

NATION	GAME TURN															
	1	2	3	4	5	6	7	8	9 <sup>1</sup>	10 <sup>1</sup>	11 <sup>1</sup>	12 <sup>2</sup>	13 <sup>2</sup>	14 <sup>2</sup>	15 <sup>2</sup>	END <sup>3</sup>
Romans																
Romano-British																
Scots																
Dubliners																
Norwegians																
Player A																
Welsh																
Caledonians																
Jutes																
Danes																
Player B																
Brigantes																
Irish																
Saxons																
Norsemen																
Player C																
Belgae																
Picts																
Angles																
Normans																
Player D																
<b>Notes:</b> 1. At the beginning of the turn vote for Bretwalda. 2. At the beginning of the turn determine if there is a king; if no king, vote for Bretwalda. 3. Special Turn 16 king rules.																

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