Invasion 1066 Basic Rules

1. COMPONENTS.

11"x 17" map
Counter sheets (140 counters)
One cover sheet/player aid
One player aid
One rules booklet
The game requires a six sided die, not included

2. FACING & ZONES OF CONTROL

The diagram on the map describes how a unit must be placed so that the top edge of the counter always faces one of the six available vertex (where two hexsides join). This establishes the front facing of the unit, together with its flanks and rear facings.

2.1 A unit can influence the area directly in front of it, that is, the two hexes that touch the unit's front facing are under its control. This is referred to as the unit's zone of control (ZOC). **All units except routing units and leaders have a ZOC.**

2.2 A unit can only ever attack other units that lay within its own ZOC. That is, units can only attack out of their front hexsides.

2.3 As soon as a unit, while moving, enters an enemy ZOC, the unit must stop and end its movement for that turn (except routing or pursuing troops which ignore enemy ZOCs). A unit is free to move next to the flanks and rear of an enemy unit without this restriction.

2.4 If a unit starts its movement phase in the ZOC of an enemy, the unit can move away from that enemy but it may only move a maximum of 1 hex that turn and the hex moved into cannot be **next** to the same or another enemy unit.

2.5 Note that units will often find themselves in each others ZOC, the ZOC of both units does exist at the same time.

3. SEQUENCE OF PLAY

3.1 The scenario will describe how many game turns are played in that battle and which side is player 'A' and which is player 'B'.

Each game turn is divided into two parts. Player 'A'

conducts the various phases listed below in strict order, starting with a missile phase and ending with a reorganisation phase. Player 'B' then becomes the phasing player and follows exactly the same procedure.

Once both players have conducted their player phases, that turn ends. The game turn marker is advanced 1 position along the turn track and the sequence of play begins again. Once the final turn has ended, check the victory conditions to establish the winner.

3.2 Missile phase - offensive
The Phasing player may fire with any friendly missile capable troops that are on their unfired side.

3.3 Movement phase
The Phasing player can move all, some or none of their units. Note that 'routing' units MUST move.

3.4 Missile phase - defensive
The **non-phasing** player may fire with any missile capable units that are on their unfired side.

3.5 Combat phase
Each and every ordered unit (but not missile capable units) belonging to the phasing player may attack one enemy unit in its ZOC using the Close Combat Table.

3.6 Reorganisation phase
The Phasing player can attempt to reorganise any and all 'disordered' and 'routing' friendly units that are not in an enemy ZOC.

3.7 Player 'B' now becomes the phasing player repeat the above sequence starting with the missile phase and ending with the Reorganisation phase. Player 'A' will now be the non-phasing player.

3.8 Finally, at the end of the turn, flip all missile capable units of both sides to their unfired side.

4. MISSILE UNITS

4.1 Each missile capable unit on the map can only fire once per game turn, but the owning player can choose whether each individual unit will fire in the missile offensive phase or the missile defensive phase. Once fired, the unit is flipped over to its fired side so that it cannot mistakenly be used twice during the game turn.
4.2 During a friendly missile phase, each friendly ordered missile capable unit on its unfired side may fire once at an enemy unit that is within weapon range

(see Missile Table). There are no modifiers. For each unit firing, a die is rolled, the Missile Table shows the scores needed to disorder the target unit.

4.3 Missile results are either 'no effect' or 'disruption'. Units can never be eliminated by missile fire. Exception: An enemy leader alone in a hex may be the target of missile fire and eliminated. (14.4)

4.4 Whenever a missile capable unit rolls either a 1 or 2, then the firer is out of arrows and is removed from play and placed into the 'Out of Arrows' box. Exception: Saxon archers in Hastings never run out of arrows

4.5 A missile capable unit may **only fire out from their front facing** (see example). Archers have a range of 2 hexes and all others have a range of 1 hex. See example diagram 4.5 on back of cover.

4.6 Missile capable troops that have a range of more than 1 hex can never fire <u>through</u> an occupied hex to reach beyond it (i.e. they cannot fire over the heads of units to reach beyond). See example diagram 4.6, unit "A" blocks fire. They may fire along a hexside with troops on one side as long as the hex on the other side is clear.

4.7 If a missile capable unit has a choice of targets, but one of the targets is in its ZOC, then it must fire at that unit next to it in preference to one that is further away. See example diagram 4.7, unit "A" must be target

4.8 **If a missile capable unit receives a disordered result in any type of combat, it is eliminated instead**.

4.9 A unit can receive more than 1 missile attack per phase and per turn.

4.10 Missile capable units cannot attack a unit in close combat, they may only attack in a missile phase and use the Missile Table. Though of course, they can themselves be subjected to close combat, which is why they have a combat value.

5. MOVEMENT

5.1 All ordered units have a movement allowance of 3 movement points (MPs) per turn. Leaders have 4 MPs per turn. Units (not disordered units) that start the movement phase **with or adjacent** to a leader have an increased movement allowance of 4 MPs per game turn.

Routing units have their movement allowance increased to 4 MPs which must be fully used each turn. (10.0)

Disordered units have their movement allowance reduced to 2 MPs per turn.

5.2 During the movement phase, a player may move any friendly units of their choice across the map. Units move from hex to adjacent hex, paying the amount of movement costs required to enter each new hex (see Terrain Table for costs).

5.3 Though a unit can only attack into its frontal hexes, it is free to move in any direction regardless of facing (except charging cavalry). At the end of its movement, the unit can be faced in a direction of the owners choosing. A unit that does not move during the movement phase, may still have its facing changed anyway, even if it is in the ZOC of an enemy unit.

5.4 Units (other than those routing or pursuing) must stop when entering an enemy ZOC. (2.3)

5.6 Units can move into a hex of a friendly lone leader but not one occupied by another unit. Missile capable units have an interpenetration rule. (7.0)

5.7 A unit can move out of an enemy ZOC but it can only move 1 hex that turn and the hex moved into cannot be **next** to the same or another enemy unit.

5.8 If a unit moves off the map for whatever reason, it never returns to play and counts as eliminated for victory point and morale purposes.

6. CHARGING CAVALRY

6.1 During their **movement** phase, **ordered** cavalry can choose to charge the enemy rather than moving normally. This may be done at any time during a players movement phase so other units may move and/or charge before and after the cavalry units charge. The cavalry has its movement allowance increased to 4 MPs for this purpose (a leader cannot add to this). As it moves hex by hex, it can only **move into one of the two hexes** in its frontal facing (see charge diagram 6.1 on back of cover). To conduct a charge, cavalry must start their movement phase at least two hexes away from the target unit (i.e. at least 1 hex gap is between charger and target).

6.2 Some types of terrain may prevent cavalry from

charging through or at targets in it. Cavalry may not charge into or through Morass, Brook or Slope hexes and thus enemy units in these hexes are immune to cavalry charges.

6.3 Cavalry that begin their movement phase in the ZOC of an enemy unit cannot charge.

6.4 Charging cavalry **must** attack the first enemy unit that it contacts through its frontal facing (i.e. its own ZOC) using the Close Combat table. If both frontal hexes contain enemy units, the attacker can choose which one of those units to attack. Charging cavalry get a +2 bonus to their combat value. Following the attack if the cavalry was not eliminated it is disordered if not already disordered. Charging cavalry do not change facing at all throughout the charge.

6.5 If a charge eliminates an enemy unit then the cavalry must advance into the hex and stop. Its facing does not change. This combat and advance after combat may cause a leader loss. (14.3, 14.4)

6.6 A charging cavalry may attack an enemy leader alone in its hex. The attacking cavalry unit automatically "wins" the combat and advances into the hex per the normal rules. (6.5). Combat and advance may cause leader loss. (14.3, 14.4)

7. INTERPENETRATION

7.1 During movement, units capable of interpenetration (archers in Hastings) can exchange position with any other friendly unit that is either next to its front or rear facing. Simply swap the two units, this totally exhausts the movement allowance of each unit for that turn. One (only) of the units can be adjacent to an enemy prior to performing this exchange. See example diagram 7.1 on back of cover. Archer may switch places with units A or B.

7.2 Interpenetration is movement and units may not enter terrain prohibited to them through interpenetration. Any terrain that will disorder a unit when entered by movement will also disorder a unit when entered by interpenetration.

8. COMBAT PHASE

8.1 Units (not missile capable troops) that start their combat phase having an enemy unit in their ZOC **may** attack the enemy using the Close Combat Table. Attacks are always resolved 1 unit against 1 unit.

Attacking is completely voluntary.

8.2 The attacking player chooses in which order the attacks are conducted. In each case, the attacker compares the combat value of the attacking unit with the combat value of the defending unit. The combat value of each unit may be modified by certain factors such as terrain, facing, charging or leadership as described on the Close Combat Table. The difference between the two values is called the differential.

8.3 The attacker rolls a die and adds the score to the differential to get the final attacking strength. Cross index that final attacking strength with the combat results on the Close Combat Table and implement immediately.

Important - regardless of the original combat value of a unit, while it is disordered, its basic combat value (before modifiers) becomes 3.

Example: A unit with a strength of 5 attacks a unit with a strength of 4. This would produce a differential of +1 for the attacker. Roll a die (say a 2 is scored) and add the result to the differential (2 +1 = 3) to get the final strength. On the Combat table a final strength of 3 means that both attacker and defender become disordered.

If the defender had occupied a slope hex it would have received a combat modifier of +1 to add to its own combat value. This would have reduced the differential to zero so that the final strength (diff 0 + Dice throw of 2) would have been '2', which would be a disorder for the attacker instead.

8.4 If a unit receives an 'eliminated' result, it is removed from play the attacking unit **MUST advance into the hex**, together with any leader that might be stacked with the attacker but the unit must maintain it's facing. If the defending hex was occupied by an enemy leader whose unit has been eliminated or routed away see (14.4) for leader loss rules.

8.5 Defenders never advance after combat.

8.6 Each unit may only make one close combat attack per game turn but each combat unit and leader can be attacked more than once by close combat each game turn.

8.7 If a unit attacks into an enemy flank or rear facing then it gets +2 modifier to its combat value.

8.8 Combat results are limited to 'disorder', 'elimination' and 'no effect'.

8.9 If an enemy leader is alone in a hex then a friendly ordered unit may attack the leader. The attacking unit automatically "wins" the combat and advances into the hex as per the normal rules. (8.4). Combat and advance may cause leader loss. (14.3, 14.4)

9. MORALE

9.1 Whenever an 'Elimination' result is suffered as a result of the Close Combat Table (including charging / leader casualties), the player taking the loss must take a morale test for each friendly class (see 9.2) of units adjacent to the eliminated unit / leader.

9.2 The playbook will describe which classes units belong to but it will typically be based upon function, nationality / tribal or warrior class etc. So for example in a Hastings game, the Normans would be split into 3 nationalities, Norman, Breton and Franco-Flemish, while the Saxons would be split into 2 warrior classes, Housecarl (Thegn) and general Fyrd.

9.3 To take the morale test, roll a die and add to the score the number of units already eliminated from the testing nationality / tribe or warrior class etc. This includes the unit that has just been eliminated **and all associated dead leaders of the testing group**. Check the total score against the Morale Check Table. If the score equals or exceeds the break level of the particular group being tested, then the testing group has failed.

9.4 If the morale test is passed, then play continues normally. If the test is failed then **all** units of the same testing warrior class / nationality / tribe / function with or adjacent to the eliminated units hex are marked with 'rout' markers.

9.5 Each of these newly routed units must immediately be rotated so that it's front facing now points towards its own map edge. It immediately spends 4 MPs to retreat and must only move out of its front facing. Rules 2.3 and 2.4 are ignored, if a vacant hex exists, it must move into it.

9.6 If a routing unit cannot expend all 4 MPs because both hexes to the front of the unit are blocked by other units (friend or foe) then the routing unit is eliminated instead though this does not trigger another morale test but the eliminated unit will contribute to future morale tests.

9.7 All normal movement rules apply, i.e. a routing unit would end its movement without being eliminated if it entered terrain that would normally force it to stop moving for that turn (such as morass or brook). If possible, units should take a path that is least likely to be obstructive in terms of spending MP's to get off the map. (it must however continue to only move through its front hexes) Rule 2.4 does not apply here.

9.8 While ever a unit is under a 'routing' marker, its movement rate is increased to 4 and its combat value is reduced to 2.

10. DISORDERED & ROUTING UNITS

10.1 Units marked with a 'rout' marker MUST also move as described in 9.6 in every subsequent friendly movement phase until it either successfully reorganises and has its rout marker replaced with a disorder marker or it leaves the map in which case it counts as eliminated for victory and morale purposes.

10.2 **Disordered units have a movement allowance of 2 and a combat value of 3** regardless of their ordered values. **They may not attack**. Missile capable troops are never disordered, rather, they are eliminated instead.

10.3 Routing units have a movement allowance of 4 and a combat value of 2, they cannot attack or fire. They continue to have a facing but do not have a ZOC.

10.4 Leaders never rout but can choose to stay and move with a routing unit that they are stacked with.

10.5 Disordered units that receive a further disorder result simply remain disordered.

10.6 If a disordered unit routs, replace the disordered marker with a 'rout' marker. Routing units are never effected by any combat result other than elimination.

11. REORGANISATION

11.1 Units are always in one of three states; ordered, disordered or routing. All units start the game ordered but through the rigours of battle some may deteriorate into disorder or rout.

11.2 The only way that a disordered or routing unit can recover to a higher state is to pass a recovery test.

11.3 During the reorganisation phase, each friendly disordered or routing unit can make a recovery attempt providing the unit is not in an enemy ZOC at the time. Additionally, **routing** units must be with or next to a friendly leader before they can test.

11.4 Roll a die for each testing unit and check on the appropriate line on the Reorganisation Table for the result.

11.5 Note that if a non missile capable routing unit passes its test it does not immediately become ordered, rather, its routing marker is replaced with a disordered marker and it can change facing - it can then try to lose its disordered status in any of the **following** friendly reorganisation phases.

11.6 Missile capable units that rally from rout become ordered.

11.7 A leader can assist any and all friends that are with or next to him to recover providing the leader is not himself next to an enemy.

12. TERRAIN

12.1 The Terrain Table explains the movement point cost for a unit to enter into a particular hex type and shows the effect on close combat (not missile fire) that the terrain may have. The exclusive rules will discuss individual terrain types.

13. STACKING

13.1 Only 1 unit can occupy a hex at any one time. This may never be exceeded, even momentarily.

13.2 A hex can also contain 1 leader and 1 rout or disorder marker in it.

14.0 LEADERS

14.1 If a unit is stacked with a leader at the moment of combat, it receives a combat modifier of +1.

14.2 Leaders cannot refuse to be involved in the combat of any unit that it is stacked with.

14.3 Whenever a leader, is involved in a close combat, or is in a hex that receives missile fire then following

that combat and regardless of it's outcome, the player controlling that leader rolls a die, on a '1' the leader is considered killed and is removed from play. This does trigger a separate morale test.

14.4 When a unit advances after combat into a hex containing an opposing leader, the player controlling that leader rolls a die, and on a result of 1 or 2 the leader is removed from play, triggering the morale test for adjacent units. (9.1) Note that this means that a leader who has an enemy unit advance after combat into its hex must have first survived the leader check from combat, (14.3) and then take another for the enemy advance into its hex.

14.5 Leaders are never disordered and never rout. However they can choose to remain with a routing unit at the moment the unit routs (i.e. it may choose to move with the unit).

Hastings Exclusive Rules

1. TERMS & MEASURES

A hexagon represents about 50 metres of ground.
A Game turn represents 45 minutes - 1 hour.
Housecarl units include Saxon Thegns.

Generally, the term 'Norman' is inclusive of the Norman, Breton and Franco-Flemish forces. Rules that apply to just one of those nationalities will refer specifically to the nationality by name and in the case of the Norman contingent will clearly exclude the other two contingents.

Each counter roughly represents the following forces;
Infantry - 250 men
Cavalry / Housecarls (& Thegns) - 100 men
Archers - 150 men.

2. SEQUENCE OF PLAY.

2.1 Depending upon the scenario chosen, there are either 10 or 12 game turns in a complete game of Hastings. Each game turn is divided into the normal phases as described in the series rules. **In each turn, the Norman player is always Player 'A' and goes first.**

3. MOVEMENT RESTRICTION

2.1 The Norman player may not move any of his

cavalry, including the Breton and the Franco-Flemish cavalry, on turns 3 and 4 of the historical scenario. This restriction is lifted if any Saxon unit enters a clear hex.

2.2 Harold and the Housecarl unit he is stacked with may never be voluntarily separated. They may move around together and only the elimination of the Housecarl in combat allows Harold to move independently. (If he survives the combat of course)

4. SAXON HAND MISSILES

When the Norman infantry line first attacked the Saxons, they were met by a shower of javelins, stones and slingshot.

4.1 **Once**, during any one Saxon defensive missile phase, the Saxon player can select 2 enemy units that are in the ZOC of any two friendly **ordered** non archer units. Those two units are then attacked using the 'Saxon hand missiles' row on the Missile Table. Note, this is a one off event in the game, two Saxon javelin counters are provided to remind the player of this rule and mark the firing units.

5. LULL

This was an unusually long battle for the period and the organised lull in the fighting was a significant and unusual moment. The following rule represents this reorganisation and the return of the archers to battle effectiveness.

5.1 Once per game, at the start of the Norman Player turn, the Norman player can declare that the current turn should be replaced by a Lull turn.

If called, the players immediately execute a lull turn and upon its completion, the game turn marker is advanced to the next position and the normal sequence of play is started anew. A lull may only ever be called for once per game and it fully replaces the existing turn.

5.2 Replace the usual sequence of play with the following sequence.

A. All Norman units can pull back up to 2 hexes (**not MPs**), they retain their facing and may only move into the hexes touching their rear facing. The usual restriction of disengaging units only being allowed to move 1 hex is ignored here but enemy ZOC's still stop

movement (i.e. Series rule 2.4 is ignored in its entirety but 2.3 is not ignored). The morass / brook hexes still halt movement when entered and cause disruption. Note that Norman routing units cannot benefit from a lull turn, instead, they still move at their routing speed of 4 MPs in accordance with the rout and movement rules.

B. The Saxon player may now move any and all friendly units that are not in an enemy ZOC, 1 hex in any direction. All Saxon units can change their facing. Saxon routing units cannot benefit from a lull phase, instead, they still move at their routing speed of 4 MPs in accordance with the rout and movement rules.

C. Each player's army now gets a reorganisation phase, except that during a lull, each disordered unit will recover on a die roll of 3, 4, 5 or 6 and the attempt is not modified by leaders. Though remember, a unit can only test if it is NOT in an enemy unit's ZOC and this is still the case here. Routing units cannot attempt recovery in this phase with the exception that Bishop Odo may use his special abilities. See (10.0)

D. All Norman archers currently in the 'Out of Arrows' box are brought back into play and placed adjacent to any friendly units of the same nationality (subject to availability of empty hexes) and given a facing of the Norman players choosing.

E. The turn ends - advance the game turn marker to the next game turn and resume play normally.

6. MORALE

6.1 the Normans are split into 3 nationalities, Norman, Breton and Franco-Flemish.

6.2 The Saxons are split into 2 warrior classes, Housecarl (Thegn) and general Fyrd. Saxon archers are considered to be part of the general Fyrd.

6.3 Whenever units from the Norman army rout, some Saxon Fyrd units may be forced to make an impetuous pursuit (see 13).

7. TERRAIN.

7.1 The area around Senlac Hill was very wet and difficult to negotiate in 'battle order'. Missile capable units **may not** enter a morass or brook unless routed. Other units entering a morass or brook must

immediately cease moving. Additionally, as soon as a non–missile combat unit enters such a hex, it becomes disordered, unless it is already disordered or routing.

7.2 Any hex that contains both low and high ground is considered a slope (i.e. Hex 1602). If a unit occupies a slope hex and is attacked in close combat by a unit from a lower level (the valley floor i.e. Hex 1701) then the unit on the slope gets a +1 bonus added to its combat strength. The slope also prevents cavalry from charging across it or into it from the lower level.

7.3 The road is shown for historical accuracy, it does not play a part in the game.

8. LEADERS.

8.1 If either William or Harold are killed, the game automatically ends with victory going to the surviving leader. If both William and Harold are killed in the same combat then the game ends in a draw.

8.2 Eustace can only act as a leader to Franco-Flemish units. Fergant can only act as a leader to Breton units. All other leaders can be leaders of any units of their side.

8.3 Combat units stacked with William or Harold may not become routed.

9.0 THE PAPAL BANNER

9.1 The Papal Banner sets up with any Norman cavalry unit, not Breton or Franco Flemish, (does not count for stacking), it does not have a movement allowance of its own, rather, it moves with the unit it stacks with. The unit stacked with the banner always rolls 2 dice when attacking and chooses which of the dice scores will be used for that particular combat.

9.2 If a unit is forced to rout or is eliminated whilst possessing the Banner, then the Banner is left behind in the abandoned hex.

9.3 The Papal Banner is captured if it is ever alone in a hex when a Saxon unit enters the same hex, the banner remains with the capturing Saxon unit. The Banner does not bestow any effects on the Saxons but its capture is worth victory points for them. The Normans can recapture the banner in the same way as the Saxons do.

10. BISHOP ODO

10.1 Odo moves as though he is a leader (and can be killed as though a leader). He has no effect in the game other than once per game, up to 2 routing units in the Norman army stacked with or adjacent to him can recover automatically (without a test) in the friendly reorganisation phase. This is done in addition to the normal reorganisation process. Upon doing this single act, Odo is removed from play. Remember, routing units that reorganise become disordered instead (except archers).

11. FEIGNED ATTACKS

11.1 Once a game turn, starting with the 7th turn, any one **ordered** Norman cavalry unit, not Breton or Franco-Flemish, can attempt to launch a feigned attack against a Saxon occupied hex in place of its movement. Feigned attacks may not be made against or through morass or brook hexes. They may be made against or through slope hexes.

11.2 The cavalry unit must start the phase at least two hexes away from an enemy and then move to make contact with the enemy (move adjacent to enemy) and then immediately declare a feigned attack against an enemy in it's ZOC . The cavalry may only move in a forward direction and may not change facing while moving. (Identical to a charging cavalry unit in this regard)

11.3 The attacker rolls a die and applies the result on the 'Feigned Attack Chart'. The feigning unit can still participate in the following combat phase if a target unit exists in it's ZOC.

The use of this tactic at Hastings is questionable, consequently in this game, it carries risks for the cavalry as well as rewards.

11.4 If successful, the cavalry unit does **not** advance into the vacated hex. Eliminations from feigned attacks do not trigger morale checks, though eliminated units will count in the calculations of subsequent tests.

11.5 If the result is 'no effect', the cavalry must be returned to the hex that it originally occupied at the start of that phase and can have a facing of the owning payers choice.

12. REINFORCEMENTS

12.1 The Saxon player receives 4 reinforcement units during play. When setting up the game, roll 2 dice for each reinforcement unit and place each unit on the Turn Track space that equals the dice score. The unit will arrive on the game turn indicated at the start of the Saxon movement phase by entering on the London road (1012). The unit then has its full movement allowance and can immediately use it to move normally.

12.2 More than 1 unit may arrive in the same turn, they simply arrive and move one at a time so that they do not breach the stacking rules. If a lull turn is played, any reinforcements due that turn are delayed until the following turn.

12.3 If a reinforcement entry hex is blocked by enemy units the reinforcements may enter at the nearest hex on that board edge not occupied by enemy units.

13. IMPETUOUS SAXONS

13.1 When Norman units rout, there is a chance that the Saxon Fyrd (**not Housecarl**) will break ranks and pursue the routing units. Whenever Normans rout, the Saxon player must test for an impetuous Saxon pursuit as follows.

13.2 The Saxon player rolls a die (once). On a score of 1, 2 or 3 the Saxons do not pursue and play continues normally.

13.3 On a score of 4, 5 or 6, play is halted whilst all Saxon Fyrd units (including disordered units) that had one of these just routed Norman units in their ZOC at the moment of rout, immediately make best efforts to pursue the routing Normans, following their trail.

13.3 The Saxon movement allowance is increased to 4 points to allow them re-contact the routing Normans. During this pursuit, the Saxons ignore the requirement to stop if entering an enemy ZOC. (ignore both series rules 2.3 and 2.4)

13.4 Once each impetuous Saxon has moved as far as possible, it should adjust its front facing towards a routing enemy. If it can't do this for any reason then it should face any other Norman unit of its choice if one exists in an adjacent hex.

13.5 All the Impetuous Saxons (even those with disorder markers) MUST immediately attack an enemy, preferably as many of the routing units as possible should be attacked. Each Impetuous Saxon gets a +1 combat modifier to add to its combat value for this attack. These attacks do not generate further morale checks if eliminations result, though the eliminations themselves will contribute in future tests.

13.6 Rout and Pursuit always interrupts the normal course of play, as soon as it is concluded, play returns normally to the point at which it was interrupted.

13.7 Units that have made an impetuous pursuit are marked disordered once all Saxon pursuit attacks have been made.

23. VICTORY CONDITIONS
At the end of the game, assuming that neither William or Harold have died (which would cause automatic victory to the other army), each player adds up the following points. If the Norman player scores 10 points more than the Saxon then that player wins a decisive victory, otherwise the result is a victory for the Saxons.

Norman
3 points per Saxon Housecarl unit eliminated.
2 points for each Saxon Fyrd unit Eliminated

15 points to the Normans if they occupy one or more high ground hex in or beyond hex row 1200

Saxon
2 points for any Norman archer or infantry eliminated.
4 points for any Norman cavalry unit eliminated.
15 points to the Saxons if they occupy one or more of the low ground hexes between 2106 - 2103 inclusive.
5 points for holding the Papal Banner

Either army
5 points for any enemy leader eliminated
1 point for each enemy unit that is currently on the map and routing

24. Scenarios
1st Scenario - Historical
Starts 0900 hrs - starts on **Game Turn 3**
This is the historical setup from which the Normans launched their assault into the Saxon position.

Saxon Army: Sets up first
Saxon Housecarls (16) 1602-1617 inclusive
Saxon Fyrd (16) 1501-1516 inclusive
Saxon Fyrd (5) anywhere 1402-1416 inclusive

Saxon archers (2) anywhere 1402 - 1416 inclusive.
Saxon Fyrd reinforcements (4) set up on the game track as per rule 12. Those that roll a '2' on the dice can be placed in either hex 1012, 1111 or 1211 during setup.
Harold and (1) Housecarl 1308
Loefwine anywhere 1501-1509 inclusive
Gyrth anywhere 1510-1516 inclusive.
2 Saxon missile markers (held off-map)

Norman Army:
Bretons
Archers (3) 1713-1715 inclusive
Infantry (4) 1813-1816 inclusive
Cavalry (5) 1912-1916 inclusive
Fergant on any Breton Cavalry unit

Normans
Archers (5) 1706-1710 inclusive
Infantry (8) 1805-1812 inclusive
Cavalry 1st line (7) 1905-1911 inclusive
Cavalry 2nd line (4) 2008-2011 inclusive

William on any Norman cavalry unit (1st line)
Papal Banner on any cavalry unit (2nd line)
Bishop Odo 2106

Franco-Flemish
Archers (2) 1702-1703 inclusive
Infantry (3) 1802-1804 inclusive
Cavalry (4) 1901-1904 inclusive
Eustace on any Franco-Flemish cavalry unit

2nd Scenario - alternate manoeuvres
Starts 0730 hrs - on Game Turn 1
This scenario starts slightly earlier. The Normans have just descended from Telham Hill and are yet to cross the saddle of dry land on the valley floor. William is provided with an opportunity to deploy his forces differently. Harold has already reached Senlac Hill and now has an opportunity to advance down onto the valley floor, causing the Norman player to attack from and across very wet ground.

Modified Victory Conditions- the player with the most victory points wins the game.
Saxon Army: Sets up first

Set up exactly the same as scenario 1 except reinforcements that roll a '2' are also placed onto the turn track.

Norman Army:
All of the Bretons (12) set up in any of the hexes that are within a 4 hex range of hex 2402 inclusive. Fergant is placed with any Breton cavalry unit.

Starting with the Norman movement phase of Game Turn 1, Norman and Franco-Flemish units will arrive onto the map, on and along either side of the London road (2402-2404 inclusive).

All of the Norman units and Bishop Odo must enter the map before any Franco-Flemish units can enter. The Papal Banner enters with any Norman (only) cavalry unit. William and Eustace enter with one of their respective cavalry units. Each unit pays 1 movement point to enter the map and then continues to spend its remaining movement points to move further into the map.

The ability of the Norman army to advance onto the map will be limited only by the number of empty hexes available to move into. The Norman player must continue to advance units onto the map each game turn until all of the Norman players army is represented on the map. Units cannot be held off the map if there is an opportunity for them to enter.

3rd scenario - Harold is wrong footed
Starts 0730 hrs - on Game Turn 1
Some argue that rather than choosing his position, Harold was forced to take a defensive stance on Senlac Ridge due to William's early advance. To reflect this proposition, use exactly the same setup as scenario 2 but in this scenario, the Saxons are not allowed to move at all during the Saxon Movement phases of Game Turns 1 and 2. This scenario provides the Norman player with an opportunity to explore a free setup, while restricting the Saxons. Victory is same as in Scenario 1.

Historical Notes
England had enjoyed a period of relative stability under the rule of Edward the Confessor (1042 - 1066). Although the son of a Saxon king (Aethelred), Edward spent his formative years at the Norman Court. His mother, Emma, was of Norman blood and it is against this background that the childless Edward makes William, Duke of Normandy the promise of the English throne upon his own death. He later sent Harold Godwin, Earl of Wessex to the Norman Court to make this promise under oath.

In the event, when Edward died on 5th January 1066,

it was not William that succeeded to the English Throne but rather Harold Godwin (Harold II). It is not clear whether the dying Edward had changed his mind and wanted Harold to take the throne for himself; or even if Harold was meant to hold the throne for William. Indeed the Witan (Saxon Council) may have been instrumental in ensuring that Edward's last words were interpreted to favour Harold.

In any case, the power and importance of the Godwin family and in particular Harold Godwin should not be underestimated. Upon the king's death, he was probably the most powerful individual in the land and in Saxon eyes at least and those with anti-Norman sentiment, the most appropriate person to take the throne.

Harold II was well aware that following his crowning, a Norman invasion was likely and accordingly, throughout the summer, he made his military preparations, concentrating his army in the south. As Harold waited for a southern invasion, a large Viking army, in collaboration with Tostig (Harold's brother), invaded the North East of England, defeating the local forces at Gate Fulford on 20th September.

On hearing the news, Harold's response was decisive, he gathered his army and marched with speed towards York. Covering 190 miles in just 5 days, he caught the Vikings by surprise at Stamford Bridge. Attacking immediately, the Saxon army decimated the Viking force and killed their king, Hardrada. The hard fought battle had ended the Viking threat but had left the south exposed.

Just three days later, Harold received the news that William had landed on the south coast at Pevensey. He immediately began the long march southwards, halting for just six days at London to absorb new reinforcements from the local militias. Harold might have waited longer for his ranks to swell but against the opinion of his advisors, he resumed the advance towards the invaders, who were reportedly destroying the local countryside.

We can't be certain of the intentions of the two commanders but it is likely that William feared any delay that might allow the Saxon fleet to be recalled and blockade his supply line (and line of retreat), especially if Harold chose not to fight but to set about containing the Duke instead. Equally, Harold's reluctance to remain in London and await reinforcements suggests that he also wanted to avoid delay.

As they neared Hastings, the Saxon army advanced through the ancient Andredsweald Forest and out onto Caldbec Hill. The hill formed a narrow neck of land opening out into an 800 metre wide ridge known as Senlac Hill. The soldiers fanned out to take up a defensive position along the ridge, blocking the ancient trackway to London.

Senlac Hill offered several advantages to the defenders. Importantly, the flanks were protected by steep slopes, covered in dense vegetation. This protected the Saxon flanks from flanking attack, forcing William to make a frontal assault. The steep forward slope of the ridge prevented effective use of the cavalry charge and the wet marshy valley floor made manoeuvre difficult for the Norman army.

At about 0800 hours on 14th October, William's army, just half a mile from the slopes of Senlac Hill, began to descend Telham Hill, moving out onto the valley floor. The forces filed across a saddle of land located between two brooks and then spread out on the other side of the brooks to form up for battle.

The Norman army deployed with the archers to the front, followed by the heavy infantry and then the cavalry to the rear. The Norman contingent was the largest. It was directly under William's command and in possession of the Papal Banner. On the left, stood the Breton allies commanded by Fergant and to the right, the smaller Franco-Flemish force, under Eustace.

By 0900 hours, the battle lines were drawn and the Norman archers let loose their arrows. Although their target was a tightly packed phalanx of men perhaps 10 deep, the effects of the archery appears minimal. Perhaps this was due to a combination of good shield defences and a prompt replacement of casualties by men in the rear ranks.

The unarmoured bowmen disengaged to allow the heavy infantry behind them to move through and advance to contact.
As the infantry advanced, a shower of javelins and stones showered upon them from the Saxon line. The Normans hesitated but then recovered and pressed on, attacking the Housecarls and Thegns that formed the front ranks of the English array. These experienced fighters, formed the core of the Saxon army and were well protected. Many carried the large double handed

broadaxe, the ten inch blade easily capable of slicing through man and beast with a single stroke.

The Saxon line held and William ordered the cavalry forward to break the stalemate. Hampered by the slope, the cavalry were unable to deliver their attack at the charge, leaving them to content themselves with 'working the line' jabbing with spears and hacking with swords as opportunity presented itself and then pulling back slightly, only to return back and forth.

By midday, the Bretons in particular had suffered many casualties. They broke and turned in full flight, making for a small hillock that lay directly to their rear. Perhaps sensing victory, that part of the English line broke formation and chased the Bretons. This action might have been undisciplined spontaneity by the English or it may have been directed by either of Harold's brothers, Gyrth or Leofwine. In any case; it was a local counter-attack, Harold apparently did not judge the time right to advance the whole line.

The boggy ground on the valley floor slowed the routing Bretons enough for them to be caught by the English and cut down.

As the rest of William's line pulled back to cover the collapse of their left flank, rumour of William's death spread and for a moment collapse of the entire Norman army loomed closely.

In decisive style, William removed his helmet for all to see that he still lived. He gathered a body of knights and led them over to the Breton wing, charging into the now exposed Saxon foot and virtually wiping them out.

The fighting died down as a natural lull fell across the battlefield; the armies took the opportunity to re-order themselves. The Breton rout was stemmed, assisted in part by Bishop Odo, who had been stationed at the rear of the army. A mood of despondency must have prevailed throughout much of the invading army at this time.
Re-organised, the Norman Infantry resumed their attack but once again they were held at bay. The cavalry moved to support but this time, at least at two places in the line, the accounts suggest that local cavalry commanders decided to attack and then feign retreat to draw the English out of the line, only to then turn on their pursuers and attack them whilst out in the open.

The use of such a tactic is questionable though possible and some precedent does exist. Maybe these were small groups of routing units that recovered and then attacked their pursuers as occurred earlier on the Breton flank or simply that this is a retelling of that same incident. In any case; whether simply through attrition, or impetuous attacks by groups of Saxons, casualties amongst the Englishmen were beginning to tell. The Housecarls, being in the front rank had absorbed many of the losses and the thinned defence now held a higher proportion of less able troops.

William's archers returned to the fray. This time they had a greater effect, probably due to a reduced cohesion in the Saxon line and the fact that the many Housecarls killed had now been replaced by unarmoured Fyrd. The Norman infantry exploited the disorder caused by the archers and Harold's defence began to crumble, creating gaps and exposing the flanks as the line contracted.

It was probably at about this time that King Harold was either killed or mortally wounded. Both his brothers were dead and large numbers of Saxon soldiers were fleeing for the safety of the forest to their rear.

The remaining Housecarls and the Kings Thegns gathered around the body of their fallen king and fought to their own deaths. William's victory was complete. He had defeated the English army, destroyed much of the aristocracy and killed their king.

Rather than dashing for London, William began a slow, organized and convoluted march towards London, securing recognition to his authority at major centres along the way. Though a resistance movement did start in London, by the time William approached the great city, the leaders were ready to submit to him.

In a ceremony performed by Archbishop Ealdred, William received the English crown on Christmas day. In a truly monarchal crossroads in English history, the turbulent year of 1066 had seen three kings hold the English throne and a new royal dynasty established that through a program of building castles and cathedrals and by making appointments of high office, would ensure the political and cultural transformation of the kingdom.

Design notes.

Unusually long for the period, the Battle of Hastings was hard fought and it's outcome by no means certain, so it is in the game. The Norman player could be forgiven for wanting to stop the game part way through and start over again due to victory often looking too remote - don't be tempted, you may be surprised.

The Normans have a number of ways of disordering the Saxon line to increase their chances of eliminating units. Archers, leaders, the Papal Banner, feigned cavalry attacks and selective low differential attacks all play a part in breaking the Saxon position. After the first turn, Norman archers can be particularly useful on the flanks. Remember that disorder leads to higher casualties, higher casualties lead to more morale checks with an increasing likelihood of those checks resulting in rout.

If either player uses their forces over aggressively, that army will quickly suffer widespread disorder and become ineffective. While the Norman army must seek to disorder the Saxons, if they disorder themselves in the process, a swift and devastating Saxon counter attack down the hill is likely. Either way, once the line opens up, the disruption and elimination process will give the battle a much more tactical feel with local interesting situations occurring in different parts of the battlefield.

A combination of the effects of disorder, facings and movement out of ZOC, will at times frustrate both players and restrict the freedom to control all elements of the battlefield. Considering this is a small map, this does give a sense of a very tactical level of play.

The game is played out within constricted terrain with both armies starting face to face, with little opportunity of manoeuvre, yet the games can go in very different directions. I would urge players to play the game 2 or 3 times, right through to the end, before making any judgement on the system. Playtesting has shown that the battle can turn around in its last moments. I wanted this system to show that missile troops do not have an inexhaustible supply of ammunition, nor do they double as close combat troops. Also that disorder dramatically reduces fighting efficiency and that disintegration of an army initially occurs at a local level but that as battle continues, routing would become a more generalised affair as army cohesion falls apart and entire parts of the line run away collectively.

The latest version of the system remains mostly true to the initial design, but we felt that some tweaks were needed to the victory conditions and some restrictions placed on how the armies were used to prevent them being used out of their historical character.

Previously it was possible for the Norman player to use the Cavalry Feigned Attack as early and as often as he wanted which was historically absurd. Cavalry feigned attacks are now limited to latter half of game and only one per turn.

Likewise, despite a meticulous set-up to represent the historical battle, the Norman player would usually juggle his cavalry units so that the Norman player would lead his attack with his cavalry, which was not a good plan for Hastings when facing muddy ground and a hill if infantry could do the job. So the Norman cavalry now has restrictions on its movement in the first two turns of the historical game. If players want to get past this minor scripting with the cavalry, then scenario 3 gives the Norman player an opportunity to freely deploy their cavalry ahead of their infantry.

The morale rules have been altered so a loss causes all adjacent morale classes to take a morale check instead of just the class of unit eliminated. This was done to prevent players from making lines by alternating different classes and preventing routs. (Breton-Norman-Flemish etc. in the original game

The Normans are now required to beat the Saxons by 10 victory points which forces them to keep up the momentum of the attack and no longer being able to "relax" and invite a Saxon counter –attack once they had achieved a victory point advantage.

Some subtle changes are that the Housecarl unit with Harold will remain with him and cannot be used as a mobile reserve. William and Harold both make the unit they are stacked with immune to rout and so they will die fighting rather than running away.