



BRITANNIA, 43 AD

A DBA Tabletop Campaign Game

(Ver. 10 Aug. 2006)

By Chris Brantley

Introduction: The following is an experimental recreation of the Roman invasion of Britain in 43 AD, inspired by the picture of a club event in Britain (appended at this end of this document). The game is fought on a large gameboard depicting Celtic Britain. The format is referred to as a tabletop campaign game, in that it combines aspects of DBA regular and campaign rules. Players battle for wealth and prestige, with special rules for historical flavor and event cards to spice things up.

Players: Players take on the roles of Celtic chieftains Caratacus, Arviragus, Caradoc, Prasutagus, or Venutius, or the Roman commanders Aulus Plautius or Vespasian.

Players may express a preference for Celtic vs. Roman during sign-up. Individual roles will be assigned by the Gamemaster prior to the start of play, taking into account the Players preferences where possible. Each player will be given a personal scenario sheet, with background information and special rules relevant to that player.

The Rules

The standard DBA combat rules are used, as modified below and by the additional of special rules.

Armies: All armies are provided; although players can bring/use their own using the appropriate army lists:

- **Ancient British**, DBA II/53 (1x LCh or 3/4Wb(Gen), 2x LCh, 3x LCh or 2Ps or 3Wb, 5x 3Wb, 1x 3Wb or 2Ps)
- **Caledonian**, DBA (1x LCh or 3/4Wb(Gen), 2x LCh, 8x 3Wb, 1x 3Wb or 2Ps)
- **Early Imperial Roman**, DBA II/56 (1x 3Cv or 4Bd(Gen), 1x 3Cv, 1x 3Cv or 2Lh or 4Bw or 2Ps, 4x 4Bd, 4x 4Ax, 1xArt)

The Battlefield: The game is played using a large map of Britain with pre-set terrain, which serves as a combination campaign map and game board. The edge of the playing area is impassable.

Oppidum/Civitas: Armies do not have camps or BUAs as per normal DBA. Instead, each player is assigned a Celtic oppidum or Roman civitas as a logistical base. An oppidum or civitas may be garrisoned by anywhere from zero to all elements of its army. It is always assumed to be defended by camp followers in the absence of a garrison.

An Oppidum/Civitas defends at +2 plus the combat factor of any one of its defenders (e.g. a Roman civitas garrisoned by Legionary blades would defend at +7 vs. foot, +5 vs. mounted). Mounted troops fight at -1 versus an oppidum/civitas. Up to four elements can attack an oppidum/civitas, with one designated as the primary attacker and the other three providing +1 in support. If an oppidum/civitas is taken, then each defending element must roll 1D6 for status. On a result of 1-3, the element was destroyed in the battle. On a result of 4-6, the element is alive, but within the power of the attacker, who may decide its fate. If an oppidum/civitas is captured, it may be pillaged (see Special Rules).

Deployment: All armies will be initially deployed by the gamemaster adjacent to their assigned oppidum/civitas, which serves as a logistic base that must be defended.

PIP Order Rule: All players roll PIPs and move simultaneously unless engaged in battle. The umpire is responsible for designating which players/elements are engaged in battle. Where two or more players are engaged in a battle, players roll initiative (unmodified) initiative die and then conduct their movement and combat in alternating bounds. When more than two players are engaged...each side rolls once for initiative and all players on that side move in the same bound.

Tactical Moves: The DBA movement rules are modified as follows:

If an element is within 40mm of another player's element, the moving player must declare hostile intent before moving into ZOC position in order to benefit from the ZOC. Absent a hostile intent declaration, no ZOC is exerted.

See also Special Rule for **Strategic Movement**.

Winning and Losing: An army is defeated if 25% of its elements (rounded up, and including any allied contingents) are destroyed, or if its general is killed. If an army is defeated in the field, all surviving elements retire to within 6 inches of their home oppidum/civitas, where a new CnC element is designated and they may move normally the next bound. Allied contingents of a defeated army return to their home oppidum/civitas rather than to the location of their parent army.

At the conclusion of a 25 minute game turn, during the subsequent Diplomacy/Administrative period, either player committed to a battle may decide to voluntarily abandon the field and retire to its oppidum/civitas (reforming all elements within 6 inches). Roll 1D6 to determine the number of additional elements lost during the withdrawal (the withdrawing player can determine how to allocate the losses, which are transferred to the recruiting reserve).

The Campaign Year: The campaign covers four years/turns (one hour per year/turns) and is comprised of two campaigning sessions of 25 minutes. A short Diplomatic/Administrative period of 5 minutes is provided between gaming periods. If time permits, additional turns can be added.

Supply: It is assumed armies are always in supply as long as they have control over their oppidum/civitas. Control is indicated by the placement of a marker in the civitas (in my game I used a small plastic pig). If the oppidum/civitas is taken, the pig is removed and is not replaced until after the next Diplomacy/Administrative period is completed. An army that has lost its logistics center is out of supply, and must check for losses (to hunger, disease and desertion) during the next Diplomatic/Administrative period. Roll 1D6 to determine the number of elements lost.

Battle losses can be replenished during the Administrative/Diplomacy phase at a cost of 1 element per denarii, as long as friendly territory (oppidum/civitas) is still

held (i.e. occupied by a pig marker). Replacements must be drawn from the players "replacement pool" of dead and unselected elements. They are positioned in a column with at least one edge touching the player's oppida/civitas.

Allied Contingents: Allied contingents are groups of three elements detached from an army to fight for another ruler (Celtic or Roman). They will include a CnC element and function like Big Battle allied contingents with their own pip die (1D6, where 1-2 = 1 PIP, 3-4=2 PIPs, and 5-6=3 PIPS). They raise the supported army's breakpoint by one element, without lowering the breakpoint of their home army (but their losses count against the home army's current status regardless of distance removed).

The sending of Allied contingents are announced at the end of the Diplomacy/Administrative phase and placed on the board within 18 inches of the overall CnC, beyond a line parallel with the front edge of the main battle line (requiring some judgment on the umpire's part) and no closer than 3 inches from the nearest enemy element.

Allied contingents remain with the army they are attached to until the battle is resolved or unless withdrawn at the end of a seasonal turn. A returning Allied Contingent is deployed in a one element wide column with at least one edge touching an Oppidum/Civitas, at the beginning of the next bound.

Tributaries are compelled to provide allied contingents if requested by an overlord. Allies/foederati may voluntarily elect to provide an allied contingent.

Allies, Foederati and Tributaries: At any time, players may create alliances through diplomacy. Such treaties may include agreements to provide allied contingents, to make or forebear attacks, to cooperate against a common foe, payment of tribute, etc.

The relationships between players is defined by one of four statuses:

- Hostile – enemies with incentives to do each other harm.
- Neutral – relationship not yet determined.
- Foederati -- friends who have voluntarily agreed to cooperate through some diplomatic relationship
- Tributaries -- enemies who have been defeated or others who have submitted to you as an overlord. Tributaries are forced to pay financial tributes, to provide allied contingents, and to disband the balance of their standing armies other than a single element to garrison their oppidum/civitas.

Prestige: The goal of the game is to accumulate prestige, which is derived from victories in battle and from material wealth. The individual having the greatest prestige at the end of the game is declared the winner.

Basic Prestige is earned as follows:

+1	Each denari (coin) collected, pillaged or paid in tribute
+1	Each enemy killed in battle
- 1	Each denari (coin) lost, taken as pillage or paid in tribute
+2	For winning a battle
+5	For taking an oppidum/civitas

If a general element kills an enemy's general element, that player earns an amount of prestige equal to the prestige accumulated by the dead general from previous battle kills (i.e. skulls). If the dead general was killed by another unfriendly element, the amount of prestige earned is +2 (in addition to the +1 for an enemy killed in battle) or 2 skulls.

An overlord earns no prestige for enemy's killed in battle by tributary troops.

Special markers will be provided to help players keep track of their prestige through the course of the game. In my game, I used small plastic skulls (Tibetan worry beads) for kills and small aluminum party coins for denarii.

Each player also receives a personal scenario sheet which sets forth special objectives and restrictions that modify these prestige rules. For example, a certain tribal chieftain may earn a prestige bonus by defeating a historical foe.

Special Rules

The Gamemaster Rules Rule: Any situation not resolved by the DBA 2.2 rules, the standard interpretations, or these scenario rules will be resolved by the Gamemaster, whose decision is final and not subject to appeal.

Player Sheets: Each player receives a special scenario sheet describing their history, motivations and special rules. Sheets are appended below. The umpire should try to limit player access so that each player only knows the special rules/incentives applicable to their particular character.

Strategic Movement: Any element or group (in one element wide column) that will not start or go within 6 inches of any opponent may make a 2d or subsequent movement.

Road Building: At the start of the game, there is only one road, which links the Roman civitas of Richborough and Londinium. Each Roman army controls one Roman road crew, which begin the game in Londinium. At the beginning of each game season, the umpire will lay a length of new road connecting the road crew's previous position to its current position. Roads can come in handy in moving Roman reinforcements up quickly to the front line and/or sending troops back to protect the Roman civitas.

The road crew moves automatically (no pip cost) and fights as auxilia. If destroyed, the victor earns 1 prestige point for destroying a road crew. A destroyed road crew may be replaced by recruiting an element of Blades or Auxilia from the standing army. No other element may create roads. Roads may not be destroyed, once created.

The Emperor Claudius: Historically, the Emperor Claudius made his appearance in Britain with a menagerie of elephants and camels, in pursuit of glory that would earn him a Triumph in Rome. In the game, the Emperor Claudius supported by his Praetorian Guard, may appear either as the result of an invitation by the Roman commander in chief or as a result of an Event Card. The Roman CnC's invitation must issue during a Diplomacy/Administrative phase. The Emperor and his guard deploys with the nearest Roman army to Richborough or Londonium in the subsequent turn. The Emperor Claudius is fielded as an EI/Gen. His Praetorian Guards are 4Bd. They move and fight like normal elements, under the command of the Roman player. Claudius will remain in the field until the Romans (both commands) have accumulated 10 prestige points through either enemy elements killed in battle, payment of pillage and/or tribute. Normal tax revenues do not count toward this limit. The Roman commanders do not earn prestige from these sources as long as Claudius is on the field. Claudius and his Praetorian element are removed from play at the end of the campaign season during which their prestige goal is met.

Plautius and Vespasian: Plautius is the CnC of Roman forces and Vespasian is his subordinate general, although both are in command of independent armies. In game terms, Plautius may demand an allied continent from Vespasian at any point during play. Each general has his own war chest of dinari, and keeps whatever prestige they individually earn.

If Plautius is killed, Vespasian becomes the CnC of Roman forces and may elect to transfer his command to either army. If either general is killed, the names of the replacement generals (in order of promotion) are: Gnaeus Hosidius Geta, Titus Flavius Sabinus, Gnaeus Sentius Saturninus, and then make up your own name.

Pillaging: Having captured an oppidum/civitas, the attacker may elect to pillage it, in which case he claims 1D6 worth of denari as spoils. If an opposing player

was garrisoning the oppidum/civitas with his General element and/or army, the attacker receives the opposing player's denari as spoils instead.

Event Cards: At the beginning of each Diplomatic/Administrative Bound, the Gamemaster will turn over one random Event Card. The results are read aloud and take affect with the beginning of the next turn. The following is a listing of the available Event Cards (the # of that card appearing in the Event deck) and their game effects:

Card	Description
Good Omens (x4)	Nothing happens.
The Druids Cast Their Lot (x1)	Randomly select 1 Celtic leader not currently a Roman tributary. This leader is reinforced by an element of Druids, which moves as Auxilia, fights as Horde, and provides +1 close combat bonus to any friendly element in edge or flank contact.
Rebellion (x3)	The peasants have risen in rebellion. Randomly select one player. That player must immediately move at least four elements to their Oppidum/ Civitas to suppress the rebellion. Also see Special Rules for Prasutigus.
The Emperor's Triumph (x1)	The Emperor Claudius and his Praetorian Guards arrives to aid the Roman effort.
Epidemic (x1)	Each player rolls 1D6. On a result of 1, the army is afflicted with an epidemic. Roll 1D6 to determine the number of elements lost.
Assassination (x2)	Randomly select one player. That player may then designate one other player for assassination. Roll 1D6. The assassination is successful on a roll of 1-2. An heir or subordinate immediately takes the place of an assassinated leader, retaining any denarii but losing all other prestige (skulls) earned. Also all tributary relationships are ended and the Junior Roman commander becomes the Senior, if the Senior is assassinated. Also see Special Rules for Venutius.

Game Masters Notes

I ran this game on an experimental basis at Historicon 2006 and believe it was a success as the players seemed to have a ball and I was able to resolve rules issues on the fly without disrupting the game. The game requires careful monitoring and active involvement by the umpire to keep the players moving and rolling die.

As an aside for students of the Roman invasion of Britain in 43AD, the campaign game is abstracted to give a flavor of this historical event, but by no means do I make any claim that it is fully grounded in history. For example, I have forced historical tribes into convenient regional alliances that did not exist historically. In several instances, Celtic rulers were given fiction/mythical names in the absence of a recorded name. There was never any issue of Plautius or Vespasian working at cross purposes (although the game provides incentives that could lead to such mischief. And Praustigus, husband of the fabled Boudicca, was actually a Roman client king, put on the throne after the initial Roman invasion. These are just a few of the historical inaccuracies that were sustained in the process of putting together this game scenario.

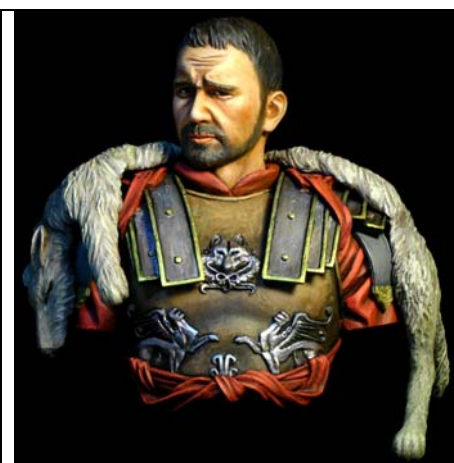
Some issues I noted for further consideration and possible modification of these rules include:

- 1) Players enjoy the diplomacy aspects of the game and tend to engage in continuous diplomacy during the seasons when movement and combat should be the primary focus. As gamemaster you will need to stay on top of players to keep them focused.
- 2) Although there are incentives built into the scenario and the player sheets to encourage discord amongst the Celts, there is a natural tendency for Celtic players to gang up on the Romans. One way to avoid this is to keep your players focused on their prestige levels (so that Celtic players are aware of the need to compete with each other).
- 3) Once bribed with Roman tribute, there is really nothing in the rules that prevents a Celtic player from keeping a commitment, and the Romans may find their deep purses convey no particular advantage. I'm not sure how to deal with this.
- 4) When two battles merge into one, you may have a problem with reconciling initiative. For example, if Romans have initiative in one battle against Celts, and Celts have initiative in an adjacent battle against the other Roman, then when those battles merge...one player may have the opportunity to move/fight twice if the initiatives are synched. I'm not sure how to resolve this, but do know that it can put at least one player at a disadvantage. If the battle involved four players, for example, one solution might be to have four different initiatives, with each player moving in sequence. However, this means that 3 of 4 players are waiting for their turn instead of moving/fighting, which I did not like.

- 5) Time in the game is somewhat abstracted, so I didn't worry excessively about keeping different battles in synch. In my game, players in the north fought 3 bounds of battle for every two fought in the south due to the respective numbers of players and figures involved. From my perspective, this is okay and ensures that players are not sitting around waiting for their next opportunity to roll die.
- 6) Some alternatives I may test if I have a chance to offer this game again:
 - starting the Celtic forces at 8 elements instead of 12 to give Romans an initial foot up (it will take the Celts a season or two of taxes to recruit up their army).
 - adding one or more additional Celtic players in the midlands and the north...players whose best opportunity to earn prestige is to attack adjacent Celts and make treaties (get tribute) from far away Romans.
 - dropping the Calendonian player in favor of another Celtic tribe...having the Caledonians is fun, but hard to justify given the actual physical locus of the campaign in southern/central Britain. Also, my campaign map of Britain cut off around the river Tyne in the north, well south of Scotland in Northumbria. Even the Brigantes would have had a long march south to get pitched in against the Romans.
 - I elected not to divide the game map into provinces or tribal territories for administrative/logistical purposes to keep things as simple as possible, but this is an option that could be considered.

The inspiration for this Britannia 43 AD Campaign





Aulus Plautius

Proconsul of Roman Britannia

**Commander of the Imperial
Britannic Legions**

You are Aulus Plautius, a grizzled veteran and loyal adherent of the Claudian Emperors. You first entered the Senate and were appointed a Legatus Legionis during the reign of Augustus Caesar, rising in prestige through your military service. In 24 AD, you helped suppress a slave revolt in Apulia. A distant relative of Claudius' first wife, Plautia Urgulanilla, the rise of Emperor Claudius to the throne proved to be a boon. In 29 AD, you were appointed Consul Suffectus for a half year in Rome and were then named provincial governor of Pannonia.

Now, in 43 AD, the Emperor Claudius has appointed you to command the Roman invasion of Britain and has conferred consular authority on you to act as military governor of a new Roman province in Britain. Your army is comprised of four legions, Legios II (Augusta), IX (Hispana), XIV (Gemina) and Valeria Victrix (XX), plus 20,000 auxiliaries.

Vespasian is commander of the Legio II Augusta and is the most senior of your subordinates. You consider him loyal and competent, but know that he is also a favorite of the emperor and may have future aspirations for himself. You have designated him for an independent command to campaign against the western tribes and defend the Roman civitas at Londinium and the beachhead fortress at Richborough.

Your instructions from the Emperor are simple. You are to establish a Roman province with defensible borders in Britain under the pretext of restoring the Roman client Verica, king of the Atrebates to his throne, which had been taken by his eastern neighbors the Catuvellauni. You are to enrich the imperial treasury by controlling the British tin mines, encouraging trade and by establishing industry. But most significantly, you are to arrange for the Emperor himself to participate in a military victory that is worthy of a senatorial triumph in Rome.

Cartimandua of the Brigantes has indicated her friendly disposition towards Rome, if only her husband/consort Venutius could be taken care of (via assassination or other means).

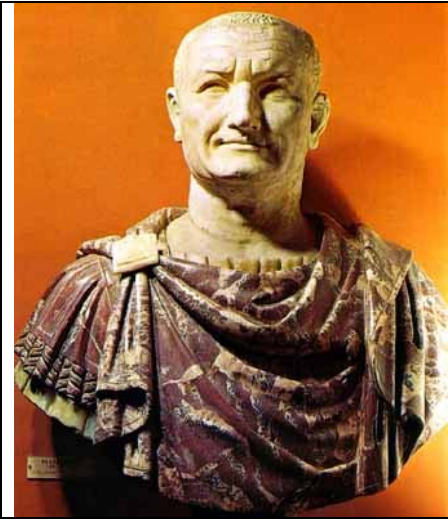
SPECIAL RULES

At any time, you may command Vespasian to provide an allied contingent. Beyond that, and despite the fact that he is a subordinate, Vespasian is free to treat your directives as "suggestions" to be interpreted in light of his assigned objectives and circumstances. This is because of Vespasian's stature, the loyalty of his troops, and his close ties with the Emperor, which allow him a certain freedom of action. How much freedom, he may not realize.

Should the Emperor Claudius die; both you and Vespasian are potential aspirants for the throne. In that event, if diplomacy doesn't secure Vespasian's support for your claim, then you are at liberty to treat him as an hostile enemy in rebellion against the empire.

While Emperor Claudius is attached to either Roman field army, any prestige or pillage gained is assigned to the Emperor rather than to the commander (except for those enemy elements killed by the Roman general's element). The Emperor will remain in the field until he has acquired the equivalent of 10 prestige points from kills, pillage and/or tribute paid, or until he is killed in action. He will switch between Roman armies if his present army suffers a defeat in battle. If both armies are defeated in his presence, he will retire from Britain, taking such prestige as he has collected; after which no further Roman reinforcements (replacements) will be forthcoming through the balance of the game.

You will earn 5 denari in gifts (prestige points) if the Emperor achieves his triumph while attached to your army, and 2 denari if the Emperor achieves his triumph while attached to Vespasian's army.



Vespasian

Legatus Legionis of the Imperial Legio II (Augusta)

You are Vespasian. Born at Falacrina near Sabine Reate on 17 November, A.D. 9, the son of T. Flavius Sabinus, a successful tax collector and banker, and Vespasia Polla, you are of equestrian status and aligned with the Flavian gens by birth. Upon assuming the Senatorial toga in 25 AD, you served as a military tribune in Thrace, then as a quaestor in Crete-Cyrene; and held the offices of aedile and praetor, successively, under the emperor Gaius. You have two sons – Titus and Domitian – by your wife Flavia Domitilla. After the assassination of Gaius in 41 AD, you have advanced rapidly thanks in large part to the relationships cultivated between the Flavians and the new Emperor Claudius. You are a favored client of the Emperor.

Now, in 43 AD, the Emperor Claudius has assigned you the command of Legio II (Augusta) with orders to join the Roman army of invasion under the command of the grizzled veteran Aulus Plautinus. Your brother Titus Flavius Sabinus commands Legio XX (Valeria Victrix). You consider Plautinus to be a skilled general, with possible aspirations to higher office that might one day rival your own. Whereas Plautinus has the stronger military record, you are a skilled general and can also draw on political skills that Plautinus lacks. You view this campaign as an opportunity to acquire prestige and to build your own reputation as a great general.

Aulus Plautinus has granted you an independent command subject to his proconsular authority. You are ordered to protect the left flank of the Roman advance, to campaign against the western tribes, and to defend the Roman civitas at Londinium and the beachhead fortress at Richborough.

SPECIAL RULES

As proconsul, Aulus Plautius may issue commands directing you to provide troops or to undertake certain operations. Because of your stature and your close ties to the Emperor, you feel some freedom to interpret and comply with these orders as you think most appropriate in light of your circumstances. A refusal to provide an allied contingent, however, would be considered an act of outright rebellion that would likely lead to your removal by Vespasian.

Should the Emperor Claudius die; both you and Aulus Plautius are potential aspirants for the throne. In that event, if diplomacy doesn't secure Plautius' support for your claim, then you are at liberty to treat him as a hostile enemy in rebellion against the empire.

While Emperor Claudius is attached to either Roman field army, any prestige or pillage gained is assigned to the Emperor rather than to the commander (except for those enemy elements killed by the Roman general's element). The Emperor will remain in the field until he has acquired the equivalent of 10 prestige points from kills, pillage and/or tribute paid, or until he is killed in action. He will switch between Roman armies if his present army suffers a defeat in battle. If both armies are defeated in his presence, he will retire from Britain, taking such prestige as he has collected; after which no further Roman reinforcements (replacements) will be forthcoming through the balance of the game.

Aulus Plautius has first choice in selecting troops from the combined pool of Roman reserves/ reinforcements.

You receive 2 denari if the Emperor achieves his triumph while attached to your army.



Calgacus

Warlord of the Caledonii and Venicones

“Robbery, butchery, rapine, with false names they call Empire; and they make a wilderness and call it peace.”

You are Calgacus, a Caledonii chieftain widely respected among the northern tribes for your valor and ability to motivate men. Word of the Roman invasion has reached the far north and the looming prospect of war prompted the tribal chieftains to gather and lay plans. At that gathering, you gave the following speech:

Battles against Rome have been lost and won before, but hope was never abandoned, since we were always here in reserve. We, the choicest flower of Britain's manhood, were hidden away in her most secret places. Out of sight of subject shores, we kept even our eyes free from the defilement of tyranny. We, the most distant dwellers upon earth, the last of the free, have been shielded till today by our very remoteness and by the obscurity in which it has shrouded our name. Now, the farthest bounds of Britain lie open to our enemies; and what men know nothing about they always assume to be a valuable prize.

Your speech and noble bearing roused the counsel, which then agreed to elect you as their war leader. Now you lead a fragile confederation of Caledonians, Venicones and other tribes. You see this war with Rome not only as inevitable, but also a welcome opportunity to bring together the feuding tribes of the north to create a powerful Caledonian kingdom, under your rule. Other Caledonii chieftains would share the same aspiration, and would take advantage of any weakness on your part.

Historically, the southern Caledonian tribes and the Brigantes to the south have raided back and forth across their borders for cattle and slaves. It is unlikely that the Brigantes would welcome a Caledonian army within their territory.

SPECIAL RULES

You will fight the Romans to the death and may not accept foederati status.



Caratacus

Chieftain of the Catuvellauni

"And can you, then, who have got such possessions and so many of them, covet our poor tents?"

You are Caratacus, a powerful prince of the Catuvellauni and son of the now deceased King Cunobelinus. Rather than contesting for the throne, you and your brother Togodumnus had agreed to share your father's kingdom while cooperating to enhance its power and influence. In the east, Togodumnus focused on expanding the boundaries of the Catuvellauni by encroaching upon the Iceni/Trinovantes. You added great swathes of territory in the south and west at the expense of the Atrebates and Regnenses. In the north, the Coritani are too pastoral and fragmented to draw your attention, although their more warlike young men often find their way into your armies.

The landing of the Roman army at Richborough and the rapid conquest of the Cantiaci and Regnenses by the Roman legions was a great shock to you and your brother's ambitions. Your armies were pushed aside at Medway after a great two day battle in which Togodumnus was slain. Now while you regroup at Camulodunum, the Romans have established a civitas at Londinium to consolidate their victory and are preparing the next phase of their campaign of conquest.

The tribes of Britain are in arms, but whether they will come to your aid, fight on their own terms, or make peace with the Romans remains to be seen. You have made few friends through your past encroachments on your neighbors, and you expect little mercy at the hands of the Romans. However, you are a dynamic warleader capable of rallying the British in common cause against the Roman invaders. The fate of your kingdom and of the Britains depends on your success.

SPECIAL RULES

You will fight the Romans to the death and may not accept foederati status.



Arvirargus

King of the Durotriges

Warlord of the Western Tribes

You are Arvirargus, King of the Durotriges, and warlord of a confederation of western tribes of Britain, including the Dumnonii and the Belgae. You hold court at Mai Dun, the great hill fort near Durnovaria (modern Dorchester), mint your own coins, and act as guardian of the Celtic mysteries at Stonehenge.

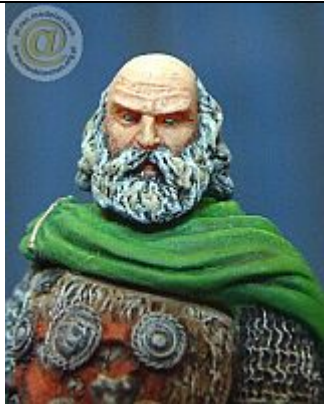
Many of the tribes of the west, such as the Belgae, were migrants from the continent, having fled the Roman conquest of Belgical. There is no love or trust of the Romans here in the western lands. Nor is there love nor trust of your neighbors to the east, the Catuvellauni, who have encroached upon the lands of the Atrebates and have designs upon the lands of the Belgae and Durotriges.

The men of the west are valiant but fiercely independent. They are used to defending their lands from their hilltop strongholds. Holding together your coalition of tribes as an army in the field may prove difficult in the face of any adversity.

SPECIAL RULES

You earn double prestige points for killing Caratacus and his Catuvellauni.

The imposing fortification at Mai Dun defends at +4 and can be attacked by up to four enemy elements (with one attacking and the balance providing +1 support modifiers).



Venutius

King of the Brigantes

Warlord of the Northern Tribes

"The throne was left to Venutius; the war to us."

You are Venutius of the Carveti, king of the Brigantes by marriage and consort to Queen Cartimandua. Named for the Celtic Goddess Brigid, the Brigantes are the most powerful nation of the north, comprising a tight confederation of tribes that controls the area between the Humber and the Tyne.

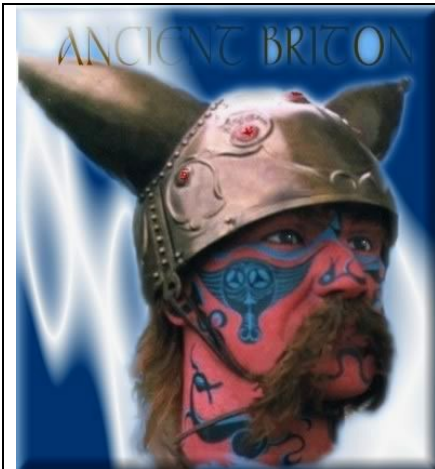
You rule from your oppidum at Isurium Brigantum. Your neighbors in Cmyru, as well as the Coritani to the south and the Parisi to the east, pose no threat. The Caledonii are frequent raiders on your northern borders, and your young nobles have also often raided to the fringes of the Caledonian forest.

The Romans to the far south seem a distant threat. Your queen seems inclined toward concessions to secure peace through friendship with Rome, whereas you know that such arrangements are seldom sustainable given the Roman inclination toward conquest. You believe your wife capable of intrigue against you.

SPECIAL RULES

If a Rebellion Card produces a Rebellion in Brigantia or if Venutius is slain for any reason, then Cartimandua assumes command. Cartimandua must immediately become a foederati of Rome (if you are not so already). Your policy as Cartimandua will be to accommodate Rome whenever possible to preserve Brigantia.

If a second Rebellion card produces another Rebellion in Brigantia, then Cartimandua is deposed, Venutius (if alive) is restored to power, and the new ruler must renounce foederati status and resume an anti-Roman policy.



Prasutagus

King of the Iceni

Warlord of the Eastern Tribes

You are Prasutagus, the pragmatic King of the Iceni. Through your marriage to Boudica, a princess of the Trinovantes, you are also recognized as a warleader of that tribe. Although respected as a stout warrior and worthy king, your skills also lie in strategy and diplomacy. Pressured by the Romans and encroached upon by your neighbors the Catuvellauni, you have resisted open conflict and have made trade and other concessions to encourage Roman friendship. The looming Roman presence to the south forces you to consider further accommodations. The burden of kingship rests heavily on your shoulders as the constant guerilla warfare with your Celtic neighbors has sapped your spirits. You have two daughters and no heir; succession to your kingdom is an issue of constant concern. Yet your people expect you to look after their interests and to protect them from the depredations of invaders. Fortunately, the proud Boudica is a loving and devoted wife whose great energy keeps you from despair.

SPECIAL RULES

If King Prasutagus dies during the campaign, the tribes will immediately submit to the Romans, becoming tributaries and turning over their oppidum to Roman control. The Iceni/ Trinovantes will then remain in the Roman camp as tributaries unless/until a Rebellion event card is turned. In that instance, the Rebellion card is applied to the Iceni, and Queen Boudicca will rise in revolt against the Romans, seizing the tribal oppidum with a full army and forcing any Roman occupying forces to retire to Londinium.

If she successfully sacks Londinium, Queen Boudica may issue a one-time call to all British rulers to provide an allied contingent to support her rebellion. Each ruler that would decline to send a contingent must roll 1D6. On a roll of 1-2, that ruler's nobles and chieftains compel him to send a contingent against his wishes.

Prasutagus may not ally himself with or voluntarily submit as tributary to Caratacus while alive. As ruler, Boudica will not submit to the Romans and must fight to the death.



Caradoc

Chieftain of the Ordovices

**Warlord of the Tribes of
Cymru**

You are Caradoc Freichfras (“The Strong Arm”), a chieftain of the Ordovices, recently proclaimed warleader of a tribal confederation also comprising the Silures, Dematae, Dobunni, and Deceangli, who reside in the rugged hills of Cymru. Your position as warleader was arranged by the Druids of Yns Mon in response to the arrival of the Romans in Britain, but your status is precarious at best, with tribal conflicts rife and cooperation amongst the tribes almost non-existent within that region. The warriors of Cymru and their kings will follow you only so long as you are successful in battle; and will rally to another if you are not. Your strategic quandary...whether to marshal your army to give battle, or trust to your mountain fastness as a defense. To await the Romans advance and take advantage of your home terrain has many advantages, but the delay will make it difficult to keep your army (and your tribal alliances) intact.

Generally, the kings of Cymru are busy with their own internal raids and feuding, and tend to avoid conflicts of their neighbors to the farther north, east and south. Thus they tend to be neutral toward the Durotriges (King Arvirargus), perhaps because of the strong influence of the Druids, and suspicious of the Brigantes (King Venutius) and the Catuvellauni (Chieftain Caratacus).

SPECIAL RULES

If you are defeated in a battle, the tribal kings of Cymru will force you to accept tributary status to the British warleader who has the most prestige at the time of your defeat. You will remain a tributary until your overlord is defeated or unless a Roman army invades Cymru unopposed by your overlord.