

# 1066: Year of Destiny

## 1.0 Introduction and Game Information

The game portrays events of 1066 when three men vied for the throne of England upon the death of Edward the Confessor.

This is a 3-player game, with each player representing one of the three protagonists:

- Harold Godwinson      English
- William                      Norman
- Harald Hardrada      Norwegian

Game play is broken down into three distinct phases:

- Pre-Invasion Political Events ('PIPE') see 4.0
- Operational Cycle see 6.0
- Battles (which are sub-phases within the Operational Cycle)      see 11.0

The PIPE phase is played out in its entirety before moving on to the next two phases, which are then repeated each turn until the completion of the November III turn. The game can finish earlier if at the end of any turn an automatic victory is achieved.

## 1.1 Conventions

During this period no formal organizational formations were in existence. Troops are referred to as units and assigned to an appropriate leader.

There are three distinct troop types: Knights, Infantry, Lights.

These are two sets of units, one used in the Operational cycle and one used for Battles on the **Battle Board** ('BB'). One operational counter translates into two or three tactical counters on the BB – see [Unit breakdown Chart](#). With the exception of leaders, no unit that is used on the operational map is ever used on the BB, and vice versa.

Operational units represent a body of troops loyal to a particular leader or region, as indicated on the counter.

Leaders are the notable historic figures that impacted upon events in 1066

Although we know who won (William), the game is designed with the intention of making possible a number of potential outcomes. It is intended to put each player in the shoes of Harold, William, or Hardrada.

In order to accomplish their individual goals the players commence the year with the roughly same intentions and strengths as the leaders did historically. It is assumed that the overriding goal for each player is to be crowned undisputed King of England. *However, note that the PIPE allows the players to alter the starting positions within historically feasible parameters.*

*It should also be noted that what constitutes a decisive victory for each player differs – see How to Win*

Although a great deal is known about the events of 1066 the exact number of troops available to each leader is subject to much interpretation and a best guess approach has been taken by accessing as many sources as possible.

The rationales behind the decisions made are fully explained in the [Design notes](#).

## 1.2 Game Information

The unit types available are:

### Combat Units

Knights:	Mounted Nobles, Cavalry
Infantry:	Housecarls, Fyrd, Berserkers, Celts
Lights:	Missile troops, such as Archers and Slingers

Infantry and Lights are collectively called 'Foot Soldiers'.

Each tactical unit is given values as follows:

Attack:	A printed value between 3 and 6
Defense:	A printed value between 3 and 8
Morale:	A printed letter A to D
Movement:	A printed value of 1 or 2

A \* indicates that diagonal movement is possible.

Front:	A unit ID and an image of what the unit is (unit type)
Back:	A unit ID, a unit type image, and reduced combat values

Each operational unit is given values as follows:

Movement:	A printed value of 3 for Foot soldiers and 4 for Cavalry
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### Leaders

Claimants:	Harold (English), William (Norman), Hardrada (Norwegian)
Subordinates:	Eustace, Gyrth, etc
Third Parties:	Tostig

Each leader has an Operational side and a Tactical side with the following attributes:

#### Operational

Command:	Number of Operational Troops that the Leader can have under his command. Subordinate Leaders in the Force do not add their Command value to the total.
Operational Ability:	Effectiveness of Leader in avoiding battle or bringing the enemy to battle, values are 1 to 3.

## Tactical

Command: Distance of Command reach on the BB.  
Morale: DRM to use when rolling for a Morale check.

## Other Markers (examples)

Turn Marker	No Sail	
'No Move' Markers	Control	'Call to Arms'
Scottish Battle	Event Indicator	'No Go'
PIPE counters	Landing Site	
Permanent Legitimacy	Temporary Legitimacy	

## 1.3 Dice

A ten-sided die is used, with a 0 representing ten.

## 1.4 Map and Scale

The main body of the game is played on a map of England which is divided into a number of areas. Major towns are listed; London and York have a special status (see 9.1 and 9.4).

The map shows some adjacent areas that may be significant (e.g. Wales and Scotland).

The time scale is 3 turns per month, running from July to November.

## 2.0 How to Win

If an automatic win is not achieved then the game is won by gaining sufficient points on the [Legitimacy Table](#).

If a player has a Legitimacy rating 5 higher than either of the other players at the end of the game that player has won a marginal victory and would probably prevail in 1067.

Any other result is a draw and a bloody civil war between two, three or even four claimants

## 2.1 Automatic Victory

- Harold (or Gyrrh in the event Harold dies) automatically wins if both Hardrada and William are either killed or fail to make an Invasion during the game, plus Harold controls London.
- William automatically wins if he occupies London, Harold is dead, and he has twice as many active operational units in England as Gyrrh, Hardrada and the Sweyn combined. He must also control at least 12 of the 18 areas in the South of the country
- Hardrada automatically wins if he occupies York, there are no active English in the Northern zone, and he has twice as many active operational units in England as

Harold/Gyrth, William and Sweyn combined.  
He must also control at least 9 of the 12 areas in the North of the country

*Also note, active means that inactive Fyrd are not included in any calculation*

## 2.2 Legitimacy Table

Legitimacy determines victory at the end of the game, unless an automatic victory is achieved. The starting position on the Legitimacy Table for each player is determined in the PIPE phase (see 4.0).

During the Operational Cycle the Legitimacy value for each player potentially will increase or decrease according to the control of areas, the outcome of Battles fought on the BB, and the death of leaders. If a claimant to the throne dies then typically it will eliminate that side from the game; however, the English can continue under Gyrth, albeit with considerable handicaps.

To win via the Legitimacy Table requires a lead of 5 or more **Permanent** Legitimacy points over both of the other sides.

The Legitimacy points for a side are automatically set to zero at the end of the game if their claimant is not in England e.g. they fail to make an Invasion (*this is necessary in order to ensure a player cannot stop another player winning by not invading and retaining Legitimacy points*).

*How you manage the conflicting requirements of gaining Legitimacy, staying together for Battle success plus the constraints of foraging to prevent attrition is the heart of success in the operational cycle.*

*NB: In practise a win on the Legitimacy table means war continues but for game purposes it means you have gained the upper hand in England at the end of 1066.*

## 3.0 Game Setup

The game runs from July I to November III, with three turns per month.

The English, under Harold Godwinson, start with half of the fyrd active. Place one fyrd unit in each English area. Each active fyrd must be adjacent to an inactive fyrd. Both the Kent and the Sussex fyrd must start active.

The English player must transfer two active southern fyrd to Sussex and Kent (one each).

Harold and his brothers (Gyrth and Leofwine) start in London with the Southern Housecarles in London.

Morcar and one Northern Housecarle start in York; Edgar and one Housecarle start in Chester.

All Norwegians start in Norway and all Normans start in France. They remain there

until a player undertakes a Sea Crossing.

See the number of troops that both sides have, for different Invasion times, at the end of the rules.

One Welsh unit starts in each of the two Welsh areas.

The Scottish, Tostig and Orkney units come on via PIPE event play.

If Tostig starts with Harold he starts with his units in Winchester.

If he starts with either the Normans or the Norwegians he starts with them off board.

**Set Weather and Sea Weather markers to Fine and Calm, respectively**

#### 4.0 Pre-Invasion Political Events (PIPE)

This phase is played out in its entirety before moving on to the Operational Cycle

In this phase the players try to create a political and military situation that is as favourable to them as possible by the time of Edward the Confessors' (the reigning English king) death. They do this by playing event counters.

There are 25 events in total and this phase stops when each player has played 7 events. Therefore there are always 4 events that do not get played each game.

Each player has a PIPE counter which records how many of their 7 events they still have to play – see **Event track**.

Each player is dealt 4 events at the start of the game and they **MUST** play three of those events as part of their seven-event play (the fourth even can be retained and not played). If they are dealt four compulsory events then in that case only they must play all four events , in their hand, as part of their seven-event play.

The remaining 13 events are placed face-down on the playing table.

The order of play for this phase is Norwegian, English, Norman.

In this sequence a player must perform one of the three following actions:

- Play an event in his hand
- Turn an event face-up (this is an action but not the play of an event and as such does not move the players Event Indicator along the **Event track**)
- Play an event that is face-up as an event

All events are Compulsory, Optional or Operational. This is indicated on the counters themselves.

All Operational Events are Optional.

If a compulsory event is turned face up from the playing table, it **MUST** it be played by the next player.

However, there is one exception to this rule.

If the number of events left in the player's hand equals the number of events the player has left to play they can ONLY play the events in their hand. In this instance the face-up compulsory counter MUST be played by the next player in sequence.

Some of the events pertain to the Operational Cycle and are retained by the player for use during that phase; this is explained on the PIPE table. These Operational events provide benefits in the Operational cycle, but in order to be activated they must be played as events in the PIPE phase.

Operational events played by a player are retained at the end of the PIPE by the player playing the event.

During the PIPE phase the results are used to adjust determine the legitimacy value for each side on the **Legitimacy Table**. In addition some events may modify the forces available to each side.

*There are a lot of nuances in the above rewarding careful thought and providing genuine play variation.*

**See PIPE Table for explanation of each event.**

*All useable Operational PIPE counters and the Brittany counter (if 'Brittany wary') should be retain by the appropriate side to be used in the Operational and Tactical phases.*

## 5.0 Special Troop Types

### 5.1 Fyrd

Half the fyrd start the game active and half inactive (see 3.0). Fyrd can become active in two ways: (i) a 'Call to Arms' (see 9.1) or (ii) as a result of enemy movement.

Inactive fyrd automatically become active when an enemy unit enters their area and the fyrd immediately move to an adjacent area free of any enemy (if not possible then a non-BB battle occurs).

#### *Special Sept I harvest time end-of-turn rules*

At the end of the September I turn ONLY, all fyrd not in primary landing areas (*Northumbria, Yorkshire, Sussex and Kent*) return to their home area and become inactive (face down).

This DOES NOT OCCUR IF an Invasion has already occurred, including one on September I.

*Design Note: This represents the end of their 'tour of duty' and their return to collect the harvest*

Northern fyrd have regional affiliations which may make them susceptible to changing sides (see 10.0).

## 5.2 Celts

The **Welsh** units can only assist the Norwegians.

If the Norwegians control one or more of the March areas (those areas with a border with Wales) then a die is rolled at the end of the Norwegian First Movement sub-phase.

The die score is increased by the number of March areas controlled by the Norwegians. If the adjusted score is 9 or greater, the Welsh become part of the Norwegians forces. e.g. If the Norwegians control one March area they need to roll an 8 or more. If they control three March areas they need to roll 6 or more.

Only one attempt to activate the Welsh can be made, if that fails they remain inactive for the rest of the game. The Norwegian player decides on which turn this attempt is made

Once activated the Welsh remain loyal to the Norwegians for the rest of the game.

The **Scottish** join the Norwegian side either by a PIPE or because the Norwegians land in Scotland by mistake and the Scots agree to join the Norwegians – see the Sea Crossing phase (8.0).

## 6.0 Operational Sequence of Play

### (i) Weather Phase (7.0)

A die is rolled on the Weather table to determine the weather for the turn.

This die roll does not commence until either the Normans or the Norwegians have made a landing the previous turn.

*NB: Whilst weather can, obviously, change prior to Invasion this avoids a lot of repetitive die rolling prior to the action starting.*

### (ii) Sea Crossing Phase (8.0)

Only the Norwegians and the Normans conduct Sea Crossings and for each player it is a once-a-game event. A crossing can only occur in July if the appropriate PIPE is secured by the Norwegians or Normans, otherwise it needs to be done later.

If the Normans or the Norwegians have just landed this turn or they have no units in England they do not have a Player phase this turn.

### (iii) Player Phase (9.0)

9.1 'Call to Arms' (*English player only*)

9.2 Adjust Legitimacy Rating

9.3 First Movement

9.4 Legitimacy and Control

9.5 Forage (*remember special September 1 harvest rule on Forage table*)

- 9.6 First Battle (if applicable)
- 9.7 Second Movement
- 9.8 Second Battle (if applicable)
- 9.9 Check Northern Fyrd Loyalty (*English turn only*)

The order of play for the Player phase is Norwegian, English, Norman, Danes (see 10.0). A player must complete in its entirety each step in the phase in order before the next player's phase.

**(iv) Danish Invasion (see 10.0)**

Starting with Oct I a check is made to establish whether Sweyn of Denmark undertakes an Invasion in an attempt to grab the crown in the confusion. The turn after the Invasion the Danes move into London, if possible, otherwise they go home. The Danish Invasion will occur only once.

**(v) Area Status Update**

If an area has no active units then any Forage marker is removed.

If an area has no active units then a Devastation marker is replaced by a Forage marker.

*Special September I turn* - At the end of the September I turn every Permanently Devastated forage marker is replaced with a Devastated marker.

*Note: This is the ONLY time a Permanently Devastated marker can be removed (by being replaced with a Devastation marker).*

See also 5.1 for special Fyrd actions.

**7.0 Weather Phase - see [Weather table](#)**

During Poor Weather movement rates are reduced by 1. Units that can usually move 1 area can still move 1 area.

During Severe Weather movement rates are reduced by 2. Units that can usually move 1 area cannot move.

Poor weather has an impact on Battles (see 12.0).

Battles do not take place in Severe Weather - both sides remain in the area (this is an exception to the normal battle rules).



## 8.0 Sea Crossing Phase

- a) Prevailing Winds
- b) Sea Weather
- c) Decide to Sail
- d) Sea Conditions
- e) 'Go'/'No Go' decision (if 'No Go' then cannot sail the following turn)
- f) Select invasion location
- g) Crossing outcome
- h) Landing

(a) At the beginning of July the prevailing northerly winds prevented the Normans from sailing. In order to replicate this, the Normans are prevented from sailing until they roll successfully on the sailing table, below.

### *Sailing Table*

<i>Month</i>	<i>Able to sail?</i>
July	10
August	8 or more
September	6 or more
October I	Automatic

*NB: The Normans should roll every turn even if they do not intend to sail, or cannot sail (e.g. they don't have a July 'Sea Crossing' PIPE counter).*

On the turn when the Normans are able to sail a new prevailing wind is determined with a new die roll.

If a 9 or 10 is rolled then the Norwegians are prevented from sailing.

Otherwise there are no prevailing winds preventing sailing for the rest of the game

If the Norwegians are prevented from sailing by the prevailing winds then they will need to roll on the Sailing Table, above, to be able to sail.

If the Norwegians roll successfully there are no prevailing winds preventing sailing for the rest of the game.

*NB: On no turn are both the Normans and the Norwegians prevented from sailing.*

*If the Norwegians have already sailed and the Normans successfully roll on the above table there is no need to roll again for the prevailing wind*

### **A player that cannot sail can perform no further action this turn.**

Each turn both players roll a die, with the player rolling the highest gaining the initiative and carrying out the following sequence first or second (their decision). In the event of a tie the Normans decide.

(b) The player with the initiative rolls on the **Sea Weather table** to determine the sea weather for the turn.

This die roll does not commence until either the Normans or the Norwegians made a landing the previous turn.

*NB: Whilst weather can, obviously, change prior to Invasion this avoids a lot of repetitive die rolling prior to the action starting.*

(c) The players must now decide if they will Sail or not, beginning with the player with the initiative.

If a player decides not to Sail, that player's turn is over.

(d) If a player decides to Sail then a further roll is required on the **Sea Conditions table**

(e) A player that decided to Sail in (c) above must now decide if they still Sail or not.

If a player decides not to Sail, that player's turn is over.

In addition that player has their 'No Go' marker placed on the Turn track for the next turn - this indicates they will have to skip the Sea Crossing phase next turn; they cannot sail next turn.

(f) If a player decides to Sail (Invade) they select their landing area:

Norwegians	Northumbria or North Riding
Normans	Sussex or Kent

(g) The player with the initiative determines the Crossing outcome on the **Sea Crossing Table**.

(h) If the Sea Conditions are **Calm or Choppy** then each player lands at the selected landing area.

If the Sea Conditions are storms or gales then the player consults the relevant table below. For storms one die is rolled for the entire force, but for gales one die is rolled for EACH unit.

### Storms

1-2	force lands one area to the right
3-8	invasion lands as planned
9-10	force lands one area to the left

### Gales

1	lost at sea
2-4	unit lands one area to the right
5-6	unit lands as planned
7-9	unit lands one area to the left
10	lost at sea

With gales, leaders are assigned to a particular unit before making these die rolls. If that

unit is lost at sea, the assigned leader is lost too (*bottom line, don't sail in a gale unless you are feeling lucky!*).

<i>Left of North Riding</i>	<i>East Riding</i>
<i>Right of Northumbria</i>	<i>Scotland</i>
<i>Right of Kent</i>	<i>Essex</i>
<i>Left of Sussex</i>	<i>Dorset</i>

If the Norwegians land any units in Scotland and the Scottish have not joined the Norwegian cause from the PIPE then the Norwegians roll a die:

- 1-5 the Scottish join the Norwegians
- 6-10 the Norwegians are delayed a turn suppressing the Scottish (indicate with the Scottish Battle marker being placed on the next turn of the Turn track).

All units that made a successful crossing are placed in the appropriate landing area

*NB: The English needs to be careful in ensuring they are in a position to make a 'Call to Arms' as soon as an Invasion takes place.*

**A player that undertakes a landing does not have a Player Phase that turn – skip to the next player.**

A landing site is highlighted by a 'Landing Site' marker being placed on top of the landing force

**The Danes do NOT have a designated landing site**

## 9.0 Player Phase

### 9.1 'Call to Arms'

A 'Call to Arms' ('CtA') can only be made by the English and only after an Invasion has taken place.

Remove any 'No Move' markers placed during the previous turn.

Place a CtA marker on a leader in a town, to indicate he may issue a CtA during the next turn. A leader with a CtA marker does not have to action the CtA. It can be cancelled without any adverse effect. Unused CtA markers can remain in place provided the relevant leader stays in the town.

CtA can only occur if a leader is in a town and has a CtA counter attached.  
Only one CtA can be made in each of the Southern and Northern regions per turn.

If Harold makes a CtA then all regions answer the CtA. For any other leader it is just the Northern or Southern Fyrd that answer the CtA depending upon the town from which the CtA was made. Edwin and Morcar can only make CtA in Northern towns.

Leofwine can only make a CtA in Southern towns.

The player decides which eligible units may answer the CtA by turning the counters to their face-up active side. Only units within five movement points of a town can answer a CtA (remember it takes one extra movement point to enter the town from an area).

To answer the CtA, each eligible unit rolls a die and requires a 5 or more to be activated. Apply the following DRMs to these die rolls:

- +2 Harold makes the CtA
- +1 'High' Legitimacy
- 1 'Low' Legitimacy
- 3 Harold has been killed

All units that answer a CtA are moved to the town where the Call was made and placed under a 'No Move' marker (*this is an exception to the one area move limit for units not with a leader*) - these units cannot move for the rest of the player turn. Flip the CtA marker to its 'No Move' side.

## 9.2 Adjust Legitimacy Rating

At the beginning of this phase the player's Permanent Legitimacy score is adjusted by the value of the player's Temporary Legitimacy Marker (which may be negative or positive), and the player's Temporary Legitimacy marker is reset to zero.

Until that player's next turn, the player's Temporary Legitimacy Marker is used to determine potential changes to the player's Permanent Legitimacy rating during the Operational phase because of areas changing control. This can occur in the player's turn and the turn of an opponent.

**See Legitimacy Change Table.**

The Permanent Legitimacy rating is only adjusted for Claimant death, battle results and at the beginning of the 'Adjust Legitimacy Rating' phase (see above).

*This is to prevent a gamey situation whereby a player spreads out to gain Legitimacy points. They can still do so but the other two players will then be able to pick off many of the individual weak units prior to the players adjusting the permanent Legitimacy rating.*

No area control changes can be made on the Legitimacy table by an invading player during the turn of the Invasion; i.e. the act of Invasion itself does not establish control over the area(s) invaded

## 9.3 First Movement

Units move from area to area during a player's phase. The distance units can move is subject to various criteria:

- i) The printed movement value of the unit
- ii) The terrain cost to move into each area

- iii) Whether a leader is accompanying the unit
- iv) How many units are moving together
- v) Weather (see 7.0)
- vi) Forced march

(i)

Foot soldiers have a printed movement value of 3 and Cavalry have a value of 4.

NB: English Housecarles are Cavalry for the purpose of Operational movement.

(ii)

Terrain movement point costs:

1 movement point to move into a clear area

2 movement points to move into a Hill area.

+1 movement point to cross a Hill boundary.

+1 movement point to enter, or leave, towns and landing areas.

*NB: There is no reason why the Norwegians or Normans would pay this extra movement point other than at York for control purposes.*

*NB: London is both an Area and a Town.*

(iii)

Units without a Leader can move only 1 area per turn.

Only units with a Leader can enter Wales or Scotland.

(iv)

Even with a Leader present, if an area has 2 or fewer units, the units can move only one area per turn.

*NB: The reason a leader can move with a bigger force is that he has sufficient troop with him to move in the open and fight a battle if necessary. If he only has a small force with him he is trying to avoid battle and this requires trying to remain undetected*

(v)

During Poor Weather movement rates are reduced by 1. Units that can usually move 1 area can still move 1 area.

During Severe Weather movement rates are reduce by 2. Units that can usually move 1 area cannot move.

(vi)

Units can move an additional area over and above their movement value – this is known as forced march. If a forced march is undertaken, a single die is rolled for all units in a

force.

On a modified score of 10, 10% (rounded up) of the units failed to move the extra area and are stragglers (Other infantry before Housecarles, Infantry before Cavalry, Norman Infantry before Norman Knights) remaining in their current area.

DRMs: -1 to the die roll if Permanent Legitimacy is 'High' and +1 if 'Low' (*i.e. no stragglers with High Legitimacy*).

### **Moving into an area with enemy units**

If the moving side has 2 or less units then it cannot enter an area with enemy units.

If entering an area where the enemy has less than 3 units and a leader is present, there is a possibility of capture and death without a formal battle. See **Non-BB battles Table**

If the moving side moves into an area where the enemy has 3 or more Operational units then a battle may take place on the BB.

**If both sides want to fight it is automatic. See sub phase 11.0 Battle Resolution**

The moving force can attempt to move through an enemy force in any area it enters. It cannot finish its move in the same area as an enemy force unless it wants to fight. The enemy force can attempt to intercept, succeeding on a roll of 5 or more. The die roll is increased by the Operational Ability of the leader of the enemy force, and reduced by the Operational ability of the leader of the moving force. If the moving force does not successfully avoid battle (see below) then the enemy force has the initiative in the resulting battle. On a failed intercept, the moving force can continue moving.

An Intercepted Force or a Defending Force that did not intercept can attempt to avoid battle.

To **avoid battle** a player must roll a 3 or less. The die roll is increased by the Operational Ability of the leader of the force attempting to avoid battle and reduced by the Operational ability of the leader of the other force.

If a force fails to avoid battle it must fight with a -1 to its Morale value for the duration of this battle.

If a force succeeds in avoiding battle that side suffer a legitimacy loss - see **Legitimacy Change Table**.

The force that avoids battle must move one area if possible this includes moving into Wales and Scotland). Moving one area is possible if, if an area has no enemy force with 3 or more units within it. If no such area is available the force stays in the same area, but no battle is fought. (this includes moving into Wales and Scotland)

If a force enters Scotland (other than a Norwegian invasion - see 8.0) it must move into England on the next turn. If it does not then it is eliminated and the player loses one Legitimacy point.

## 9.4 Legitimacy and Control

In order for an area to change control and thereby add to the Temporary Legitimacy score, a minimum of 3 units must begin or end the First Movement phase in the area and the area must be free of any enemy units. **Areas do not change control in the Second Movement phase.**

If all the units leave the area, place a Control marker (note: York has its own specific Control marker for VP purposes only) to indicate that side still controls the area. Moving through an area is not sufficient to change control – the player must end the first movement phase in the area. Control markers are for the Normans and Norwegians only – no control marker means English control.

If an enemy force occupies an area at the end of any player sub phase (remember Battle is within the player sub phase) then the Control marker is removed and the Temporary Legitimacy indicator adjusted accordingly – see **Legitimacy Change Table**. If the enemy force is only one or two units the control marker is removed but is not replaced by a Control marker of the newly occupying side. A No Control marker is placed instead. [This means that the English can control with only 1 or 2 units but the Normans and Norwegians cannot. I assume this is intentional?]

*NB: At the start of the game all areas are English control regardless of the size of force present.*

*NB: The Temporary Legitimacy marker is only used to indicate changes in Area control.*

## 9.5 Forage – see **Forage Table**

The player must change the forage status for all areas his active units occupy using the Forage table.

## 9.6 Battle – see 11.0 Battle Resolution

## 9.7 Second Movement

Second Movement is carried out using the same rules as First Movement (9.3), but with the following exceptions:

- A second movement for a force is possible only if the player's claimant occupies the same area as the force wishing to make a second movement.
- A Forced March is not possible.
- Areas do not change control.
- If a force moves into an enemy area then the moving force must seek battle (and automatically gains battlefield initiative) unless the enemy successfully avoids battle (see 9.3).

For all forces moving in the Second Movement phase, roll one die for each unit type

(Foot Soldiers and Knights) to determine the number of stragglers – see **Attrition Table**.

Stragglers are left behind on the path of the line of march and are placed evenly between the last two areas moved through before reaching the intended destination:

- If Second movement is only 1 area, the stragglers don't move;
- if Second Movement is 2 areas, half the stragglers don't move and half are placed in the first area moved through;
- if Second movement is 3 areas, the stragglers are evenly split between the first and second areas moved through.

The player decides which area if an even number to split..

The total number of stragglers across the two areas must be equal to or greater than the required percentage from the Attrition Table.

## 9.8 Battle – see 11.0 Battle Resolution

## 9.9 Check Northern Fyrd Loyalty

If at the end of the English turn the Norwegians control at least 6 areas in the north, then any northern area with Fyrd that are completely surrounded by Norwegian-controlled areas must roll a die to check for loyalty.

One die roll is made for each relevant area.

1 - 5 Fyrd changes allegiance to the Norwegians – use the generic Norwegian counters and discard the English counter(s). These Fyrd cannot be reconverted to the English side.

6 - 10 Active Fyrd remains so and there is no change. They can subsequently change allegiance in future turns.

Inactive Fyrd are discarded and will not return for the rest of the game.  
This does not require a die roll.

If Tostig is present in any of the adjacent areas then a +2 is applied to the die roll

*NB: A maximum of six Northern Fyrd can change allegiance in this way. Once six Fyrd have converted then this is no longer rolled for even if the circumstances reoccur.*

## 10.0 Danish Invasion

A Danish Invasion occurs if all of the following are true:

- It is Oct II or later;
- Either the Norwegians or the Normans have invaded in an earlier turn;
- There are two or less active operational units in both Essex and Kent; and
- The Sea weather is Calm or Choppy after a Norwegian 'Sea Conditions and Crossing' roll (this means the required rolls are made for a Norwegian invasion if all of the three points above are true even if the Norwegians are not invading this turn).



If all of the four points above are true the Danish automatically invade (there is no 'Go/No Go' decision) with three operational units in each of Essex and Kent.

The Danish invaders must still roll for the Crossing outcome as per 8.0(g).

If Storms occur (due to the Crossing outcome roll) then roll for landings as per 8.0(h).

*Note: In this instance right of Essex is Suffolk.*

A Danish invasion takes place after any Norman or Norwegian Invasion on the same turn.

If Battles occur on landing then use the non-BB battles table.

If after their Invasion the Danish do not control either Essex or Kent then they return home and the Danes play no further part in the game

If at the end of the Invasion the Danish still occupy either, or both of, Essex and Kent then on the subsequent turn they move all surviving units to London.

In addition, a further three operational Danish units, plus Sweyn as leader, cross the sea to land in London. If the Sea Conditions and Crossing roles result in Gales the still roll for possible lose at sea but they ignore any drift, the landing area (London) is fixed.

(These units have sailed up the Thames which the Danish now control on at least one side)

This truncated player turn occurs after all of the three main players have completed their player turns.

Battle occurs in the normal way if London is occupied by non-Danish forces.

Once Danish units enter London they do not move on subsequent turns, but do defend London in any battle. Any retreat required is by sea, back to Denmark and ends Danish involvement in the game. Any battle on the BB requires one of the other two players to play the Danish to the best of their ability.

If the Danes take Control of an area a No Control counter is placed.

### **11.0 Battle Resolution**

A major battle occurs when both sides have 3 or more operational units in the same area.

Before commencing battle determine who has initiative and which battle board is to be used.

Initiative is automatic for a side making a successful intercept or a side moving during second movement.

If a side enters an area occupied by the enemy, both forces roll a die and the initiative is

awarded to the force with the highest modified roll. Re-roll in the event of a tie.  
The moving force adds the Operational ability of the force leader +2; the non-moving side adds the Operational ability of the force leader.

A force making an intercept selects the battle board.  
For all other occurrences both forces roll a die, and the highest modified roll selects the battleboard. Re-roll in the event of a tie.  
, Both forces add the respective Operational Abilities of the force leaders. In addition, there is a +2 to the die roll of a defending force if they are attacked during a Second Movement phase.

The side with the initiative determines which end of the battle board they wish to set up on.

*NB: For the board with a river down the middle it makes no difference, but for the battle board with a hill it makes a significant difference. Whilst it might seem obvious for the player to set up on the hill there are circumstances where it might be advantageous to do otherwise.*

Both sides must first break down their operational units into the appropriate tactical units - see Unit breakdown table.

The side without initiative sets up first. The player with initiative then sets up at the other end.

No unit can be placed in the middle two rows.

No more than three tactical units can set up in each square. Leaders do not count in this calculation (they can stack for free).

The player with the initiative determines who goes first in this phase. After this decision the players follow the battle sequence in turn until the battle ends.

The battle sequence is:

- Missile firing (11.1)
- Movement (11.2)
- Melee (11.3)

### ***11.1 Missile firing***

The firing unit does NOT have to be the top unit in the square and fire is always directed against the top unit in the square in the front facing square of the unit.

Eligible units are all English fyrd, Norwegian Infantry and designated Norman Infantry. English fyrd and Norwegian Infantry score a hit if they roll a 10. Designated Norman Infantry score a hit if the score a 9 or a 10.

Any hit means the designated unit has a Shaken Marker placed upon it. Units already Shaken do not receive additional Shaken markers but still must undergo a morale check (11.4).

If a unit eligible to be hit is in a Shield Wall (see 11.6) then a second die must be rolled and it must be a 10 to inflict a hit.

### ***11.2 Movement***

All units can move one square per turn. All units can move into their front or diagonal front square only. A top unit with an enemy unit in its front square cannot change facing or move. At the end of movement units in the same square can change position within the square.

No unit can move diagonally across a river, uphill or downhill.

Facing is important on the battle board with four possibilities - front, oblique front, flank and rear - **DIAGRAM NEEDED**

Changing facing in a square means the unit cannot move that turn.

All units in a square must have the same facing.

### 11.3 Melee

A top unit can attack the top unit in the square directly in front of it.

Add the attacking value to a die roll for the attacker and add the defending value to a die roll for the defender and compare the results.

+1 to attacker value if attacking downhill.

-1 to the attacker value if attacking uphill or across a river.

If one side's result is 3 or more than the other side the loser is reduced by one step (flip the counter if on its starting side or if it is already on its reduced side then it is eliminated).

If a defending unit is eliminated the attacker can attack the next unit down in the stack.

If the attacking unit is not a Norman cavalry unit then regardless of the result of this second attack the attack ends. However, a Norman cavalry unit can attack the third unit in the stack, if one exists.

If a square is vacated the winning unit must enter the space. Any units it is stacked with also may enter the space.

If the difference is 1 or 2 then the loser has a Shaken marker placed on it.

If the results are even nothing happens and they remain in place.

If a unit is attacked from multiple squares then the attack values of all attacking units are accumulated as follows:

Front	Counter value
Diagonal Front	$\frac{1}{2}$ x counter value (rounded down)
Flank	2 x counter value
Rear	3 x counter value

No unit can attack a different square if it is in the front square of another enemy unit.

The defender adds one to its defensive value for every additional defending unit in the square.

The defender subtracts one if ANY unit in the square has a shaken marker (multiple markers make no difference).

### 11.4 Morale Check

Any unit which took a loss or has a Shaken marker on it must undergo a Morale check.

It rolls on the Morale Table according to its Morale value.

The results are 'Remove a Shaken marker', 'Rout' or 'No Change'.

Any unit not in a front square of an enemy unit can treat a 'No Change' result as a 'Remove a Shaken marker' result.

NB: The Breton Morale value may be one letter less than that on the counter due to the Brittany PIPE event.

If Tostig Flemish units and Norman Flemish units are in the same battle, all the Flemish units also reduce their morale value by one letter. They do not have to be fighting each other, merely on the same battlefield.

### ***11.5 Rout Movement***

Any unit that Routs must move back two squares and then a Shaken marker is placed on it.

If this means the square is over stacked then the routed unit must go back a further square until it reaches a square where it is not overstacked.

If this forces the unit off the board then it is put aside for Battle Determination – see 11.8

### ***11.6 Leaders***

Leaders add 1 to any defence or attack value in the square they occupy. William may instead choose to add 1 to any one square to his flank. A Leader's Morale letter can be used, instead of the unit's, in a square they occupy when rolling on the Morale table.

In order to gain this benefit the leader must be eligible to command the affected units.

All claimants can command any unit on their side.

Gyrth, Robert, Odo, Orri, Sweyn can command any unit on their side.

Leofwine cannot command Northern fyrd.

Edwin and Morcar cannot command Southern fyrd.

Alan can only command Bretons.

Eustace can only command Flemish.

If Tostig is with the Norwegians he can command any troops.

If Tostig is with the Normans he can only command his designated troops.

If Tostig is with the English he can only command his designated troops and Southern fyrd.

If a unit in the square occupied by the leader takes a loss then the leader rolls for Injury or Death. The Leader dies if a 10 is rolled, or suffers a Wound if a 9 is rolled.

If wounded then roll a second die and divide the result by 2 (rounded up). The leader is incapacitated for that number of player turns during the battle – show on Battle board track.

### ***11.7 Shield Wall***

The English player can put any Housecarles at the top of a stack into a Shield Wall during his movement phase. This makes them more resistant to Missile attack and adds one to their defensive value. However they CANNOT attack in this mode.

### 11.8 End of Battle

Prior to a battle each side sums the total number of steps (2 per tactical unit). The Loss marker is set to  $\frac{1}{4}$  of the total number of steps (round fractions up). Losses are tracked on the Battle board track, taking one off every time a step loss occurs. Units that rout of the battle board have their remaining steps added to the Loss marker. When the marker reaches zero the side in question 'cuts and runs' and the battle ends.

Both sides flip any tactical counters on their reverse side to their full strength side. They then rebuild their Operational counters using the Unit Rebuild table in reverse. They must complete the rebuild of an Operational unit in full before starting to rebuild another operational unit of the same type. Any incomplete Operational Units for the winner are rebuilt in full. Any incomplete Operational Units for the loser are lost.

*NB: This difference will often be decisive and represent the losses from pursuit as the loser is in flight.*

If the attacker lost they retreat to the area they attacked from (an intercepting unit is the attacker).

If the loser was a defender they retreat to an area not controlled, or occupied, by another player (including the Danish).

If a side cannot retreat, the main force remains in the area but the overall leader can move away, with a maximum of three Operational units, to any adjacent area.

*NB: This can occur regardless of the forces in that area and who controls it. It does not generate a battle in the current player turn.*

After contact is made during the battle, if 2 turns occur consecutively with no contact then the battle is consider over, and a draw, and both sides retire. Both sides are considered to have 'won' the battle for rebuild purposes

### 12.0 Invasion Numbers

Normans	July	Norman Knights (2)/Infantry (2) Flemish Knight (2)/Infantry (2) Breton Knight (1)/Infantry (1) /Mixed (1)
	August	Add 1 Norman Infantry
	September	Replace the Breton Mixed with 1 Breton Infantry and 1 Breton Knight
Norwegians	July	4 Housecarles, 6 Infantry
	August	Add 1 Infantry
	September	Add 1 Infantry

NB: The additions above are cumulative e.g. Norwegians have 8 Infantry from September onwards.

NB: The PIPE phase may well result in further modifications to the above; e.g. Tostig.

#### Tostig Counter determination

Joins Harold	1 English, 1 Mixed
Joins William	1 Flemish, 1 Mixed
Joins Hardrada but goes Rogue (Historical)	Mixed
Joins Hardrada	1 Flemish, 1 English, 1 Orkney

*NB: The Flemish contingents included a number of units from French regions.*

*The single word Flemish has been used for convenience as it represents the largest element of this Norman ally.*