

SAXON SETTLER RESOURCES

RULES

1 You will need a die, pencil, Maps A and B and a Settlement Events Sheet.

2 You are the leader of one of the tribes that live in Europe in the year 500 AD. **Map A** shows you where you come from. The tribes are the Angles, South and East Saxons, Frisians and Jutes.

3 You will sail across the Channel to live in Britain.

The blank map, **Map B**, shows the areas where you may settle.

Each area will support one hundred warriors.

4 We will tell you which tribe you lead. Your tribe will land in the area with its name on it.

5 Your tribe will settle the rectangles marked on the map, spreading out from where you landed.

6 Take turns in alphabetical order of tribes.

7 Playing

Throw a die on your turn. Look at the **Settlement Events Sheet**. The dice number will let you find out what happened to your tribe.

Circle the number of your die throw (1– 6) on the Settlement Events Sheet for that round.

The game lasts for three rounds, A – C. You can have up to three turns in a round.

8 Settling

a Settle the number of rectangles that the Settlement Events Sheet tells you for that round, BUT

b You can only settle areas next to where you are already, OR which share a frontier with you.

You cannot settle an area that the Britons or other tribes surround.

c If another tribe settles on three sides of an area you are settled in, that tribe then takes over your area.

d You cannot settle an area where another tribe lives, except in the case of rule **8c**.

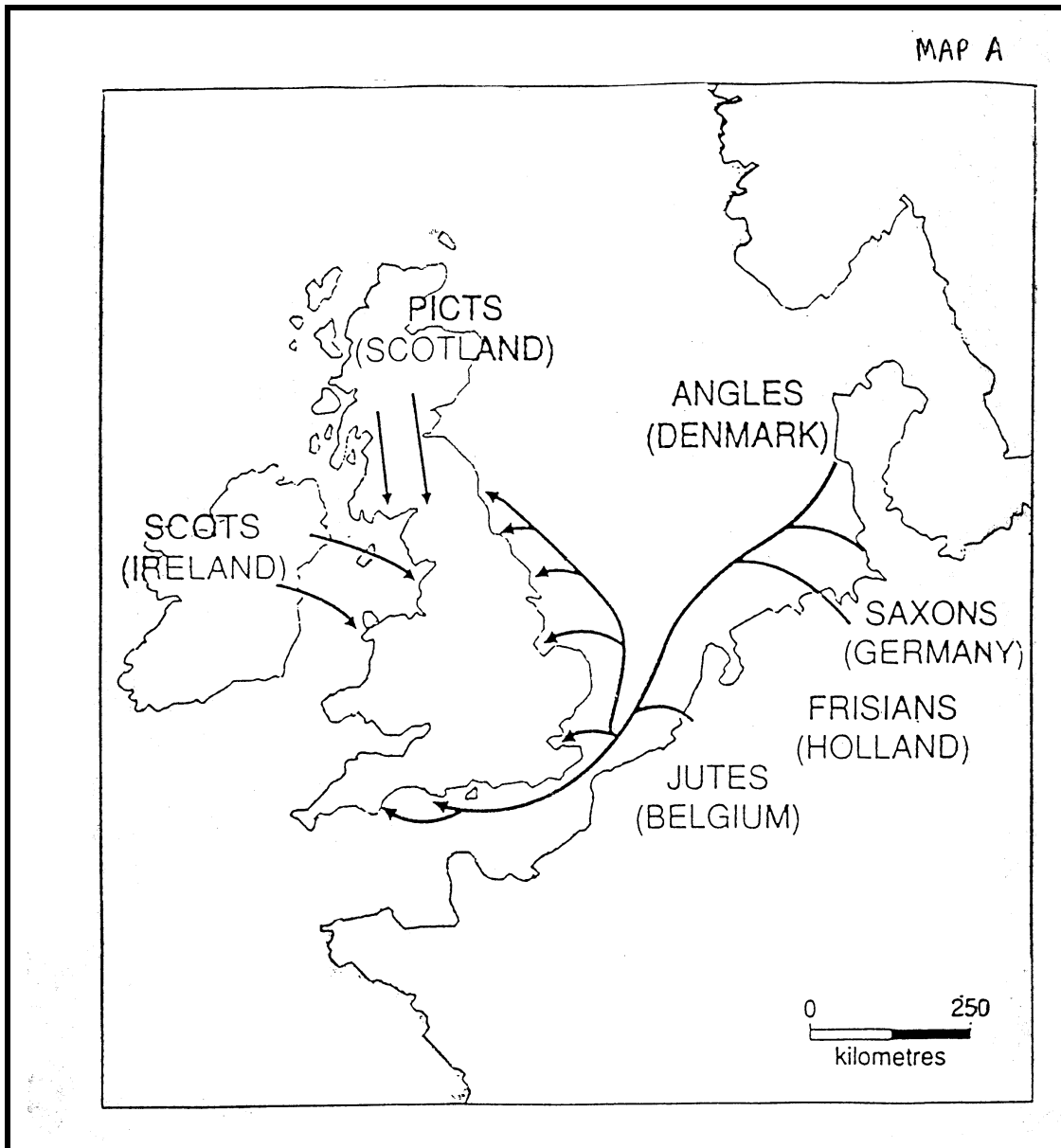
e Pencil in on the map where you have settled:

SS = South Saxons J = Jutes

ES = East Saxons A = Angles F = Frisians.

9 For each turn fill in your Chronicle Sheet. Make sure that it tells what has happened to your tribe, and also what you learn about what has happened to other tribes.

Saxon settlers Map A



Saxon settlers Map B



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Settlement Events Sheet, Round A

Ring the number you throw for each round

Round	Dice	Year	Event
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A	1	500+	Local Roman soldiers attack you as you land. You fight them off. Settle one area.
	2	500+	The Roman troops have gone home. Your tribe marches inland. You settle eight areas.
	3	500+	A local British king asks you to help fight the Picts. He gives you land as a reward. Settle six areas.
	4	500+	An army of Picts burns and robs where you have landed. Settling slows down. Settle two areas.
	5	500+	War breaks out with another Anglo-Saxon tribe. You win, settle ten areas.
	6	500+	A British king fights back against your tribe. Your band of fierce warriors is killed. Settle no areas.

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Settlement Events Sheet, Round B

Ring the number you throw for each round

Round	Dice	Year	Event
B	1	600+	A plague kills off the Britons who live on the edge of your tribe's lands. Settle ten areas.
	2	600+	The plague kills many of your tribe. Settle no areas.
	3	600+	You welcome a Christian missionary. Your nobles hate this. Civil war breaks out. Settle three areas.
	4	600+	Your tribe welcomes a Christian missionary. Your wife and the noblewomen spread Christ's message. Settle twelve areas.
	5	600+	A pagan king who rules a neighbouring tribe attacks you because you have become a Christian. War - settle no areas.
	6	600+	A pagan king who rules a neighbouring tribe attacks you because you have become a Christian. God triumphs - you win. Settle twenty areas.

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Settlement Events Sheet, Round C

Ring the number you throw for each round

Round	Dice	Year	Event
C	1	700+	The word of Christ works miracles. Your queen at last has a baby son. You attack a heathen Anglo-Saxon tribe and win. Settle forty areas.
	2	700+	An Anglo-Saxon king sends an army into your land. You lose a fierce fought battle. Settle no areas.
	3	700+	You settle a fierce row between two rival groups of Christians from Ireland and Rome. As a reward you gain the lands of another tribe. Settle fifty areas.
	4	700+	War breaks out with an Anglo-Saxon pagan tribe. You are defeated and lose your throne. Settle no areas.
	5	700+	You become King of all the Anglo-Saxons. Settle fifty areas.
	6	700+	Civil war begins with the other leading Anglo-Saxon tribes. Settle no areas.

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CHRONICLE SHEETS

Anglo-Saxon monks wrote down the story of their tribes in a diary or chronicle. The chronicles give us a history of England as seen through the eyes of monks who lived at the time.

Can we trust what the monks tell us?

What points of view might their chronicles stress?

The monks from each tribe kept the chronicle, a great treasure, in the monastery or church where they lived.

The most famous of these books is *The Anglo-Saxon Chronicle*. The monks who wrote it often copied from other chronicles to fill gaps in the story.

What you have to do

Write entries for your own chronicle using the Chronicle Sheets, at least one for each round.

We will then put together all the entries monks wrote from the four other tribes in your group.

This will help us create our own chronicle of Anglo-Saxon England.

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CHRONICLE SHEET 1

Year

My tribe is

My name is

When we landed I hoped that

.....

During this time our tribe settled areas

because

.....

.....

Monks from other tribes told us

.....

.....

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CHRONICLE SHEET 2

Year

My tribe is

My name is

When we landed I hoped that

.....

During this time our tribe settled areas

because

.....

.....

Monks from other tribes told us

.....

.....

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CHRONICLE SHEET 3

Year

My tribe is

My name is

When we landed I hoped that

.....

During this time our tribe settled areas

because

.....

.....

Monks from other tribes told us

.....

.....

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CHRONICLE SHEET 4

Year

My tribe is

My name is

When we landed I hoped that

.....

During this time our tribe settled areas

because

.....

.....

Monks from other tribes told us

.....

.....

SAXON SETTLER RESOURCES

THINK SQUARES

