

PLAYER AID 2 - Front

Land Weather Table

A die is rolled to determine the weather for the turn.

10 - Severe Weather

8-9- Poor weather

1-7 Fine

DRM's

-1 July/ August

+1 October

+2 November

+1 If previous turn Severe Weather

Sea Weather Table

A die is rolled to determine Sea Weather for the turn

10 Gales

8-9 Storms

4-7 Choppy

1-3 Calm

DRM's

+1 if previous turn Storms or Gales

-1 if previous turn Calm

+1 September, +2 October, +3 November

Place the Sea Weather marker on the map on the Invasion Weather track

Sea Conditions and Crossing Table

Determine the Sea Conditions by rolling a Die and applying the following results

8-10 move the Weather up one level e.g. Choppy to Storms

1-3 move the weather down one level

Adjust the Sea Weather marker, if appropriate on the Invasion Weather track

Roll again to determine the Crossing with the following additional modifiers

When roll for the Crossing outcome roll as for Sea Conditions and apply the same result with the following addition modifiers

+2 for Normans only up to and including first September turn (*This reflects the English patrolling the coastline. Whilst not strictly speaking a weather modifier it is a simple clean way of reflecting the potential impact of English naval intervention*)

-1 for Norwegians (*reflecting their superior seamanship*)

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Non BB battles Table

- 1 for each defending unit present in the area
- 2 if defending claimant present
- 1 if terrain area is hills
- +1 if the area is the first area entered by the moving side.
- +1 if enemy units present (this includes Danes and Welsh)
- +1 if area is control by another side (this includes the Danes and the Welsh)
- 1 if the difference in units is 2 or less

On a roll of 7 to 10 a unit is eliminated.

Surviving defenders retreat one area – owners choice.

Forage Table

If more than 2 Friendly units in an area then:

If there is no marker in place a Forage marker is placed.

If there is a Forage marker replace with a Devastation marker is placed

If there is a Devastation marker replace with a Permanently Devastated maker. In addition attrition occurs.

If there is a Permanently Devastated marker then attrition occurs.

If an area has no Units and has a Devastation marker is replaced with a Forage marker

If an area has no Units and has a Forage marker the Forage marker is removed

At the end of the September I turn every marker is replaced by the one above it in terms of effect i.e. Devastated becomes Forage.

This is the ONLY time a Permanently Devastated marker can be removed (by being replace with a Devastated marker)

This is to reflect Harvest time

Attrition table (for 2nd movement)

Roll a dice for the active players set of Infantry and Cavalry (remember Housecarles are Knights for the purpose of Operational activity)

30% stragglers if 9-10 rolled

20% if 7-8 rolled

10% if 4-6 rolled.

DRM's

-2 for Knights

-1 if Legitimacy is high

+1 if Legitimacy is low

+1 if an hill area moved into, or through

-n Leader Operational Ability

Morale Table

Morale Level	Shaken Marker	Loss
A	0 to 1 No Change 2 to 9 Remove	0 Rout 1 to 7 Add Shaken marker 8 to 9 No Change
B	0 Rout 1 to 3 No Change 4 to 9 Remove	0 to 1 Rout 2 to 8 Add Shaken marker 9 No Change
C	0 to 1 Rout 2 to 4 No Change 5 to 9 Remove	0 to 2 Rout 3 to 9 Add Shaken marker
D	0 to 2 Rout 3 to 5 No Change 6 to 9 Remove	0 to 4 Rout 5 to 9 Add Shaken marker

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Legitimacy Table

Value Runs from 0 to 20

0 to 6 Low Legitimacy

14 to 20 High Legitimacy

Can be changed by:

- PIPE - which provides starting values for the Operational phase
- Control of Areas
- Battle Outcomes
- Death of Commander

Changes to Legitimacy that are recorded by using the Temporary Legitimacy Marker.

+1 if a side gains Control of York

-1 if a side gains York

+3 if a side gains control of London

-3 if a side lost control of London

+1 for gaining control of three new areas in a turn

-1 for losing control of three areas in a turn.

NB: The first three areas lost by the English in both the North and the South do not result in a drop of legitimacy for the English player, they DO COUNT in terms of adding to the legitimacy of the Normans and the Norwegians. Neither York or London are not included in the change of control, of areas calculation; they are scored separately as indicated above.

Changes to Permanent Legitimacy

+5 if a side wins a Battle on the BB and the opposing claimant is present in the area the battle took place

-5 if a side lost a Battle on the BB and the claimant is present in the area the battle took place

If the losing Claimant is not present in the area the battle took place the Legitimacy gain and loses are +2/-2 respectively

-3 if a side avoids battle

-2 if a sides non Claimant leader dies

-10 for the English if Harold dies and Gyrth is still alive

Addition of temporary Legitimacy value during 9.2

Add to Player Aid 1 - Front

Event Track – Numbered 0 to 7 and is used in conjunction with the PIPE phase

Add around edge of Battle Boards

Battle Board Track – Numbered 0 to 39

Add to map

4 Claimant Holding areas

Weather dials

Prevailing Wind marker

Turn Track – 15 Turns – July I to November III