

ANDREAS STEDING

Hansa Teutonica BRITANNIA

use only in combination with the Hansa Teutonica basic game

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- Warning! This game contains small pieces and is not suitable for children under 3 years of age.
- Warnung! Nicht für Kinder unter 3 Jahren geeignet, da Kleinteile verschluckt werden können.
- Ne convient pas aux enfants de moins 3 ans, certaines pièces pouvant étre avalées.



Artikel-Nr:0016 Made in Poland

You can use this extension only in combination with the Hansa Teutonica basic game. Replace the board of the basic game with this one showing a map of England, Scotland (*blue, 4-5 player side only*) and Wales (*red*). Rules from the basic game apply – with a few exceptions:

- The bonus markers for the initial setup of the game go to the tabernas at Richmond-Lancaster, Coventry-Nottingham and Salisbury-Southampton.
- Some trade routes do not only show the regular fields (*with houses*), but with ships instead. These fields may only be occupied by merchants, not by traders (*thus they only show circles, not squares*).
- Permanent bonus markers are printed on the game board (*blue icons in the table below*). They are acquired like regular bonus markers (*described in section 5b in the basic rules*), but have to be used immediately, do not count prestige points and remain available on this route throughout the game.
- Additionally to the restrictions for bonus markers in the basic game (*section 5b*), they may not be placed in Scotland or Wales, and not on routes with permanent markers.
- The meaning of the „Remove three Traders“ bonus markers change to „Replace three Resources“ (*see below*).
- The game ends with 8 (*instead of 10*) completed cities (*all Kontors occupied, see sections „Kontor“ and „End of the Game“ in the basic rules*).
- The „Kontor network“ (*Arnheim to Stendal, section 5c1 in the basic rules*) goes from Oxford to York, and prestige points are gained in Plymouth (*Coellen in section 5c3 of the basic rules*).
- To be inserted bonus markers may be stored on the appropriate field on the game board.

Additional Rules

Resources may only be inserted or displaced in Scotland and Wales on special permission.

- If you have the rightmost Kontor in Carlisle (*and playing the 4–5 player side*), you may insert or replace one resource per turn in Scotland (*place it on a blue field*). Playing the 2-3 player side, Carlisle has no special properties.
- If you have the rightmost Kontor in Cardiff, you may insert or replace one resource per turn in Wales (*place it on a red field*).
- If you have the rightmost Kontor in London, you may insert or replace one resource per turn either in Scotland or in Wales (*Scotland only on the 4–5 player side*).

Note that you have special permission only for one activity per turn. But permissions are cumulative: If you have the rightmost Kontors in Cardiff and London, you may place two resources in Wales in your turn. Note also that you need not if you don't want to, and you may still insert several resources per turn in England.

You don't need special permission to establish trade routes in Scotland and Wales. You also don't need special permission to move resources in Scotland and Wales, but you must not move a resource into Scotland or Wales.

Example: A resource in Wales may be moved to any empty field in Wales and England, but not to Scotland. A resource in England may be moved to any empty field in England, but not to Scotland or Wales.

Note that you can't use bonus markers to move other players resources out of Scotland or Wales. Also, you may not place Traders on adjacent red or blue routes if you have been displaced on a white route. Being displaced in Wales, you may place your traders on adjacent red and white routes, but not on blue ones – and coming from Scotland, not on red ones.

Note: To build a Kontor in Chester or to improve the „Actiones“ skill, you may establish a new trade route between Conway and Chester, but you may also establish a new trade route between Hereford and Chester – Chester belongs to Wales, but can be accessed from both sides (the same applies for Carlisle, Cardiff, etc).

Additional prestige points are awarded at the end of the game:

The player with most cities in Wales gains 7 prestige points, the second player 4 points, and the third player 2.

Cities belong to the player owning most Kontors in it, in case of a tie the highest rated (*rightmost – see prestige point rule E in the basic rules*).

If more than one player have most cities in Wales, the amount of Kontors count.

Still having a lad, prestige points are added, and the sum is divided by the amount of players sharing the same result (rounded down).

For example, if two players both have two cities and the same amount of Kontors in Wales, each of them gains $(7 + 4) / 2 = 5$ prestige points. The next player gets 2 prestige points. If no further player controls a city, the amount of Kontors in Wales counts again. Of course players without Kontors in Wales cannot gain prestige points in Wales.

Same evaluation is done for Scotland playing the 4-5 player map. Isle of Man belongs both to Wales and Scotland and is taken into account for this evaluation again!

Cities Color Code



If the name is not highlighted, the city has no special capabilities in this game.



Cities in Wales are red, cities in Scotland are blue.



The highest rated (*rightmost*) Kontor in Cardiff entitles the player to insert or displace a resource in Wales once per turn. Thus, the background is entirely in red (*Carlisle in blue accordingly*).



Both ends of the Kontor network (*Oxford and York*) show a different red.



Chester is red and yellow, as it (a) belongs to Wales, and (b) bears a special capability (*Actiones – as in the basic game, cities with special capabilities show a yellow background*).



Isle of Man belongs both to Scotland and Wales on the map for 4-5 players.

Meaning of Markers



Replace three Resources

Three times in a row, take any resource of another player from the game board and place it on any empty field on any trade route in the same country (*i.e., you may not move a resource e.g. from Wales to England*)



Four additional Activities

(*basic game rules*)



Swap Kontor

Exchange two adjacent traders in a city irrespective of color (*Privilegium*) and shape (*Trader or Merchant*). (*basic game rules*)



Replace two Resources

Relocate any two resources, no matter to whom they belong. Resources may not change the country they stay in (*e.g., resource in Wales remains in Wales*). Unlike „Replace three Resources“, exchanging two resources is possible

Improve Skill

Improve any skill by one, trader goes to personal supply (*basic game rules*)



Three additional Activities

(*basic game rules*)



Extra Kontor

Place a resource left of the leftmost Kontor in any non-empty city (*full city is fine, but not an empty city*) (*basic game rules*)



Place two Resources

Take two resources from your stock (*not supply!*) and place them on empty fields in Scotland or Wales (*Wales only on 2-3 player side*)



Definition of Terms

Resources: Traders (*wooden cubes*) and / or Merchants (*wooden disks*)

Supply: Resources at your disposition (*may be placed on the game board immediately*)

Stocks: You may use activity „Allocating Traders and Merchants“ to take them into your supply (*can be used directly only in some exceptions like “Displace a Trader or Merchant”, item 3 in “Sequence of Play” in the basic rules, or permanent bonus marker “Place two Resources”*).

Optionale Regel

Pay one unused regular bonus marker as a special permission fee and ignore borders for one turn: You may use Actions „Insert“, „Displace“ and „Move“ on any route, irrespective of its colour. The bonus marker is discarded and will not count prestige points. Special permission is granted only for additional activities (*+3 or +4 bonus markers*).

Two Player Rules

When setting up the game, place a non-player trader (*neutral color*) on all routes adjacent to cities providing special actions beyond building Kontors (yellow marked cities Newcastle, Chester, York, Norwich, London, also Plymouth and Cardiff). Place a neutral trader on all routes with a bonus marker (*Richmond–Lancaster, Coventry–Nottingham, Salisbury–Southampton*). Also, place a neutral trader on the prestige point track – the neutral player may not win the game, but terminate it with 20 prestige points.

Whenever a neutral trader is displaced, the other player moves it and an additional neutral trader to an adjacent trade route (*regular displacement rules – neutral traders are not one’s own traders and may not be placed in England when displaced in Wales*).

If a trade route is entirely occupied with neutral traders, it will be established immediately (*within the active player’s turn*). The active player places a neutral Kontor in an adjacent city, and prestige points are paid. Neutral traders occupy the next available house in a city irrespective of its colour (*Privilegium*) or shape (*Merchant*). The remaining traders are removed from the game board – if the trade route doesn’t lead to city with special capabilities: In this case, one trader remains on the trade route again.

The neutral player doesn’t use Merchants, but may place traders on sea routes. If he gains a bonus marker, it will be discarded without being activated. At the end of his turn the active player inserts new bonus markers both for himself and the neutral player (*regular rules apply*). A neutral trader is placed on all routes newly occupied with bonus markers.

If no empty trade route is left to place a trader, routes with only one neutral trader may be used instead (*Kontor in an adjacent city available remains unchanged, see basic rules*). No additional neutral trader is placed on such trade routes.

If the neutral player runs out of traders, cubes from an additional neutral color are used.

Evaluating prestige points at the end of the game, the neutral player may control cities - which means that a “real” player possessing a “lesser” Kontor in this city does not gain two prestige points. The neutral player also gets prestige points for Wales and (*during the game*) for the Kontor network between Arnheim and Stendal. But the prestige points for the neutral player are not counted (*the neutral player cannot win the game*).

This variant may be played with the basic Hansa Teutonica map, the East Extension and the Britannia extension map.

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