



Kings of Northern Britain, 635AD

An Eight Player Campaign Style Tournament
for De Bellis Antiquitatis

By Will Michael



Overview

The format of *De Bellis Antiquitatus* (DBA), with its small battlefield and short playtime, makes it ideal for a three or four round tournament where army movement on a campaign map determines the game match ups. The campaign is for eight players, but this can easily be expanded by adding new Welsh, British, Irish and/or Anglo-Saxon Kingdoms as long as there is an even number of players.

Background

The collapse of the Roman province of Britannia drew Germanic migrants from across the Channel and propelled native peoples around the British Isles. The arrival of the Anglo-Saxons started a period of struggle and decline for the native Britons. At the same time Gaels from Ireland settled in western Britain, adjacent to the Picts. By about 635AD, the Anglo-Saxon kingdoms of Bernicia and Deira united to form the kingdom of Northumbria and conquered the British kingdom of Elmet, thus dividing the British kingdoms in Wales from those of northern Britain. At the same time the Anglo-Saxon kingdom of Mercia emerged from their initial lodgement in the Fens, pushing the British back into Wales and later challenging Northumbria for Anglo-Saxon supremacy. This period of conflict provides the historical context of the campaign.

Kingdoms and Armies

The eight kings of the campaign, with their respective armies, are:

- King Gartnait III of Pictland (Pictish II/68b): 1x3Cv(Gen), 2x2LH, 6x3Sp, 3x2Ps.
- King Domnall Brecc mac Eochaid of Dalriada (Scots-Irish II/54b): 1xLCh(Gen), 9x3Ax, 2x2Ps.
- King Rhun of Gododdin (Sub-Roman British II/81d): 1x3Cv(Gen), 2x3Cv, 1x2LH, 7x4Sp, 1x2Ps.
- King Owain of Strathclyde (Sub-Roman British II/81d): 1x3Cv(Gen), 2x3Cv, 1x2LH, 7x4Sp, 1x2Ps.
- King Rhoedd of Rheged (Sub-Roman British II/81d): 1x3Cv(Gen), 2x3Cv, 1x2LH, 7x4Sp, 1x2Ps.
- King Oswald of Northumbria (Middle Anglo-Saxon III/24a): 1x4Wb(Gen), 1x4Wb, 6x4Sp, 2x7Hd, 1x2Ps, 1x3Cv.
- King Eiludd of Powys (Welsh III/19a): 1x3Cv(Gen), 9x3Wb, 2x2Ps.
- King Penda of Mercia (Middle Anglo-Saxon III/24a): 1x4Wb(Gen), 1x4Wb, 6x4Sp, 2x7Hd, 1x2Ps, 1x3Cv.

Game Play

The campaign will consist of three turns, each representing a calendar year. At the end, the player that has scored the most campaign points will be declared the winner.

At the start of the campaign each player in turn will draw both an Army Token and an Initiative Chit from a cup to decide which king they will represent and the order of army placement. There is one differently coloured Army Token for each kingdom, and eight Initiative Chits numbered from one to eight. Each player, in Initiative Chit order, places his Army Token in a province within his kingdom. After all armies have been placed, the campaign is ready to begin.

Turn Sequence

1. Initiative Phase: The Initiative Chits are placed back in the cup, mixed, and each player draws one. This indicates the sequence each player will undertake each phase, with one playing first; eight playing last. Overlords may choose to swap their Initiative Chit with one of their tributaries.
2. Diplomacy Phase: Players have five minutes to conduct diplomacy, declare war, enter alliances, and coordinate movement and battles. No declaration or agreement is binding (such is the nature of kings).
3. Movement Phase: The object of movement is to engage an enemy army in battle by moving the player's army along connected routes into the same province as the enemy. Therefore, each army must end movement in the same province as an army that it is allowed to attack. If the province containing your army is already occupied by an enemy army then no movement is allowed as you are already committed to a DBA battle. Movement is unlimited along routes, but an army must stop and have combat when it enters a province containing an enemy army. Players may choose to let other player's armies pass through their army, thereby allowing the moving army to attack a third player. Provinces containing two battling armies do not block movement and can be passed through; the armies being far too preoccupied to intercept the movement. An overlord's army may always pass through the army of a tributary, and they may not attack each other. Tributaries of the same overlord may not attack each other unless there are no other unengaged enemy armies. An overlord may dictate which player a tributary will attack that turn. Once every player has moved, and has been paired in battle with another player, proceed to the next phase.
4. DBA Combat Phase: Army list Aggression Factors are not used to decide the attacker and the defender. The stationary player has an Aggression Factor of zero. The moving player has an Aggression Factor equal to the number of provinces moved into that turn, up to a maximum of four. The topography used is that of the non-moving player.

If an army loses a combat while occupying a province within their kingdom they become a tributary of their opponent, who becomes their overlord. Should an overlord lose a battle within their kingdom, or the General's element is destroyed during combat, all tributaries rebel and regain their independence.

5. Winter Quarters Phase: Players, in Initiative Chit sequence, return their Army Token to a province in their Kingdom in preparation for the next turn. Any element losses from combat are replaced in each army.

Scoring

Use the standard NASAMW DBA Tournament scoring system. At the end of each turn an overlord receives an additional 5 points for each tributary, while a tributary loses 1 point.