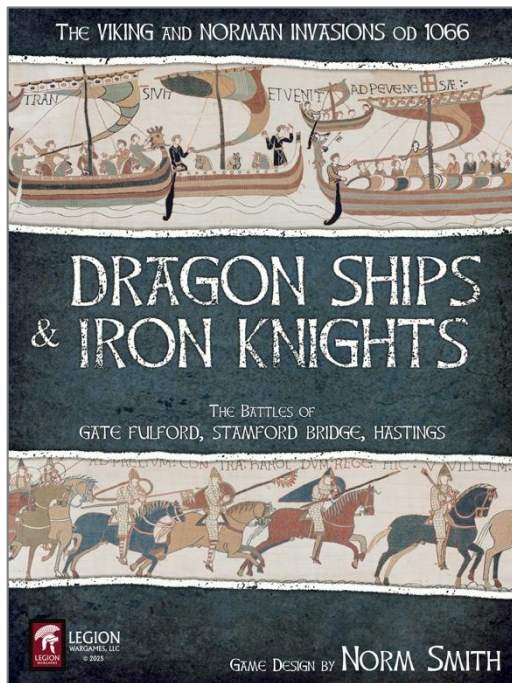




THE BATTLE OF STAMFORD BRIDGE

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



6.1 Deciding to Charge

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 player's movement phase, so other units may move and/or charge before and after the cavalry 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 front-facing. **See example diagram 6.1 on the Player Aid** To conduct a charge, cavalry must start its 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 Charging restrictions

Some types of terrain may prevent cavalry from charging through some hexsides or into certain hexes.

See the Terrain Effects Chart.

Cavalry that begins the movement phase in the ZOC of an enemy unit may not charge.

6.3 Charging requirements

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 may not change facing at all throughout the charge.

The charge diagram on the Player Aid shows the areas the cavalry unit may move through while charging. It can attack one hexrow beyond where it moves, limited to frontal facing.

If a charging cavalry unit eliminates an enemy unit, then the cavalry must advance into the eliminated unit's hex and stop. It may not change facing. This combat and advance after combat may cause a leader loss. (*see 14.0*).

6.4 Charging options

Charging cavalry may attack an enemy leader alone in a hex. The attacking cavalry unit automatically "wins" the combat and advances into the hex per the normal rules (*see 6.3*). Combat and advance may cause leader loss. (*see 14.0*).

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).

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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.

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. STAMFORD BRIDGE EXCLUSIVE RULES

Just days after defeating an English army at Gate Fulford, Harald Hardrada, the Viking warrior king is caught by surprise at Stamford Bridge by a second English army.

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
Archers	150 men

17. SEQUENCE OF PLAY

There are 10 game turns in a complete game of Stamford Bridge. 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 Saxons are split into 2 Warrior Classes, Housecarl (*includes accompanying Thegns*) and general Fyrd. Saxon archers are considered to be general Fyrd. The Vikings are split into Hirdmenn and Levy Warrior Classes. Viking archers are considered to be part of the Levy Warrior Class.

19. TERRAIN

The road is mainly for historical accuracy and does not play any part in the game other than to negate the effects of the brook in hex 1001. This hex is shown as a Ford on the Terrain Key.

Any hex that contains both clear and hill is considered a slope (*i.e. Hex 1100*). 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. The slope also prevents cavalry from charging across it or into it from the clear terrain. (*game option Mounted Housecarls*).

20. BERSERKER RAGE

More than once in this battle, the Vikings attacked with such ferocity that the Saxons came close to routing. To reflect this, whenever a Saxon unit attacks a good ordered Hirdmenn unit in close combat and rolls a **RAW '1'**, the Hirdmenn unit involved becomes berserk if the Saxon unit and the Hirdmenn survived the Saxon attack and the Hirdmenn did not become disordered as a result of that attack.

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

If the berserk unit received its attack from a direction other than via its front facing, it **must** change its facing to bring the target 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 Saxon player resumes play normally.

21. HARDRADA'S COUNTER-ATTACK



Before turn 5, 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.

22. VIKING REINFORCEMENTS

During the Viking movement phase of game turn 5, the Viking reinforcements under the command of Orri will enter play. They enter the map using the trackway at hex 1001.

It costs 1 MP for each unit to enter the map at hex 1001 as a reinforcement and the trackway there negates the effect of the brook, so that units can continue their movement. On their turn of arrival, Viking reinforcements move as though they are with a leader (*i.e. 4 MPs*). Unless obstructed, all but one reinforcement can make it onto the map on the turn of entry *i.e.* there is not a sequential cost of entering the map.

Viking reinforcements can also enter the map by moving onto any other brook hex, but by doing so, the normal penalties for entering a brook apply, that is, movement ends for the turn and units are flipped to their disordered side. Reinforcements can be delayed, and their entry can be spread over any number of turns.

Viking Reinforcements (Orri's Storm)

Units	Turn
Five Hirdmenn (Value 5):	5
Six Levy:	5
Two Archers:	5

Note: Orri himself enters with the Viking Reinforcement.

23. ORRI'S STORM

Though exhausted when they arrived on the battlefield, Orri's reinforcements attacked with a Berserker Rage that almost caused a Saxon collapse.

Once per game, the Viking player can announce that all Hirdmenn units belonging to the Orri contingent (*the reinforcements*) will fight with Berserker Rage for that combat phase. The announcement is made at the start of the Viking combat phase prior to any combat being made. Once declared, **all** of Orri's good ordered Hirdmenn with an enemy in their zone of control **must** attack that turn and they get a +1 combat DRM (*similar to the Berserker units described in Exclusive Rule 20*)

Those Hirdmenn will be able to claim the +1 Berserker combat modifier. Note, this only applies to all of Orri's reinforcement Hirdmenn, **except disordered** units, which cannot attack. Flip the Game Turn marker to its reverse side as a reminder.

24. EFFECTS OF EXHAUSTION

Due to the exhaustion caused by their forced march, from game turn 7 onwards (*inclusive*), once a unit from Orri's contingent becomes disordered or routs, it may never reorganize to improve its status.

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25. UNARMORED HIRDMENN



Due to the very hot weather and a belief that the region was free of the enemy, many of the Hirdmenn had left their armor behind on the ships at Riccall.

To represent this, at the start 11 untried counters are placed on the map (these are the Hirdmenn units with no combat value of their front side). As they are revealed they are replaced by a Hirdmenn unit with the same value on the front side as the untried counters have on their reverse side. When all units have been revealed the Viking frontline (1804 to 1814 inclusive) will be composed of a mix of armored (CV 5) and unarmored (CV 4) Hirdmenn.

NOTE: 5 CV4 counters and 6 CV5 Viking counters are set aside offboard to replace the 'hidden' counters as they are revealed.

They are not revealed to either player until they attack or are themselves attacked in close combat, the combat must be declared before the counters combat value is revealed and once declared, the combat cannot be cancelled. If attacked by missiles, they are only revealed if the archer rolls a 5 or 6 i.e. at least a potential hit.

26. VIKING SHIELDWALL

The initial Viking position appears to have been particularly effective, it may also have been the case that Harold initially attacked before his army was fully ready.

To reflect this, during the turn that the Saxons make their **first** close combat(s), each Viking unit can only be attacked once in the Anglo-Saxon Combat Phase.

27. RALLY TO THE KING'S STANDARD.

During the reorganization Phase, a unit that makes a recovery attempt while in the same hex as their King, will modify their die roll by +1, this is in addition to the usual leader bonus.

28. OPENING MOVEMENT RESTRICTIONS.

The bridge over the River Derwent is said to have taken 2 soldiers abreast. Even accepting it was a little wider, it would have taken a long time for the Anglo Saxons to cross the river and form up for battle. This design speculates that the Saxons were taking advantage of having caught the Vikings by surprise and that they made their initial attack before their own army was fully arrayed.

To reflect this, on game turn 1, only mounted Housecarl (if the cavalry option is used) and leaders can move. On game turn 2, any Housecarl, leader or archer can move and on game turn 3 and thereafter, all Saxon units can move normally.

The initial Viking defensive posture was deliberately steadfast. They are limited in that on game turn 1, only their leaders and archers may move. From turn 2 onwards, all of their units can move normally.

29. VICTORY CONDITIONS

At the end of the game, each player adds up the following points. If one player scores 15 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 (any CV):</i>	3
<i>Any other unit Eliminated:</i>	2
<i>Eliminating King Hardrada:</i>	10
<i>Saxons occupy hex 1101:</i>	15
<i>Hardrada fails to attack before Turn 5 (Rule 21):</i>	10

Viking VP

Condition	VP
<i>Each mounted Saxon Housecarl unit eliminated:</i>	4
<i>Each Saxon foot Housecarl unit eliminated:</i>	3
<i>Any other Saxon unit eliminated:</i>	2
<i>Eliminating King Harold:</i>	15
<i>Vikings occupy hex 2410:</i>	20

Either army VP

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

30. STANDARD GAME

Starts on game turn 1 (about 12 noon).

The scenario starts with an assumption that the Saxons have already cleared the eastern side of the River Derwent, captured its bridge, and deployed on the western bank, ready to attack the main Viking position.

During set up, unit facings will always be directed forwards towards the other players map baseline.

Saxon Army

Unit	Location
<i>Housecarl (10):</i>	2104 to 2113
<i>Housecarl (5):</i>	2204 to 2208
<i>Housecarl (5):</i>	2210 to 2214
<i>Fyrd (12):</i>	2303 to 2314
<i>Fyrd (4):</i>	2408 to 2411
<i>Archers (3) 1 per hex:</i>	2103, 2203, 2302

Dragon Ships & Iron Knights

Archers (3) 1 per hex:	2114, 2215, 2315
Harold:	On any Housecarl unit
Waltheof:	On any Housecarl unit.
Gyrth	On any Housecarl unit
Cavalry replacement (4)	(see scenario optional rules)

Viking Army

Unit	Location
11 untried Hirdmenn:	1804 to 1814*
Hirdmenn CV4 (4), 1 per hex:	1603, 1615, 1703, 1714
Levy (10):	1704 to 1713
Levy (4), 1 per hex:	1503, 1514, 1604, 1614
Archer (4):	Anywhere from 1605 to 1613
Hardrada:	1605 to 1613
Tostig:	1605 to 1613
* Mix them together and place face down – see 23.0	

31. REINFORCEMENTS

Viking reinforcements are identified by having a diagonal line across the counter. All units of the Orri contingent arrive as per rule **21**.

32. GAME OPTIONS.

Play balance has been designed without regard for the optional rules. They are presented for the players to explore historical possibilities or to further adjust play balance. Players must agree which options will be used (*if any*) some bargaining is likely.

Mounted Housecarls: For those wishing to test Snorri's assertion that at least part of the English army remained mounted for battle, at the start of play, replace any 4 frontline Saxon foot Housecarl units with 4 mounted Housecarl units.

During any Saxon movement phase, any number of the cavalry units can be converted back to foot units at the cost of all their MPs for that turn (*providing they are not adjacent to an enemy*). They retain their ordered or disordered status as appropriate and can choose their facing.

If the Saxon player uses the cavalry option, the cavalry have limitations to reflect that this army is not thought to have fought mounted and in particular had not developed the charge in the wider sense. Therefore, Anglo-Saxon cavalry abide by all the charge rules of the series rules except they may not charge a good ordered non-missile unit frontally. This means they may charge any unit in its flank, any disordered unit, and any archer unit.

Advance Notice: Hardrada should have been more alert to the existence of the approaching enemy army. Assume that he had some extra notice. Orri's reinforcements arrive on game turn 4 instead of game turn 5.

Fresh Troops: As for option '**Advance Notice**' above except that Hardrada had so much notice that a forced march by Orri was not needed, they arrive on game turn 4 quite fresh, ignore rule 21 (exhaustion).

Saxon Fatigue: The Saxons 5-day rapid march and immediate entry into a long and hard battle would have pushed many to the limits of their endurance. From game turn 7 onwards, disordered and routing Saxon units cannot attempt to reorganize at all (*i.e. they also adopt rule 21*).

Viking leader deployment: During set up, the leaders Hardrada and Tostig can be placed with any friendly Hirdmenn units.

Prepared Vikings: Hardrada showed a complete disregard to the prospect of an early reaction by Harold. To examine how a fully prepared Viking army might have received battle, The Vikings are free to set up as they wish with all of their forces, including Orri and his reinforcements on the map at the start of play. The only limitation is that none of the Viking units can deploy in any of the hex rows 1900 - 2400 inclusive. All other rules are in play except all rules in section 21 (*Viking reinforcements*), 22, and 23. The Saxons set up as per the normal scenario instructions.

Armor: That the main body of the Viking army was allowed to venture into an unsecured region without having most of its armor with it, raises still further the question of why Hardrada was not more cautious. Assume that all the Hirdmenn have brought their armor with them treat all Hirdmenn as having a CV of 5 including those with a printed CV value of 4. (**ignore Stamford Bridge exclusive rule 23**).

Berserkers: In the first edition of the game, Berserk Hirdmenn got a combat modifier of +2 rather than the current +1, but it was reduced in subsequent editions because some players felt it had a too strong effect. Players may choose to revert to the original rule and use the +2 modifier.

Note: this would also effect the Orri's Storm rule (see **Stamford Bridge exclusive rule 22.0**) as those units would increase their bonus from +1 to +2.

Remember: the Berserk rule only applies to good order Hirdmenn.

Hardrada the Warrior King: To better reflect the ferocious nature of the first counterattack that Hardrada launched at the Anglo-Saxon line, which nearly caused the enemy to falter and rout, the Viking Player can use the following rule once before turn 5.

The Battle of Stamford Bridge

At the outset of one Viking Combat Phase, a 'Ferocious Counterattack' can be called by the Viking player. During that turn, up to 3 of the Viking attacks can have an additional +1 added to their attack value, but only if Hardrada is no further away than 3 hexes (*i.e. 2 intervening hexes*) from the attacking unit(s) and that the attacking unit is a Hirdmenn and that Hardrada himself is involved in the first attack. It remains the case that any face down Hirdmenn units remain face down until the moment of combat and the +1 will be awarded before the true strength of the unit is known.

If this option is not used before Turn 5, the Anglo-Saxon player will be awarded Victory Points, as per rule 21.

The Death of Hardrada: When Hardrada died on the battlefield, a natural lull occurred as both sides reorganized and Harold tried again to broker a peace.

If Hardrada dies on turn 5 or earlier, then on the turn that follows the death of Hardrada, both players may not do anything except that in their movement phase, any friendly unit can fall directly back towards their own baseline by 1 hex (*restrained by the normal rules of movement with regards to ZOC's etc.*) and in the reorganization phase, all eligible units testing for recovery from disorder do so as though they are with a leader, regardless of whether they are or not so located. In effect the turn does not allow missile release, normal movement, or combat. In the subsequent turn, play resumes normally. This is a one off event and it never effects routing units, who will rout move and test for recovery normally within the standard limitations of the rules.

This option does not effect the arrival and movement of the Orri reinforcement who on turn 5 will enter the map with normal movement.

The Death of Harold: The moment that King Harold is killed the game ends as a total Viking victory.

Remember this:

- a. Orri's reinforcements cannot reorganize from game turn 7 onwards (*unless optional rules are being used*).
- b. Attacking is always voluntary (except for Berserk units).
- c. Disordered units cannot attack and disordered Hirdmenn can never become berserk.
- d. When the Saxons roll a '1' in close combat against a good-ordered Viking Hirdmenn unit, the Hirdmenn immediately makes a Berserk counterattack.
- e. On the turn in which the first the Anglo-Saxon's first attack(s) take place, each Viking unit can only be attacked once.

33. Historical Background

During his reign (1042 to 1066), King Edward (*The Confessor*) was able, through marriage, bloodline, and politics, to maintain a counterbalance between the Danish and Norman influences on the English Kingdom. On 5th January 1066 he died and was succeeded by Harold Godwin, who crowned as King Harold II, would within nine months, face both Viking and Norman invading armies.

In early September 1066, Harald Hardrada, the Viking warrior King, penetrated the eastern English coastline at the River Tyne with his large fleet. He was accompanied by Tostig, the dispossessed brother of the English King Harold. They moved deeper into northeastern England, entering the River Ouse and sailing inland towards the village of Riccall (*10 miles from York*). Here the fleet anchored, and the army disembarked, using Riccall as a base.

The Viking army marched towards York, a major northern prize, but they were intercepted just outside York at Gate Fulford by a large Northumbrian army, with a smaller Mercian contingent, commanded by Edwin and Morcar. A long and very bloody battle ensued. The experienced Viking King set his army up along a slight ridge with the two flanks resting on natural features. He deliberately made the center and right wing weak to encourage the northern earls' forces to attack there. They did. As that part of the Viking line fell back, the very strong Viking left flank defeated the forces to their front and then turned inwards against the enemy line. The victory was complete.

On hearing this news, Harold's response was decisive, he gathered his army and marched with great speed towards York. With the northern earl's armies crushed at Gate Fulford, Harold was largely relying on his Anglo-Saxon forces that he brought with him from the south to fight the invaders. His army covered 190 miles in just 5 days, a substantial feat for those times. At dawn on the 25th of September, these tired troops entered York. After resting briefly, they continued their advance, out of York and along the Roman road towards the River Derwent.

This road crossed the Derwent at a location referred to as Stamford Bridge. Four old Roman roads met at this crossing point, making it strategically significant. At Stamford Bridge, the bulk of Harald Hardrada's army was waiting to receive hostages from York. The acceptance of hostages was part of an agreement between the Vikings and the local town to ensure the loyalty of the region to Hardrada. The weather on this day was very hot, the Vikings had no idea that an enemy army was in the vicinity and indeed were so confident, that many had left their armor back at Riccall, together with about 2,500 of their comrades.

The Viking forces were largely concentrated on the east bank of the Derwent, though some soldiers were on the

west bank. It was not until Harold had advanced to within a mile of the area that the Vikings became aware of the danger that they were in. Hardrada hurriedly formed up the army on the slightly raised ground, east of the river, known now as the battle flats. He ordered the troops on the west bank to delay the Anglo-Saxons for as long as possible and sent fast riders back to Riccall to bring up the rest of the army.

The Vikings on the west bank stood little chance against Harold's warriors; they were quickly dealt with, allowing Harold to reach the bridge by around 12 noon. The bridge is said to be able to take two soldiers abreast and was the only crossing point along the 12 meter wide river. Considering the significance of this crossing it is possible that the bridge was wider; at least wide enough for wagons to cross. Once they controlled the bridge, the Anglo-Saxon army appears to have been able to deploy across it unhindered, with the Vikings setting up their shield wall some 250 - 300 meters beyond.

It is interesting to note that Hardrada does not appear to have attacked the Anglo-Saxons while their army was partly across the bridge and pinned against a river (*like the Scots did very successfully against the English at Stirling Bridge 1297*) or to have held the bridge itself until reinforcements could arrive. One wonders whether the Anglo-Saxon advance was simply so fast that Hardrada was unable to do this, maybe giving some credibility to Snorri's assertion that the Anglo-Saxon force remained mounted, certainly at this point in the battle at least. Perhaps Hardrada, who had already defeated one English army within recent days, felt sufficiently confident to accept battle, even if the time and place was not of his choosing.

Information about the battle itself is limited to an account from the saga Heimskingla, written by an Icelandic poet, Snorri Sturluson. Snorri was writing in the 13th century and the accuracy of some of the detail is viewed with some reservation by many historians, even though he was using near contemporary sources. Of particular concern to historians has been Snorri's assertion that the English remained mounted and attacked as cavalry. It is generally accepted that in this period, the English were an infantry based army that rode to the battle but then dismounted to fight.

The Viking Shieldwall was long and not very deep, the soldiers had their spears pushed into the ground. The flanks bent backwards, and the formation may have resembled a crescent, a hollow circle or triangle and interestingly could be recognizable as an anti-cavalry defense. In the center, King Hardrada stood with the 'Land Waster' banner together with Tostig and contingents that were ready to move to any points of crisis within the defense.

The English attacked the shield wall but did not make any real impression. This does raise a possibility that the English were still trying to use their element of surprise, and they attacked before their own army was fully arrayed.

Judging the English attack to be weak, Hardrada broke formation and launched a powerful counterattack, inflicting heavy casualties and pushing the English army close to rout. It is at this most crucial point in the battle that Harald Hardrada was fatally wounded, taking an arrow in his throat. A lull in the fighting followed while Harold tried to broker a peace deal. This failed, but it might be an indication that in military terms the outcome of the battle could not be taken for granted by the English.

The fighting resumed with the advantage going to Harold. Tostig fell and the Viking situation rapidly deteriorated. On the verge of collapse, the Vikings managed to retain their cohesion until the timely arrival of Eystein Orri with the Riccall reinforcements. These men had forced marched, probably running all the way from Riccall, but despite their exhaustion, they entered the fray with such ferocity that the action would be remembered as 'Orri's' or 'Gorcock's storm'.

Eystein's attack was devastating and once again the English came close to routing, but the rapid march had taken a toll on the Vikings, some even dropped with pure exhaustion, others discarded their armor and unprotected, quickly fell victim to their foe. The Anglo-Saxon army managed to hold and eventually with ever mounting casualties and with evening approaching, the Vikings finally broke and fled the field. They were pursued all the way back to their ships at Riccall.

Decimated, the remaining Vikings were offered quarter and allowed to sail away after swearing an oath of peace towards England. It is said that the Viking casualties had been so heavy that just 24 ships from the original 300, were all that was needed to carry away the survivors.

The battle is overshadowed by the famous Hastings encounter that followed just 19 days later. Harold had shown himself as a worthy military commander and king, performing an astounding march, wrong footing his enemy and then beating an experienced warrior king who commanded one of the best armies in Europe at that time.

We of course know that Harold was unable to repeat this victory at Hastings but never-the-less, the 'what ifs' that come out of either a possible Anglo-Danish victory at Gate Fulford or a Viking victory at Stamford Bridge provide for fascinating deliberation on an alternative path for English history.

34. Stamford Bridge Design Notes

Stamford Bridge uses the same game system as its two sister games in the Dragon Ships & Iron Knights package. The Anglo-Saxon cavalry get a +1 bonus when they charge (*not +2 as the Normans did in Hastings*) as I felt the Anglo-Saxon cavalry tactics would fall short of the 'heavy' charge tactic that was developing in some armies, also they cannot charge ordered troops frontally. Because the evidence of the Saxons using cavalry at this battle is a much argued point, I have made their involvement optional.

For those new to the system, understanding the need to balance aggressive tactics against preserving fresh troops (*i.e. ordered*) 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.

Players, especially those who come to this game straight from the Hastings game, which builds casualties at a slower rate, will be shocked at the level of early losses and the ease at which the forces exceed their morale break levels and start to rout. The only way to win this game is to inflict casualties, so the Viking player will have to counter-attack very early on, seeking every opportunity to attack exposed Saxon flanks even at the cost of exposing their own. It is very important to get the enemy casualty rate high enough to ensure that future eliminations almost certainly cause routing through failed morale checks.

The Viking morale is unusually high in this game to reflect their amazing level of cohesion at this battle. They appear to have fought on much longer than could be normally expected of an army, even after losing their king.

The Saxon player will initially set the pace. There will be games in which an initially successful Saxon player will want to pull back and go onto the defensive, particularly as casualties mount and they wait for Orri's reinforcements to 'hit' them. The Orri exhaustion rule is a friend of the Saxons, so delaying fighting with Orri until turn 7 onwards can be tactically useful.

The victory points already scored or those needed, will determine this part of the strategy as will the protection of the York Road that leads off map to the crossing point of the River Derwent, to the Anglo-Saxon rear.

The variety within the optional rule list allows the players to select their choices while keeping an eye to game balance. The optional rules, added with the Revolution Games edition, includes the ferocious first counterattack by Hardrada and the natural lull in the battle that followed Hardrada's death.

In game terms, the latter reduces the Saxon opportunity to attack by 1 turn, putting them under greater pressure to achieve their victory conditions, though it can bring a lot of disordered units back into play.

In Hastings, the death of either William or Harold caused a sudden death victory situation, but at Stamford I have chosen not to do that (*though the player can bring that in for the Anglo-Saxons via the optional rules*). The justification for this is that in this battle, the death of Hardrada did not undermine Viking resolve to fight and in the case of Harold, it was felt that his loss would not result in the question of the rights to kingship passing to the enemy commander as was later the case with the dispute that existed between Harold and William at Hastings.

Identifying Harold's leaders led to a little speculation. Obviously, Harold was there and Snorri has Earl Waltheof fleeing (*i.e. Surviving*) with the survivors of Gate Fulford. However, Snorri also has Morcar dying in that battle, yet later chronicles show that both Morcar and Edwin were certainly alive later the same year. Possibly either or both Morcar and Edwin were captured by the Vikings after Gate Fulford, keeping them out of the Stamford fight. In any case, I decided to use Harold, Waltheof, and Gyrth (*Harold's brother*) for leadership roles as I believe they are the best candidates historically. I would like to thank Geoff Noble for helping me come to this conclusion.

The mixing of armored and unarmored Hirdmenn and then hiding their combat values during the Viking set up, nicely deals with the issue of these good quality troops leaving much of their armor behind at their base. It also gave me an excuse to use one of my favorite game mechanics (*untried units*) which adds a little tension and uncertainty to the initial Saxon attack.

Both players will need to keep an eye on the area of Millsike Beck. The Anglo-Saxons get victory points for holding the trackway at that location and if they get there before Orri arrives (*unlikely*) with the reinforcements, then those Vikings will get contained within difficult terrain. The difficulty initially facing the Viking player will be their need to both defend and remain cohesive while being sufficiently aggressive to inflict casualties. They need to ensure that the Saxon Housecarls are at breaking point by the time Orri arrives. The Fyrd are generally the last to break as they stay out of the fighting for the longest, but their low strength and low morale breaking point ensures a fast deterioration when it comes.

Dragon Ships & Iron Knights

When the Orri reinforcement arrives, the Viking player has two major considerations. From turn 7 onwards, none of the reinforcement group can recover from disorder status, this effectively reduces the attack capability of that force and secondly, when should the Orri Storm +1 bonus be used? These two rules combine to make the reinforcing group a powerful but fragile force, especially as the morale breakpoint will also likely be in effect by this time. The Vikings have to be careful that they simply don't put the reinforcement group in a position where they become easy targets, thus racking up the Anglo-Saxon VP levels in the last turn.

This is a very bloody battle between some of the best soldiers in Europe at that time. Introducing some of the various scenario options should bring some tight and wild gaming situations, with a lot of different situations being created across the map at any one time. The game plays quite differently to the sister game (*Hastings*) which is based around a strong defense on a hill and subject of a grinding attrition - here instead, the situation is very loose and at times chaotic, very much a hack and slash affair. Those who come to this straight from playing *Invasion 1066* *Hastings* will no doubt be surprised how differently the games play.

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