

# BRITANNIA

## OFFICIAL ERRATA AND CLARIFICATIONS

VERSION 2.0, MARCH 27, 2006

The original versions of BRITANNIA (English, American, and German) have been played worldwide for nearly twenty years. This new "Second Edition" took two years to develop and was extensively playtested both in face-to-face games and by e-mail. The playtesters included players from Australia, Britain, Denmark, Finland, France, Germany, Italy, Japan, and the United States, among others.

During playtesting, the rules for BRITANNIA were organized in the traditional wargame format, familiar to owners of previous editions of BRITANNIA. The rules for the published version were re-organized to make the game easier to learn. This process introduced some unintentional errors and ambiguities, which are addressed in this document.

The game system is very robust, having survived many different interpretations of certain rules in the past. We have tried to make all of these absolutely clear; however, if you run into a situation you cannot figure out, choose whatever seems most reasonable and play on!

### ERRATA

#### **3- AND 5-PLAYER GAMES (PAGE 19)**

In the 5-player version, Player 4 should have the Belgae, the Picts (not the Danes), and the Angles. In the shorter 3-player game, Player 3 should have the Scots, the Jutes, the Angles, and the Dubliners. Ignore the suggestion in the 3-player game to swap the Belgae and the Jutes.

#### **JUTES PLAY AFTER SAXONS**

In the original versions of the game, and on the board of the new version, the Jutes are listed as playing before the Saxons. However, during playtests of this new version, the Jutes played **after** the Saxons. This change from the original versions was made to benefit the green player slightly, because the Jutes can come ashore on Round VI to occupy areas without fear that the Saxons will wipe them out with their Major Invasion that round. This order of play gives a more historical result as well, as the Jutes tend to "hang around" in England for a while before being absorbed by larger neighbors (the Jutes are usually eliminated as the game progresses). Thus, the official order of play is "Jutes *after* Saxons."

#### **RETREATING DURING A MAJOR INVASION (PAGE 13)**

Invaders are **not** prohibited from retreating to sea in the first half of a Major Invasion.

#### **ROMAN SCORING FOR SUBMITTED NATIONS (PAGE 15)**

When halving population points and victory points for effects #3 and #4, round halves up, not down.

#### **BELGAE SUBMISSION AND ROMAN SCORING (PAGE 15)**

The Romans score points for submitted Belgae areas, and can later build forts in former Belgae territory. Romans score victory points (for their Rounds 1-3 occupation score) for areas occupied by the Belgae when (and if) the Belgae submit to the Romans in Round 1. After the Belgae unsubmit, the Romans can build forts in Belgae territory they capture, following the same rules are for other territory they capture.

#### **ROMANO-BRITISH ARMIES (PAGE 15)**

The Romano-British **may** replace Roman forts in York and Cheshire with Romano-British armies, but **not north of** York and Cheshire.

#### **QUICK REFERENCE (PAGE 24)**

The Quick Reference states that "the Normans can choose to take cavalry armies at the rate of 1 cavalry army in place of 1 infantry armies." It should say "in place of 2 infantry armies," as per the rules on page 18.

#### **MISCELLANEOUS**

On page 6, under "Eliminating Units," the explanation of scoring states that the Romans "score six points for eliminating Boudicca in Round 1." This should instead read "Rounds 1 or 2" (the Nation Card is correct).

## CLARIFICATIONS

*Many of the following were contributed by Torben Mogensen and Stephen Braund, rules-demystifiers par excellence.*

### PLACING ARMIES

On page 6, under “A Game Round,” the rules state that invading armies are placed at the start of the game round, before each nation has its turn. For new players, this is an effective reminder that those armies will appear this round. However, for the best game balance, new invaders should be placed during each nation’s own turn, after population increase. This means that units that are eliminated between the start of the game round and the start of the nation’s turn are available to be placed as invaders if they are not needed for population increase.

Note that the special reinforcements that the Norwegians, Normans, and Saxons receive in Round 16 are placed at the beginning of the game round, before the nation turns (see page 18). The Belgae and Romano-British reinforcements are placed during population increase (see page 15).

### SUBMISSION TO THE ROMANS

On page 6, under “Roman Victory Points,” the rules state that the Romans receive points for areas held by the submitted Welsh, Brigantes, and Picts as if they themselves occupied them. This is true also of areas held by the Belgae if they submit in Round 1, so in addition to getting 6 VP for submitting the Belgae, the Romans also count all Belgae-held areas as being occupied by Romans (for their Rounds 1-3 score). Since the Belgae unsubmit in their own turn in Round 1, the Romans do not score for areas the Belgae move into after this, nor do they score Limes points for areas held by Belgae in Round 5.

Regarding the submission of the Welsh, Brigantes and Picts (see page 15), the Romans also score points for areas that submitted nations occupy during turns 1-3, but only if the Romans have not already scored for these areas. If the submitted nation later leaves such an area, the Romans may enter it to build a fort (unless there has previously been a fort there), but they do not score for the area again.

There may be some confusion over Limes vs. holding points for the Romans in Round V (see page 15). The Romans score Limes points **instead** of normal holding points in Round V. Limes is a special kind of holding, where the Romans do not get points for an area containing a destroyed fort, even if they have an army there, *unless* there is an army of a submitted nation there. The idea of Limes is that the Romans have been trying to defend “civilization” throughout Britain for the length of their time there. Where there’s a destroyed fort the Romans have failed, unless their clients (submitted nations) have revived the area.

Regarding “The Romano-British and Submitted Nations” on page 17, because the Belgae rebel against the Romans even if they originally submitted, they do not count as one of the nations that submitted to the Romans, for purposes of the limitation on who the Romano-British may attack.

### RETREATS

On page 13, the rules state that “If an attacking army that began the turn at sea retreats, it must retreat back to the sea area it began the Movement Phase in, even if this is not the sea area that it entered the battle from.” Note that the last part (“even if...”) only applies if the area the armies entered the battle from is a sea area, so if an army lands and then moves over land to the area where the battle takes place, the army retreats back to the land area from which it entered the battle. (The example given on page 13 is correct.) To summarize:

- 1) If an army attacks from a land area, it must retreat to the area it attacked from.
- 2) If an army attacks from a sea area, then it must retreat to the (land or sea) area in which it started its Movement Phase. If such a retreat would make the army end the nation turn at sea and this is not allowed (i.e., the nation is not on a Raiding turn), the retreat is not allowed in the first place.

Note also the erratum that invaders are **not** prohibited from retreating to sea in the first half of a Major Invasion.

### PICT RAIDING

All Pict armies always begin the nation turn on land. On a Pict Raiding turn, all Pict armies are considered to be Raiding armies.

Note that Pict raiders, which do not start at sea, follow the same Raider Withdrawal procedure (see page 13) as other nations – they simply withdraw back to the *land* area they started the turn in.

### MISCELLANEOUS

**Overruns** (page 9): The overruns explanation may give the impression that the battle in the overrun area is resolved before armies move through. To clarify: All movement is completed before any battle takes place.

**Arthur** (page 15): The “Arthur” sidebar states that Arthur and his cavalry are placed with Romano-British armies and only if this is not possible are they placed in an empty English area south of Cumbria, Pennines, and Bernicia. The Romano-British are, in fact, free to place Arthur and his cavalry in an empty area even if there are Romano-British on the board, and they can place them in *any* empty area south of the three named areas, including Welsh areas.

**Brigante Submission to the Angles** (page 17): Note that Brigante armies in areas *other than* Scotland and Galloway may abandon those areas when the Brigantes

have submitted to Angles. (Since the Angles can attack them, the Brigantes can abandon.)

**Bretwalda** (page 18): Players may only vote for a nation that controls an area in England.

**King Cnut** (page 18): King Cnut and his armies are removed in the Raider Withdrawal Phase. Kingship is checked immediately prior to this phase.

**Tips for Your First Game** (page 16): The strategies in BRITANNIA are deep and varied, and the “Tip for Your First Game” on page 16 are only very general suggestions for beginner players. FFG plans to publish strategy articles on its website that offer more detailed advice from designer Lew Pulsipher and other expert BRITANNIA players.