

VANISHED KINGDOMS

Dark Ages Britain. A Heptarchy of seven Kingdoms, with the Bretwalda at its head. The four major kingdoms dominate. The minor kingdoms, some very small, some aspiring to greatness, also play their part. If you can control the most powerful among them, you will be one step closer to becoming the Bretwalda. But, beware their shifting alliances. Betrayal is but a season away.

Vanished Kingdoms requires the base **Bretwalda** game to be played.

Vanished Kingdoms contains a modular expansion for **Bretwalda**: **Minor Kingdoms**. It also adds new Season and Lordship cards to provide more variation to the base game.

The **Minor Kingdoms** module introduces 4 new Minor Kingdoms: **Alt Clut** , **Cantware** , **Defnas** , and **Gwynedd** , and new land Units for each of them. Each of these Kingdoms begins the game in historically accurate locations: Cantware in South East England, Defnas in South West England, Gwynedd in Wales, and Alt Clut north of Hadrian's Wall.

The **Minor Kingdoms** are not player Kingdoms. At the start of each Spring and Autumn Season, players will take control of one of them, treating them as vassals. Units of the **Minor Kingdoms** can be used to complete **Chronicles** and to move and battle on behalf of their controlling Kingdom.

This expansion also contains a new type of Unit called a Hunter. It can be added to the base game and any expansion.

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components

MARKERS

12 Minor Kingdoms markers:



3 Alt Clut 3 Cantware 3 Defnas 3 Gwynedd



5 Vassal
markers



5 Food
Production
markers



5 Gold
Production
markers




5 City
markers



5 Harbour
markers

CARDS

Chronicle, Season and Lordship cards in this expansion have the Minor Kingdoms icon  to distinguish them from cards in the base game. They can be played with the base game and any expansion.

4 Minor
Kingdoms
cards:



Alt Clut



Cantware



Defnas



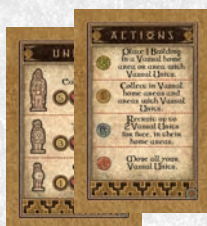
Gwynedd



13 Lordship cards



6 Chronicle cards



4 Minor Kingdoms
player aids

4 
Season
cards:



1x Spring



1x Summer



1x Autumn



1x Winter

UNITS

4 Ealdormen
(1 per Minor
Kingdom):

Alt Clut



Cantware



Defnas



Gwynedd



8 Thegns
(2 per Minor
Kingdom):



8 Ceorls
(2 per Minor
Kingdom):



8 Hunters
(2 per player
Kingdom)



Ealdorman



Thegn

MINOR KINGDOMS

HUNTERS



Hunters are a new land Unit that can be added to the base game or any expansion. They represent Freemen skilled at hunting with the 'boga' (bow). Each non-Danes Kingdom has 2 of them.

Wounds are assigned to them after Ceorls:

- a) Ceorls,
- b) Hunters,**
- c) Thegns,
- d) Bishop,
- e) Ealdormen,
- f) Ruler



Hunters



Ranged Attack: In a battle, a Hunter rolls its Battle die before all the other (non-Hunter) Units in each battle round. Any wounds are applied to opposing Units before they roll. This can result in opposing Units being slain before they have the opportunity to roll a Battle die.




Ceorl



Hunter

SETUP

Set up the board using the setup rules for the base game with the following additions or changes:

- 2** Add Lordship and Chronicle cards from this expansion to the respective decks and shuffle each deck.
- 4** Place Minor Kingdom markers and Minor Kingdom Units (1 Ealdorman, 1 Thegn, 1 Ceorl) on the board as shown on the next page. Place the remaining Minor Kingdom's Units near the board. Remove any Neutral Units from the base game setup from areas with Minor Kingdom markers.
- 6** Add the 4  Season cards to their respective standard Season decks. Then shuffle the 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.
- 7** Place the 5 Vassal markers on each Spring and Autumn on the Round track except the first Spring (rounds III, V, VII, IX, and XII).
- 8** **5** Place the Hunter Units with other Units of their corresponding Kingdom in their relevant off-board play area.
- 11** Place the 4 Minor Kingdom cards face-up next to the board. Players can view these cards at any time.

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If you want to ensure that the new Season cards are in play, do not shuffle them with the remaining Season cards when setting up the Season cards, but add 2 Season cards from the base game to each of them and then shuffle them. This way you are sure that new cards will be used.  
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As per the setup in the base game, after the Pretender has been determined for the first round, the Pretender determines the direction of play. Then, **starting with the last player**, and going in the reverse direction of play (ending with the Pretender), each player selects 1 Minor Kingdom card **11**. Then they place that Minor Kingdom's Units (those not already placed on the board **4**) in their player area.



Variable player count setup





In games where you are not using all of the 4 non-Danes player Kingdoms, Minor Kingdoms that are located in the areas excluded from the game are not used either.

Danes Kingdom setup

If you are playing with the Danelag expansion, the Danes Kingdom player begins the game as the Pretender as normal but does not get to select a Minor Kingdom card at the end of setup. In subsequent rounds they can select a Minor Kingdom card like the other player Kingdoms.

CORE CONCEPTS

VASSALS, UNITS, MARKERS, AND 'HOME' AREAS

There are 4 Minor Kingdoms: Cantware , Defnas , Gwynedd , and Alt Clut . Players gain control of one of these Kingdoms each Spring and Autumn round. A Minor Kingdom you control is called a Vassal.

Note: Units of the 4 Minor Kingdoms are not Neutral Units unless and until their Kingdom becomes conquered (see p.14). At that point they become Neutral Units and are treated as such (e.g. they may be bribed in Autumn).

The 4 Minor Kingdoms have the same number and type of Units: Ealdorman (1), Thegns (2), and Ceorls(2). These have the same stats as equivalent Units of the player Kingdoms.

The 4 Minor Kingdoms each have 3 'home' areas. These 'home' areas are identified by the presence of the relevant Minor Kingdom marker in the area. The Minor Kingdoms do not have Capitals.

CONTROL

A player Kingdom controls all the Units and areas controlled by its Vassal, including areas containing a Dalc, as well as Food markers and Buildings in those areas.

If a Unit of a Minor Kingdom moves into an area with a player Kingdom's Control marker, or after winning

a battle in an area with a Control marker, it will remove that Control marker unless it is the Vassal of that Kingdom.

Minor Kingdom Units do not place Control markers.

By default, a Minor Kingdom is considered to control:





- ◆ Any area with its Units and no Control marker.
- ◆ Its 'home' areas, unless these contain a player Kingdom, Neutral or Danes Unit.

Player Kingdom Units do not place Control makers in the home areas of a Minor Kingdom. If you have a Unit in a Minor Kingdom home area, by default you control that area. Do not remove the Minor Kingdom marker in that area. The Minor Kingdom markers are only ever removed if the Minor Kingdom is conquered.

A Minor Kingdom is considered conquered when all of its home areas contain opposing Units, following any battles.




Example: The Minor Kingdom of Cantware is the Vassal of East Anglia. As Cantware currently controls Cantwareburg (a home area of Cantware), East Anglia gains the Dalc in that area ①. Cantware, and consequently East Anglia, does not control Lundenwic even though it is a home area for Cantware, as a Viking is present there ②. As part of East Anglia's movement action, Emma (the East Anglia player) moves the Cantware Ceorl in Rofaesceaster to Cerotesege and removes Robert's (the Wessex player) Control marker ③. Minor Kingdom Units do not place Control markers, but Cantware is now

considered to control Cerotesege as it has a Unit there, so East Anglia gains another Dalc and Wessex loses one  4. Next she moves the Cantware Ealdorman in Cantwareburg to Lundenwic to battle the Viking and take back the City  5. Thanks to the ability granted by the Cantware Minor Kingdom card, Emma draws a Lordship card before each battle  6. She could pay 3 Gold to draw an additional card, but chooses not to. She defeats the Viking and draws 1 Lordship card at the end of the battle  7. Though there is now no Cantware Unit in Cantwareburg, it is a Cantware home area so it remains in Cantware control. If control of Cantware were to change on a subsequent Season, the new controlling player Kingdom would gain the 2 Dalcs controlled by Cantware, and East Anglia would lose them.

GAMEPLAY

GAINING A MINOR KINGDOM AS A VASSAL

At the beginning of a Season Phase with a Vassal marker , all players return their current Minor Kingdom card face-up next to the board (where the cards were placed at setup).

Then, **starting with the player with the least Dalcs** (Pretender decides who wins the ties in Dalcs), players may select an available Minor Kingdom card, and place it in their player area. This Minor Kingdom is now their Vassal until the next Spring/Autumn Season, or until the Minor Kingdom is conquered. This can be the same Minor Kingdom card that they had previously if it is still available to select. Place any off-board Units of that Minor Kingdom in your player area.

Note that in 5 player games (using the Danelag expansion) this means that the Pretender will not be able to select a Minor Kingdom card, unless a player earlier in the turn order forgoes the option of selecting one.

USING A VASSAL

Units of a Vassal are controlled by the controlling player Kingdom, which can use them as Land Units for movement purposes (see Movement on page 14). In addition, each Minor Kingdom card has a unique ability that it confers on the controlling Kingdom (see page 16).

COMPLETING CHRONICLES

The areas, Units and Food markers of your Vassal may be used to complete a Chronicle card.



Example: Emma has the ‘Land of Bread and Honey’ Chronicle card ❶. To fulfill that Chronicle she must control 5 areas with Food symbols and 2 Granaries. Cantware is her Vassal. She controls 4 areas with Food symbols and 1 Granary in her Capital ❷. Her Vassal controls Cereotesege, an area with a Food symbol and a Granary ❸. This allows Emma to complete the ‘Land of Bread and Honey’ Chronicle.

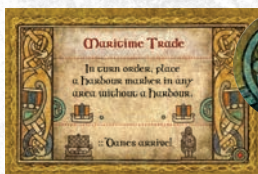
SEASON EFFECTS

MINOR KINGDOM SEASON CARDS EFFECTS

The Season cards from the Vanished Kingdoms expansion allow players to place additional markers provided in this expansion on the board, representing the development of those areas. **Remember:** These markers may be used to complete a Chronicle card.



Reap What You Sow
Add a Food Production marker as instructed. When you collect Food from an area with a Food Production marker, place 1 additional Food marker in this area.



Maritime Trade

Add a Harbour marker as instructed. Any area adjacent to the Sea with a Harbour marker is treated as having a Harbour.



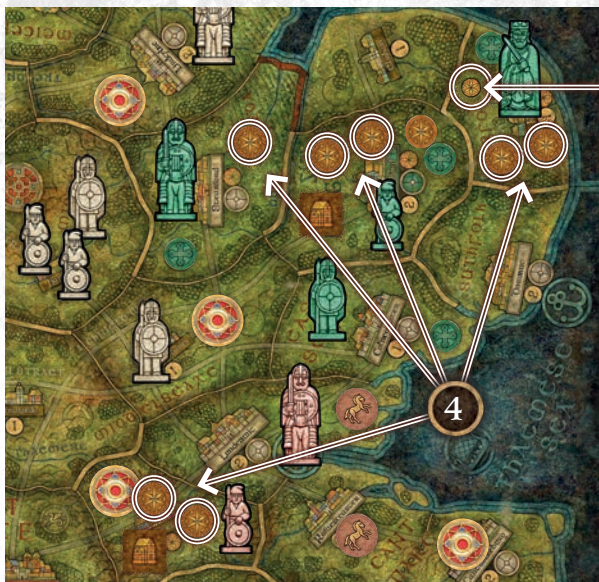
Wealthy Lands

Add a Gold Production marker as instructed. When you collect Gold from an area with a Gold Production marker, take 1 additional Gold and place it in your supply.



Urbanisation

Add a City marker as instructed. Any area with a City marker is treated as a City, not a Countryside.



2

3



1

Example: The 'Reap What You Sow' Season card is revealed 1. Emma may place a Food Production marker in a Countryside area. She places one in Norwic 2.

During her turn she performs a Collection action 3, and places 2 Food markers in her Capital (which contains a Granary), 1 Food marker in Steanford where her Ealdorman is, 2 Food markers in Cerotesege where her Vassal Ceorl is (and which also contains a Granary), and 2 Food markers in Norwic where her King is and where she placed the Food Production marker 4.

WINTER: FEEDING THE ARMY

Units of your Vassal must be fed as your Kingdom Units. You may spend Food from areas controlled by your Kingdom to feed Vassal Units, and food in areas controlled by the Vassal may be used to feed the Units of your Kingdom. You decide the order in which Units are fed.

ACTIONS

Important: Any Kingdom tile effects with the word “your” that refers to “Units” **do not** apply to your Vassal Units.



DEVELOPMENT

You may pay and place a Building in an area with your Control marker as normal. Alternatively, you may pay and place a Building in a home area of your Vassal, or any area with a Unit of your Vassal, though if control of the Minor Kingdom changes in a subsequent Spring / Autumn season, you will lose control of the Building.



COLLECTION

Your Vassal home areas

You may collect Gold and Food* from **any home areas of your Vassal** that do not contain opposing Units (you do not need any Units present to collect in your Vassal’s home areas). You may also collect from areas you control with Vassal Units (they act as your Units for Collection). Add Gold to your supply and place Food markers in the relevant areas with the Food symbol. You may spend any Food markers in those areas at any point.

Opponent’s Vassal home areas

You may collect Gold and Food* from the home areas of an opponent’s Vassal if you have your Units or your Vassal’s Units in that area. Add Gold to your supply and place Food markers in the relevant areas with the Food symbol. You may spend any Food markers in those areas at any point as long as you have Units in that area.

** If an Abbey or Granary is in the area, gain 1 additional Gold or Food marker, respectively.*



FYRD

You may recruit up to 2 available Units of any type of your Vassal for free. These can only be placed in home areas of that Vassal, free of opposing Units. In addition, draw 1 Lordship card per Mead Hall in areas controlled by your Vassal.

You may not recruit Units of your Kingdom in areas controlled by your Vassal.



MOVEMENT

During your move action, use standard Movement rules for your Vassal Units. *Exception: Vassal Ceorls can move like any other Land Unit from the beginning of the game.*

Remember: Vassal Units do not place Control markers. Units of your Vassal can be moved into areas with your Control markers or Units, and your Kingdom Unit may enter areas controlled by the Vassal.

If control of the Minor Kingdom changes at the start of a Spring or Autumn Season and your Units and Units of the Minor Kingdom are in the same area, a battle occurs straight away. Resolve any battles according to the order of play.

BATTLES

In battles involving Units of your Vassal use the standard rules. You may play Lordship cards to support your Vassal in the battle and draw a Lordship card after battle.

CONQUERING THE MINOR KINGDOMS

If at any point a Minor Kingdom no longer controls any of its home areas – i.e. opposing Units are present in each of the home areas of that Minor Kingdom – it becomes ‘conquered’ and is no longer present in the game. The player that currently controls that Kingdom removes the Minor Kingdom card, Minor Kingdom markers and all off-board Units from that Minor Kingdom from the game.

Units of the conquered Kingdom that are on the board are treated as Neutral Units for the rest of the game.

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MINOR KINGDOM ABILITIES



ALT CLUT – Grain to Gold

During Fyrd, use Food to recruit / upgrade Units.
1 Food is worth 2 Gold.



CANTWARE – Battle Chant

Before a battle, draw 1 Lordship card,
and buy 1 Lordship card for 3 Gold.



DEFNAS – Kingdom Builder

During Development, place 1 Building
for free.



GWYNEDD – Path Finders

Movement via the Wilderness only costs Land Units
1 movement point.