

REX

BRITANNORUM

RULEBOOK



REX BRITANNORUM

In 55 and 54 BC, Julius Caesar landed in the south of the island of Britain, then known as Britannia. This was the first contact between Rome and the various British kingdoms. Numerous kings rallied to Caesar to survive, or to benefit from Rome's protection against the hostility of other British tribes: these were the first client kingdoms. This system would develop over the next century, so that by the time of Claudius' Roman invasion in AD 43, many client kingdoms were already well established.

Among these were the **Regnenses**, **Brigantes** and **Iceni**, who fought mercilessly for power. With Rome's support, they all tried to obtain the title of King of the British, in Latin: **REX BRITANNORUM**.

WILL YOU BECOME THE NEXT REX BRITANNORUM?

Rex Britannorum is a strategy game that can be played solo, with 2 or 3 players. Victory is achieved by occupying roads and cities in the different regions of Britannia displayed on the gameboard. Moreover, each player will have two personal objectives to complete, which will earn them additional victory points.

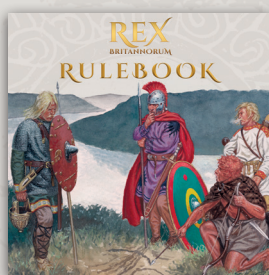
Commit your troops in the right place and at the right time to outplay your opponents. Resolution of battles is not random, so use your sense of strategy wisely to become the next Rex Britannorum.



GAME CONTENT



1 gameboard.



1 rulebook.



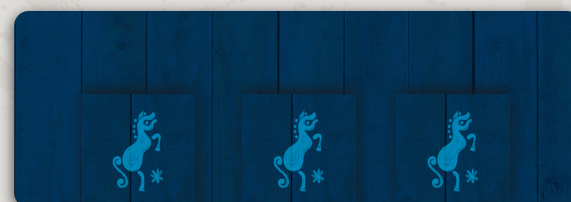
42 Troops cards, 14 per kingdom.



6 Reinforcements cards
(black borders).



18 Objectives cards.



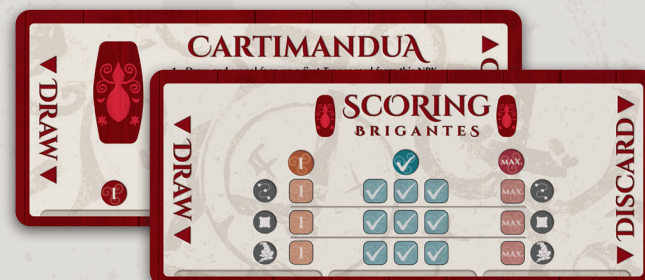
3 cards-holders, 1 per kingdom.



9 Deployment mini-cards,
3 per kingdom.



1 cloth bag.



3 scoring boards, 1 per kingdom. The back sides of each board give specific instructions to play it as a Non-Player Kingdom.



1 Turn marker.



9 Scoring marker,
3 per kingdom.



105 Control cubes,
35 per kingdom.



30 Oppidum markers,
10 per kingdom.



49 Locations tokens
(Roads and Cities).

SETUP

- 1 Place the game board in the center of the table. The map of Britannia is divided into 3 colored areas: **North(N)**, **Center (C)**, **South (S)**.
- 2 Place the *Turn* marker on the **numbered 1** space of the *Turn* track.
- 3 Place face-up the 6 *Reinforcements* cards (black borders) in the dedicated space of the game board.
- 4 Each player chooses a kingdom and:
 - 4a Places their *Scoring board* in front of them, close to the game board.
 - 4b Takes their deck of 14 *Troops* cards of their kingdom color, then:
 - ⌘ Shuffles their deck and sets it face-down on the left side of their *Scoring board*.
 - ⌘ Draws 3 cards and set them face-up under their *Scoring board* to create their recruitment queue.
 - ⌘ Draws 3 cards to constitute their starting hand.
 - 4c Takes their 3 *Deployment* mini-cards.
 - 4d Takes their cards-holder, *Control* cubes and *Oppidum* markers.
 - 4e Places a *Control* cube on the **Road** location of their starting **Fief** on the game board.
 - 4f Places their *Scoring* markers on the 3 *Stake* tracks located on the upper-left corner of the game board:
 - ⌘ On the 1 space for *Road* and *Regions* tracks.
 - ⌘ On the 0 space for *Cities* track.
- 5 Create 3 decks of *Objectives* cards by grouping them by type: **Fief**, **Cities** and **Link**. Shuffle each deck separately and distribute, hidden, 1 *Objectives* card of each type. Each player **chooses 2 of these cards**, and **discards, face-down, the remaining one**. Discarded and not used *Objectives* cards are set back in the game box hidden.
- 6 Place the 49 *Location* tokens in the cloth bag.

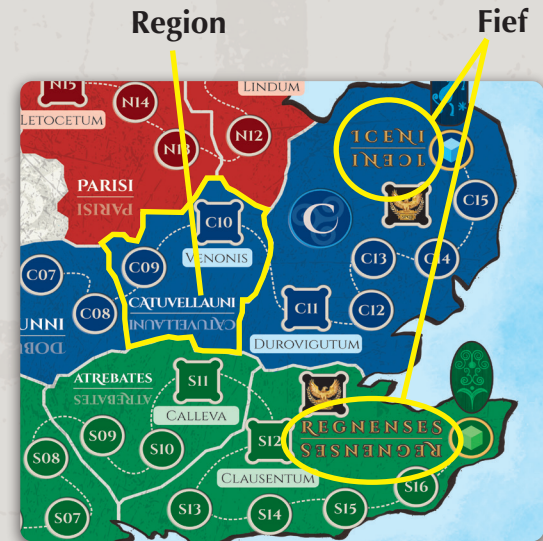
KEY GAME TERMS

In order to understand key game concepts, players will need to be familiar with the following terms and definitions.

⌘ AREAS, REGIONS AND FIEFS ⌘

The game board is divided in 3 colored Areas : **North (N) in red**, **Center (C) in blue** and **South (S) in green**.

Each area is split in 4 (**North and Center**) or 5 (**South**) named **Regions**. One of these **Regions** is also the **Fief** of one of the 3 kingdoms, identified by its coat-of-arms and its name written in « gold ».



⌘ ROADS, CITIES AND CONNECTIONS ⌘

There are two kinds of locations on the game board, **Roads** and **Cities**, linked by **Connections**.

One of the goals of the game is to take control of these locations by using:

- ⌘ *Control* cubes for **Road** locations.
- ⌘ *Oppidum* markers for **City** locations.

It is possible for *Control* cubes or *Oppidum* markers of different colors to be present on the same location. In this case, **they are said to cohabit**.

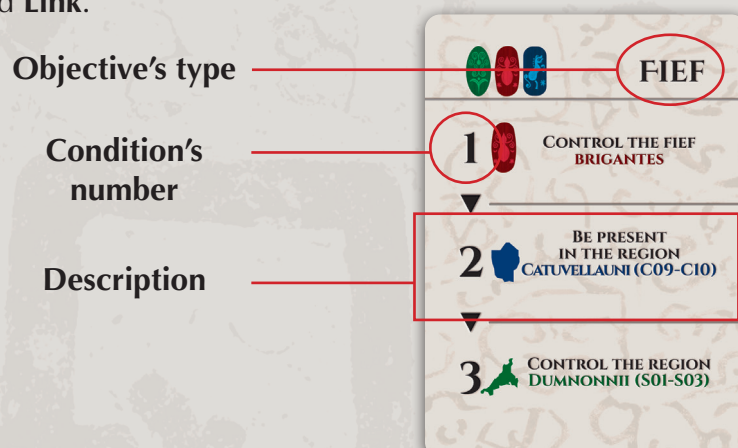
In each **Fief**, there is an isolated **City** location with a black background. This city is controlled by Rome and represents the allegiance of the kingdom to the Empire. It is possible, under certain circumstances, to take control of this location and place an *Oppidum* marker on it.



⌘ STAKES AND OBJECTIVES ⌘

There are two main ways to earn **Victory Points**.

1. By moving up along the 3 *Stake* tracks (*Road*, *Cities* and *Regions*) during the game.
2. By achieving the conditions listed on the *Objectives* cards revealed at the end of the game. There are 3 conditions to achieve on each *Objectives* card and 3 types of *Objectives*: **Fief**, **City** and **Link**.



The following terms are used on the *Objectives* cards.

Being present in a Region / Link. Have at least one *Control* cube or one *Oppidum* marker placed on a location (*Road* or *City*) of a given **Region / Link**.

Control a Region. To control a **Region**, a player must occupy **more than half** of the *City* and *Road* locations of this **Region**.

Control a Link. To *Control* a **Link**, a player must occupy **more than half** of the *City* and *Road* locations of this **Link**. A **Link** is made of the start and end **City** locations and of all the **Roads** locations connecting them.

Control the Cities of an area (North, Center or South). To control the **Cities** of a given area, a player must occupy **more than half** of the **City** locations in this area.






To control the **Cities** of the **North** area, you need to occupy 3 out of the 5 *City* locations of this area.
To control the **Link** **C05 - C10**, you need to occupy 4 out of the 6 *City* and *Road* locations of this link.

⌘ SCORING BOARD ⌘

Each player owns a *Scoring board* allowing them to record their **Achievements** all along the game.

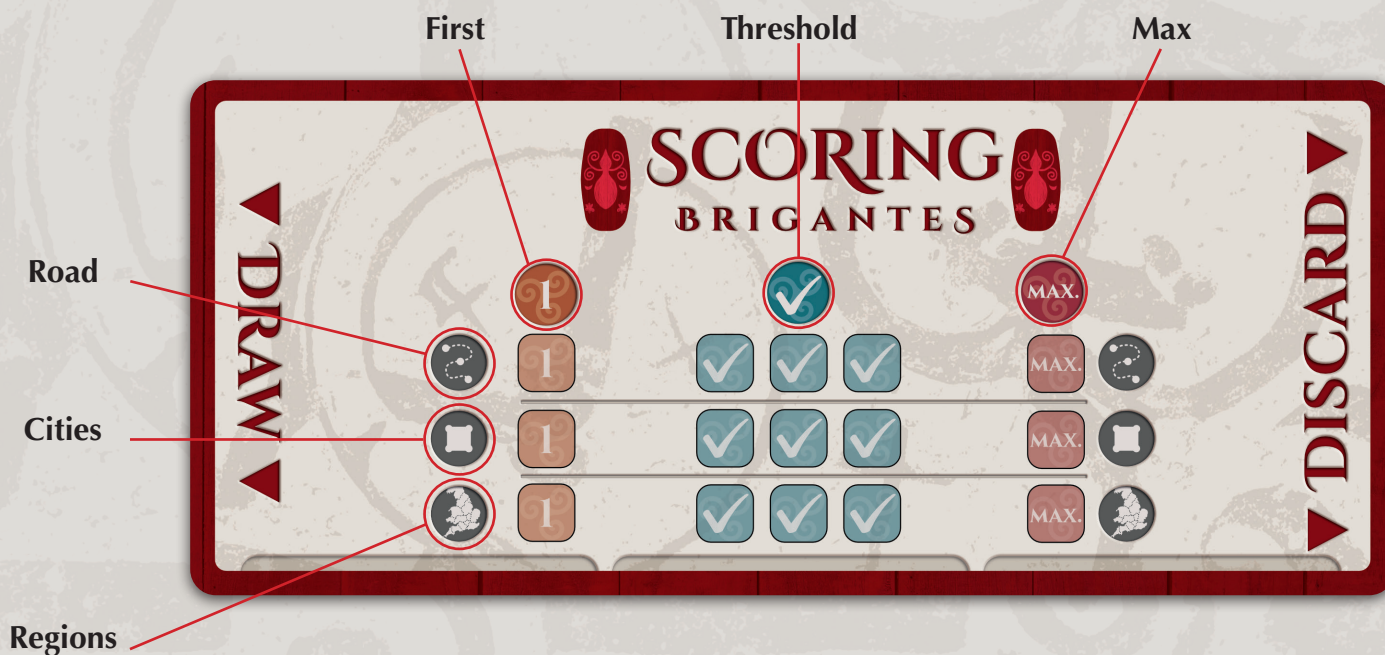
Each *Scoring board* is split in 3 lines matching the *Stakes* (*Road*, *Cities* and *Regions*) and 3 columns matching the **Achievements** symbolized by icons.

Achievements are:

-  **First.** Won by the first players reaching the  icon on one of the *Stake* tracks.
-  **Threshold.** Won by a player as soon as they reach the  icon on one of the *Stake* tracks. There are 3 **thresholds** reachable for each *Stake* track.
-  **Max.** Won at the end of the game by the players who reached the highest value on a *Stake* track.

To record an **Achievement** place a *Control* cube on the relevant space of your *Scoring board*.

Remark – The back of each *Scoring board* is used when you play solo or with only 2 players (see page 20). It reminds you the behavior of the associated **Non-Player Kingdom (NPK)**.



⌘ TROOPS, MERCENARIES & REINFORCEMENTS ⌘

Troops cards will be used to win battles. Each *Troops* card has a value ranging from 1 and 7 and, for some of them, an icon indicates they possess a **power** used during battles resolution.

Reinforcements cards (with black borders) are similar to *Troops* cards but they are «neutrals» at the beginning of the game and they enter play under certain circumstances.

Lastly, an opponent *Troops* card can be recruited by a player. It becomes a *Mercenaries* card that could be played under certain circumstances.



SEQUENCE OF PLAY

In **Rex Britannorum**, 3 kingdoms will fight for the domination over Britannia under the watchful eye of Rome. Each kingdom can either be played by a player or controlled by the game. The following rules describe a 3-players game, followed by the rules for managing the “non-player” kingdom(s) in a 2-players or solo game.

For the first game, or with young players, we recommend not to use the *Objectives* cards.

Each turn is divided in **8 phases**.

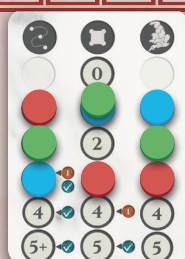
1. **Determining the turn order**
2. **Determining the locations to be conquered**
3. **Recruitment**
4. **Planning**
5. **Resolution**
6. **Allocation of the gains**
7. **Evaluation of the stakes**
8. **End of the turn**

⌘ DETERMINING THE TURN ORDER ⌘

At the beginning of each turn, the turn order, that will be used to resolve certain phases, must be determined. To do this, each player adds up the values they have reached on the 3 *Stake* tracks (*Road*, *Cities* and *Regions*). The player with the highest total will play first, the second highest is second and the player with the lowest total will play last.

In the event of a tie, randomly determine the *Turn* order between the tied players. In the first turn of the game, the turn order is therefore always determined randomly.

To remember the turn order, each player places one of his *Control* cubes on their position on the dedicated spaces of the game board.



During the determining the turn order phase, each player's total on the Stake tracks is:

Red = $1 + 3 + 3 = 7$

Green = $2 + 1 + 2 = 5$

Blue = $3 + 1 + 1 = 5$

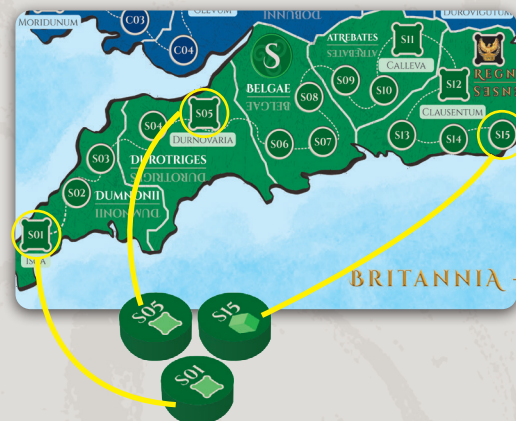
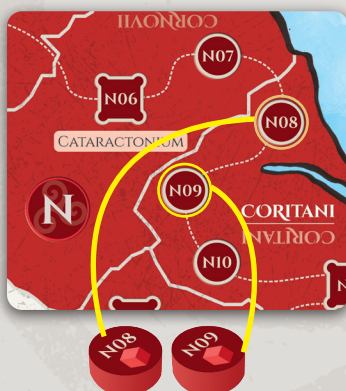
Red will play first.



We determine randomly whether **Blue** or **Green** goes second.
The final turn order is: **Red, Green, Blue**.

⌘ DETERMINING THE LOCATIONS TO BE CONQUERED ⌘

The first player in the *Turn* order draws 7 *Location* tokens from the bag then places them on the game board in the corresponding numbered locations. There is only one token per location on the game board. A given token therefore corresponds to one *Road* or *City* location. For each area, there is also a *Joker* unnumbered token. If it is drawn, it is placed on the area symbol (**N**, **C** or **S**).



⌘ RECRUITEMENT ⌘

In the turn order, each player selects 2 *Troops* cards and adds them to their hand:

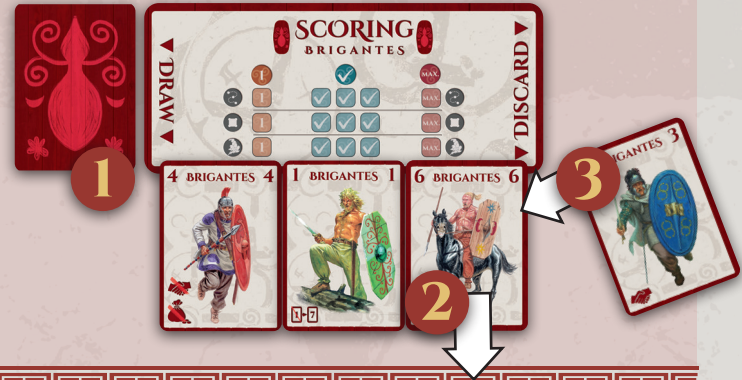
- ⌘ Either from the face-up cards in front of them, in their recruitment queue.
- ⌘ Or by drawing *Troops* cards from their deck.

It is possible to do one and/or the other. The cards drawn are not revealed to the other players.

Note – It is possible that a player has no choice if their deck of *Troops* cards is empty.

At the end of this phase, when everyone has completed their recruitment, all players draw, if necessary, from their deck of *Troops* cards, until they have 3 face-up cards in their respective recruitment queues.

- 1 Draws a Troops card from their deck without revealing it.
- 2 Takes the value 6 face-up Troops card from their recruitment queue.
- 3 Then, at the end of the phase, draws a new card to replace the value 6 card they recruited.



In the turn order, each player secretly combines 2 *Troops* cards from their hand to 2 *Deployment* mini-cards associated to one of the areas on the gameboard (**North**, **Center** ou **South**). Each pair of cards (1 *Troops* et 1 card and 1 *Deployment* mini-card) is placed in one of the spaces of the cards-holder.

If a player has a *Reinforcements* or *Mercenaries* card in their hand, they can place it in the free space of their cards-holder with their last *Deployment* mini-card.

Note – It will not be possible to associate 3 *Troops* cards to the same area as each area letter (N / C / S) is available only on 2 *Deployment* mini-cards.

Reminder – Only one *Mercenaries* or *Reinforcements* card can be played per turn.

Once the players have finished, they simultaneously reveal their cards-holders and move on to the **Resolution** phase.

During the **Planning** phase the **Red** player assigns a value 5 Troops card to area **S** and a value 3 Troops card to area **N**. They have no Reinforcements or Mercenaries card to assign to the last space of their cards-holder.



⌘ RESOLUTION ⌘

Battles are resolved in a set order: area **N (red)**, **C (blue)** then **S (green)**. Follow the steps below for each area:

1. Apply the effect of any value 1 *Troops* cards played (see **Powers of the Troops cards page 14**).
2. Add up the values of the *Troops* cards played in a given area to determine the combat value for each player.
3. The player with the highest combat value is the **Winner**. The other players who have assigned *Troops* cards to the area are **Vassals**.
4. Allocate gains (see **Allocation of the gains page 15**).
5. Resolve the effects of the powers of value 2, 3 and 4 cards (see **Powers of the Troops cards page 14**).

Important:

- ⌘ In the event of a tie in combat values, there may be several **Winners**.
- ⌘ If no *Troops* cards are assigned to an area, there are no **Winners**, nor **Vassals**, and the locations are **allocated to Rome** during the **Allocation of the gains** phase.
- ⌘ If only one player assigned *Troops* cards to an area, there is one **Winner** and there are no **Vassals**.



The **Red** and **Green** players allocate their cards in area **C** and **N**. The **Blue** player owns a Reinforcements card because in the previous turn they did not win any location. They use it so they can allocate 3 cards this turn. They play 2 cards in area **N** and 1 card in area **C**.

POWER OF THE TROOPS CARDS



Value 1 cards: In a battle in an area, if a card with a value 7 is played by a kingdom, the cards with a value 1 of the other kingdoms have a combat value of 7.



Value 2 cards: At the end of a battle, if a Vassal has played a value 2 card, they can recruit a *Mercenaries* card. They choose one of the *Troops*, *Reinforcements* or *Mercenaries* cards played by the **Winner(s)** and add it to their hand. If two **Vassals** played a value 2 card, the first one in the turn order chooses one of the **Winner** cards then the second, one of the remaining cards if there is one. Otherwise, they choose a *Reinforcements* card instead.

Note – If a kingdom assigns their 2 cards of value 2 to the same battle, **the effect only applies once**. Moreover, a player cannot recruit a *Mercenaries* card of their color if the **Winner** has played one.



Value 3 cards: At the end of a battle, if a **Vassal** has played a value 3 card, they can cohabit on a *Road* location won by the **Winner(s)**. They place one of their *Control* cubes on the location with the one of a **Winner**. It is also possible to select a *Road* location chosen by the **Winner** thanks to a *Joker* token.

Important – It is not possible to cohabit that way on a *City* location.

Note – If a kingdom assigns their 2 cards of value 3 to the same battle, **the effect only applies once**.



Value 4 cards: This card allows a **Winner** to cancel the effects of all value 2 and 3 cards played by **Vassals**. However, if there are two **Winners**, a card of value 4 played by a **Winner** does not protect the other **Winner**.

⌘ ALLOCATION OF THE GAINS ⌘

The **Winner** in an area **gets a maximum of 3 locations**. If there are more, they must choose 3 of them. They place a *Control* cube of their color on a *Road* location or an *Oppidum* marker of their color on a *City* location.

If there are several **Winners**, they choose, in the turn order, up to 3 locations. A **Winner** can choose a location selected previously by another **Winner**. In this case, they cohabit on the location and each of them places a *Control* cube or an *Oppidum* marker on the location.

If there are any locations left, they are allocated to the **Vassals**, with a **maximum of 2 locations per Vassal**. If there are 2 **Vassals**, they choose up to 2 locations in the turn order. They can place a *Control* cube or an *Oppidum* marker on the same location and, thus, cohabit.

Location tokens allocated to **Winners** and **Vassals** are **then placed back in the game box**.

At the end of this phase, if some locations are not allocated, **they are allocated to Rome**.

Locations allocated to Rome 🏰

If a location is not won by either a **Winner** or a **Vassal**, it is allocated to Rome. In this case, turn over the *Location* token to its black side. If the *Location* token is the **Joker** token, it is returned directly to the game box without effect.

Reminder – In each Fief, a *City* location, representing allegiance to the Empire, is allocated to Rome from the beginning of the game.

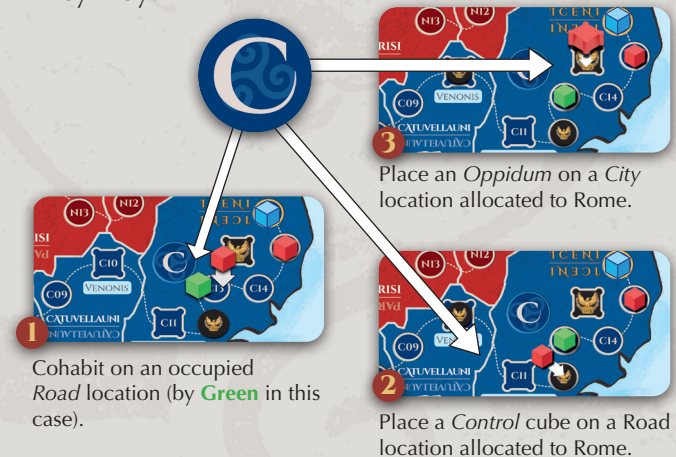
Joker token

This token can be won normally. It allows the **Winner** (or **Winners** in the event of a tie) to choose one of the following three options:

- 1 Place a *Control* cube on a *Road* location already occupied by another kingdom and located in the area. In this case, the 2 kingdoms cohabit on this location.
- 2 Place a *Control* cube on a *Road* location allocated to Rome in the area.
- 3 Place an *Oppidum* marker on a *City* location allocated to Rome in the area. It can be the *City* location allocated to Rome from the beginning of the game in each **Fief**.

The **Red** player wins the Joker token of **area C**.

They may:



Request help from Rome

If a kingdom has not placed any *Control* cube or *Oppidum* marker during a turn, it can request help from Rome. In this case, the player chooses a *Reinforcements* card that is still available, shows it to the other players and places it in their hand.

Random reinforcement – During setup, shuffle the deck of *Reinforcements* cards and place them face-down on the dedicated space of the game board. When a player gets a *Reinforcements* card, they draw the first card of the deck instead of choosing it.



The following *Location* tokens have been drawn:



Using the set of cards played page 13:

In the **North** area, **Red** player combat value is 5, **Blue** player one is 9 and **Green** player one is 3. **Blue** is the lone **Winner**, however they can only choose 3 locations out of the 4 available. They decide to place *Control* cubes in **N09** and **N14** and an *Oppidum* marker in **N11** ①. **Red** and **Green** players are **Vassals**. They can therefore both place one of their *Control* cube on the remaining location, in **N04** ②. The **Green** player played a value 3 card, he could therefore place a *Control* cube on the *Road* location **N09** or **N14** of the **Winner**. Unfortunately, the **Blue** player played a value 4 card which cancels the powers of value 2 and 3 cards.

In the **Center** area, **Red** player combat value is 1, **Green** player one 7 and **Blue** player one 2. **Green** should win, but, due to its power, the value 1 card of the **Red** player is considered a 7 value card as a card of this value has been played by the **Green** player. This is a tie. **Red** and **Green** players place therefore both a *Control* cube on the *Road* location **C09** ③. They also both win the joker token. **Red** player chooses to place one of their *Control* cubes on the *Road* location **C08**, ④ by cohabiting with the **Green** player so that they can get a road of length 2. The **Green** player chooses to place one of their *Oppidum* markers on the *City* location allocated to Rome at the beginning of the game ⑤. Lastly, the **Power** of the value 2 card of the **Blue** player allows them to recruit a *Troops* card played by one of the **Winners** as a **Mercenaries**. They choose the value 7 card played by the **Green** player.

In **South** area, none of the players have placed cards. So location **S07** is allocated to Rome ⑥.

⌘ EVALUATION OF THE STAKES ⌘



The longest road of the **Red** player is 1, of the **Green** player 3 and of the **Blue** player only 2 because City locations are not taken into account when determining a road length.



During this phase, each player evaluates their position on each of the three *Stake* tracks.

1 Road Stake

Each player determines their longest *Road* in number of connected *Road* locations. A *Road* is made of an uninterrupted path of *Road* locations on which a kingdom has a *Control* cube and linked by *Connections*. A *City* location never counts and interrupts a *Road*, as well as unoccupied, occupied alone by another kingdom, or allocated to Rome, *Road* locations.

Each player reports their result using their *Scoring* disc on the *Road Stake* track.

2 Cities Stake

Each players counts the number of *City* locations on which they placed an *Oppidum* marker.

Each player reports their result using their *Scoring* disc on the *Cities Stake* track.

3 Regions Stake

Each player counts the number of *Regions* in which they own at least one *Control* cube OR one *Oppidum* marker.

Each player reports their result using their *Scoring* disc on the *Regions Stake* track.

Victory points

Moving up along the 3 *Stake* tracks allows to win **Victory Points** during the game by performing *Achievements* and placing *Control* cubes on the *Scoring* board of each player.

Close to the *Stakes* tracks, you can find two kinds of icons:

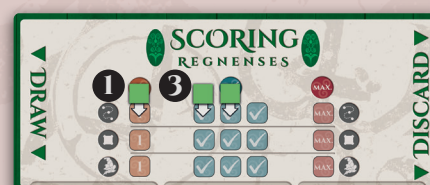
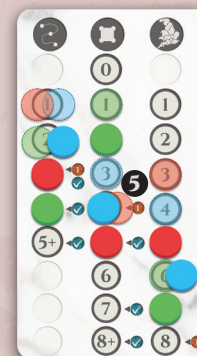
1 First. During the **Evaluation of the stakes** phase, the players who reach or exceed this value first on a *Stake* track place a *Control* cube on the dedicated space of their *Scoring board*. Once one or more players have won such a stake in an **Evaluation of the stakes** phase, other players cannot win it themselves in a subsequent turn. There can be several firsts in the same turn, regardless of the final position of their *Scoring* discs on the tracks.

✓ Threshold. During the **Evaluation of the stakes** phase, when a player reaches or exceeds this value on a *Stake* track, they place a *Control* cube on the dedicated space of their *Scoring board*. Up to 3 *Control* cubes can be placed that way for each *Stake* track.

Road Stake track: **Red** road length goes from 1 to 3, **Blue** road length from 1 to 2 and **Green** road length from 2 to 4. **Red** and **Green** get the **Achievement First**, so they add 1 *Control* cube on their *Scoring board* **1**. **Red** player also reaches 1 **Threshold**, so they add 1 *Control* cube on their *Scoring board* **2**. Finally **Green** reaches 2 **Thresholds**, so they add 2 *Control* cubes on their *Scoring board* **3**.

Cities Stake track: **Red** moves from 4 to 5 *Cities* controlled, **Blue** from 3 to 4 and **Green** from 1 to 2. **Red** reaches 1 **Threshold**, adds 1 *Control* cube on their *Scoring board* **4**. **Blue** reaches the **Achievement First**, but **Red** had reached it the preceding *Turn*. So **Blue** wins nothing **5**.

Regions Stake track: All players progress on this *Stake* track, but nobody gets an **Achievement**.



⌘ END OF TURN ⌘

Carry out the following steps:

1. *Troops* and *Reinforcements* cards played during the turn are placed in the discard pile of their respective owner face-down on the right of the *Scoring boards*.
2. Any *Mercenaries* cards played are placed face-down in their owner's discard pile.
3. Each player gets back their *Deployment* mini-cards.
4. Last, move down the *Turn* marker.

Note – A player may consult their own discard pile, but not those of other players.

END OF GAME & VICTORY

At the end of the 7th turn, the final scores are computed to determine which player wins.

⌘ STAKE TRACK ⌘

MAX. The player, or players in the event of a tie, with the highest value on a *Stake* track gets the **Max Achievement**. They place a *Control* cube on the dedicated space of their *Scoring board*.

⌘ OBJECTIVES ⌘

Each *Objectives* card lists 3 conditions to achieve in order (from up to bottom). The two *Objectives* cards of each player are revealed. Place a *Control* cube on each condition that is true.

Precision – To achieve condition 2 on a card, condition 1 must be true. To achieve condition 3 on a card, condition 1 and 2 must be true.

To have more control over the conditions you must achieve, depending on how the game unfolds, you can adopt the following variant. At the start of the game, each player keeps their 3 *Objectives* cards. At the beginning of turn 4, each player discards one of their *Objectives* cards in the game box. This card will not be considered at the end of the game.

⌘ SCORING ⌘

Add up the *Control* cube on the *Scoring boards* and *Objectives* cards of each kingdom. The player with the highest score is crowned **Rex Britannorum**. In the event of a tie, the title remains vacant and a new game must be played !



At the end of the game **Red** player determines their final score. They get:

- 7 victory points on their *Scoring board*.
 - 3 victory points on their first *Objectives* card.
 - 1 victory point on their second *Objectives* card.
- For a grand total of **11 points**.

SOLO & 2 PLAYERS GAME

Rex Britannorum can also be played by two players or solo. In this case, non-played kingdoms are managed by the game system according to the rules described below. These are referred to as **Non-Player Kingdom** or **NPK**.

⌘ SETUP ⌘

During setup, each player normally chooses a kingdom. Kingdoms not selected by the players become **NPKs**. The *Scoring boards* of these kingdoms are flipped to the side describing their Behavior during play. Each board is different, allowing you to play against **NPKs** acting differently, thus renewing the interest of the game. An **NPK Troops** cards are shuffled and placed face-down to constitute their deck. An **NPK** have neither a hand of cards nor a recruitment queue. Finally, do not draw *Objectives* cards for **NPKs**.

Precision – In solo mode, the player keeps the 3 *Objectives* cards he drew.

These are the only changes during setup.

⌘ TURN ORDER ⌘

It is not necessary to determine the turn order for **NPKs**. When playing solo, this phase is simply skipped. When having 2 players determine the turn order normally for the two kingdoms played.

⌘ RECRUITMENT & PLANNING ⌘

The player(s) carry out their **Recruitment** and **Planning** phases as usual. At the end of the **Planning** phase, play the **NPKs** according to their **Behavior**, described later in these rules.

⌘ RESOLUTION ⌘

Battles are resolved normally in each area. However, **Powers** of value 2 and 3 *Troops* cards played by an **NPK** are ignored. **Powers** of value 1 and 4 cards of an **NPK** functions normally.

⌘ ALLOCATION OF THE GAINS ⌘

Allocation of the gains is made as usual. If an **NPK** is the **Winner** and there are more than 3 locations to win, determine randomly which one are allocated to the **NPK**. If an **NPK** is a **Vassal** and there are more than 2 locations to win, determine randomly which one are allocated to the **NPK**.

If an **NPK** wins a *Joker* token, it always chooses the **City location allocated to Rome** at the start of the game in the **Fief** of the area. An **NPK** never requests the help from Rome. Never assign it a *Reinforcements* card.

⌘ EVALUATION OF THE STAKES ⌘

NPKs move up normally on the 3 *Stake* tracks. However, they do not place *Control* cubes on their *Scoring boards* to win **Victory Points**. Their progress on the *Stake* tracks will only impede players to win **Victory Points** by being **First** on a track and/or by having the highest value, **Max**, at the end of the game.

⌘ END OF GAME ⌘

For a 2-players game, the **Rex Britannorum** is normally determined without considering the **NPK**.

In solo mode, the player's goal is to earn a maximum of the 24 possible **Victory Points** to obtain the support of the people. The player's performance is evaluated on the following table.

Score	Evaluation
1-10	A junk Rex who will end up devoured by lions in the Colosseum.
11-13	A weak Rex whose reign will be noticeably short.
14-15	A mundane Rex. Could do better.
16-17	A conquering Rex! Long live the King of the Britons!
18-19	A Rex to remember for a long time.
20 ou +	More than a Rex, a legend.

⌘ NPKS BEHAVIORS ⌘

Each **NPK** will behave differently when assigning its *Troops* cards to different areas of the game board. The specific rules for each **NPK** are also shown on their *Scoring board*.

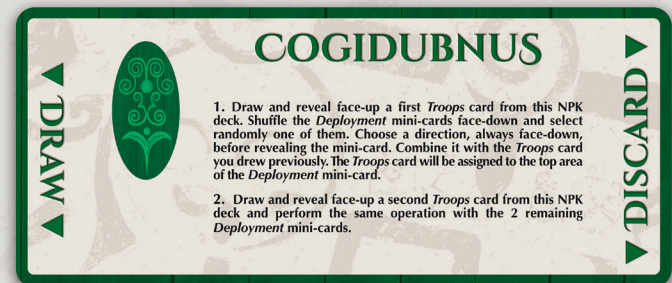
General notes for **NPKs**:

- ⌘ If the position of a *Deployment* mini-card sends *Troops* to an area with no *Location* tokens, flip the mini-card over to send them to the other possible area.
- ⌘ In the rare event that all *Location* tokens are in the same area, the 2 *Troops* cards of an **NPK** are sent to this area.

⌘ REGNENSES: COGIDUBNUS THE IMPETUOUS ⌘

At the end of the player(s) **Planning** phase, complete the following steps for this **NPK**.

1. Draw and reveal face-up a first *Troops* card from this **NPK** deck. Shuffle the *Deployment* mini-cards face-down and select randomly one of them. Choose a direction, always face-down, before revealing the mini-card. Combine it with the *Troops* card you drew previously. The *Troops* card will be assigned to the top area of the *Deployment* mini-card.
2. Draw and reveal face-up a second *Troops* card from this **NPK** deck and perform the same operation with the 2 remaining *Deployment* mini-cards.



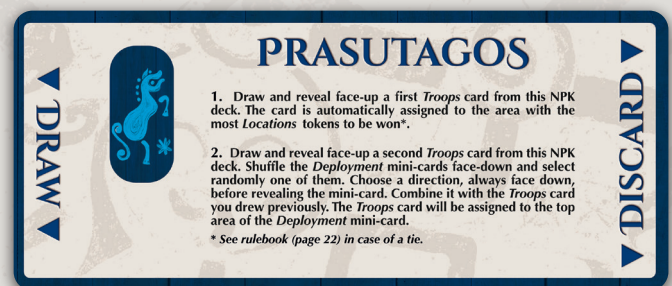
⌘ ICENI: PRASUTAGOS THE GREEDY ⌘

At the end of the player(s) **Planning** phase complete the following steps for this **NPK**.

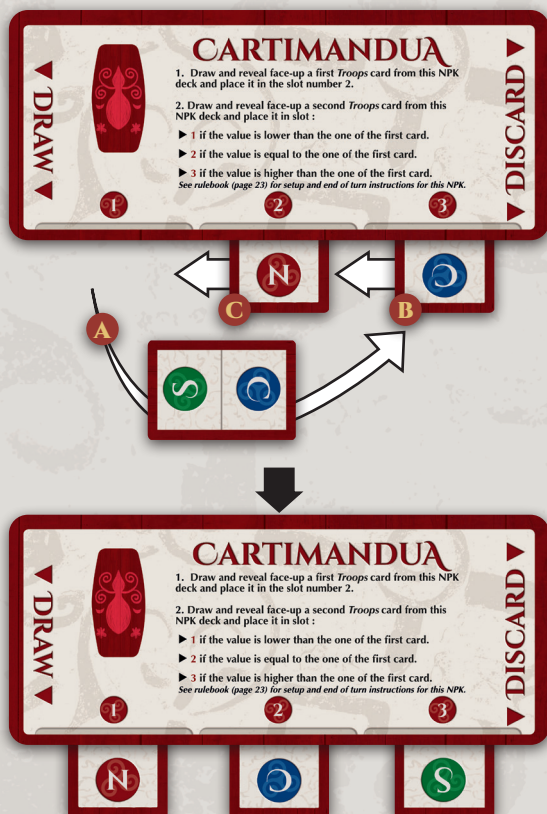
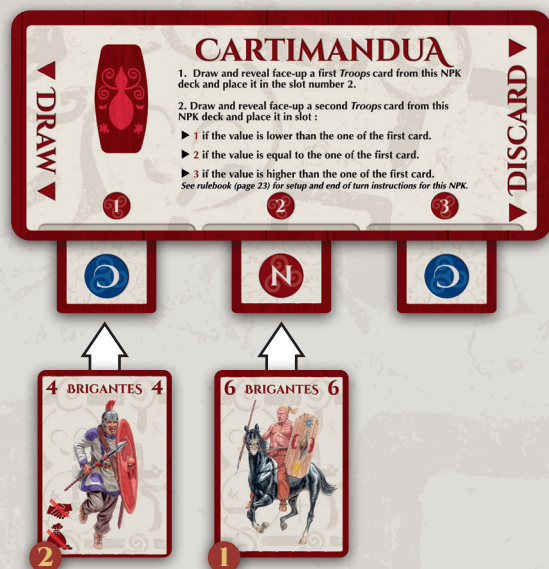
1. Draw and reveal face-up a first *Troops* card from this **NPK** deck. The card is automatically assigned to the area with the most *Locations* tokens to be won. If two areas have the same number of tokens, break the tie as follows :

- ⌘ The area where a *Joker* token can be won.
- ⌘ The area with the most *City* tokens to be won.
- ⌘ In the following order, area **N (Red)**, **C (Blue)** then **S (Green)**.

2. Draw and reveal face-up a second *Troops* card from this **NPK** deck. Shuffle the *Deployment* mini-cards face-down and select randomly one of them. Choose a direction, always face down, before revealing the mini-card. Combine it with the *Troops* card you drew previously. The *Troops* card will be assigned to the top area of the *Deployment* mini-card.



⌘ BRIGANTES: CARTIMANDUA THE FORESIGHTED ⌘



During setup, place randomly the *Deployment* mini-cards under the 3 dedicated slots of this **NPK** board so that only one area (**North (N)**, **Center (C)**, **South (S)**) is visible for each mini-card.

At the end of the **Planification** phase of the player(s), perform the following steps for this **NPK**.

- ❶ Draw and reveal face-up a first *Troops* card from this **NPK** deck and place it in the slot number 2.
- ❷ Draw and reveal face-up a second *Troops* card from this **NPK** deck and place it in slot:
 - ⌘ 1 if the value is **lower** than the one of the first card.
 - ⌘ 2 if the value is **equal** to the one of the first card.
 - ⌘ 3 if the value is **higher** than the one of the first card.
- ❸ Assign the *Troops* cards to the areas indicated by the *Deployment* mini-cards.

Example – The first *Troops* card drawn **value** is **6**. It is placed under **slot 2**. The second card **value** is **4**, therefore lower. It is placed on the left of the value 6 card, under **slot 1**. The 4 value card is then sent to area **C** and the 6 value card to area **N**.

Note – Do not consider the **Power** of value 1 cards to determine whether a value is less than, greater than or equal to.

At the end of each turn, change the position of the *Deployment* mini-cards in the following way.

- Ⓐ Rotate the mini-card in slot 1 and place it under slot 3.
- Ⓑ Move the mini-card from slot 3 to slot 2.
- Ⓒ Move the mini-card from slot 2 to slot 1.

⌘ 2-PLAYERS VARIANT ⌘

If you wish, you can play with 2 players without adding a **Non-Player Kingdom** in your quest for power by applying the modifications below.

Setup

At the end of the setup, draw 7 *Location* tokens in the bag. Place them on their respective locations on the game board, *Turning* them over onto their back side to allocate them to Rome (see page 15 **Location allocated to Rome**).

Example – During setup, the 7 tokens drawn are:
N04, N11, C08, C10, C12, S09 et S11.

Determining the locations to be conquered

During this phase, the first player draws **only 6 Location tokens** in the bag and place them normally on the game board.



CREDITS

Rex Britannorum is a game by Stéphane Brachet
Development: Julien Busson and Denis Sauvage
Illustrations: Giuseppe Rava www.g-rava.it
Graphic design: Lisa Fix www.lisafix.fr
Proofreading and testing: Sébastien CANTET, Nicolas PEDRONI, Sébastien VIRIOT, Christophe LORENZINI, Julien BRACHET, Jean-Christophe POMMERET, Frédéric NANCEY, Guillaume DESCAMPS, Thierry DESCAMPS

REX

BRITANNORUM



⌘ HISTORY ⌘

In 55 and 54 BC, Caesar led two military incursions in Britain. As a result of these campaigns, he established the first known bounds with the island's tribes, and in the following century, contacts between Britons and Romans increased. Some of these tribes developed political and commercial relations with Rome. They adopted Roman ways, importing wine, olive oil and other products. Some tribes, on the other hand, remained wary, sometimes hostiles, to Rome's influence.

A century later, in 43 AD, the Roman emperor Claudius decided to invade the island, and during the next 45 years, the Roman army gradually extended its control over much of England, present-day Wales and even as far as Scotland, populated at the time by the fearsome Picts. A new Roman province was born: Britannia. This province remained part of the empire until the early 5th century.

During this period of occupation, Rome relied on the allegiance of local tribes and "client kingdoms", friends to Roman power, to maintain control over conquered territories. This strategy allowed Rome to trade and protect the borders of its empire without having to occupy the land directly. In return, the client kings benefited from Roman largesse, the fruits of dynamic trade and, if necessary, Rome's military aid to consolidate their power over their compatriots. In their quest for prestige, these kings adopted Roman names, spoke Latin, and lived in villas inspired by Roman ones.

REGNENSES – TIBÈRE CLAUDIUS COGIDUBNUS

The Regnenses were a tribe whose territory lay in south-east Britain, with Noviomagus as their tribal capital. In most writings, the Regnenses appear to have been Atrebates' vassals.

During the invasion of 43 AD, the Romans conquered the Regnenses kingdom under the command of the future Roman governor Aulus Plautius. The Regnenses territory was seized from the Atrebates and reorganized as a pro-Roman kingdom. A military supply center was built at Noviomagus, from which the legions were supplied as far west as the Belgae and Durotriges territories.

After the Roman invasion, the kingdom was ruled by Tiberius Claudius Cogidubnus (Cogidubnos in Briton). Cogidubnus was the perfect example of a client king: a very loyal ally of Rome who adopted the Roman way of life, and whose palace at Fishbourne is famous for its spectacular mosaics, such as the one depicting Cupid on horseback riding a dolphin.

ICENI – PRASUTAGOS

The Iceni (or Eceni) lived in what is now Norfolk, North-West Suffolk, and East Cambridgeshire. They were related to the Cenimagni tribe, who had sided with Caesar during his invasion in 54 BC, perhaps marking the beginning of the Iceni's pro-Roman policy.

When the Romans invaded in 43 AD, the Iceni saw the arrival of the Romans as a godsend and witnessed the fall of their powerful neighbors, the Catuvellauni. However, in 47, the second Roman governor of Britannia, Publius Ostorius Scapula, attempted to disarm the Iceni and provoked an uprising. This rebellion was brutally quelled by Rome, and the Iceni officially became a client kingdom headed by the pro-Roman Prasutagos.

Prasutagos, as an ally of Rome, gained relative independence and protection for his tribe. In exchange he was forced to name the Roman emperor co-heir to his kingdom, along with his two daughters. Prasutagos lived a long and prosperous life until his death in 59. After his reign, the Romans flouted his loyalty by depriving the nobles of their lands and plundering his kingdom.

BRIGANTES – CARTIMANDUA

The mighty Brigantes were a tribe living in North England and controlling one of the largest territories in Britain. They seem to come from the amalgamation of several tribes adopting the collective name of the Celtic goddess Brigantia.

At the time of the Roman invasion and conquest, the Brigantes accepted the arrival of the Romans, who were decimating the tribes in the southern parts of the island. Rather than opposing them or supporting distant tribes, they acted as a client kingdom headed by Queen Cartimandua.

Cartimandua was a powerful and influential queen who sought to retain her throne. Like many members of the Celtic aristocracy at the time, she pledged allegiance to Rome and entered into agreements with the Romans. In 51 AD, she surrendered King Caratacus, chief of the Catuvellauni tribe, to Rome. Caratacus had led the Celtic resistance against the invaders, and he and his family had taken refuge with Queen Cartimandua.



⌘ RULES SUMMARY ⌘

The game lasts 7 turns split in 8 phases.

1. Determining the turn order

Add the values reached by each player on the Stake tracks. The player with the highest total goes first, and so on. Resolve ties randomly.

2. Determining the locations to be conquered

The first player draws 7 Location tokens from the bag and places them on the game board.

3. Recruitment

In the turn order, each player selects 2 *Troops* cards either in their recruitment queue and/or by drawing from their *Troops* cards deck, then adds them to their hand.

4. Planning

In the turn order, each player secretly combines 2 *Troops* cards from their hand to 2 *Deployment* mini-cards associated to one of the areas on the gameboard. A player can select and play 1 *Reinforcements* or *Mercenaries* cards if they own one.

5. Resolution

Battles are resolved in a set order: area **N (Red)**, **C (Blue)** then **S (Green)**.

- ⌘ Apply the effect of any value 1 *Troops* cards played.
- ⌘ Add for each player the values of *Troops*, *Mercenaries* and *Reinforcements* card played in this area.
- ⌘ Determine the **Winner(s)** and **Vassals**, if any.
- ⌘ Allocate gains.
- ⌘ Resolve the effects of the powers of value 2, 3 and 4 cards.

6. Allocation of the gains

The **Winner(s)** get a **maximum of 3 Locations**. Any **Vassals** win a **maximum of 2 of the remaining locations**. Locations not allocated to players are **allocated to Rome**.

7. Evaluation of the stakes

On each of the *Stake (Road, Cities, Regions)* tracks, players update their totals and report their **Achievements** on their *Scoring boards*.

8. End of turn

Troops, *Reinforcements* and *Mercenaries* cards are discarded, and players get back their *Deployment* mini-cards. Move down the *Turn* marker on its track. At the end of the 7th turn, determine victory.