice to remove all four Raiders from the space—along with their Plunder! Return the four black Raiders to the Saxon Forces box and set aside their two Plunder (Prosperity) cubes off the board.

The Raiders are gone and two cubes of Cantiaci’s Prosperity remains lost. But the Battle sequence is not quite over. See the Battle Consequences section of the Battles sheet. The step relevant here is the first bullet of that section: Cavalry fought (from inside the Fort) and its side lost fewer pieces than the enemy (zero compared to 4), so the Dux Faction gains +1 Prestige!



Move the red Prestige marker on the Edge Track from 0 to 1, and the “Prestige + Prosperity” marker from 78 to 79 (helping to maintain the Dux’s margin of victory).

The Saxons continue with their second Raid target: Corieltauvi, a way up the Germanicus coast. This time the 3D4 roll totals just 6, minus 3 for coastal Forts, resulting in three Saxon Raiders appearing in Corieltauvi: put three black Raiders pieces there from Available. They again Plunder equal to Population, so put the top two of Corieltauvi’s gold cubes one each onto a Raider, and knock Prosperity and Prosperity + Prestige down by another 2 on the Edge Track, to 76 and 77, respectively.

The defenders here again opt to Withdraw into their Strongholds. The Saxons—realizing that any Assault is futile with just three Raiders and no Surprise (a Feat that is limited to just one space) so no Coup de Main possibility—decline to Assault, so the Raid in this space is done.

Finally, the Saxons roll 3D4 in Iceni, a less well defended Region with none of the tough Roman Cavalry present. The rolls total 9, for 6 Raiders appearing in Iceni. Go ahead and place them there, and again take two Plunder cubes onto them and adjust the two Prosperity markers down another -2. Note that this very first wave of Barbarian Raids has already brought the Dux Faction below its victory threshold of >75 Prosperity plus Prestige (7.2)!

The Raiding Saxons opt for Battle, so again look at the Battles sheet...

Pre-Battle, the Saxons again attempt an Ambush in the Fens of Iceni, but this time they fail on a 1D6 roll of “2”. Nevertheless, the Civitates player decides to Withdraw the badly outnumbered, lone defending Militia into the Venta Icenorum Hillfort.

This time, these more numerous Raiders choose to Assault the Stronghold even without the benefit of Surprise. There is no Coup de Main attempt, so we are at Escalade bullet in the Assault sequence, near the middle of the Battles sheet.

Refer again to the Strongholds chart at the bottom right of the Battles sheet (and Rule 3.6.4). A Hillfort has a $\frac{1}{2}$ Escalade Defense and 1 Garrison unit (adding to the 1 Militia unit Withdrawn inside Venta Icenorum). Escalade losses to the Raiders equal $\frac{1}{2}$ times 2 units, a total of 1 full loss. Raiders are halved for absorbing losses in Escalade (as noted in the Assault Escalade bullet). So 1 full loss removes 2 Raiders (put them back in the Saxons’ Available box).

The next bullet under Assault is Storm. Units on both sides—including the inherent 1-unit Garrison of the Hillfort—Strike one another simultaneously, each inflicting and absorbing 1 full loss. The attackers and defenders are in melee along and inside the palisade! Two more Raiders die, but they also eliminate first the inherent Hillfort defender and the Militia piece. Whenever attackers survive after eliminating all defenders in an Assault, the Stronghold is destroyed! Remove two black Raiders, the light-blue Militia cube, and the blue Hillfort to their appropriate Available Forces boxes.

Whenever attackers destroy a Stronghold, they get Plunder from it (see Battle Consequences on the Battles sheet and rule 3.6.5). But units may only carry one Plunder cube each, and the two surviving Raiders are already fully loaded with booty; so the additional Plunder from the Hillfort is forfeit.

A more important consequence of the Assault is that the removal of the Hillfort results in the loss of Briton Control of the Iceni Region. This is because Control requires both a majority of non-Raider pieces and at least one Friendly Stronghold in the Region (1.6, Cities require just the Stronghold). Even though the transitory Saxon Raiders do not affect Control, the absence now of any Briton Stronghold eliminates Briton Control. So remove the blue “Briton Control” marker from

Iceni—it is now Uncontrolled, making it harder to defend and harming the Civitates victory score. Slide the blue Briton Control victory marker on the Edge Track down from 40 to 38.

In *Pendragon*, Regional Control requires both outnumbering enemies and at least one Stronghold, while Raiders do not affect Control at all (1.6).



Aftermath of the Saxon wave of Raids

There is no other enemy Stronghold in the Region, so this Battle and with it the Raid Command are over. Remove the white and gray pawns.

As the Saxons executed a Command and Feat (not a Command only and not the Event), we slide their black Eligibility cylinder from “Eligible Factions” to the “1st Faction Command + Feat” box (2.2). The little arrow pointing from that box to “2nd Faction Event or Limited Command” shows that the next Eligible Faction could choose the Event or could execute a Limited Command (2.3.4-.5). The Saxons’ use of the Surprise Feat has opened up the possibility for the next Faction to play the CALLEVA ATREBATUM Event.

In this case, however, the next Eligible Faction (2.3.1)—the Scotti Barbarians—see that the next Event coming (ARD R1) will be far more beneficial for them. To remain Eligible for that Event, the Scotti now Pass (2.3.3), earning them +1 Renown (for great deeds done elsewhere while their chieftains pause their efforts in Britain). Slide the green Scotti Eligibility cylinder into the “Pass” area and the green Renown cylinder up from 6 to 7.

Eligibility now passes on to the Dux Faction. The Dux sees that the current Event on offer will not add much, nor will a Limited Command (a Command in just one space, 2.3.5). So the Dux Passes also, expecting a full Command and more targets on the next card,

while adding +3 blue Briton Resources (2.3.3). Slide the Eligibility and Resource cylinders accordingly (red Eligibility to Pass and blue Resources to 28).

The two Briton Faction in *Pendragon*, the Dux (red) and Civitates (blue), share blue Resources as part of Briton Cooperation (1.5.2, 1.8) and as restricted by the state of the Imperium (6.8.1-6.8.2).

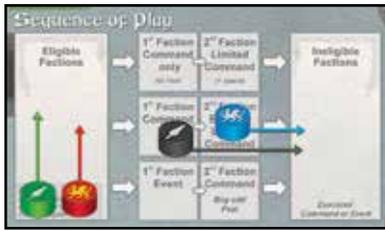
Finally only the Civitates are left as 2nd Eligible Faction. Last also on the upcoming ARD R1 card, they realize that they may as well act now: only two Factions act on each card, so the Civitates would not get a move if both Scotti and Dux act (2.3). Moreover, acting on a card renders a Faction Ineligible only for one card not two, so acting now will not hinder Civitates action on whatever card will follow ARD R1 (2.3.6-2.3.7).

Uninterested in the Event, the Civitates will execute a Limited Command (2.3.4-.5). To build up their defenses against the anticipated Barbarian onslaught, they will Muster Troops in one space (3.3.1). The Civitates panel of the Faction foldout summarizes the Muster Command at upper left. The Civitates pay 2 blue Resources (move the cylinder down to 26) for Muster in one space, Dumnonii, where they place two light-blue Militia cubes from Available (1 Militia for their Town at Isca Dumnoniorum plus 1 Militia for the Region’s 1 Population under Briton Control, 3.3.1).

Your gameboard should look like this:



Results of actions on Card 1, CALLEVA ATREBATUM.

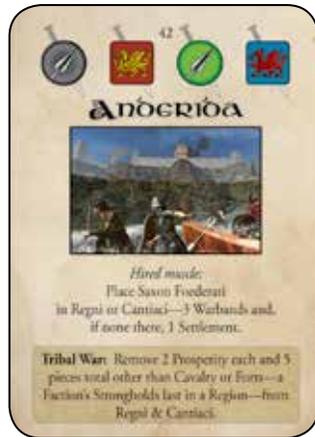


Two Factions have acted on this card—and in any case no Eligible Factions remain—so we are done with CALLEVA ATREBATUM. Slide the black and blue cylinders rightward to “Ineligible Factions”, showing

that the Saxons and Civitates will not be up for Commands on the next card, and the green and red cylinders upward to show that the Scotti and Dux will be (2.3.6-7). Put the ARD RI card onto CALLEVA ATREBATUM and flip the next card, ANDERIDA.



Played card



Next card on deck

Card 2: ARD RI. Scotti are 1st Eligible on ARD RI and will play the Event that they just Passed to obtain. (Continue to slide Eligibility cylinders—the green one in this case—as Factions execute Commands and Events through this tutorial.)

The Scotti may choose either the unshaded or shaded version of this Dual Use Event (5.2). The shaded text is typically the option that benefits the Barbarians, certainly here, so the Scotti will execute the shaded. ARD RI “High King in Tara” grants the Scotti a “Momentum” effect—one that remains in force until the next Epoch card (5.4)—and an immediate free Command (5.5), Raid. For reference, place the ARD RI card near the Scotti player with a Capability/Momentum (yellow triskele and orange sail) marker on it, shaded side up.

So we will get to see the impact of a full-scale Scotti Raid augmented by Momentum. Get out the Faction foldout again and look at the Scotti panel, upper left box. “Free” means that the Scotti will not pay any Renown, so may as well Raid to the maximum extent: in four spaces with 2D4 each (3.5.1). (Note that this maximum is different than that for the Saxons, 3.4.1.) The Event allows no Feat, however, so plain Raids will be all.

The Scotti choose as targets the Regions of Parisi, Votadini, Novantae, and Ordovices. They can reach all those shores by unpatrolled seas (Septentrionalis or Hibernicus)—sailing right around Hadrian’s Wall—so no subtraction to Raider numbers. What’s more, ARD RI Momentum will add +2 Raider pieces to each target Region!

Since we have already executed a Saxon Raid together in the east, let’s speed things up a bit for this wave surging in from the north and west... The Scotti player would complete each designated Raid before moving on to the next. We’ll just implement the results by placing green Raider pieces and adjusting Regional situations as follows:

- In Parisi, eight Raiders land, four of them dying as they Assault and destroy the Militia inside the Hillfort and thereby remove Briton Control; four surviving Raiders each hold one Plunder (two from the Raid, two from the consequences of destroying the enemy Hillfort in Battle, 3.6.5).
- In Votadini, seven Raiders take two Plunder but are too weak to gain any Plunder from Assaulting the Withdrawn Militia. (If you want see why so, fight out the Militia Withdrawal and a Raider Assault on either of the Hillforts per 3.6.4.)
- In Novantae, six Raiders take one Plunder then Assault and destroy the defenders—at the cost of four Raiders killed—for a second Plunder. (Have you guessed why the Hillfort added only one not two Plunder to the Raiding group’s haul? If not, see 1.7.4 “Important”.)
- In Ordovices, a small Raid of just four Raiders grabs another Prosperity cube in Plunder and, after the Militia Withdraws, declines to Assault. What happens to Briton Control there, with Scotti outnumbering Britons? (See 1.6, 1st bullet.)

In addition to scarfing a potential bounty in Plunder and setting up some Raiders for future settlement in Britain, the Scotti have cut the Roman Road from north to south. Briton use of the Roads requires Briton Control, which a Raider Assault on the Hillfort at Parisi just removed! As we shall see, that absence of Control will impede Interception of a concentration of Raids either in the north by the Scotti or in the south by either the Scotti from the west or the Saxons from the east.

Note that Roads in *Pendragon* are not spaces but rather enable certain Briton units to move quickly along chains of Controlled spaces (3.2.2, 3.2.3, 3.3.2).

Before we move on to the next Eligible Faction, did you remember to adjust Control and Prosperity markers to show the effects of all that Raiding? The blue Control marker should be at 35, Total Prosperity at 68, and Prosperity + Prestige at 69.

Now on to 2nd Eligible Faction, the Dux, who sees that the 1st Eligible Faction’s use of the Event opens up a full Command and Feat for itself. With both Saxon and Scotti Raiders about, time to Intercept them before they can get away with their Plunder!

Intercept is a Dux Command that enables Dux Troops (Cavalry and red Foederati, 1.4 & 1.4.3) to move and fight immediately (3.2.3). Find its summary box on the Dux panel of the foldout now. At the upper right of the Intercept box, you’ll see that an Intercept Command can add a Feat of either Invite (to obtain Foederati, 4.2.2) or Retaliate (to add Prestige and Plunder and diminish enemy Renown when Battling where the enemy has a Stronghold, 4.2.4). With no Raiders in spaces where their Faction happens to also have a Stronghold, only Invite is useful here, so the Dux will Intercept with Invite (so slide the red Eligibility cylinder to mark Dux action).

Players in addition to selecting the order of the spaces in which they execute their Command also may choose when to interrupt the Command for a Feat (4.1, unless the Feat modifies and is thereby integral to the Command procedure itself, such as Raid + Surprise). Here the Dux will choose to execute the Invite Feat before Intercept, so as to add red Foederati who might participate in chasing down Raiders.

Scan the Invite box in the righthand column of the Dux panel. Invite is prohibited if the Imperium is in Fragmentation—no problem here, as the Imperium track shows Roman Rule (6.8). Dux Invite is limited to a maximum of one space and may either add red Foederati there

or convert blue to red. With no blue Foederati yet on the map (and in any case no need to irritate the Briton Civitates lords so soon!), the Dux will add new Foederati.

Foederati Forces are Barbarian pieces marked under ownership—often temporarily—by one or the other Briton Factions (1.4.3). While marked as Foederati, Scotti or Saxon Warbands and Settlements count as Dux or Civitates Forces (such as for Control, 1.6) but also retain aspects of their Barbarian Nation such as Home Terrain in Battle (3.6.1) and even Barbarian Victory (7.2.3, 7.2.4, & 7.3).



To obtain these tough Barbarian Warbands for the Dux cause, the Britons will have to give them some land to settle. The Dux chooses to Invite Saxons rather than Scotti and selects the Deceangli Region in the west, where there is a vacant Site (1.3.5) at Dinorben. Place a black Settlement there (from Saxon Available, taking it from the upper left to reveal for Saxon Victory, 7.2.3, that “1” Saxon Settlement is now on the map). Find a Foederati marker and place it, red side up, on the Settlement piece. Finally, still per the Invite procedure (4.2.2), place three black Warband cubes next to the Settlement and a red Foederati marker on them.



Germanic mercenaries arrive on the Irish Shore.

Now to hunt down some Raiders! Dux will mark each Intercept movement origin with a white pawn to keep track, since Dux must pay Resources by origin space, 2 Resources each (3.2.3). Place white pawns in Deceangli and Carvetii and charge the Britons a total of four blue Resources (per Briton Cooperation, 1.5.2, 1.8.1) down to 22.

In *Pendragon*, Britons pay Resources for movement by origin space while Barbarians pay Renown by destination—reflecting their different practices of mobilization (3.2.2, 3.2.3, 3.4.1, 3.4.3, for example).

From Deceangli, Dux Intercept will target Raiders in two Regions: Ordovices adjacent and Corieltavi along the Road eastward. Move one Cavalry and one Foederati cube into Ordovices (you'll need to add a red Foederati marker to the black cube). Then move one Foederati all the way into Corieltavi (adding another red marker to it).

Note that Intercept requires Friendly Control in all target spaces, as well as Road spaces used for transit (3.2.3, 1.3.3). So the Foederati reaching Corieltavi could not continue northward into Parisi, which has lost Briton Control, nor will any Intercept of the victorious and Plunder-laden Scotti Raiders in Parisi be possible this action!

Next move from Carvetii—two Cavalry units head northeast into Votadini.

Having completed all Intercept movement, Dux may Battle Raiders wherever Dux Forces and Raiders are located together (3.2.3, at no extra cost in Resources). But there is a hitch: Raiders are slippery and will attempt to Evade before the Dux can Strike them (3.6.2). Go to the Battles sheet—we are at Pre-Battle.

Starting with the Battle in Ordovices, see that the Raiders are in Home terrain (3.6.1, Hills for the Scotti). They succeed in Evading (if they choose to attempt it; they instead could attempt as a group to Ambush) on a 1D6 roll of 4-6. They roll a “5” and succeed in Evading. Unfortunately for the Dux, this Battle is over, in effect cancelled!

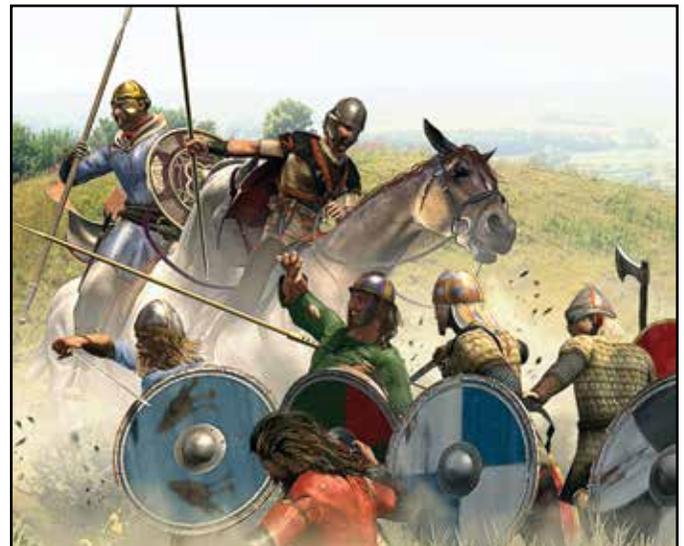
Next, in Corieltavi, the combined Briton group will Battle the Saxon Raiders there. Note that the Civitates Militia under Briton Cooperation (3.6.1) automatically join the Dux Cavalry and Foederati leading the Battle. And yes, the Dux's Saxon Foederati mercenaries will be fighting against their kinsmen Saxon Raiders! In a further twist, the Foederati as Saxons are in Home terrain in the Fens and so can attempt to Ambush (1.4.3 & 3.6.1, in case the Raiders also Ambush) and do so rolling a “3”.

The unlucky Raiders attempt to Evade but roll a “2” and so fail and must Battle. The Cavalry unit Charges and the Warband Ambushes, Striking first to inflict 2 losses that remove all 3 Raiders (because Raiders are halved in Field Battle). The Militia are then left without enemies in the Melee step, while the Raiders never get to Strike at all (come the Harass step).

The three Raiders are removed at no loss to the Britons. Battle consequences (3.6.5) award the following benefits to the victors:

- Cavalry participation earns the Dux +1 Prestige (adjust Prestige and Prosperity + Prestige markers on the Edge Track).
- Attacker elimination of defenders with Plunder allows either distribution of half the Plunder among attacking units other than Cavalry or to return one gold cube to the space's Prosperity. With Dux Victory conditions in mind (7.2.1), the Dux opts to add a cube to (the upper row of) Corieltavi's Prosperity (the second Plunder cube goes off map; adjust Edge Track markers).

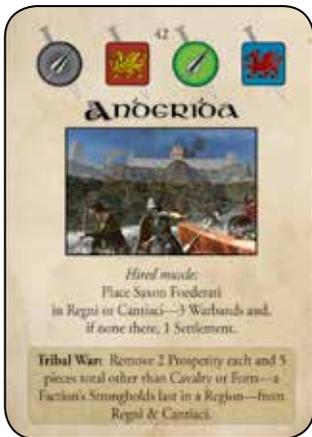
Lastly, in Votadini, the combined group of six Troops hunts for the mass of Scotti Raiders up in the Hills. This time the Scotti feel aggressive enough with seven Raiders to try an Ambush of the Intercepting Britons. They succeed on a roll of “6”! The Battle is on—Cavalry and Raiders will Strike one another at the same time in the Charge/Ambush step (3.6.1).



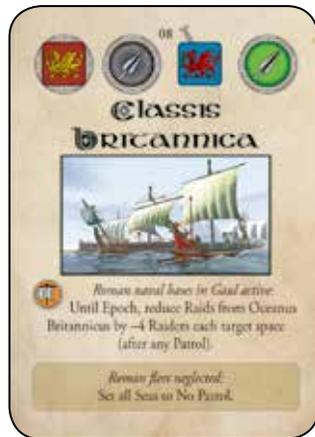


Hill Battle: Barbarian Raiders turn on and Ambush the Briton army that is pursuing them!

In the Field Battle, the two Cavalry kill four Raiders, while the seven Raiders inflict 3½ losses on the Britons (3.6.3). The Dux decides on how to distribute losses to the Briton units, but must fulfill exactly 3½ if that is possible (3.6.1, otherwise may ignore any excess). Militia like Raiders are halved in Field Battle (3.6.3). The only way to fulfill 3½ losses is to remove 3 Militia (for 1½) and the 2 Cavalry (for 2)—ouch. The elite Roman Cavalry lost in Battle cannot so easily be restored: put them in the red Casualties box near the top left of the map (1.4.1). The surviving Militia unit kills a fifth Raider during the Melee step. The Scotti are removing Raiders without Plunder first, so no Plunder is lost. With five units killed on each side, neither the Dux nor the Scotti won the Battle for any Prestige or Renown (3.6.5). The bloody engagement is over and, with it, the Dux Intercept and all actions on this card (remove pawns, adjust cylinders, and advance cards).



Played card



Next card on deck

Card 3: ANDERIDA. Your played card and draw deck should look as above (2.3.7). The Saxons are up and this time will choose to execute the Event rather than a Command. They have the choice on ANDERIDA of the unshaded or shaded text. Typically, the unshaded text is more helpful to the Britons than the Barbarians—here ostensibly so by placing Foederati. But the Saxons see an opportunity, at the cost of providing those fresh Troops to the Britons, to remove the lynchpin Saxon Shore Fort from Cantiaci.

As we saw, using an Invite Command to add Foederati requires a vacant Site for the new Settlement (1.4.2, 4.2.2). But Event text supersedes rules text when the two are in conflict, per rule 5.1.1, and particularly relevant to this case, the 2nd bullet of that rule. Because there is no vacant (legal) Site in Cantiaci for the new Settlement, the Faction executing the Event—in this case the Saxons—may select a Stronghold there to be replaced!

Move the Saxon cylinder from “Eligible Factions” to “1st Faction Event” and implement “Hired muscle”: Place Saxon Foederati in Regni or Cantiaci. Neither Region has a vacant Site so, by 5.1.1, the Saxons replace the Fort (red Stronghold) in Cantiaci with a Saxon Settlement and three Saxon Warbands.



The Saxons may make the Foederati either red or blue (the Event does not specify); they choose blue because they are more concerned about Foederati maneuver via Dux Intercept than via Civitates March. (Position pieces and markers accordingly—put the Fort into the Dux Available box to cover up the “10” space, to show that just “9” Forts are now on the map.)

Saxon play of the Event against the Britons’ will represents some local authorities for their own reasons inviting Barbarian fighters into an area where the Roman army could no longer be trusted to do the job. As a potential benefit to the Saxon player beyond removing the Fort, these Saxon mercenaries may well one day turn on their Briton paymasters and join the larger Anglo-Saxon cause!

The next Faction order symbol on the card is red, but the Sequence track shows the Dux Ineligible, so 2nd Eligible status goes to blue, the Civitates (2.3.2).

The Civitates can now respond to the Saxons’ play of the Event with a full Command plus Feat (2.3.4, adjust cylinders). The Civitates Britons feel exposed to Scotti attacks boosted by the ARD RI Momentum. So they pay 10 Resources to Muster (3.3.1) new Forces in the following locations (2 Resources each space, see the upper left box of the Civitates panel):

- Durotriges receives two Militia (out of three that the Civitates could have placed for the same cost).
- Demetae gets one Militia (out of two possible, but the Civitates do not want to exceed the Hillfort Withdrawal capacity of two).
- Cornovii gets two Militia (out of three possible).
- Votadini gets three Militia (of four possible).
- Londinium gets two Militia (of three possible).

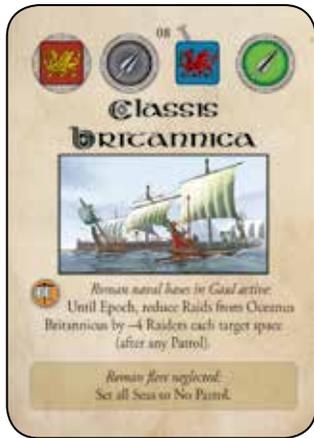
The Civitates have with that placed all 10 Militia that were Available, providing garrisons that will reduce the chances that the valuable Roman Towns, in particular, will fall to Barbarian Coup de Main.



The Civitates will add Rule as their Feat and bank up some Wealth to help shift Dominance from Military to Civilian (1.8.4, 6.2.2). Rule offers several options among three spaces (4.3.1). The Civitates choose to hoard a total of six Resources for three Wealth: on the

Edge Track, slide the blue Resources cylinder down to 6, and the Wealth marker from 0 to 3.

Note that the Civitates could have used the same Muster Command to replace pieces or spend Wealth to build Strongholds (3.3.1). They just drew a great deal on Britannia’s coffers and have left the Dux a few Resources to wage war on the Barbarian marauders.



Played card



Next card on deck

Card 4: CLASSIS BRITANNICA. Advance cards to play CLASSIS BRITANNICA and expose RECRUITS. The Dux have the option on CLASSIS BRITANNICA but are most concerned merely to ensure that the Scotti up next do not play the shaded version of the Event, which would open the sea gates to the Saxons. So the Dux will block the Event by executing an Intercept Command without a Feat—move the red cylinder to “1st Faction Command only-No Feat”.

Since Novantae, Parisi, and Icenii are no longer Briton-Controlled, the only possible Raider targets for Intercept are in Ordovices and Votadini. Ordovices already hosts enough Forces, including a Cavalry to earn Prestige for a victory, so no need to move Forces there. The Dux pay 2 blue Resources in Textoverdi to rush one Cavalry north into Votadini to join the fresh Militia there.

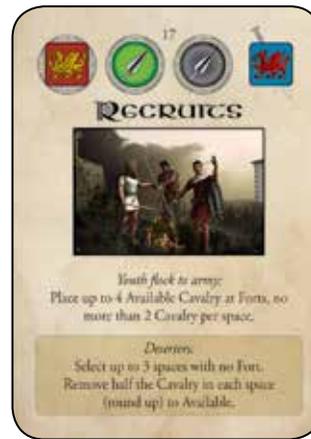
Battle ensues in each target Region (in Ordovices, at 0 cost as there was no Intercept movement, 3.2.3):

- The Ordovices Raiders again attempt to Evade but fail the roll this time and perish. The Dux earns +1 Prestige and restores one Prosperity to the Region (3.6.5).
- The Votadini Raiders this time Evade on a roll of “6”, no doubt infuriating the Dux commanders eager to avenge the recent Roman setback there!

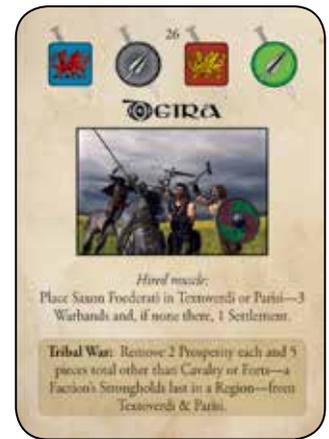
The Scotti could take a Limited Command but bide their time and Pass for +1 Renown (2.3.3-.5). After adjusting Eligibility for the next card, your game board should look like this:



After Card 4, CLASSIS BRITANNICA



Played card



Next card on deck

Card 5: RECRUITS. You should now be getting the sense of rhythm in raiding and counter-raiding, as the Factions also see to their interests on certain Events or with various Feats. Let's play RECRUITS and flip the upcoming DEIRA, accelerating a bit as we go.

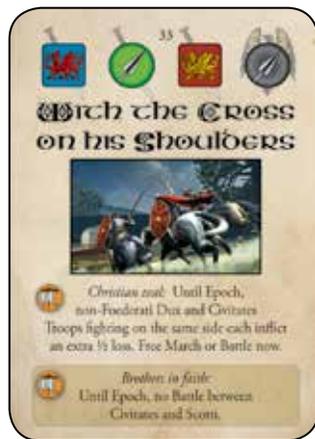
Scotti, up first, will use the opportunity to Return (Command) with Settle (Feat) to get away with their loot while they can. Peruse the relevant boxes on the Scotti Faction panel. First, they Return all their Plunder (3.5.2), bringing them Renown one for one: remove the eight Plunder cubes carried by Scotti across the map and slide Scotti Renown up to 16.

All the Scotti Raiders are about to Return (to Available) as well. But as part of that, the Settle Feat will allow an attempt in one space to stay there as Scotti Warbands—and perhaps a Scotti Settlement as well (4.5.1). The Scotti may Settle in either Novantae or Parisi—their pieces in each outnumber enemies. The Hills of Novantae seem safer. Also, adjacent Returning Raiders add to the Settle possibilities, so the Raiders Returning from Votadini also can attempt to mature into Warbands in Novantae. The Scotti roll 1D6 for each Raider Returning from Novantae and Votadini, four Raiders for four dice total. Each “5” or “6” will produce a Warband. The 4D6 produce just one Warband (on a “6”)—not enough to then replace Warbands with a Settlement (and take Scotti Control, 1.6). So remove all the Scotti Raiders and place one green Warband cube in Novantae.

The Saxons, next, can choose between Limited Command, Event, or Pass. With no immediate threat to their Plunder-carrying Raiders in Iceni, they elect to play the shaded Event to send some more of the feared Cavalry to the Casualties box. Implementing the shaded text, “Deserters”, the Saxons choose three spaces with no Fort (red Stronghold): Cantiaci, Votadini, and Ordovices (the Scotti cheer!). Half the Cavalry in each space, rounded up, is one Cavalry from each. Remove those three red cubes to the Casualties box, adjust Eligibility, and on to DEIRA!



Played card



Next card on deck

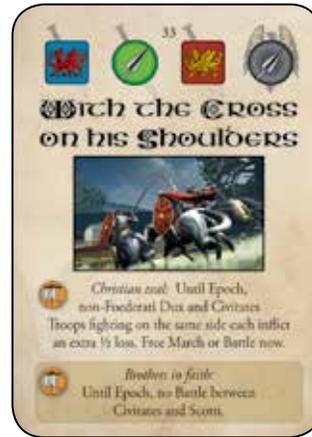
Card 6: DEIRA. Did you happen to notice that the Civitates were Eligible on RECRUITS but got no chance for action? That was a side-effect of the Scotti having Passed. But they will get to act now—indeed, the Britons now own this card, with both Barbarians Ineligible. The Civitates see their fully deployed Troops, the absence of an immediate threat, the near-empty British treasury, and their lordly Wealth still low—they will Trade and Rule (see their foldout panel).

Trade adds +13 Resources for the 13 Towns on the map (3.3.3, no need to count them, just consult the left side of the Civitates Available Forces box). Rule again adds +3 Wealth at the cost of 6 Resources (down to 11).

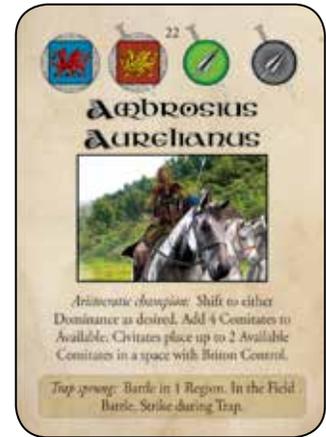
The Dux need to pay attention lest Civitates win a threshold Victory via Briton Control and too much accumulated Wealth (6.2.2, 6.3, 7.2). But seeing that many Foederati will need to be paid before the Civitates can Hoard even more Wealth (6.1, 6.2.1), the Dux feel confident enough of maintaining Dominance to risk restoring Control—and the Road system—in Parisi through the unshaded Event.



Note that the Dux could not use an Invite Feat to place Foederati in Parisi because that Feat requires Friendly Control (4.2.2). But the Event’s “Hired muscle” text is not an Invite—it simply says place the Foederati. So the Dux add a Saxon Settlement and three Saxon Warbands—naturally, they elect to make the new Foederati red—to Parisi (either vacant Site). Mark Briton Control there and the blue Control total as “37”.



Played card



Next card on deck

Card 7: WITH THE CROSS ON HIS SHOULDERS. The upcoming card is revealed to be AMBROSIOUS AURELIANUS, and the Civitates will be in position to play it! The Civitates start drooling...

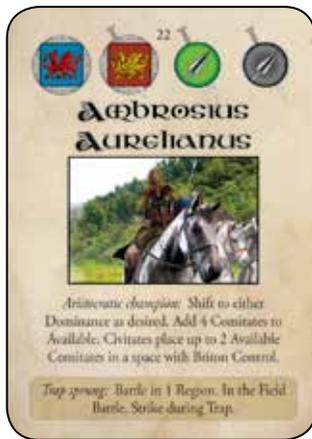
Meanwhile, the Barbarians alone are Eligible on WITH THE CROSS: Wanting to take full advantage of their ARD Ri Momentum, the Scotti go for more Raiding, this time paired with Ransom for some immediate, extra Renown.

A maximum Raid effort—four Regions rolling 2D4 for 1 Renown each (3.5.1, down to 12)—with +2 Raiders each for ARD Ri ends up placing Raiders as follows:

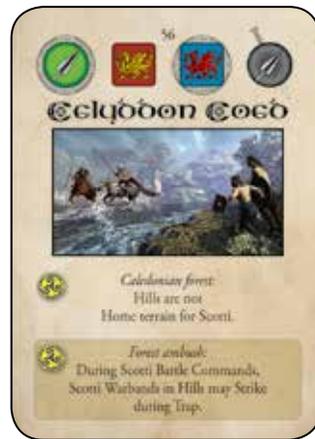
- Nine Raiders in Votadini, taking 2 Plunder. After Militia Withdrawal, the Raiders Assault and destroy Traprain Law Hillfort and its garrison of two Militia, at the loss of seven Raiders (so no room to carry more Plunder from the Stronghold). A D6 Ransom roll of “3” yields nothing.
- Six Raiders in Carvetii, who take 1 Plunder and roll a “5” for successful Ransom of 1 blue Resource converted to Scotti Renown (to 13). See the Ransom box on the Scotti panel: had the Dux had any of their own (red) Resources, the Scotti would have taken that, because it is the Dux who have a Stronghold in Carvetii. Army Preemption (at Roman Rule, 1.5.2, 6.8.2) enables them to steal blue Resources via Ransoming the Dux.
- Ten Raiders in Ordovices for another 1 Plunder and a Ransom success (blue Resources to 9, green Renown to 14). The defenders Withdraw into the Hillfort, and the Raider Assault then removes them and Briton Control, leaving 3 Raiders fully laden with Plunder. (Note that, per 3.6.4, the tough Warband, once inside the Stronghold, fights no more effectively than Militia!) Briton Control down to 36.
- Finally, five Raiders in Demetae for 1 more Plunder and, this time, no Ransom success. No Assault here—such an attempt cannot succeed.

The Saxons see nothing attractive in the Event and know they may not get to act on the next Event at all if they Pass (because they are 4th in Faction order). So they accept the Limited Command on offer (2.3.5) to Raid. They target Iceni, hoping for the opportunity to Settle there before end of Epoch with as many Raiders as possible. They pay 2 Renown (no need to be stingy with the Epoch drawing to a close, since New Leadership will guarantee at least 10 Resources to start the next Epoch, 6.6.3.) A roll of 3D4 generates 7 Raiders, less 2 for Sea Patrols in Oceanus Germanicus: five Saxon Raiders join those already in Iceni, lifting two Prosperity as Plunder.

A good time to doublecheck your count of Prosperity after all that Raiding: your Edge Track should show Total Prosperity at 63, Prosperity + Prestige at 66.



Played card



Next card on deck



Card 8: AMBROSIUS AURELIANUS. As all expected, the Civitates play the next Event (unshaded)—a big step in their evolution into a potent fighting and not just ruling and trading power! Shift the Imperium marker to Civilian Dominance (still at Roman Rule). Take four darker blue Comitatus cubes from the Not Yet in Play box: place two of them into the Civitates Available box for later Muster, the other two into a Briton Control space selected by the Civitates, in this case, Catuvellauni.

AMBROSIUS'S Dominance makes the threat of Civitates victory more serious. The Dux will work toward ending Civilian Dominance and use the full Command offered to build up Prestige. Dux will Intercept wherever able while Inviting yet more Foederati, some Scotti this time. Spending Briton Resources will deplete the Civitates' opportunity to Hoard Wealth during the Imperium Phase (6.2.2) and perhaps force the Civitates back from their threshold with a loss of Control to unpaid Foederati (6.1).

We've already seen how Intercept works. The Dux pay 6 Resources for three origin spaces and move Cavalry as shown below, then pause to Invite two Scotti Warbands to a new Foederati Settlement at Luguvalium...

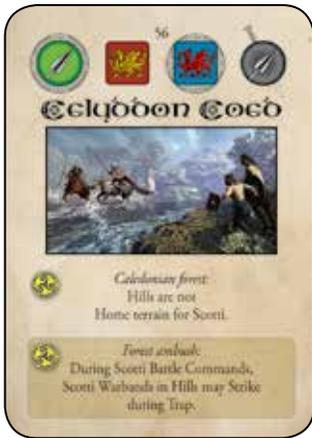


Intercept movement plus Invite.

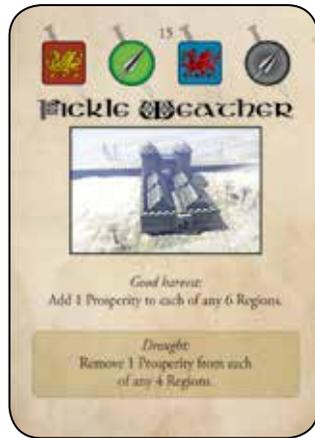
Battles ensue in Votadini, Carvetii, Demetae:

- The Votadini Raiders again Evade—what a little quagmire for the Roman Army!
- The Carvetii Raiders gamely stand against their mercenary kin and yet more Cavalry. Both the Raiders and the Scotti Foederati succeed in Ambushing the other (3.6.1-2). All Forces Strike in Charge/Ambush. The Raiders are destroyed, while the Dux remove their new Foederati and one Cavalry as well. The Roman victory adds +1 Prestige and restores 1 Prosperity to the Region (3.6.5).
- The Demetae Raiders similarly attempt an Ambush but fail and are wiped out in the Charge and Melee steps (with the local Briton Militia finishing them off!). The Army's Prestige grows another +1 and Demetae too sees renewed Prosperity by one golden cube.

Your tracks and boxes should now show Total Prosperity = 65, Prestige = 5, Prosperity + Prestige = 70, Briton Resources = 3, and six Cavalry units in Casualties box.



Played card



Next card on deck

Card 9: CELYDDON COED. The Scotti see clearly that the Cavalry is not giving up on chasing into the Hills, so the shaded Capability offered is quite attractive. Capabilities last for the duration of the game (5.3), and there is plenty of game left. Happy with their growing Renown so far, the Scotti play the shaded Event.



Place the CELYDDON COED card on or next to the board near the Scotti Forces box and add a yellow triskele / orange sail marker onto the card, “shaded” side up. For the rest of the game, Scotti Warbands in Hills terrain attacking during Scotti Battle Commands will Strike first, during the Trap step (3.5.4, 3.6.3)—that is, even before enemy Cavalry!

A long-term boon to Scotti warfighting, but it did nothing immediate for them—the Scotti action is over and the Saxons (at long last) have a full Command and Feat at hand.

The Saxons ideally would have liked to Return + Settle in Iceni where they have a good number of Raiders (seven) to establish their first foothold on the island. But with the upcoming FICKLE WEATHER Event (and its unshaded boost of +6 to Total Prosperity) potentially raising the Dux score above victory threshold ($70 + 6 > 75$), and the Epoch drawing near its end (this card being the 10th), they play it safe and Raid some more to remove more Prosperity. While they are at it—and considering that the Briton Strongholds are well defended—they elect to pair their Raid with a Ravage Feat to maximize the devastation to hamstring the Briton Resources for the next Epoch and perhaps even diminish the Population under Briton Control (the Civitates measure of victory).

However, with only 2 Renown to their credit, the Saxons can only launch one full-strength (3D4) or two reduced-strength (1D4) Raids (3.4.1). Factoring in the Sea Patrols, 1D4 Raids would be too likely to not even make it to shore, and there would in any case not be enough Raiders to take advantage of Ravage. So the Saxons elect to go with one full-strength Raid on the richest (and relatively lightly defended) Region of Atrebatas on the south shore.

Have a look at the Saxons Faction panel, especially the Ravage box (or rule 4.4.3) that our Raiders will be employing in Atrebatas...

First, some Saxons must slip past the Roman Sea Patrols to reach the shores of their future Wessex. A full Raid roll of 3D4 yields “4”, “3”, and “2”, for 8 Raiders less 2 for the remaining Forts along Britannicus (3.4.1). Six Raiders land in Atrebatas.

These Saxon Raiders are Ravaging (4.4.3), so they are not limited by the Population of the Region in how much Plunder they can immediately seize—only by the amount they can carry! Six Raiders

can lift six Plunder (1.7.4), and plump Atrebatas kindly offers exactly that many Prosperity cubes: put them onto the Raiders and adjust the Prosperity markers down.



Proceeding through the Ravage box (4.4.3), the Saxons are not yet done with the now-ruined Atrebatas. They next roll to see whether all the depredations chase off or otherwise diminish the local populace (on a D6 roll of 4-6).

A Ravage roll of “4” decreases the Population of Atrebatas from 3 to 2: place a “Pop 2” marker over the small “3” box there and reduce Briton Control to 35.

Any such reduction in Population—unless otherwise specified in Event text—generates Briton Refugees who flee temporarily to safer areas (1.3.6, 5.1.1).



Find and place one Refugees marker into the Civitates Available Forces box. The Civitates may later have the opportunity, via a Rule Feat (4.3.1), to absorb these Refugees permanently into another Regional Population safely under Briton Control.

Why do the local defense Troops sit by while all this Ravaging is going on? Well, per Ravage (4.4.3), they don’t have to: they can immediately attack the Raiders in Battle before the latter get away with their haul. However, in this case neither the Dux nor the Civitates see enough profit in denuding their thin defenses here against the numerous Raiders, so each Briton Faction in turn declines to intervene.

The Raiders too could attack in Battle, as after any Raid. But their Ravage prohibits them from any Assault of a Stronghold (4.4.3)—they are too busy devastating the countryside—and the Britons would just Withdraw safely into their Fort or Town and laugh. This Raid is over.

Adjust Eligibility cylinders and advance cards...



Played card

Next card on deck

Cards 10 & 11: FICKLE WEATHER & MAGNUS MAXIMUS (Epoch card).

The upcoming card flipped faceup turns out to be the Epoch card, in this case, MAGNUS MAXIMUS. Whenever an Epoch card is revealed, it immediately switches places with the played Event card (2.3.7, 2.4). So players will rarely know exactly when an Epoch Round will ensue.

Epochs in *Pendragon* appear suddenly (2.3.7), similarly to “Winter” in *Liberty or Death* or the “Sudden Frost” option in *Falling Sky*.

The displaced Event is not cancelled, merely delayed until after the Epoch Round. Here, it turns out that the Dux will not after all get the opportunity to play unshaded FICKLE WEATHER in time for the Epoch Round as the Saxons had worried.

PART THREE – The Epoch Round



Instead, we proceed with the Epoch Round. Flip the Battles sheet over to the Epoch Round sequence (or refer to rules section 6). It is helpful to show the current phase with the “Epoch Round” marker on the track just south of the main Sequence of Play display on the game board, should something interrupt play.

Annona. First, the Britons’ effective but unruly Barbarian mercenaries demand their pay, Annona (6.1). Read the top bullet of the Epoch sheet carefully. Space by space, Dux and Civitates between them will have to pay 1 Resource to each Foederati Warband not carrying Plunder or suffer local rebellion! And all proceeds credit the Renown of that Barbarian Nation. As we shall see, the Civitates in the board situation below will have to draw on their Wealth to pay their Cantiaci Saxons, and so will not be able to sustain Civilian Dominance over the Dux...



Britannia’s state as Annona comes due.

We start with the call upon the Dux to pay their red Foederati. After the foregone Epoch’s various maneuvers and clashes against Raiders, five red Saxon Foederati Warbands are scattered across the island. The Dux have yet no Resources of their own and can draw upon only 3 Briton Resources. The Dux elects to pay for the two lone Foederati Warbands in Deceangli and Corieltauvi, placing a Plunder cube on each for a total cost of 2 blue Resources, and let the Civitates make the call on the red Foederati in Parisi.

The only way the Civitates can pay the six remaining Foederati Warbands is by delving into their hard-earned Wealth (1.8.4). But failure to pay in either Parisi or Cantiaci would remove those Foederati markers

from Warbands and Settlements—a disastrous switch to Saxon Control at the expense of Briton Control and a gift of ready bases full of enemy Warbands for unfettered Saxon aggression in the next Epoch. So, with much grumbling about the Dux’s fiscal irresponsibility, the Civitates lords fork over 6 Resources (the last Briton Resource plus 5 Wealth) to place Plunder cubes on the remaining Foederati units—all of which will remain in Briton service.

Accounts settled, the Saxon player collects up the Plunder on the Saxon Foederati and converts its to Saxon Renown, from 0 to 8.

Imperium. In the next phase, we give the Civitates a chance to recover some Wealth and then check the state of imperial governance.

First the Civitates may Hoard Briton Resources (convert them to Wealth) up to half the surviving number of Towns (6.2.1). But Britannia’s treasury is empty, so nothing to Hoard.



Next we update the Imperium Track (6.2.2). Running down the bullets on the Epoch Round sheet, we see that both Briton Control and Prosperity + Prestige are ample to maintain Roman Rule, but that Wealth is insufficient to maintain Civilian Dominance. Slide the Imperium marker back leftward to Military Dominance at Roman Rule.

Victory. Refer now (6.3) to either the Victory box on any panel of the Faction foldout or to rule 7.2 to see that no Faction is exceeding its Victory threshold. The Civitates are close, with 35 Briton Control, still not exceeding 36, and in any case not a Victory without Civilian Dominance.

Event. At this point, we resolve the Event on the Epoch card, MAGNUS MAXIMUS (5.6, 6.4). Have a look at the card, a “bid for the purple” Event. The red text is a precondition for the Event to apply that is met: we are at Roman Rule not Fragmentation (6.8).

Bids for the purple represent occasions in which Roman Army commanders in Britannia sought to make themselves Emperor. They represent opportunities for the Dux Faction to buttress its political position—but only at substantial investment. With both Briton and Dux Resources tapped out, the Dux cannot pay to remove any Cavalry to exercise such a bid and instead suffers the ignominy of false pretensions. Since we are under Military Dominance, reduce Prestige –8, down to 0.

Revenue. Well, never mind that, Britons—the first Epoch is typically lean for Resources as the diocese gets its defenses geared up against the great Barbarian Conspiracy. Help is on the way...

- The Army now gets credit for maintaining the divinely ordered imperial rule: Dux recover +5 Prestige for Military Dominance at Roman Rule (6.5.1).
- The civilian authorities gather their local taxes and duties: add +70 (blue) Briton Resources for 57 total Prosperity under Briton Control plus 13 Towns (6.5.2). Note that two Prosperity cubes are outside Briton Control—in Novantae and Ordovices—so that Prosperity yields only 57 Resources not the total 59 marked on the Track.
- Since we are under Roman Rule and Military Dominance, Imperial Taxation reduces Briton Resources –30, from 70 down to 40 (6.5.3). The Britons must render unto Caesar to fund all those Patrol fleets and Roads, not to mention defenses against Barbarians assaulting elsewhere across the Empire!
- Lastly, the Saxons would gain Renown for Prosperity under their Control and the Scotti for non-Foederati Settlements (6.5.4-5), but neither has any.

Upkeep. Each Faction now does some housekeeping. For the Dux, the relevant activities (6.6.1) are:

- The Dux must maintain his Forts. Each of the nine still on the map costs 1 Resource or must be removed. The Dux pays 9 Briton Resources, down to 31.
- Cavalry relocates back to and among Dux Forts. The Dux must bring in three Cavalry units from spaces without a Dux Fort (in Votadini and Demetae)—one to Atrebatas and two to Silures. Then the Dux elects to further relocate a Cavalry from Carvetii to Corieltauvi and another Cavalry from Eboracum to Trinovantes.
-  Foederati must relocate to their Settlements. The Dux moves his Corieltauvi Saxon Foederati Warband to the red Saxon Foederati Settlement in Deceangli.
- Under Roman Rule and Military Dominance, all six Cavalry Casualties box go into the Dux Available Forces box—ready to be Trained back to fighting trim in the next Epoch.

For the Civitates (6.6.2):

- Some Militia disband. Four spaces each have three Militia units (Cornovii, Dumnonii, Durotriges, Londinium)—remove one Militia from each. Note that there are four Civitates units in Catuvellauni, but only two of them are Militia, so no reduction there.
- The Civitates have two Comitatus units on the map (in Catuvellauni). These noble retinues live high, so the Civitates must pay them in Wealth to keep them, 1 Wealth per 3 units. Here they do so with their last bit of Wealth, down to 0.
- The Civitates have a Refugees marker and must now discard half of that, rounded up. So the Refugees are lost before Civitates Rule has a chance to organize them into restored communities among Briton Population. Note that Britannia has depopulated slightly during this Epoch, from 40 to 39 total Population.

For the Saxons (6.6.3):

- Saxons carry Plunder in two spaces (Iceni and Atrebatas) where they must now execute Return (3.4.2). Ten Plunder transfer to Saxon Renown (increased to 18), and all 13 Saxon Raiders in these two Regions return to Available without an opportunity to Settle (4.4.1).

For the Scotti (also 6.6.3):

- Scotti Raiders carry Plunder in Votadini and Ordovices whence they similarly must Return. Five Plunder bring Scotti Renown to 19, and these five Scotti Raiders go to Available (3.5.2).
- Loyal Barbarian Warbands like their Foederati counterparts must go home to their Settlements. The Scotti have a non-Foederati Warband in Novantae but no non-Foederati Settlement to host it. So they remove their Warband to Available. Note from this the importance to the Barbarians of establishing Settlements for a permanent presence on the map!

Recovery and Reset. As war rages, economic life goes on (6.7.1). Depending on the state of the Imperium (6.8.6), either both rows or just the bottom row of Prosperity in each Region will recover cubes equaling the Region's Population—provided someone governs there (has Control, 1.6). We are at Roman Rule so can still Recover cubes along the top rows. The following Regions are missing gold cubes and are Controlled, so Recover some (bottom row then top):

- Votadini +2 (to 2).
- Parisi +2 (to 4).
- Corieltauvi +1 (to 4; 2 could have been replaced but only 1 was missing).

- Cantiaci +2 (to 4).
- Atrebatas +2 (only, since Population has been reduced to 2; to 2 cubes total).

Total Prosperity is now 68 and Prosperity + Prestige is 73. Note that Novantae, Ordovices, and Iceni Recover no Prosperity as they are Uncontrolled.

Just a few bits of cleanup and we are ready to resume with Commands and Events (6.7.2). Momentum Events are discarded at the end of the Epoch Round, so the Scotti player loses ARD RI now (5.4). All Factions begin each Epoch Eligible, so slide the green and black cylinders over to join red and blue at “Eligible”. Lastly, advance Fickle Weather to the played pile and—if you have prepared the deck to continue play on your own—flip the next Event card.

After Recovery and Reset, your game board should look like this:



Dawn of the 2nd Epoch.

Whether you are continuing Britannia's history from this point or intend to start over on your own, CONGRATS! You have completed our tutorial tour of the elements that you will need to complete a full session of *Pendragon*. For other scenarios, also read about Pivotal Events (2.3.8 & 5.7). Before trying the Non-players (8.0), be sure to check out their examples of play later in this Playbook that begins with the situation where this tutorial ends.

Pendragon features Pivotal Events similar to those in *Fire in the Lake*, but they delay rather than cancel the current Event card (2.3.8 & 5.7).

And wherever you may journey next, good luck!

Non-Players Orientation

Here we will guide you through some highly detailed sample execution of the Non-players—game-run substitutes for live players. You can use them in any session in which fewer than four players participate, including solitaire, playing one or two Factions yourself against Non-players for the rest.

Most important for learning to use the Non-players is to make sure you have learned the main game first, rules sections 1-7. Only when you are comfortable with standard play of *Pendragon* should you attempt the added complication of operating the Non-players covered in section 8.

Second, it is unnecessary to read through the lengthy rules sections covering the unique decision-making of each Non-player Faction (8.5-8.8). Instead, you should look over the rules general to all Non-players, (sections 8.1-8.4) as well as special solitaire considerations at the end, section 8.9. Then rely on the various aid charts first and only consult rules sections as questions arise. Below we will try just to get started, by playing through a couple actions...

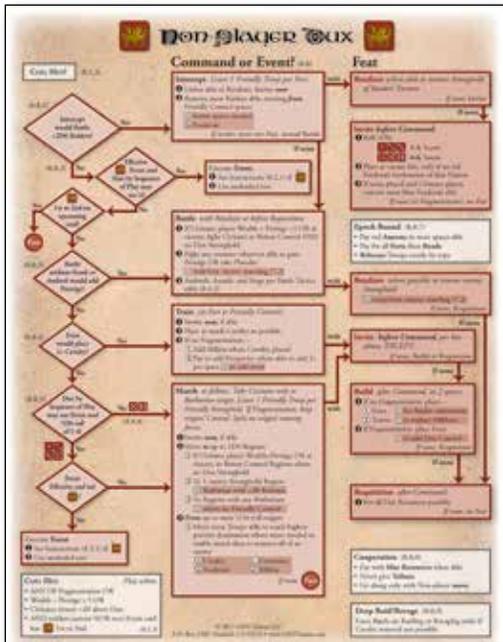
bullets within the boxes of the flowcharts, which set various priorities among spaces to target and the like. Finally, note that the flowcharts show rules numbers along the flowchart paths for handy reference should you need more detailed explanations.

Non-Player Event Instructions. Next check out the foldout listing all the Events and showing gray Shield, Sword, and Raven symbols. As you already know, *Pendragon's* Event cards feature these gray symbols in various combinations around the colored Faction order symbols. Rule 8.2.1 explains the meaning of these symbols, and they appear where used on the flowcharts also.

Non-Player Charts

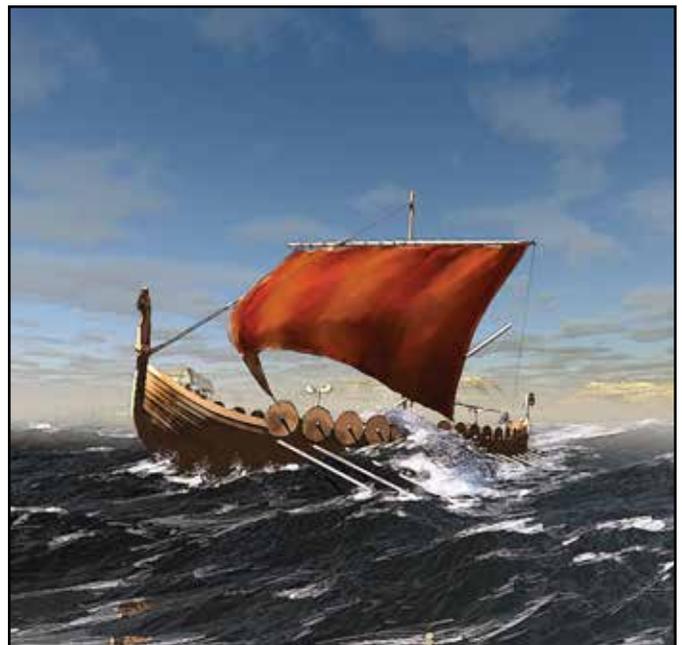
First let's grab some reference materials that we will need at hand. There are three player aids needed only when using the Non-players—go ahead and dig out and look at each of the following aids.

Non-Player Faction Flowcharts. This foldout covers the heart of the Non-player system. It summarizes on a one-page flowchart the detailed rules for each Non-player Faction's decisions on executing Commands, Feats, or Events (8.5-8.8).

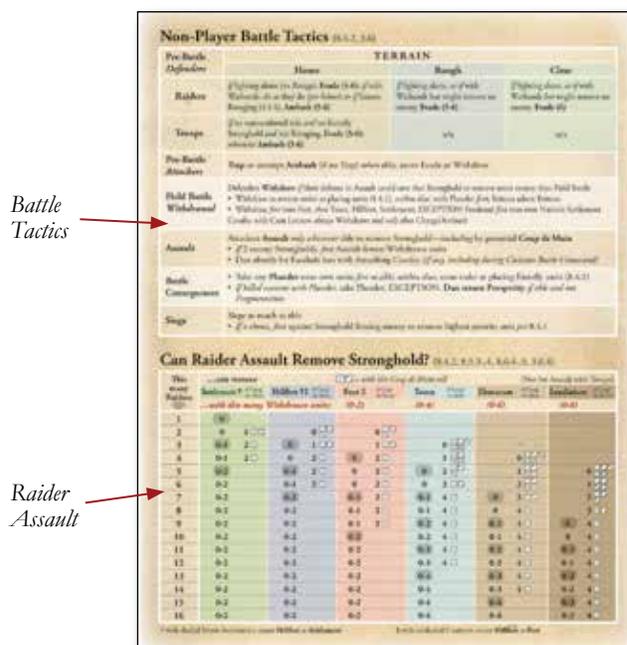
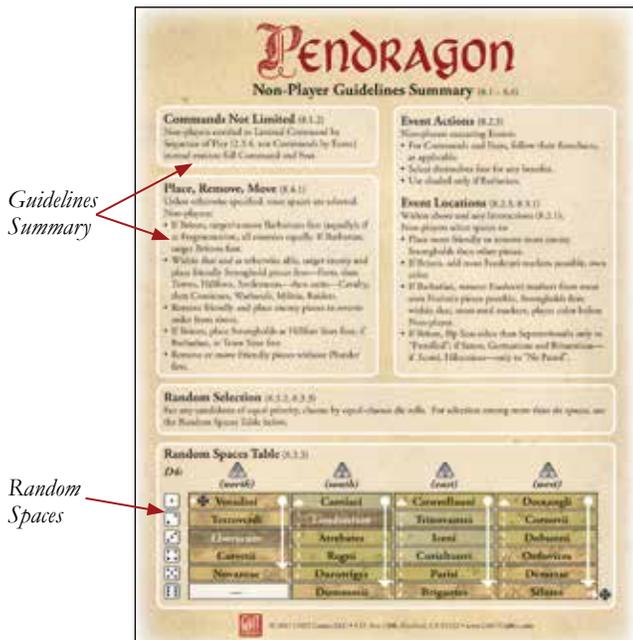


You will be referring to these flowcharts whenever a Non-player Faction is up for an action by the Sequence of Play, generally beginning at top left of the chart and working your way down and right. The diamonds down the left side are the main decision questions that will determine whether that Non-player will execute one Command or another, or play the current Event, or Pass. Review rule 8.1.4 now—it discusses how to interpret the colored circle numbered and lettered

This play aid lists all the symbols for each Event, but its main purpose is to provide Special Instructions for how each Non-player will execute certain Events—marked by the gray Sword symbol. So you will mostly be referring to this foldout list when a Non-player executes an Event for which that Faction's symbol on the card also has a gray Sword (perhaps Sword with a Shield). Simply find the Event by its number—the text for that Faction will influence how the Non-player executes the Event or even prevent use of the Event entirely (8.2.1, 8.1.1).



Non-player Battle Tactics, Raider Assault, Non-player Guidelines, and Random Spaces Sheet. Finally, have a look at the sheet with Non-Player Guidelines on one side and Non-Player Battle Tactics on the other. The “Guidelines” merely reproduce in short the most important rules from sections 8.1 to 8.4 that apply to all the Non-Player Factions.



Below that is a table that will select a random target space on the map when several candidate spaces meet the priorities of a Command, Feat, or Event (see 8.3, particularly 8.3.3). It often will not be necessary to use the table, because you can pick a space by assigning each of six or fewer candidates an equal chance on the roll of a single die (8.3.2). But sometimes there are seven or more candidates or for some other reason the table is an easier way.

On the table, simply roll one 6-sided and one 4-sided die and cross reference to find the initial selected space. If that space does not qualify as a candidate, track down the row and from the top of the next right row until a suitable space is found. To make finding the spaces easier, the columns are arranged by north-south-east-west areas of the map.

On the flip side, you'll find two more charts for occasional reference while using Non-players (8.4.2). The first guides various decisions that Non-players need to make when their forces are in Battle (3.6), such as whether to Evade or Ambush and whether to Withdraw into Strongholds.

As you proceed through the usual Battle procedure on the Battles sheet, consult the Non-Player Battle Tactics table at each relevant step, as arranged there from top (Pre-Battle, 3.6.2) to bottom (Siege, 3.6.6).

For example, if a group of just-placed Non-player Raiders is to attack some Non-player Briton Troops with a Stronghold (3.4.1, 3.6), you'll need to know if the Briton defenders have an Ambush or Evade option and—if so—whether they attempt it. The same then goes for attacking Raiders. Next, you'll need to find out whether the defenders will Withdraw into their Stronghold and, if so, whether the attacking Raiders will Assault it, and so on.

The second table can be helpful on the frequent occasions that Non-player Barbarian Raiders (alone, without any Warbands Battling alongside) have an option to Assault an enemy Stronghold. Per the Battle Tactics on the sheet (8.4.2), attackers will Assault when they have a possibility of removing the Stronghold. This lower table helps determine whether a certain number of Raiders (not Troops) has such a possibility (and as a bonus, for Coup de Main, what die roll is needed for success).

When a group of Non-player Raiders has an option to Assault a Stronghold (3.4.1, 3.6), cross-reference the number of Raiders along the left of the table with the column corresponding to the type of Stronghold. If no numeral appears, the Raiders are too few to destroy the Stronghold. Numerals without dice are the numbers of Withdrawn units which still allow the Raiders to destroy the Stronghold (so—per Battle Tactics, 8.4.2—they will Assault if a number in that range is inside). A numeral with dice shows that a successful Coup de Main (with that die roll, 3.6.4) will destroy the Stronghold with that number of Withdrawn units.

The purpose of this Raider Assault table then is to aid determination of whether Raiders in a given situation will Battle and Assault per their flowchart (8.5.3, 8.5.4, 8.6.4, 8.6.5). Naturally, you will still have to carry out the Assault procedure, to determine losses and Plunder (3.6.4-.5). Also, because this table applies only to the frequent case of groups of Raiders attacking on their own, you will need to work out any potential Assault involving Warbands or any Assault options by Briton Troops on your own, via the usual Assault procedure (3.6.4).

1-Player Victory

For our example of play here, we will play solitaire as the Civitates Faction against Non-players for the Scotti, Saxon, and Dux Factions. So, we need to check on a few considerations for playing 1-player and choose a difficulty level for victory.

Turn to rules section 8.9. We can skip the “Entropy” rule, which applies when we solitaire as two Factions against two Non-players (we will play just one Faction, the Civitates). We need to consider the box of difficulty options, however.

The standard difficulty option, between “Easy” and “Difficult”, gives the humble Non-players an assist against crafty players via rule 8.1.2: their Limited Commands on the Sequence track (2.3.4-.5) become full Commands plus Feats. If learning the solitaire game or for any reason we want an easier time against the Non-players, we can dampen or remove that assist to our paper opponents by opting for “Introductory” or “Easy” levels found in this box. Alternatively, if we want a greater challenge, the “Difficult” option provides that by denying the player any victory check win (7.2)—we win only by making to the very end of the scenario and triumphing then.

We will assume for our examples that we are playing the standard difficulty, so Non-players will challenge us with a lot of full Commands and Feats, while the Civitates player could win on victory checks as usual.

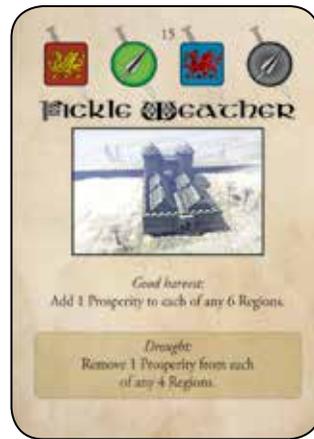
Setting Up the Examples

Board. So let’s set up a sample game situation. We will pick up where the earlier Multiplayer Example of Play left off. Set up the game board as it appears at the end of the Example of Play on page 15 and below. Here is the situation again, as we reached the end of the first Epoch Round:

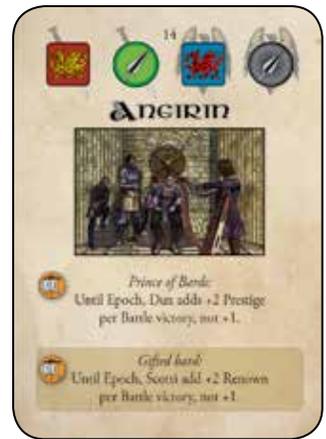


Dawn of the 2nd Epoch.

Cards. For our examples, we will continue a bit into the second Epoch with FICKLE WEATHER as the current card and add ANEIRIN as the upcoming card. Set out these cards as shown below.



Played card



Next card on deck

Also, the Scotti have the shaded CELYDDON COED Capability already in play (5.3).

Non-Player Pivotal Events

We will presume for these examples that we are continuing a full-length scenario that includes Pivotal Events (2.3.8, 5.7). Have at hand the four Pivotal Event cards as well—we will especially need the Scotti’s CONSPIRATIO BARBARICA.

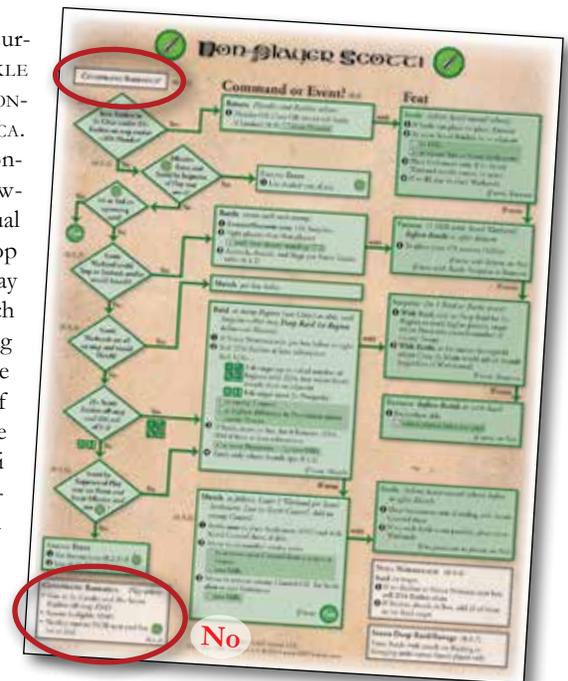


Scotti Pivotal Event

We can start our example of play with that. Just like players, Non-players who are Eligible and have not yet played their Pivotal Event will consider whether to do so now. Fortunately, most Pivotal Events are unavailable most of the time. At this early point in our scenario, only CONSPIRATIO BARBARICA is available, as the other three Pivotal Events have not met their preconditions.

Seeing that the Scotti are Eligible, we check whether the conditions are right for the Non-player Scotti

to preempt the current Event, FICKLE WEATHER, with CONSPIRATIO BARBARICA. Consulting the Non-Player Scotti flowchart, we see a visual reminder box at top left to check for play CONSPIRATIO, which is what we are doing now. The details are at bottom left of the chart, where we see that Scotti will play CONSPIRATIO only when several conditions are true: roughly, that the Dux have



already lost some forces, enough Scotti Raiders are available, the Saxons are Ineligible (so will get an extra turn), and there is not a high-priority Scotti Event on offer (8.1.3).

All these conditions are met except that the Saxons are Eligible. So the Scotti will hold off for now and wait to get the maximum Barbarian threat out of the card to enabling otherwise inactive Saxons to free Raid.

Non-Player Dux Example

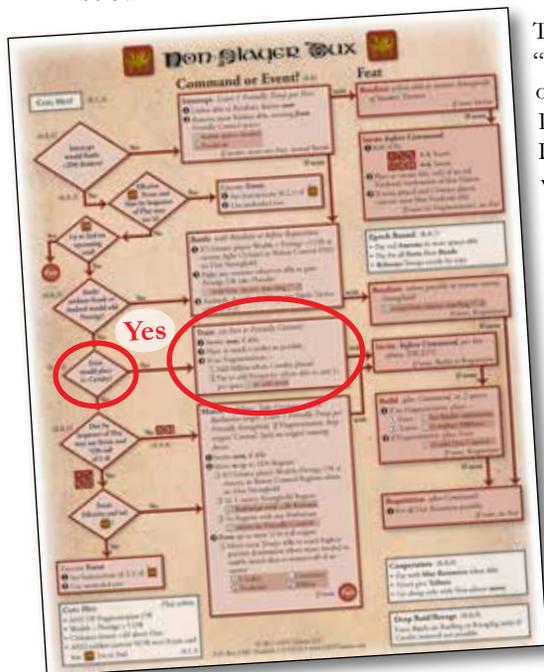
We move on, then, to the first Eligible Faction—the Non-player Dux. Have a look at their flowchart now. Also, keep the Faction Command and Feats foldout handy, to be able to refer to the usual particulars of Dux Faction actions.

Decision Diamonds. Beginning at upper left, we see a reminder regarding the Dux Pivotal Event, COEL HEN. The precondition for that Event does not apply, so we skip to the uppermost decision diamond, which regards Intercept (8.8.1).

Non-player Dux first checks whether Dux forces could reach sufficiently threatening concentrations of Raiders to make Intercept worthwhile. As it happens, all Raiders Returned recently, so there are none on the map. To answer the question in the first diamond, “Intercept would Battle >2D6 Raiders?”, we typically would roll two 6-sided dice and compare that roll to the Raiders that a Dux Intercept now could reach and Battle. But the answer in our situation of zero Raiders on map would be “No” regardless of what we roll on 2D6, so we follow the No arrow down to the second diamond.

The next diamond checks whether a particularly juicy Event is on offer for the Dux (8.8.2). Events with a gray Shield symbol around them are such high-priority Events (8.2.1). That is not the case for FICKLE WEATHER, a Sword Event for the Dux, so we move on.

The third diamond asks whether the Dux should Pass for such a high-priority Event coming up, on which the Dux symbol is first or second and bears a Shield. In this case, the next card, ANEIRIN, has Dux first but with a Sword again, not a Shield. So on to the next diamond below...



That diamond asks, “Battle without Evade or Ambush would add Prestige?” (8.8.3). Dux Battle in position would find no enemy except Civitates forces, and attacking those before Fragmentation—we are still at Roman Rule—provides no Prestige (3.6.5), so that’s an easy “No”. On to the next diamond: “Train would place 2+ Cavalry?” (8.8.4). The answer would be “No” if the Dux had no Cavalry in the Available box, or if there were no Resources to spend to Train them.

However, here we have 2+ (in this case, six) Cavalry Available and plenty of Briton Resources at the outset of the Epoch (as well as Forts to serve as Training locales, 3.2.1). So the answer is “Yes”, Training would indeed place 2+ Cavalry, and we follow the arrow right from that diamond into the Train box.

Dux Train Box. The Train box lists the priorities by which the Non-player Dux will now Train, possibly adding a Feat before or after the Command. Rule 8.8.4 (as noted next to the diamond) lays out these priorities in more detail. Unless questions come up, we will just read down the list in the box from top to bottom.

Train (at Fort or Friendly Control):

- 1 Invite *now*, if able
- 2 Place as much Cavalry as possible
- 3 If no Fragmentation—
 - 1 Add Militia where Cavalry placed
 - 2 Pay to add Prosperity where able to add 2+ per space
 - 3 to add most

The top line of the box names the Command concerned (Train), here with a parenthetical reminder of the usual rule for Train that only spaces with Forts or Friendly Control to the Dux may be selected, 3.2.1).

with Invite *before Command*, per box above, EXCEPT:
If *now*, Build or Requisition

If none ↓

The next line down, beginning with a “1” in a black circle, gives us the first priority: add an Invite Feat now—before completing the Train Command—if the Dux are able to do so. The Dux by the Sequence of Play may add a Feat and could pull off an Invite Feat (4.2.2), so we need to find out if they do. We temporarily shift onward to the right to the column of Feats, following the “with” arrow (as in “Train with Invite”) from the Train box to the Invite box.

Dux Feat—Invite? The text here in this Invite box immediately guides us to consult the longer Invite box further above. Please have a look at that:

Invite before Command:

- 1 Roll 1D6:
 - 1-3, Scotti
 - 4-6, Saxon
- 2 Place at vacant Site, only if no red Foederati Settlements of that Nation
- 3 If none placed and Civitates player, convert most blue Foederati able

If none (or Fragmentation), no Feat

The Non-player Dux (and Non-player Civitates as well, 8.8.1, 8.7.3) is relatively cautious in how many Foederati they Invite, for fear of bringing down upon themselves a disastrous rebellion during Annona

because too few Briton Resources are at hand to pay these mercenaries (6.1). If you track down bullets “1” and “2”, you’ll notice that, should Dux roll a Foederati Nation (either Scotti or Saxon) that already has a red Dux Foederati Settlement on the map, it will Invite no additional Foederati at this time (though perhaps instead stealing some Foederati away from a Civitates player!). We currently have several varieties of Foederati spread across the map, so we will have watch this consideration carefully.

Per the black circle “1” near the top of the main Invite box, we start with a 1D6 die roll. Let’s say that our roll is a “4”, meaning that Dux will attempt to Invite Saxon Foederati (and ignore Scotti for this Invite).

Next, black circle “2” instructs us to place the Foederati at a vacant Site (not by replacing a Fort, 4.2.2)—but only if no red Saxon Foederati Settlements are on the map. There are such, in Deceangli and Parisi, so Dux places none. We move on to the next black circle, “3”.

Black circle “3” instructs the Dux to convert the most blue Foederati able (of any Nation), but only if no Foederati were just placed and only if the Civitates are a player (not if a Non-player). Both those conditions are true, so the Non-player Dux wants to buy off some of our blue Foederati!

The only blue Foederati on the map are in Cantiaci—three Saxon Warbands and their Settlement. Fortunately for our Civitates, there are no Dux pieces there, so Dux Invite conversion of our blue Foederati is not possible (4.2.2).



Non-player Dux cannot get at our Civitates Foederati in Cantiaci—when!

Dux Train Cavalry. Having checked for an Invite Feat before its Command, the Dux returns to Training, so please go back now to the Train box on the Dux flowchart. We take up where we were left off there, with black circle “2”: “Place as much Cavalry as possible”. Easy enough! There are six Cavalry Available, and enough blue Resources to Train them all. It will cost a total of 18 Resources to place all six Cavalry back into action, as the Dux responds to the need after the last Epoch’s bloody campaigns to rebuild his army.

The only question is, where? One Cavalry will Train at each Fort (3.2.1), but that leaves three of nine Forts uninvolved. With no further guidance on where to place the Cavalry, we will pick Forts randomly (8.3.2). We could equally select Forts to Train Cavalry until we have six total, or Forts that do not Train, until we have three (then Train at the remainder). The latter is quicker, so let’s do that. Please pull out the reference sheet with the Random Spaces Table at the bottom.

Random Spaces Table. To find a random space on the table, we roll 1D6 and 1D4 and cross-reference the rolls (8.3.3). Let’s say our rolls are “3” on the D6 and “4” on the D4. The third row down and fourth column over take us to Dobunni in the western part of the island. Dobunni has no Fort, so we move down the column, through Ordovices and Demetae, to Silures, the first space we hit where there is a Fort. Silures then will be the first of our sought-after three Fort spaces that will not receive new Cavalry (as illustrated below).

Random Spaces Table (8.3.3)			
D4:	(north)	(south)	(east)
1	Votadini	Cantiaci	Catuvellauni
2	Textoverdi	Londinium	Trinovantes
3	Carvetii	Regni	Corieltauvi
4	Novantae	Durotriges	Parisii
5	—	Dumnonii	Brigantes
6	—	—	Silures

We roll again to find our second of three random spaces. Let’s say we again roll “3” and “4” to land at Dobunni. This time when we arrive at Silures, it is no longer a candidate because we have already selected it. So, we keep going, following the arrow from the end of the table at lower right to loop up to its beginning at upper left, with Votadini. Glancing at the northern area of the map, we see that Votadini has no Fort. The next space down on the table, Textoverdi, does, so we select that. A final roll of “5” on D6 and “1” on D4 selects Atrebatas (see if you can work out why). The six Forts other than Silures, Textoverdi, and Atrebatas will each receive one newly-Trained Cavalry.

Dux Train Militia. We have completed bullet “2” of the Train box, so on to black circle “3”. The bullet starts with the condition “If no Fragmentation—”. If Imperium were at Fragmentation (6.8), we would ignore the following three lines of text under this bullet. But we are at Roman Rule, so we read on...

We next see indented white-circle bullets “1” and “2”. These are priorities that the Dux will try to fulfill sequentially (in that order), having arrived at the (encompassing) black-circle “3” about no Fragmentation (8.1.4, first bullet). This white-circle “1” tells the Dux to “Add Militia where Cavalry placed” (8.8.4). Per the usual Train Command rules (3.2.1), the Dux can add up to two Militia to each such space at no extra cost. (Note that the Non-player Dux would not be adding any Militia at Fragmentation—at which point Civitates and Dux have become true adversaries.)

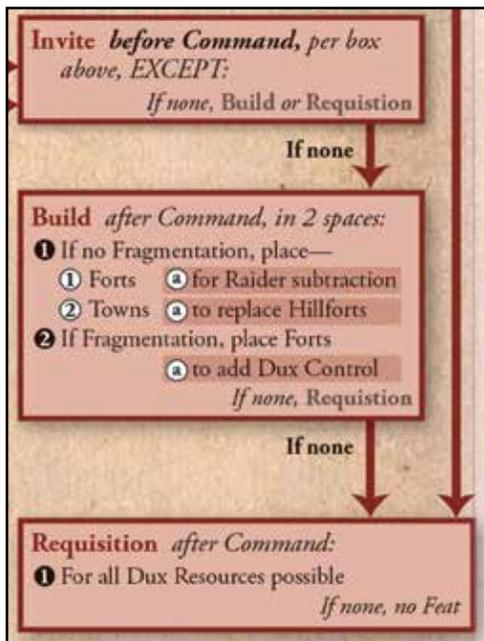
Seven Militia are available. The Dux would fulfill this priority (“add Militia”) as fully as able in each selected space before moving on to select another space (8.1.4), so that will be two Militia in each of three spaces, then the remaining one Militia in a fourth space. However, of the six Forts that just received new Cavalry, only three—Corieltauvi, Trinovantes and Regni—share their space with a blue Stronghold (Town or Hillfort) and are hence eligible to receive new Militia, so two Militia each land in Corieltauvi, Trinovantes, and Regni.

Dux Train for Prosperity. We continue in the Train box to white-circle “2”: “Pay to add Prosperity where able to add 2+ per space”. Here we also find a white-circle letter “a”: “to add most”. The circled letters in the flowchart boxes are “nested” priorities—tiebreakers in selection of spaces or other targets within a numbered bullet (8.1.4, second bullet). In this case, in adding any Prosperity, the Dux will first select spaces so as to add the most Prosperity possible (8.8.4).

So, does the Dux now pay more Resources to add any Prosperity to the island? The priority is to do so only “where able to add 2+ per space”. We scan the map to see where that might be done, keeping in mind the usual location restrictions that Train can only add Prosperity to one or two spaces that have Control Friendly to the Dux and a Fort or Cavalry (3.2.1). Train adds Prosperity equal to Population. Note then that Non-player Dux by its Train box priority will not pay for Prosperity in spaces with just 1 Population.

Therefore, we are looking for one or two more populous spaces that are missing at least two of their maximum Prosperity cubes and have Briton Control and a Fort and/or Cavalry. With the Epoch young and the island’s Prosperity just recently Recovered, we find only one such space: Atrebatas (badly Ravaged by the Saxons last Epoch). With only one candidate space, we don’t need to worry about the lettered “to add most” nested priority. The Dux simply pay another two Briton Resources to add two Prosperity cubes to the upper row in Atrebatas—and thereby bring themselves to the edge of their victory threshold!

We have reached the end of the Train box but not necessarily Dux Command execution, since the Dux has not yet added a Feat. Following the flowchart arrows shows us that the Dux if it does not Invite before Training may add either Build or Requisition afterward, checking for those Feats in that order (8.8.4). From the lower Invite box an “If none” arrow leads to the Build box, so let’s check that out.



Dux Feat—Build or Requisition? The Build box shows that the Dux if no Fragmentation (black circle “1”) will first try to place Forts (white circle “1”), then Towns (white circle “1”). The box also provides separate priorities nested within each of those options (the two white-circle “a” tone boxes).

But it turns out that we don’t need to bother with any of that: a quick scan of the map reveals that there are no Cavalry at any vacant Sites. So (per the usual requirements of this Feat, 4.2.1) there is no room for the Dux to Build anything.

Another “If none” arrow takes us on down to the Requisition box. And that simply tells us that Non-player Dux will now Requisition all the Resources it can (8.8.3 & 8.8.4). There happen to be six spaces with Dux pieces and Civitates Strongholds: Non-player Dux takes the maximum six blue Briton Resources as a red Dux Resources (4.2.3)—ouch. Dux Forces carry no Plunder at the moment, so the Requisition and therefore its Command with Feat is over.

As the Civitates player, we feel some dismay that our ostensible partner has spent or stolen the bulk of our combined war chest. However, the fresh Cavalry will help us repel the Barbarian Raids to come and maintain Briton Control; we got nearly all our available Militia deployed at 0 cost; and the added Atrebatas Prosperity may survive to offer us extra income next Epoch Round.

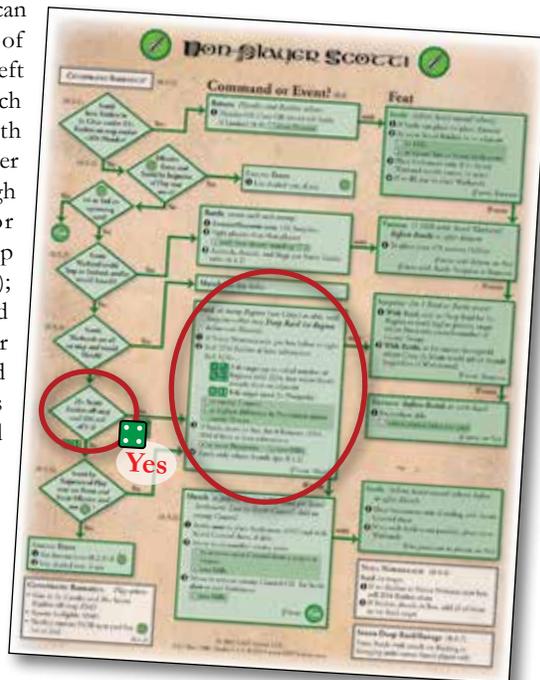


Results of Non-player Dux Train plus Requisition.

Non-Player Scotti Example

The Scotti are next in line on FICKLE WEATHER and Eligible, so turn on the flowchart foldout to the Non-Player Scotti page. You should now be able quickly to scan down the column of diamonds on the left and see that in each case until the sixth diamond the answer is “No”: not enough Scotti Raiders or Plunder on the map for a Return (8.5.1); no Scotti Shield Event to play or Pass for (8.5.2); and no Scotti Warbands about that could Trap, Ambush, Assault, or March (8.6.3, 8.6.4).

When we reach the sixth diamond, we see that we may finally have a



“Yes”. The question there is, “25+ Scotti Raiders off-map and 1D6 roll of 1-4?” We can easily see that 25+ Scotti Raiders are indeed off-map—all 30 are in the Available box. If not, we would not bother rolling a die now, because the answer to the diamond would be “No”, and we would continue on down to the final diamond. But a roll of “1-4” would now answer the diamond “Yes” and take us rightward to the Raid box. We roll 1D6 to find out if the Non-player Scotti will now execute a Raid Command. Let’s say the roll is a “4”, so the 2nd-Eligible Scotti will Raid.

As 2nd Eligible after the 1st Eligible Faction (the Dux) executed a Command and Feat, a Scotti player would now only get a Limited Command (or the Event, 2.3.4). But Non-players (at the standard difficulty level that we have opted for here, 8.9) in this rather frequent circumstance in the Sequence of Play instead receive a full Command and Feat (as noted at the top of the “Guidelines” sheet, 8.1.2).

Scotti Raid Box. Our Non-player Scotti will now get to Raid several regions and add either a Surprise or Ransom Feat. We will now be spending some time implementing the priorities in the Non-player Scotti Raid box, so have a close look at that.

Raiding is such a core activity for the Barbarians, that it should be no surprise that the Raid boxes on the Non-player Scotti and Saxon flowcharts are the lengthiest. You may want to also note that, while similar, they are not identical to one another: the Saxons have slightly different Raid mechanics and objectives (a bit more focused on setting up for Settle and ultimately seizing territorial Control than are the Scotti, a bit less focused on maximizing Renown from Plunder).

OK, let’s work our way down the priorities within the Scotti flowchart’s Raid box...

Raid as many Regions (not Cities) as able, with Surprise—that may Deep Raid 1st Region below—or Ransom:

- ❶ If NIALL NOIGIALLACH, per box below to right
- ❷ Roll 2D4 Raiders at least subtraction
Roll 1D6—
 - ❶-❹ target up to rolled number of Regions with 2D4, first where Scotti already there or adjacent
 - ❺-❻ target most 2+ Prosperity
 - Ⓐ at enemy Control
 - Ⓑ at highest difference in Population minus enemy Troops
- ❸ If Raids above or free, for 0 Renown (1D4, 2D4 if free) at least subtraction
 - Ⓐ at most Prosperity
 - Ⓑ into Hills
- ❹ Battle only where Assault (per 8.4.2)

If none, March

At the top, we see that the Non-player Scotti will Raid as many Regions as they can, and they will target Regions only, never Cities (which are too tough a target to go after with a mere Raid, rather than March and Battle with Warbands). Also, they may add Surprise or Ransom; if Surprise, that may include a Deep Raid (4.4.2, 4.5.2) in the first selected target Region (only, 8.5.4).

The first circle-number bullet tells us that the first Scotti Raid target would be the NIALL NOIGIALLACH box, per the restrictions in the box by that name at lower right of the flowchart. However, since that Capability is not in play (5.3), and so no such Raid is possible, we ignore this bullet.

Selecting Targets for 2D4 Raids. Bullet “2” calls upon the Scotti to “roll 2D4 Raiders at least subtraction”. So, we need to find out what are the potential target Regions that have the least possible subtraction, select among those, and roll (and pay for) 2D4 Raiders in each (3.5.1). We will do so until the Scotti’s ability to make such Raids runs out—or until other restrictions stop us (8.1.4).

We figure out first what are the Regions that Scotti Raids could reach, starting with those subtracting zero Raiders (for Patrolled Seas or Caledonia, 4.5.1). That’s easy: neither Sea used for Scotti Raids—Hibernicus and Septentrionalis—are Patrolled at the moment, so Scotti Raids can reach any of the Regions coastal to those Seas with zero subtraction. Moreover, as noted above, the Scotti may get to make a Surprise Deep Raid, so potential targets include all the Regions adjacent to those coastal Regions. That’s a lot of potential targets to choose from!

Fortunately, we will get some help here in target selection from a further priority underneath the black-circle “2” Raid priority: a direction to roll 1D6. We see there that a roll of “1-4” will cause the Scotti to Raid (with 2D4) that rolled number of Regions (1, 2, 3, or 4 Regions), starting first with those where the Scotti already have pieces or pieces adjacent (so as to help them cluster for a more efficient later Settle Feat, 4.5.1). On a “5-6”, the Scotti will instead Raid as many Regions as they can with “most 2+ Prosperity”—that is, the most Prosperity in the Region, but only Regions with at least 2 Prosperity (8.5.4).

We then see nested priorities, starting with letter “a”. Nested priorities, you’ll recall, are those with white-circle lettered bullets (within a darker tone box inside the larger box for the Command or Feat). Among the Regions selected above, per letter “a” they will first target those that have some enemy Control (1.6). Within that, per “b”, they’ll first hit Regions with the most Population minus enemy Troops (in other words, the least-well guarded populace, 8.5.4).

Fine, let’s apply all that. First, we roll 1D6. Suppose we roll a “2”. We need to find just two 2D4 Raid Regions, if possible where Scotti are already there or adjacent, then favoring those with enemy Control, finally favoring those with more Population than Troops. As a reminder, we’ll be searching for these Regions among the many that the Scotti can reach with zero subtraction of Raiders.

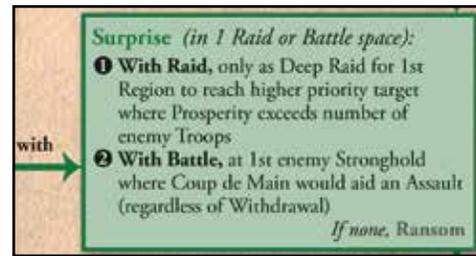
The first part—Scotti there or adjacent—is done very quickly: there are no Scotti pieces on the map. What about the Scotti Foederati Settlement in Carvetii? In the shorthand of the flowcharts, “Scotti” without “Foederati” means non-Foederati pieces—those actually belonging to the Scotti Faction (see 8.0 “TERMS”). In other words, we can ignore Foederati here; there are no “Scotti” for the purpose of our 1D6 roll of 1-4.

Enemy Control (nested priority “a”) is more interesting: all Regions have Briton Control, so enemy Control, except Novantae, Ordovices, and Iceni. Scotti Raids cannot reach Iceni—even with Deep Raid—so we can ignore that Region. But the absence of Control in Novantae and Ordovices drop those Regions to a lower rung in our target selection (so that the Non-player Scotti will use their Raids to better threaten our Civitates victory score, which is based on Briton Control).

Nested priority “b” similarly helps us narrow down potential Raid targets in this board situation. We are looking within “b” for reachable Regions with high Population and low Troop cubes. Setting aside Deep Raids for now, such reachable Regions currently start with the totally unguarded Novantae and Ordovices: they have 1 Population and 0 Troops for a Pop-Troops difference of +1. However, we look past them because of the just discussed higher nested priority (“a”) on enemy Control.

Therefore, we look next for Regions with the next lower possible Pop-Troops difference, 0 (and with enemy Control). Those reachable Regions are Votadini, Textoverdi, and Durotriges. Each is reachable with zero Raider reduction via Hibernicus or Septentrionalis, and each holds as many Troops enemy to the Scotti as its Population number (each of them being Pop 2 Regions and holding two enemy Troops, for a difference of 0 in each case). Go ahead and mark those potential targets with white pawns.

Recall from the top of the Raid box that the Scotti may use Surprise to Deep Raid for their first targeted Region. We thus need to consider also which Regions are adjacent to reachable Regions (at lowest Raider reduction). Deep Raid ability adds Cornovii and Dobunni to our list: they have enemy Control and Pop-Troops of 0. Go ahead and mark those two Regions with gray pawns.



Scotti Surprise Box and Deep Raid. The Surprise box first reminds us of the usual Surprise Feat rule that Surprise can occur in just one space selected for Raid or Battle Command. Then bullet “1” tells us that, if Surprise is to accompany Raid—as in the case we are now considering—it may only be added so as to conduct a Deep Raid for the first Region Raided, and only so as to enable the Scotti to reach a target that is both a higher priority (per the Raid box) and has more Prosperity cubes than it does enemy Troop cubes (8.5.4). Note that this time, as we look for Surprise Deep Raid targets, we are considering Prosperity compared to Troops—not Population minus Troops as for general Raid targets earlier.

That’s a lot of restrictions in order to add a Surprise! Surprise needs to be quite worthwhile for the Non-player Scotti to opt for it, because, with each use of Surprise, they give up a lucrative Ransom Feat that could add immediately to their Renown and thus their victory score.

Let’s check, then, whether either of our proposed Deep Raid targets meet these restrictions:

- Yes, either Cornovii or Dobunni could serve as a Deep Raid first Region on this Command.
- Yes, each has more Prosperity than enemy Troops.
- No, neither enables Scotti Raids to reach a higher priority target for the first Region—both have the same priority with regard to Raider subtraction, Scotti adjacent, enemy Control, and Pop-Troops.

So, because Deep Raid will not enable the Scotti here to reach a better first target, the Scotti will not Deep Raid and therefore not use Surprise. They will opt instead for Ransom (which we will turn to at the appropriate point below). Bullet “2” regards Surprise with a Battle Command, so we ignore that here.

Selecting 2D4 Raid Targets, Continued. That leaves us with the three targets marked with white pawns, of which we must choose two for 2D4 Raids. We roll an equal chance die (8.3.2), say “1-2” on a D6 for the northern Region, “3-4” for the center, and “5-6” for the south, and drop the resulting target from our list. Presume the roll was “6”, so we drop Durotriges. The Scotti start with 2D4 Raids on Votadini and Textoverdi.

Excursion: What if Scotti Target Prosperity? Now suppose that we had rolled a “6” under circle “2” rather than a “2”. The Scotti’s priority under “2” then would be to “target most 2+ Prosperity” with 2D4 Raids rather than just the number of targets equal to the roll (and rather than favoring Regions near Scotti, 8.5.4). The overarching priority of least Raider subtraction and the lower, nested priorities of enemy Control and difference in Population minus enemy Troops would remain the same.

How would this change our selection of Scotti targets? We would scan for concentrations of gold cubes rather than Scotti pieces. If you look at our board situation, you will see immediately that we would mark the same Regions, except not Votadini (too poor), because all these Regions happen to have four Prosperity—the most prosperous



Potential Raid targets marked with pawns—white for normal Raid; gray for Surprise Deep Raid.

We are looking at this stage to select just two 2D4 Raid targets (because we rolled a “2” at black-circle bullet “2”). We first need to find out, are the two potential Deep Raid Regions in or out? That is, will the Scotti be adding a Surprise for a Deep Raid? Therefore, we look into the Surprise box (following the “with” arrow from the Raid box).

Regions that the Scotti can reach (and all with at least two Prosperity). We would also mark Parisi and Deceangli, each of which has four Prosperity.

We would then again consider whether the Scotti would Deep Raid. That would add Corieltauvi and Atrebatas to the list. (Catuvellauni has six Prosperity but is too far away for the Scotti to reach it even with a Deep Raid.) But again, Deep Raid targets would offer no higher priority Region for the first Raid—Cornovii, Dobunni, Corieltauvi, and Atrebatas have the same Prosperity as Textoverdi, Durotriges, Parisi, or Deceangli—so we would drop the four potential Deep Raid targets. The Scotti again would Ransom not Surprise.

That would leave us with four 2D4 Raid candidates. Under a roll of “5-6” at black-circle “2”, the Scotti will roll 2D4 Raiders in as many Regions as they can afford (8.1.4, 8.5.4). By the usual Raid rule, they can Raid four spaces total (and here have the Renown to pay for 2D4 at all of them, 3.5.1). So they would first Raid Textoverdi and Durotriges (highest priority because of tie-breaker “b” regarding Population minus Troops), then Parisi (Pop-Troops = -1), finally Deceangli (Pop-Troops = -2).

Scotti 1D4 Raids. Our situation, however, is that we rolled “1-4”, and thereby the Scotti are more cautious in commitment of Renown. They pay Renown to roll 2D4 Raiders at just two targets—Votadini and Textoverdi, we determined above.

What about the remaining two of the four targets that the Scotti might hit on this Raid Command? To find out, after black-circle “2” in the Raid box, we move on to bullet “3”. It reads, “If Raids above or free, for 0 Renown (1D4, 2D4 if free) at least subtraction”. There are Raids per the above priorities in the box (in Votadini and Textoverdi), so bullet “3” does apply. This Raid Command is not free, so the remaining two Raids will spend 0 Renown to roll 1D4 Raiders in each space (8.5.4).

We select these targets by a new set of tie-breakers, letters “a” then “b” underneath bullet “3”. Note that we no longer care about least Raider subtraction: that priority was a part of the previous sequential circle number, and we are done with that. Note also that we need not consider Deep Raids: the Surprise box tells us that the Non-player Scotti will only Surprise Deep Raid to reach a better first Raid target; their first and second targets are already selected (Votadini and Textoverdi).

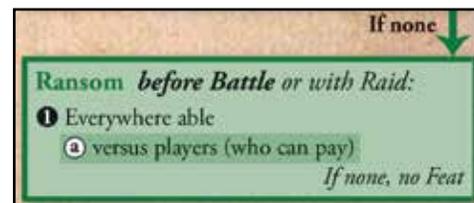
Per the nested priority tone box below black-circle “3”, the Scotti will Raid with 1D4 rolls for their third and fourth targets at reachable Regions with the most Prosperity (“a”) and, among those, first into Hills terrain (“b”). Note that Population minus enemy Troops no longer matters: these 1D4 Raids are pinprick Raids that have no initial intention of taking on local defenders or of Settling; they are focused on grabbing some Plunder with minimal effort and getting out.

The most reachable Prosperity (“a”) for these 1D4 Raids is at three Regions already familiar to us: Parisi, Deceangli, and Durotriges. None of them has Hills (“b”). Therefore, we eliminate one of the three candidates with an even-odds roll. Say Durotriges is eliminated; the Scotti will Raid Parisi and Deceangli with 1D4 Raiders each (mark them with gray pawns to distinguish from the 2D4 targets marked with white pawns, Votadini and Textoverdi).



Final Scotti Raid targets—white pawns for 2D4 Raiders; gray for 1D4 Raiders.

Ransom Box. Before we execute the Scotti Raids, recall that the Scotti get to add a Feat (8.1.2) and that, per the Surprise box, the Feat will not be Surprise but rather Ransom (8.5.4). We should now have a look at the Ransom box to see how that will work.



Fortunately for us (after all that work selecting Raid targets), this one is simple: the Scotti will Ransom with their Raids “everywhere able”, targeting players who can pay Resources before Non-players (8.5.4). That means, per the usual Ransom rule (4.5.3), the Scotti will roll for Ransom in each space where any Raiders arrive, immediately after Plundering that space. Our Non-player Scotti will Ransom player Civitates before Non-player Dux when given a choice.

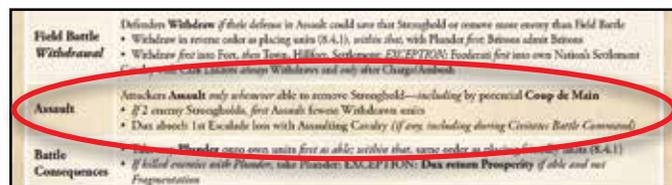
Executing Non-Player Scotti Raids. In the Raid box, we have now completed sequential bullets “1” through “3”. So why didn’t we resolve the Raids set up in bullet “2” before moving on to “3”? The reason is that we are following the usual *Pendragon* rule of pre-designating locations before executing actions (3.1). By that rule, bullets “2” and “3” are really about target space selection, the pre-designation of what sort of Raids will occur where. Black-circle bullet “4”, in contrast, regards where to Battle within any given Raid space resolution. Therefore, bullet “4” will not come into play until we are in the midst of executing the Scotti’s Raids.

Per Raid procedure (3.4.1, 3.5.1), we pay for all Raids (here, 2 Scotti Renown total) before resolving any. Then we execute the Raid on the first target. You'll recall that Votadini and Textoverdi had equal priority as the first two targets. An even-chance roll decides which is first; say it's Votadini.

The Scotti sail down Septentrionalis to land 2D4 Raiders at Votadini. For our example, the rolls are "3" and "4" for seven Raiders—a big Raid! They Plunder the two Prosperity there and roll for Ransom but in this case, let's say, fail (4.5.3).

Scotti Raider Battle Tactics. Per Raid procedure (3.4.1, 3.5.1), the Scotti must now decide whether to Battle. Per bullet "4" of the Raid box (8.5.4), the Raiders will Battle only where they would be sure to attempt an Assault—regardless of the enemy's tactical decisions—per 8.4.2, the Non-Player Battle Tactics table.

Would the seven Scotti Raiders in Votadini end up Assaulting if they Battled? The Battle Tactics table tells us under "Assault" that Non-player "Attackers Assault only whenever able to remove Stronghold—including by potential Coup de Main".



We need therefore to establish whether these seven Raiders would be able to remove the Hillfort in Votadini regardless of any of our tactical decisions as the Civitates player. The only tactical option we have with our two Militia there would be whether to fight the Raiders in a Field Battle or Withdraw into our Stronghold (3.6.3).

- If our Militia fight in the Field, they will at best kill two Raiders in Melee (and that only if the Raiders fail to Ambush) before dying themselves. A glance at the Raider Assault table on the same sheet as Non-Player Battle Tactics shows that the surviving five Raiders would be more than enough to remove the then-empty Hillfort: just "3" Raiders on the table can remove a Hillfort with "0" Withdraw units.
- If instead our Militia Withdraws, the seven Raiders could then Assault the defended Hillfort and have exactly enough Raiders for one to survive and remove the Hillfort (and Militia)—as shown in the table excerpt below.

This many Raiders	...can remove		
	Settlement †	Hillfort ††	Fort ‡
	if Coup de Main	if Coup de Main	if Coup de Main
	...with this many Withdrawn units:		(0-2)
1	0		
2	0	1	0
3	0-1	2	1
4	0-1	2	0
5	0-2	0-1	2
6	0-2	0-1	2
7	0-2	0-2	0-1
8	0-2	0-2	0-1

Cross-reference of "7" Raiders with "Hillfort" shows that—even with "2" Withdrawn defenders inside—the Hillfort will fall.

The Scotti Raiders Attack. We follow the procedure on the Battles sheet as usual (3.6). In the Pre-Battle step, the Raiders in their Home Terrain Hills have the option to Evade or Ambush (3.6.2). We see from the "Pre-Battle Attacks" section of the Non-Player Battle Tactics table (8.4.2) that the Raiders will attempt an Ambush, and we would roll that Ambush now.

Note as an aside that, were Scotti Warbands attacking us in these Hills, they would use their shaded CELYDDON COED Capability (5.3) to Trap our Militia before the latter could Withdraw (3.6.3).



Votadini Raid—Should the player Withdraw the Militia?

Fortunately, these are just Raiders! In the Field Battle, our two Militia may Withdraw into their Hillfort. As player Civitates, we now know that the Raiders will Assault the Hillfort, and that the best we can do is cost the Scotti all but one of their Raiders in the Region by Withdrawing and forcing them to Assault a heavily garrisoned Stronghold. (If they made their Ambush roll above, the choice to Withdraw would only be clearer.)

The outcome then is that both Militia, the Hillfort, and all but one (Plunder-laden) Scotti Raider are removed in the Battle that follows from the Raid. With the last Briton Stronghold there overthrown, the continued bloodletting in Votadini has removed not only all Prosperity but also Briton Control from the Region.

Scotti Raider Battle Tactics—Weak Raid. We move on the second Non-player Scotti 2D4 Raid target: Textoverdi. Let's say the Raid rolls this time are "1" and "2". Three Scotti Raiders appear in the Hilly Region and Plunder two Prosperity. They roll for Ransom—successful this time on a "4", we'll say—targeting the player Civitates (at the Town Cataractonium) rather than the Non-player Dux and thereby forcing us to transfer 1 blue Resource to Scotti Renown (8.5.4, 4.5.3).

Will the three Raiders now Battle the Britons who defend with two Cavalry, a Fort, and a Town? As in Votadini, the Non-player Raiders will only opt for Battle as a part of their Raid Command if they are assured of Assaulting a Stronghold (8.5.4), and will only Assault if they are strong enough to remove a Stronghold, including by a successful Coup de Main roll (8.4.2). And they would need to be able to remove one of the Strongholds no matter what the defender's tactics or the outcome of their own Ambush roll in the Hills.

Could the three Raiders remove either the Fort or the Town regardless of whether the Cavalry decided to fight in the Field or Withdraw into one or other Stronghold, and even with a failed Ambush? A quick check of the Raider Assault table (below) shows that the 3 Scotti Raiders are too weak remove a Fort even if empty, except by a

Coup de Main die roll of “1” or “2”. There is no Surprise Feat here, therefore no Coup de Main. Thus, the Fort would survive this Assault regardless Cavalry Withdrawal or outcome of a Field Battle. And the table tells us that the same is true for the Town.

This many Raiders	...can remove		= with this Coup de Main roll	
	Settlement ↑ if Coup de Main	Hillfort ↑↓ if Coup de Main	Fort ↓ if Coup de Main	Town ↓ if Coup de Main
1	0			
2	0	1	0	0
3	0-1	2	1	0
4	0-1	2	0	2

Excursion: Non-Player Withdrawal. So this weak group of Raiders in Textoverdi will prudently decline Battle. But just to take on and learn from a more difficult case, what if we had group of Raiders that was strong enough to Assault and remove one of the Strongholds? With Dux Cavalry on the scene, we have the added complication that a Non-player defender must make Battle Tactics decisions also: would the Non-player Dux Cavalry meet the Raiders in the Field, or would they Withdraw, and, if the latter, into which Stronghold(s)? We again consult the Non-Player Battle Tactics table (8.4.2), this time the “Field Battle Withdrawal” section.

Pre-Battle	Trap or ambush Ambush (if an Assault is possible, never Escalade or Withdraw)
Field Battle	Defenders Withdraw if their defense in Assault could save that Stronghold or remove more enemy than Field Battle
Withdrawal	<ul style="list-style-type: none"> Withdraw in reverse order as playing units (8.4.1), within that, with Plunder first, Britons above Britons Withdraw first into Fort, then Town, Hillfort, Settlement. EXCEPTION: Foodstuffs first into one Nation's Settlement Cavalry with Core Locations always Withdraw and only after Charge/Ambush
Assault	<ul style="list-style-type: none"> Attackers Assault only whenever able to remove Stronghold(s)—including by potential Coup de Main If 2 enemy Strongholds, first Assault lowest Withdrawn units Don't assault 1st Escalade into with Assaulting Cavalry (if any, including during Civitates Battle Commencement)

The table tells us that the defending Non-player Cavalry will Withdraw “if their defense in Assault could save that Stronghold or remove more enemy than Field Battle”—in other words, if it at least might be advantageous from a standpoint of Battle removals to do so.

Could it be so in this case? First, in the case of Assault, could the Cavalry Withdraw save that Stronghold? It is helpful to know which Stronghold. We see, again from “Field Battle Withdrawal”, that the Cavalry will Withdraw first into the Fort if choosing between Fort and Town. “Saving” that Stronghold here means preventing it from being removed. We would go back to the Raider Assault table on the same sheet and check for the particular number of Raiders: would one or both of the two Withdrawn Cavalry make the difference in saving the Fort? Only if so would they Withdraw into it. In the unlikely case that the Cavalry would not make the difference in saving the Fort but would do so for the Town (after the Raiders had overcome the empty Fort), they would instead Withdraw into the Town.

Presume that saving either Stronghold was not an issue for the Cavalry. Returning to the Withdrawal section of the Battle Tactics table: what about Withdrawing because the Cavalry “defense in Assault could ... remove more enemy than Field Battle”? If we had reached that point without resolving the decision, we would need to consider how many Raiders the Cavalry would kill in Escalade plus Storm steps (here, 4 Raiders plus 2 Raiders, respectively, for 6 Raiders total, 3.6.4), compared to the fewest they might remove in a Field Battle (here, 4 Raiders regardless of Ambush, 3.6.3).

The ability to kill more Raiders on the walls than in Field Battle would lead the Non-player Cavalry to Withdraw. Per the Tactics table, that would be into the Fort.

Scotti 1D4 Raids. Back to the weak Raid on Textoverdi then, with the Non-player Scotti Raiders declining Battle, that Raid is over. We move on to resolve the smaller 1D4 Raids on Parisi and Deceangli. In each case, even the lowest possible number of Raiders (one) will be enough to roll for Ransom in each space (4.5.3), this time against the Non-player Dux there. (We presume for this example that both those rolls fail.) Even the highest possible number of Raiders (four) would not be strong enough to overcome the numerous defenders, even against the less defensible Settlements in each space.

So, we would quickly resolve these 1D4 pin-prick Raids, placing Raiders, taking Plunder, rolling for Ransom, and seeing the Raiders decline Battle.

Our situation at the end of the Non-player Scotti action would look something like that below. The Scotti Raids have harmed Briton Control and Prosperity and Ransomed a blue Resource (that might have been as many as 4 Briton or Dux Resources). Moreover, the Non-player Scotti have set themselves up for a future Settle Feat in Votadini, with Raiders adjacent in Textoverdi.



Aftermath of Scotti Raids.

Onward. If the highly detailed explanations and excursions above have not deterred you, we now hand the realm of Britain over to you. You will find that the more complicated routines—Raid, Intercept, March, Settle, and so on—will go quickly enough once you have implemented them a few times. You can prepare the remainder of the scenario deck and continue from here solitaire as the Civitates. Or set a scenario of your choice and take on the role or roles of your choice. Banners high!

VICTORY DESCRIPTIONS

	Roman Rule	Autonomy	Fragmentation
Victor <i>above threshold (7.2)</i> 	Impertum Reborn. The Roman Army in Britain—through its defeat of the barbarians and the strong support that it enjoys on the island—stabilizes Gaul and the Rhine frontier and establishes a strong new imperial dynasty, with Eboracum as its capital in the West.	Bastion of Romanitas. While the Western Empire falters, the breakaway British Empire proves impregnable, holding the barbarians at bay and projecting its influence north of the Wall and south across the Channel from Brittany to the Scheldt.	Soldier Kings. As chaos engulfs the West from Illyria to Britannia, the last Roman commanders in Britain and their heirs prove themselves the superior warlords, establishing strong kingdoms fusing Roman and Celtic military traditions, and dominating the petty tribes around them.
CIVITATES 	Who Pays Decides. Britannia's leading families take control of the diocese's finances, funding the Army just enough to provide the needed security and ensuring their own preeminence and prosperity in a surviving Empire.	Isle of the Mighty. Freed from the burden of the sinking Empire, a High King sprung from the traditional tribal elites melds Roman know-how and Celtic traditions into a strong and prosperous Christian kingdom dominating its neighbors.	Sword Brothers. As Britannia descends into anarchy, the resurgent pre-Roman tribal entities prove the more resilient, providing safe havens for Christian Britons and minimizing their divisions to stamp down enemy warlords.
SAXONS by Renown 	Dux Germanus. Having made themselves indispensable to the survival of imperial rule and order, officers of German origin dominate the Roman Army and are the power brokers behind Western emperors and prefects.	Mercenary Imperium. Cut off from Mother Rome, a fledgling rump Empire in Britain comes to depend on its <i>federati</i> soldiers for survival, with barbarian chiefs exercising the real power behind Romano-British figureheads.	--
SAXONS by Control 	Emperor in Name. Unable to suppress the Germanic encroachment on its lands, the imperial administration under a veneer of formal alliance recognizes Anglo-Saxon entities akin to those of Visigoths, Franks, and Burgundians on the continent.	Loegr. With distrust rampant between soldiers and tribes, the island's rump Empire is unable to recover the "Lost Lands", where waves of immigrants from across the North Sea join rebel Germanic auxiliaries to rule over British peasants tilling the rich land of south-western Britain.	Saxon Rule. In the free-for-all resulting from the final break between Britannia's military and tribal leaders, ruthless Anglo-Saxons seize the most valuable land, inviting scores of compatriots to join them to tilt the balance of power with the Celts forever in the Germans' favor.
SCOTTI 	Imperial Cash Cow. Fueled by the success of their ever more daring forays into the Roman diocese—soon supplemented by subsidies extorted from imperial authorities—famed leaders establish strong dynasties to rule over the first major kingdoms in Pictland and Eire.	Hunting Preserve. The weakness of British emperors—no better able to meet the military and political crisis posed by barbarian onslaught than was distant Ravenna—draws ever more devastating attacks and nurtures bigger, bolder kingdoms among the un-Romanized Celts.	Gaelica. The breakdown of coordinated defense in Britain leaves Pictish and Irish raiders free to roam unchecked, with no stronghold immune to the powerful new predatory kingdoms that parlay the plunder made in Britannia into hegemony in their home lands.
None 	Prolonged Decline. Military and civilian authorities all but exhaust themselves holding off the barbarians and holding the imperial diocese together—with repeated intervention from the <i>magister militum</i> sustaining a brittle authority on behalf of Ravenna.	Feeble Breakaway. Recurrent crises between traditional and military elites cleave off an unstable rump Empire in Britannia—still strong enough against constant Saxon encroachment and Scotti raiding to prevent military collapse but not the decline of material culture.	Dark Age. Central authority collapses across the island, with strongmen of various backgrounds in equal competition as focal points of local order; Britain will endure centuries of brutal wars and consolidation before it again sees unity. [Historical outcome]

The **P**ENDRAGON Chronicles

By Marc Gouyon-Rety and Volko Rubnke

The *Pendragon Chronicles* were originally released in the *InsideGMT* blog between August 2016 and May 2017. We have elected to include them all in this playbook in an integrated narrative, and making sure all information relative to the game is consistent with the final design, but otherwise identical. Enjoy!

Vol. I - Introduction

Pendragon: The Fall of Roman Britain, Volume VIII of the *COIN Series*, presents a number of unique elements compared to its forebears, starting with not portraying a COunter-INsurgency at all! We are going to present the game and how it brings some exciting new stuff to the *COIN* family in this series of Chronicles. On Gene's suggestion, we figured we should start by telling you how *Pendragon* came to be...

[Marc] Though this is my very first published design, I've been a fan of ancient history and historical simulation games for 35+ years, and a sucker for games on virgin or little-covered subject matters, especially if these are "hinge periods" (as we say in French), i.e., periods which saw a key change in history. In this regard, Dark Ages Britain, and its Arthurian legend connotations, have both held a particular interest to me (in part due to family origins, as I am descended from an old Breton family on my father's side, and from Scots who settled in Central France some five centuries ago on my mother's) and been quite a frustration with only Lewis Pulsipher's venerable *Britannia* really on offer. Now, *Britannia* is a fantastic game that I have played extensively over the years, but I think that its historical model is quite outdated, owing more to the Victorian era's paradigm of decadence and invasion than to the complex and nuanced views put forth by modern scholarship. I do remember a (typical) late-night conversation with fellow gamers and designers at the GMT West Spring Weekend in April 2014 where someone asked me what game/subject I would like to design next, and me answering: "Dark Ages Britain but I have not yet found the right approach to model it appropriately..."

A few weeks later, I was reading yet another book trying to find real history behind the Arthurian legend (*Arthur and the Fall of Roman Britain – A narrative history for fifth century Britain*, by Edwin Pace), a quite original and challenging take on Arthur when things suddenly clicked in my mind, as Pace described its interpretation of 5th-century Britain as riven by factionalism and competing ambitions, with his Arthur as a post-Roman warlord torn between the established Romano-British elites, jealous of their prerogatives and power, and Germanic barbarian Foederati (treaty allies/mercenaries). This in turn brought to my mind the books of Stuart Laycock (*Britannia, the Failed State – Tribal conflicts* and the *End of Roman Britain and Warlords – The struggle for power in post-Roman Britain*) and Ken Dark (in particular *Civitas to Kingdom – British political continuity 300-800*) and, in the course of one terminally congested commute back home for which California is famous, I realized the fall of Roman Britain made a terrific *COIN* subject. When I finally arrived home, I frantically wrote down the key concepts of the game with its four factions and their key interactions, priorities and conflicts, which have endured to this day.

Now, you are going to ask me how an historical situation with nary an insurgent, no jungle nor harsh desert, spanning more than a century and set some 1,500 years before the four then-existing *COIN Series* games could possibly make a great *COIN* candidate!? The thing is that, though I came relatively late to the *COIN Series*, playing my first game (*A Distant Plain*) at the GMT West Fall Weekend in October 2013, and having the pleasure of playtesting *Fire in the Lake* during the Spring 2014 edition, I quickly realized that, despite its name, the *COIN* system was not so much about counter-insurgency per se, as it was about multi-factional and asymmetrical conflicts (of which counter-insurgencies are obviously part). So, once I saw post-Roman Britain as a kind of failed state, riven by ancestral tribal enmities and competition between traditional elites and military strong men, all relying heavily on foreign 'Foederati' (allies bound by treaty in exchange typically of land and grain payments), as was the norm in the late Roman Empire, to fight against both local rivals or foreign marauders, the fit became obvious to me!

I spent some time then developing the basic concepts of what a "Late Roman Britain *COIN*" (which I tentatively named *De Excidio Britanniae*, after the famous period pamphlet by the monk Gildas) could be, revisiting a number of books I had accumulated on related subjects, but I was busy at the time developing an earlier game design (*Hubris—Twilight of the Hellenistic World*) and, more importantly, bringing the *COIN* system to the 5th century AD was such a stretch that I seriously doubted that could ever be seriously considered by GMT Games and the *COIN Series* crew!

However, in July of that year, I was shocked by the P500 announcement of *Gallic War* (now *Falling Sky*), a *COIN* instalment set even farther back in history, and proposed by no less a *COIN* authority than Volko Rubnke himself and his son Andrew! I found the fit remarkable as well, and was very excited to see a subject matter close to my Frenchman's heart being covered in that way, so I contacted this very same day Mike Bertucelli, the *COIN Series* developer whom I knew from my attending the GMT Weekends in Hanford, to offer my help in whatever capacity might be useful for the development of *Gallic War*. In the course of the conversation, I mentioned in passing that I had myself been thinking of a *COIN* application in the Ancient World, and Mike prodded me to tell him more about my concept. To my great surprise, I got a message from Volko himself a couple days later thanking me for offering to help with *Gallic War*, but also asking me for details about that Fall of Roman Britain game concept that Mike had told him about!

[Volko] Marc had first popped onto my screen via Facebook. Marc had spotted and posted a correction of an anachronism on Andrew and my *Gallic War* playtest map. (We had used the post-conquest name "Narbonensis" for the region of Gaul known at the time of

the Gallic War as “Provincia”.) So when I heard about Marc’s start on a design of a *COIN Series* game set in Roman-age Britain, I could already guess that he knew some ancient history.

Clearly, I had no hesitation at that point about the Series delving into ancient history. And, with Harold Buchanan’s volume on the American Revolution (what became *Liberty or Death*) also underway, adding a volume to at least touch the gulf of centuries between Caesar and Washington seemed apt.

Was I concerned about a *COIN Series* volume that concerned something other than counterinsurgency? No. Andrew and I had already realized that there would be some controversy over calling our game on Roman times “*COIN*” (as we discuss in *Falling Sky*’s Design Notes), and I suspected that the same would occur with *Liberty or Death*. Gene was quite enthusiastic about seeing the *COIN Series* cover a greater variety of topics, and happy to evolve that name into a brand for the volumes’ characteristic package of core mechanics, the *COIN Series* game engine.

Brian Train already had his 2-player *COIN Series* design on 1950s Algeria (*Colonial Twilight*) well along. So I knew that the Series would not disappoint fans interested in more treatment of modern counterinsurgency. And I knew that Marc’s Roman Britain game—if it went the distance to publication—would follow no fewer than seven previous *COIN Series* volumes on the market. As I discuss in detail in an article in *C3i* magazine Nr30, escalating variety would be key to the Series success, so virgin subject matter and the application of our engine to different types of conflicts argued in favour of Marc’s concept.

[Marc] Thus began a whirlwind summer of 2014, starting with working with the Ruhnke father and son on *Gallic War* (*GW*), but also quickly turning my *De Excidio Britanniae* (*DEB*) concepts into a playable prototype, drawing from my previous experience of designing *Hubris*. A particularly intense period of creative flow was my 2 weeks of family vacation in France, where I typically spent my mornings reviewing the *GW* material that had been sent while I was asleep, asking questions and making suggestions, and the rest of the day putting together the map, the faction foldouts, the deck and sketching the rules of *DEB*! Not sure if my wife, kids and parents have yet pardoned me, though they did enjoy my suggestion to take the opportunity to go visit the site of Gergovia (a couple hours’ drive from my parents’ summer house), a beautiful and very interesting location, where I did not forget to collect pictorial material for *GW*! As for the (long!) return flight from Paris to San Francisco, it proved a perfect occasion to assemble the first full deck for *DEB*...

My personal target was to have a playable prototype of *DEB* ready for the next GMT West Fall weekend (October 17-20, 2014), with time to spare to run the game solo (or rather “faux 4 player” as Volko says, more precisely) in order to flush out basic bugs and detect gross issues. However, Volko informed me that he was coming to San Francisco on the weekend of October 3-4 for the *Table Flip* game design conference at which he and Brian Train were to give a presentation on the *COIN Series*, and suggested this would be a good opportunity to meet. Awesome, but it cut two weeks from my already super tight schedule... However, this was nothing that a lot of late nights and more asocial family behaviour could not solve, and sure enough I was able, on the afternoon of Friday October 2nd, to enter the lobby of the Intercontinental Hotel in San Francisco with a decent-looking prototype that worked reasonably satisfactorily all things being considered, and a lot of trepidation, to meet the father of the *COIN Series*!

You may have heard already how smart, engaging and all-around nice person Volko is, and it is all true, and then some! He greeted me with great enthusiasm, apologizing for only having a smallish coffee table in the lounge for us to sit at, and before I had time to freak out, we were busy discussing the game and its underpinnings and played a full Epoch before the afternoon was done! I was thrilled but this was not the end of my surprises as, the next morning, when we convened at the *Table Flip* conference (to which Volko had graciously invited me as one of his free passes), as soon as I was done being introduced to hobby greats Brian Train and Joe Miranda, Volko took me aside and told me about a few ideas he had conceived during the night for *DEB*, starting with using new piece shapes for the Raiders “as they are so different from anything we’ve had in the series to date”! That in turn opened the way to using very differentiated shapes for Strongholds as well, another new *COIN* concept.

[Volko] It may not be generally known, but I receive ideas at least monthly if not weekly for topics for *COIN Series* games. These proposals range from a brief desire that I or someone else design a game on topic X, through the beginnings of a fan design, all the way to that rare creature—a playable prototype. I am happy to receive, consider, and comment on all these ideas, and am very proud that the Series that began with *Andean Abyss* has ended up spawning so much collective creativity. But, like GMT or any game publisher, there is really no way for me to know what I have a hold of with a game proposal until I can look at a prototype.

Once I sit down, look over, and play even just a little of a prototype, I can find out almost at once the quality of the design. Is it fresh or slavish? Does it cohere? Does it transport me? Most of all, is it fun? So it didn’t take even the full Epoch of *De Excidio* in that hotel lobby for me to know that Marc’s design was a thing of beauty: rich, original, carefully constructed and passionately expressed. I had in that short session already learned a lot about Roman Britain as a politico-military system and was hungry to tour more and more of 5th-Century Britannia via the game! (In the concluding volume of these Chronicles, I’ll let you in on the heart of what makes this volume in the *COIN Series* so precious and unique—and it’s not the question of whether it’s counterinsurgency.)

[Marc] Volko told me where I could procure the wooden pieces from Germany, and I lost no time ordering them to have a hope of having them for the big unveiling of the game in Hanford two short weeks later. Luckily, I received the pieces just 2 days before the GMT event, leaving me just enough time to spray paint in black the Saxon raiders! I had also ordered castle-like pieces for the strongholds but was a bit put back by their bulkiness upon reception. Just in case, I packed them along if only to show this was not such a great idea after all, but Volko and the other players as well as GMT loved them and they have been a staple of the game ever since, though we have eventually made them shorter in the released product.

On October 17th, I drove to Hanford to join Volko, Harold Buchanan, Mike Bertucelli, Ken Tee and many others in the “*COIN* corner”, a specially designated section of the warehouse-turned-gaming-center where no less than 4 *COIN* prototypes, in various degrees of advancement, were demonstrated and played that weekend alongside the 4 already released *COIN* games: Harold’s *Liberty or Death*, Andrew and Volko Ruhnke’s *Gallic War* (now *Falling Sky*), Ken’s *Iron Butterfly* and my own *De Excidio Britanniae*. Talk of awesomeness! *DEB* was played twice that day, including a late-night session with an impromptu short scenario on Volko’s urging, and I was truly delighted by the very positive reception the game got from all around.

[Volko] I knew even before those Hanford sessions that *De Excidio* was something great. What I didn't yet realize was how fully the design would get under my skin. Eventually, I would take a greater involvement in its evolution than I have taken on for anyone else's game design in over a decade—I would want to take charge of its development.

[Marc] DEB was pretty much on the rails from that day on, even though we all agreed during that weekend that it needed some other, easier on the tongue, name—a name, which, after much consultation and soul-searching, finally settled, months later on *Pendragon*...

Vol. 2 - Raiding

Possibly the most characteristic feature of *Pendragon: The Fall of Roman Britain* is the importance of raiding and counter-raider warfare: no matter what approach you adopt, you are going to undertake (if you play a Barbarian faction) or suffer (if you are playing a Briton faction) a lot of raids, so let's start with raiding.

Raids are a hallmark of pre-state heroic societies, a kind of low-intensity warfare that could still prove immensely disruptive to its victims, while fuelling the social gears of the warrior society.

What must be understood right away is that putting together a raiding expedition was no sure thing: typically, one daring leader with significant repute would call it, inviting or daring brave warriors and free men to join him on what promised to be some adventure rich in opportunities, to gain both fame and wealth. The more famous the leader, the more people would tend to flock to his banner, but still, considerable obstacles such as local affairs, competing raids, fear of the enemy strength or fortifications or personal rivalries could limit the appeal of a given raid.

So you need considerable Renown to launch a Raid. But how did you get that Renown in the first place? Well, having achieved successful raids in the past is probably the main way to do so. But what constitutes a successful raid? Well, killing enemies, burning their crops and sacking their strongholds will certainly constitute good material for the bards or aedea at home to sing your praise, but if most of your men get slaughtered by the terrible Roman cavalry and too few men come back home to their families rich with bounty and slaves, while you do not get the wealth you need for gift-giving, chances are that, the next time you call for a Raid, very few people will heed your call...

In game terms, Raid is a Command common to both barbarian factions, where these factions spend (or invest) Renown to launch raids, ultimately hoping, through a later Return Command (also common to both factions) to collect Renown from the Plunder taken during these raids, though sometimes the impact of raids on Briton Prosperity and/or Control outweighs the profit these raids can return to the barbarians: in COIN, it is often just as important to undermine an opponent as it is to further one's own goals...

It should be noted here that "Renown" serves as the Resources for both Barbarian factions, being spent to meet the cost of various Commands and Feats (*Pendragon's* Special Activities), and being accrued through various game actions and events.

First, one must select the number and scale of the raids: Saxons may undertake (unless it is a Limited Command, which is always limited to 1 raid) up to 3 distinct raids on a given Raid Command, Scotti up to 4; each individual raid may be small-scale (rolling 1D4 to determine the number of raiders) or large-scale (Saxons rolling 3D4, but Scotti

only 2D4). A small-scale raid is free for the Scotti but costs 1 Renown for the Saxons; a large-scale raid costs 1 Renown for the Scotti, and 2 for the Saxons. One can already see a fundamental difference between the two Barbarian factions: Scotti raids tend to be more endemic but pack less punch than the Saxons'...

The choices regarding the number, scale and targets of all raids within a given Raid Command must be made, and the Renown spent, before any individual raid is resolved. This is where raiding takes the character of betting—since not only can one not, usually, be certain of what the enemy response will be, but one cannot even be sure of the number of raiders that are going to answer the call—and investing since, unless the objective is purely to weaken the Britons, raids should Return more Renown than they cost since they are the primary means by which Barbarians accrue Renown, which is both a victory condition for them and the means to take further action. This means that careful consideration should be given to a number of elements when picking the targets and the scale of the raids: how prosperous the targets, how well defended, how likely and deadly the probable Briton counter-attack...

Once these choices are made and Renown committed, individual raids are resolved fully one at the time, in sequence. The first challenge facing raiders is to actually make it to their target: initially, with no permanent presence on the island, all raids must come either by sea or through Hadrian's Wall, guarding the border between wild Caledonia and the northernmost Roman provinces. The seas bordering the parts of Britannia most exposed to attacks (the "Saxon Shore") are patrolled by Roman warships operating from naval bases on the island. In game terms, one simply counts the number of Dux Forts in coastal Regions bordering the sea from which the raid is originating, or, of raiding overland from Caledonia, in the two border Regions. This number is then directly subtracted from the dice rolled, representing those raiders who were intercepted on their way in, or who preferred to turn back.

Then, if any Raider made it to the target space, they get to Plunder before defenders can react (unless it is a Deep Raid). How does that work? Again, very simply: the current Prosperity of a Region is represented by golden cubes positioned in that Region in designated holding boxes; Raiders are allowed to Plunder a number of these cubes (now referred as "Plunder cubes") up to the current Population of that Region, as long as each Raider unit does not carry more than 1 Plunder cube. Unless specifically allowed by a Feat (Saxon Ravage) or an Event, excess Raiders cannot take more Plunder at this stage (they may still get some if they later successfully sack an enemy Stronghold).

Now comes the second important decision: do the Raiders stop at that point and start heading back to their ships, or do they try to engage the local defence forces, typically to try to storm an ill-defended Stronghold? In the first case, that raid is over for now, and defenders may only try to engage the Raiders by taking an appropriate Command during their own turn; in the second, the raid proceeds to the Battle sequence which is common with the Battle Command, with a Field Battle (if the defenders do not all withdraw behind their walls) and, if desired, one or even two Assaults on enemy Strongholds located in the target Region.

Obviously, these battles are likely to weaken the raiding group, or even wipe it out entirely, as Raiders are the least efficient units in combat (they are much more interested in easy pickings than in glorious fights) but the sack of enemy Strongholds can significantly increase the amount of Plunder collected. Also, if the area can be cleared of Briton Control, which takes destroying all Briton Strongholds as Raiders do not contest Control by themselves, that will slow down

the possible counterattack as the dreaded Dux Intercept Command requires Briton Control to work (see next volume for details), thus enhancing the survival prospects of these raiders considerably, especially if the raid took place in Clear terrain.

Finally, if the raided Region was Controlled by the other Barbarian faction, not only do the Raiders collect Plunder as per the above, they also reduce the Renown of the raided faction by the same amount, representing the direct loss of prestige of being unable to protect one's own land in a heroic society. That loss of prestige can be instantly wiped out if the offending Raiders are subsequently destroyed by the offended faction before they could Return with their ill-gotten gains...

Raid Commands can be associated by each faction with two different Feats: Surprise, which allows either a Deep Raid inland or the attempt of a Coup de Main on an under-garrisoned Stronghold, is common to both factions, while the Saxons get Ravage (which waives the Population limit for Plundering and may provoke an exodus of civilians, but prevents any Assault and offers any defender an opportunity to Battle) and the Scotti Ransom (which gives them a shot at directly taking from enemy Resources or Renown through the capture of high-level hostages). A number of events also impact Raiding in various ways, either positively or negatively.

Ultimately, any surviving Raiders, whether loaded with Plunder or not, will remain in the target space at the conclusion of the Command, waiting for their faction to undertake a Return Command at a later time, which will send back the raiders to their Available Box, and convert all the Plunder they carry to Renown on a 1-for-1 basis. It may also allow some of them the opportunity to Settle in Britain, rolling (50% chance for Saxons, 33% chance for Scotti, who are not as land-hungry) to be converted to much more dangerous Warbands and possibly establish some Settlements, forming the basis for local Barbarian Control and development.

But before they can do that, they will have to survive the Briton backlash, which we will examine in detail next...

Vol. 3 - Counter-Raider Warfare

As we just saw, raiding is an important feature of the period covered by *Pendragon: The Fall of Roman Britain*. As a consequence, if you are playing a Briton faction, you better be prepared to suffer significant harm and desolation from marauding raiders. But that does not mean you are helpless in trying to mitigate, punish or even deter these depredations, as you are going to see forthwith.

In the 3rd Century AD, the barbarian pressure on the borders of the Roman Empire contributed, along with other internal factors, to the major crisis which threatened the very existence of the Empire (for more on this, see GMT Games' *Time of Crisis*). As a result, among the many reforms initiated by Diocletian and his successors, a major reorganization of the Roman military took place. Gone were the thirty or so legions garrisoned near the borders, replaced with a three-tier systems of *limitanei* (border guards), *comitatenses* (mobile regional armies) and *palatini* (elite troops under direct control of the emperor, at least nominally). As the barbarian pressure relented very little throughout the 4th Century, this was complemented by a refortification of the cities throughout the provinces to shelter the populations and provide strong points for military operations.

The role of the *limitanei*, posted in forts in strategic locations, was to regulate the border in peace time, and stop small raiding parties, but they never were meant to stop a major raid or invasion. In such a situation, they were to secure the strong walls of the cities where the population would find shelter, and wait for the mobile field army. This strategy deliberately let the raiders ravage the countryside, loading themselves with plunder, while protecting the populations and denying the raiders lasting control, as barbarian bands were typically ill-equipped and unfit for complex and lengthy siege operations. Once the *comitatenses*, typically cavalry these days, arrived on location, they would, in liaison with the local troops and authorities, try to deny the barbarians forage and water, and eventually crush them, hopefully discouraging other would-be raiders back home to dare defy the might of the Empire next time.

Britain stood out as it was an island, with only the northern frontier susceptible to land infiltration, with the continuous wall famously built by the emperor Hadrian in the 2nd century, and, at least as importantly, its buffer of client kingdoms to its North, providing a fairly efficient barrier. As a result, most of the raiding, including from the northern British Celts known as the Picti, took place by sea.

Starting in the 3rd century, Germanic raiders sailing from the long lowland coast stretching from Frisia to Jutland, plagued the coasts of Britain and Gaul. Known to the Romans as *Saxoni*, their depredations prompted the creation of a special command known as the Count (*Comes*) of the Saxon Shore (not because it was populated with Saxons, but because it was threatened by them) in Britain, and of the Armorican coast in Gaul, based around a number of coastal fortresses from which operated squadrons of *picati* warships.

In the meantime, Celts from *Hibernia* (Ireland), known as *Scotti* (the term, which gave us our "Scots", seems to have had a similar meaning as "Viking" in later Scandinavia) had been crossing the Irish Sea in their small shallow-draft *currachs* to raid the plum British countryside and capture slaves and valuable hostages for ransom. Unlike the Saxons, their attacks were usually more of a low-intensity, pervading nuisance, and, possibly because rich Roman cities and villas were sparser in the West, never prompted the establishment of a similar "Scotti Shore" system.

In game terms, just like the late Roman Imperial system, counter-raider warfare in *Pendragon* is a multi-layered affair. The first layer is made of the sea and border patrols which, as explained previously, reduce the number of Raiders in each Raid by the number of Dux Forts either bordering the Sea from which the Raid is originating, or in the Wall Regions (Carvetii and Textoverdi). To ensure that these patrols have an impact, the Britons should make sure to protect and maintain the said Forts, and, as long as possible, to force the Barbarians to come by sea or over the Wall, i.e., to try to deny them island bases from which Raids can be launched, circumventing the patrols. Eventually though, events elsewhere will probably compromise the continuation or extent of these patrols, and the growing barbarian presence on the island will render this layer essentially inoperative.

The second layer is offered by the strength of the walls of the Briton Strongholds, especially those with strong Roman walls, i.e., the Towns and Dux Forts. In case of attack, Briton units can withdraw behind these walls, within the limit of their Holding Capacity (2 units for a Hillfort or Fort, 4 for a Town, up to 6 and 8 for the two Cities, Eboracum and Londinium). There, they are immune from Field Battle, and enjoy strong defensive advantages if the enemies decide to try their luck in an Assault on their walls. However, they can be vulnerable to a Coup de Main if insufficiently garrisoned...

Sheltering behind strong walls will do nothing to prevent the Barbarians from plundering the countryside but will preserve forces and, usually, Control of the region, as Raiders do not contest Control, and the possession of a Stronghold is required for Control. Control is important for many game functions, including the Civitates' victory conditions, but, more to the point here, it is also essential for the next layer of the defensive system, Interception!

Intercept is a Dux Command that allows Dux troops to move *and* battle in the same action! Even worse for the Barbarians, as for the Dux March Command, such a move is not restricted to adjacent spaces but can move along Controlled Roads as far as desired! Obviously, there are some limitations, starting with the fact that this Command can only target Raiders, not true troops such as Warbands. More importantly, an Intercept can only take place between Controlled spaces, representing the need for local informants and support to allow the mobile troops to effectively fight marauders. Hence the importance for Raiders of destroying Briton Strongholds in order to prevent a lightning counterattack. Nonetheless, the hard-hitting Dux troops are the backbone of counter-raider defences, providing the hammer to smash raider bands against the anvil of the Briton Strongholds.

Even if an Intercept is not possible, either due to a lack of Control or scarcity of funds or troops, regular Troops like the Civitates Militia can battle Raiders at their turn, in all likelihood streaming from their Strongholds, and possibly calling on reinforcements from neighbouring Spaces through their Reinforce Feat. However, if Troops have to be Marched into the attacked Region first, the likelihood of the Raiders having Returned to their boats and villages with their ill-gotten gains before they can be brought to battle becomes very high.

It is to be noted that Raiders often are not interested in a fight, especially when confronted with an overwhelming force, and so will typically try to Evade these counter-attacks. This is where the nature of the terrain becomes key, as the Scotti are particularly adept at melting into the woods and hills of the Western and Northern parts of Britain, while the Saxons are at home in the marshy fens of Eastern Britain. They may even on occasions feel bold enough to try to spring an Ambush and turn the tables on their would-be destroyers! Nonetheless, the clear terrain and dense road network in the core regions of Roman Britain, which also tend to be the wealthiest, usually become ideal killing grounds for those raiders who dare trespass there...

Finally, it is important to consider the higher level of the struggle, beyond each individual Raid: just like the steady erosion of revenue from sustained raiding will eventually constrain the ability of the Britons to defend themselves effectively, it is vital for the Britons to deny as much as possible the Barbarians the product of their depredations by destroying the raiding parties before they can Return. Not only will it limit the opportunities for Barbarians to Settle on British land to contest Control and create better bases for further Raids, but starving them of Renown is the best way to prevent or at least limit further Raids, at least until the next Epoch Round where Saxon and Scotti Renown if too low, will be reset at a guaranteed minimum value, representing the emergence of new leadership if you have been able to destroy the reputation of the current leaders, earning yourself at least a respite from the tides of fire and blood...

Vol. 4 - Battles & Assaults

The Fourth and Fifth Centuries AD witnessed widespread violence in Western Europe as the old Roman imperial structure buckled under internal tensions and external barbarian pressure. Whether as a result of raids, or as a product of direct military confrontations between rival powers, there will be a lot of battles in *Pendragon: The Fall of Roman Britain*, and we are now going to have a look at how these work.

Late Roman Britain saw a variety of warriors and soldiers spar, from the half-trained and ill-equipped Militia of the Romano-British cities and tribes, to the superb professional *comitatenses* (usually cavalry) introduced by the military reforms of the 3rd and 4th Centuries. As Roman order whittled away, more and more of the fighting devolved to warbands, most of them Barbarians either in Roman employ (*Foederati*) or striking out on their own, but also progressively local Britons gathered by emerging warlords. Finally, various raiders plagued the island, themselves a mixed bag of seasoned warriors and aspiring looters, typically lightly armed and not interested in making a stand unless the prize was worth it.

The *COIN Series* focuses squarely on the big picture, and so typically approaches combat with a high degree of abstraction. However, it was necessary in *Pendragon* to capture something of the different ways in which these very different types of Units were employed and measured to each other, without bogging down the game in minutiae. Also, where modern-era *COIN* games used a fairly deterministic approach to combat, ancient battles, as shown in the more recent entries, were less predictable.

Early play testing showed that *COIN* players were not ready for the use of heavy die-rolling in the series, leading to the adoption of the current system where the core mechanics are deterministic but can be modified by player decisions and possibly one or two die rolls for the battle circumstances. Let's look at this in some detail:

When a battle takes place in a Space between enemy Factions, it can possibly unfold in two stages: first, a Field Battle (if enemy units are in the field simultaneously), then one or two Assaults (if the defenders have a Stronghold (or two), and the attacker desires to attack it (them)).

The basic sequence of a Field Battle is as follows:

1. Defending units may elect to Withdraw within friendly Strongholds in the Battle space, within the Holding Capacity of these; units that withdrew do not take part in the Field Battle [Withdrawal Step];
2. Cavalry (Dux) units Strike and Losses are applied [Charge/Ambush Step];
3. All other surviving Troops (not Raiders) Strike and Losses are applied [Melee Step];
4. Surviving Raiders Strike and Losses are applied [Harass Step].

Every Unit inflicts 1 Loss when it Strikes, and is removed by 1 Loss, however Militia units and Raiders are halved during Field Battles, to reflect their inferior equipment and discipline. This reflects the basic reality of the period that, in a straight up battle, the better troops, foremost the professional Roman or post-Roman cavalry, would dominate the battlefield, but that they could be overwhelmed by the weight of enemy numbers.

However, straight up battles are not necessarily the norm, as the barbarians especially can find ways to mitigate their relative military inferiority. This is where terrain and unit types intervene: the Scotti are particularly at home in the hilly and wooded regions of Western and Northern Britain, and the Saxons in the marshy fenlands of the Eastern seaboard. In these often underdeveloped regions, difficult terrain, lack of infrastructure, and mixed loyalties conspire to make military operations more difficult for the regular forces.

In game terms, whenever Raiders are involved in a Field Battle, they have the option, prior to the start of the battle, to attempt either to Evade enemy forces (3 chances out of 6 in their Home terrain, 2 out of 6 in other Rough terrain, 1 out of 6 in Clear terrain), or to Ambush them (2 chances out of 6 only in Home terrain). Barbarian Warbands have, in Home terrain only, 2 chances out of 6 of Evading, and a whopping 4 out of 6 of Ambushing! The Civitates may gain the ability to be in Home terrain in Hills through their Pivotal Event CYMBROGI. It should be noted at this point that these terrain abilities are tied to the nationality and type of units, not to the Faction that controls them, which means that Foederati Saxon Warbands are at home in Fens, and Foederati Scotti ones in Hills...

Evading units are no longer involved in the ongoing Battle, whether the Field Battle or any subsequent Assault, and survive with any Plunder they may be carrying... Ambushing units get to turn the tables on their enemies, as they Strike during the Charge/Ambush Step, simultaneously with any Cavalry, and before all other unit types! This means that, while Briton forces can often operate with relative impunity—as long as they can whip up the numbers—in Clear terrain, they must be much more wary in Rough terrain as there is no guarantee they will catch their prey, or that the said prey may not turn and savage them... Obviously, Raiders will typically try to Evade, especially if they are loaded with Plunder, but sometimes it can be very interesting to seriously bloody the Dux, especially as he cannot replace his losses as easily as the barbarians or, to a lesser extent, the Civitates...

This basic sequence can be also modified by Events, such as, for instance, reducing the ability of enemy units to Evade or Ambush, removing or imposing penalties on unit's combat values, even allowing some units to Strike first, *before* the Withdrawal step! Of particular note are four Capability Events named after battles of the famous *Arthur Battle List* by Nennius, focusing each on one specific faction: CAIR LEGION, MONS BADONICUS, DUBGLAS RIVER and CELYDDON COED.

At the conclusion of the Field Battle, if no defending unit remains in the field (having either Evaded, Withdrawn within a Stronghold, or been destroyed), the attacker may attempt to destroy Strongholds of the defending Faction by Assault. Again, there is a basic sequence for Assaults:

1. Each defending Stronghold's intrinsic Garrison, plus any defending Unit that Withdrew within that particular Stronghold, Strikes, inflicting a number of Losses equal to the Escalade Defence factor of the assaulted Stronghold (from ½ for crude barbarian Settlements, to 1 for Roman-type fortresses) [Escalade Step];
2. All surviving Units on both sides Strike at enemy Units [Storm Step].

If the attackers eliminate all defenders, including the intrinsic Garrison, and survive, the Stronghold is destroyed.

If the battle arises from a barbarian Command (either a Raid or a Battle) which was paired with a Surprise Feat, then all attempted Assaults are considered Coups de Main: in this case, prior to the Assault itself, a d6 is rolled under the difference between the Holding Capacity of the stronghold and the number of units withdrawn within it, plus 1. This

represents the difficulty of properly manning long circuits of walls such as those of Roman towns: fully defended, Towns are extremely tough nuts to crack with their Escalade Defence factor of 1, their intrinsic Garrison of 2 units, and their ability to shelter 4 Units within their walls, but under-garrisoned Towns can be extremely vulnerable to surprise attacks... And the Britons never have enough Troops to garrison everything, so must make tough choices, including possibly to rely more on easier to defend Hillforts to hold the land...

If the Coup de Main is successful, the Escalade Step is skipped, and the Assault resolution proceeds directly with the Melee Step; if not, the Assault proceeds normally with the defenders Striking first during the Escalade Step.

Once the Assault phase is complete, or has been skipped, the Factions involved in the battle may receive—or lose—Prestige or Renown, or collect Plunder from destroyed Strongholds or retrieved from enemy Units.

Finally, if no defending Unit is in the field, the attackers may opt to besiege a Stronghold that was not Assaulted: as long as they have at least as many Troops (not Raiders) as the Stronghold's Holding Capacity, they can force the defender to remove one Unit that Withdrew within the walls (never the intrinsic Garrison), wearing down the defenders for future attacks.

This concludes our look at the Battles Sequence. It may seem complex but is actually very systematic and, in most cases, only involves possibly one decision and die roll related to terrain effects or a Coup de Main attempt, and then very simple and straightforward removals of pieces. It is thus very easy for players to get a feel for likely outcomes, even though there is often an element of risk, especially when involving barbarians in rough terrain...

Now that we have rounded up our tryptic on raids, counter-raider warfare and battles, we are going to turn to Foederati, a very unique feature of this period which adds tremendous spice to the game!

VOL. 5 - FOEDERATI

For the very first time in the *COIN Series*, in *Pendragon: The Fall of Roman Britain*, you will be able to take control and use for your own the pieces of another faction... How so? Through the very unique feature of *Foederati*, that typical Late Roman practice of hiring potential or even erstwhile enemies in exchange for land or subsidies. Let us explore this further:

It often comes as a surprise to those unfamiliar with the period, but the Late Roman Empire welcomed, mostly voluntarily, very large numbers of barbarians within its borders, both as soldiers—to the extent of constituting at times a significant, maybe even a dominant, fraction of Roman Imperial armies—and settlers. These could be the result of a request from a group, usually fallen on hard times in their homeland, or the result of a successful war waged on a border tribe or an invader. In later years, some particularly large and powerful groups were able to force the hand of imperial authorities to a large extent, receiving official status within the empire through no real Roman initiative at all... These groups were covered by various legal statuses, whose subtleties are often lost to us now, of which *Laeli* and *Foederati* were the main ones. For the purpose of the game, and based on what seems to have been the predominant form in Late Roman Britain, the game uses the term *Foederati* to designate all barbarians in Romano-British employ, no matter their exact origin or status.

As early as the famous pamphlet of the Briton monk Gildas, written around the year 500, where the “Proud Tyrant” (named *Vortigern* in other sources, which is really the same meaning in the Brittonic language) hires Saxons (or maybe Jutes) to fight against Irish and Pictish raiders, only to see them rise in bloody revolt, the importance of the *Foederati* system in introducing Germanic elements in Britain has been recognized. Recent archaeology has demonstrated the presence of German groups, including warriors, sometimes with mixed Roman and Germanic equipment, in various locations across Lowland Britain from the second quarter of the 5th Century, locations largely inconsistent with a pattern of invasion. Modern historians now believe that Romano-British authorities largely drew from imperial precedent to bring numerous groups of *Foederati*, mainly of Germanic extraction—just like in Continental Europe at the same time—to fight their foreign and local enemies, be they encroaching Picts or ancient rival tribes from across the river... In time, cohabitation and collaboration led to phenomena of acculturation, where the respective Germanic and Romano-Celtic cultures influenced each other, leading possibly to assimilation one way or the other...

Obviously, we all know that, ultimately, this experiment turned very bad for the Britons, with the Germanic—or Germanized—populations eventually taking over much of Lowland Britain. Gildas and other chroniclers speak of the revolt and betrayal of the Saxon mercenaries foolishly invited by naïve or corrupt rulers, and how the island was then ravaged “from sea to sea”. Modern historians have identified a number of likely instances of military strongmen of Germanic origins taking over Romano-British polities, probably by a coup. But they also found examples where such polities endured for decades, even more than a century thanks to their strong and presumably loyal *Foederati* forces, where neighbouring cities and tribes were going under the Saxon tide. It is thus a nuanced picture that we must represent, one where necessity and expediency vie with prudence and hindsight...

In the game, *Foederati* can be brought in play either through a Feat—“Invite”—which is common to both Briton factions, or by various events. This means that *Foederati* groups may appear even if none of the Briton factions desire it, reflecting the ultimately parochial nature of Romano-British politics in Late Roman Britain... The Invite Feat bears no cost—which in itself can be very attractive for often cash-strapped Britons—but requires an available Stronghold site in a friendly controlled Region, meaning either an empty Site, or replacing one of the active Faction’s own Stronghold: this represents the gift of lands and settling of families for the invited warriors. *Foederati* can be either in Dux employ (marked by the red side of the *Foederati* marker, hence their designation as “red *Foederati*”) or Civitates employ (flip side of the same marker, hence “blue *Foederati*”). Once in play, no matter how they were brought in play, *Foederati* Warbands and Settlements are considered to be pieces of the faction controlling them in all regards, unless otherwise specified.

Nonetheless, they also retain their *nationality* (Saxon or Scotti) which means that they can use their national abilities when in Home terrain. This makes *Foederati* often the best tools to fight independent barbarians of the same nation in their preferred terrain! *Foederati* Warbands, while not quite as powerful as the Dux’s Cavalry units, are also strong units which can use road movement, and so can constitute a significant upgrade to Militia for the Civitates before they can raise *Comitates* in large numbers, and a decent complement to the Dux as its precious supply of Cavalry declines...

Another subtler but potentially very significant impact of hiring is that every Warband in Briton employ is one less Warband available to its national Faction, since they come from the same—finite—pool.

That can be quite significant, especially for the Scotti who have only 12 Warbands in their pool to start with... In a sense, in times where all Factions’ military resources are stretched to the limit, every *Foederati* Warband has double value, since it is both an addition to your forces, and a subtraction to your enemies!

However, the picture is not all flowers and roses, and there is obviously a number of downsides and risks associated with the use of *Foederati*...

The first thing is that, while Inviting *Foederati* bears no immediate cost, one still has to pay them eventually, and that usually takes place during the *Annona* Phase of each Epoch Round: each *Foederati* Warband should receive 1 Resource, which is immediately turned into Renown for their national (barbarian) Faction. Since the *Annona* Phase is the very first step of each Epoch Round, i.e., takes place before the Victory Phase, this means that a barbarian may very well reach its victory threshold and win thanks to an *Annona* payment, especially as the amounts can be very significant (it is not uncommon to see up to 9 or 12 *Foederati* Warbands from one barbarian nation on the map)!

Also, any *Foederati* Settlement counts for meeting the victory conditions of their national Faction (typically, a minimum of 4 Settlements on the map is required to win), which again can be a huge boon, especially for the Scotti. Note that a strategy of drying up the Scotti Warbands pool by making all 12 of them *Foederati* would give them victory in a maximum of 4 turns (at least 4 Settlements on the map and Renown > 45), probably less...

Now, a controlling Briton faction does have the option of not paying some groups of *Foederati*—or be compelled to do so by lack of Resources—but any such group immediately rebels, throwing off its *Foederati* affiliation (i.e., returning to the control of its national faction) and plundering the space to compensate for their lost wages. As you can see, hiring *Foederati* can become very expensive over time as *Annona* has to be paid at every Epoch (unlike Militia and Cavalry that only need to be paid when mustered or trained), with the risk of handing over barbarian Strongholds and Warbands on a platter to their national Faction if their wages cannot be provided, meaning that what is often a short-term fix can turn into a long-term nightmare...

Of course, if the *Foederati* Warbands die in combat before the *Annona* comes due, nothing needs be paid, which can lead to *Foederati* being used as cannon fodder. However, there is a long term cost of hiring *Foederati* even if they all get killed promptly: the land given to them and their families—the Stronghold site given up for their Settlement as part of the Invite Feat—remains unavailable permanently, or at least as long as the Settlement survives...

The last big downside of *Foederati* is the large number of events that require the presence of a *Foederati* piece to be triggered: of course, not all of them are negative for the Britons, as *Foederati* may turn into regular army units or adopt the dominant Romano-British culture, but the unshaded versions can be pretty momentous with numerous rebellions, takeovers or conversions being in the cards. Of these, the most dreaded is *ADVENTUS SAXONUM*, the Saxons’ Pivotal Event, where up to 3 Saxon *Foederati* groups may revolt and immediately set upon the local Britons...

So, knowing all of the above, and with historical precedents in mind, why would any sane Briton ever use *Foederati*? Quite simply, just like your historical counterparts, because most of the time, you can’t do without them... As with many things in the *COIN Series*, it is all a matter of circumstances and timing, and knowing when the emergency outweighs the risks. And remember, *ADVENTUS SAXONUM* can only occur once!

Vol. 6 - Settling Britain

Another fairly unique (within the *COIN Series*) feature of *Pendragon: The Fall of Roman Britain* is that, at least in the scenarios starting at the very beginning of the period covered by the game (c. 360 AD), two of the four factions begin play with not one single piece on the map! These are, of course, the two barbarian factions, the Saxons and Scotti, as Britain begins solidly under control of the Roman Empire, represented by the two Briton factions, the Dux and Civitates. While the barbarians can raid by sea and over the northern border, it will be essential for them to settle on the island itself to compete for a win:

The first, and primary, use of Strongholds (called Settlements for the barbarian Factions) in *Pendragon* is to allow Control of Regions and Cities: without one, you may deny Control, but you cannot establish your own. While Scotti care nothing for Control either in their victory conditions or revenue calculations, Saxons are very much interested in controlling new land, as one of their alternate victory condition is based on Control, and they do collect revenue from Controlled spaces during Epoch rounds. The Scotti, however, cannot ignore the need to create some Settlements of their own since, while their primary victory condition is based on accumulated Renown, they must have at least 4 Settlements on the map to be eligible for a win; they also collect revenue from on-map non-Foederati Settlements during Epoch rounds. If the Saxons go for their alternate victory condition, which is also based on Renown, they too must have a minimum number of Settlements on the map.

Barbarian Settlements are also essential bases for more efficient raiding of Briton lands and cities as any Space with both a (non-Foederati) Settlement and a Warband of the same barbarian nation is considered a possible origin of Raids into all adjacent Spaces (with no interference of Sea Patrols) and any bordering Sea. Settlements can also serve as locations to raise new Warbands. Consequently, establishing Settlements on the island typically allow barbarians to launch more destructive Raids into new Regions, thus triggering a potential snowball effect... unless the Britons manage to eradicate these footholds quickly! Hence the desirability for these initial footholds to be located in Home terrain regions, ideally off the main roads, making a Briton counterattack both costly and risky.

So, how can barbarians settle Britain?

The foremost mechanism to do so is through a Feat common to both Factions, and named, unsurprisingly, "Settle":

This Feat is usually paired with a Return Command: essentially, it allows the Returning Faction to designate one single Space for settlement and to roll for every Returning Raider in that Space and every adjacent Space to see how many accept to forego returning home and become a permanent Warband in Britain. This likelihood is higher (50%) with Saxons than with Scotti (33%) who were not as land-hungry. Then, as part of the same Feat, the active Faction may swap 2 Warbands for a new Settlement, as long as an empty Stronghold Site is available in the Settle space. Note that this Feat may also be paired with a March Command in order to claim new land, though only using Warbands already on the map...

As mentioned in the previous section, another significant mechanism to establish barbarian Settlements is through the invitation of *Foederati*: *Foederati* Settlements do count toward the minimum number of Settlements required for their national faction to win, and they are

liable to shed their *Foederati* status and revert to the ownership of their national Faction. There is also a number of Events that place new barbarian Settlements and Warbands directly on the map, typically in Regions where these nations were particularly present at the time.

Now, for all their necessity and benefits, Settlements also constitute liabilities for the barbarian Factions: where Raiders can hope to Evade enemy activity and eventually board their ships bound for their home across the waves, and frustrate Briton soldiers, Settlements are going nowhere and their destruction can be both a blow for barbarian Renown and a useful propaganda tool for their enemies, not to mention provide valuable slaves. This can be achieved by a Briton faction through, respectively, the Dux's Retaliate and the Civitates' Pillage Feats, while all Plunder made by a barbarian Faction from Raiding a Region Controlled, or sacking a Settlement owned, by the other barbarian Faction is deducted from the Renown of the target Faction.

To make matters worse, barbarian Settlements are the weakest Strongholds in the game, meaning that great care will have to be given by Settling barbarians to pick secure locations and strongly protect their Settlements.

Vol. 7 - Control, Population and Prosperity

Like all games in the *COIN Series*, *Pendragon: The Fall of Roman Britain* represents the political and economic geography through a combination of parameters including who controls the space (Control) and how large its population is (Population). Unlike most previous games however, *Pendragon* does not complete this trio with Support/Opposition, as, over such a long period, the only comparable measure would have been adherence to *Romanitas* versus "barbarian" values, and I highly doubt any Roman Dux or Saxon war leader ever saw the situation he had to deal with in terms of "not enough Roman" or "not enough pro-barbarian". So this aspect is modelled through Events and, indirectly, the Imperium Track, and *Pendragon* instead adds for each Region and City the concept of Prosperity, representing it in a wholly new way by placing small golden Prosperity cubes on the map!

Control

Determining who Controls a Space is very similar to other *COIN* games: a Faction needs to have more pieces in the Space than all other Factions combined. Also, similarly to *A Distant Plain*, *Fire in the Lake*, or *Liberty or Death*, the two Briton Factions (the Dux and the Civitates) combine their pieces to determine "Briton Control", though that cooperation disappears should the Imperium status fall to Fragmentation.

Unlike previous *COIN* games however, owning the most pieces in a Space is not sufficient to establish Control: a Faction also must own a Stronghold there. The reason for that is the much longer time scale in *Pendragon*: Marching a large army into a Space may deny Control, but it cannot establish durable Control unless or until it can establish a permanent base, which often means destroying the enemy's Strongholds first in order to clear a Site for building. This makes Strongholds, while similar to bases in previous games in their role for gathering

Resources or Mustering, absolutely essential for Control. As a result, most campaigns will revolve around the capture of key Strongholds, very historically.

The two City spaces in the game, Londinium and Eboracum, differ from regular Regions in that they only have a single Stronghold site, and that ownership of that Stronghold is enough to provide Control, even if outnumbered by the enemy; this represents a siege or blockade situation, where nothing but the fall of the besieged Stronghold is a lasting success.

Population

Population of Regions and Cities in *Pendragon* range initially between 1, for the poorer and less developed Regions typically found in the western and northern highlands, as well as the military city of Eboracum, and 3 for the two wealthy and populous tribelands of the Catuvellauni and Atrebatas, both in the South.

The period saw significant changes and movements of population, and, accordingly, game Events or actions may reduce or increase the Population of a Region (but not of a City), possibly down to 0—which does not mean that the area has been entirely depopulated, but rather than there has been such widespread destruction as to make the area worthless economically and politically—and up to 1 more than the written Population. So for instance, a Pop 1 Region may increase to 2, but no more, while a Pop 3 Region may go up to 4 Population.

Besides Events, the Saxons may reduce the Population of Regions they are Raiding when pairing their Command with a Ravage Feat. This is a double-edged sword because while Population reduction hurts the Civitates in the short term, it also reduces the value of these territories for Saxon expansion in the long term, since both Factions are interested in the total Population they Control as part of their victory conditions...

Conversely, the Civitates may resettle refugees from these Events or Saxon terror campaigns through their Rule Feat. Unless there is a specific mention to the contrary, every reduction of the Population of a Region generates a Refugees marker, which can then be resettled on Briton-Controlled land (at a hefty cost). However, there can never be more than 4 such Refugees markers in play at a given time, and half of them are discarded during each Epoch Round, so the Civitates have to act quickly, or they will see the Briton population of Britain be reduced permanently...

While the Civitates may only resettle Population that was previously uprooted, and cannot increase the Population of any Region if they have no Refugees marker in hand, the Saxons have the ability to create new Population from their Warbands through their Settle Feat, representing the influx of settlers from mainland Europe once the Saxons gain viable footholds in Britain.

Prosperity

The key concept behind Prosperity is to represent the mostly temporary impact of Raids and army depredations, and symmetrically the administrative or support actions that can alleviate these. It is also used as a proxy to represent to what extent the authorities are able to provide security to the people, and the level of support they enjoy as a result.

Initially, this was represented as a state—Rich, Poor or Ruined—which was associated with a multiplier—respectively x2, x1 and x0. Every successful Raid would downgrade the Prosperity state by one level, yielding each time a number of Plunder cubes equal to the Population of the targeted Space. The Total Prosperity—the sum of all Regions' and Cities' Population multiplied by the current Prosperity

multiplier—would measure, added to Prestige, the score of the Dux Faction, while the revenue of most of the Factions—especially the Civitates—would be mostly calculated by this same product for every Controlled Space.

All of this, while conceptually sound, made for a lot of calculations, counter—there were Prosperity markers with a Poor x1 and a Ruined x0 sides, with Rich x2 being the default state printed on the map—and golden cubes handling. In the spirit of streamlining gameplay, I realized that there was an exact mathematical identity between the value of the Plunder being collected, the decrease in revenue resulting from that plundering, and the impact on the Dux score. This is how I came to the novel idea of replacing the Prosperity markers directly by golden cubes—now called “Prosperity cubes”—two per Population number, which could then be directly picked up from the map when raided. This also reduced the determination of revenue or Total Prosperity to simple additions—or, early in the game, subtractions as the max value is known to be 80 (total starting Population of 40, multiplied by 2).

Slots for the golden cubes are printed on the map, including the allowance for a Population increase. The slots are arranged in two rows, allowing to easily check that no row holds more cubes than the Population of the Region. Replacement of cubes on the top row during the Recovery Phase of Epoch Rounds is also restricted when the Imperium status is not Roman Rule, representing the effect of the breakdown of Roman administration and long range commerce on the economy.

As a side benefit, this change allowed for a lot of flexibility in game effects, either from Events or actions, which were no longer restricted to chunks equal to Population, but could be applied cube by cube. For instance, when Britons destroy units that were carrying Plunder, they have the option of returning 1 such cube to the Region's Prosperity. What can be returned this way remains however typically much less than what is destroyed by the Raiders, even if they don't manage to Return it.

The Britons have more effective ways of restoring Prosperity through the Dux Train and the Civitates Trade Commands, which can place back Prosperity cubes, representing either the action of army engineers and soldiers in rebuilding or improving facilities, or the impact of good administration.

Eventually, the passage of years, represented by the occurrence of Epoch Rounds, will allow some natural recovery of Prosperity: during the last Phase of each Epoch Round, every Space that is Controlled gains back a number of Prosperity cubes equal to its Population, though not on its top row if the Imperium Status is Autonomy or Fragmentation.



Vol. 8 - Imperium

Where previous games in the *COIN Series* cover a few years, or at most a couple decades, of history, *Pendragon: The Fall of Roman Britain* spans more than a century of the history of Britain, from the waning years of the Western Roman Empire (c. 360 AD) to the thorough fragmentation of the island into warring proto-kingdoms of various cultural and ethnic backgrounds (c. 500 AD). Naturally, such drastic political, institutional, and cultural changes over such a long period mean that conditions and objectives underwent significant evolutions during that span of time. In game terms, this translates into the necessity of the evolution of the very rules and victory conditions during the course of the game! This is captured in *Pendragon's* Imperium Track. Now, this evolution was not necessarily preordained, but to a large extent the product of the actions and aspirations of the involved historical players, and so it will be in a game of *Pendragon*...

From the very beginning of the work on *Pendragon*, it was clear that one important feature that had to be represented was the evolution of the political and institutional contexts: as the civilians try to wrest ever greater autonomy from the central government on the continent, and the military and administration find it increasingly difficult to raise taxes, reconstitute army units, maintain the road network, or simply maintain their authority, the game parameters and even rules need to be adjusted as the game progresses.

Imperium Stage

To capture the evolving institutional framework, the Imperium Track is divided into three Imperium stages:

- Roman Rule means that the diocese (group of provinces) of Britannia still recognizes the authority of the Western Roman Emperor, be it currently residing in Rome, Ravenna or Milan. This is the historical situation at the start of the period covered by the game;
- Autonomy represents a situation where the British provinces no longer answer to any imperial court on the continent, and handle their own affairs, either through a breakaway British Empire, or some confederation of the major tribes under a High King. This is the historical situation that prevailed on the island for a number of decades after the Rescript of Honorius (410 AD);
- Finally, Fragmentation depicts a condition where all semblance of a central authority, whether based on the island or across the Channel, has disappeared, leaving a melee of tribes and proto-kingdoms to fight it out. This is the historical situation at the end of the period covered by the game.

Political Dominance

Among the Romano-British (or Britons), the key issue, as long as a central authority existed, was what group would be controlling that central authority, and reap the benefits from that position. To keep matters simple, this is reduced in the game to the rivalry between, on the one hand, those who derive their legitimacy from the imperial institutions, i.e., the provincial administrations and the army, and, on the other hand, the tribal and city elites, who are the heirs to the nobility of the traditional local tribes. When the first group holds the upper hand, we speak of "Military Dominance"; when it is the second, of "Civilian Dominance".

Political Dominance is only relevant under Roman Rule and Autonomy: if the island has sunk into Fragmentation, there is no meaningful central authority left to fight for.

As a result, a total of five different Imperium statuses are possible: Roman Rule with Military or Civilian Dominance, Autonomy with Military or Civilian Dominance, and Fragmentation.

Impact of Imperium Status on the Rules

This is fundamental as various rules will apply differently, or even not at all, depending on the current Imperium Status:

- **Briton Cooperation:** Under Roman Rule and Autonomy (any Dominance), the two Briton Factions (Dux and Civitates) will fight together against Barbarians (note that they can always fight against each other...);
- **Imperial Taxation:** Under Roman Rule, the Imperial Court will levy taxes on Briton Revenues during Epoch Rounds, right after revenue is computed, before any other expense; the amount is slightly reduced (20 Resources instead of 30) under Civilian Dominance;
- **Military Preemption:** Under Roman Rule (any Dominance) and under Autonomy (Military Dominance only), the Dux Faction may use Briton (Civitates) Resources as they wish; under Autonomy with Civilian Dominance, they only can with the Civitates' express authorization;
- **Roads Maintenance:** Under Roman Rule, the Roads are automatically maintained (these taxes are not entirely wasted...); under Autonomy, the Dux Faction must pay 10 Resources during Upkeep Phases to maintain them (note that once the Roads have not been maintained once, they can no longer be reinstated); under Fragmentation, the Roads are no longer available;

Note: The interruption of maintenance of the road system does not mean that the physical roadways necessarily become useless, but rather that the support infrastructure around it (relay posts, stables, staff, informers, etc.) ceases to function.
- **Cavalry Casualties:** Alone in the game, Cavalry units are not returned to their Available box when removed from play: they go instead to the Casualties box, from which a fraction only is returned to the Available box during Epoch Rounds' Upkeep Phases. This fraction is 100% under Roman Rule with Military Dominance and Fragmentation, but only 2/3 under Roman Rule with Civilian Dominance, and 1/2 under Autonomy (any Dominance);

Note: Following the reforms of Diocletian, military careers, like all other professions, became hereditary, in order to guarantee the continuation of all trades. However, this proved usually distasteful to many soldiers' sons, and the reality of the enforcement of this rule varied directly with the strength of the government.
- **Prestige Gain:** When the Dux Faction holds (Military) Dominance during the Revenue Phase of an Epoch Round, they are awarded extra Prestige: +5 under Roman Rule, or +2 under Autonomy;
- **Invite Foederati:** The Invite Feat, which is common to both Briton Factions, is no longer available under Fragmentation;
- **Recovery:** During Recovery Phases of Epoch Rounds, Prosperity cubes may only be placed back on a Region's top row (Full Recovery) under Roman Rule; under all other statuses, Prosperity cubes may only be placed on top rows by a Faction action or Event, not during Epoch Rounds' Recovery Phases.

Note: The decay of central authority, and the resulting decrease in overall security and trust led to a marked decline in long-range trade, and of the large-scale workshops and villae (agricultural enterprises) that thrived from it. As local economies turned inward, prosperity faded.

In a similar vein, the current Imperium Status can be a pre-condition for some Events.

Impact of Imperium Status on Victory Conditions

Since controlling any central authority is essential for both Briton Factions, holding Political Dominance (Military Dominance for the Dux, Civilian Dominance for the Civitates) is a necessary condition for them to be eligible for an Automatic Victory (unless under Fragmentation): no matter how far they may be above their victory condition (Total Prosperity added to Prestige for the Dux, Total Briton Control for the Civitates), if they do not hold Dominance, they cannot win! Even during the final Victory tally of a game (if no Faction won an Automatic Victory), the Briton Faction not holding Dominance will suffer a hefty penalty to its victory margin.

Beyond Political Dominance, the victory conditions for the two Briton Factions vary with the status of the Imperium: this is both to reflect the preference, especially among the Civitates, for Autonomy and rejecting the sometimes heavy hand of Rome, and to calibrate the thresholds to the various phases of the game. Obviously, when the island struggles to recover from the growing chaos, the measure of what constitutes success has to vary!

The Dux Faction experiences a more drastic change in its victory conditions when the Imperium falls down to Fragmentation: at this point, any pretense of enforcing any kind of central authority is dead, and so stability of the island as a whole becomes irrelevant. Instead, the Dux Faction now vies for territorial Control, just like the Civitates and the Saxons, though they still benefit from what is left of their Prestige.

At the same time, the Saxons, who initially can win either through building Control or accumulating Renown, lose that last option when the Imperium falls to Fragmentation. The reason for this is a difference in nature in what a Renown-based victory means for the Scotti and the Saxons: the Scotti leaders are trying to build up their Renown to make themselves preeminent at home, where the Saxon leaders aim to place themselves as the key power brokers behind a Roman or post-Roman state. When central authority fails, this option disappears, and only naked land grab remains as a victory condition for the Saxons...

Changing the Imperium Status

Considering how impactful a change in the Imperium status or Political Balance can be, players will be relieved to learn that such changes are, for the most part, not the product of blind fate, but that they do have a number of levers to influence these changes. While there is a general law of gravity that tends to make the Imperium slide down toward Autonomy and ultimately Fragmentation, it is entirely possible to forestall or even, in some circumstances, reverse this slide, though of course it takes more effort to go back up. Note however that once Fragmentation has set in, there is only one single Event (unshaded GROANS OF THE BRITONS) that can retrieve the Imperium from Fragmentation...

Events

The prime means to change the Imperium status is through Events: no less than 6 (of 72) regular Events, 2 Pivotal Events and all but one of the seven Epoch Events directly shift the Imperium Status and/or Political Dominance. Please note however that such an Event-induced shift may be quite short-lived if unsustainable under the current political conditions (see below).

Perhaps the most drastic Imperium-shifting Event is the Dux Pivotal Event, COEL HEN: the Dux Faction needs to have a Prestige of at least 5, and the Imperium cannot be Roman Rule, to be allowed to play it, but as soon as it does, it shifts (permanently, unless a later unshaded GROANS OF THE BRITONS) the Imperium to Fragmentation! This represents the heirs of the Roman administration and military giving up on trying to hold together even a rump empire in Britain, and accepting that their best hope lies now simply in becoming the foremost warlords on the island.

Epoch Events, which are linked to the advent of Epoch Rounds, and are implemented as part of these (after assessing Automatic Victory, but before Revenue), are all momentous Events which have the potential to shift the Imperium significantly, including potentially going back to higher Imperium statuses. Of particular relevance are the “Bids for the Purple” (two such out of seven) which represent the involvement of the British army in continental affairs.

The Imperium Phase

Besides Events, the other key avenue to shift the Imperium Status is during the Imperium Phase of each Epoch Round.

The first aspect is to check whether the current Imperium status is sustainable under the current political conditions. What this means is that Roman Rule could not endure in the face of massive loss of territory or rampant chaos, and that even a local post-Roman state (Autonomy) would be unable to survive still more massive losses or disruption. In game terms, there are minimum thresholds for Briton Control and Total Prosperity + Prestige for both Roman Rule and Autonomy. If, during this check, any of these thresholds is found to be missed, then the Imperium status is immediately adjusted down to a sustainable level, which can end up being Fragmentation. In that way, the two Barbarian Factions have the ability to directly attack the political stability of Britain through targeting aggressively Prosperity and Control, while the Britons cannot afford to pursue their selfish objectives too narrowly if they don't want to see their world crumble around them.

The second aspect is to determine if Political Dominance shifts, i.e., who of the military (Dux) or civilian (Civitates) factions holds or seizes power. This is achieved through a simple comparison of the current levels of Prestige (for the Dux) and Wealth (for the Civitates): if the difference is large enough in favor of Wealth, the Civitates establish (or maintain) Civilian Dominance; if Prestige is close enough to Wealth, then it is the Dux who sets Dominance to Military. Note that if the difference between the two is in a medium range, there is no change and Dominance remains with whomever was holding it prior.

Prestige and Wealth

All of this means that Prestige and Wealth are essential measures and means of success for, respectively, the Dux and Civitates Factions.

Prestige is mainly accrued through victories in battle and some political events such as the Bids for the Purple, and reduced by defeats and failures to protect Forts and Towns. The Dux also receives a bonus allocation of Prestige when they hold Military Dominance, which rewards stability in power. Prestige factors both in the various Dux

victory conditions (associated with Total Prosperity or Dux Control), in maintaining the Imperium stability (through the Imperium thresholds), and in gaining or maintaining Political Dominance.

Wealth essentially tracks the amount of Briton (blue) Resources that the Civitates have been able to spare from the war effort to sustain their opulence and elite status and develop their clientele. The Civitates can put aside available Briton Resources either through their Rule Feat (2 Resources for 1 Wealth) or during the Hoard step of the Imperium Phase (1 for 1, but no more than half the number of Towns on the map). This last step takes place after paying *Annona* for *Foederati*, but before assessing Political Dominance, so players should be wary of possible last-minute Wealth additions swinging the Wealth-Prestige difference the Civitates way... Wealth has a number of uses for the Civitates besides gaining Political Dominance, as it is needed for some actions like recruiting and maintaining *Comitates* units (the elite Civitates warbands), rebuilding Towns without Dux help and, possibly even more importantly, constituting a war chest that is out of reach of imperial taxes and Army Preemption. However, Wealth can be vulnerable to the Dux Requisition and the Scotti Ransom Feats if regular Briton Resources are depleted.

Now, both Dux and Civitates must be wary of falling into an easy trap, focusing on their tug of war for Political Dominance, and neglecting the general situation of the island of Britain. Those who do fall for this will find soon enough, to their dismay, that while necessary, Dominance is far from enough to win, and they need other global

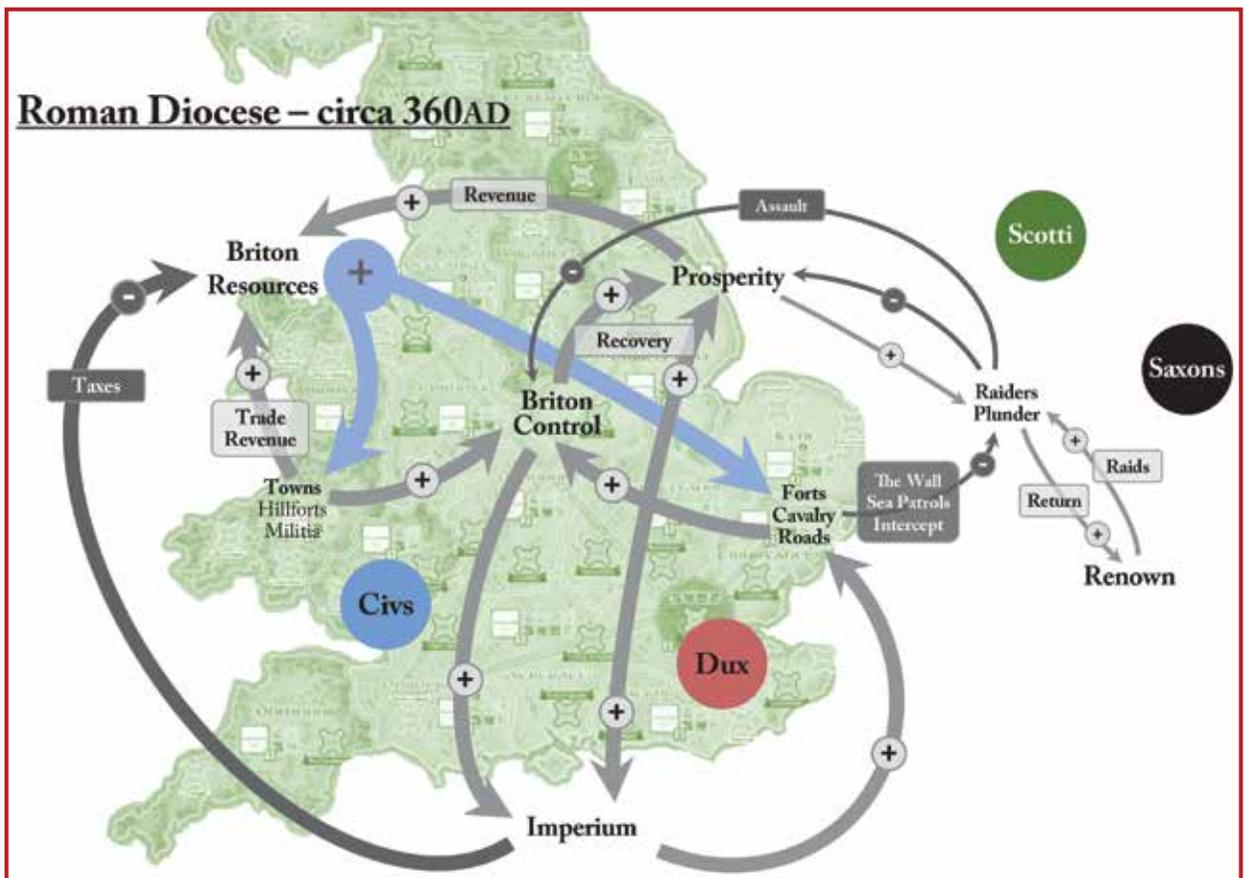
parameters to be high, something they typically cannot achieve on their own, and certainly not if in open war with the other Briton Faction! Conversely, getting or keeping hold of Dominance is often the best way of keeping in check a Briton opponent doing too well when the overall situation is “too good” without having to sabotage the common good. That is, as long as you can make sure of your hold on power...

Vol. 9 - The Fall

Now that we have surveyed a range of individual aspects of *Pendragon: The Fall of Roman Britain*, we would like to see how they interact to transport us into the final travails of the Roman presence in Britain. As we discussed in the previous Chronicle on Imperium, *Pendragon* for the first time in the *COIN Series* not only provides a dynamic simulation of Britannia, it models the transformation of the island’s political-military-economic affairs from one system to another. While *Andean Abyss* enables you to enact the relations among diverse factions in modern Colombia to varying outcomes, the system of insurgency and counterinsurgency represented functions essentially the same at the end of the game as at the beginning. In *Pendragon*, we can begin in a diocese of the Roman Empire and end amidst warring kingdoms of the Dark Ages. To see how, we must view the behavior of *Pendragon*’s elements as a complex and interlocked whole.

Roman Diocese

Pendragon begins with the Roman imperial defense and governance in full operation. Consider our first systems map below, showing the key interactions within Britannia as Roman provinces bound to the wider Imperium.



As portrayed in the game, we see the central pillars of political-military Briton Control, economic Prosperity, and Briton Resources. These pillars are mutually reinforcing:

- Control allows the Recovery of any lost Prosperity;
- Prosperity ensures that enough Resources remain at hand;
- Resources pay for the fortified Towns, Militia, Roman Forts, and Cavalry to defend Control.

The rest of the Empire via Imperium imposes a heavy drain on Briton Resources by levying Taxes. But it also helps sustain defenses by making any Cavalry that become Casualties Available again for Training and by maintaining the Roads so important for prompt Intercept of any Raiders that might appear ashore. Critically, the Imperium under Roman Rule also catalyzes the economic activity that enables full Prosperity (golden cubes in the top rows in *Pendragon's* Regions).

The Scotti and Saxons send Raiders at this interlocking Roman defense, but their impact is too small to undo the equilibrium. The Roman system stood this way for generations upon generations, and might have continued to do so without some new shock.

The Fall

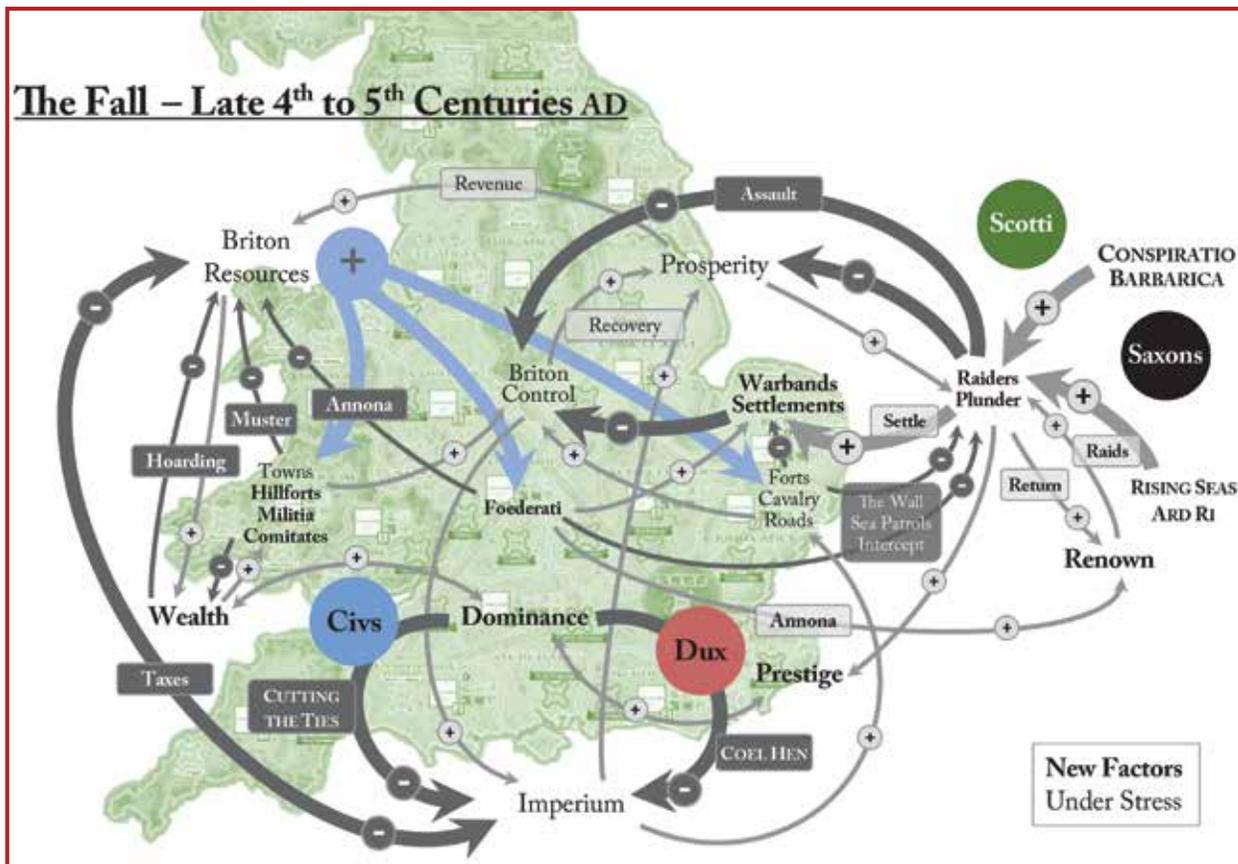
And that shock came during the late 4th and 5th Centuries AD. As a glance at our next systems map below reveals, affairs in Britannia became markedly more complex.

Nevertheless, within that schematic's intricate web, we can track the shock's cascading effects from right to left, in a summary of just one possible path:

- A CONSPIRATIO BARBARICA [Event 73] kicks off great Barbarian migrations into the Empire. The knives are out, and Barbarian leaders and local conditions [38 RISING SEAS and 58 ARD RI, for example] add to an accelerated rate and volume of Raids on Britannia's Prosperity;

- The swarming Raiders not only put Britannia's Prosperity under new stress, they mass sufficiently to Assault the Strongholds maintaining Briton Control and encourage Barbarian Warbands to Settle and place even more pressure on that territorial Control;
- The loss of Control degrades the economic Recovery that once made up for the damage of Raids to Britannia's Prosperity—now diminishing steeply and undercutting the ability of the diocese to raise Revenue in its defense;
- The impact of the above economic downturn begins a vicious circle, in which fewer Briton Resources are at hand to restore expensive Roman Town walls, Build any new Roman Forts, Train Cavalry, or sustain campaigns of Intercept against the next waves of Raiders. Even more Raiders get through to Briton Prosperity and get back with Plunder to feed even more Raids. Cavalry pressure on any new Warbands and Settlements diminishes as well, putting yet more stress on Briton Control;
- Searching for an escape from the vortex, the Britons Invite Foederati to fill the defensive gaps. But these Barbarian mercenaries here and there turn on their paymasters, only accelerating Barbarian Settlement—even while channeling scarce Briton Resources via Annona to Barbarian Renown fueling yet more Raids;
- Curtailed Briton Control and Prosperity shake confidence in the Imperium itself.

And now—at the moment of maximum pressure on the Roman system—the key weakness of the larger Empire manifests in miniature on Britannia. While the Dux benefits politically from the Barbarian Conspiracy, amassing Prestige as they stand valiantly between the island and the interlopers, the Civitates soon feel that Rome's protection leaves much to be desired, and that they can no longer safely indulge in their privileged position.



EVENT NOTES

"Kings were anointed, not in the name of God, but such as surpassed others in cruelty, and shortly afterwards were put to death by the men who anointed them, without any enquiry as to truth, because others more cruel had been elected. If, however, any one among them appeared to be of a milder disposition, and to some extent more attached to truth, against him were turned without respect the hatred and darts of all, as if he were the subverter of Britain; [...]"

Gildas (De Excidio Britanniae, Part 1.21)

This section reproduces each Event card with tips on how to implement the Event plus historical background notes.

A preliminary word about the inclusion of people and locations associated with the Arthurian legend in the game: my personal view, as the designer of the game, is that it would be misleading, and ultimately futile, to try to entirely separate "historical" and "legendary" material regarding this period. The dirty truth is that we know very little as far as hard facts, dates, people and events during this period of history, and what came down to us as legends is probably as good as any, and certainly better than most, other elements. After all, if stories about Arthur, Vortigern, Merlin or Cerdic came down through centuries, especially attached to a culture that came on the losing end of history, then it's a pretty safe bet there has been some important deeds achieved by people of that name (or very close to it). Without a doubt, much distortion and rewriting took place in the meantime, but, as the saying goes, "where there is smoke, there is fire."

Consequently, I have on several occasions drawn on legendary or semi-historical information to create Events, but Events that are plausible in what we know of the historical framework, and have been the subject of much elevated debate among historians. This is where the dual Events system of the COIN engine shines particularly bright, providing two rival explanations, or possible outcomes, for every such occurrence.

1. Arthur



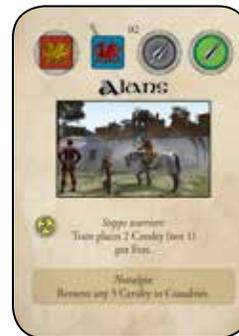
Tips. The unshaded Event allows the Dux to play much more aggressively until the next Epoch Round, as Cavalry casualties recycle directly to the Dux Available Box, and hence can be re-Trained at once, and, better still, are not subject to going Out of Play during the Upkeep Phase. Note that this affects only casualties suffered during Battles, so that Cavalry units removed from play by Events would still go to the Casualties box as normal. It also sets Dominance to Military immediately, which would

restore Military Preemption under Autonomy, and improves the odds of being under Military Dominance during the next Epoch.

The shaded Event hurts both Briton Factions and so is more of a Barbarian play, though the Civitates, who can rebuild lost pieces immediately, may be ready to accept this fratricidal strife to seize Dominance.

Background. The search for a possible historical Arthur has been as widespread as it has been elusive... Nonetheless, from the fragmentary sources and other hints such as the sudden occurrence of people named Arthur and literary references, I believe there is little doubt that at some point there lived a very successful military leader going by that name (whether it was a given name or a war name) who knew some significant success against the barbarian invaders, but eventually suffered a catastrophic failure due to internal struggles. It appears that he was not a king but a "leader of battles" (Dux Bellorum), and so probably more a champion of the post-Roman military than of the civilian authorities, which probably explains why he eventually generated such internal opposition.

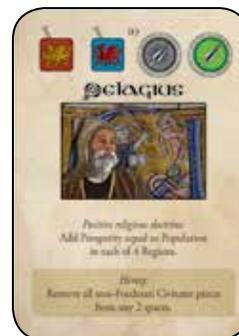
2. Alans



Tip. The unshaded Capability doubles the efficiency of Cavalry training, which is often very valuable in the mid- to late game.

Background. The late Roman Empire relied extensively on barbarian soldiers, especially for its cavalry arm which became predominant. One particularly important such group was the Alans, a branch of Scythians speaking an Indo-European language akin to Persian, who migrated West as part of the great Hunnic wave. It is believed that the characteristic dragon banners of the late Empire were originally Alan battle standards. There is good evidence that Alan cavalymen were settled by the Romans in Gaul and Britain, where they and their descendants, through the Roman practice of sons taking up their fathers' occupation, would have been an important part of the late and post-Roman military. Conversely, the decline of the Alan groups, either through returning to their homeland, or simply dwindling away, would have deprived the local officers of skilled recruits.

3. Pelagius



Tips. The unshaded Event can only add Prosperity up to the maximum Prosperity of the Region (twice the current Population); on the other hand, it can place Prosperity cubes back in the top row even under Autonomy or Fragmentation.

The shaded Event removes every Militia, Comitatus, Hillfort and Town from the two selected spaces.

Background. Pelagius (c. 369-418 AD) was a British-born ascetic moralist who preached a doctrine of free will, known as Pelagianism, which became widely popular in the Late Empire. This doctrine was notably opposed by Augustine of Hippo Regius, and Pelagius was declared heretic by the Council of Carthage in 411. Pelagianism was especially popular in Britain, prompting the mission of Germanus of Auxerre in 429. Dissenting religious views would typically bring much disruption and even destruction, notwithstanding the possibility of whole communities electing to relocate or cut all ties with the dominant credo.

4. Stilicho

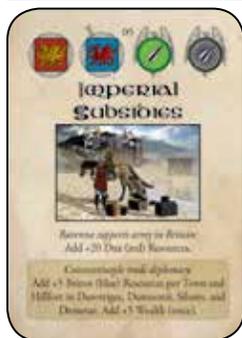


Tips. This Event is one of the only ways to bring back the Imperium Track to Roman Rule if it has slipped into Autonomy (though obviously that return may be short-lived if Briton Control or Total Prosperity + Prestige are still too low to sustain Roman Rule when the next Imperium Phase arrives). The Event must place exactly 10 Cavalry units among the 3 Regions listed (not up to 10); these 10 units may be taken from the Dux Available Box, the Casualties Box, the Out of Play Box, or the map. The

same number of Cavalry units that came from off the map (Available, Casualties or Out of Play boxes) must be removed to Available during the next Recovery Phase, even if some of these units were killed in the meantime. In order to track how many units were thus placed and must be removed, we suggest placing that number of golden cubes (from the reserve), or any other convenient tokens, on the Stilicho card. Note that the Event can only place new Strongholds (either Forts or Towns) in vacant Town sites (including in Cities), never in Hillfort sites, or sites already holding any kind of Stronghold.

Background. During the 4th century AD, the Western Roman Empire undertook a number of expeditions from the continent to shore up its beleaguered British diocese, the most notable being those of the Count Theodosius (father of the Eastern Emperor of the same name) in 368 AD to repair the damage done by the Barbarian Conspiracy, and of the all-powerful Magister Militum of the West, Stilicho, c. 398 AD, where he campaigned against the Picts. Both are credited with directing the strengthening of provincial defenses, including Hadrian's Wall and a number of city walls. While these generals would typically bring considerable forces with them and coordinate the military units already in Britain, they would always eventually cross back to the continent with forces at least equivalent to those they brought in, proving each time only a temporary fix.

5. Imperial Subsidies



Tips. Note that the unshaded Event adds Dux (red) Resources, not Briton (blue) Resources even under Roman Rule or Autonomy.

Background. Even after the events of 410 AD that saw Britain gain, willingly or not, a large degree of autonomy from the Western Empire, Roman authorities from both Ravenna (capital of the West) and Constantinople (capital of the Eastern Empire) strived to maintain a degree of influence in Britain, with Ravenna focusing on the

last official remnants of the Roman administration and army in Britain, and Constantinople resorting on long-range trade for such British valuables as tin (for which modern-day Cornwall, then dominated by the Dumnonii, was particularly famous) and straight gifts of prestigious goods such as Mediterranean wines and precious objects, with merchant vessels calling at coastal fortresses such as Tintagel.

6. Uther



Tips. The unshaded Event allows the executing Faction to directly confiscate Wealth, even if Briton Resources are not at zero.

Under the shaded Event, the executing Faction replaces any Dux Fort either by a Hillfort or (only if located on a Town site) a Town, and any Cavalry either by a Militia or a Comitatus (not from the Not Yet in Play box), and flips all red Foederati markers there to their blue side.

Background. Apart from a few minor references in Old Welsh poems, there is not much historical material about Uther Pendragon (Welsh: Uthyr), who really owes his modern significance to Geoffrey of Monmouth and his *Historia Regum Britanniae*, on which most later mentions are based. Uther is typically viewed as a strong but brutal king who has no qualms resorting to tricks and violence to achieve his goals. Uther's family connection with Arthur in the later romance has probably more to do with the medieval writers confusing "Pendragon" for a family name rather than the military title it was. Nonetheless, there is no doubt whatsoever that the convulsions which marked the end of Roman Britain saw an abundance of Briton against Briton struggles, where the heirs of the Roman military would initially have the opportunity to abuse their strength, to the point of causing rebellions against their harsh rule.

7. Cair Legion

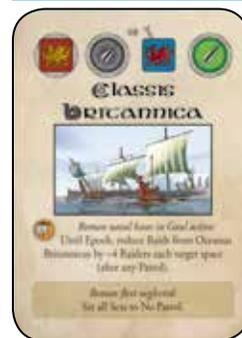


Tips. The unshaded Capability allows Cavalry units to Strike during the Charge/Ambush step of Field Battles and then to Withdraw within a Fort or Town (not a Hillfort) before units striking in the Melee or Harass steps may respond.

The shaded Capability requires the Dux to have a Cavalry unit in the Space, and to remove it to Available, for every Fort the Dux Builds.

Background. *Cair Legion* ("City of the Legion" in Brittonic) is the name of the ninth battle in Nennius's "Arthur Battle List", and refers to either Chester (Deva) or Caerleon (Isca Silurum). This reference is used to portray the common late Roman as well as Romano-British tactics of leveraging fortresses to protect their limited forces and rallying forth at key moments with devastating effect.

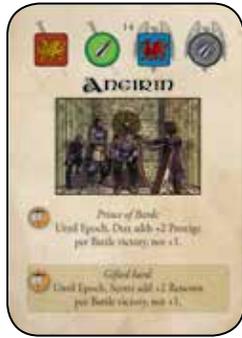
8. Classis Britannica



Tips. The unshaded Momentum Event reduces Raids from Oceanus Britannicus even if that sea is not Patrolled.

Background. *Classis Britannica* was the name of the Roman war fleet protecting Britain and patrolling the Channel. At its height, its warships operated from the Saxon Shore forts in Britain and from similar bases on the Gallic coast, effectively closing the Channel to seaborne marauders from the North Sea. The loss of the Gallic bases after the great crossing of the frozen Rhine during the winter of 406-407 AD by the massed Vandals, Suevi, Alans and Burgundians severely hampered the efforts of the Britain-based ships, before the breakdown of the Roman administration in Britain doomed the maintenance of an effective military presence at sea.

14. Aneirin

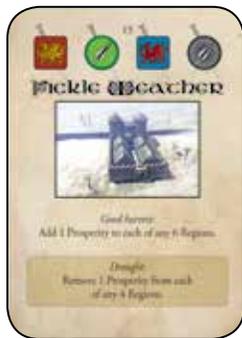


Tips. Unshaded Momentum: until the next Epoch Round, the Prestige gain for the Dux as per the first bullet of 3.6.5 (losing fewer pieces) is +2 instead of +1; the opposite Prestige loss remains -1. The Event does not affect Prestige gains for removing Strongholds (third bullet) or for Retaliation (4.2.4).

Shaded Momentum: Until the next Epoch Round, the Renown gain for the Scotti as per the fifth bullet of 3.6.5 is +2 instead of +1.

Background. Aneirin is described in the Welsh Triads as “Prince of Bards”, “of flowing verse”. His main claim to fame is the epic work Y Gododdin, an elegy of a band of warriors from the northern Brittonic kingdom of Gododdin who fell against the Angles at the Battle of Catraeth c. 600 AD. His identity is not certain, but his patrons were the great Brittonic king Urien of Rheged and his son Owain. While he certainly lived after the period covered by the game, his name symbolizes the importance of bards and their works in the heroic Celtic tradition, which could turn even a glorious defeat into eternal fame.

15. Fickle Weather



Tips. All selected Regions must be distinct (do not select the same Region twice to add or remove 2 Prosperity). It is possible to add Prosperity to the top row of a Region even if no longer under Roman Rule, but not to a row that already holds as many Prosperity cubes as the Region’s current Population (1.7.1, 5.1.1). Likewise, no Prosperity may be removed from a Region already ruined (0 Prosperity left).

Background. During the period covered by the game, as in most of human history till the advent of the Industrial Age, the main source of wealth was land, and the crops it could yield, and as such, was very sensitive to the vagaries of the weather.

16. Dux Bellorum



Tips. While the unshaded Momentum is in effect, any Militia fighting in a Field Battle alongside at least 1 Cavalry or red Foederati Warband is not halved, i.e., it strikes and absorbs losses like a Comitatus or Warband. Also, the playing Faction may designate immediately a Briton Faction (even if not Eligible) to take a free March, Intercept (Dux only) or Battle Command once at the moment that the Event is played.

Under the shaded Momentum Event, Militia units cannot cooperate in Battle with any Dux piece; Comitatus and blue Foederati are not impacted by this effect.

Background. Dux Bellorum (literally “Leader of Battles” in Latin) is a military title often associated with Arthur or other Romano-British leaders of the period. It is believed to be inspired from late Roman military titles and to reflect a context where Romano-British armies included diverse contingents from various tribes, cities and petty kings, in effect coalitions which had to be led by a leader chosen for his prestige, his recognized competence or simply the size of his own contingent. Such situations were prone to foster jealousies and internal rivalries, which could prove debilitating in face of a more coherent enemy.

17. Recruits

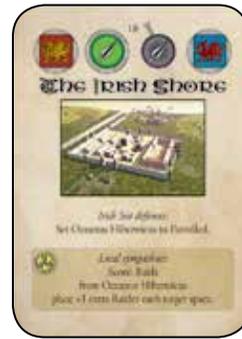


Tips. Unlike the Train Command, the unshaded Event places Cavalry units on a per space (Region or City) basis, not on a per Fort basis.

Background. The Roman army always emphasized the importance of military fortresses as bases of operation. Over time, these bases became the home of not only the soldiers, but also their families, tying them further to specific locations. At the same time, late Roman rules about hereditary careers meant that soldiers’ sons naturally formed

a reservoir for future recruits.

18. The Irish Shore



Tips. Similarly to the situation for Oceanus Britannicus and Oceanus Germanicus at the start of the game, once Oceanus Hibernicus is set to Patrolled, 1 Raider is subtracted from every Raid coming from Oceanus Hibernicus for every Fort located in a Region bordering that sea (3 at start: Carvetii, Deceangli and Silures). A Fort in Durotriges, for example, would subtract Raiders from both Patrolled Oceanus Hibernicus and Patrolled Oceanus Britannicus.

Background. Despite the endemic level of Irish raiding from across the Irish Sea (Oceanus Hibernicus) throughout the game period, the Roman authorities never put in place a system of coastal fortresses and naval squadrons to protect the Western coasts of the diocese, unlike the Saxon Shore system implanted in the Southeast. This Event assumes either that the Romans made the effort to implement such a system against the Scotti, or that the said Scotti found aid and shelter among the least Romanized tribes of these regions.

19. Surrey



Tips. Unshaded Event: playing Faction chooses whether the new Foederati are red or blue. All Foederati pieces placed by this Event must go to the same Region. Do not place a new Saxon Foederati Settlement if the Region selected already holds one. If there is none, and there are already Strongholds on both Sites, the playing Faction chooses which Stronghold to remove to Available to replace with the new Saxon Foederati Settlement.

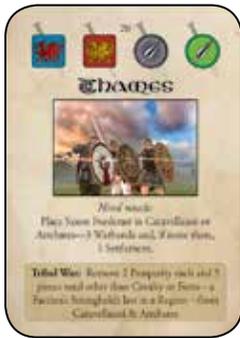
Shaded Event: Each Region loses 2 Prosperity (so up to a total of 4 Prosperity lost), then the playing Faction removes a total of 5 pieces, taken from among the two Regions. The playing Faction must remove candidate pieces from the impacted Regions until 5 pieces have been removed in total. Any piece may be removed except Dux Forts and Cavalry. A Stronghold may only be removed if no Unit of its Faction is left in its Region.

Background. Internecine strife between Britons, but also between barbarians, is a recurrent theme in the period texts. The Romano-British civitates in particular were not quite as coherent in their policies and actions as their representation by a single Faction in the game might indicate. Modern historians have been able to establish that the patterns of defensive works and settlement of foederati matches

closely the borders between civitates, prompting them to conclude that individual tribes were probably at least as much responsible for bringing in Germanic foederati as any fledgling centralized authority or would-be High King. Rather than model this through two very similar player Factions, we elected to represent these endemic and devastating rivalries through several “Tribal War” Events.

“Surrey” appears to derive from an old English term meaning “the South march”, and so is interpreted as meaning that the area was settled by Saxon foederati as a bulwark for a power holding Londinium (London) against some threat from the South, very possibly the newly independent Jute kingdom of Kent. The powerful Catuellauni civitates are the most likely candidate for this power, with its heartland around Verulamium (St Albans) just to the northwest of Londinium, and their established—and apparently generally successful—reliance on foederati to protect their borders.

20. Thames

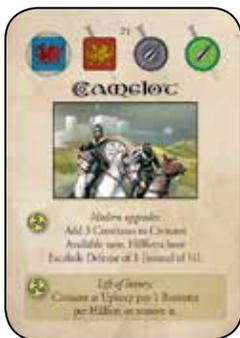


Tips. Unshaded event: playing faction chooses whether the new Foederati are Red or Blue. All Foederati pieces placed by this event must go to the same Region. Do not place a new Saxon Foederati Settlement if the Region selected already holds one. If there is none, and there are already Strongholds on both Sites, the playing faction chooses which one to remove to Available to replace with the new Saxon Foederati Settlement.

Shaded event: Both Regions lose 2 Prosperity, then the playing faction removes a total of 5 pieces, taken from either or both Regions. The playing faction may not elect to leave eligible pieces in the impacted Regions as long as less than 5 pieces have been removed in total. Any piece may be removed except Dux Forts and Cavalry. A Stronghold may only be removed if no Unit of its faction is left in the Region it is in.

Background. The Catuellauni and Atrebatas were certainly the two most powerful civitates in southern Britain in this period, and both are known to have relied extensively on Germanic foederati to protect their main cities and borders, including the long one they shared along the valley of the Thames.

21. Camelot



Tips. With the unshaded Capability, Civitates Hillforts are now equivalent to Dux Forts, but at a lower cost in Resources (and no cost in Prestige if destroyed). Three Comitatus units are also added (only once) at the moment the Event is played, from the Not Yet in Play box.

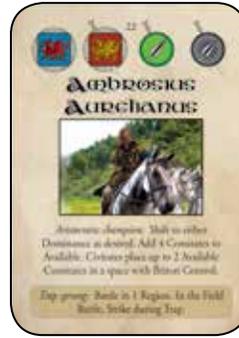
The shaded Capability makes Hillforts subject to the same requirement as Dux Forts during the Upkeep phase, with 1 Resource having to be paid to maintain each Hillfort

on the map; Hillforts for which Upkeep is not paid are removed to the Civitates Available box.

Background. Post-Roman Britain saw a massive trend to reoccupy and refortify Iron Age hillforts that again became strongpoints and seats of power for the emerging rulers. A number of them saw extensive new fortification work take place, drawing from modern Roman engineering techniques to upgrade the earlier ditches, banks and palisades. Probably the most emblematic of these refortified sites is South Cadbury (also known as Cadbury Castle or Camalet) in Somerset, which acquired strong walls and gates as well as a number of high-rank

buildings including a massive Great Hall during the period. South Cadbury was undoubtedly the seat of a major Brittonic ruler during the 5th and 6th centuries, as demonstrated by the numerous shards of high value pottery from the Eastern Mediterranean. Many have postulated that this leader was none other than Arthur, associating South Cadbury and the legendary Camelot, drawing notably on medieval traditions.

22. Ambrosius Aurelianus

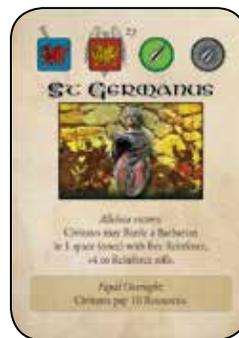


Tips. The unshaded Event allows the executing Faction to shift Dominance as desired, notwithstanding the current respective positions of Prestige and Wealth (of course, these positions will determine whether the new Dominance can be sustained come the next Imperium Phase). It also brings 4 Comitatus units from the Not Yet in Play box into the Civitates Available box, and allows the Civitates Faction to immediately place 2 of them on the map.

The shaded Event allows the playing Faction to fight a Battle in a single Region, Striking before any Cavalry and Ambushing units do.

Background. Ambrosius Aurelianus (Emrys Wledig in Welsh) is the lone person from the 5th century named explicitly by Gildas in his De Excidio Britanniae and appears also in the Historia Brittonum and other texts. Later Arthurian legends will make him the brother of Uther Pendragon, and hence the uncle of Arthur. Gildas praises him for having led a recovery of the Britons, including a great victory over the Saxons. He is described as being of noble birth, his ancestors having “worn the purple”; this may mean that he was related to a Roman emperor, possibly one of the Romano-British usurpers, but is more likely to simply signify that he came from a leading family of magistrates or patricians, placing him firmly in the camp of the Christian Romano-British elites so favored by Gildas. The Historia Brittonum tells us that Ambrosius’s influence was formidable and that Vortigern feared him and considered him more of a threat than the northern invaders. Ambrosius/Emrys is sometimes identified with Merlin, who is also known as Emrys. Historian Edward Pace concludes that Ambrosius Aurelianus was a champion of the “legitimate” ruling Romanized elite of the British civitates and ultimately opposed the authority of the warlord Vortigern (whom Pace identifies with Arthur), precipitating internal strife among the Romano-Britons.

23. St Germanus

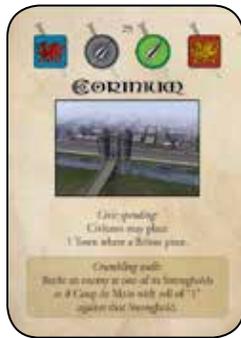


Tips. The unshaded Event allows the Civitates (even if they are not the playing Faction or not even Eligible) to Battle either the Saxons or the Scotti in a single space, benefitting from a free Reinforce Feat with a +4 modifier to rolls to bring reinforcements from neighbouring spaces.

The shaded Event forces the Civitates, should Briton Resources be less than 10, to pay the balance out of their Wealth.

Background. Germanus was a bishop of Autessiodurum (Auxerre) in Gaul who was sent, along with bishop Lupus of Trecae (Troyes), by an assembly of Gaulish bishops to Britain c. 429 AD to fight the Pelagian heresy, at a time when the Roman Church’s hierarchy espoused the Augustinian teachings of divine grace. A former dux (general) himself, Germanus led the Romano-Britons to a victory against barbarian raiders at a location that is still disputed, laying a trap in a vale, with the word “Alleluia” cried thrice to spring the ambush. His hagiographs claimed that the mere sound

29. Corinium



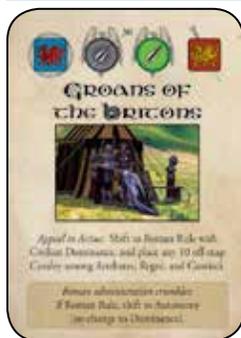
Tips. The unshaded Event does not require Control (1.6) or even a majority of Briton pieces in the target space, nor does it require a vacant Site to place the Town (1.4.2 “Important”, 5.1.1). The Briton piece may be a Civitates or a Dux piece, even under Fragmentation. However, the Town must be placed on a Town Site (1.4.2).

The shaded Event allows one Battle in a space where the chosen enemy has a Stronghold, and any Assault on that one

Stronghold automatically skips the Escalade step as per a successful Coup de Main (3.6.4 Assault Steps).

Background. *Corinium (modern Cirencester) was a former provincial capital and the tribal capital of the Dobunni civitates and sat at the crossroads of three major Roman roads, hence its strategic importance. It saw extensive strengthening of its walls during the period, including turning its amphitheatre into a fortress. During the late Roman and early post-Roman period, construction and maintenance of city walls was typically undertaken at municipal expense, leading many of the weakest cities to let their defenses crumble away by lack of resources.*

30. Groans of the Britons

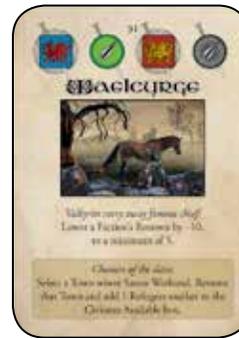


Tips. Unshaded GROANS OF THE BRITONS is the only way in the game to shift the Imperium status back up from Fragmentation (though that shift back may be very temporary if unsustainable considering the levels of Briton Control and Total Prosperity + Prestige when the next Imperium Phase occurs). Like STILICHO (card #4), it can bring Cavalry back from the Out Of Play or Casualties boxes; however, unlike STILICHO, only off-map Cavalry can be placed by the Event, and the units placed

by GROANS OF THE BRITONS do not leave in the next Epoch Round.

Background. *“The Groans of the Britons” (Gemitus Britannorum) is the name of what is believed to have been the last appeal of the Britons to the Western Empire for assistance against barbarian raiders. The earliest reference is in Gildas: “To Aetius, thrice consul: the groans of the Britons. [...] The barbarians drive us to the sea, the sea drives us to the barbarians; between these two means of death, we are either killed or drowned.” The Patricius Flavius Aetius, often known as “the last of the Romans”, was the military strongman of the Western Empire in the 440s, spending much of his time fighting various barbarian groups, often with the support of Hunnic or other barbarian groups, and managed to build a large Roman and foederati coalition to stop Attila’s Huns at the Battle of the Catalaunian Plains in northern Gaul in 451. The reference to him being “thrice consul” dates the appeal between 446 and 454. The record is unclear as to what his response to the appeal was, though it is generally accepted that, lacking the resources for an expedition across the Channel, he denied the request. Gildas and later sources tie the extensive, and ultimately fatal, reliance on Saxon foederati by Vortigern to this refusal, though there is strong archaeological evidence that there were Germanic military communities in Britain before the 440s and that the Britons were never as helpless as described by Gildas in his pamphlet.*

31. Waelcyrge



Tips. The unshaded Event can only target a Barbarian Faction.

The shaded Event can only target a Town which is sharing a space with a non-Foederati Saxon Warband.

Background. *Waelcyrge is the old English form for Valkyrie, and meant “Chooser of the Slain”. They were, like the norms and disir, supernatural figures associated with fate. The Valkyries, at the behest of the gods, would choose who lived and who died in battle, bringing the slain to Odin’s (Wotan’s) Valhalla. The Event is also meant to reflect the often deliberate use of violence and rumors of dark sacrifices to frighten Romano-British populations into seeking refuge among their Christian brethren farther west.*

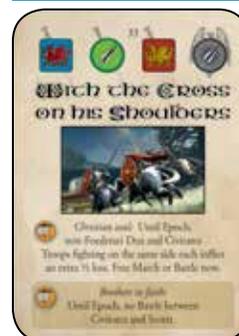
32. Tintagel



Tips. This Event can only place pieces that are Available or already on the map (see Voluntary Removal in 1.4.1); it cannot bring Comitatus units out of the Not Yet in Play box. Note that, as with any Event (unless specified to the contrary), the Hillfort or Settlement may replace an existing Stronghold if both Sites are already full (1.4.2, 5.1.1).

Background. *Tintagel (Cornish Dintagel, “the fortress of the constriction”) is known worldwide as the legendary birthplace of King Arthur in the Romance, and its promontory site with its 13th century medieval castle ruins are still a very spectacular tourist attraction. Such a site is very typical of sea promontory forts found throughout the Celtic world from Brittany to Scotland and Ireland. Archaeology has found evidence of high-status Romano-British occupation from at least the 3rd century AD, including imported Mediterranean pottery and remains of what is believed to have been a royal residence of the post-Roman kings of Dumnonia.*

33. With the Cross on his Shoulders

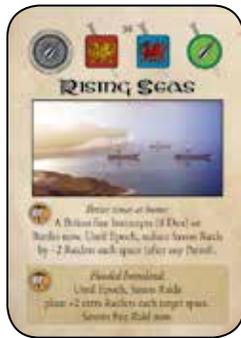


Tips. While the unshaded Momentum is in effect, Cavalry, Comitatus and Militia units inflict an extra 1/2 loss when they Strike during Field Battles and Assaults, i.e., Cavalry and Comitatus inflict 1 1/2 losses each in Field Battles (1 loss if halved by some effect) and Storm steps, and 1 loss when defending during an Escalade step (1 1/2 if defending a Fort or Hillfort with CAMELOT); Militia inflict 1 loss in Field Battles (1 1/2 losses if DUX BELLORUM or MONS BADONICUS is in effect, 3/4 loss if further halved by

OMENS) and Escalade steps, and 1 1/2 losses during Storm steps (and Escalade steps when defending a Fort or Hillfort with CAMELOT). The playing Faction gets a free March or Battle Command when they play the unshaded Event.

While the shaded Momentum is in effect, neither the Civitates nor the Scotti may initiate a Battle Command against the other. However, Civitates units may still battle Scotti as part of a Dux Battle or Intercept Command, and Scotti may still battle Civitates as part of a Raid Command.

38. Rising Seas



Tips. The unshaded Event allows the playing Faction to designate either the Civitates or Dux to undertake a free Battle or (if Dux) Intercept Command immediately, even if not Eligible. The unshaded Momentum effect is to reduce Raiders by an extra –2 Raiders from every Saxon Raid space until the next Epoch Round.

Conversely, the shaded Event allows the Saxons to undertake a free Raid Command (i.e., may Raid three spaces with 3D4 each)

immediately, even if they are not Eligible. The shaded Momentum effect is to add an extra 2 Raiders (before Patrol reduction) to every Saxon Raid space until the Epoch Round (including those targeted this action through the free Raid Command).

Background. Barbarian raiding, while certainly an important aspect of pre-state heroic societies, was also largely driven by need and opportunity, especially considering the relative poverty of the barbarian homelands compared to the Empire. Historical weather and archaeological data suggest that the period saw significant worsening of conditions along the eastern shores of the North Sea, notably with rising sea levels that flooded what was previously fertile land. Such climate changes may have contributed to the vigor with which Germanic coastal peoples such as the Frisians, Saxons, Angles and Jutes took to raiding and, eventually, settling in the rich former Roman provinces of Britain and Gaul.

39. Hengest



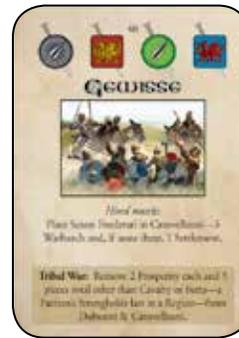
Tips. The unshaded Event allows the playing Faction to remove all the Foederati Warbands and Settlements of one Nation and allegiance (red or blue) in the targeted Region to that Nation's Available box.

The shaded Event may only target a Region with both a Civitates unit or Stronghold, and a Foederati Warband or Settlement (of either Nation or allegiance). Its effect is to remove all Militia to Available and to convert all the Foederati pieces of one color

(marked either red or blue) to their Barbarian allegiance.

Background. Hengest (or Hengist) is the infamous Jute leader who is supposed to have betrayed his faith given to British High King Vortigern, turning on the Briton nobles during the Night of the Long Knives, and eventually establishing himself as the first Jutish king of Kent. He is associated in legend with his brother Horsa, who died during the conquest. As both names are variations of old Germanic words for “horse”, and as legends of horse-associated founding brothers are attested among various Germanic peoples, considerable doubt has been levied against this narrative, which was accepted truth since the Victorian era at least. Nonetheless, there is good historical evidence that various Germanic groups of military settlers (foederati) were established in Britain by Roman or post-Roman authorities, and that this particular initiative turned to open conflict some time during the 5th century. Some modern historians even posit that this conflict might have been initiated by a violent Briton backlash against the Germanic mercenaries propping the power of various British warlords, possibly heirs to the Roman military on the island.

40. Gewisse



Tips. Unshaded event: playing faction chooses whether the new Foederati are Red or Blue. Do not place a new Saxon Foederati Settlement if the Region already holds one. If there is none, and there are already Strongholds on both Sites, the playing faction chooses which one to remove to Available to replace with the new Saxon Foederati Settlement.

Shaded event: Both Regions lose 2 Prosperity, then the playing faction removes a total of 5 pieces, taken from either or both Regions. The playing faction may not elect to leave eligible pieces in the impacted Regions as long as less than 5 pieces have been removed in total. Any piece may be removed except Dux Forts and Cavalry. A Stronghold may only be removed if no Unit of its faction is left in the Region it is in.

Background. Another major rivalry between civitates arose between the Dobunni, centred around their capital of Corinium (Cirencester) and the Roman colony at Glevum (Gloucester), and the Catuvellauni of Verulamium (St Albans). It is now widely accepted that the oldest known settlement of Germans in sub-Roman Britain, that on the Upper Thames around modern Dorchester, far from any coast, was established by the Catuvellauni to guard against the Dobunni to their west, and possibly the Atrebatas south of the Thames. This settlement thrived and became known as the “Gewisse” (the faith keepers) before eventually being subsumed into the burgeoning kingdom of the West Saxons (Wessex).

41. Feeding the Ravens

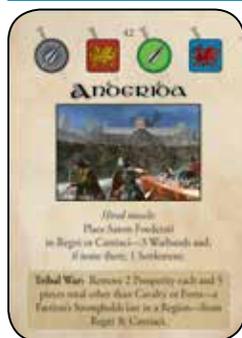


Tips. Under the unshaded Event, at least one unit must have effectively moved through the March in order to be granted to Battle in the designated Region with the listed advantages. Units may be Marched from several Regions; Britons pay 4 Resources per origin space, Barbarians pay 2 Renown total (4 if movement by sea is used). Note that the enemy may not Evade but may attempt to Ambush if otherwise able.

Under the shaded Momentum Event, Troops (not Raiders) of the playing Faction must be allocated two full losses to be removed when they are Assaulting Strongholds. This is not cumulative with the “first Cavalry” rule (i.e., a Cavalry unit leading an Assault when the Dux has this Momentum in effect is still removed by 2 losses, not 4). The executing Faction then can undertake a free Battle Command immediately.

Background. This Event's title draws from the powerful imagery of the epic North Welsh poem Y Gododdin, the masterpiece of the “Prince of Bards”, Aneirin. War in this period, where the numbers engaged were typically small, depended heavily on cunning, surprise and bravery. Launching an attack outside of the campaigning season was difficult to pull off, but could reap huge rewards as the enemy would typically be caught unprepared. Assault of fortified positions was always a very bloody affair, often decided by the exploits of a small group of warriors demonstrating uncommon courage and disregard for their own safety to secure a foothold on the walls.

42. Anderida



Tips. Unshaded event: playing faction chooses whether the new Foederati are Red or Blue. All Foederati pieces placed by this event must go to the same Region. Do not place a new Saxon Foederati Settlement if the Region selected already holds one. If there is none, and there are already Strongholds on both Sites, the playing faction chooses which one to remove to Available to replace with the new Saxon Foederati Settlement.

Shaded event: Both Regions lose 2 Prosperity, then the playing faction removes a total of 5 pieces, taken from either or both Regions. The playing faction may not elect to leave eligible pieces in the impacted Regions as long as less than 5 pieces have been removed in total. Any piece may be removed except Dux Forts and Cavalry. A Stronghold may only be removed if no Unit of its faction is left in the Region it is in.

Background. *Anderida (or Anderitum, now Pevensey Castle in East Sussex) was one of the Roman Saxon Shore forts, watching over a key harbor on Britain's southern coast, actually William the Bastard's (later known as "the Conqueror") landing point in 1066 AD. Archaeological excavations have shown that the old Roman fort was occupied at some point by Germanic foederati, highlighting the importance of Anderida near the border between the Cantiaci and the Regni, both tribes that eventually ended up under Germanic rulers, respectively the Jutes of Kent and the South Saxons of Sussex. Anderida also appears as Andredadseaster in the Anglo-Saxon Chronicle, where it is listed as having been successfully besieged in 491 AD (now thought to be 471 AD) by the Saxons Aelle and Cissa, who left "not one Briton there".*

43. Omens



Tips. Unlike any other non-Pivotal Event card in the game, or even among the first eight volumes of the COIN Series, this card's Event is not to be played immediately but kept by the executing Faction for one-time use later in the game to interrupt play under one of the conditions listed on the card.

The Faction holding the card may discard the card to use the first interrupt option specifically during a Field Battle or an Assault (not both) initiated by another Faction.

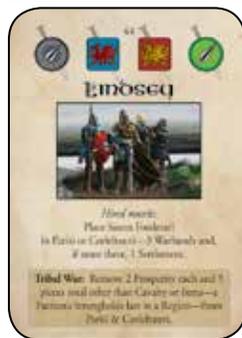
The Faction playing OMENS picks any number of units involved in that fight (possibly on both sides) that are then halved (so that units already halved such as Militia in a Field Battle or Raiders Assaulting during the Escalade step are quartered).

The second interrupt option requires the Faction holding OMENS to be Eligible and to discard the card before the normal 1st Eligible Faction has taken its turn. If exercised, the Faction playing OMENS becomes 1st Eligible on the active card, relegating the normal 1st Eligible Faction to 2nd Eligible, the normal 2nd to 3rd, and so on.

In game terms, this card, which originated from playtesters' suggestions, simultaneously brings a small measure of chaos by introducing a risk of unforeseen disaster in otherwise fairly deterministic battles, and allows a player to buy a kind of insurance against an unlucky run of turn orders at a critical moment, as we have all experienced when the deck seems to conspire against letting us undertake this crucial Command + Feat.

Background. *Due to their limited scientific understanding of the world, Ancient and Medieval people were often exceedingly superstitious, and believed both that god(s) could take an active hand in their fate, and that there were signs that could be read by wise men or women to provide a glimpse ahead of time of these fates. In many instances, key actions were postponed or cancelled if the omens, or auspices, were deemed unfavorable, while it became even more commonplace to blame any major disaster on the hubris of a defeated leader ignoring divine signs.*

44. Lindsey

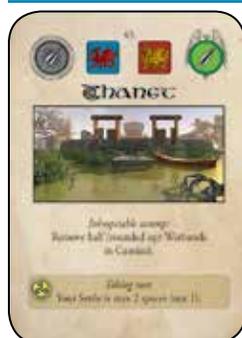


Tips. Unshaded event: playing faction chooses whether the new Foederati are Red or Blue. All Foederati pieces placed by this event must go to the same Region. Do not place a new Saxon Foederati Settlement if the Region selected already holds one. If there is none, and there are already Strongholds on both Sites, the playing faction chooses which one to remove to Available to replace with the new Saxon Foederati Settlement.

Shaded Event: Both Regions lose 2 Prosperity, then the playing faction removes a total of 5 pieces, taken from either or both Regions. The playing faction may not elect to leave eligible pieces in the impacted Regions as long as less than 5 pieces have been removed in total. Any piece may be removed except Dux Forts and Cavalry. A Stronghold may only be removed if no Unit of its faction is left in the Region it is in.

Background. *Another part of Britain where clear evidence of the settlement of Germanic military settlers in a defensive pattern has been found is the area around the former Roman military colony of Lindum (modern Lincoln), in the territory of the Corieltawi. Interestingly, this region, which later became the kingdom of Lindsey, appears to have remained in British hands for a long time, where their northern neighbours across the Humber river, the Parisi, seem to have slipped under Anglian control, or at least into an alliance with the Angles, earlier on.*

45. Thanet



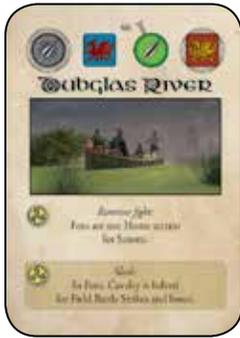
Tips. The unshaded Event impacts all Warbands present in Cantiaci, whether Saxon or Scotti, Foederati or not, together. The playing Faction determines which Warbands to remove (to Available) when there is a choice.

The shaded Capability is very powerful since it can double the pace at which a Barbarian Faction can Settle the island.

Background. *Period sources concur that the "Saxon" (in reality, probably a mix of Jute, Frisian, Saxon and maybe even some Frank) mercenaries under Hengest received the Isle of Thanet at the northeastern tip of Kent to settle. Separated from the British mainland by the now filled-up tidal Wantsum Channel, across which stood the Roman port and Saxon Shore fort of Rutupiae (Richborough), Thanet was a low-lying but fertile island located in an ideal position to control the entrance of the Thames estuary and the British Channel. It is believed to have formed the nucleus of the later Jutish kingdom of Kent. Interestingly, possibly because of its topography, lying often hidden in the sea mists, or because of its ephemeral nature due to the tidal channel, it appears to have been associated by the ancient Celts with the domain of the Dead, and may even have been the basis for the legend of the Isle of Avalon... At least one modern historian believes the Wantsum Channel to have been the location of Camlann ("The Crooked Brook"), Arthur's elusive last battle, which he thinks was fought between Arthur,*

supported by his Saxon allies, and a rebel Briton army (Edwin Pace, Arthur and the Fall of Roman Britain).

46. Dubglas River



Tips. Unshaded Capability: Saxons and Saxon Foederati no longer enjoy Home terrain benefits in Fens. Saxon Raiders may still Evade on 5-6 as in any Rough terrain.

Shaded Capability: As far as Strikes and losses, Cavalry units fighting a Field Battle in Fens terrain are equivalent to Militia and Raiders; however, they retain their right to Strike during the Charge/Ambush step (albeit with reduced impact).

Background. The Arthur Battle List in Nennius's *Historia Brittonum* mentions no fewer than three battles (the second, third and fourth) on a river called Dubglas (modern Douglas, meaning "Black Water") "which is in the region of Linnuis" (generally presumed to be Lindsey, around the large Roman colony of Lindum, modern Lincoln). This strongly suggests a protracted campaign against an enemy—in all likelihood, Saxons - operating from a river base, providing them both with safety and easy access inland, just like the Vikings did a few centuries later. Warfare in the typically marshy environment of the low-lying eastern coast of Britain presented unique challenges for the cavalry-based late Roman field army and could only be successful by drawing on local knowledge, strategically emplaced choke points and quick strikes at the raiders' fortified camps.

47. Cerdic



Tips. The unshaded Event requires (blue) Briton Control and places Civitates pieces, even if only Dux pieces were present prior to the Event. Only Comitatus units already in play (i.e., not in the Not Yet in Play box) may replace targeted Foederati Warbands.

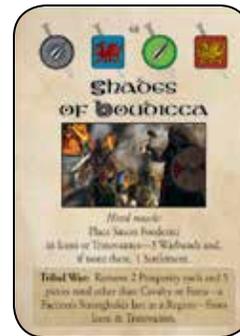
Control (or lack thereof, 1.6) is irrelevant for the shaded Event: here, the presence of both a Civitates non-Foederati Stronghold (Town or Hillfort) and any Foederati Settlement (red or blue) is required. The

Barbarian Nation selected for the Event must be the one having the Foederati Settlement in the Region. When triggered, all Foederati markers of that Nation (whether they are red or blue) are removed (thus turning the pieces into their national Faction), and all Civitates pieces in the Region are replaced by corresponding pieces of that same Barbarian Nation (Town or Hillfort by a Settlement, Comitatus and Militia by Warbands). If that Nation does not have enough Available pieces to replace all Civitates pieces (and prefers not to take them from another on-map location, 1.4.1), then the extra Civitates pieces are still removed without being replaced.

Background. Recent archaeological research establishes extensive cohabitation and reciprocal cultural influence between native Romano-British populations and foreign newcomers during the period, challenging many traditional founding traditions of the Anglo-Saxon polities—which invariably talk of valiant adventurers landing from their cyuls and conquering the local countryside, violently displacing the native population. One of the most intriguing examples is that of Wessex itself, from which sprang the unified kingdom of England, and which is traditionally seen as the quintessential Saxon frontier kingdom destroying British polities one after the other. The traditional founder of Wessex, Cerdic, is said to have landed with five ships in what is now Hampshire, and to have established his rule by vanquishing a local Briton king. However, despite being reputed to descend

from Wotan, "Cerdic" is a version of a very Celtic name (Ceredic, Caradoc or Caraticus), and several of his successors also bear Celtic names (Ceawlin, Cedd and Caedwalla). Some scholars even identify his father, Elesa, with the Romano-Briton Elasius, the "chief of the region" met by Saint Germanus. It is thus highly likely that Wessex, like other major Anglo-Saxon polities such as Bernicia, originated as a mixed-heritage entity led by an Anglicized Briton family, later forging its legitimacy and pre-eminence in its successful struggle and expansion against the remaining Briton kingdoms to its west and north.

48. Shades of Boudicca

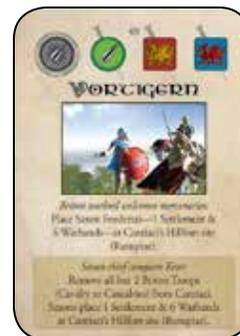


Tips. Unshaded event: playing faction chooses whether the new Foederati are Red or Blue. All Foederati pieces placed by this event must go to the same Region. Do not place a new Saxon Foederati Settlement if the Region selected already holds one. If there is none, and there are already Strongholds on both Sites, the playing faction chooses which one to remove to Available to replace with the new Saxon Foederati Settlement.

Shaded Event: Both Regions lose 2 Prosperity, then the playing faction removes a total of 5 pieces, taken from either or both Regions. The playing faction may not elect to leave eligible pieces in the impacted Regions as long as less than 5 pieces have been removed in total. Any piece may be removed except Dux Forts and Cavalry. A Stronghold may only be removed if no Unit of its faction is left in the Region it is in.

Background. Old tribal identities, and accompanying enmities, endured for many centuries in Britain, with many pre-Roman Conquest conflicts erupting again as soon as the Pax Romana slipped a bit. One such instance is the rivalry between the Iceni (in modern East Anglia) and Trinovantes (modern Essex), which is known to have existed at the time of the Roman conquest—with the destruction of Roman-held Camulodunum by Boudicca during her revolt also making sense as the destruction of the Trinovantes' tribal capital by the queen of the Iceni—and which flared up again during the period, as evidenced by extensive field fortifications—dykes—in the low-lying countryside. Eventually, East Anglia, dominated by fenlands very similar to the original country of the Angles, appears to have fallen relatively early under the sway of Germanic groups, whilst the Trinovantes region, part of the greater Catuvellauni hegemony, which is known to have relied extensively on Germanic foederati, endured as a Briton polity for at least another century.

49. Vortigern



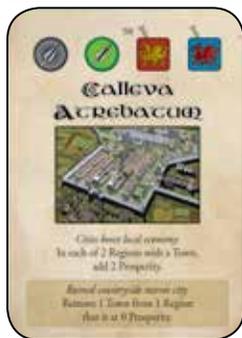
Tips. Note that both versions of the Event place the Saxon Settlement (Foederati or not) at Rutupiae (never at the Durovernum Town Site) even if that Site is already occupied—a good way to get rid of the key Dux Fort there!

The unshaded Event removes all Briton Troops (i.e., unit cubes) in Cantiaci except two (playing Faction's choice), but never impacts an existing Stronghold at Durovernum (Cantiaci's Town Site).

Background. Vortigern (Old Welsh: Guorthegern) is one of the best known names of the period, and one that has attracted more than a usual share of opprobrium. He is typically considered guilty of having been a tyrant whose policy of bringing Saxon mercenaries backfired disastrously for himself and all of Celtic Britain. In support of this view, Gildas may be referring to him when

he denounces the “proud tyrant” who invited the Saxon wolves (there is some disagreement over versions), and Nennius levies a number of scathing charges against him in the *Historia Brittonum*, including an episode in which his Saxon friends betray him and a large number of Briton leaders at a banquet, slaughtering all but him. At the same time, the kings of Powys, one of the most powerful Welsh medieval kingdoms, claimed descent from him. There is some doubt about his historicity (as with pretty much anyone in this period), or at least what his real name was, as some scholars believe his name, which means “Great King” or “Overlord”, may actually have been a title; this is why some have even associated him with the elusive Arthur. Interestingly, Gildas’s charge that he was a “tyrant” may stem from an error in translation, as Gildas uses the Latin “tyrannus”, which means more properly a usurper, someone who rules by force and/or populism instead of by the rule of law. In any case, whether Vortigern was a military strongman ordering the tribal nobility around or a regional king, in retrospect his behaviour appears to be completely in accordance with late Roman policy, bringing foederati auxiliaries to defend his domains; that his actions appear to have indeed dramatically backfired is easy to judge in hindsight, but someone in his stead would have had little reason to see this course of action as risky based on the track record of such policies at the time.

50. Calleva Atrebatum

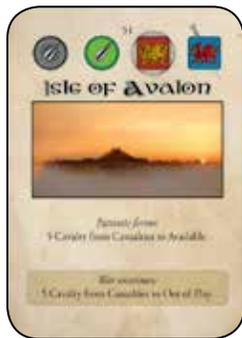


Tips. Note that the unshaded Event may add Prosperity cubes on the top row (as soon as the bottom row holds a number of cubes at least equal to the current Population number of the Region, 1.7.1) even if not under Roman Rule, though it cannot add Prosperity to any row beyond the current Population number.

Background. Towns and cities were integral to Roman civilization, and developed considerably under the Roman Empire, becoming essential cogs

in the local and provincial economy. The population and activity of the cities provided the main market for the surrounding countryside but at the same time could not endure without a thriving rural economy feeding them. The crises of the late Empire saw cities contracting behind strong walls, and urban life generally entered a tailspin, even though improved understanding of occupation layers has shown that so-called “black earth” layers reflected more dense rebuilding using wattle and daub techniques rather than abandonment. Nonetheless, some major cities across Gaul and Britain were entirely deserted, never to be reoccupied. One of the better examples of such is Calleva Atrebatum (now the village of Silchester), the tribal capital of the powerful Atrebatas tribe, a 100-acre city located at a major crossroads that was finally abandoned in the 5th to 7th centuries.

51. Isle of Avalon



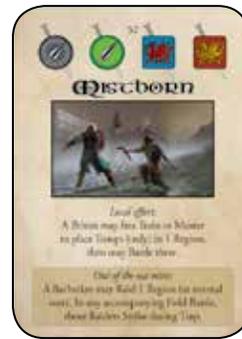
Tip. The Event cannot transfer more Cavalry units out of the Casualties box than were present initially.

Background. The Isle of Avalon (Ynys Afallon or Afjallach, literally “The isle of apple trees”) is most famous for its numerous connections with the Arthurian legend, especially as the location where he is carried to recover from his wounds after the battle of Camlann, and where the “Once and Future King” is supposed to be waiting to return to lead once more the Britons against their enemies. It

should be noted that the story ties with various Celtic legends of mystical islands lying on the threshold between this world and the Otherworld, including the association with apple trees. Avalon is often associated with Glastonbury Tor, a high conical hill that used to jut from the Somerset Levels fens (now drained), next to

Glastonbury Abbey, where a purported burial of King Arthur was “found” in the 12th century, a claim that had certainly more to do with a publicity stunt by the abbey and with then current concern over Welsh irredentism against conquest by the Anglo-Norman kings. All the above attests to the critical importance of legends and propaganda, shaping popular perceptions to either whip up support for belligerency or discourage further resistance.

52. Mistborn

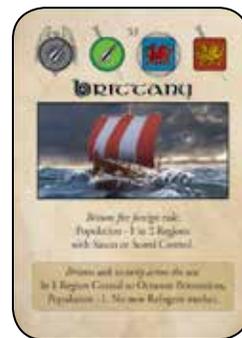


Tips. The Faction playing the unshaded Event may designate either the Civitates or Dux (including themselves if executing the Event) to immediately free Train or Muster, then immediately Battle in a single Region (not City). They may use the free Train or Muster only to place Troops (from Available or, if none, the map, 1.4.1), not to add Prosperity cubes or place Strongholds.

The Faction playing the shaded Event may designate either the Saxons or Scotti to receive the option to immediately undertake a Raid in a single Region (not City), paying normal costs (this is not a free Raid, unlike in some Events). The advantage is that any Raider unit generated by this Raid may, if it elects to fight a Field Battle as part of the Raid, Strike during the Trap step, i.e., before any enemy unit may Strike or Withdraw (defenders may Evade as usual).

Background. Britain is often associated with mists in the popular imagination, and mists often carry a sensation of dread or mystery as it conceals things. Surprise attacks were just as deadly in this age as ever before or since, and seeing an enemy suddenly spring from the mists would have been the nightmare of many a leader of the times.

53. Brittany

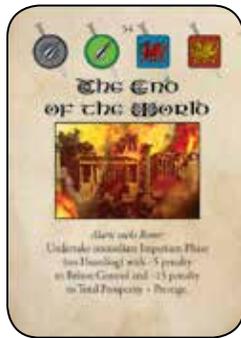


Tips. The Event cannot reduce a Region’s Population below 0 (5.1.1). With the unshaded Event, place 1 Refugees marker in the Civitates Available Box for each Region where Population was effectively reduced. Do not do so with the shaded Event.

Background. Though the real extent of the movement of population remains debated, the fact is that Brittany in the period saw an influx of migrants from the island and a revival of the Celtic

elements that turned Gallo-Roman Armorica into a “Little Britain” that has preserved to this day a culture and language very close to Cornish and Welsh. It must be noted that cultural and political links had always been strong across the Channel, with the existence, attested from ancient times, of polities spanning the sea, which, to the Celts, was more a link than a divide. There are some historical traditions that British rulers, such as the usurper Magnus Maximus or the elusive Rhodanus, established British military settlers in Armorica, possibly as an advanced bulwark for Britain. Breton traditions mention princes and saints from Britain leading their people away from the troubles and encroachments of the barbarian heathen and founding new incarnations of the islander kingdoms on the mainland, such as Domnonée (Dumnonia) or Cornouaille (Kernow/Cornwall). On the whole, while some southwestern British kingdoms may have drawn advantage from their new extensions, there is little doubt that the emigration to Brittany deprived Britain of vigorous elements in a time of need.

54. The End of the World

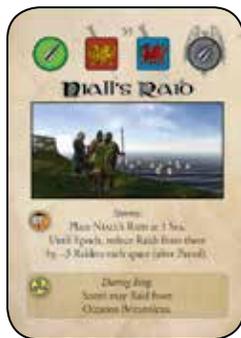


Tips. This Event prompts an immediate Imperium Phase, complete except for the Hoarding step: this means testing (unmodified) Briton Control and Total Prosperity + Prestige against tougher thresholds (respectively 26-35 and 46-70 to shift any Roman Rule to Autonomy, and ≤ 25 and ≤ 45 to shift to Fragmentation), dividing Prestige and Wealth by 2 if any shift occurred, and finally (if not under Fragmentation) checking for any Dominance change.

Obviously, these circumstances are very liable to force some Imperium shifts that may not have occurred otherwise, creating a new situation that could only be reversed by some Events or perhaps the regular Imperium Phase in the next Epoch Round.

Background. In the year 410 AD, the 1163rd since its founding, Rome, the Eternal City, was sacked by Alaric and his Visigoths. Even though the city had long lost its role as capital of the Roman world to Constantinople, Milan and Ravenna, and the looting, which was the culmination of a dispute between the Western Imperial Court and some of its foederati, was fairly limited, the sacking still held immense symbolic importance and shocked the Roman world. As Saint Jerome, a cleric living in Judaea at the time, wrote: “The City which had taken the whole world was itself taken.” Beyond the symbolic value, it exposed the Western Empire’s vulnerability and military weakness. It also spurred a new spat of religious controversy, with the pagans especially viewing the sack as divine punishment for having abandoned the ancestral gods of the City. The Vandal Geiseric inflicted a much more thorough and damaging sack 45 years later, and the last pretence of a Western Emperor disappeared 66 years after Alaric’s sack when the Germanic Odoacer removed the last Western Emperor Romulus Augustulus and declared himself King of Italy.

55. Niall’s Raid

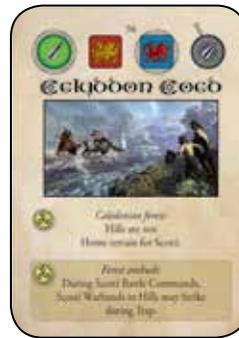


Tips. Unshaded Momentum Event: the playing Faction picks one Sea; until the next Epoch Round, any Raids originating from that Sea see a further reduction by -3 Raiders per space (on top of any Patrol reduction).

Shaded Capability: For the remainder of the game, the Scotti may Raid from Oceanus Britannicus, subject to normal Patrol reductions. Note that this shaded Event is not a free Raid and so the Scotti do not get to immediately undertake a Raid Command as part of this Event.

Background. There are consistent traditions that the semi-legendary High King of Ireland Niall Noigiallach led major raids against Britain and possibly even Brittany and Gaul, sailing the Channel in search of richer pickings than on the harsh shores of the Irish Sea. He is also said to have found his death (probably sometime between the late 4th and mid-5th centuries AD) during one of these raids, traditionally by the arrow of a personal enemy from Leinster, though there is also a Breton tradition that a great Irish fleet was wrecked during storm on the unforgiving western approaches of Brittany.

56. Celyddon Coed



Tips. Unshaded Capability: Scotti and Scotti Foederati no longer enjoy Home terrain benefits in Hills. Scotti Raiders may still Evade on 5-6 as in any Rough terrain.

Note that the shaded Capability only applies during battles initiated through a Scotti Battle Command, including Battle Command granted by Event (5.5), i.e., not a battle accompanying a Raid Command, or where the Scotti are defending.

Background. The seventh battle of the Arthur Battle List is said to have taken place in the Caledonian Forest, i.e., Celyddon Coed (or Calidon Coit in Old Welsh). This is generally considered to indicate the vast wooded tracts north of Hadrian’s Wall, that is, the Scottish Borders region, a region that has seen near constant warfare from the Roman conquest down to the Border Reivers of the Middle Ages. The Arthurian legend associates this battle with the Madness of Merlin (Myrddin), who is said to have fled to the Forest of Calidon after a great battle. In historical terms, the region had been a buffer region under Roman influence during the Empire and later became a key part of “North Wales”, the northern strongholds of the Britons during the Anglo-Saxon Wars. The rough terrain and dense cover would have been a natural asset for the irregular Celtic Warbands, posing a major obstacle to regular Roman troops and inexperienced Anglo-Saxons, though the Romano-British could draw from centuries of border warfare and local clients such as the Votadini to pull their weight in this environment.

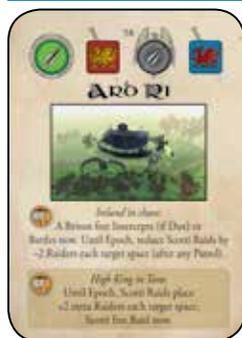
57. Myrddin



Tips. The playing Faction effectively gets to execute a full turn (Command + Feat) and remain Eligible for the next card. Note that this is still considered an Event, meaning that the 2nd Eligible Faction gets the option to play a full Command + Feat themselves.

Background. Myrddin Wylt (“Myrddin the Wild”) is a prophet, chief bard and madman found in several Welsh legends, variously called “Myrddin Emrys” (“Ambrosius”), “Merlinus Caledonensis” (“of Caledonia”) or “Merlin Sylvestris” (“of the woods”). He is said to have been the bard of one lord Gwendollen, who was slaughtered with his forces by Riderch Hael, king of Alt Clut (Strathclyde) at the battle of Arfderydd in southern Caledonia. After the massacre, Myrddin is said to have fled to and wandered in the company of beasts in the Caledonian forest for many years. Later legends, especially popularized by Geoffrey of Monmouth, made “Merlin” a central character of the Arthurian legend, probably decades before the events around the battle of Arfderydd, including numerous prophecies typically linked to the fate of the struggle between Celt and Saxon, and ultimately promising the ejection of the invaders from Britain, such as the story of Vortigern and the struggling red and white dragons undermining the foundations of his new stronghold at Dinas Emrys. Notwithstanding who Merlin was and how influential he may have been, we should not forget how important mystics and prophets were in these deeply superstitious times, when commoners and lords alike were all too eager to try to get an insight into the plans of god(s).

58. Ard Ri



Tips. Unshaded Momentum: the playing Faction may designate a Briton Faction to immediately undertake a free Intercept (Dux only) or Battle Command (no Feat). Until the next Epoch Round, 2 additional Raiders are removed from each Scotti Raid target, even if originating from an Unpatrolled Sea or an on-map Region.

Shaded Momentum: Until the next Epoch Round, 2 additional Raiders are added to each Scotti Raid target (before any subtractions). The Scotti Faction immediately undertakes a free Raid Command (benefitting from the extra Raiders) once when the Event is played (no Feat). Note that this is a great opportunity for the Scotti to launch four maximum strength (2D4) Raids at no cost in Renown.

Background. Having stayed largely out of Roman influence or control during the heydays of the Empire, Ireland (Hibernia for the Romans) remained torn by rivalries among various major and petty kingdoms during the period. However, when a particularly successful leader such as Niall of the Nine Hostages could manage to impose a degree of hegemony, being recognized as Ard Ri (“High King”, though the term may be somewhat anachronistic since the earlier attested evidence of its use dates from the 9th century), that hegemony could redirect the warlike energies of the Irish externally, typically toward comparatively wealthy Britain, weakened by Imperial collapse, its own internal rivalries and foreign encroachment.

59. Dal Riada



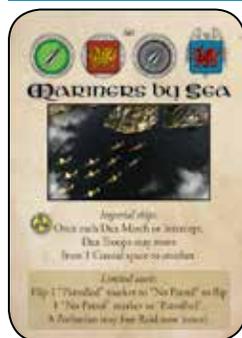
Tips. Unshaded Event: for the remainder of the game, any Raid targeting Novantae, Votadini or Carvetii is further reduced by -3 Raiders per space in addition to any other game effect, including reduction due to Forts whether coming from Caledonia or through a Patrolled Sea.

Shaded Event: The Scotti must have an Available Settlement to benefit from this Capability, and this Settlement is then no longer available to be built for the remainder

of the game. Once placed on DAL RIADA, the Settlement, like any other Stronghold on the map, cannot be voluntarily removed. On the other hand, it cannot be attacked and counts as a Scotti Settlement for meeting Victory conditions; i.e., the Scotti only need 3 (2 in the Barbarian Conspiracy scenario) Settlements on the map itself to qualify for Automatic Victory (7.2), and the DAL RIADA Settlement counts for 1 on-map Scotti Settlement when computing end-of-game victory margins.

Background. Dal Riada was originally the name of a Gaelic-speaking kingdom straddling the Mull of Kintyre in what are today Antrim, Argyll and the Western Isles, which eventually formed the nucleus of the modern nation of Scotland, after centuries of complex conflicts and interactions with the originally Brittonic-speaking Picts. It was thus by far the most successful and enduring legacy of the “Scotti”, the Irish sea raiders who raided Britain all along the Irish Sea coast. Historically, Dal Riada emerged as a significant player on the international scene only after the period covered by the game, but we take into account that its establishment was a long process, and suppose here that it may have developed faster under different circumstances.

60. Mariners by Sea

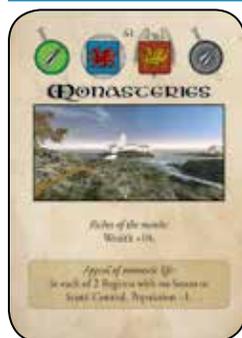


Tips. The unshaded Capability allows the Dux Faction, during each March or Intercept Command it undertakes, to move a single group of units from one Coastal space to another. The two Coastal spaces do not need to be on the same Sea. This movement is considered to be off the Roads, so the units transported by sea end their movement in the space where they landed.

The shaded Event basically allows the executing Faction to shift a single Patrol from one Sea to another. Note that there must be at least one Patrolled Sea for this Event to take effect. The playing Faction, once the Patrol markers have been adjusted, designates one Barbarian Faction (possibly itself if applicable) to immediately undertake a free Raid Command (i.e., may Raid its maximum number of spaces with its maximum number of D4 each, but with no associated Feat), even if not Eligible.

Background. As Gildas describes in his De Excidio Britanniae: “the Romans (...) send forward, like eagles in their flight, their unexpected bands of cavalry by land and mariners by sea, and planting their terrible swords upon the shoulders of their enemies, they mow them down like leaves which fall at the destined period” (DEB II.17). This illustrates how the naval forces were an essential part of the defensive system of Roman Britain, especially considering how the main threats, whether Irish Scotti, Picts, Angles or Saxons, depended on the sea to reach the shores of Britain, and to return home with their plunder. As the Western Empire decayed and lost the resources and bases to maintain an effective presence at sea, tough choices had to be made, leaving Britain increasingly exposed to the depredations of the sea raiders.

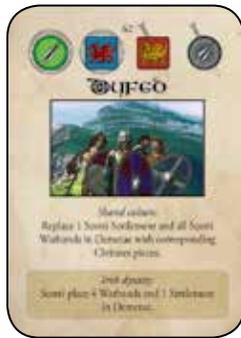
61. Monasteries



Tips. The shaded Event cannot reduce a Region’s Population below 0 (5.1.1). Do not forget to place a Refugees marker into the Civitates Available box for each Region where Population drops.

Background. Born in the Eastern Mediterranean, monasticism spread to the Roman world along with the march of Christianity, and found in the West fertile ground, possibly due to a mix of Celtic natural mysticism and some escapism from the troubles of the time. Monasteries sprung up all over Christian Britain (and soon, Ireland) and were usually not only centers of devotion and knowledge but also dynamic economic players. Monasteries could bring great wealth and prestige to their lay sponsors. But they also drained large numbers of men in their youth or prime, men who would be sorely missed in times of need, as bemoaned by some chronicles of the age. Not that monks were entirely immune from the hardships of the times: rich, the monasteries constituted prime targets, especially (but not exclusively) for heathen raiders; and monks could be persecuted by pagan rulers, who readily considered them sorcerers helping their Christian enemies.

62. Dyfed



Tips. The unshaded Event only impacts non-Foederati Scotti pieces. The one impacted Settlement must be replaced by a Hillfort since there is no Town Site in Demetae; Warbands can be replaced either by in-play Comitates (i.e., either in the Civitates Available box or on the map) or by Militia.

If both Sites in Demetae are occupied when the shaded Event is played, the playing Faction chooses which existing Stronghold

is removed to Available to make room for the new Scotti Settlement (1.4.2, 5.1.1).

Background. *The medieval kingdom of Dyfed, based on the tribal territory of the Demetae, emerged during the course of the 5th century. It appears that Old Irish was spoken in Dyfed during that century, with 20 stones dated to this period showing ogham inscriptions, including one bilingual Latin-Irish stone in Castellwybran dedicated to a “Votepor” who is given a late Roman noble title of “Protector”. The extent and origins of the Irish element in Dyfed remains obscure, but it is clear that within a century, Dyfed was just as Welsh as its neighbors.*

63. Evangelization

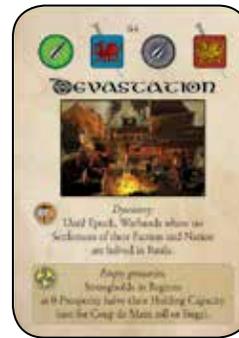


Tips. The unshaded Capability increases the cost of every Raid target for the Scotti by 1 Renown, eliminating the 0-cost 1D4 raids (which now cost 1 Renown, like for the Saxons).

The shaded Event cannot place a Scotti Settlement if there was no Civitates Hillfort there before to be replaced. The playing Faction chooses which Civitates pieces are replaced, including Comitates or Militia; replaced pieces, including Comitates, are sent to the Civitates Available box.

Background. *While the Roman Empire had barely touched Ireland during its heyday (though commercial contacts did exist), one of its most characteristic late institutions, the Christian Church, gained spectacular influence at the moment of the Empire’s demise. Without necessarily ascribing the evangelization of the island solely to the Briton Saint Patrick, it is undeniable that Ireland experienced a profound evolution during the course of the period, one wherein clerics and bishops increasingly denounced raiding, ransoming and slave-taking among the Christian populations of Britain. It is unclear how much weight these admonitions carried in the day. At the same time, the conversion of the Irish reinforced the already significant cultural and commercial ties across the Irish Sea, with the heathen enemies of yesterday now seen as brothers in faith as well as cousins in language and culture.*

64. Devastation

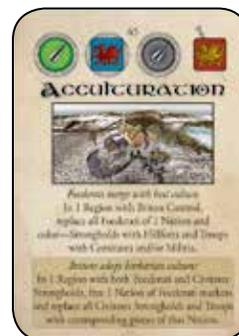


Tips. The unshaded Momentum Event impacts all non-Foederati Warbands, whether Saxon or Scotti, in any Battle—Field Battle and Assault—whether attacking via Battle or Raid Command, or defending against an enemy initiated attack. Barring further halving from Escalade step or other Events, this means every impacted Warband only inflicts ½ Losses when Striking, and takes only ½ Loss to kill.

The shaded Capability impacts any Stronghold located in a ruined Region, i.e., currently holding no Prosperity cube. Only 2 units may Withdraw into any Town affected, and 1 unit into any other Stronghold affected. However, the printed Holding Capacity remains valid for assessing the likelihood of a Coup de Main succeeding (3.6.4), or the number of Troops required to Siege (3.6.6). For instance, an affected Town will, at best, always be missing 2 units to cover its Holding Capacity of 4 when rolling for Coup de Main.

Background. *In that day and age, hygiene and supply were often very rudimentary, especially for barbarians, and armies often lost more men to illness than to enemy action. The problem was particularly acute with long distance operations, far from the support of friendly populations and granaries. Similarly, the ability of fortified strongholds to sustain a siege could be severely restricted in periods of shortage, typically prompted by the devastations of war, disorganization of the administration and/or adverse weather. One of the primary roles of walled strongholds was to shelter the population in case of attack, and empty granaries would make such a mission very challenging indeed.*

65. Acculturation



Tips. The unshaded Event requires (blue) Briton Control and places Civitates pieces, even if only Dux pieces were present prior to the Event. Only Comitates units already in play (i.e., not in the Not Yet in Play box) may replace targeted Foederati Warbands.

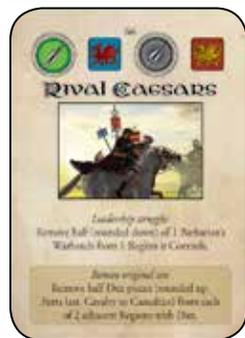
Control (or lack thereof, 1.6) is irrelevant for the shaded Event: here, the presence of both a Civitates non-Foederati Stronghold (Town or Hillfort) and any Foederati Settlement (red or blue) is required. The

Barbarian Nation selected for the Event must be the one having the Foederati Settlement in the Region. When triggered, all Foederati markers of that Nation (whether they are red or blue) are removed (thus turning the pieces into their national Faction), and all Civitates pieces in the Region are replaced by corresponding pieces of that same Barbarian Nation (Town or Hillfort by a Settlement, Comitates and Militia by Warbands). If that Nation does not have enough Available pieces to replace all Civitates pieces (and prefers not to take them from another on-map location, 1.4.1), then the extra Civitates pieces are still removed without being replaced.

Background. *In recent decades, archaeological studies have demonstrated extensive cohabitation and reciprocal cultural influence between native Romano-British populations and foreign newcomers during the period, challenging the earlier easy categorizations of habitat, cultural practices and artefacts and, ultimately, individuals, between clear-cut groups. This porosity between cultural groups would have stemmed from living next to each other, or even shared struggles in the case of foederati troops, pre-existing affinities either between Celts or Germanic groups having entered the Empire earlier (especially in the army), and from the prestige*

either of the refined Romano-British way of life or of the warrior ethos of the Germanic peoples. Without going as far as some historians in positing that the Anglo-Saxon takeover of Britain was an essentially pacific process—there is more than enough evidence of violent conflict and disruption to discredit this view—there can be no doubt that this porosity played a role in the mutation of Roman Britain into the culturally diverse early medieval island that we know. Just how important the role remains to be determined.

66. Rival Caesars



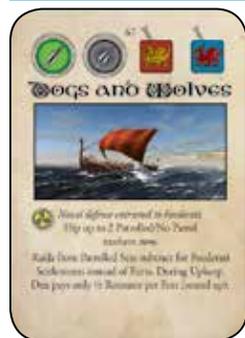
Tips. The unshaded Event only removes Warbands from one Barbarian Faction, not Foederati even if of the same Nation.

The shaded Event can only take effect if the Dux has pieces (including red Foederati) in two adjacent Regions.

Background. Even before Octavius Augustus established the Roman Empire—at the conclusion of a successful civil war—civil war had been a recurring feature of Roman politics. This pattern endured to the very end of the Eastern Roman

Empire, with the breakaway Empire of Trebizond surviving the fall of Constantinople for eight years—finally falling in 1461. It appears that the very socio-political culture of Rome induced personal bids for power whenever a current leader showed weakness. During the period of the game, Constantine III's bid for power was fatally weakened by the rebellion of his general Gerontius (Geraint), and there are echoes of such strife in the endemic wars between Romano-British leaders, from the internecine wars between the descendants of Coel Hen (King Cole) in the Hen Ogledd (the Old North) to the legendary battle of Camlann. Even where the Roman heritage wasn't significant, the intensely personal nature of loyalty and power in Celtic and Germanic society led to such rivalries to plague all Dark Ages polities.

67. Dogs and Wolves

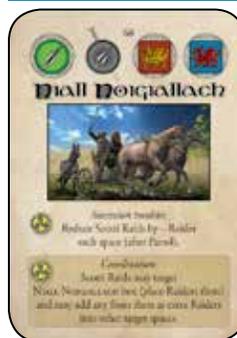


Tips. The playing Faction may flip none, one or two Sea Patrol markers (from Patrolled to No Patrol, or vice versa) immediately. Then, for the remainder of the game, instead of counting Dux Forts to reduce the number of Raiders coming from a Patrolled Sea, count Foederati Settlements (of any color or nationality). Also, during Upkeep phases (6.6.1), the Dux need only pay ½ Resource to maintain a Fort (round up the total).

Note that this Event can result in either the resumption of effective patrols in a Sea (by flipping the marker to Patrolled, and/or taking into account a significant number of Foederati Settlements where Forts may have all but disappeared) or the elimination of such patrols (by flipping the marker to No Patrol or shifting the burden from an intact line of shore Forts to non-existent Foederati Settlements).

Background. As should be expected, effective patrolling of the seas surrounding Britain did not survive the decay then disappearance of Roman order on the island (and across the Channel in Gaul), leaving British shores wide open to raiders and migrants. However, on the basis of archaeological finds, some historians believe that an interlocking system of hillforts and beacons, including Saxon foederati based in coastal fortresses, defended the sea approaches to the Severn estuary in southwestern Britain at some point during the 5th century. It would have been entirely logical for local authorities to have strived to enroll sailors to fight seaborne attacks, just as they are known to have enrolled warriors to fight the barbarians on land.

68. Niall Noigiallach



Tips. Unshaded Capability: for the remainder of the game, 1 additional Raider is removed from each Scotti Raid target, even if originating from an Unpatrolled Sea or an on-map Region.

Shaded Capability: The execution of this Event puts in play the holding box of the same name, located next to the Scotti Available box on the game board. From that point onward, the Niall Noigiallach box is a valid target for Scotti Raid Commands, just

as if a regular map space. The box is not subject to any reduction from Sea Patrols or northern Forts, but any applicable Event-related reduction applies. The Scotti can add any Raider unit placed in this box by a Raid Command (without any further reduction) to any Raid target space, either as part of the same or a subsequent Raid Command, after any reduction of other Raiders appearing as part of that Raid, but before plundering or any combat, and even if the reduction subtracted all regular Raiders. The Scotti Faction determines how many Raiders to transfer from the Niall Noigiallach box at its leisure and can thus—within the limits of the number of Raiders available in the box—guarantee how many Raiders end up in the targeted Space.

Example: The Scotti undertake a full Raid Command, spending 3 Reown to roll 2D4 for the Niall Noigiallach box, 2D4 on Deceangli, 1D4 in Carvetii and 2D4 in Cornovii (reached from a Scotti base in Demetae), where they also undertake a Surprise Feat. There are already 3 Scotti Raiders in the Niall Noigiallach box. Oceanus Hibernicus is Patrolled, with Dux Forts in Deceangli, Carvetii and Silures. First, the Scotti roll for the Niall Noigiallach box, placing 3+1 = 4 Raiders in that box (no reduction for the Sea Patrol), for a new total there of 7.

Then they roll for Deceangli, rolling 4 and 1 for a total of 2 Raiders (-3 from the Sea Patrol); that is far from enough to take out the Dux Fort garrisoned by 1 Cavalry there, so the Scotti player adds 5 Raiders from the Niall Noigiallach box, bringing the total in Deceangli to 7. After plundering the Region, the arriving Raiders then Assault the Fort—into which the Cavalry withdrew—losing 6 Raiders in the process but destroying it with the lone surviving Raider. Most of the Plunder from the Region and from the destroyed Fort is wasted, since only 1 unit survived, but the Scotti wanted to keep some Raiders in reserve for the subsequent Raids.



Next, the Scotti Raid Carvetii, rolling a 1, which is reduced to 0 by the 2 surviving Forts Patrolling Oceanus Hibernicus; the Scotti could add 1 or 2 Raiders from the Niall Noigiallach box to still successfully Raid Carvetii, but again they prefer to keep them in reserve, letting the Carvetii Raid fail.

Finally, they roll for *Cornovii*, where they get $2 + 4 = 6$ Raiders—no reduction since raiding from an adjacent on-map location—to which they add the last 2 Raiders from the *Níall Noígíallach* box to bring the total to 8. With these, they are poised to remove the local *Civitates* Town and its lone *Militia*, even if the *Scotti Coup de Main* roll fails...

Background. *Níall Noígíallach* (“*Níall of the Nine Hostages*”), forebear of the *Ui Neill* family that dominated Ireland from the 6th to the 10th centuries AD, was a semi-legendary Irish king who probably reigned some time between the late 4th and mid-5th centuries AD. It is difficult to draw a certain chronology from the existing sources, but he is credited with having exercised some kind of supreme rule over a large part of Ireland, mainly in the central and eastern parts, famously receiving hostages from subdued provinces, and to have been actively raiding Britain and possibly even Gaul (Brittany), where he is believed to have found his death. In any case, the *Níall Noígíallach* box represents the higher degree of control that a High King in Ireland would be able to exert, focusing energies and men on fewer but bigger raids, making the targeting of major strongholds much more viable. Conversely, the unshaded *Capability* represents Irish energies turning inward to local rivalries rather than being projected outward to attack Britain.

69. The Wall

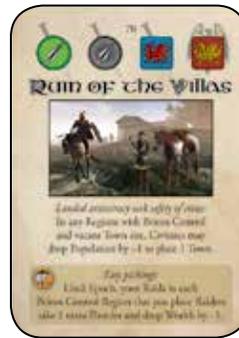


Tips. The unshaded *Capability* impacts every Raid that originates from an adjacent Region anywhere on the map or from Caledonia, reducing by an additional -2 the Raiders arriving at every such Raid target.

The shaded *Capability* is equivalent to a “No Patrol” marker for Caledonia, negating the effect of Forts in *Textoverdi* and *Carvetii* on Raids originating from Caledonia.

Background. After the reforms of the 3rd and 4th centuries, the first line of defense at the Roman Empire’s borders was manned by *limitanei* (Latin for “Those in frontier districts”). While professional soldiers, they were of a lower status and training than the *comitatenses*, *palatini* and *scolae*, and were meant to police the border, prevent small-scale raiding, and garrison fortifications to wait for a reinforcing field army when faced with a major attack. However, *limitanei* units were frequently drawn into the field armies to reconstitute them in a hurry after a military disaster, often leaving the border woefully unprotected at least for a time. Over time, they tended to be more and more part-time soldiers or even unpaid local militia, with their loyalty naturally shifting toward their local commanders or authorities rather than to the emperor himself. Many *limitanei* units would eventually form the nuclei for post-Roman warlords’ bands, operating from old Roman forts, especially in the North where a large part of the Roman army in Britain had been concentrated along the line of Hadrian’s Wall and its dependencies on either side of the border.

70. Ruin of the Villas

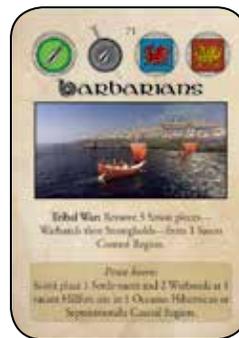


Tips. The unshaded Event offers an option to the *Civitates*, whether they are the playing Faction or not. Other Factions may execute this unshaded Event, but only the *Civitates* exercise this option. The *Civitates* may do so in as many Regions (no City) as they wish, as long as each such Region has a Population of at least 1, is under Briton Control (not Dux Control under Fragmentation) and has a vacant Town Site. For every such Region where Population is reduced, place 1 Refugees marker in the *Civitates Available* box as per normal Population reduction rules.

The shaded Momentum Event affects the playing Faction’s Raids only and therefore can only benefit a Barbarian Faction. The effects last until the next Epoch Round. Until then, every successful Raid (i.e., where at least 1 Raider arrives) by that Barbarian Faction into a Briton Control (not Dux Control under Fragmentation) Region (not City) takes 1 extra Plunder—which must still be carried by a Raiding unit—and reduces Wealth by 1 (even if there is no Raider unit with the capacity to carry the extra Plunder).

Background. At the height of Roman Britain, as in most of the Western provinces, elites lived in often palatial villas located in their extensive domains, including living quarters for the slaves working the land and workshops for the various specialist trades associated with the operation of these agricultural enterprises. These villas were never meant for defense and, as such, became easy and prime targets for raiders when regional security crumbled. Over time, most of the elite fled their exposed villas for the security of walled cities, leading both to renewed dynamism of cities and to decline of agricultural production, eventually resulting in long-term recession when security could not be restored and people could not return to tilling the land, though often under different property arrangements.

71. Barbarians

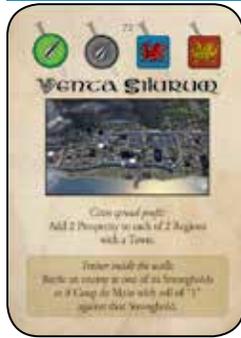


Tips. The unshaded Event removes pieces owned by the Saxon Faction, not Saxon *Foederati*. Note that since this Tribal War is unshaded rather than shaded, it is not cancelled by the *GRATIA* *Capability* (Event #27).

Unlike many similar Events, the shaded Event may place a Settlement only at a vacant site.

Background. The Germanic barbarians represented by the Saxons Faction were in reality just as divided among tribes as the *civitates* were. The unshaded Event represents the internal divides among “Saxons”, similarly to other Tribal War Events, except that, since it does not involve *civitates*, *GRATIA* does not block it. The shaded Event represents the relocation of an Irish or Pictish group across the Irish Sea or in the former buffer lands north of the Wall, rather than an existing local Celtic chieftain returning to the old ways of pre-Roman Britain.

72. Venta Silurum



Tips. The unshaded Event can add Prosperity cubes to the top row of a Region even if not under Roman Rule but not beyond the current Population number on each row.

The shaded Event allows one Battle in a space where the chosen enemy owns a Stronghold, and any Assault on that one Stronghold automatically skips the Escalade step as per a successful Coup de Main.

Background. *Venta Silurum* (“The market town of the Silures”, today *Caerwent*) was founded

by the Romans in AD 75 after the subjugation of the Silures tribe. Unlike nearby *Isca* (*Caerlion*), which was a legionary fortress hosting *Legio II Augusta*, *Venta* appears to have served primarily as a commercial and administrative center for the *civitas*. Fortified in the mid-4th century, it prospered at least until the mid-5th and became the nucleus of the emerging kingdom of *Gwent* (initially “*Guenta*”).

Pivotal Events

(See 2.3.8 for details on how Pivotal Events can be played.)

73. Conspiratio Barbarica



Tips. This Pivotal Event cannot be trumped and may trump any other Pivotal Event. When played, the Scotti must execute the Event, which gives them five free Raid targets, each rolling 3D4. The Scotti may add a Surprise or Ransom Feat. Apart from their cost of 0 Renown, number and size, the Raids follow normal Raid rules, with all applicable modifiers. Once the Scotti have completed their five Raids, the Saxons (even if they are currently Ineligible) have the option to perform four free 3D4 Raids as

above, with Surprise or Ravage. However, if the Saxons exercise this option, they will be Ineligible during the next card as if they just took a turn on the Event card. (Mark Saxon status by placing the black Eligibility cylinder underneath the green Scotti cylinder in the Sequence of Play “1st Faction Event” box.)

Once these Raids are completed, the Scotti lose the ability for the remainder of the game to have Raids originating from *Oceanus Septentrionalis*. However, they may still Raid through *Oceanus Septentrionalis* if they own a Settlement and Warband in a Region coastal to this Sea, as per 3.5.1.

Background. *The Barbarian Conspiracy* (*Conspiratio Barbarica* in Latin), or *Great Conspiracy*, is mainly known to us from the works of the historian *Ammianus Marcellinus*; since he was writing from *Antioch* in *Syria*, many details of the events and chronology remain doubtful. What seems clear is that the winter of 367 AD saw simultaneous large-scale attacks on Britain and northern Gaul by Picts, Scotti, Attacoti, Saxons and Franks, suggesting they may have been coordinated, hence the name. The Roman troops manning the Wall of Hadrian appear to have rebelled, either before or as a consequence of the attacks, adding to the magnitude of the catastrophe. The senior Roman officers in charge, the Dux *Britanniarum*, *Fullofaudes*, and the Comes *Maritime Tractus*, *Nectaridus*, were killed or captured, many towns overwhelmed, and the barbarians, augmented by escaped slaves and army deserters, rampaged through much of the island for several months, only checked by the remaining loyal army units garrisoning the southeastern cities. The imperial response took time to develop, especially as Emperor *Valentinian I* was busy on the vital Rhine frontier

against the *Alamanni*. Eventually, in the spring of 368, a relief force led by the Count *Flavius Theodosius* (father to future Emperor *Theodosius I*, and uncle to the future usurper *Magnus Maximus*) landed at *Rutupiae* and undertook to restore the situation, routing raiding bands laden with plunder, offering an amnesty to deserters, executing mutineers, reorganizing the military establishment, eventually ridding the Roman provinces of all invaders, and probably mounting some punitive expeditions against their homelands.

74. Adventus Saxonum



Tips. This Pivotal Event may only be trumped by the Scotti Pivotal Event and can trump the Pivotal Events of both Briton Factions. When played, the Saxons must execute the Event, which allows them to select up to 3 Regions (not Cities) where they remove the *Foederati* markers (both red and blue) from any Saxon (not Scotti) *Foederati* Warbands or Settlements there, gaining immediate ownership of these pieces (often immediately adding Saxon Control). In every such Region, 1 Prosperity is removed (not Plundered), and the Saxons must undertake a Battle Command (including Plundering) accompanied by the Shield Wall Feat against any remaining Britons there.

Background. *The earliest historical mention of the Adventus Saxonum* (“The arrival—or the assertion—of the Saxons”) appears in the pamphlet *De Excidio et Conquestu Britanniae* written by the British monk *Gildas* in the 6th century AD: according to *Gildas*, *Vortigern’s Saxon foederati*, demanding ever more payments, eventually broke their treaty and spread fire and destruction to “the other side of the island”, before the Britons led by *Ambrosius Aurelianus* managed to check their onslaught, initiating a protracted war which eventually ended with the great Briton victory at *Badon Hill*. *Gildas’s* narrative is used and expanded by the English historian *Bede* in his *Historia ecclesiastica gentis Anglorum*, who specifies that the “Saxons” included *Angles* and *Jutes* along with actual Saxons. As always, the chronology is difficult, but the rising is usually assigned to the years 440-450 AD. This strong historical tradition supports the notion that the Anglo-Saxon takeover of Britain was kick-started not by invasion but through the rebellion of a large body of mercenary troops. To reinforce this, archaeological remains of Anglo-Saxon burials holding late Roman military equipment have been found in such various locations as the middle Thames valley, southeastern Yorkshire and Hampshire near Romano-Briton settlements, and dated from the first half of the 4th century, i.e., consistently with a pattern of settlement of *foederati* prior to the *Adventus*.

Background. *The earliest historical mention of the Adventus Saxonum* (“The arrival—or the assertion—of the Saxons”) appears in the pamphlet *De Excidio et Conquestu Britanniae* written by the British monk *Gildas* in the 6th century AD: according to *Gildas*, *Vortigern’s Saxon foederati*, demanding ever more payments, eventually broke their treaty and spread fire and destruction to “the other side of the island”, before the Britons led by *Ambrosius Aurelianus* managed to check their onslaught, initiating a protracted war which eventually ended with the great Briton victory at *Badon Hill*. *Gildas’s* narrative is used and expanded by the English historian *Bede* in his *Historia ecclesiastica gentis Anglorum*, who specifies that the “Saxons” included *Angles* and *Jutes* along with actual Saxons. As always, the chronology is difficult, but the rising is usually assigned to the years 440-450 AD. This strong historical tradition supports the notion that the Anglo-Saxon takeover of Britain was kick-started not by invasion but through the rebellion of a large body of mercenary troops. To reinforce this, archaeological remains of Anglo-Saxon burials holding late Roman military equipment have been found in such various locations as the middle Thames valley, southeastern Yorkshire and Hampshire near Romano-Briton settlements, and dated from the first half of the 4th century, i.e., consistently with a pattern of settlement of *foederati* prior to the *Adventus*.

75. Coel Hen



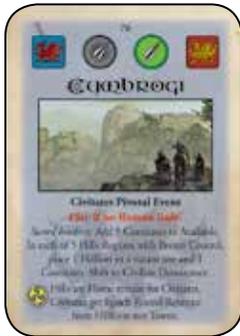
Tips. This Pivotal Event may be trumped by either Barbarian Pivotal Event and can only trump the *Civitates* Pivotal Event. When played, the Dux must execute the Event, which forces the Imperium to Fragmentation (and divides Prestige by 4) if Imperium wasn’t already at Fragmentation, adds 10 (red) Dux Resources and moves any Cavalry in excess of 5 in the Out-of-Play box from there into the Casualties box (whence they will be returned to the Available box at the next Upkeep Phase, since all

Casualties return to Available under Fragmentation, 6.8.5).

Background. *Coel Hen* (“*Coel the Old*”, possibly the “*Old King Cole*” of the English nursery rhyme), also known as *Coel Godebog* (“*Coel the Protector*”), is another semi-legendary figure, prominent in medieval Welsh literature and legend. He was considered a major leader in Roman or sub-Roman Britain and the progenitor of several kingly lines in the *Hen Ogledd* (“*The Old North*”), including *Urien of Rheged*, *Peredur*, and *Chydno of Eiddyn* (Edinburgh). Later legends made him the grandfather of *Emperor Constantine the Great* (through his daughter), or the father-in-law of *Cunedda*, founder of the kingdom of *Gwynedd* in Wales. The 12th century historian *Geoffrey of Monmouth* lists him as a king of the Britons, who rebelled against the previous king, then agreed to pay tribute to Rome. Whatever the truth of the matter, *Coel* must obviously have held considerable power and prestige over a large area for so many royal lines to claim descent from him centuries later. Historian *John Morris* suggested he may have been the last Roman *Dux Britanniarum*, who turned the region he controlled in northern Britain into a personal demesne that was split between his heirs after his death.

In game terms, the *Dux Faction* before *Fragmentation* represents the imperial legitimacy, whether reporting to Rome (or rather *Ravenna* or *Milan*)—*Roman Rule*—or trying to install a rump *British Empire*—*Autonomy*—while *Fragmentation* represents the island having descended into such factionalism and strife that the old imperial symbols are no longer meaningful, and the dream of Rome dead. While *Fragmentation* may result from the decay of central control or order (via low *Prosperity* and *Prestige*), the *Dux Faction* holds a voluntary lever to precipitate this state, should it despair of ever being able to restore some degree of unity to its advantage. Obviously, being the foremost heir to the Roman military, it holds some strong assets in the struggle to carve the largest kingdom out of the former Roman diocese, but betraying the ideal of Rome would also substantially harm its standing and influence.

76. Cymbrogi



Tips. This Pivotal Event may be trumped by all other Pivotal Events, and cannot trump any of them. When played, the *Civitates* must execute the Event, which immediately transfers 9 *Comitates* units from the *Not Yet in Play* box to their *Available* box, allows them to place a *Hillfort* (only in a vacant *Site*) and 1 *Comitates* (not from the *Not Yet in Play* box) in up to 5 *Hills Regions* with (blue) *Briton Control*, and shifts *Dominance* to *Civilian* (if applicable). Then, for the remainder of the game,

Hills are considered to be *Home terrain* for the *Civitates* (applying to *Militia* and *Comitates*, not blue *Foederati Warbands*), allowing them to attempt to *Evade* or *Ambush* when *Battling* there. Also, count *Hillforts* instead of *Towns* to compute *Civitates* revenue during *Revenue Phases* (*Towns* are still considered for *Dux Revenue* and the *Civitates Trade Command*).

Background. *Cymbrogi* is a Welsh word variously translated as meaning “*companions of the heart*” or “*sword brothers*”, and has come to mean “*fellow countrymen*” among Britons. The Welsh still call themselves *Cymri* and their country *Cymru* after this word, which is also the root for the names of *Cumbria* and *Cumberland* (ancient *Rheged*). The growing use of this term seems to be contemporary with the shift of the center of gravity of Britons from the southeastern and central lowlands, with their Roman cities, to the highlands of western and northern Britain studded with hillforts. What has been sometimes seen as a “*barbarization*” of the Romano-Britons probably reflects both an evolution away from the overexposed cities back to more easily defensible fortresses, a shift from tribal assemblies to more personal bonds of loyalty, as well as the relative increase in influence of the less Romanized tribes at the fringes

of the empire as the Britons progressively lost control of the lowlands (Lloegr, the “*Lost Lands*” in Welsh). Unlike other regions such as *Gaul* and *Spain*, the populations of Roman Britain appear to have elected to sacrifice urban life and many of the features of Roman culture—though the Latin language and many social forms, including Christianity, remained strong among Britons—in order to gird themselves for a struggle to the death with the invading Germans.

Epoch Events

77. Magnus Maximus



Tips. Unless the *Imperium* status is *Fragmentation* (in which case *MAGNUS MAXIMUS* becomes no Event), systematically implement the Event text. If under *Civilian Dominance*, the *Dux Faction* may safely ignore the Event, which has no effect if no *Resources* are spent; under *Military Dominance*, there is no escaping the effects of the Event. The *Dux Faction* has the option (within the limits of the *Resources* available to it) to spend either 0, 9, 12 or 15 *Resources*:

- if 0 *Resources* are spent and *Dominance* is held by the *Military*, the *Bid* is automatically a failure;
- if 0 *Resources* are spent and *Dominance* is held by the *Civilians*, the Event has no effect;
- if 9 *Resources* are spent, the *Dux* must take 3 *Cavalry* units from anywhere on the map, placing 1 in the *Casualties* box, and the other 2 in the *Out-of-Play* box, and the *Bid* is a success on a D6 of 1-3, a failure on 4-6;
- if 12 *Resources* are spent, the *Dux* must take 4 *Cavalry* units from anywhere on the map, placing 1 in the *Casualties* box, and the other 3 in the *Out-of-Play* box, and the *Bid* is a success on a D6 of 1-4, a failure on 5-6;
- if 15 *Resources* are spent, the *Dux* must take 5 *Cavalry* units from anywhere on the map, placing 1 in the *Casualties* box, and the other 4 in the *Out-of-Play* box, and the *Bid* is a success on a D6 of 1-5, a failure on 6;

If the *Bid* is a success, increase *Briton* (blue) *Resources* by 20 and either set the *Imperium* status to *Roman Rule* and *Military Dominance* (if it was not that), or increase *Prestige* by 5 (if it was already that).

If the *Bid* is a failure, reduce *Prestige* by 8 and leave the *Imperium* status unchanged.

Background. *Flavius Magnus Maximus Augustus* (known in Welsh as *Mascen Wledig*) was a nephew of *Count Theodosius the Elder*, and probably served under his uncle during the quelling of the *Barbarian Conspiracy* (Event #73) in 368 AD. After distinguishing himself in Africa and on the Danube, he was assigned as commander of the Roman army in Britain in 380, defeating a major incursion of *Picts* and *Scotti* the following year. Taking advantage of the unpopularity of the Western Emperor, *Gratian*, Maximus was proclaimed emperor by his troops in 383. Taking a large portion of the Roman army in Britain, he crossed over to *Gaul* and defeated *Gratian* near *Paris* (*Gratian* being later killed during his flight in *Lyon*). As Maximus was threatening Italy where *Valentinian II*, *Gratian's* 12-year old half-brother, was Emperor, the Eastern Emperor *Theodosius I*, Maximus's first cousin, intervened and brokered an accord which saw Maximus recognized as *Augustus* in the West (*Britain, Gaul and Spain*).

Ruling from his capital at Augusta Treverorum (Trevs, Trier in Gaul, today in Germany), Maximus proved an able administrator and reformer and a popular emperor. He relied heavily on foederati and violently prosecuted heretics. In 387, he broke the truce with Valentinian II and, invading Italy, forced him to flee Mediolanum (Milan) to find refuge with Theodosius. The following year, Theodosius and Valentinian II's forces counterattacked, defeating Maximus on the Save River in Pannonia with their Hunnic mercenaries, later compelling him to surrender in Aquileia where he was executed. Taking advantage of this civil war, the Franks invaded the Rhine frontier. Maximus's son Flavius Victor was also executed in Trier, but his wife and daughters appear to have been spared.

Macsen Wledig ("Emperor Maximus") holds a prominent role in Welsh and Breton history and legend, having been claimed as an ancestor for several Welsh dynasties, including the ruling families of Powys and Gwent. Brittonic tradition held that he married a high-ranking British woman, and that he resorted to local rulers to administer and defend the island after he stripped Britain of most of its Roman troops for his bid for the purple. Speaking of which, archaeological finds, as well as common sense, indicate that Roman troops remained stationed at British fortresses beyond 383, suggesting either that Maximus did not take all the available troops, or that significant troops returned to Britain (and their families) once he secured his position on the continent. Magnus Maximus is also credited with settling significant numbers of British soldiers in Armorican Gaul (today Brittany) and Gallaecia (Galicia in Spain), two regions which have retained to this day a strong Celtic culture with ties to Britain.

78. Constantine III



Tips. Unless the Imperium status is Fragmentation (in which case CONSTANTINE III becomes no Event), systematically implement the Event text. If under Civilian Dominance, the Dux Faction may safely ignore the Event, which has no effect if no Resources are spent; under Military Dominance, there is no escaping the effects of the Event. The Dux Faction has the option (within the limits of the Resources available to it) to spend either 0, 6, 9, or 12 Resources:

- if 0 Resources are spent and Dominance is held by the Military, the Bid is automatically a failure;
- if 0 Resources are spent and Dominance is held by the Civilians, the Event has no effect;
- if 6 Resources are spent, the Dux must take 2 Cavalry units from anywhere on the map, placing 1 in the Casualties box, and 1 in the Out-of-Play box, and the Bid is a success on a D6 of 1-2, a failure on 3-6;
- if 9 Resources are spent, the Dux must take 3 Cavalry units from anywhere on the map, placing 1 in the Casualties box, and the other 2 in the Out-of-Play box, and the Bid is a success on a D6 of 1-3, a failure on 4-6;
- if 12 Resources are spent, the Dux must take 4 Cavalry units from anywhere on the map, placing 1 in the Casualties box, and the other 3 in the Out-of-Play box, and the Bid is a success on a D6 of 1-4, a failure on 5-6;

If the Bid is a success, increase Briton (blue) Resources by 15 and either set the Imperium status to Roman Rule and Military Dominance (if it was not that), or increase Prestige by 5 (if it was already that).

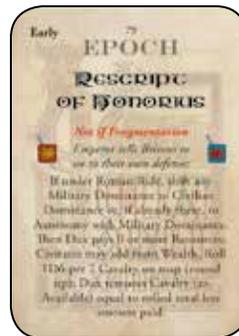
If the Bid is a failure, reduce Prestige by 8 and leave the Imperium status unchanged.

Background. On 31st of December of the year 406 AD, several Barbarian confederations, including the Vandals, Burgundians, Alans and Sueves, crossed the frozen Rhine river near Mogontiacum (Mainz), quickly overrunning the frontier defenses. This major crisis intervened as the Western Empire was in turmoil, with mistrust at an all-time high between Emperor Honorius and Magister Militum Stilicho, Alaric's Visigoth foederati in open revolt in Italy, and Britain in the grip of a series of usurpers.

Faced with the barbarian threat in Gaul, the Roman army in Britain chose in 407 as their leader one Flavius Claudius Constantinus (Constantine III) possibly first and foremost for his prestigious name, as he is alleged to have been a simple soldier. Anyway, he proved a decently capable leader, crossing to Gaul with yet again most of the Roman garrison of Britain, where he defeated Honorius's generals, secured the Rhine frontier, garrisoned the mountain passes to Italy, and made Arelate (Arles) on the Rhone river his capital. He then sent in 408 his eldest son Constans (whom he had taken from the monastery where he had been a monk) along with his British general Gerontius (Geraint?) to Hispania (Spain), where they rooted out the local supporters of Honorius. Meanwhile the Roman army in Italy mutinied, leading to the execution of Stilicho, leaving Honorius hiding behind the impenetrable marshes and walls of Ravenna. As a result, Constantine was able in 409 to gain recognition as Honorius's co-emperor. However, the barbarian tribes were still essentially unchecked in Gaul, and many broke into Hispania. As Constantine was ready to send Constans back there to deal with the crisis, news came that Gerontius had rebelled and proclaimed a rival claimant.

At the same time in 410, Britain, denuded of defenders, was suffering grievously from Saxon raids, prompting the local authorities to expel Constantine's officials, and ending direct Roman rule forever on the island. Faced with catastrophe on all fronts, Constantine gambled everything on an invasion of Italy but failed, while his son Constans was defeated and executed by Gerontius at Vienna (Vienne in Gaul). Trapped in Arelate, Constantine was besieged first by Gerontius then by Honorius's new military commander, Constantius, eventually surrendering and being beheaded in September 411.

79. Rescript of Honorius



Tips. This Event is no Event if the Imperium status is Fragmentation. If it is effective, it really is two Events in one:

First, if the Imperium status is Roman Rule with Military Dominance, shift Dominance to Civilian; if it is Roman Rule with Civilian Dominance, shift to Autonomy with Military Dominance. Under any other Imperium status, this part of the Event has no effect.

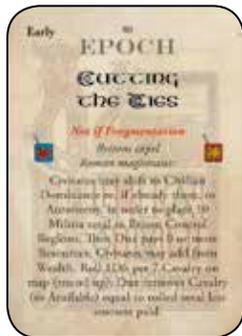
Second, the Dux Faction must try to appease the discontent of its troops through

a monetary donation (*donatio*), by spending as many Resources as it wishes (and can...), possibly complemented by a voluntary Civitates gift from their Wealth (only, not from their Resources). That payment must be committed before rolling the dice to determine the extent of the troops' discontent, so should the payment exceed the number rolled, the extra payment is wasted. Once the *donatio* amount has been paid, the Dux Faction then rolls 1D6 if it has between 1 and 7 Cavalry on the map, 2D6 if it has between 8 and 14, and 3D6 if it has 15 or more. The Dux must then remove from the map to Available (not to Casualties) a number of Cavalry units equal to the total rolled less the *donatio* amount, the player's choice.

Background. The Byzantine historian Zosimus reports that in 410 AD the British civitates made an appeal to the Western Emperor Honorius for help against the attacks of barbarians. This appeal must have come at a most unpropitious moment to Honorius since, at that time, he was holed up in Ravenna, beset

by various usurpers in Gaul, Hispania and the Rhine frontier and by various large barbarian bands rampaging through Gaul and Italy, with Rome itself under siege. As a result, in the text known as the Rescript of Honorius, dated 411 AD, the Emperor instructed imperial officials in Britain that the civitates were “to look to their own defense”. This usually has been interpreted as marking the end of Roman rule in Britain. For instance the German historian Theodor Mommsen wrote in 1885 that “It was not Britain that gave up Rome, but Rome that gave up Britain...”, arguing that the Western Empire had more pressing priorities elsewhere by then. This classical view has been challenged by more recent historians, arguing that the large number of military usurpations in the army in Britain, combined with poor administration, led the Romano-Britons to revolt. Also, the wording of the Rescript does not necessarily imply that Honorius saw this instruction as anything but temporary, intending to send help and restore Roman authority once the situation on the continent had been sorted—something which, for the first time, failed to happen. Assuming there was both a move by the British authorities to expel imperial magistrates, and the Rescript, one may wonder in what sequence they occurred: did the Britons try to cut the ties then, faced with catastrophe, send a desperate appeal to Honorius, only to be rebuffed, or did the refusal of their plea prompt them to take matters into their own hands?

80. Cutting the Ties



Tips. This Event is no Event if the Imperium status is Fragmentation. If it is effective, it really is two Events in one:

First, the Civitates have the option to alter the Imperium status and, in the process, get 10 Militia cost-free to place as they see fit among Briton-Controlled Regions (bear in mind that these new troops will be subject to reduction by a third during the upcoming Upkeep Phase, 6.6.2.) If the Civitates decline to alter the Imperium, they don't

get the Militia. If the Civitates exercise the option, the Imperium is altered as follows:

- if at Roman Rule with Military Dominance, shift it to Roman Rule with Civilian Dominance;
- if at Roman Rule with Civilian Dominance, or Autonomy with Military Dominance, shift it to Autonomy with Civilian Dominance;
- under any other Imperium status, the Imperium status remains unchanged (but the Civitates still get their 10 Militia).

Second, the Dux Faction must try to appease the discontent of its troops through a monetary donation (*donatio*), by spending as many Resources as it wishes (and can...), possibly complemented by a voluntary Civitates gift from their Wealth (only, not from their Resources). That payment must be committed before rolling the dice to determine the extent of the troops' discontent, so should the payment exceed the number rolled, the extra payment is wasted. Once the *donatio* amount has been paid, the Dux Faction then rolls 1D6 if it has between 1 and 7 Cavalry on the map, 2D6 if it has between 8 and 14, and 3D6 if it has 15 or more. The Dux must then remove from the map to Available (not to Casualties) a number of Cavalry units equal to the total rolled less the *donatio* amount, the player's choice.

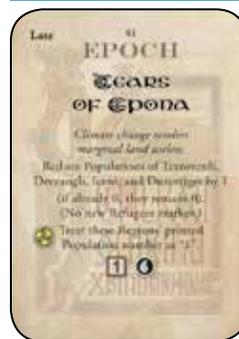
Background. The usurper Constantine III had stripped Britain of troops to counter the invasion of Gaul by the Vandals, Alans, Burgundians and Sueves—and to set himself up as emperor (Event #78). In the two years that followed, the island of Britain suffered particularly devastating Saxon raids, generating renewed discontent with imperial rule as even the emperor bailed in Britain had been sucked into a running civil war in Hispania, Italy and southern Gaul rather than bringing security to Britain. Consequently, local Romano-British



authorities, soon imitated by some of their Gallo-Roman counterparts, expelled Constantine III's magistrates and assumed direct responsibility for their administration and defense.

There is some doubt over the reality of this story: historians have suggested that its main source, the Byzantine historian Zosimus—who was writing about a century after the events—may have been referring instead to a rebellion of Breton Bacaudae (peasant insurgents) in Armorica at that time, or even, positing a copyist error, to some events in Bruttium, at the southern tip of Italy, since the mention occurs in the middle of a discussion of events in southern Italy. However, the essence of Zosimus's account is confirmed by Gildas's narrative. Regardless, the dazzling succession of usurpations in the Roman army in Britain prior to Constantine III's adventure, as well as subsequent events, show that the island's military and, certainly, civilian elites were becoming very restive with central imperial rule so that such a move to cut the ties with Rome would have certainly been supported by many of them.

81. Tears of Epona



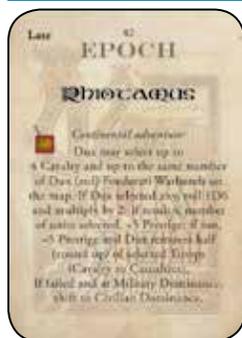
Tips. This Event is always fully implemented. The four Regions impacted (Textoverdi, Deceangli, Iceni and Durotriges) are marked on the map with a black and white tear symbol, and the first column of Prosperity cubes is framed to show that that column can no longer receive new Prosperity cubes after this Event. Note that the Civitates receive no Refugees marker from this Event's Population reductions. For the remainder of the game, these four Regions are considered to have a printed Population

of 1, meaning that no Feat or Event may ever increase their Population above 2 (1.3.6).

Background. Weather and archaeological data show that northern Europe experienced a significant climate change during the years 400-600 AD, with lower mean temperatures, lower agricultural yields, more extended bogs, and higher water levels in fens and rivers. This change is believed to have played a significant role in the great upheavals and migrations of populations from Germanic and Slavic areas toward the more advanced regions within the Roman Empire, but it also harmed some imperial regions, including Britain where marginal lands were abandoned during the period.

Epona was a widely popular Celtic goddess, particularly associated with horses, but more generally a goddess of fertility. The naming of this Event for her tears are pure poetic license by the designer.

82. Rhiotamus



Tips. This Event may occur under any Imperium status, but there is no penalty if it is not exercised. The Dux Faction may—cost-free—select up to 4 Cavalry units on the map, as well as a number of red Foederati up to the number of Cavalry selected. If at least 1 unit was selected, the Dux rolls 1D6 and multiplies the number rolled by 2:

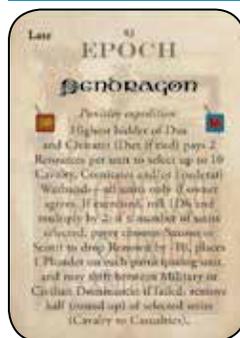
- if the result is equal or less than the total number of units selected, increase Prestige by 5, and leave all selected units on the map;
- if the result is more than the total number of units selected, reduce Prestige by 5, remove half (round up) of the selected units from the map (Dux choice, Cavalry to Casualties), and (only if under Military Dominance) shift to Civilian Dominance.

Background. Circa 470 AD, a “king of the Britons” by the name of Rhiotamus (or Rhiotimus, Brittonic: “Highest King”) supported the Romans against the Visigoths of King Euric by bringing a large army—12,000 men—up the Loire river in Gaul into the territory of the Bituriges (near modern Bourges) where he was supposed to link with the forces of Arvandus, Praetorian Prefect of Gaul, and of the Emperor Anthemius himself. However, Arvandus was actually conspiring with Euric and failed to support Rhiotamus, who was intercepted and crushed by vastly superior Visigothic numbers before Anthemius could arrive. Rhiotamus and what was left of his army had to flee to the safety of the land of the Burgundians, who were Roman allies, whence he presumably made his way back home, while Emperor Anthemius was assassinated by his Gothic general Ricimer within a year of the disaster.

The historicity of Rhiotamus is attested by the 6th century historian Jordanes in his *Getica*, and by the correspondence of the Gallo-Roman bishop of Augustonemetum (Clermont), Sidonius Apollinaris. However, it is not clear whether Jordanes’s “Britons” were coming from Britain or from Armorica, which was at the time already settled by British military colonists. Regardless, it appears unlikely that Armorica alone could have supplied an army of 12,000 men at that time, which suggests that Rhiotamus came from Britain. In all likelihood, much of his army would have been foederati. Several scholars have linked Arthur and Rhiotamus, pointing to the tradition (first recorded by Geoffrey of Monmouth) of Arthur having campaigned across the Channel, or even to the city of Avallon in Burgundy that lies relatively close to the location of Rhiotamus’s fateful battle against Euric’s Visigoths. It should be noted that, as for many Celtic rulers, the name “Rhiotamus” could well have actually been a title, hiding the true name of this leader to later audiences.



83. Pendragon



Tips. This Event may occur under any Imperium status, but there is no penalty if it is not exercised. The Dux Faction and the Civitates Faction must declare whether they are interested in executing the Event. If both are interested, the Faction that commits to risk the largest number of its own units (and is able to pay the associated costs—see below—to do so) on the Event gets to execute it (if tied, the Dux Faction gets to execute it). If both Factions decline, the Event is discarded with no effect.

The executing Faction pays 2 Resources per unit to select a number of Cavalry units, Comitatus, and/or Foederati Warbands on the map totalling no more than 10 units; the Dux may select units belonging to the Civitates, and vice versa, but only with the explicit agreement of the owner.

If at least 1 unit was selected, the executing Faction rolls 1D6 and multiplies the number rolled by 2:

- if the result is equal or less than the total number of units selected, the executing Faction chooses either the Saxons or Scotti Faction to lose 10 Renown, places 1 Plunder on each selected unit not already carrying Plunder (leaving all units on the map), and may shift between Military and Civilian Dominance as desired;
- if the result is more than the total number of units selected, remove half (round up) of the selected units from the map (executing Faction’s choice, Cavalry to Casualties).

Background. Throughout the history of the Empire, punitive expeditions into enemy territory to humble and cow adversaries have been a staple of Roman foreign policy. In Britain, during the period covered by the game, such operations, especially against the Picts of northern Britain, are mentioned as part of every major leader’s operations, from Count Theodosius the Elder quashing the Great Barbarian Conspiracy, to Magnus Maximus (before his usurpation) and Stilicho. Various period sources, including a letter from Saint Patrick to a British leader named Coroticus, allude to Britons raiding into Ireland. Edwin Pace suggests that these actions were part of a coordinated policy led by a strong post-Roman British military authority (who he considers could have been the elusive Arthur) emulating traditional Roman punitive expeditions against the bases and homelands of barbarians threatening the island. Pace reasons that such an ambitious policy would have required a capable naval component, meaning Saxon foederati ships and sailors, presumably the same forces providing the sea defenses of Britain’s west coast that he identified (Event #67 DOGS AND WOLVES).

Naturally, it would take a very powerful military commander, one able to command the support of strong forces, to launch such an expedition. Conversely, the very act of mounting such a daring action against Britain’s enemies would in itself be a powerful claim to military pre-eminence among the Britons, i.e., to the position of Pendragon (or Pen Draig, Welsh “Head Dragon”), named after the dracones, the battle standards of the late Roman army, which remained in use for several centuries in Britain. This title, used as late as the 12th century by King Rhodri ab Owain of Gwynedd, was mistaken by later medieval writers as a family name, in turn making Ambrosius Aurelianus, Uther and Arthur all related by blood—as they all bore that title. Military title or family name, “Pendragon” howls proudly in the wind like the battle standards of the last Romans, striking terror into the hearts of enemies!

DESIGNER NOTES

By Marc Gouyon-Rety

“For the fire of righteous vengeance, caused by former crimes, blazed from sea to sea, heaped up by the eastern band of impious men; and as it devastated all the neighboring cities and lands, did not cease after it had been kindled, until it burnt nearly the whole surface of the island, and licked the western ocean with its red and savage tongue. [...]”

Gildas (*De Excidio Britanniae*, Part 1.24)

Volko and I wondered a bit about including specific “Designer—or Developer—Notes” in this booklet, because we feel that most of it, starting with the Chronicles and the Event Notes, is, really, just extensive notes already. Still, I wanted to address my most heartfelt thanks to all those people who have made it possible for you to be holding today this released game in your hands, reading these notes and, hopefully, enjoying the game.

And this must begin with you all, the community of gamers and historic simulations aficionados, who have been providing simply incredible support to *Pendragon* ever since it was first announced, propelling it through the P500 threshold in just under 25 hours, and pushing it on to collect more than 2,000 pre-orders during the following year! Never in my wildest dreams would I have dared hope for such a warm welcome, and these huge expectations just piled on the shoulders of the rookie game designer that I am, reinforcing my determination to deliver the best possible game to the public. It is thus with quite some trepidation that I am writing these lines, as I realize you, reader, will be holding the released product when you come to read them...

While it has been my overarching goal and hope that you will find the game interesting, fun and maybe even enlightening, I already know for a fact that it is visually stunning as I have been reviewing the proofs of final art these past few days and weeks. Not that I was worried, because GMT Games is justly famous for its superlative quality, but I must say that it is an incredible feeling to see one’s own vision come to full bloom through the talented hands of Rodger B. MacGowan, Charlie Kibler, Chechu Nieto and Mark Simonitch, tremendous professionals and great persons every single one of them. I also want to address my heartfelt thanks to Kurt Miller who suffered patiently through my endless requests and comments to deliver a whole new set of art to bring to life Dark Ages Britain and the people who lived through them.

None of this would have been possible without the great team at GMT Games, first and foremost Gene Billingsley, Tony Curtis, Andy Lewis as well as Rodger and Mark who have contributed directly to the creation of the game. As a long-time player and fan of GMT Games (starting with *SPQR* 1st Ed. in 1992...), I want to thank them not only for giving me the opportunity to get *Pendragon* published, but more generally for their tremendous contribution to the hobby, as the number of boxes with their red and white logo on my shelves can attest!

Just as important have been the early supporters in the wargaming community such as Mike Bertucelli and John Wootress who, by their words of encouragement, their smart advice as well as their good words to the right people, were essential to getting this thing off my

drawing board. The friendship and involved exchanges of design concepts with fellow *COIN* designers Harold Buchanan and Ken Tee remain treasured memories of mine and their impact can be found in the design of the game. A key contributor in the early stages of the development was Ralph Shelton, who helped tremendously in balancing the four factions and put together the first Vassal module for testing. His good work was later reprised and completed by Art Bennett, allowing us to complete playtesting and, along with Paul Dobbins, to offer on BGG a lively After Action Report of a very interesting game involving also Volko and myself. Which leads me to thanking all the playtesters across the world, from my dear friends of the Stack Académie here in Montreal to Europe and even Australia, who provided us invaluable feedback and suggestions, and sometimes even surprised us with incredible contributions in social media while, hopefully having some fun along the way! Later in the development process, our (northern) European connection, Örjan Ariander and VPJ Arponen, have become contributors, applying their razor-sharp minds and keen mastery of the *COIN* system to reviewing thoroughly the game material, then helping develop the outstanding non-players systems.

Of course, nobody has had a greater contribution to this game than Volko Ruhnke. Not only do we owe him the marvellous game engine that is *COIN*, but his enthusiasm and support from these very first conversations during the summer of 2014 onward have never wavered. The experience of working with him on the game, even before he offered to be the game developer, has been fantastic, and both a constant pleasure and learning experience. Volko is a master of maieutics, Socrates’s art of “birthing ideas”: Volko hardly ever tells you to change or add something, he asks you questions so that you yourself evaluate whether a particular aspect conforms to your vision of the game, and leads you to find the solutions yourself. I am forever in his debt not only for having given me his trust and made *Pendragon* possible, but also for pushing me to make it vastly better than I could ever have hoped to achieve on my own.

Finally, I want to thank my family, starting with my beloved wife Cécile, and children Ariane and Riwal, who have put up with the long hours of work on the computer and in my war room, the ill-timed Skype calls, and the absences on gaming nights and conventions. Without their constant support, this game could never have come to life.

In conclusion, I wish to dedicate this game to my Dumnonian and Pictish ancestors for whom these arduous times were not a matter of study and gaming as these are for us, but the very fabric and drama of their lives. I hope that the game will both do justice to their struggles and achievements, and, maybe, further a broader understanding of the trying circumstances through which they lived and suffered. For many of you and for my children, the latest heirs to the proud culture of Celtic Britain.

Non-Player Design Notes

By VPJ Arponen, Volko Rubnke and Marc Gouyon-Rety

At the time of writing this, the *COIN Series* has already grown eight volumes strong, and alongside the games themselves also the solitaire system continues to evolve. Here we want to give a brief account of some of the novelties introduced in this volume.

When Marc and Volko were planning the development work on the game, Volko right away mentioned that the solitaire “bots” would be a unique challenge to develop. When Marc asked why, Volko said that no *COIN* game to date offered so much latitude to the various factions to what they can do, from the supposedly cooperating Britons who can make hot war on each other from the get go, to the Barbarians who start with a blank sheet in the early scenarios, to the more detailed tactical decisions in individual Raids, Battles, and Assaults. But he reckoned the biggest challenge would be to handle properly the mutations of the very game system as the Imperium status changes, and actually how to make the bots drive the changes of the Imperium efficiently.

From the solitaire design perspective, it is a special challenge to vouch for the Non-player competence. Fortunately, unlike what *COIN* solitaire neophytes might think, the key is not so much to have bots emulate top-level players, but simply to play competently, and especially to avoid having them give the game to the human player(s) and to ensure that they present a tough challenge for them. For this purpose, the Non-player bots have traditionally been allowed the rules exception to execute a full Command and Feat (in earlier volumes, “Op and Special Activity”) regardless of their position in the sequence of play. This time around, this exception, together with some aspects of the base game design, appeared to grant to the Barbarian factions in particular an unreasonable advantage. That is, the rules exception sees the Barbarian non-players being repeatedly able to Raid multiple locations during their actions, while the player controlled Barbarian faction would be likely to be forced to conduct more Limited Command Raids in the same span of time. Play testing however showed that a skillful and occasionally lucky player will be able to contain these onslaughts. Nonetheless, in order to offer a learning curve with various solitaire play difficulty, *Pendragon* offers options that impose on the non-players some or all of the constraints imposed on players regarding the effects of the Eligibility track. For more details, see 8.9 on the Non-player difficulty options.

The detailed and involved Battle mechanic in *Pendragon* complicates the decisions as to where, when, and how to go to war. For players and non-players alike, there is therefore an occasional need to look ahead and, as it were, virtually go through the Battle procedure in order to gauge whether a desired outcome is likely to come about. Such looking ahead is something that an accessible solitaire design ought to minimize. Therefore, to facilitate smoother play, the Non-players make use of external tables and charts such as the Non-Player Battle Tactics table. These tables enable the player to look up the likely results of the Battles in particular locations without the need to process entire Battles themselves. For more information on these tables and charts, see 8.4.2. Note that these tables can be very handy for human players too, especially while learning the game.

Pendragon is the third game in the *COIN Series* to use a new format for the Non-player decision flowcharts. VPJ Arponen pioneered this format in his Non-player variant for *COIN* Volume III, *A Distant Plain* (published in *C3i* magazine #30), and provided it to us also in *COIN Series* Volume VII, *Colonial Twilight*.

The purpose of the new format is to ease the interpretative and processing burden that implementing the Non-players places upon the player, by being more explicit about the logical structure of the Non-player priorities and the order in which they must be resolved. In the new format, black and white circled numbers and letters replace the previous plain text and bullets. These numbers and letters provide explicitly the order in which the priorities are executed and distinguish sequential priorities from the tie-breaker priorities that operate within them. See 8.1.4 “Reading the Flowcharts” as well as the Playbook’s examples of play for more detailed instructions regarding this new format for the flowcharts.

Finally, in light of the various states of Imperium that the Factions must consider, the presence of pivotal Events, and the wide variety of tactical situations that influence the wisdom of choices regarding playing Events, solitaire *Pendragon* requires more differentiation of Non-player Event play than any volume before. In addition to the use of gray symbols on the cards similar to those in *Falling Sky* (*COIN Series*, Volume VI), *Pendragon* provides a foldout listing of the entire card deck showing those symbols for Non-player Event priority and special instructions for Non-player Event execution. We found in testing that this new format for listing Event considerations—like the new flowchart format—further eased Non-player implementation.

The form of the *Pendragon* Non-players that you now hold, then, is the product of design evolution over multiple volumes and of an intense collaboration among Volko, VPJ, Örjan Ariander, and Marc. All of us involved in the development of the Non-player bots for *Pendragon* have tremendously enjoyed the experience, and we hope solitaire and short-handed players will now share in our pleasure.

Enjoy the game, in any format!



"I will, therefore, if God be willing, endeavor to say a few words about the situation of Britain, her disobedience and subjection, her rebellion, second subjection and dreadful slavery – of her religion, persecution, holy martyrs, heresies of different kinds – of her tyrants, her two hostile and ravaging nations – of her first devastation, her defense, her second devastation, and second taking vengeance – of her third devastation, of her famine, and the letters to Aetius – of her victory and her crimes – of the sudden rumor of enemies – of her famous pestilence – of her counsels – of her last enemy, far more cruel than the first – of the subversion of her cities, and of the remnant that escaped; and finally, of the peace which, by the will of God, has been granted her in these our times"

Gildas (De Excidio Britanniae, Part 1.2)

SOURCES

- Alcock, Leslie, Arthur's Britain – *History and Archaeology AD 367-634* (1971, 1989)
- Aneirin, *Y Gododdin* (c. 600)
- Anglim, Simon, Jestice, Phyllis G., Rice, Rob S., Rusch, Scott M., & Serrati, John, *Fighting Techniques of the Ancient World 3000 BC – AD 500, Equipment, Combat Skills and Tactics* (2002)
- Ashe, Geoffrey, *Kings and Queens of Early Britain* (1982)
- Berresford Ellis, Peter, *Celt and Saxon – The struggle for Britain AD 410-937* (1993)
- Bührer-Thierry, Geneviève & Mériaux, Charles, *481 – 888 La France avant la France* (2010)
- Campbell, James (ed.), *The Anglo-Saxons* (1994)
- Chédeville, André & Guillotel, Hubert, *La Bretagne des saints et des rois Vème – Xème siècle* (1984)
- Cunliffe, Barry, Bartlett, Robert, Morrill, John, Briggs, Asa, & Bourke, Joanna (ed.), *The Penguin Atlas of British & Irish History – From earliest times to the present day* (2001)
- Dark, Ken, *Civitas to Kingdom – British Political Continuity 300-800* (1994)
- Dark, Ken, *Britain and the End of the Roman Empire* (2000)
- Davies, John, *A history of Wales* (1990)
- De Jaeghere, Michel, *Les derniers jours – La fin de l'empire romain d'Occident* (2015)
- Fraser, James, *From Caledonia to Pictland – Scotland to 795* (2009)
- Galliou, Patrick, *La Bretagne d'Arthur – Bretons et Saxons des siècles obscurs* (2011)
- Geoffrey of Monmouth, *The History of the Kings of Britain* (1138)
- Gibbon, Edward, *The History of the Decline and Fall of the Roman Empire* (1788)
- Gidlow, Christopher, *The Reign of Arthur – From history to legend* (2004)
- Gildas the Wise, *De Excidio et Conquestu Britanniae* (c. 510)
- Goldsworthy, Adrian, *The Fall of the West – The Death of the Roman Superpower* (2009)
- Goodrich, Norma Lorre, *King Arthur* (1986)
- Gourdin, Henri, *Genséric, soleil barbare* (1999)
- Harrison, Mark & Embleton, Gerry, *Anglo-Saxon Thegn 449-1066 AD* (Osprey Warrior 5, 1993)
- Heather, Peter, *The Fall of the Roman Empire – A New History* (2005)
- Heather, Peter, *Empires and Barbarians – Migration, Development and the Birth of Europe* (2009)
- Hindley, Geoffrey, *A brief history of the Anglo-Saxons – The beginnings of the English nation* (2006)
- Innes, Matthew, *Introduction to Early Medieval Western Europe, 300-900 – The Sword, the Plough and the Book* (2007)
- Jouët, Philippe & Delorme, Kilian, *Atlas Historique des Pays et Terroirs de Bretagne* (2007)
- Konstam, Angus & Bull, Peter, *The forts of Celtic Britain* (Osprey Fortress 50, 2006)
- Konstam, Angus & Dennis, Peter, *British forts in the Age of Arthur* (Osprey Fortress 80, 2008)
- Konstam, Angus & Dennis, Peter, *Strongholds of the Picts – The fortifications of Dark Age Scotland* (Osprey Fortress 92, 2010)
- Kerboul, Christian, *Les royaumes brittoniques au Très Haut Moyen Age* (1997)
- Laycock, Stuart, *Britannia, the failed state – Tribal conflicts and the End of Roman Britain* (2008)
- Laycock, Stuart, *Warlords – The Struggle for power in Post-Roman Britain* (2009)
- Lot, Ferdinand, *La fin du monde antique et le début du moyen âge* (1927)
- Marren, Peter, *Battles of the Dark Ages* (2006)

- Maund, Kari, *The Welsh Kings – The Medieval Rulers of Wales* (2000)
- McBride, Angus & Newark, Tim, *Ancient Celts* (1997)
- McBride, Angus & Windrow, Martin, *Imperial Rome at War* (1996)
- McBride, Angus & Windrow, Martin, *Warriors & Warlords: The art of Angus McBride* (2002)
- McDowall, Simon & Dennis, Peter, *Catalaunian Fields AD 451 – Rome's last great battle* (Osprey Campaign 286, 2015)
- Meuleau, Maurice, *Les Celtes en Europe* (2007)
- Moffat, Alistair, *Arthur & the Lost Kingdoms* (1999)
- Morris, John, *The Age of Arthur – A history of the British Isles from 350 to 650* (1993)
- Nennius, *Historia Brittonum* (c. 830)
- Nicolle, David & McBride, Angus, *Arthur and the Anglo-Saxon wars* (Osprey Men-at-arms 154, 1984)
- Nicolle, David, *Medieval Warfare Sourcebook: Warfare in Western Christendom* (1995)
- Pace, Edwin, *Arthur and the Fall of Roman Britain – A narrative history for fifth century Britain* (2008)
- Petit, Paul, *Histoire générale de l'Empire romain, t.3 Le Bas-Empire* (284-395) (1974)
- Pryor, Francis, *Britain AD – A Quest for Arthur, England and the Anglo-Saxons* (2004)
- Rudgley, Richard, *Barbarians – Secrets of the Dark Ages* (2002)
- Shepherd, Deborah, *Daily life in Arthurian Britain* (2013)
- Sellier, Jean & André, *Atlas des peuples d'Europe Occidentale* (1995)
- Snyder, Christopher, *The Britons* (2003)
- Wagner, Paul & Reynolds, Wayne, *Pictish Warrior AD 297-841* (Osprey Warrior 50, 2002)
- Ward-Perkins, Bryan, *The Fall of Rome and the End of Civilization* (2005)
- Wickham, Chris, *Framing the Early Middle Ages – Europe and the Mediterranean, 400-800* (2005)
- Wood, Michael, *In search of the Dark Ages* (2001)



“At that time the English increased their numbers and grew in Britain. [...] Arthur fought against them in those days, together with the kings of the Britons; but he was their leader in battle.

The first battle was at the mouth of the river called Glein. The second, the third, the fourth, and the fifth were on another river, called the Dubglas, which is in the country of Lindsey. The sixth battle was on the river called Bassas. The seventh battle was in Celyddon Forest, that is, the Battle of Celyddon Coed. The eighth battle was in Guinnion fort, and in it Arthur carried the image of the holy Mary, the everlasting Virgin, on his shield and the heathen were put to flight on that day, and there was a great slaughter upon them, through the power of Our Lord Jesus Christ and the power of the holy Virgin Mary, his mother. The ninth battle was fought in the city of the Legion. The tenth battle was fought on the bank of the river called Tryfrwyd. The eleventh battle was on the hill called Agned. The twelfth battle was on Badon Hill and in it nine hundred and sixty men fell in one day, from a single charge of Arthur's, and no one laid them low save he alone; and he was victorious in all his campaigns.”

Nennius (*Historia Brittonum*, 56)

RECOMMENDED FICTION READING

- Anderson, Poul & Karen, *The King of Ys* (*Roma Mater, Gallicenae, Dabut, The Dog and the Wolf*)
- Cornwell, Bernard, *The Warlord Chronicles* (*The Winter King, Excalibur, Enemy of God*)
- Duggan, Alfred, *The Little Emperors – Britain and the collapse of the Roman Empire*



GAZECCER

“The island of Britain, situated on almost the utmost border of the earth, towards the south and west, and poised in the divine balance, as it is said, which supports the whole world, stretches out from the south-west towards the north pole, and is eight hundred miles long and two hundred broad, except where the headlands of sundry promontories stretch farther into the sea. It is surrounded by the ocean, which forms winding bays, and is strongly defended by this ample, and, if I may so call it, impassable barrier, save on the south side, where the narrow sea affords a passage to Belgic Gaul.”
 Gildas (De Excidio Britanniae, Part 13)

Name	Grid	Type	Bordering / Within
Alclud	A-1	Hillfort Site	Novantae
Anderida	E-3	Hillfort Site	Regni
Aquae Sulis	D-2	Town Site	Durotriges
Atrebatas	D-2	Clear Region	Dobunni, Catuvellauni, Londinium (Road), Cantiaci, Regni, Durotriges (Road), Oceanus Britannicus
Barwick	C-2	Hillfort Site	Brigantes
Branodunum	C-3	Hillfort Site	Iceni
Brigantes	C-2	Hills Region	Carvetii, Textoverdi, Eboracum, Parisi, Corieltauvi, Cornovii, Deceangli
Caledonia	A-2	Off-Map Area	Novantae, Votadini
Calleva Atrebatum	D-2	Town Site	Atrebatas
Camulodunum	D-3	Town Site	Trinovantes
Cantiaci	D-3	Fens Region	Londinium (Road), Regni, Atrebatas, Oceanus Germanicus, Oceanus Britannicus
Carvetii	B-2	Hills Region	Novantae, Votadini, Textoverdi (Road), Brigantes, Deceangli, Oceanus Hibernicus
Cataractonium	B-2	Town Site	Textoverdi
Catuvellauni	D-3	Clear Region	Corieltauvi (Road), Iceni, Trinovantes, Londinium (Road), Atrebatas, Dobunni (Road)
Corieltauvi	C-3	Fens Region	Parisi (Road), Iceni, Catuvellauni (Road), Dobunni (Road), Cornovii, Brigantes, Oceanus Germanicus
Corinium	D-2	Town Site	Dobunni
Cornovii	C-2	Clear Region	Deceangli (Road), Brigantes, Corieltauvi, Dobunni (Road), Silures, Demetae, Ordovices

Name	Grid	Type	Bordering / Within	Name	Grid	Type	Bordering / Within
Deceangli	C-2	Clear Region	Carvetii, Brigantes, Cornovii (Road), Ordovices, Oceanus Hibernicus	Oceanus Britannicus		Sea	Cantiaci, Regni, Atrebates, Durotriges, Dumnonii
Demetae	D-1	Hills Region	Ordovices, Cornovii, Silures, Oceanus Hibernicus	Oceanus Germanicus		Sea	Parisi, Corieltauvi, Iceni, Trinovantes, Londinium, Cantiaci
Derventio	B-3	Hillfort Site	<i>Parisi</i>	Oceanus Hibernicus		Sea	Novantae, Carvetii, Deceangli, Ordovices, Demetae, Silures, Durotriges, Dumnonii
Deva	C-2	Town Site	<i>Deceangli</i>	Oceanus Septentrionalis		Sea	Votadini, Textoverdi, Parisi
Dinas Emrys	C-1	Hillfort Site	<i>Ordovices</i>	Old Oswestry	C-2	Hillfort Site	<i>Cornovii</i>
Dinas Powys	D-1	Hillfort Site	<i>Silures</i>	Ordovices	C-1	Hills Region	Deceangli, Cornovii, Demetae, Oceanus Hibernicus
Dinorben	C-2	Hillfort Site	<i>Deceangli</i>	Parisi	C-3	Clear Region	Textoverdi, Eboracum (Road), Corieltauvi (Road), Brigantes, Oceanus Septentrionalis, Oceanus Germanicus
Dobunni	D-2	Clear Region	Silures (Road), Cornovii (Road), Corieltauvi (Road), Catuvellauni (Road), Atrebates, Durotriges (Road)	Petuaria	C-3	Hillfort Site	<i>Parisi</i>
Dumnonii	E-1	Hills Region	Durotriges, Oceanus Hibernicus, Oceanus Britannicus	Pons Aelius	B-2	Hillfort Site	<i>Textoverdi</i>
Durocobravis	D-2	Town Site	<i>Catuvellauni</i>	Ratae	C-2	Town Site	<i>Corieltauvi</i>
Durotriges	E-2	Clear Region	Dobunni (Road), Atrebates (Road), Dumnonii, Oceanus Britannicus, Oceanus Hibernicus	Regni	E-3	Clear Region	Atrebates, Cantiaci, Oceanus Britannicus
Durovernum	E-3	Town Site	<i>Cantiaci</i>	Rutupiae	D-3	Hillfort Site	<i>Cantiaci</i>
Eboracum	C-2	City	Textoverdi (Road), Parisi (Road), Brigantes	Segontium	C-1	Hillfort Site	<i>Ordovices</i>
Gateholm	D-1	Hillfort Site	<i>Demetae</i>	Silures	D-2	Hills Region	Demetae, Cornovii, Dobunni (Road), Oceanus Hibernicus
Glevum	D-2	Town Site	<i>Dobunni</i>	South Cadbury	E-2	Hillfort Site	<i>Durotriges</i>
Iceni	D-3	Fens Region	Corieltauvi, Trinovantes, Catuvellauni, Oceanus Germanicus	Textoverdi	B-2	Hills Region	Carvetii (Road), Votadini, Parisi, Eboracum (Road), Brigantes, Oceanus Septentrionalis
Isca Dumnoniorum	E-1	Town Site	<i>Dumnonii</i>	Tintagel	E-1	Hillfort Site	<i>Dumnonii</i>
Isca Silurum	D-2	Town Site	<i>Silures</i>	Traprain Law	A-2	Hillfort Site	<i>Votadini</i>
Lindum	C-3	Town Site	<i>Corieltauvi</i>	Trinovantes	D-3	Fens Region	Iceni, Londinium (Road), Catuvellauni, Oceanus Germanicus
Londinium	D-3	City	Catuvellauni (Road), Trinovantes (Road), Cantiaci (Road), Atrebates (Road), Oceanus Germanicus	Uxellodunum	B-2	Hillfort Site	<i>Carvetii</i>
Luguvallium	B-2	Town Site	<i>Carvetii</i>	Venta Belgarum	E-2	Town Site	<i>Atrebates</i>
Mam Tor	C-2	Hillfort Site	<i>Brigantes</i>	Venta Icenorum	D-3	Hillfort Site	<i>Iceni</i>
Moridunum	D-1	Hillfort Site	<i>Demetae</i>	Verulamium	D-3	Town Site	<i>Catuvellauni</i>
Mote of Mark	B-1	Hillfort Site	<i>Novantae</i>	Viroconium	D-2	Town Site	<i>Cornovii</i>
Novantae	B-1	Hills Region	Caledonia, Votadini, Carvetii, Oceanus Hibernicus	Votadini	B-2	Hills Region	Caledonia, Novantae, Carvetii, Textoverdi, Oceanus Septentrionalis
Noviomagus	E-2	Town Site	<i>Regni</i>	Walton Castle	D-3	Hillfort Site	<i>Trinovantes</i>
				Yeavinger	B-2	Hillfort Site	<i>Votadini</i>

PRONUNCIATION GUIDE

Latin

Pronunciation of letters in Latin is very regular, with constant values for vowels, similar to what is found in modern Italian or Spanish:

- “a” is always as in “ah” or “black”
- “e” is always as in “hay”
- “i” is always as “ee” as in “week”
- “o” is always as in “no”
- “u” is always as “oo” as in “pool”
- “c” is always hard “k” as in “call”
- “g” is always hard as is “good”
- “s” always hard as in “sat”
- “v” was not really a separate letter from “u”, so rather like “w” as is “we” or “woo”
- “x” is always “ks” as in “tax”

Hence:

Dux	Doo-ks
Civitates	Kee-wee-tah-tess
Scotti	Scot-tee
Imperium	Him-pay-ree-oom
Annona	Ann-on-ah
Comitates	Come-it-at-ess
Foederati	Fed-err-at-ee
Londinium	Lonn-dee-nee-oo-m
Eboracum	Hay-bo-rack-oom
Cantiaci	Kann-tee-ah-kee
Regni	Ray-g-nee
Atrebates	Ah-trey-bah-tess
Durotriges	Doo-ro-tree-guess
Dumnonii	Doom-no-nee-ee
Trinovantes	Tree-no-vann-tess
Catuvellauni	Cat-oo-well-ah-oo-nee
Iceni	Ee-kay-nee
Dobunni	Doh-boo-nee
Corieltauvi	Koh-ree-ell-tah-oo-wee
Cornovii	Kor-no-wee-ee
Silures	See-loo-ress
Demetae	Day-may-tah-hay
Ordovices	Or-doh-wee-kess
Deceangli	Day-kay-ann-glee
Brigantes	Bree-gann-tess
Parisi	Pah-ree-see
Textoverdi	Tex-toh-ware-dee
Carvetii	Kar-wet-ee-ee
Votadini	Wo-tah-dee-nee
Novantae	No-want-ah-hay
Durovernum	Doo-ro-where-noom
Rutupiae	Roo-too-pee-ah-hay
Anderida	Ann-day-ree-dah
Noviomagus	No-wee-oh-mah-goo-ss
Calleva Atrebatum	Kah-lay-wah Ah-tray-bat-oom

Venta Belgarum	When-tah Belle-gah-room
Aquae Sulis	Ah-koo-ah-hay Soo-lee-ss
Isca Dumnoniorum	Hiss-kah Doom-no-nee-oh-room
Camulodunum	Kah-moo-loh-doo-noom
Verulamium	Where-oo-lah-mee-oom
Durocobrivis	Doo-roh-koh-bree-wee-ss
Corinium	Koh-ree-nee-oom
Glevum	Gley-woo-m
Isca Silurum	Hiss-kah See-loo-room
Moridunum	More-ee-doo-noom
Segontium	Say-gone-tee-oom
Venta Icenorum	When-tah Ee-kay-no-room
Branodunum	Bra-no-doo-noom
Ratae	Rat-ah-hay
Lindum	Lean-doom
Viroconium	Wee-row-cone-ee-oom
Deva	Day-wah
Petuaria	Pay-too-ah-ree-ah
Derwentio	Dare-went-ee-oh
Pons Aelius	Ponn-ss Ah-hay-lee-oo-ss
Cataractonium	Cat-ah-rack-ton-ee-oom
Uxellodunum	Oo-ksay-low-doo-noom
Luguvalium	Loo-goo-wah-lee-oom
Oceanus	Oh-kay-ann-oo-ss
Britannicus	Bree-tan-ee-koo-ss
Germanicus	Gay-r-man-ee-koo-ss
Septentrionalis	Say-p-ten-tree-on-ah-lee-ss
Hibernicus	Ee-bare-nee-koo-ss
Pelagius	Pay-lag-ee-oo-ss
Stilicho	Still-ee-koh
Ravenna	Rah-when-ah
Classis	Class-is
Romanitas	Rome-ann-it-ass
Bellorum	Bay-low-room
Ambrosius	Am-bro-see-oo-ss
Aurelianus	Ah-oo-ray-lee-ann-oo-ss
Germanus	Gay-r-man-oo-ss
Gratia	Grah-tee-ah
Mons	Mon-ss
Badonicus	Bad-on-ee-koo-ss
Aetius	Ah-hay-tee-oo-ss
De Excidio	Day Hex-see-dee-oh
Britanniae	Bree-tan-ee-ah-hay
Patricius	Pah-tree-kee-oo-ss
Caesar	Kah-hay-sah-rr
Limitanei	Lee-me-tan-hay-ee
Adventus Saxonum	Add-when-too-ss Sax-on-oom
Conspiratio	Con-spee-rah-tee-oh
Barbarica	Bar-bah-ree-kah
Magnus Maximus	Mag-noo-ss Max-ee-moo-ss
Honorius	Hoh-no-ree-oo-ss
Rhiothamus	Ree-oh-tah-moo-ss

Welsh

This pronunciation guide is based on modern Welsh, just one of the descendants of the ancient Brittonic languages of the era, and as such may present some differences with the Fifth Century AD. This time-based variance is also in combination with regional dialects, represented today by the other live descendants of this “Brittonic” language, namely Breton and Cornish as well as the two principal extinct versions of Strathclyde (Southwestern Scotland) and Cumbric (North of England).

While the Welsh language uses the Latin alphabet, and for the most part uses similar sounds to those in English, several letters are not used and several do have different sounds.

The letters K, Q, V, X and Z are missing. Although these do still appear in loan words.

- “a” is always as in “black”
- “c” is always hard as in “call”
- “e” is always as in “chest”
- “f” is always “v” as in “vest”
- “ff” is always soft “f” as in “forest”
- “t” is always as in “tick”
- “o” is always as in “clock”
- “u” is always “u” as in “duck”
- “w” is a mix of “oo” as in “pool” and “w” as in “win”
- “g” is always hard as in “good”
- “s” always hard as in “sat”
- “y” can be either soft as “ee” as in “bees” or ‘hard’ as “u” as in “duck”



There are also several “combination letters” which produce distinctive sounds and are often mispronounced by non-native speakers. These are:

- CH – “Soft C”. Form your mouth to the same shape as “C” and exhale. In many ways similar to the English sound, but this will be formed in the back of the mouth instead of the front. This will create a harder sound somewhere between the softer English English “CH” and harder “CK” sounds.
- DD – “Soft D”. Form your tongue to a normal “D” and exhale. This should create a sound similar to “TH” in “that”
- LL – “Soft L”. Form your tongue as a normal “L” and exhale. This should make a similar ‘hissing’ sound as “sssss” when impersonating a snake but down the sides of the tongue, not over the front as per “hiss-sssss”.

Dinas Powys	Dee-nah-ss Poh-wee-ss
Dinas Emrys	Dee-nah-ss Em-ree-ss
Dinorben	Dee-nor-ben
Alclud	Al-clud
Cair Legion	K-eye-rr Lay-guee-on
Cunedda	Kun-eth-ah
Gwynedd	Goo-in-eth
Aneirin	Ann-eye-rin
Bryneich	Brin-ay-ch
Dubglas	Dub-glass
Vortigern	Whore-tee-gayrn
Celyddon Coed	Kel-ur-thon Coy-d
Myrddin	Mur-thin
Dyfed	Dur-ved
Coel Hen	Coil Hen
Cymbrogi	Cum-brog-ee
Epona	Air-pon -ah

Gaelic

Niall Noigialach	Nee-hal No-ee-guee-yah-lach’
Ard Ri	Ard Ree
Dal Riada	Dahl Ree-ah-dah

Old English

Deira	Day-ee-rah
Waelcyrge	Vah-ell-keer-guh
Weala	Way-ah-lah
Gewisse	Gay-vee-suh
Thanet	Thann-ett
Cerdic	Kayr-dick



Spaces List

Type	Name	Pop
City	Londinium	2
	Eboracum	1
Clear Region	Durotriges	2
	Atrebates	3
	Regni	2
	Dobunni	2
	Catuvellauni	3
	Cornovii	2
	Deceangli	2
Fens Region	Parisi	2
	Cantiaci	2
	Trinovantes	2
	Iceni	2
Hills Region	Catuvellauni	2
	Dumnonii	1
	Silures	1
	Demetae	1
	Ordovices	1
	Brigantes	1
	Carvetii	1
	Textoverdi	2
	Novantae	1
	Votadini	2
<i>Total Population</i>		40

Force Pool

Type	Dux	Civitates	Saxons	Scotti
Cavalry	20			
Militia		30		
Comitates		15		
Raiders			25	30
Warbands			25	12
Fort	10			
Towns		15		
Hillforts		15		
Settlements			12	6

CREDITS

Game Design: Marc Gouyon-Rety

Development: Volko Ruhnke

Solitaire Systems: Volko Ruhnke, VPJ Arponen, Örjan Ariander

Vassal Module: Ralph Shelton and Art Bennett

Playtest: Samuel Argento Barbera, Örjan Ariander, VPJ Arponen, Terry Bailey, O.Shane Balloun, Art Bennett, Luc Bouchard-Pigeon, Gildas Clément, Juan Crespo-Barreto, Louis D'Auteuil, Paul Dobbins, Justin Fassino, Phil Fowler, Sergio González, Marc Guénette, Abhaya Hess, Leeland Kruger, Benoît Larose, Dave Lifford, Kevin Maher, Les Marshall, Alexei Nordell-Markovits, Mathieu Paré-Paquin, Richard Perry, Brian Reynolds, Marc Rodrigue, Rami Sader, Lino Sanguino, Yannick St-Onge, Patrick Riley, Greg Syferd, Joel Tamburo, Ken Tee, Anthony Tonkin, Jean-François Tremblay, James Webb, Nick Werner, Joshua Yearsley; and many others at the Stack Académie Montréal, GMT West, Falls Church Gamers, and PrezCon. Special thanks to contributors Mike Bertucelli, Harold Buchanan, Scott De Brestian, Simon "Welshy" Macdonald, and Ralph Shelton.

Art Director and Package Design: Rodger MacGowan

Map Art: Chechu Nieto Sánchez

Cover and Card Art: Kurt Miller

Cards, Manuals and Player Aids: Charlie Kibler

Counters: Mark Simonitch

Production Coordination: Tony Curtis and Mark Simonitch

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, and Mark Simonitch

*"The heroes who marched to Catraeth were renowned,
Wine and mead out of golden goblets was their beverage,
That year was to them one of exalted solemnity,
Three hundred and sixty-three chieftains, wearing the golden torques;
Of those who hurried forth after the excess of reveling,
But three escaped by valor from the funeral fosse,
The two war-dogs of Aeron, and Cynon the dauntless,
And myself, from the spilling of blood, the reward of my candid song."*

Aneirin (Y Gododdin, XXI)

