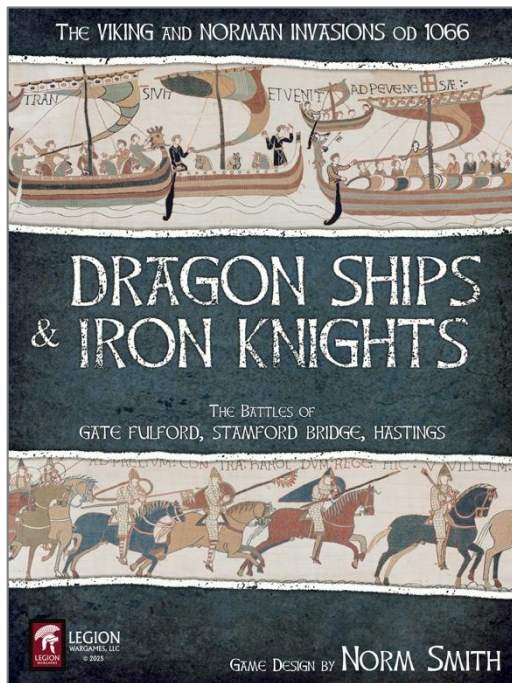




THE BATTLE OF GATE FULFORD

Series and Exclusive Rules

I. STANDARD SERIES RULES

1. COMPONENTS

Three 22" x 17" maps (1 for each battle)
Two Counter sheets (240 counters)
Three player aids
Three rules booklets (1 for each battle)
One six-sided die



1.1 Counters

The single number on the counters is the unit's combat value for close combat.

1.2 Definitions

The firing of arrows is described as a release throughout the rules. In archery terms this is the accepted terminology, so you see 'release', 'releasing' and 'released' as opposed to references to 'shooting' or 'firing'.

Note: The core rules will play **the same** as in the previously published Revolution Games versions of the battles.

Stamford Bridge has had some modifications to its battle specific rules.

The Hastings battle specific rules remain unaltered.

The new Gate Fulford battle uses the same core rules as the other two battles.

2. UNIT FACING & ZONES OF CONTROL

A counter always faces one of the six available vertices (*where two hexsides join*). This establishes the front facing of the unit, together with its flanks and rear facings.

2.1 ZOC Influence

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.**

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.

2.2 Entering an Enemy ZOC

As soon as a unit, or leader, while moving, enters an enemy ZOC, the unit, or leader, must stop and end its movement for that turn

2.3 Exiting an Enemy ZOC

If a unit, or leader, starts its movement phase in the ZOC of an enemy unit, the unit, or leader, can move away from the enemy unit 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, even when the hex is not in an EZOC.

Exception: routing units are not subject to this restriction. (see 9.3)

Note: Units will often find themselves in each other's ZOC; the ZOC's of both units do exist at the same time.

3. SEQUENCE OF PLAY

Each scenario will describe how many game turns are played in that battle and which side is Player A and which is Player B.

3.1 The Game Turn

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 reorganization phase. Player 'B' then becomes the phasing player and follows 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 determine the winner.

- 1) **Missile phase – Offensive:** The Phasing player may release, with any friendly missile-capable troops that are on their front side.
- 2) **Movement phase:** The Phasing player can move all, some, or none of their units. Note that 'routing' units **must** move.

- 3) **Missile Phase – Defensive:** The **non-phasing** player may release with any missile-capable units that are on their front side.
- 4) **Combat Phase:** Each ordered (*i.e. not disordered or routing*) unit (*but not missile capable units*) belonging to the phasing player may attack **one** enemy unit in its ZOC using the **Close Combat Table**.
- 5) **Reorganization Phase:** The Phasing player may attempt to reorganize all disordered and routing friendly units that are not in an enemy ZOC.
- 6) **Player ‘B’ Now Becomes the Phasing Player:** Repeat the above sequence starting with the missile phase and ending with the Reorganization phase. Player ‘A’ will now be the non-phasing player.
- 7) **End of Turn:** At the end of the turn, flip all missile-capable units of both sides to their front side.

4. MISSILE UNITS

4.1 Release options



Each missile-capable unit on the map may only release once per game turn, but the owning player may choose whether each individual unit will release in the offensive missile phase or the defensive missile phase.

Once it releases, the unit is flipped over to its rear side so that it cannot mistakenly be used twice during the game turn.

Note: Released Archers can still move in their own Movement Phase.

4.2 Releasing

During a friendly missile phase, each friendly ordered missile-capable unit on its front side may release 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 Release outcomes

Missile results are either No Effect or Disorder. Only leader units can be eliminated by missiles. A leader unit alone in a hex may be targeted by missile release, which will trigger a leader loss check (*see 14.0*).

4.4 Out of Arrows

Whenever a missile-capable unit rolls either a 1 or 2, then the releasing unit is out of arrows and is immediately removed from play and placed into the ‘Out of Arrows’ box. A unit in this box is **not** considered eliminated for either morale or victory point purposes.

4.5 Range and Line of Sight

A missile-capable unit may only release from its front facing. Archers have a range of 2 hexes and all others have

a range of 1 hex. **See example diagram 4.5 on the Player Aid.**

4.6 Releasing restrictions

Missile-capable troops that have a range of more than 1 hex can never release **through** an occupied hex to reach beyond it (*i.e. they cannot release over the heads of units to reach beyond*). They may release along a hexside with troops on one side as long as the hex on the other side is clear. **See example diagram 4.6 on the Player Aid.**

4.7 Targets of Missile Units

If a missile-capable unit has a choice of targets, but one of the targets is in its ZOC, then it must release at that unit in preference to one that is further away. **See example diagram 4.7 on the Player Aid.** Unit A must be the target.

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

4.8 Missile Units in Combat

Missile-capable units cannot attack a unit in close combat. They can themselves be subjected to close combat, which is why they have a combat value.

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

5. MOVEMENT

5.1 Movement Allowance

All ordered units have a movement allowance of 3 movement points (*MPs*) per turn. Leaders have 4 *MPs* per turn. Non-Leader units that are not disordered or routed that start the movement phase stacked 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. (*see 10.0*)

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

During the movement phase, a player may move all, some, or no friendly units (*routing units must move, see 10.0*) Units move from hex to adjacent hex, paying the movement cost required to enter each new hex (*see the Terrain Effects Table for costs*).

5.2 Unit Facing

Though a unit can only attack into its frontal hexes, it is free to move in any direction regardless of facing. At the end of its movement, the unit can face in a direction of the owner’s choosing. A player may freely change the facing of any unit, in this phase, even if that unit does not otherwise move, and even if they are in an enemy ZOC.

Exception: charging cavalry. (*see 6.3*)

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5.3 Stacking and Leaders

Units can move into a hex of a friendly lone leader but not one occupied by another unit. Leaders can move through other friendly units.

5.4 Missile Units and Positional Exchange

Missile-capable units are capable of positional exchange, with another friendly unit (see 7.1).

5.5 EZOC

Units (other than those routing or pursuing as in 9.3) must stop when entering an enemy ZOC, (see 2.2).

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.

5.6 Moving off the map

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

6. CHARGING CAVALRY

There is no cavalry in Gate Fulford.

7. POSITIONAL EXCHANGE

7.1 Positional exchange requirements

During movement, missile units (*only*) can exchange their position with another friendly unit that is next to its front or rear facing. Simply swap the position of the two units. This completes the entire movement allowance of **both** units for the turn. One (*only*) of the units may be adjacent to an enemy prior to performing this exchange. Units may change facing after Positional exchange.

See example diagram 7.1 on the Player Aid.

7.2 Positional exchange restrictions

Positional exchange is movement and units may not enter terrain prohibited to them by movement through positional exchange. Any terrain that will disorder a unit when entered by movement will also disorder a unit when entered by Positional exchange.

8. COMBAT PHASE

8.1 Combat mechanism

Ordered units (*not missile-capable troops*) that start their combat phase with 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 always voluntary.

The attacking player chooses the order of attacks. 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 modified values is called the differential.

The attacker rolls a die and adds the result 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 is a differential of +1 for the attacker. Roll a die (for example, a 2 is rolled) 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 its final strength (diff 0 + die roll of 2) would have been '2', which is a disorder result for the attacker instead.

8.2 Combat outcomes

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 was stacked with the attacker. **The attacking unit must maintain its facing.** Any enemy leader in the now vacant hex checks for elimination or displacement. (see 14.0).

Defenders never advance after combat.

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

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

Combat results are limited to Disordered, Eliminated, and No Effect.

Exception: missile capable units are eliminated instead of disordered (see 4.8).

8.3 Leaders in Combat

If an enemy leader is alone in a hex, 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. (see 8.3) Combat and advance may cause leader loss. (see 14.0)

9. MORALE

9.1 Morale test occurrence

Whenever an elimination occurs on the **Close Combat Table** (including charging / leader casualties), the player taking the loss must take a Morale test for each friendly **Warrior Class** with units adjacent to the eliminated unit / leader.

The exclusive rules will describe which warrior class units belong to, but it will typically be based upon function, nationality and/or tribal grouping.

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

9.2 Morale test results

If the morale test is passed, then play continues normally. If the test is failed, then **all** units of the testing warrior class in or adjacent to the eliminated unit's hex are marked with 'rout' markers.

9.3 Rout unit movement

Each of these newly routed units must immediately be rotated so that its 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 2.2 and 2.3 are ignored: if a vacant hex exists, the routing unit must move into it.

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

All normal movement rules apply, i.e. a routing unit may 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 while continuing to only move through their front hexes (*this is an exception to 2.3*).

10. DISORDERED & ROUTING UNITS



Units marked with a Rout Marker **must** also move (see 9.3) in every subsequent friendly movement phase until it either successfully reorganizes and has its rout marker removed, and the unit placed on its disordered side, or

it leaves the map in which case it counts as eliminated for victory and morale purposes.

Disordered units have a movement allowance of 2 and a combat value of 3 (printed on the counter) regardless of their ordered values. **They may not attack.** Missile capable troops are never disordered; they are eliminated instead (see 4.5).

Routing units have a movement allowance of 4 and a combat value of 2, **and may not attack or release arrows.** They continue to have a facing but do not have a ZOC.

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

Disordered units that receive a further disorder result remain disordered.

If a disordered unit routs, place a 'rout' marker on the disordered unit. Routing units are never affected by any combat result other than elimination.

11. REORGANIZATION

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

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

During the reorganization phase, each friendly disordered or routing unit can make a recovery attempt providing the unit is not in an enemy ZOC.

A unit that recovers from disorder to good order can, at the same time, change facing.

Routing units must be stacked with or next to a friendly leader before they can make a recovery attempt.

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

Note that if a non-missile-capable routing unit passes its test it does not immediately become ordered, rather, its routing marker is removed, and the unit is placed on its disordered side, (*it may immediately change facing*), it can then try to lose its disordered status, by flipping the counter, in any subsequent friendly reorganization phase.

Missile-capable units that rally from rout become ordered.

A leader can assist all friendly units that they are stacked with, or adjacent, to recover, providing the leader is not next to an enemy unit.

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12. TERRAIN

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

13. STACKING

Only 1 unit can occupy a hex at any one time.

This may never be exceeded, even momentarily.

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

14. LEADERS



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

Leaders cannot refuse to be involved in the combat of any unit they are stacked with.

Whenever a leader is involved in a close combat or is in a hex that receives missile attack, then following that combat and regardless of its outcome, the player controlling that leader rolls a die. On a result of 1 the leader is considered killed and is removed from play.

This **does** trigger a separate morale test.

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 a morale test for adjacent units. (*see 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, and then take another for the enemy advance into its hex. If the leader survives this check, he is placed with the nearest friendly unit. If multiple friendly units are equal distance from the leader, the owning player may choose the hex to displace to.

Leaders are never disordered and never rout. 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, see 10.0*).

A leader can pass through a friendly unit.

II. GATE FULFORD EXCLUSIVE RULES

The first, and lesser known, battle of 1066 was at Gate Fulford where the northern Earls (*Morcar and Edwin*) confronted Harold Hardrada. The length of the Battle is unknown, but it probably lasted for 2 to 3 hours.

15. GAME COMPONENTS

See **Player Aid** for units used during the Battle.

16. TERMS & MEASURES

A hexagon represents 50 meters of ground.

The game reflects a two-hour battle.

Housecarl units include Saxon Thegns.

Each combat counter represents the following forces;

Fyrd/Levy	250 men
Housecarls	100 men
Hirdmenn	100 men
Orkneymen	250 men
Archers	150 men

17. SEQUENCE OF PLAY

There are 10 game turns in a complete game of Gate Fulford. Each game turn is divided into the normal phases as described in the series rules. **In each turn, the Anglo-Saxon player is always player 'A' and goes first.**

18. MORALE

The Anglo-Saxons are split into two regions and within each region into 2 Warrior Classes. The regions are Northumbria and Mercia. The Warrior Classes are Housecarls (*includes accompanying Thegns*) and general Fyrd. This means the Anglo-Saxons have 4 breakpoints in total (**see Player Aids for details**). The Vikings are split into two regions and the Norwegians are further divided into 2 Warrior Classes. The two regions are Norwegian and Orkney. The two Norwegian warrior classes are Hirdmenn/Housecarls and Levy/Infantry.

19. TERRAIN

The road is purely for historical accuracy, it has no impact on the game.

All units can cross the Ford from either 1705 or 1706 to 1905 or 1906 and vice versa without any requirement to roll for possible disorder. However, any unit entering hex 1906 may become disordered if it is the 2nd, or 3rd hex entered during a move as it is a Mire hex.

Any hex that contains both clear and hill is considered a slope (*i.e. Hex 2311*). If a unit occupies a slope hex and is attacked by a unit from a clear hex, at a lower elevation, then the unit on the slope gets a +1 bonus added to its combat value. If a unit occupies a slope and is attacked by a unit in a thicket hex the unit on the slope gets a +2 bonus added to its combat value.

The River Ouse is impassable. Please note hex 1814 is a River Ouse hex not a German Beck hex.

20. BERSERKER RAGE

The Vikings were known for going 'Berserk' in battle. To reflect this, whenever a Saxon unit attacks a **good ordered** Hirdmenn unit in close combat and rolls a **RAW '1'**, the Viking unit involved becomes berserk if the Saxon unit and the Viking unit survive the Anglo-Saxon attack and the Viking unit did not become disordered as a result of the attack.

A berserk unit immediately counterattacks the Saxon unit and it gets a +1 combat modifier (*in addition to any other modifiers that are applicable*) for Berserker rage.

If the berserk unit receives its attack from a direction other than via its front facing, it **must** change it's facing to bring the target Anglo-Saxon unit into its zone of control. As soon as this attack is resolved and the result applied (*including any mandatory advance after combat and leader loss check*) the Anglo-Saxon player resumes play normally.

21. VIKING REINFORCEMENTS

During the Viking movement phase of game turns 6 and 8, Norwegian reinforcements will enter play. They enter using the road to Ricall (2417).

It costs 1 MP for each unit to enter the map at hex 2417 as a reinforcement. On their turn of arrival, Norwegian reinforcements move as though they are with a leader (*i.e.* 4 MPs). All reinforcements treat hex 2417 as their first MP.

Viking Reinforcements

Units	Turn
Two Hirdmenn:	6
Three Levy:	8

22. SPECIAL TURN 1 RULES

The Norwegian units, listed under Hardrada, cannot move.

The Northumbrian Housecarls get a +1 DRM on the Close Combat Table when attacking.

23. HARDRADA'S COUNTER-ATTACK



Before turn 6, Hardrada must join in with a friendly attack during the combat phase. Failure to do so incurs a Victory Point penalty at the end of the battle.

24. VICTORY CONDITIONS

At the end of the game, each player adds up the following points. If one player scores 10 points more than the other, then that player wins. Otherwise, the result is a draw.

Saxon VP

Condition	VP
<i>Each Viking Hirdmenn unit eliminated:</i>	3
<i>Any other Viking, or Orkney, unit Eliminated:</i>	2
<i>Eliminating King Hardrada:</i>	10
<i>Every friendly good order unit south of the Beck at the end of Viking Turn 3:</i>	2
<i>Hardrada fails to attack before Turn 6 (Rule 23):</i>	10

Viking VP

Condition	VP
<i>Each Saxon Housecarl unit eliminated:</i>	3
<i>Any other Saxon unit Eliminated:</i>	2
<i>Every friendly good order unit north of the Beck at the end of the Battle:</i>	1

Either army VP

Condition	VP
<i>Any other leader eliminated:</i>	5
<i>Each enemy unit that is on the map and routing:</i>	1

25. GAME SET UP

The Saxons set up first.

Saxon Army

Unit	Location
<i>Morcar:</i>	North of the German Beck in column xx09 or further east
<i>Northumbrian Housecarl (5):</i>	
<i>Northumbrian Fyrd (8):</i>	
<i>Northumbrian Archers (2):</i>	
<i>Edwin:</i>	North of the German Beck in column xx10 or further west.
<i>Mercian Housecarl (4):</i>	
<i>Mercian Fyrd (5):</i>	
<i>Mercian Archers (2):</i>	

Viking Army:

Unit	Location
<i>Tostig:</i>	South of the German Beck in column xx09 or further east.
<i>Orkneymen(6):</i>	
<i>Norwegian Levy (4):</i>	
<i>Norwegian Archers (2):</i>	
<i>Hardrada:</i>	Rows 25xx and 26xx column xx10 or further west.
<i>Norwegian Hirdmenn (8):</i>	
<i>Norwegian Levy (4):</i>	
<i>Norwegian Archers (3):</i>	

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26. Historical Background - Edwin and Morcar

It was originally thought that both Morcar and Edwin were killed at Gate Fulford, we now know this is not the case.

Morcar was the younger son of Ælfgifu, daughter of Morcar and Ælfgar, earl of Mercia, one of the most powerful earldoms of Anglo-Saxon England, and grandson of Leofric and Godiva, who, according to legend, rode naked through the streets of Coventry in order to gain a remission of the oppressive taxation her husband imposed on his tenants.

In 1064 the unruly Tostig, Earl of Northumbria, son of the powerful Earl Godwin ordered the arrest and execution of thegns Gamel and Ulf, who had complained about his heavy taxation. Later the same year he arranged the murder of Gospatric.

This culminated in a meeting of over 200 thegns in York on 3rd October 1065, who, outraged by the tyrannical rule of Tostig, elected Morcar as their new leader. He courted popularity with the Bernicians by granting the government of the country north of the Tyne to Oswulf, the eldest son of Eadwulf, the Bernician earl, who had been slain by Earl Siward in 1041. After slaughtering some of Tostig's followers, the thegns marched south. They were met at Northampton by Morcar's elder brother, Edwin, Earl of Mercia, who led a force of Mercians and Welshmen to join them. Edwin had succeeded to his father's title and lands on the death of the latter in 1062. King Edward the Confessor accordingly called a meeting of his nobles at Britford and dispatched Tostig's brother, Harold Godwinson to deal with the situation.

At a meeting held at Oxford, Harold acceded to the demands of the thegns, Tostig was banished from the kingdom and Morcar, Harold's brother-in-law, was appointed the new Earl of Northumbria.

What happened to them after the battle is lost to history, although it is generally believed they did not fight at Stamford Bridge.

Edwin and Morcar were not present at William's coronation, but they soon presented themselves to the new king at Barking, just outside London, along with other missing chieftains. William received their submission, and for the moment Northumbria was left undisturbed. Edwin and Morcar accompanied the king on his visit back to Normandy in 1067, presumably as hostages along with earl Waltheof (*son of Earl Siward*), Edgar Aetheling, Archbishop Stigand, and other Englishmen who could be considered dangerous if left to their own devices. Well over a year passed, with the northern earls held in uneasy captivity while the Northumbrians collaborated back at home, content under their native chieftains. Edwin won the favor of William, who is said to have offered one of his daughters to the earl in marriage (*it may have been a love match*),

though the king never delivered on his promise. It appears that William releases the two earls after their submissions, but this remains unclear.

At the same time, William was portioning off pieces of Mercia to his own followers and raising taxes. These slights antagonized Edwin, and in short order the brothers rose in rebellion again, joined by Edgar Aetheling.

William marched north via Warwick and Nottingham. Resistance crumbled and the two earls submitted again. The inhabitants of York, in 1068, sent hostages and the keys to the city before William could arrive to express his irritation. William built a motte and bailey castle in York and left a garrison of five hundred men to guard it.

Continued uprising occurred in 1069, which included a Danish invasion, and in 1070 an invasion by the Scottish king Malcolm. Edwin and Morcar played no part in these events.

Edwin was killed by his own men in 1071 when the brothers escaped from William's court and went to Scotland. Morcar did take part in an uprising in Ely and ended his days as a prisoner of the Normans.

27. Gate Fulford Design Notes

Gate Fulford uses the same system published in the 1066 games covering 'Hastings' and 'Stamford Bridge' which were previously published by Saxon Games and Revolution Games, and designed by Norm Smith.

Understanding the need to balance aggressive tactics against preserving fresh troops (*i.e. ordered*) is one of the keys to success and will probably take a couple of games to fully appreciate. The need to keep your army ordered and have flanks protected cannot be overstated, though the latter will likely prove frequently elusive for both sides.

Although it uses the same system as the other two games like each of them it has its own unique feel and plays differently. Victory is obtained by inflicting casualties and by successfully crossing the German Beck with ordered units.

The German Beck dominates the battlefield and for both sides crossing the Beck comes with considerable risk. At the same time, it is key to achieving victory.

The Anglo-Saxons need to be bold and strike the units led by Tostig before all the Vikings are fully in position at the end of turn 3. In addition, the Vikings get further reinforcements on Turns 6 and 8. The Anglo-Saxons get victory points for eliminating Vikings and Orkneymen and having good order units south of the Beck at the end of the battle.

For a brief time, the Northumbrians under Morcar have 44 non-Archer strength points against the 32 of Tostig, they need to make this count.

Dragon Ships & Iron Knights

They could play cautiously and wait for the Vikings to attack them across the Beck, but then victory would almost certainly come down to unit losses and how many good order Viking units are north of the Beck. The Vikings army, in terms of the number of units, is 50% larger than the Anglo-Saxon army.

The more problematic decision for the Anglo-Saxons is what to do once a crossing has been achieved and the Vikings, under Hardrada, are ready to attack. Do they fight to stay south of the Beck or withdraw north of it. If the units under Morcar have failed to break the Orkney men then Edwin's forces are very vulnerable to being overwhelmed by the Viking units with Hardrada (*as happened historically*).

Either way this is a hard fight for the Anglo-Saxons.

For the Vikings the first big decision is whether to contest any crossing by the Northumbrians on turn 1, using the units led by Tostig. The advantage is some Northumbrian units may become disordered as they fight across the Beck, and you may prevent the Northumbrians from establishing any well-ordered units south of the Beck. The disadvantage is the danger of the Orkney men breaking, which will require the units arriving with Hardrada to deal with the resulting danger on their right. This is critical given the Victory condition Section 24.

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Special Thanks: Roger Miller & Richard Handewith for all the development work they put into the Hastings and Stamford Bridge games published by Revolution Games.