



865 AD. The Great Heathen Army crosses the North Sea. Its Drakkars point towards England's shores. The rulers of Northumbria, Mercia, Wessex, and East Anglia prepare to defend their lands. They prepare for bloodshed.

Danelag requires the base Bretwalda game to be played.

Danelag is an expansion for Bretwalda set 70 years after the events covered in the base Bretwalda game (“the base game”). It allows one player to choose the Danes as a playable faction: the Danes Kingdom.

The Danes Kingdom has the same victory conditions as the other player Kingdoms, henceforth known as the “Anglo-Saxon Kingdoms”. Like the Anglo-Saxon Kingdoms, the Danes Kingdom obtains Dalcs by controlling key areas. However, as the Danes have neither adopted Christianity nor the habit of keeping written records, the Danes Kingdom does not earn Dalcs by controlling Abbeys or completing Chronicles. Its alternative means for obtaining Dalcs are through building settlements, known as Burghs, and slaying Anglo-Saxon Rulers.

In other ways, the Danes Kingdom works in a similar way to the Anglo-Saxon Kingdoms, although how Units are recruited works differently.

The Danes Kingdom comes with its own Kingdom board, Kingdom tiles and Lordship cards, as well as new Danes Units (Rulers, Jarls, and Settlers, and, as a Gamefound exclusive, Berserkers). It also adds in new Season and Chronicle cards to account for the continuous, active presence of the Danes in the game, and additional Pillage and Gold markers.

Whilst Danelag enables Bretwalda to be played by 5 players, it can also be played at lower player counts. It may be played with the **ADVANCED SETUP**, **AUTUMN BID**, **FOR INFLUENCE** and **RANDOMISED RULERS** optional rules from the base game (not the other optional rules).



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## COMPONENTS

### BOARDS



1 Danes Kingdom board

### TILES AND MARKERS



12 Danes Kingdom tiles



4 Danes Action markers



15 Danes Control markers



1 Danes Kingdom marker



15 Gold markers:  
12x value 2,  
3x value 10



5 Danes Dalc markers







6 Ally  
markers



10 Pillage  
markers



3 Burgh  
markers

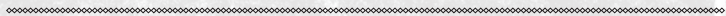


4 Bond markers



4 Action tiles (1 per Anglo-Saxon Kingdom)

## CARDS



8 Season cards



2x Spring



2x Summer



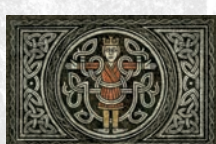
6 Chronicle cards



2x Autumn



2x Winter



4 Bond cards



28 Danes  
Lordship cards



4 Anglo-Saxon  
Kingdom Ruler  
cards (1 per  
Kingdom)




4 Danes Rulers  
cards



  
**EXCLUSIVE**  
1 Ragnar/Lagertha  
Ruler card\*



– All cards in this expansion have the Danelag icon to distinguish them from cards in the base game.

\* Ragnar/Lagertha are only included in Gamefound versions of Danelag.  
This card is identified by this  icon.

## UNITS



2 Rulers  
(1 King and  
1 Queen)



1 Jarl



8 Settlers



1 Drakkar



**EXCLUSIVE**



2 Berserkers\*

\* Berserkers are only included in Gamefound versions of Danelag. If you do not have a Gamefound version, ignore all references to Berserkers in the rules.









# game setup

## BOARD SETUP

Set up the board using the set up rules for the base game with the following additions:

- 2 Do not place the Danes cards; they are not used in the game.  
Shuffle the Danes Lordship cards and place them on the Danes cards icon.  
Add the new  Chronicle cards to the Chronicle card deck. Shuffle the Chronicle deck and place it on the designated space on the board.
- 5 Add the 2 and 10 value Gold markers, and the Ally and Pillage markers from this expansion to the general supply near the board.
- 6 Add the new  Season cards to their respective standard Season decks. Shuffle these decks and place the top 3 cards from each deck on their designated spaces on the board. Place the remaining Season cards back into the game box. These will not be used in the game.
- 8  9 Add the new  Anglo-Saxon Ruler card for each Kingdom to their respective deck of Ruler cards (each Kingdom now starts with 4 Ruler cards).

## ANGLO-SAXON KINGDOMS SET UP

All the Anglo-Saxon Kingdom players place the Action tile from this expansion on their Kingdom boards\* and remove the following Kingdom tiles from the game: Frankish Builders, Tax Collectors, General Fyrd, Ceorl Leaders.

\* *Design note: Thematically the Danelag expansion takes place many decades after the events of the base game. Using this Action tile from the start of the game represents technological advances that took place over this period.*





## DANES KINGDOM SETUP

The Danes Kingdom does not have a Capital and their Kingdom setup is different. The Danes Kingdom player:

- 3** Places the Danes Kingdom marker on the Victory Track.
- 8** Places in their play area the:
  - 1** Danes Kingdom board
  - 2** Danes Kingdom tiles
  - 3** Danes Action markers
  - 4** Danes Control markers
  - 5** 5 Gold (any combination of markers)
  - 6** 1 Danes Lordship card, keeping it face down so that their opponents cannot see it.
  - 7** Danes Units
  - 8** 3 Burgh markers
  - 9** 4 Dalcs for slaying Rulers and 1 Dalc for Burghs
  - 10** 4 Bond cards and 4 Bond markers
  - 11** The Pretender marker. **The Danes are always the Pretender for the first round.**
  - 12** 1 of their Ruler cards and from that card chooses the King or Queen side, and places the chosen side face-up. The remaining Rulers cards are placed under the chosen Ruler card.



- 11** Places a Drakkar in any Sea area, and places the following Units next to it (to show they are on it):  
1 Settler, 1 Viking, 1 Jarl, 1 Ruler.



For more randomness and realism on which Ruler you begin with, use the optional **Randomised Ruler** rule from the base game.

**You are now ready. Launch your Drakkars.  
Conquer the Anglo-Saxons.**

## NEW RULES

Unless otherwise stated below, the rules for using the Danelag expansion are the same as for Bretwalda.

### Text on cards and tiles

Where the text on a card or tile says something that contradicts a rule in this rulebook, or the base game rulebook, the text on the card or tile takes precedence. Where the text on a card or tile does not say that you “must” do something, the effect is always optional.

## UNITS

The Danes Kingdom controls all of the black Units. Each Danes Unit has the following stats:

Value  (e.g. 5) • Movement  (e.g. 2),

Health  (e.g. 1) • Battle dice  (e.g. beige)

### Land Units:



**Rulers** (Movement, Health and Battle dice as per Ruler card)



**Jarl**



**Vikings**



**Berserkers**



**Settlers**



### Sea Unit:



**Drakkars**







King



Queen



Jarl



Viking



Berserker



EXCLUSIVE



Settler



Drakkar



## DALCS

The Danes Kingdom does not receive or complete Chronicle cards nor build Abbeys. Dalcs are gained by:

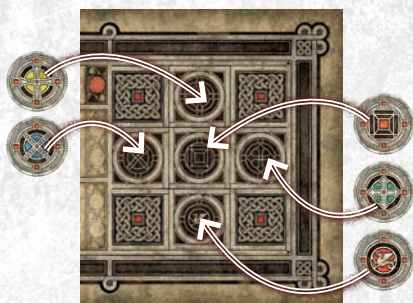


**Controlling areas with Dalcs on the board** – Same as for Anglo-Saxon Kingdoms in the base game.



**Slaying opposing Rulers (max 4)** – Gain 1 Dalc when a Danes Unit(s) slays an opposing Ruler – max 1 Dalc per Anglo-Saxon Kingdom player in the game.

After slaying a Ruler, place the relevant coloured Danes Dalc (of the colour of the slain Ruler) in the designated space on the Danes Kingdom board (see image). You cannot lose a Dalc obtained in this way.



**Controlling Burghs (max 1)** – When you control 3 Burghs, you gain 1 Dalc. This works the same as Abbeys for the Anglo-Saxon Kingdoms. Place the Dalc in the centre of the designated space of the Danes Kingdom board (see image).



Season card effects also apply to the Danes Kingdom. The following changes apply to the Summer and Autumn seasons:



### SUMMER: DANES RAIDS

When playing with the Danes Kingdom, instead of conducting the **Bid for Influence** step, the Danes Kingdom player places a Drakkar in any Sea area. They then place the



number of Vikings indicated on the Summer card next to that Drakkar (representing that they are on that Drakkar). If there are not enough Vikings in the supply, place Settlers on the Drakkar instead. If there are not enough Settlers, the missing Units are not placed. If there is an Anglo-Saxon Kingdom Ship in the chosen Sea area, a battle is resolved.

**Pillage:** Pillage markers are placed in areas adjacent to the location of any Danes Land Unit, and removed from areas when a Danes Unit is no longer adjacent.

**IMPORTANT:** Unlike in the base game, the Anglo-Saxon Kingdoms can collect Food and Gold from areas with Pillage markers if they have a Unit in that area.



**EXAMPLE:** After the Summer card is revealed, David (the Danes player) places 1 Drakkar on the Thaemese Sea **1**, and 2 Vikings on that Drakkar **2**.



## AUTUMN: BRIBE NEUTRALS AND DANES

Players can bribe Neutral Units but cannot bribe Danes Units.



# ACTIONS



The Anglo-Saxon Kingdoms start the game with an Action tile with amended versions of the basic Actions from the base game.



## DEVELOPMENT

**Kingdom tiles:** The Danes Kingdom gains access to 12 unique Kingdom tiles. These emphasise the cultural, bureaucratic, and technological divergences between the Danes Kingdom and the Anglo-Saxon Kingdoms. Mechanically, they are placed in the same way as for the Anglo-Saxon Kingdoms.

**Buildings:** The Danes Kingdom gains access to a new building – the Burgh. This represents a Danes stronghold or settlement. Burghs replace Abbeys for the Danes Kingdom. The Danes, as non-Christians, cannot build Abbeys (they may control an area with an Abbey, but gain no benefit from it). No other Kingdom can build a Burgh. The Danes Kingdom may build any other Building like the Anglo-Saxon Kingdoms.



**Burgh** – A Burgh can only be built in a Countryside area. It has the following effects:

- ◆ Allow the Danes Kingdom to recruit in that area.
- ◆ The Danes Kingdom player rolls 1 additional grey die in a battle in an area with a Burgh.
- ◆ If the Danes Kingdom controls 3 Burghs, it gains 1 Dalc.
- ◆ If an Anglo-Saxon Kingdom gains control of a Burgh, it gains the benefit the Burgh provides in battles, but control of 3 Burghs does not grant the Dalc.



## COLLECTION

The Danes Kingdom collects Gold and Food from all areas with Food and Gold symbols that contain one or more Danes Land Units.



## Plunder

If the Danes Kingdom has developed the Plunder Development tile, it can collect Food and Gold from up to 2 areas with Pillage markers when taking the Collection action (the amount matching the symbols on those areas). Food markers collected in this way are placed in any Danes Kingdom-controlled areas adjacent to the Pillage marker(s).



**EXAMPLE:** David is playing as the Danes Kingdom. He first collects in areas with his Land Units, taking 1 Gold to his supply and placing 1 Food in Hestingas ①. Since he has developed Plunder, in addition he takes 2 Gold from Lundenwic and places 1 Food marker in Rofaesceaster as this area is Danes Kingdom-controlled and is adjacent to the Pillage marker in Cerotesege ②. In total David gains 3 Gold and 2 Food markers.



## FYRD

**Recruit:** The Danes Kingdom can recruit onto Drakkars or in areas with Burghs. Unlike for the Anglo-Saxon Kingdoms, Units can be recruited to multiple Drakkars or Burghs as part of the same action (i.e. not just to a single City area like for the Anglo-Saxon Kingdoms).

**No more than 2 Land Units can be recruited to a single Drakkar, and no more than 1 Unit to a single Burgh.**

In addition, as part of the same action, a Drakkar can be recruited in a Danes Kingdom-controlled Harbour, or in



a Sea area adjacent to a Harbour the Danes control. **Land Units cannot be recruited onto a Drakkar recruited in the same action.**

**Upgrade:** A Danes Land Unit can only be upgraded in a Burgh. Each Burgh can either upgrade or recruit a Unit. It cannot do both in the same turn. To do so, swap a Settler for a Viking or Berserker from your supply, or a Viking or Berserker for a Jarl from your supply. Pay 2 Gold to the general supply.



**EXAMPLE:** David takes the Fyrd action. He recruits 1 Viking onto a Drakkar for 3 Gold (1). Hestingas has a Burgh and so he is also able to recruit / upgrade there. He upgrades his Viking to a Jarl for 2 Gold (2).



## MOVEMENT

All Danes Units may move individually.



The priority order for assigning wounds is:

1. Settlers
2. Berserkers
3. Vikings
4. Jarl
5. Ruler



## OTHER RULES

### DANES LORDSHIP CARDS

The Danes Kingdom only uses Danes Lordship cards. No other Kingdom may use these cards. They work in the same way as the standard Lordship cards from the base game.

At the end of their turn, the Danes Kingdom player must discard the number of Lordship cards in their hand down to 8.

Exception: If a Lordship card played by an Anglo-Saxon Kingdom allows them to take a Danes Lordship card – or vice-versa – then it may be used by this Kingdom. Once played, it returns as a discard to its starting deck.



### BOND CARDS AND MARKERS

Bond cards are a new type of card introduced in the Danelag expansion. They represent a fealty owed by a new Anglo-Saxon Ruler to a conquering Dane Ruler. The Danes Kingdom begins the game with 4 Bond cards. Each card corresponds to an Action type.



- 1 The name of the card
- 2 The action it is associated with
- 3 The benefit to the Danes Kingdom

### Receiving a Bond card

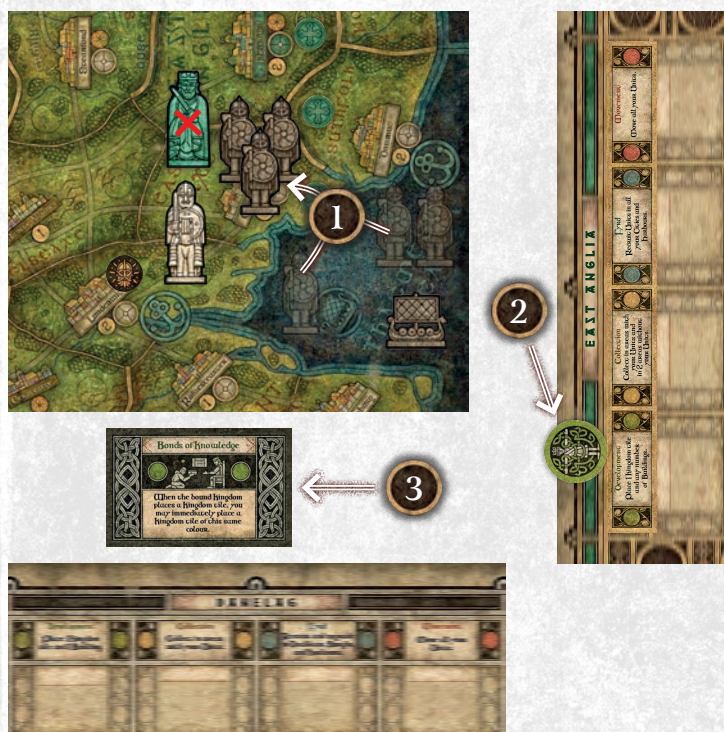
If an Anglo-Saxon Kingdom Ruler is slain by a Danes Unit(s), the Danes Kingdom player chooses one of the available Bond cards and gives the corresponding Bond marker to the Anglo-Saxon player whose Ruler was slain. The Anglo-Saxon player places the marker on their Kingdom board next to the action type the marker matches.



When the Anglo-Saxon Kingdom takes this Action, the Danes Kingdom receives the benefit stated on the Bond card. The effect of this card is active from the moment it is received and lasts until the new Ruler is slain. At this point, the Bond is broken and that Kingdom gives back the Bond marker to the Danes Kingdom player; its benefits are no longer in effect. The returned Bond card becomes available to be used again by the Danes Kingdom player.

### Cards benefits:

- ◆ **Development** – When the bound Kingdom places a Kingdom tile, you may immediately place a Kingdom tile of this same colour.
- ◆ **Collection** – When the bound Kingdom collects, immediately gain 2 Gold or 1 Food. Place the Food in any area the Danes Kingdom controls.
- ◆ **Fyrd** – When the bound Kingdom recruits / upgrades, you may immediately place up to 2 Settlers in areas the Danes Kingdom controls for free.
- ◆ **Movement** – When the bound Kingdom takes a Movement action, immediately draw 1 Lordship card for free.



**EXAMPLE:** David (the Danes player) moves 3 Vikings into the area containing the East Anglia Ruler, and slays the Ruler in a battle **1**. David then gives Emma (the East Anglia player)



the Development Bond marker and she places it on her Kingdom board next to the Development Action ②. David places the Development Bond card in his play area ③. From now on, until Emma's new Ruler is slain, whenever Emma places a Kingdom tile as part of a Development action, David can place a Kingdom tile of the same colour on his Kingdom board.

### SLAIN DANES RULER

If the Danes Ruler is slain, it is replaced with a new Ruler at the start of the next Season. The new Ruler can be placed on a Drakkar or in any Land area that the Danes Kingdom controls.



The Danelag expansion can be played with fewer than 5 players. To do this, set up the game as you would for 2 or 3 players in the base game:

- ◆ **4 player game** (3 Anglo-Saxon Kingdom players and 1 Danes Kingdom player) – set up the game as per base game setup for 3 Anglo-Saxon Kingdom players.
- ◆ **3 player game** (2 Anglo-Saxon Kingdom players and 1 Danes Kingdom player) – set up the game as per base game setup for 2 Anglo-Saxon Kingdom players.



## DANES KINGDOM ABILITY



### DANES – *Tribute*

When you take control of an area, gain the Gold and Food provided by that area (place Food in that area).

## Credits

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