

A WOMANS RESOLVE



BOUDICAS
REBELLION, A.D. 60

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Introduction

A Woman's Resolve is a fast playing game about Boudica's uprising against the Roman Empire in AD 60.

This game is designed to use no additional items other than those in the Pendragon Box, other than a few extra d6 perhaps. I do not own a copy of Pendragon, so mistakes regarding counter names, location names, number of counters, etc. should be expected.

Components

Population Markers

- Red cubes = Roman aligned
- Blue cubes = Briton aligned
- Gold cubes = Unaligned
- (Optional Rule only) Population markers = Unaligned

Town Markers

- Red cross = Roman aligned
- Blue cross = Briton aligned

Evacuating Londinium

- Refugee counter = Garrison removed
- Imperial Eagle counter = Roman army strength point (Londinium garrison)

Chief Marker

- Any red counter = Roman aligned chief
- Any blue counter = Briton aligned chief

Army Markers

- Red wooden cylinder with dragon = Roman legion (Legio IX Hispana, XX Valeria Victrix)
- Red Pawn = Legio XIV Gemina
- Red die = Legio II Augusta
- Blue Pawn = Boudica
- Blue wooden cylinder with dragon = Briton army. Each Briton army should be set up with a population 1, 2, or 3 counter to denote which army (1, 2 or 3) it is.

Army Strength Markers

- Green cubes and triangular cylinders = Roman army strength point
- Black cubes and triangular cylinders = Briton army strength point

Agents

- White pawn = Roman agents
- Grey pawn = Briton agents

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One or more d6.

Setup

Population Markers

- Carvetii – 6 unaligned, 2 Briton
- Textoverdi – 1 Roman, 5 unaligned, 2 Briton
- Deceangli – 1 Roman, 5 unaligned, 2 Briton
- Brigantes – 1 Roman, 5 unaligned, 2 Briton
- Parisi – 2 Roman, 4 unaligned, 2 Briton
- Ordovices – 5 unaligned, 3 Briton
- Cornovii – 1 Roman, 5 unaligned, 2 Briton
- Corieltauvi – 2 Roman, 4 unaligned, 2 Briton
- Demetae – 6 unaligned, 2 Briton
- Silures – 1 Roman, 5 unaligned, 2 Briton
- Dobunni – 2 Roman, 5 unaligned, 1 Briton
- Catuvellauni – 2 Roman, 4 unaligned, 2 Briton
- Iceni – 1 unaligned, 7 Briton
- Trinovantes – 1 unaligned, 7 Briton
- Dumnonii – 7 unaligned, 1 Briton
- Durotriges – 1 Roman, 6 unaligned, 1 Briton
- Atrebates – 2 Roman, 5 unaligned, 1 Briton
- Regni – 2 Roman, 5 unaligned, 1 Briton
- Cantiaci – 2 Roman, 5 unaligned, 1 Briton

Optional Rule: Novantae and Votandini

Novantae and Votandini should not be set up, due to piece limitations, and due to the fact that they are so far away from the action. If the players wish to set them up however, they can be set up by using population markers, and contain the following:

- Novantae – 7 unaligned, 1 Briton
- Votandini – 7 unaligned, 1 Briton

Chiefs:

The Romans roll a d6 for each of the following regions: Cornovii, Corieltauvi, Demetae, Silures, Dobunni, Catuvellauni, Dumnonii, Durotriges, Atrebates, Regni, Caniace. On a 6, place a Roman aligned chief marker in the region.

The Britons place a Briton aligned chief marker in Icine and Tivoltnete. Additionally roll a d6 for each of the following regions: Corieltauvi, Catuvellauni. On a roll of a 3, 4, 5, or 6, place a Briton aligned chief marker in the region.

Towns:

The Romans place towns in the following regions: Eboracum, Corieltauvi (Lindum), Dobunni (Glevum), Atrebates (Calleva Atrebatum), Londinium, Tivoltnete (Camuledunum).

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The Britons place towns in the following regions: Icine (Branodunum and Venta Icenorum), Tivoltne (Walton Castle).

Armies

The Romans place army markers in the following places with the following strengths:

- Legio XIV Gemina in Ordovices, 7 strength points.
- Legio IX Hispana in Corieltauvi, 2 strength points.
- Legio XX Valeria Victrix in Silures, 6 strength points.
- Legio II Augusta in Atrebates, 6 strength points.

The Britons place army markers in the following places:

- One army in Iceni
- Boudica and 2 armies in Tivoltne

The Britons divide 17 strength points among their armies. Each army must have a minimum of 3 strength points at the start of the game. The strength of Briton armies should be kept hidden from the Roman player, by placing the markers in a concealed position off of the map, along with a marker to denote to which army the strength points belong.

Agents

The Romans start with one agent in Londinium. The Britons start with one agent in Londinium, and another agent in one of the following places: Corieltauvi, Icine, Catuvellauni, Tivoltne, Londinium, Atrebates, Regni, Cantiaci.

Other Counters

The Roman recruitment pool can be placed anywhere on or off map (in full view of both players), and filled with 7 strength points. The Britons should select one cardboard counter of their choice to note Boudica's movement and place it on the outside number track at 0. The Briton player should have markers for their strength points at hand but does not need to put them into a pool.

Two Briton strength points are placed in Ordovices.

Order of Play

The player who controls the Britons starts the game acting first in each phase. Once the Roman player's Legio XIV Gemina reaches Londinium (if Londinium is not destroyed), the Roman player goes first in all subsequent phases.

Turns are conducted in the following order:

Turn order

1. Population Leaning Phase
 - a. Check for chief change to population leaning

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- b. Check for Briton agent change to population leaning
- c. Check for Boudica or army change
- d. Check for majority population change

2. Movement Phase
 - a. Move armies
 - b. Move agents
3. Battle Phase
 - a. Attempt to initiate fight
 - i. Battle
 - ii. Retreat
 - b. Place armies back on board
 - c. (Optional) Destroy towns
 - d. Britons pillaging bonus
4. Recruitment Phase
5. Victory Phase
 - a. Immediate Win Conditions
 - b. VP's (Optional)

Population Leaning

At the start of the phase, in each region with a chief, roll a d6. On a roll of 5 or 6, replace one unaligned population with that of the same alignment as the chief.

Next, if there is a Briton agent present in the region, roll a die for each unaligned population. On a roll of 6, replace the unaligned population with a Briton aligned population.

If Boudica is present in a region, then roll a d6. On a 5 or 6, replace one unaligned population with a Briton aligned population, this roll has a +1 bonus if it occurs in Icine or Tivoltnete. If a Briton army is present in a region, then roll a d6. On a 6, replace one unaligned population with a Briton aligned population, this roll has a +1 bonus if it occurs in Icine or Tivoltnete.

Finally, if the Roman or Briton population has four or more population in a region, roll a d6 for each unaligned population. On a 6 replace one unaligned population with a majority aligned population.

All of the rolls are subject to the following roll modifiers:

- i. +1 for each enemy army destroyed
- ii. -1 for each of your own armies destroyed
- iii. +1 if Londinium removed from the map (Britons Only)
- iv. +1 for each town destroyed by the Romans last turn (Britons Only)
- v. -1 for each town you destroyed last turn (Romans Only)

If there is no unaligned population left in a region, instead remove one of the enemy's population from the game permanently. The presence of a town marker in a region means that the number of aligned population markers of the same side as the town can never be lower than one.

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Movement Phase

The first player starts by moving any one of their armies (and their associated strength points) or agents a number of regions, then the other player moves an agent or army, with movement alternating until no pieces are left to move. If one side cannot move a piece, the other player can move their pieces until they have completed all possible moves. Either player can pass their turn to move pieces at any point, if both players pass, move on to the next phase.

Pieces move the following amounts:

- Agents move 2 regions
- Roman armies move 2 regions (3 if on a road)
- Briton armies move 1 region (unless moving with Boudica)
- Boudica can elect to:
 - March
 - Move and declare
 - Declare

When Boudica marches, raise Boudica's movement marker on the top number movement track by two. If Boudica elects to move and declare, raise Boudica's movement marker on the top number movement track by one, and then declare. If Boudica declares her presence, she moves a number of regions less than or equal to the number on the movement track, and the movement track marker is reset to zero.

Movement Restrictions

Armies can never move through another region containing another army of three or more enemy strength points. Armies cannot move out of a region containing an enemy army into enemy territory.

Enemy territory is defined as a region controlled by the enemy, by either having 2 or more strength points or a town (if both sides have strength points and/or towns, the one with more strength points controls it, in the event of a tie the region is considered to not be enemy territory for both players). If a region contains no strength points or towns, it is controlled by the player who last passed through it with an army or started the game with the region under their control. Londinium and Eboracum are never considered to be controlled by either player.

The Romans start with control over all regions but Novantae, Votadini, Carvetii, and Textoverdi in the north, Dumnonii in the west, and Icine and Tivoltne in the east. The Britons start with control over Icine and Tivoltne.

Strength points can be detached or reattached from a region or with another army, if in the same region as the moving army at any part of a move. An army can exchange strength points with any number of regions or armies during its move. Strength points cannot move absent an army.

Moving into Boudica's region

When a Roman agent or army moves into the same region as Boudica, Boudica is considered to have been declared, and may move (if able).

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Roman Agents moving into a Briton Army region

When a Roman agent or army moves into a region that contains a Briton army, the Briton player must tell the Roman player how many strength points are in each of their armies in the region (though not necessarily which strength points correspond to each army). If a Briton army moves into a region with a Roman agent or army, they do not declare their strength points. The Briton player should not include strength points present in the region, but not attached to an army.

Moving Through Londinium or Eboracum

Londinium or Eboracum both count as spaces but are not counted when moving.

Moving 0

Roman Agents or armies are allowed to move no spaces, if in a region with Briton armies or Boudica. This counts as having moved into the region for purposes of declaring Boudica and assessing Briton Army strength.

Battle Phase

If two armies are in the same region, one or both sides can choose to initiate a fight. If both sides wish to fight a battle begins. If only one side wishes to fight, they roll a d6 for each of their armies in the region. On a roll of a 6, a battle begins. Strength points in a region without an army cannot initiate a fight and cannot refuse a fight.

Exception: Londinium or Eboracum

Armies in Londinium or Eboracum must give battle. If they do not wish to fight, they must withdraw to any adjacent region that is not enemy territory and are considered to have lost a battle.

When a battle begins proceed through the following steps:

1. Roll one d6 for every strength point present in the region. Roman strength points receive a +1 bonus to their rolls.
2. Line the dice up against each other, starting with the highest, proceeding to the lowest. Discard any leftover dice.
3. Compare each set of dice:
 - a. A difference of 0 or 1 means the strength point stands firm
 - b. A difference of 2 or 3 means the strength point retreats, place it in a retreat pool, these units do not take place in the subsequent rounds of combat
 - c. A difference of 4, 5, or 6 means the strength point routs, and is removed permanently from the game.
4. Repeat until one side has no strength points left to battle with, through losses and/or retreats. That side has lost the battle.
5. Each player rolls a d6 for each strength point in their retreat pool. On a 3, 4, 5 or 6, one of their strength points is destroyed and is permanently removed from the game.

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Armies and strength points are then placed back on the board in the region. Exception: the loser of battles in Londinium or Eboracum instead places any remaining armies and strength points into a random adjacent region that is not enemy territory.

If two or more armies from the same player are present in the region, randomly divide the strength points between them (following stacking rules). This may lead to an army having no strength points, even after a victorious battle, indicating that the leader or general was killed even in victory. If an army has no strength points at any given time, it is destroyed and removed from play permanently.

If the battle destroys all enemy armies and strength points in a region, the Romans can choose to destroy enemy towns, and remove the town counter from the board permanently. The Briton player must always destroy enemy towns if able. If any player moves into a region with no enemy strength points, and the region contains enemy towns, during the battle phase, they may destroy enemy towns like they won a battle.

Town Bonus:

The presence of a player's town in a region adds one strength point to the player's side during a battle. Exception: If the Romans evacuate Londinium (see Recruitment Phase), they do not gain the strength point bonus.

Pillaging Bonus

Britons gain one strength point for any army of their choice in a region when they destroy a town. In this case only, if this addition pushes the army over the stacking limit, the limit for the number of strength points in an army are temporarily ignored, but no new strength points can be added to the army until it comes in line with the stacking limit.

Recruitment Phase

The player who goes first may elect to recruit first or second.

Britons

If a Briton army is in a region with aligned population markers, the Briton player can remove any number of them from the region's population and exchange them for an equal number of strength makers to be placed into any Briton armies present in the region.

If a Briton agent is in a region with aligned population markers, the Briton player can remove one of them from the region's population and exchange it for one strength point to be placed in the region, or into a Briton army in the region.

Romans

If a Roman army is in a region on the board with a city, the Roman may recruit up to 2 strength points to be placed in that army. If the Roman reinforcement pool runs out, they may no longer recruit units.

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Exception: Evacuating Londinium

A Roman army may gain one additional strength point if, while an army is in Londinium, they choose to remove the city's garrison. This strength point is not counted against the stacking limit for the army. Mark the city with a refugee counter and the legion with the Imperial Eagle counter. In this case, Londinium will no longer provide the Town bonus during battle, however it will still provide the pillaging bonus.

Victory Phase

The Roman player wins an immediate victory if Boudica is dead, and the Briton player has half as many strength points in their armies as the Roman player has in their armies. The Briton player wins an immediate victory if all Roman legions are destroyed, or 4 of the 6 Roman towns are destroyed.

Optional rule: Victory Points

With this rule the game is played for ten turns, at the end of ten turns the player with the most victory points wins (if Immediate Victory is not achieved first). If both players have the same number of victory points, the game is considered a draw.

- Britons
 - +1 VP for each town destroyed
 - +1 VP for each legion destroyed
 - +2 VP if Londinium is destroyed from the map
- Romans
 - +1 VP for each Briton army destroyed
 - +1 VP if Iceine is occupied (no Briton strength points in the region and 1 or more Roman strength points are in the region)
 - +1 VP if Tivolnete is occupied (no Briton strength points in the region and 1 or more Roman strength points are in the region)
 - +2 VP if Londinium is not destroyed
 - +1 VP if no Briton strength points are in Ordovices

Stacking

Multiple armies can be present in the same region. Any number of unattached strength points may be present in a region.

Briton armies can contain no more than 11 strength points at any given time, a Roman army can have no more than 7 strength points. A player cannot recruit or pick up more strength points than they can fit in an army (exception: Pillaging Bonus, see Battle Phase).

Legio II Augusta

The Roman player may not command the unit to move or to instigate a battle (it may still recruit however). If the Legio II Augusta is battled by Briton forces, it comes under the Roman player's control as a normal army.

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Optional Rule: A Different Prefect

Under this rule, the first time the Roman player issues any command to the Legio II Augusta, roll a die. On a roll of 6 the unit comes under the Roman player's command and works as normal. On any other roll, Legio II Augusta acts as described above. Alternatively, for an even easier game for the Romans, increase the chance that the unit comes under Roman control, or allow the Roman player to immediately command the Legio II Augusta at the start of the game.

Designer Notes

The goal of this design was to create a game that simply simulates in a short period of time Boudica's uprising against the Romans and demonstrates how her drive on Londinium, lack of supporting uprisings, and overconfidence in battle led to a poor result historically. It is my hope that players can use the game to develop strategies superior to Boudica's and to better understand the conflict.

Population leaning was determined by utilizing a map of Iceni and Trinovantes homelands, along with a map of the Roman conquest of Britannia (as a general rule the older the conquest, the more Roman aligned the population). As tribes to the north never participated in the uprising, and likely wouldn't, it was assumed they were moderately primed to fight the Romans, but not for Boudica, hence the lack of support for the Briton player from seemingly anti-Roman forces. The same reasoning applies for the Welsh, who despite many Welsh fighting in a rebellion against the Romans recently did not show great will to rise up to help Boudica, but likely harbored anti-Roman sentiments.

Town markers were determined by a map of colonia in Britannia and the bases of legions. This also influenced the population leaning in some cases.

The possibility for Roman aligned chief markers was based on a map of Roman civitas in England, while Briton chief markers were based on the rebel's homelands, and possible sympathizers in neighboring regions.

Roman army starting positions and strengths are based on known home bases and deployments at the time of the uprising. The Briton army starting positions reflects the plan by the rebels to attack Camuledunum.

The Roman recruitment pool is based on a loose approximation of the total number of forces in Britannia minus the forces called up, plus additional auxilia or levies. Recruitment for the Romans functionally means calling in the garrisons and gathering up various loose units to bring the legions up to full strength.

Agents are more of a historical invention, intended to represent spies on the Roman side and rabble rousers on Boudica's side. The Roman agent and one of the Briton agents start in Londinium as it is the hub of Britannia at the time. The second Briton agent can be placed in any Rebel homeland or adjacent province to allow them to be a 'traveling recruiter' for Boudica and her rebels.

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Order of Play Aid

1. Population Leaning Phase
 - a. Check for chief change to population leaning (on a roll of 5 or 6 shift one unaligned to the same alignment as the chief)
 - b. Check for Briton agent change to population leaning
 - i. On a roll of 6 for each unaligned, shift to leaning of agent
 - c. Check for Boudica or Briton army change
 - i. Boudica (on a roll of 5 or 6 shift one unaligned to the same alignment as Boudica)
 - ii. Briton Army (on a roll of 6 shift one unaligned to the same alignment as Boudica)
 - iii. +1 bonus to the roll if it occurs in Iceine, or Tivoltnete
 - d. Check for population change
 - i. If the Roman or Briton faction holds a 4 or more population in a given area (roll one die for each unaligned, on a roll of 6 shift the unaligned to the leaning of majority)
 - e. All checks are subject to the following modifiers:
 - i. +1 for each enemy army destroyed
 - ii. -1 for each of your own armies destroyed
 - iii. +1 if Londinium destroyed (Britons only)
 - iv. +1 for each town destroyed by the Romans last turn (Britons Only)
 - v. -1 for each town you destroyed last turn (Romans Only)
2. Movement Phase
 - a. Move armies
 - i. Roman armies move 2 regions (3 if on road)
 - ii. Briton armies move 1 region (unless moving with Boudica)
 - iii. Boudica can elect to:
 1. March (increase movement track by 2)
 2. Move and declare (increase movement track by 1, declare)
 3. Declare
 - a. Move Boudica's army up to the number of spaces on the outside number track.
 - b. Move agents
 - i. Agents move 2 regions
3. Battle Phase
 - a. Attempt to initiate fight
 - b. Battle
 - c. Retreat
 - d. Place armies back on board
 - e. Destroy towns
 - f. Britons pillaging bonus
4. Recruitment Phase

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- a. Briton armies recruit from regions population
- b. Romans recruit from pool in region with friendly city

5. Victory Phase

- a. Immediate Win Conditions
 - i. Romans win if Boudica is killed
 - ii. Britons win if all Roman legions are destroyed or 4 Roman towns are destroyed.
- b. VP's
- c. Britons
 - i. +1 VP for each town destroyed
 - ii. +1 VP for each legion destroyed
 - iii. +2 VP if Londinium is destroyed from the map
- d. Romans
 - i. +1 VP for each Briton army destroyed
 - ii. +1 VP if Icine is occupied (no Briton strength points in the region and 1 or more Roman strength points are in the region)
 - iii. +1 VP if Tivoltne is occupied (no Briton strength points in the region and 1 or more Roman strength points are in the region)
 - iv. +2 VP if Londinium is not destroyed
 - v. +1 VP if no Briton strength points are in Ordovices