1066

Year of Destiny



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VERSION 1.1

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1.0. Introduction and Game Information

1066: Year of Destiny portrays events that occurred in the year 1066, when three men vied for the throne of England upon the death of Edward the Confessor.

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

Harold Godwinson: English *(hereafter referred to as Harold)*

William of Normandy: Norman

Harald Hardrada: Norwegian *(hereafter referred to as Hardrada)*

Each side has designated replacements *(see **1.2.2**)* in the event the initial Claimant dies.

Gameplay is broken down into multiple phases:

Pre-Game Turn

- *Pre-Invasion Political Events (PIPE) Phase (see **5.0**)*

Game turns August I to November III

- *Weather and Prevailing Wind Phase (see **7.0**)*
- *Operational Counter Purchase Phase (see **8.0**)*
- *Sea Crossing Phase (see **9.0**)*
- *Movement Phase (see **10.0**)*
- *Battle Resolution (see **11.0**)*
- *Forage and Attrition (see **12.0**)*

The PIPE Phase is played out in its entirety before moving to the other phases, which are then repeated each turn until the completion of the November III turn.

The Weather and Prevailing Wind Phase is completed in full before the players conduct phases **8.0** to **12.0** in player order as outlined in **6.0**.

In addition, the game system can generate a Danish Invasion if certain conditions are met *(see **13.0**)*.

The game can finish earlier than November III if at the end of any turn a **Decisive Victory** is achieved.

1.1. Conventions

Each player's overriding goal is to be crowned the undisputed King of England. In addition, each player has their own individual goals and starts the year with roughly the same intentions and strengths as the Leaders did historically. However, note that the PIPE Phase *(see **5.0**)* allows players to alter their starting positions within historically feasible parameters.

Although a great deal is known about the events of 1066, the exact number of troops available to each historical Leader is subject to much interpretation. Therefore, a "best guess" approach has been taken by researching and consulting as many sources as possible.

1.2. Game Information

The Holding boxes can be used to hold all units in the same force as the Claimant. This includes subordinate Leaders.

The "active player" is defined as the player whose phase it is.

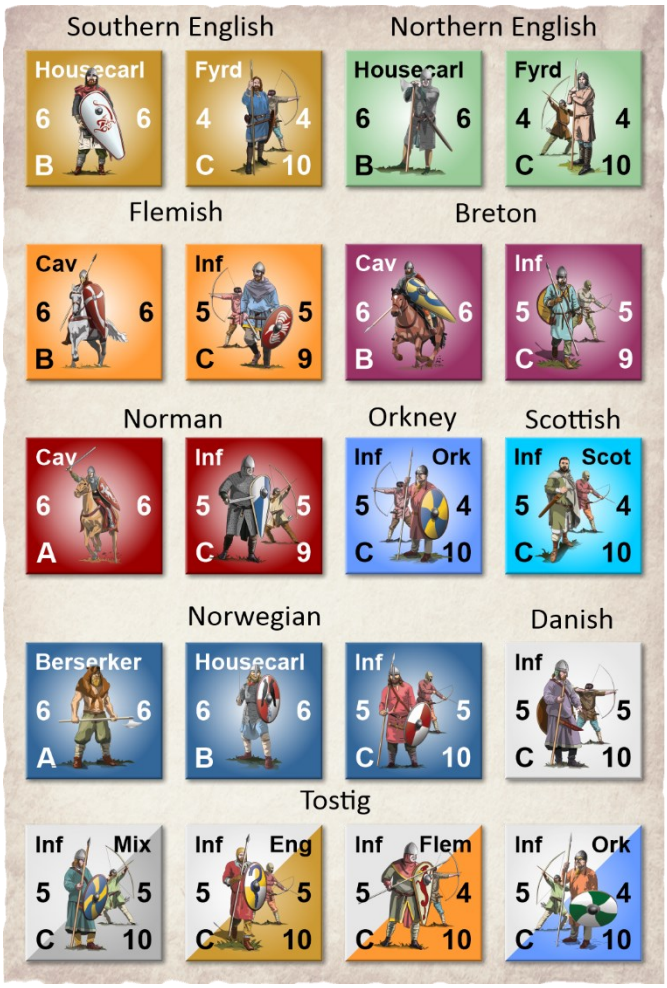
1.2.1. Units

During this historical period no formal organizational formations were in existence. In this game, therefore, troops are referred to as units and are usually assigned to an appropriate Leader.

Only units stacked with a Leader can move more than one area per turn.

There are two principal troop types, cavalry and infantry.

English Housecarls and Fyrd are each distinguished by color, as northern and southern units. Breton, Flemish, and Norman units each have their own unique color. Fyrd, Housecarls and Berserkers are all infantry units.



Each Unit has the following values:

Attack: A printed value between **3** and **6**

Defense: A printed value between **4** and **6**

Morale: A printed letter **A**, **B**, or **C**

Missile Hit Value: A printed value of **9** or **10** *(certain units only).*

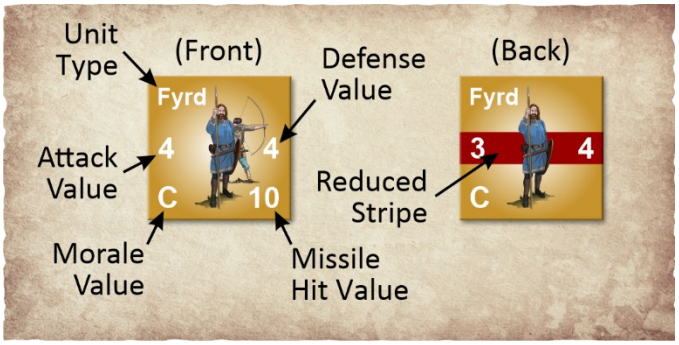
The above values are only used on the **Battle Board**.

Movement: Leaders have a movement value of 4.

Note*: The term Norman is used to indicate Norman, Breton, and Flemish units fighting on the Norman side, unless explicitly stated otherwise.*

When stacked with a Leader, infantry have a movement value of **3.** Norman Cavalry and English Housecarls have a movement value of **4**. Movement values are **not** on the unit counters *(see **10.3.1** for further details).*

Movement allowances are only relevant when operating on the map of Britain.



Historical Note: *English Housecarls moved on horseback but fought on foot.*

The reverse side of a unit reflects its reduced values on the Battle Board after taking a loss. Leaders are not units.

1.2.2.Leaders

Leaders are the notable historical figures who had impacted upon events in 1066. Although we know who won *(William)*, the game is designed with the intention of making different potential outcomes possible. It is intended to put each player in the shoes of Harold, William, or Hardrada.

Most Leaders have a single side, showing both Operational and Battle information. Tostig, Robert and Gyrth have a reverse side showing them as the Claimant should an original Claimant die in battle.

Claimants:

English: Harold, Gyrth *(if Harold is killed)*

Norman: William, Robert *(if William is killed)*

Norwegian: Hardrada, Tostig *(if Hardrada is killed and Tostig joins the Norwegians)*

Danish: Sweyn, Tostig *(if Sweyn is killed and Tostig joins the Norwegians)*

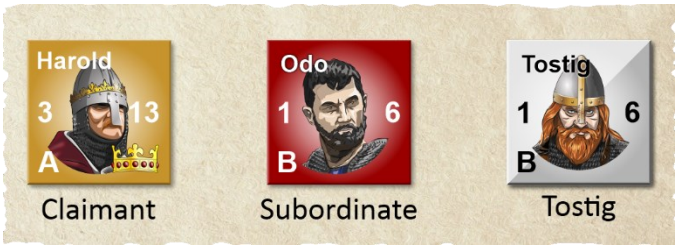
Subordinates:

Norman: Eustace, Alan, Odo, Robert

English:Gyrth, Leofwine, Morcar, Edwin

Norwegian: Orri, Olaf

Unassigned Leader: Tostig

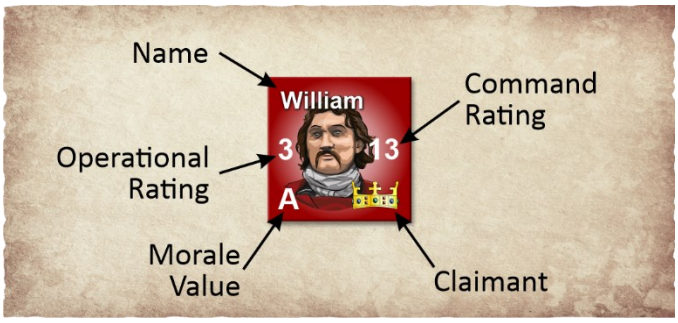


Each Leader has the following values:

Command Rating: Maximum number of operational units that the Leader can have under his command, on the Operational map.

Operational Rating: Effectiveness of a Leader in avoiding battle or bringing the enemy to battle. Values are 3 to 1.

Morale Value: A printed letter **A, B**, or **C**. Used for Leaders in a battle.



A Leader can never be subordinate to another Leader with a lower Command rating.

For a full list of Leaders see **17.0** at the end of the Rulebook

1.2.3.Markers

WEATHER COUNTERS

Land Weather



(Front)



(Back)

Sea Conditions



(Front)



(Back)



(Front)



(Back)

LEGITIMACY COUNTERS

	Permanent	Temporary (Front)	Temporary (Back)
English			
Norman			
Norwegian			

PIPE COUNTERS



(Face Up)


(Face Down)

MAP COUNTERS


Force Move



Stand



Battle



(Back)



Game Turn



Norwegian Control



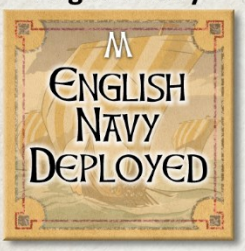
Norman Control



(Back)

INVASION TOKENS

English Navy



Norman



Norwegian *(PIPE)*



Breton *(PIPE)*



STRATEGIC VICTORY TOKENS

English *(Face Up)*



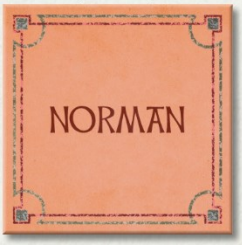
(Back)



Norwegian *(Face Up)*



(Back)



Norman *(Face Up)*



(Back)



MORALE MARKERS



Flemish
(Norwegian player)

Breton
(Norwegian and English players)





1.2.4. Abbreviations

DRM: Die-Roll Modifier

PIPE: Pre-Invasion Political Events

MP: Movement Points

1.2.5. Definitions

Army: The term "army" refers to all initial invasion forces Norwegian, Norman and Danish.

Attacker and Defender: Unless explicitly stated otherwise a player is both an attacker and a defender during Combat.

Claimant: Any Leader with a Crown symbol showing on its counter is a Claimant. Certain Subordinates can also become Claimants if the original Claimant dies (see **1.2.2**).

Force: The term "force" is used throughout the rules. A force is a Leader plus all units, and subordinate Leaders, under his direct command. The total number of units cannot exceed his Command rating. No subordinate Leader can have a higher Command rating (they may have an equal rating).

Hits: An adverse result during Combat. Both Shaken and Reduced results are hits. All hits require a roll to be made on the **Morale Table**.

Key Area: London, Wessex. Kent, York, Durham and Chester are the Key areas (*illustrated by a Crown symbol in the area)*.

Invasion Landing Sites: All Ship symbols with arrow pointing towards land, either bold or faded represent a potential Landing Site *(see **9.5** for details).*



Location: Locations are the Battle Boxes on the Battle Board

Reduced: The first Reduced result on a unit requires it to be flipped to its weaker reverse side, a second Reduced result eliminates the unit.

Shaken: A battle result.

1.3. Dice

A single 10-sided die is used, with '0' representing '10'.

1.4. Map and Scale

Most of the game is played on a map of Britain that is divided into areas.

A player spends MPs to move into an area.

There are only two towns on the map: London and York. They are both areas and towns.

Towns have unique Forage requirements *(see **12.0**).*

Adjacent to England are Gwynedd and Powys *(Northern Wales)*, Deheubarh *(Southern Wales)*, and Scotland. These can become significant *(see **4.1**).* For all game purposes, when referring to Wales, the rules always refer to both the Northern and Southern Welsh regions.

The game's time scale runs from August to November, with three turns per month, resulting in a total of twelve turns per player, per game.

2.0. How to Win

If a decisive victory *(see **2.1**)* is not achieved, the game is won by gaining a strategic victory *(see **2.2**).* If no player achieves a decisive or strategic victory, then a marginal victory *(see **2.3**)* is possible by gaining sufficient points on the **Legitimacy Table**.

2.1. Decisive Victory

A decisive victory occurs when a player has the only *starting* Claimant left in England after all possible invasions have occurred.

2.2. Strategic Victory

A strategic victory is only determined at the end of the game.

No player can win the game with fewer than 20 attacking points on the map unless there are no other Claimants in England.

A player wins a Strategic Victory if all the following are met:

- They have the highest Legitimacy rating.
- They control at least three key areas, one of which must be either London or York.
- Their Strategic Victory Token is face up *(shield side).*

***Note**: The Strategic Victory Token can only be flipped to its shield side when a player has fought and won a battle the last time their Claimant, fought another players Claimant in battle. (see **11.9**)*



***Example**: The Norwegian player is the only players who has fought and won their last battle against an opposing Claimant with their own Claimant present. In addition the Norwegian Claimant has not subsequently Avoided battle when engaged by any enemy force.*

2.3. Marginal Victory

If neither a decisive nor strategic victory is achieved, then a player can win a marginal victory by having at least 5 Legitimacy points more than any other player. *(Effectively a bloody civil war between two, three, or even four Claimants awaits in 1067.)*

A marginal victory is not possible for a player if the Starting Claimant has been killed.

2.4. Legitimacy Track

Legitimacy determines victory at the end of the game, unless either a decisive or a strategic victory is achieved. The starting Legitimacy ratings are modified by play in the **PIPE Phase** *(see **5.0**)*, the **Movement Phase** *(see **10.0**)*, **Battle Resolution** *(see **11.0**)* and the **Forage and Attrition** *(see **12.0**).*

During the Sequence of Play, each player's Legitimacy rating can increase or decrease depending on the control of areas, delayed Invasions, the outcome of battles fought on the Battle Board, and the death of Leaders. If a player has no Claimant alive that player is eliminated.

Legitimacy cannot go above **30**. Any increase in Legitimacy that would put a player's Legitimacy above **30** is ignored.

When a player reaches "**0**" Legitimacy, they are not out of the game, but they can no longer gain or lose Legitimacy.

The Legitimacy value for a player is automatically set to "**0**" if at the end of the game they have no Claimant in England.

***Note:** This ensures that a player cannot prevent another player's victory simply by not invading and therefore retaining Legitimacy points.*

***Note:** It is still important to record a side's Legitimacy rating because it is an important component of a Strategic Victory and, potentially, impacts upon Morale during battle.*

How you manage the conflicting requirements of gaining Legitimacy, staying together for success in battle, and dealing with the constraints of Foraging to prevent Attrition is at the heart of success in the Movement Phase.

3.0. Game Setup

English: The English player places one Fyrd unit in each of the following areas *(except as noted in Sussex and Kent):*

English Northern Fyrd: South Mercia, North Mercia, Cheshire, Durham, North Riding, York

English Southern Fyrd: Sussex *(x2),* Kent *(x2)*, Great Ouse Basin, Oxfordshire, Gloucestershire, Wessex, Devon

London: The five Southern English Housecarls start in London.

York: Morcar and one Northern Housecarl.

Cheshire: Edwin and one Northern Housecarl.

***Southern England**:* Harold, Gyrth, and Leofwine can be set up anywhere in Southern England, either together or separately.

Norwegian: All Norwegian units and Leaders start in the Norwegian Claimant holding area. They remain there until undertaking a Sea Crossing. Housecarls *(x4)*, Infantry *(x8)*

Norman: All Norman units and Leaders start in the Norman Claimant holding area. They remain there until undertaking a Sea Crossing. Norman Cavalry *(x2)*, Infantry *(x3)*, Flemish Cavalry *(x2)*, Infantry *(x2)*, Breton Cavalry *(x2)*, Infantry *(x2)*

Note: *Historically, the Flemish contingents included units from various French areas. However, the word Flemish is being used here in the game for convenience, as it represents the largest element of this Norman ally.*

Scottish, Tostig, and Orkney: These units enter play via PIPE events. If the Scottish or Orkney units have joined Hardrada during the PIPE Phase, they become part of the Invasion force.

Tostig: Tostig joins the Invasion force if he allies with Hardrada, William, or Sweyn. If he joins Harold, he sets up with his unit in Wessex.

Tostig unit*(s)* Determination:

Joins Harold: 1 English, 1 Mixed

Joins Sweyn or William: 1 Mixed

Joins Hardrada *(Major Contribution)*: 1 Flemish, 1 English, 1 Orkney

Joins Hardrada *(Minor Contribution):* 1 Mixed

Danish: Sweyn and the Nine Danish units are placed in the Danish Claimant holding area and enter as explained in **Rule 13.0.**

Weather: The land weather starts as Fair by default *(no marker is placed on the **Land Weather Track**)*, and the sea weather starts as Choppy *(the choppy marker is placed on the **Sea Weather Track**)*.

Legitimacy: Set Norman and Norwegian Legitimacy to "**13**" and English Legitimacy to "**24**" on the **Legitimacy Track**. Place all Temporary Legitimacy markers in the zero position of the **Temporary Legitimacy Track.**

Turn Marker: Place the Turn marker on the PIPE space, on the Turn track.

Control Markers: Place a "**No Control**" marker in Cumbria and Kernow.

Scandi War: There is no Scandi War prior to the **PIPE Phase.**

English Navy: Place the English Navy marker on its 'Deployed side' in the "In Port" box in the Narrow Sea. This provides an **AUTOMATIC** increase of one level *(worsen)*, on the Sea Crossings Outcome result *(see **9.4**) against the Normans.*

Prevailing Winds: Place the Prevailing Winds marker on its 'Prevailing Winds' side on the "Able to Sail" box in the Narrow Sea to indicate the Normans cannot sail.

Flemish Morale: Add to the Norwegian Claimant box.

Note: *If the Norwegians have the Tostig Flemish unit in their battle force and they are entering battle against a Norman force, containing Flemish units, the onus is on the Norwegians to ensure that all Flemish forces, on both sides, fight with low morale. In practice this is a very unlikely occurrence.*

Strategic Victory Tokens: The three Strategic Victory tokens are placed face down *(text side up)*.

Claimant Holding Areas: While stacking should not be a big issue, holding areas are provided for each Claimant. Players may find it useful to place into the box all units, and Leaders, that are with the Claimant and place only the Claimant counter on the operational map. Any other stack of units should be placed on the map.

4.0. Wales/Scotland and Cumbria

4.1. Wales and Scotland

Any player's force in Wales or Scotland, at the start of a player's turn, is considered hostile *(see **4.2** for an important exception)*. A die is rolled and if the result is **5** or less, a unit of the player's choice is lost. The operational rating of the most senior Leader present is added to the die roll.

A player cannot voluntarily move into a Scottish or Welsh area. Any involuntary movement such as retreats, or avoiding battle, ceases as soon as a force enters one of these areas.

4.2. Norwegians and Scotland

If the Scottish unit joins the Norwegian player via a PIPE event, Scotland is considered friendly to the Norwegians. In this instance if a Norwegian force retreat or avoid battle and enter Scotland, the Norwegian force is not considered hostile, provided the Norwegian forces leave Scotland during the Norwegian player's next turn. Failure to do so means **4.1** applies.

If the Norwegians do not leave on the following turn after entering Scotland, the friendly Scottish unit deserts the Norwegian side *(it is removed).*

4.3. Cumbria

If any force enters Cumbria *(even friendly Norwegian units)*, they must cease movement for the current turn.



If at any time Cumbria has anything other than a "No Control" marker on it *(this includes the absence of any marker, as when under English control)*, *and* there are no forces in Cumbria, place a "No Control" marker on it and adjust Legitimacy on the **Legitimacy Table** as appropriate.



Example: *Hardrada and his forces (located in Claimant box) move into Cumbria, his movement ends, and a Norwegian control marker is placed in Cumbria.*



On the following turn, Hardrada and his forces move into Durham to battle Morcar. The control marker in Cumbria is flipped to the No Control side.

Historical Note: *At this time, Cumbria was a disputed area between Scotland and the Northern English earldoms. Any Norwegian move into Cumbria would have been considered an unfriendly, provocative act, even if a Scottish unit forms part of the Norwegian force. Scottish raiders would have been quick to attack any form of military control being exercised in Cumbria.*

5.0. Pre-Invasion Political Events (PIPE) Phase

This phase is played out once in its entirety before moving on to subsequent phases in the sequence of play.

Order of play is Norwegian, English, Norman.

Danes: The Danes play no part in the PIPE Phase.

In this phase the players try to create a political and military situation that is as favorable to themselves as possible by the time Edward the Confessor, the reigning English king, dies. They do this by playing event counters.

There are twenty-five events in total. This phase ends when each player has played seven events. Therefore, in each game, there are always four events that do not get activated.

These events are either:

- On Event Holding Boxes.
- Events not selected from the opaque cup.
- A single event remaining in a player's hand.

5.1. PIPE Event Track

Each player, in player sequence, blindly draws four events, from an opaque container, at the start of the PIPE Phase.

The PIPE counters drawn at the beginning of the PIPE phase are placed face down in front of the players. This is the player's hand. Players may inspect their own hand.

The remaining thirteen events are left in the opaque container.

5.2. Options

In play sequence players must perform one of the following actions:

- Play an event *(face up or face down, see **5.3**)* from their hand onto their **Event Track**
- Blindly draw an event from the opaque container and place it face up in the **Event Holding Box** *(this is an action, but is not considered playing an event)*
- Play an event that is face-up in the **Event Holding Box** and place it on their **Event Track.**

After a player places an event into their seventh box, that player's PIPE Phase ends.

Some events are operational; these are indicated by a large "O" on them.

5.3. Event Placement

All events are placed on the **Event Track** starting with column 1, in the rows designated for each player, until a player has placed an event in their seventh position (i.e., each player places their first event into the "1" box of his

event column, their second event into the "2" box, etc., until their last event is placed into the "7" box).

They *must* play a minimum of three of the four events in their original hand as part of their seven-events. The fourth event can be played, or not played, the player is free to choose *(except for **5.5**)*.

Events from a player's hand can be placed either face up or face down on the player's Event Track. Events played from the Event Holding boxes must be placed face up on the players Event Track.

5.4. Mandatory Play

Mandatory play is required in the order below:

If the number of unoccupied spaces on their **Event Track** is less than the number of events in their hand, they ***MUST*** play an Event in their hand.

If more than three events are face-up on the **Event Holding Box**, a player *must* play one of those events.

This is to ensure that:

a) a player has a maximum of one event left in their hand after playing their seventh and final event, and

b) to limit their ability to avoid playing events in the Event Holding Box.

5.5. One Player Left

At some point, only one player will have any events to play. When this occurs, that player must first play all events in their hand, followed by all face-up events on the Event Track**.** If after playing all face-up events on the **Event Track** they are still short of seven plays, a player blindly draws events one at a time, from the opaque container, and immediately adds them to their Event Track until seven have been played.

5.6. Determination of Event Activation

At the end of the PIPE Phase, each player will have a set of seven PIPE counters on their Event Track**.** These events must now be resolved. Some will be automatically activated, and others will require a die roll to see if they are activated. These die rolls are not made until the end of the PIPE Phase. The events can be resolved in any order.

When determining the outcome of PIPE Events each player, in phase sequence order *(see **5.0**),* determines the effects of all their events before the next player.

All activated Operational counters successfully rolled for are retained by the player for use during phases **9.0 to 12.0**.

At the end of the **PIPE Phase** Operational counters held by a player can be face down, or face up, in front of the player (the player decides). The number of counters a player has is always visible to the opponents.

All non-operational PIPE counters are discarded once any required Legitimacy level changes and troop adjustments have been completed.

If the **Breton Morale** PIPE counter is activated, place it on the map, in the box provided in the Narrow Sea.

If the **Scandi War** PIPE counter is activated, place it on the map, in the box provided in the North Sea.



***Example:** Only the English player has PIPE counters still to play. They are required to play any remaining counter in their hand; in this instance one – 'France' and then they **MUST** play any counter on the Event Track; in this instance – 'Edward the Exile' and 'Harold's Oath'. As they are still short, they must then select a further counter from the opaque cup and play it to complete their set; in this instance Sweyn.*



*These are the revealed counters **BEFORE** they are rolled for as explained on the PIPE Player Aid.*



*Both the Norwegian and English player played all four counters in their original hand. The Norman player had one counter remaining in their hand, Scandi War. (see **5.1** and **5.3**)*

5.7. Changes to Legitimacy and Forces

During the PIPE Phase's die rolls, some results will require adjustments to the Legitimacy rating on the **Legitimacy Table.** In addition, some events may modify the forces available to each player.



***Example:** The Norwegian player rolled successfully for the three Operational counters (two Forced March and Surprise) and the Orkney counter in his hand. +1 is added to the Norwegian legitimacy for the Comet. The four Tostig counters means Tostig joins the Norwegians with one unit. The Orkney unit is also added to the Norwegian army.*

The English player rolls for Breton Morale, Confessor Declares and France and none of them are triggered. The Normans are blamed for the death of Edward the Exile, Harold's Oath is not believed, and the English are blamed for the death of Sweyn. The Norman legitimacy is reduced by -1 for the death of Edward the Exile. The English Legitimacy remains unchanged (the Oath and Sweyn cancel each other out).

The Norman player successfully rolls for only one of the Operational counters (Forage) in his hand. The Normans receive the Papal Banner. The Witan remains divided over Edgar the Aethling. The Papal Banner adds +2 to Norman legitimacy, the divided Witan reduces the English legitimacy by -2.

The net effect of the above is the Norwegian legitimacy is raised, by one, to 14; The English legitimacy is reduced by two, to 22; the Norman legitimacy is raised by one, to 14. The Norwegians hold two Forced Marches and One Surprise Operational counters, the English player holds no Operational counters, and the Normans hold one (Forage marker).

5.8. Tostig

If Tostig allies with Harold, he starts with his units in Wessex. If he allies with the Normans, Norwegians, or Danes, he starts, with his units, in the appropriate Claimant Holding Box.

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

See the **PIPE Table,** and the **PIPE Counters list** at the end of the rule book**,** for an explanation of each event.

5.9. Operational Counters

All operational PIPE counters not held by a player at the end of the PIPE Phase are placed into the **Available Operational Counters area**, on the map, for use later in the game.

Operational counters can only be used by forces with a Leader.

***Example:** The outcome of the die rolls are explained in **5.7.** The Normans failed to roll successfully for three Operational counters – Surprise, Sea Crossing and a second Forage marker. The English failed to roll for Breton Morale. If these four die rolls had been successful the three Operational counters would be in the Norman hand and not Available Operational counters, the Breton Morale counter would be displayed.*

5.10.Breton Morale & Scandi War

If the Breton Morale PIPE counter is active it is placed in its designated place on the map as a reminder. Once the Normans have fulfilled the requirement in **11.1** it is discarded.

If the Breton Morale PIPE counter is active, place a Breton Morale counter in both the English and Norwegian Claimant boxes as a reminder.

***Note:** If the English or Norwegians enter battle against the Normans, and they have a **Breton morale marker**, the onus is on them to declare it. If declared, the Normans*

*place the **Low Breton Morale counter** in their Morale box. If the English or Norwegians fail to declare the event, before they end of set up, it is their loss. The **Breton Morale PIPE counter** is removed if the conditions of **11.1** are meet, even if the English or Norwegians, fail to declare **Low Breton Morale.***

If a Scandi War is activated place the **Scandi War** counter in the space provided in the North Sea as a reminder.

6.0. Sequence of Play

1) ***Advance Turn marker:*** If it is the first turn of the Game, place the Turn marker to the August I space. If it is any other turn advance the turn marker one space on the Turn Track.
2) ***Weather and Prevailing Winds*** *(see **7.0**):* Determine Prevailing Winds *(see **7.1**),* followed by Land Weather *(see **7.2**)* and Sea Weather *(see **7.3**).*
3) ***Special Turn activity*** *(see **7.4**).*
4) ***Player Phases:*** The following phases are played through and completed by one side at a time in the following player order: **Dane, Norwegian, English, Norman**; *(i.e., each player completes the Forage Phase before the next player undertakes the Operational Counter Purchase Phase)*.

- ***Operational Counter Purchase Phase*** *(see **8.0**):* The Danes play no part in the Operational Counter Purchase Phase.
- ***Sea Crossing Phase*** *(see **9.0**):* The English play no part in the Sea Crossing Phase.
- ***Movement Phase*** *(see **10.0**):* Skipped by the English if no Invasion has occurred.
- ***Battle Resolution*** *(see **11.0**).*
- ***Forage and Attrition:*** *(see **12.0**).*

Note: *The English must always perform the Forage Phase.*

All battles occur when all player Movement has been complete, and a Battle marker has been placed in an area.

7.0. Weather and Prevailing Winds

This phase is played out in its entirety, each turn, before performing the player phases

7.1. Prevailing Winds

Historically, at the beginning of August, the prevailing northerly winds prevented the Normans from sailing. To replicate this in the game, the Normans are prevented from sailing until they roll successfully on the Norman Sailing Table. The Norwegians are always able to sail *(unless there is a Scandi War **5.10**).*

The Norman player rolls on the **Prevailing Winds – Normans Table,** every turn, until they get an "Able to Sail" result.

Remove the Prevailing Winds counter thereby revealing **'Normans Able to Sail'**.

Note: *The die should be rolled every turn even if the Norman player does not intend to sail during a turn – as it may have a detrimental effect on Norman Legitimacy if they can sail* and *choose not to do so.*

This roll is no longer required following the first turn it is successfully rolled.

7.2. Land Weather

The English player rolls on the **Land Weather Table** to determine the weather for the turn (*see **10.3.5** for the effects of weather on land movement)*. If required, the land weather box on the map should be updated.

Note: *Battles do not take place in Severe weather.*

7.3. Sea Weather

The English player rolls on the **Sea Conditions Table** to determine the sea weather for the turn. This roll is made every turn, once per turn, until all potential invaders have made an invasion attempt, including the Danes *(see **13.0**)*.

Note: This roll is made even if no player is considering an invasion that turn.

If required, the sea conditions box on the map should be updated.

7.4. Special Turn Activity

7.4.1.September, I Turn Only

- Remove the **English Navy marker**.
- Remove the **Scandi War marker** (if present).

7.4.2.Danish Invasion *(October turns only)*

If all listed criteria for an invasion are met, the Danes player phase is first during the turn (see **13.0**). On the turn after the Invasion, the Danes move into London as described. Every turn the Danes have units on the board they must fulfil the **Forage and Attrition** requirements in every area they occupy.

8.0. Operational Counter Purchase Phase

The active player can purchase up to two counters from the **Available Operational Counter** box.

Each counter costs two Legitimacy points, except the Surprise counters which cost three Legitimacy points. A player cannot purchase two counters of the same type at the same time.

All Operational counters purchased are immediately available for use.

9.0. Sea Crossing Phase

This phase is skipped by the Norman and Norwegian players if they have already invaded. This phase is ***always*** skipped by the English player.

The earliest date the Norwegians can sail may be restricted by the status of the Scandi War from the PIPE Phase. If the Scandi War is active this completes the Norwegian player turn.

The earliest date the Normans can sail may be restricted by the Prevailing Winds *(see **7.1**)*. If the Prevailing Winds prevent the Normans from sailing this completes the Norman player turn.

***Note:** Remember that the earliest date the Danes can sail is **October I**. In addition, all requirements of **13.0** must be met.*

9.1. Decide to Sail

An invading player must now decide if they will sail or not. If a player decides not to sail, that player's turn is over.

***Note:** The Norwegians, Normans, and Danes can only make one Sea Crossing attempt per game each.*

Reducing Legitimacy: Any changes required to Legitimacy, listed on the **Legitimacy for Delayed Invasions Table** are recorded on the Legitimacy Track.

If it is a September turn or later, and the Norwegians decide not to sail, reduce their Legitimacy by **1**.

If it is September, or later, and Prevailing Winds *(see **7.1**)* prevent the Normans from sailing, reduce their Legitimacy by **1**.

On any turn the Normans decide not to sail, when able to do so, reduce their Legitimacy by **2**.

9.2. Select Invasion Landing Site

An invasion is a once only action for all Invaders.

If a player decides to sail, they **MUST** select a single landing site. The sites available are:

Norwegians: Durham or North Riding

Normans: Sussex or Kent

Danes: See **13.0**

9.3. Play of Sea Crossing PIPE Counter

If either the Normans or Norwegians hold a **Sea Crossing PIPE** counter, they can play it to reduce their Sea Crossing outcome by one level.

***Example:** A Gale outcome becomes a Storm outcome.*

When a Sea Crossing PIPE counter has been played, place it into the Operational Counters Available box for later purchase.

9.4. Sea Crossing Outcome

The player rolls on the **Sea Crossing Outcome Table** to determine the ***actual*** sea weather ***encountered*** during the crossing. This does *not* change the current Sea Weather rolled for in **7.3** and shown on the map in the Sea Weather box.

English Navy: The presence of the English Navy moves the Sea Crossing outcome up one level for any Norman Invasion in August, but only if the Sea Weather is Calm or Choppy. This is in addition to the outcome of the die roll on the Sea Crossing Outcome Table when the Normans try to invade during any August turn.

If the die roll on the Sea Crossing Outcome moves the outcome down one level when the English Navy is present, these two events cancel each other out and the Sea Weather does not change.

If the die roll on the Sea Crossing Outcome moves the outcome up one level when the English Navy is present, these two events are not cumulative, and the Sea Weather only goes up one level not two.

9.5. Landing

Any changes to Legitimacy, triggered by Leader loss during the Sea Crossing outcome sub phase, are recorded on the Legitimacy track.

Leaders, and units, cannot move beyond their landing site during the turn they invade.

9.5.1.Landing Site Weather

If the sea weather *encountered* is Calm or Choppy, the player lands at their selected landing site.

For landings in 'Storms' or 'Gales' see the **Game Tables Aid** for details of the outcome.

During Gales, all Leaders are assigned to a unit before making these die rolls. If that unit becomes lost at sea, so does the assigned Leader. *(Bottom line: don't Decide to Sail in Storms or Gales unless you're feeling lucky!)*

Storms: One die is rolled for the entire force.

Gales: One die is rolled for *each unit*.

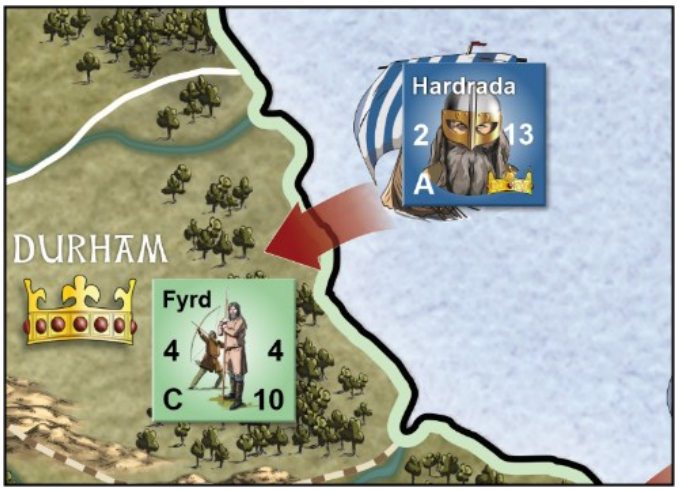
All units that make a successful crossing (*except those lost at sea*) are placed on the appropriate ship symbol. Those 'blown off course' during Storms or Gales are placed as indicated by the table below.

Landing Site Table

Selected Landing Site	Left of Landing Site	Right of Landing Site
North Riding	East Riding	Durham
Durham	North Riding	Bamburgh
Kent	Sussex	Essex
Sussex	Wessex	Kent

9.5.2.Invasion Landing Sites

As defined in **1.2.5** any ship symbols with arrows pointing towards the land are possible landing sites. Movement from a Landing site to an adjacent area costs **1 MP**.



Normal Landing Example: *Outcome of a Normal Landing with the entire Army (located in Claimant holding box) being placed on the selected Landing site provided the Sea Crossing is Calm, Choppy, or a successful role on a Storm crossing.*

A landing in Gales Example: *The Norwegians lost one Infantry unit, at sea, and the army is split between three forces in three different landing areas. If the Northern Earls are sacrificed there is a way for the Norwegian invasion to be seriously compromised before it has hardly started. Bottom line - Invasions during Gales are risky.*



*If as a result of a landing in Gales one- or two-unit forces move into an occupied area all rules in **14.0** apply including automatic eliminations.*

A force in a landing site automatically has adequate supply and therefore does not Forage during the turn they land. A force in a landing site cannot be attacked during the turn of landing.

All units in a landing site ***MUST*** move out of the Landing site on the turn after Invasion, any units not doing so are eliminated.

When the landing site is vacated, it ceases to exist for all game purposes.

A landing site is not an area; it is highlighted by the ship symbols on the map *(this includes the ghost' ships which show landing locations for ships blown off course)*

The Danes do ***not*** have designated landing sites *(see **13.0**)*.

Note: *Invaders must move into the adjacent area from the landing site the turn after an invasion and it costs 1 MP.*

9.6. Invasion reaction

Using All Movement constraints listed in the Movement Phase *(see **10.0**)*, the English can react as follows:

9.6.1.On the turn the Norwegian Invasion occurs:

Depending on which Landing Sites have Invading units on them, the English player can conduct a one-off special movement with the following units:

Bamburgh: The unit in Durham only.

Durham: The units in Durham and North Riding.

North Riding: The units in Durham, North Riding and York.

East Riding: the units in North Riding and York.

If the Invading force occupies multiple landing sites each triggered unit can conduct a single special movement.

9.6.2.On the turn the Norman Invasion occurs:

Depending on which Landing Sites have Invading units on them, the English player can conduct a one-off special movement with the following units:

Essex: The units in London and the Great Ouse Basin.

Kent: The units in Kent, Sussex, and London.

Sussex: The units in Wessex, Kent, Sussex, and London.

Wessex: The units in Wessex and Sussex.

If the Invading force occupies multiple landing sites, each triggered unit can conduct a single special movement.

Note: *ALL The prevailing weather movement restrictions (see **10.3.5**) apply to both Invasion Reactions and the subsequent Movement sub phase*

Special Reaction Move Example: *The situation after an Invasion by William on the first turn of September. At this stage no Norwegian Invasion has taken place prior to this turn (otherwise the English would have been able to move already).*



The units in London, Kent, and Sussex move to Wessex using the special Invasion reaction move. Gyrth and the Fyfd in Great Ouse Basin, were not close enough to the Invasion site to be able to perform a special move.

Harold now has a choice during his upcoming movement phase as to whether he confronts William early with the force he has (unit counters located in Claimant holding box), plus Gyrth, or he could consolidate his force by moving all Southern units to Somerset, except the Great



*Ouse Basin Fyfd. The Northern Fyfd in south Mercia cannot join him (see **10.3**).*

9.6.3.On the turn the Danish Invasion occurs:

There is no Reaction to a Danish Invasion.

10.0. Movement Phase

If the Norwegians or Normans have not invaded this turn or they are only in Landing sites, they skip the Movement Phase ***(10.0),*** Battle Resolution ***(11.0)*** and Forage and Attrition ***(12.0).***

If no invasion has taken place, the English player skips the Movement Phase. They still perform Forage and Attrition.

The following sequence must be ***strictly*** applied:

- Stand Markers *(see **10.1**).*
- Transfer of Units *(see **10.2**).*
- Action Phase *(**10.3**), including Intercepts (**10.3.7**)*
- Battle Declarations *(**10.4**).*
- Avoid Battle attempts *(**10.5**).*
- Transfer of Units *(**10.2**).*
- Legitimacy and Area Control *(**10.6**).*

10.1. Stand Markers

The active player decides if they are going to retain a Stand marker on a force, remove it or add one to a force.

Note: *A Stand marker represents a player setting up his forces, in advance, in a well defended position.*

- Stand marker can only be placed if a Leader is present.
- A force with a Stand marker cannot avoid battle and cannot conduct intercepts.
- No units in the force can move or initiate battle.
- No units can join the force.
- Stand markers give a potential benefit in battle *(see **11.2**)*.

10.2. Transfer of Units

A player can exchange units between their forces in an area provided force Command ratings are not exceeded *(see **10.3.3** for unit transfer details)*.

Exception: *There is no transfer of units in the last turn. In addition, no force can be split into smaller forces during the last turn.*

Note: *This is to stop making a grab for additional Legitimacy points with non-historically small forces.*

10.3. Action Phase

Northern Fyrd and Southern Fyrd cannot enter each other's areas unless led by the English Claimant. If forced to do so by a battle retreat, or by avoiding battle, they must re-enter their home area on the next turn or be eliminated, unless they are in a force led by the English Claimant.

Units move from area to area during a player's movement. The distance that units can move is subject to the following criteria:

- The movement value of the units ***(10.3.1)***
- The terrain cost to move into each area ***(10.3.2)***
- Leaders and movement ***(10.3.3)***
- Play of the operational PIPE Forced March counter ***(10.3.4)***
- Weather ***(10.3.5)***
- Moving into enemy-occupied areas ***(10.3.6)***

If a force starts in an area with an enemy force, the active force must either initiate battle or leave the area unless it is Severe weather. If initiating a battle in the starting area, it is not subject to an Intercept *(see **10.3.7**)* since no movement has taken place. Initiating a battle in the starting area is not permitted during Severe weather *(see **7.2**)*.

Note: *If there is Fine or Poor weather and two single-unit forces from different sides occupy the same area, the active unit must leave the contested area.*

10.3.1. Movement values

Leaders: Always have a movement value of 4. During movement, a Leader cannot pick up units along the way, but they can drop units off.

Infantry (with a Leader): Have a movement value of 3.

Norman Cavalry and English Housecarls (with a Leader): Have a movement value of 4 which can only be utilize if they are with their Claimant. If they move as part of a force led by another Leader their movement value is 3.

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

Note: *English Housecarls are considered Cavalry for the purpose of operational movement.*

10.3.2. Terrain Costs

Clear: 1 MP to move into a Clear area.

Hill Area: 2 MP to move into a Hill area.

Hill Boundary: +1 MP to cross a Hill boundary.

Example: *To cross a Hill boundary (+1 MP) into a Hill area (2 MP) costs 3 MP.*

10.3.3. Leaders

A Leader is limited to commanding a number of operational units equal to his Command rating. Multiple Leaders can move a greater number of units from one area to another, but those forces are considered *separate* both during movement and in the area in which the movement is completed. This can significantly impact Intercept attempts, Avoid Battle attempts and Battle Resolution.

If at the end of movement there are units in an area that are not assigned to a Leader, they can be added to any Leader's force in the area up to the Leader's Command rating.

More than one Leader can be in the same force provided the number of units in the force does not exceed the highest Command rating.

The Leader commanding a Force must always be on top of the force stack.

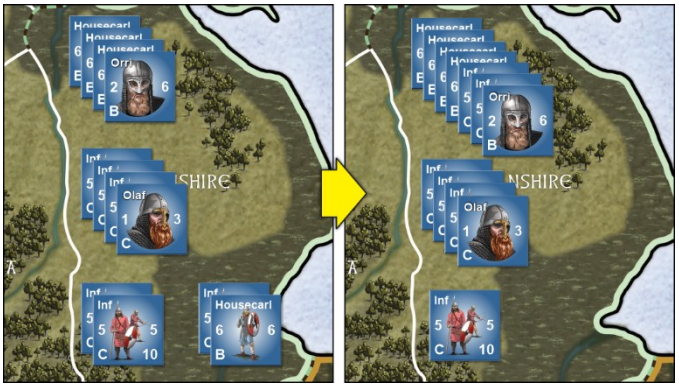
In the case of a Claimant the Leaders and units under their command are placed in the appropriate holding box on the map.



Unit Transfer: Units can be transferred from one Leader to another after all movement has been completed, provided the respective Command ratings are not exceeded *(**10.2**)*.

Note: All units in excess of the Leaders' Operational ratings must be split into separate forces with a maximum of two units in each force.

For example, five leaderless units would have to split up into a minimum of three separate forces 2x2 units, 1x1 unit.



Unit Transfer Example: *Four separate Norwegian forces have entered Lincolnshire to consolidate. Orri can add 3 of the leaderless units as he has a command rating of six. Olaf cannot add any more units to his force as he has a command rating of three and he already commands three units. One unit will remain leaderless. If the two leaderless forces had been the only units to enter the area they could not combine.*

10.3.4. PIPE Forced March Counter

Play of this counter allows one force to move one additional MP on a turn with Fine or Poor weather.

Use of a **Forced March Operational PIPE** counter requires the presence of a Leader.

Once played, a Forced March PIPE counter is placed in the Operational Counters Available Box for later purchase.

10.3.5. Weather

During Fine or Poor weather, a unit can always move one area, unless prohibited by other game rules.

During Poor weather, MP is reduced by 1.

During Severe weather, MP is reduced by 2, and no Forced March is possible.

During Severe weather units are unable to move if they have insufficient MP to do so. This includes moving only one area.

Note: *Battles do not take place in Severe weather; both players can remain in an area.*

10.3.6. Enemy Occupied Areas

In Fine or Poor weather only, a moving force can move *through* an enemy force.

A force cannot finish its movement, in Fine or Poor weather, in the same area as an enemy force unless it attempts to engage in Battle.

Any force entering an area with the intent to engage in Battle, must place a Force Move arrow pointing to the area it moved in from.

Note: Any Leader that is alone in an area on the map, entered into by an enemy unit, is eliminated and removed from the game. Temporary Legitimacy is updated accordingly'.

10.3.7. Intercept

Intercepts occur during the active players movement phase.

An Intercept attempt must be made immediately at least one active force enters an area.

A non-active force with a Leader in an area being moved into, can attempt to Intercept (unless there is Severe weather), succeeding on a roll of 6 or more. The die roll is increased by the Operational Rating of the Intercepting force's Leader, and it is decreased by the Operational Rating of the moving force's Leader.

The Operational Rating of the Leader of the force being Intercepted is not taken into consideration if the Intercepting force has at least twice as many units as the moving force, regardless of the total attack and defense values of the respective forces.

- If they do not hold an Operational marker (of any type) they cannot Intercept.
- If the interception player fails to intercept, they lose a random Operational marker. The Operational marker is placed in the Operational Counters Available box for later purchase.
- ***Only*** one Intercept, per moving force, can be attempted by the non-active player in each area. However other non-active forces in the area can still join an Intercept battle as per **11.7.3.**

If additional forces enter the area, further intercepts can be made, but any forces that attempted an intercept against a previously moving force cannot try an Intercept against a subsequently moving force.

If the Intercept is successful, the active force ceases movement and the intercepting force engages them in

battle, and an '**Intercept Battle'** marker is placed. If the Intercept fails, the moving force has the option to continue moving.



Intercept Example: *William has a large force of 13 units (located in his Claimant box) in Oxfordshire, Harold has a large force of 13 units, (also located in his Claimant box) in Gloucester.*

Gyrth has a force containing the three Housecarls as shown.

During the Norman turn William moves into Gloucester, sensing an opportunity to destroy Gyrth and three of the English player's best units.

Harold attempts an Intercept. If Harold succeeds, an Intercept marker is placed, and a battle is fought between Harold and William during the ***Battle Phase****. Gyrth may join the Battle in battle rounds 2 or 3 (see* ***11.7.3****).*

If Harold fails, Gyrth may attempt to avoid battle (see ***10.5****).*

10.4. Battle Declaration

Battles are declared when the active player has completed the Movement Phase. All active forces must engage a single, separate, non-active force, in the same area, in battle *(except during Severe weather* ***10.3.5****)*.

- If, after all Battle Declarations, the active player has unengaged units due to having additional forces in the area, those additional forces can declare a battle *(by adding a Battle marker).* After all **Intercept** battles in the area have been resolved they can engage in battle against ***any*** non-active, non-engaged, forces that remain in the area. If there are no non-active forces in the area the Battle marker*(s)* are removed.

- If, after all Battle Declarations, a non-active player has unengaged units due to having more forces in the area, those additional forces remain in the area regardless of the subsequent battle outcomes.

When battles take place, the active player places a Force Move marker on all moving forces, pointing to the area each force moved from *(this is as a reminder to the active player if they have to retreat after battle)*. A Battle marker is placed in all instances where the active player has engaged a non-active force.

10.5. Avoid Battle

Any non-active force engaged in battle **(10.4)** can attempt to Avoid battle, provided a Leader is present.

Avoid Battle attempts are voluntary and run the risk of lowering the force's Morale if the attempts fail.

To Avoid Battle, a player must roll a **3** or more.

The die roll is increased by the Operational Rating of the non-moving force's Leader and decreased by the Operational Rating of the moving force's Leader.

DRM	Condition
+1	A non-moving force contains Norman Cavalry or English Housecarls
+2	A non-moving force is in a Hill area

If the non-moving force fails to Avoid Battle, all units in the force must apply a *negative Morale modifier* to their printed value for the duration of this Battle *(see* ***11.1****).* This does not include Leaders, who always fight Battles with their printed values.

Note: *In order, from lowest to highest possible value, Morale value ranges from 'D' to 'A', though the lowest printed value is 'C'.*

If a force avoids battle, and it is led by the Claimant, the players **Strategic Victory Token** is placed face down *(text side up*), and their Legitimacy is immediately reduced by 2.

A force that Avoids Battle follows the Retreat Priorities in **11.11.**



Avoid Battle Example: *Hardrada has entered Shropshire with a force of 5 Norwegian and 3 Tostig units (units located in the Claimant holding box). Edwin decides to try and Avoid Battle. If he fails, the Housecarl unit fights with a Morale of 'C' and the two Fyfd units fight with a Morale of 'D'.*

For units entering Wales, Scotland, or Cumbria *see* ***4.1***, ***4.2***, *and* ***4.3***.

10.6. Legitimacy and Area Control

See **Legitimacy Table**.

For an area to change control, during the Movement Phase, friendly units must end their movement in the area, and the area must be free of enemy units.

Moving *through* an area is not sufficient to change control; the player must *end* the movement in the area. The absence of a Control marker means the English control the area.

Note: *Remember, English control is indicated by the absence of ALL Control markers* ***including*** *No Control markers.*

Exception: *Remember Cumbria automatically reverts to 'No Control' if no units are in the area (see* ***4.3****).*

10.6.1. Legitimacy Update

Once the Movement Phase has been completed, all Legitimacy markers are adjusted to reflect the changes in area control that occurred during the current active players Movement Phase.

Legitimacy updates due to changes in area control **only** occur at the end of a Movement Phase *(exception* ***11.9****)*.

- Only the active player can gain area control at the end of a Movement Phase.
- Non-active players **NEVER** gain area control.
- **NO** player gains control because of a retreat.

11.0. Battle Resolution

Battles are resolved only after all Movement has been completed by the active player. Battles only take place where any Battle Marker has been *placed (both* ***Battle*** *and* ***Intercept Battle markers****)*. All Intercept battles are resolved before any battles declared by the active player *(in the event both non active players initiate a successful intercept player turn order determines which intercept battles are resolved first).*

The active player determines in which sequence battles are resolved for each **Battle marker** (unlike **Intercept Battle markers**).

11.1. Morale Modifiers

Before any battle, determine if any negative or positive Morale modifier needs to be applied.

- Players apply a positive morale modifier if their Legitimacy rating is high *(26 or more)* at the start of a Battle *(refer to the* ***Legitimacy Track****)*

Players apply a negative Morale modifier if any of the following are true:

- If the Breton Morale PIPE counter was activated during the PIPE Phase, the Bretons always apply a negative Morale modifier, until William is with them in a battle that the Norman side does not lose. As soon as William is in a battle with any Breton unit and the battle is not a defeat, the Breton Morale negative modifier does not apply for the rest of the game.

  Note: *The onus is on the English and Norwegian player to add their Breton Morale modifier to the Battle board.*

- A defending player failed an Avoid Battle attempt *(see* ***10.5****)*
- A player has a low Legitimacy rating *(****5*** *or less)* at the start of battle *(refer to the* ***Legitimacy Track****)*

- When Flemish units exist on both sides fighting the battle. This can only occur if the Tostig Flemish unit is on the opposite side of the Battle Board from the Norman Flemish units, in which case all Flemish units in the battle apply the negative modifier.

  Note: *Only possible when the Normans battle against the Norwegians, or Danes, and Tostig is allied with the Norwegians or Danes.*

  The onus is on the Norwegian player to add their Flemish Morale modifier to the Battle board.

In all the above circumstances, the appropriate units must fight with reduced Morale; put the appropriate marker(s) on the Battle Board as a reminder. If a unit receives multiple negative Morale modifiers, all modifiers beyond the first are ignored; it only receives one negative Morale modifier.

Example: *A B-class unit becomes a C-class unit for this Battle only. If more than one of the criteria to receive a negative Morale modifier is met, it remains a change of only one letter, not two.*

Note: *Any C-class unit receiving a negative Morale modifier rolls on the D-class Morale row (although there are no D-class Morale units).*

If a player has a high Legitimacy rating at the start of battle *(refer to the **Legitimacy Track**)*, their units fight with an elevated Morale—put the appropriate marker(s) on the Battle Board as a reminder. If Flemish or Breton units have a negative modifier *(as described above)* and their side has a high Legitimacy rating, the modifiers cancel each other out. An A-class unit gains no additional benefit from a side having elevated Morale.

Example: *A B-class unit becomes an A-class unit for this battle only. If the unit is a Flemish or Breton unit which meets their negative Morale modifier requirements, they would remain a B-class unit for this Battle only.*

Morale modifiers **DO NOT** apply to Leaders.

11.2. Initiative

Initiative impacts Set Up, Melee and Battle Movement *(see **11.3**, **11.6** and **11.7** for details).*

Initiative is determined by the following priority:

- A player who plays the Surprise Operational PIPE counter *(attacker declares first)*.
- The defender under a Stand marker.
- A successful Intercepting force.

Use of a **Surprise Operational PIPE counter** requires the presence of a leader.

If both players play a Surprise Operational PIPE counter, Initiative is determined by the other indicated listed priorities above.

Played Surprise PIPE counters are placed in the Operational Counters Available Box for later purchase, even if they cancel each other out.

If a player gains the Initiative, via one of the above three conditions, place their Initiative marker on its +1DRM side on the Battle board. If none of these conditions apply place the attacking players Initiative marker on its No DRM side. The attacking player is the active player, except during an Intercept battle, in which instance it is the Intercepting player.

11.3. Battle Set-Up

A maximum of 7 units can be placed in any one battle box. There is no unit stacking within the Battle boxes. *(See Appendix A for a setup example).*

Set up is completed in the following sequence:

Placing Units: All units are placed in the first row of the battle boxes. Units are placed in the following order:

1) The non-Initiative player completes the setup of their units for one battle box either in the center or in one of the two wings.
2) Then the Initiative player completes the same process in *any* two battle boxes, including the reserve.
3) The non-Initiative player then completes their setup in their remaining three battle boxes. No units can be added to the battle boxes populated in Step 1.
4) Finally, the Initiative player completes their setup in their remaining two battle boxes. No units can be added to the battle boxes populated in Step 2.

Placing Leaders: Leaders are placed in the following order:

1) The non-Initiative player places one Leader.
2) The Initiative player places two Leaders.
3) The non-Initiative player place their remaining leaders.
4) Finally, the Initiative places any remaining Leaders.

Leaders must be assigned to individual units, by placing them directly behind the unit they are assigned to in the second row of the battle box.

Multiple Leaders may, be placed in the same battle box, and indeed behind the same unit.



11.3.1. Berserkers

During Battle deployment, the Norwegian player can convert one Housecarl and one Infantry unit into Berserkers. If only one Berserker is created, it must be a Housecarl.

The unit replaced by a Berserker is placed under the Berserker unit as a reminder. At the end of Battle the Berserker unit is replaced by the original unit on the Operational map with the same status as the Berserker unit. If the Berserker unit was eliminated the original unit is eliminated; if the Berserker unit was reduced the original unit returns reduced.

Note: *The loss of Berserkers in Battle does not prevent the Norwegian player from using Berserkers in subsequent Battles.*

Only full-strength units can convert into a Berserker and if no full strength Housecarls remain no Berserkers can be created for the rest of the game.

11.3.2. Shield Wall

During Battle deployment, the English player can place all their units, in any center or wing battle box, under a Shield Wall, provided there is at least one Housecarl present in that location. At the start of any round, the English player is free to remove Shield Wall markers from any battle box. If a battle box ceases to have a Housecarl unit present, the Shield Wall must be immediately removed from that location. A Shield Wall remains in place even if units move in and out of the battle box, provided there is always at least one Housecarl unit in the battle box.

Shield Walls can be assigned to a battle box only at the start of battle. Once removed, they are lost for the remainder of battle.

Shield Walls have the following effects, in the battle box they occupy:

+1 to the defense value for each English unit
Norwegians cannot hit the Shield Wall with missile fire.
Normans only hit on a die roll of **10** with missile fire.
The English **cannot** fire Missiles if a Shield Wall remains in place
The English do ***not*** get **+1** to die rolls during the Melee phase of the first battle round even if they have the initiative.

11.4. Battle Length and Sequence

Each Battle is a maximum of three rounds. This is indicated by the Battle round marker on the Battle Board.

The Battle Board has four battle boxes for each player. Each battle box is split into three rows. Each row is utilized as follows:

Front Row: Used to deploy individual units at the start of battle.

Middle Row: Used to place Leaders. Leaders are placed behind the unit they are attached to.

Back Row: Used to place any unit that is hit *(Reduced or Shaken)* during a round of combat.

The players follow the Battle sequence in rounds until the end of Battle occurs as defined in **11.9.**

The Battle sequence is divided into three sub-phases:

1) Missile Firing *(see **11.5**)*
2) Melee *(see **11.6**)*
3) Battle Movement *(see **11.7**)*

For both Missile Firing and Melee, the Battle sequence is completed by both players simultaneously for each battle box.

11.5. Missile Firing

The units in each battle box fire at the enemy units in the battle box directly opposite their wing or center. If a player occupies one of their wing battle boxes, and the opposing enemy wing battle box is vacant, they can fire into the enemy reserve. This is the *only* time that Missile Firing occurs between non-adjacent battle boxes. In this instance, the units in the enemy reserve *can* return Missile Fire.

11.5.1. Resolving Missile Fire

Missile Firing is simultaneous, both players are an attacker and a defender at the same time, and occurs, between units in opposing battle boxes. The Initiative Player determines the order in which the battles are resolved.

Normans score a hit on a roll of **9** or **10**; all other Missile units hit on a roll of **10** *(see effects of a **Shield Wall 11.3.2**).*

Only units with a Missile value *(the value in the counter's bottom right-hand corner)* can Missile Fire.

One die is thrown for every Missile-capable unit in a battle box.

All hits are resolved in the following order:

1) The **firing** player decides the first enemy unit that is reduced.
2) The **defending** player determines the second unit, on their side, that is reduced.



This sequence is alternated until all hits have been assigned.

All hit units are placed in the third row of the battle box they occupy.

If a Leader is assigned directly behind the unit, in the second row, the unit is placed in the third row, directly behind the same Leader.

All units in a battle box are hit once, during each Missile Phase, before any unit in the same battle box receives a second hit.

An already reduced unit is eliminated.

11.5.2. Leader Loss due to Missile Fire

Any unit reduced during the current Missile round, that has a Leader behind it in the second row, rolls for Leader loss as per Rule **11.8**.

Leader loss is determined prior to any Morale throws for the unit he is assigned to.

11.5.3. Morale Checks Due to Missile Fire

When all missile fire die rolls have been made, by both sides, between opposing battle boxes, all units hit in this round of Missile fire *(as shown by them occupying the third row of their respective battle boxes)* undergoes a Morale check *(see **Morale Table**).*

A unit stacked with a Leader *must* use the Leader's Morale level for any Morale check, even if the Leader has a lower Morale value than the unit.

If a Leader does not die, or become wounded, he can immediately transfer to another unit in the same battle box rather than move with the unit he is with if it retreats to the reserve, or routs.

Once all Morale rolls have been completed, all remaining units in the third row of all battle boxes are placed in the front row of the same battle box.

All units that Rout are placed in their Routed box on the Battle Board and play no further part in the Battle *(see **11.10** to determine their fate)*.

11.6. Melee

Melee combat on both wings is completed in full before combat in the center. The initiative player decides in which order.

Melee is simultaneous, both players are an attacker and a defender at the same time. Melee occurs between units in opposing battle boxes.

***Note:** Both sides must fight in all battle boxes when confronted by an enemy force except when solely occupying a wing, in which instance initiating further combat is optional.*

If at the end of Melee combat one player has sole occupancy of the center, it is an automatic battle victory *(see **11.9**).* Battle boxes can **never c**ombine to make a melee attack.

If a player has sole occupancy of a wing (defined as the absence of any enemy unit in the opposing wing battle box) at the start of the Melee Phase, or gains sole occupancy, of a wing, after all melee combat has been completed, the units in that wing can immediately attack either the enemy-occupied center or the reserve battle box. If a player gains sole occupancy of both wings the opposing player's units in their reserve can only fight against **ONE** of the two wings, opposing player decides. The contested battle outcome is determined prior to the second wing having its free attack against the remaining units in the opposing player's reserve.

11.6.1. Determining Calculated Combat Differential

Determine which **Combat Results Table** row to use for your rolls, by adding all attack values of all the active units in the current battle box and subtracting the defense values of all the non-active units in the opposing battle box.

For the purpose of battle, both players attack and defend in every combat between opposing battle board boxes where they both have units.

***Exception: to both players being an attacker and a defender:** Units in the center cannot conduct Melee against a wing attack. They are already in a melee against the opposing center. Essentially the units in the wing battle box have a free attack without any response.*

A die is rolled separately by both players for each friendly unit where Melee takes place.

11.6.2. Applying Melee Combat Differential Modifiers

For the first round of Melee combat only, if a player has Initiative *(see **11.2**),* all dice rolled get a **+1** DRM.

Add **+3** to the calculated Combat Differential on the **Melee Combat Results Table** if the attacking player's Claimant is present in the battle box.

Add **+1** to the calculated Combat Differential on the **Melee Combat Results Table** for each attacking player's non-Claimant Leader present in the battle box, provided a unit with the same color as that Leader is in the battle box.



***Note:** For Tostig to apply this modifier, a Unit with a diagonal color band must be present.*

Add **+1** to the calculated Combat Differential on the Combat Results Table for **EACH** defending English unit if a Shield Wall marker is present in the battle box.

The total defense value is subtracted from the total attack value. The result determines which row to use on the **Combat Results Table**. Both players roll one die for each of their units on the selected **Combat Results Table** row.

11.6.3. Applying Melee Combat Effects

Apply ***all*** reduced results and then apply all shaken results. *(See Appendix A for examples).*

All reduced and shaken results are resolved in the following order:

1) The defending player decides the first friendly unit that is affected.
2) The attacking player decides the second unit affected.

This sequence is alternated until all reduced and shaken results have been assigned.

Note: *Selection is the reverse of Missile Fire hits; this is deliberate. With the higher number of Melee hits and the differing impact of hits and the shaken status, it would otherwise confer too much benefit to the attacking player.*

All hit units are placed in the third row of the battle box they occupy.

If a leader is attached directly behind the unit, in the second row, the unit is placed in the third row, directly behind the same leader.

All units are hit once, during each Melee Phase, before any unit receives a second hit.

A second shaken hit on a unit is ignored, a second reduced hit on a unit eliminates it.

If a unit is reduced and shaken it makes two rolls on the Morale Table and the worst result is applied.

11.6.4. Leader Loss due to Melee Combat

Any unit reduced during the current Melee round, that has a Leader directly behind it in the second row, rolls for Leader loss as per Rule **11.8**.

Leader loss is determined prior to any Morale throws for the unit he is assigned to.

11.6.5. Morale Checks due to Melee

When all melee combat die rolls have been completed, by both sides, between opposing battle boxes, all units hit in this round of Melee *(as shown by them occupying the third row of their battle box)* undergo a Morale check *(see **Morale Table**). (See Appendix A for examples).*

A unit stacked with a Leader *must* use the Leader's Morale level for any Morale check, even if the Leader has a lower Morale value than the unit. If a leader is a different color *(or named in the case of Tostig)* to the Unit they are attached to, the worst Morale level of the leader and unit is used when rolling on the **Morale Table**.

If a Leader does not die, or become wounded, he can immediately transfer to another unit in the same battle box rather than move with the unit he is with if it retreats to the reserve, or routs.

All **Shaken** markers are removed once all units have completed their Morale check.

Once all Morale rolls have been completed all remaining units in the third row of all battle box are placed in the front row of the same battle box.

All units that Rout are placed in their Routed box on the Battle Board and play no further part in the battle. *(see **11.10** to determine their fate)*.

11.7. Battle Movement

The player with the initiative decides which player will first perform their entire Battle Movement at the end of 'Round 1'.

The player who does not have the initiative decides which player will first perform their entire battle movement at the end of 'Round 2'.

Flip the Initiative marker to its **No DRM** side if on its **+1 DRM** side.

If the battle marker is in the Round 3 box move it to the 'End of Battle' box and perform **11.9** to **11.13**.

11.7.1. Leader Movement

A Leader can move to another unit in the same battle box.

Leader movement is undertaken in conjunction with the movement of friendly units. Leaders can move from one battle box to another along any of the highlighted lines on the Battle Board. However, if all Leaders present move from a battle box, all remaining friendly units in that battle box immediately undergo a Morale check *(see **Morale Table**)*

Exception: *Reserve Battle Box*

11.7.2. Unit Movement

Unit Movement must be conducted in the following sequence:

- Any units can move from the front row of the center, or the front row of either wing, into the third row of the reserve.
- Any unit in the front row of the reserve can move into the third row of the center, or the third row of either wing.
- One unit can move from the front row of both wings into the third row of the center.
- Two units can move from the front row of the center, one only into each into the third row of both wings.
- All units in the third row of all friendly Battle Boxes are moved into the front row of the same Battle Box.

Note: *The requirement to move into the third rows first is to ensure no unit makes more than one battle movement during this phase.*

11.7.3. Reinforcement Movement

If there are additional forces in the same map area, with a Leader, they can join the battle on Rounds **1** and **2** during the battle movement sub-phase with the following die rolls:

Additional Forces

Battle Round	Successful Roll
1:	9 or 10
2:	6-10

DRM: *-2 if Battle takes place in a Hill area,*
+ the operational rating of the Force Leader.

These forces are placed in any friendly battle box up to the maximum of **7** units per battle box.

Additional units enter the Battle Board only after all existing battle unit movements have taken place. All Leaders arriving as a reinforcement are attached to one of the reinforcing units.

If the battle marker is in the 'Round 1' or 'Round 2' box move it to the next box and repeat sub phases **11.5** to **11.7.** If the battle marker is in the 'Round 3' box move it to the 'End of Battle' box and perform **11.9** to **11.13**.

11.8. Leaders

Instead of a unit's Morale letter, the Leader's Morale letter must be used for a unit he is stacked with when rolling on the **Morale Table**. If more than one Leader is stacked with a single unit, the Morale letter of the Leader with the highest Command rating is used.

When performing a Melee attack, a Leader provides DRM modifiers *(see **11.6.2**).*

If, because of Missile Fire or Melee Combat, the last friendly Leader in a battle box vacates that location, then all friendly units in that battle box must undergo a Morale check *(see **Morale Table**)*.

If a Leader is left alone in the center or either wing, they are eliminated. If there are more Leaders alone in a battle box than units, the excess Leaders are eliminated; owning players choice.

If all units of the same color *(or named, in the case of Tostig)* are eliminated from the battle, the Leader of that color *(or Tostig)* is placed into the rout box. This does not apply to Claimants.

If a Leader is present, a player can *"cut and run"* at the end of Rounds **1** or **2** prior to their Battle movement sub-phase. A player who "cuts and runs" has lost the Battle and consequently loses Legitimacy points. The other player is considered the winner and gains Legitimacy points accordingly.

Leader attached to unit that is Reduced: If the unit a Leader is stacked with takes a loss *(reduced)*, the Leader rolls on **Table L.1** and **Table L.2** to determine if they are wounded or killed.

If the result of the first roll was a **1** or **2** the player rolls a second time using **Table L.2.** On a second roll of ***1***, ***2*** or ***3***, the Leader is killed and placed into that player's Eliminated box. Otherwise, the Leader is wounded and placed into that player's Rout box.

Leaders attached to a unit that is Eliminated: If the unit a Leader is stacked with is eliminated, a die is rolled using **Table L.1.** On a roll of **1**, or **2** any Leader attached to the unit is also eliminated and gets placed into the player's Eliminated box. If a Leader is not killed and he is in the center or either wing, place him into the friendly reserve battle box. If he is already in the reserve, place him in the Rout location.

Table L.1, First Roll *(If Attached to Reduced/Eliminated Unit)*

Die Result	Effect
1-2:	The Leader is hit if stacked with reduced unit, roll on Table L.2. Leader is killed if stacked with an eliminated unit.
3-10:	Nothing happens.

Table L.2, Second Roll *(If failed first roll)*

Die Result	Effect
1-3:	Leader Killed.
4-10:	Leader Wounded.

11.9. End of Battle

A Battle is completed in the following priority order:

1. If a sides Claimant, at the start of a battle, dies during a battle round, the battle is lost by that side. If both Claimants, at the start of a battle, die in the same battle round, the Battle is a draw. In both cases the current battle round is completed in full, at which point the battle ends.
2. If one player gains sole occupancy of a wing, after both wings have fought the same battle round, and the opponent has no units in reserve, the opponent has lost the battle. If both players achieve this in the same battle round the battle is a draw. Combat is completed for both wings, at which point the battle ends.
3. As soon as one side gains sole occupancy of the center the opponent has lost the battle. If both center battle boxes become empty during the same battle round the battle is a draw. The Battle ends immediately.
4. A player who "cuts and runs" loses the battle. A player can choose to "cut and run" after both the 1st and 2nd rounds of combat, the initiative player decides first. The battle ends immediately.
5. Three battle rounds have been completed. In this instance the battle is a draw.
6. If a player gains sole occupancy of an area, on the Operational map, after winning a battle, then, if applicable, change the area control marker and adjust the Temporary Legitimacy markers accordingly.
7. Any force that successfully reinforced a battle is treated as part of that force for all Retreat and Command restriction purposes, including splitting the force if the highest Command Rating cannot accommodate all units.
8. Any Leader of the losing side, that is not stacked with a unit, rolls for leader loss with a 1-2 killing the Leader.
9. Remove the **'Battle'** or '**Intercept Battle'** marker that triggered the completed battle.

A force that wins a battle, led by their Claimant, with the defeated force led by another player's Claimant *(Note: This does NOT include Sweyn who is not a Claimant controlled by another player)*, has their **Strategic Victory token** placed 'face up' *(shield side)*.

A force that loses a battle, led by their Claimant, has their **Strategic Victory Token** placed 'face down' *(text side).*

For all other battle outcomes, Strategic Victory tokens remain unaltered.

11.10. Battle Recovery and Post-Battle Movement

All routed units recover if one or more of the following is true:

- The Battle lasted the full three rounds.
- The player controlling them did not "cut and run".
- They are a Leader.
- The player won the battle as defined in points 1, 2, 3 and 4 of **11.9.**

If a battle is lost, each routed unit from the losing side rolls a die. They survive on a roll of **7** or more and are killed on a roll of **6** or less.

Battle recovery is subject to a **+2** DRM for both sides if the Battle took place in a Hill area.

Battle recovery is subject to a **+1** DRM if a player 'Cuts and Runs' after the first round.

The two DRMs are cumulative.

All units in both eliminated boxes play no further part in the game.

All surviving units, full strength and reduced, are returned to the appropriate Claimant holding box or, if no Claimant, to the area of the map where the Battle took place.

Berserkers revert to their Housecarl and Infantry designations, at a reduced state, if applicable.

11.11. Retreat

If the active player lost the battle, or the battle was a draw, they retreat to an area they moved from (*as shown by the Force Move indicators*). If the active player entered a battle area from multiple non-battle areas, all units can retreat to any of the areas they came from. *(This is indicated by the pointer on the Force Move indicators)*

An Intercepting force that lost a battle remains in the area.

In all other circumstances a player losing a battle retreats to an adjacent area.

Retreat priority is as follows:

- Into an area with no hostile forces and a friendly area control marker (for the English this is an area without a control marker).
- Into an area with no hostile forces and a No Control marker.
- Into an area with one hostile unit and a friendly area control marker (for the English this is an area without a control marker).
- Into an area with one hostile unit and a No Control marker.
- Scotland and Wales.

If a player cannot retreat, as outlined above, or if the battle was a draw, both forces remain in the area.

If both players start the turn in the same area, the loser retreats one area if possible; otherwise, they stay in the same area.

Exception: *A retreating force cannot retreat into the area that the active player's force entered from.*

11.12. Death of a Claimant

If a Claimant dies in Battle remove their counter. Replace them with a replacement Claimant, if available. The replacement Claimant is flipped to its Claimant side in the area they occupy on the Battle Board or the Map whichever is applicable.

If all Claimants for a side have died, any active Battle ends immediately. All units for that side are removed from the game, and that player *(including the Danish player)* is no longer active. The other side is awarded Legitimacy points accordingly.

When a Claimant is killed all Operational Counters in that player's hand are immediately placed in the Operational Marker box on the map.

English/Norman: The English and Normans have a replacement claimant, Gyrth for the English, and Robert for the Normans. Tostig cannot be a replacement for the English or Normans. If Harold dies and Tostig is part of the English army, Tostig and his units are removed from the game.

Norwegians/Danes: The Norwegians and the Danes have a possible replacement Claimant, Tostig in both cases. Tostig becomes the Norwegian, or Danish, Claimant if the original claimant has been killed and he is allied to that side. If Tostig is not part of the Norwegian or Danish army, that side does not have a replacement.

11.13. Legitimacy Update

The Temporary Legitimacy rating is updated during the Battle Phase when each Battle has been resolved and the listed modifiers on the '**Legitimacy for Battle'** table are triggered.

If Battle markers remain on the Operational map return to **11.0** and repeat this phase again.

This phase is completed when there are no battle markers remaining on the Operational map. In those instances where there is a battle marker but no non active forces, in the same area, any battle markers remaining are removed from the area, and no battle occurs.

If there are no Battle markers remaining on the Operational map the Legitimacy changes, recorded by using the Temporary Legitimacy markers, should be transferred to the relevant Permanent Legitimacy value and all Temporary Legitimacy markers set to zero.

12.0. Forage and Attrition

There are three levels of Forage, indicated by the following markers:



1) Plunder,
2) Devastation,
3) Permanent Devastation.

Forage is only determined for the active player.

If three or more units of the active player are in an area, the active player checks the Forage situation in the following sequence. In each instance, only one of the listed situations below is true per area, per player, per turn.

- If there is a Permanent Devastation marker in the area, an Attrition roll is made on the **Attrition Table**

for **EVERY** friendly force in the area, with three, or more, units.

- If there is a Devastation marker in the area, it is replaced with a Permanent Devastation marker. The active player decreases their Legitimacy level by 1 on the **Legitimacy Table**. If the area has a Crown symbol, in addition the English player also reduces their Legitimacy level by 1.
- If there is a Plunder marker in the area, it is replaced with a Devastation marker.
- If there is no Forage marker in the area, a Plunder marker is placed in the area.

Regardless of the number of friendly forces, in an area, the forage level can only be changed by one level per friendly turn.

12.1. York

York draws its Forage from North Riding, West Riding, and East Riding. Forces in York **CANNOT** draw forage from York itself.

When three or more units occupy York, forage can only be placed in a selected adjacent area. The area foraged from must be friendly controlled.

Note: *A force in York must roll for Attrition if it does not control any of the adjacent areas, even if it controls York.*

12.2. London

London draws its Forage from London itself and from the four areas adjacent to London.

When three or more units occupy London, forage can come from London itself or from one of its adjacent areas. The area foraged from must be friendly controlled.

Note: *A force in London that does not control London must roll for Attrition even if the player controls adjacent areas.*

12.3. Play of Forage Operational PIPE Counter

Playing a Forage Operational PIPE counter means that the active player is not required to roll for Attrition in one area.

Use of a Forage Operational PIPE counter requires the presence of a Leader.

Once played, the Forage Operational PIPE counter is placed in the Operational Counters Available Box for later purchase.

12.4. Legitimacy Update

Reduce the English Legitimacy every time a Permanent Devastation marker is placed, in an area with a Crown indicator.

Whenever a Permanent Devastation marker is placed during a Norman or Norwegian player turn, that player must reduce their Legitimacy by one.





Forage Example: *It is the end of the English turn; both Harold and Gyrth need to perform Forage actions. Gyrth replaces the Devastated marker in Sussex with a Permanently Devastated marker, causing Harold to lose one Legitimacy point. Harold has a choice of areas. He cannot choose Kent because it is Norman controlled. If he chooses Sussex he will have to make an attrition roll, if he chooses the Chilterns he will replace the Devastated marker with a Permanently Devastated one and lose one Legitimacy point. His best choice is to flip a Plunder marker in Essex or London to Devastated. He chooses Essex. When it comes to the Norman turn, they will want to move out of Wessex as to remain there would require an attrition roll.*

13.0. Danelaw

A Danish Invasion can occur only once per game via a system-generated Invasion.

Prior to the Sea Crossing section in the Sequence of Play of October turns, a check is made to establish whether Sweyn of Denmark undertakes an Invasion, in an attempt to grab the crown amid the confusion.

Note: *This is a system movement; the Danish forces are not controlled by any player.*

Rules **9.1**, **9.2** and **9.3** do not apply to the Danes.

Norwegians move the Danish forces.

Danish forces of 2 or more change an area control to 'No Control' and Legitimacy is updated accordingly.

Danish forces draw supply from "No Control" areas. The Danes must roll for Attrition if they are required to do so. The Danes avoid rolling for attrition if possible. In the event of more than one area being available for supply, the Norwegian player decides which area to draw from.

If a battle involving the Danes occurs the two players not involved decide who plays the Danes by a die roll.

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

- It is an October turn.
- The Norwegians and/or the Normans have invaded in an earlier turn.
- Essex and Kent are occupied by less than three units of any nationality ***combined***.
- The sea weather is Calm or Choppy after a sea weather roll.

Note: *The sea weather roll is made every turn until all Invasions have occurred, including the Danish Invasion.*

If all four points above are true, the Danish invade. The Norwegians place three Danish units in both of Essex and in Kent *(i.e. six units are placed in total).*

Note*: In this case, the units move directly into the areas as there is no designated landing site. This is an important exception.*

The Danish invaders must still roll for the Sea Crossing outcome as per **9.4** and **9.5** is used to determine landing sites. If Storms occur, any unit landing to the north of Essex is considered lost at sea. Any unit landing in Sussex follows the same procedure as a unit landing in Kent or Essex.

If a battle occurs upon landing, resolve it in the normal way (see **11.0***).*

Danish Invasion Example: *The Danish invade because there are less than three units in Essex and Kent combined. If there had been one unit in Kent (Norman, English or Norwegian), or a third one in Essex (English), no Invasion would occur. Regardless of the outcome of the battle in Essex, the remaining Danish units will move into London the next turn, along with those remaining in Kent or Essex.*

If at the start of the next Danish turn the Danish occupy any of Sussex, Essex, and/or Kent, all Danish units in those areas move to London, and the three remaining Danish units, with Sweyn as Leader, land in London. This would include Tostig if he joined the Danes during the PIPE Phase. Regardless of



the sea conditions, these additional units automatically land in London.

If the Danes gain control of an area *(see **10.6**),* place a No Control marker and adjust the **Legitimacy Track** accordingly.

The turn after the Danes gain sole occupancy of London, a Stand marker is placed in London, with the potential Initiative benefit *(see **11.2**)*.

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. They always defend London, in battle, with the benefit of a permanent Stand marker. Any required retreat is done by sea, back to Denmark, and ends further Danish involvement in the game.

Note: *Any battle involving Denmark requires one of the other two players to play as the Danes to the best of their ability.*

*All Danish units entering London combine **BEFORE** any Intercept attempt.*

14.0. One- and Two-Unit Exceptions

14.1.One Unit exceptions

A single unit moving into an area does not change control.

A Stand marker can never be placed for a single unit, even when with a Leader.

If a single unit moves into an area occupied by two or more units of an opposing force it is automatically eliminated. Any Leader with the unit is killed. **No change is made to Legitimacy in this instance, except for the Leader loss.**

If a single unit enters an area with one opposing unit, both players roll on the **Melee Combat Results Table.** They both roll on the -2 to +2 row and determine the results (any applicable Leader DRM is applied). If one player receives a higher level of hit *(**Reduced** is higher than **Shaken**)* that unit must retreat following the retreat criteria in **11.11.** If a Leader was present and the unit is eliminated, the Leader is killed. **No change is made to Legitimacy in this instance, except for the Leader loss.**

If it is Fine or Poor weather, and two single-unit forces from different sides occupy the same area, the active unit must leave the contested area.

14.1.1. Superior Force

If a single unit is attacked by 3 or more units, Superior Force is applied as follows:

- Any Leader with the single unit is killed, as well as the unit being eliminated.
- No change is made to Legitimacy in this instance, except for the Leader loss.

14.2.Two Unit exceptions

Two units moving into a vacant area change control from another player's control to "No Control".

A Stand marker can never be placed for a force of two units, even when with a Leader.

If two units enter an area, with two or more opposing units, a battle occurs *(see **11.0**)*.

If a battle is required, and one or both sides have only two units present, one unit is placed in the center and one in reserve of the Battle Board. The wings are left vacant.

If two units enter an area, with one opposing unit, the opposing unit retreats *(see **11.11**)*.

Two units is the maximum size of a leaderless force.

14.2.1. Superior Force

If ten or more units attack two units, Superior Force is applied as follows:

- One unit is eliminated.
- The other unit attempts to survive, by a die roll. A die roll of **8**, **9**, or **10** means survival. There is a **+2** DRM to this roll if the "battle" took place in a Hill area. The defending player decides which unit is eliminated and which roll for survival. In this instance the defender does not conduct combat against the attacker.
- Any surviving unit conducts a retreat *(see **11.11**)*
- The active player subtracts one from their remaining MP and can continue to move if they have any MP left. This means they can enter the area a surviving unit moved into and attack them again, provided they have sufficient MP to do so.
- Any Leader with the smaller force is automatically killed if both units in the force are eliminated.

15.0. Variants

For those not wishing to play the PIPE Phase, here are the historical outcomes of that phase:

Hardrada: Legitimacy unchanged at **13**; Tostig joins with small force; Orkney supplies troops; Scandi War active *(which means Hardrada cannot sail until September at the earliest).*

Harold: Legitimacy at **26**; Confessor declares in his favor; gains Forced March and Surprise Operational PIPE counters.

William: Legitimacy at **17**; gains Comet, Papal Banner, and support from France; gains Forage and Sea Crossing Operational PIPE counters.

16.0. PIPE Counters

16.1.Normal PIPE Counters

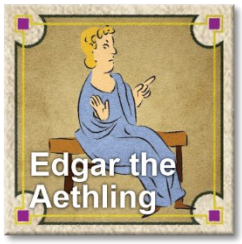


Comet: A Comet was seen in the sky in 1066 (we now know it was Hailey's Comet) and was seen as a good omen in Normandy and a bad one in England.

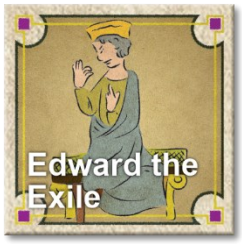


Confessor Declares: There are contradictory claims that Edward the Confessor declared for William and Harold.

The declaration for William was allegedly made when he fell out with the Godwinson family in 1051-52. The declaration for Harold was supposedly made on Edward the Confessor's death bed.



Edgar the Atheling: Edgar was the son of Edward the Exile and as such had the strongest, bloodline, claim to the throne of England following Edward the Confessor's death. However, he was only a teenager. The Witan did proclaim him king after Harold's death at Hastings, but he was never crowned. It is perfectly conceivable the Witan would have been divided when Edward the Confessor died.



Edward the Exile: Edward was the son of Edmund Ironside. He was sent into exile, in Hungary, after his father's death at the hands of Cnut. He returned in 1057 only to die very soon afterwards. Who, if anyone, was responsible for his death is unknown to history.



France: Historically William received the support of Henry IV of France for the campaign.



Harold's Oath: One of the most well-known events of 1066 was that Harold had previously sworn allegiance to William concerning Williams claim to the crown of England. This was to be an oath of fealty supporting William's claim to the crown, cemented by Harolds marriage to William's daughter. However, the extent of the oath is uncertain and, regardless, it could be seen as given under duress, invalidating it.



Orkney: During the Invasion Hardrada stopped at Shetland and Orkney to gather additional troops.



Papal Banner: William received the blessing of the Roman Church by persuading Pope Alexander that Harold was an oath breaker. He also ensured that no delegations from Harold were able to get through France to try and change the Pope's mind.



Scandi War: Hardrada had a claim on the Danish crown, leading to numerous outbreaks of hostilities, between the countries, during the time prior to the Invasion.



Scotland: During the Invasion Hardrada met Malcolm of Scotland and was given additional troops.



Sweyn: Sweyn was Harold's eldest brother. He abducted Eadgifu, the Abbess of Leominster, in an attempt to marry her. Edward the Confessor refused to give permission and Sweyn left England (1047). Two years later he returned having been thrown out of Denmark for unknown reasons. He had his cousin Beorn, who had joined him in exile, murdered. He eventually took a barefoot pilgrimage to Jerusalem, dying in unknown circumstances on his way home.



Tostig (x5): Tostig was Harold's brother. He was made Earl of Northumbria in 1055. In 1065 the local thegns revolted against his rule including the imposition of heavy tax. It may well be the case that he was also rooting out widespread corruption but the

manner in which he did so was heavy handed and unpopular. After being exiled he appeared to have been willing to talk to anyone in order to find a way to return to England. His wife was from Flanders (his brother-in-law was Baldwin of Flanders). He probably had discussion with both William and Sweyn of Denmark before ending up allied to Hardrada. He appears to have been looking for a way to regain his Earldom in England, or maybe to become king himself.

16.2. Operational PIPE Counters



Forage (x2):

see **12.3**



Forced March (x2):

see **10.3.4**



Sea Crossing (x2):

see **9.3**



Surprise: (x2):

see **11.2**

16.3. Special PIPE Counter



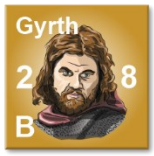
Breton Morale: Between 1064 and 1066 the Normans and Bretons were at war, with the Normans gaining the upper hand. Therefore, although the Bretons joined William in the invasion of England, it is reasonable to think that if things did not go well they would be less than enthusiastic in their support for the campaign.

17.0. Leaders

17.1. English



Harold: Harold succeeded to the most powerful English Earldom, Wessex, following the death of his father. When his brother-in-law Edward the Confessor died without issue, the Witan (Kings Council) choose him to succeed. He defeated Hardrada at the battle of Stamford Bridge, but died at Hastings fighting William.

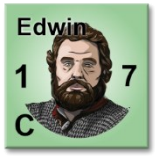




Gyrth: Gyrth was the fourth son of Godwin. Some records suggest he showed a level of military ability, and as such he was probably the person most likely to become the English Claimant if Harold had died before him. He died at Hastings.



Leofwine: Leofwine was the fifth son of Godwin. He died at Hastings.

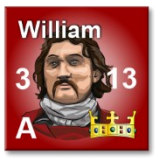


Edwin: Edwin inherited the Earldom of Mercia as the eldest son of Elfgar. He fought alongside his brother Morcar at the battle of Gate Fulford, where they were defeated. He survived the invasion.

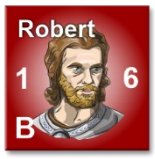


Morcar: Morcar was directly descended from the Earls of Mercia and the younger brother of Edwin. He assisted the Northumbrian rebels in expelling Tostig. As a reward the Northumbrians choose him as their Earl. He fought alongside his brother Edwin at the battle of Gate Fulford, where they were defeated. He survived the invasion.

17.2. Norman



William: William was the son of the unmarried Robert I of Normandy. His illegitimate status meant he spent his early life fighting to become the undisputed Duke of Normandy. Edward the Confessor was his first cousin once removed. Harold Godwinson made a disputed oath of fealty further strengthening his claim. He defeated Harold at Hastings and ruled England until his death in 1087.





Robert: Robert was a paternal half-brother of William and was trusted by him due to his loyalty. After the invasion he was granted significant lands in England as a reward; however, he was largely an absentee landlord preferring to live in Normandy.



Odo: Odo was a maternal half-brother of William. Nominally a man of the cloth but he was better known as a warrior. At times he served as regent in William's absence but was later in disgrace and imprisoned due to defrauding the crown and conducting an unauthorized military expedition. He died on the way to the First Crusade.



Alan: Alan Rufus was a Breton nobleman. Given his close friendship with William, it is almost certain he led the Breton forces into battle at Hastings.



Eustace: Eustace was the Count of Boulogne and led troops from various regions of northern France and Flanders, with Flemish troops predominating. He rebelled soon after the Invasion but was quickly reconciled. He died in 1087.

17.3.Norwegian



Hardrada: Hardrada was the King of Norway from 1045 to 1066, who at various times laid claim to both the Danish and English crowns. His claim was from an agreement between Harthacnut and Magnus the Good about 25 years prior to 1066. He won a battle against the northern Earls at Gate Fulford but was defeated and died at Stamford Bridge.



Olaf: Olaf was the sixteen-year old son of Hardrada. He did not participate in any fighting and survived the Invasion. Upon his return, he became the King of Norway.



Orri: Orri was Hardrada's son-in-law and accompanied him on the invasion. He was left behind with the ships when the battle of Stamford Bridge started. He rushed to the battle trying to help but in vain. He died at Stamford Bridge.

17.4.Danes



Sweyn: Sweyn was born in England and related to Cnut. He had his own claim to the English crown. He was constantly at war with Harald Hardrada. Historically he did not contest the crown in 1066; however, he did make a landing in 1069, joining forces with Edgar Aethling and capturing York. William paid him to abandon Edgar and go home.

17.5.Unassigned





Tostig: Tostig was the third son of Godwin, Earl of Wessex. He was given the Earldom of Northumbria in 1055. There was a local rebellion due to the tax he was imposing in 1065. Harold supported the rebellion and replaced Tostig with Morcar. Tostig tried to solicit the help of his brother-in-law Baldwin the Count of Flanders, as well as William who he was also related to. Baldwin supplied him with ships which he used to raid various locations on the southern and eastern coastlines of England. He was looking for revenge on his brother by returning to England as an Earl. Possibly he had an eye on the crown itself. He fought at Gate Fulford and died at Stamford Bridge.

Appendix A: Battle Round Example

11.3 Battle Setup





Battle set up between the English and the Norwegians. The English have Surprise, they are employing a Shield Wall and the Norwegians have selected both Berserkers. One Norwegian Infantry unit sets up in the Norwegian Reserve. Leofwine and one Fyfd set up in the English Reserve (Reserves not shown).

11.5 Missile Firing



*After Missile Fire only one Norwegian Infantry unit (1) was hit. It failed its Morale Roll and moved to the Reserve box weakening the Norwegians for the upcoming Melee Phase. There was no Missile Fire on the English left wing/Norwegian right wing because of the Shield Wall (see **11.5**). The two Fyfd on the English right wing failed to hit. Hardrada (2) transferred to one of the Housecarl units in the Center because the Infantry unit he was with failed its Morale check.*

11.6 Melee

Combat Calculations for the Center Battle Boxes

The English attack score is 33 (30 for the six units combined attack values + 3 for The English Claimant being present). The Norwegian defense value is 23 (the combined defense value of the four units). The English player will roll 6 dice (one for each attacking unit) on the +9 or above row, and in addition will get a +1 to each die roll because the English have surprise.

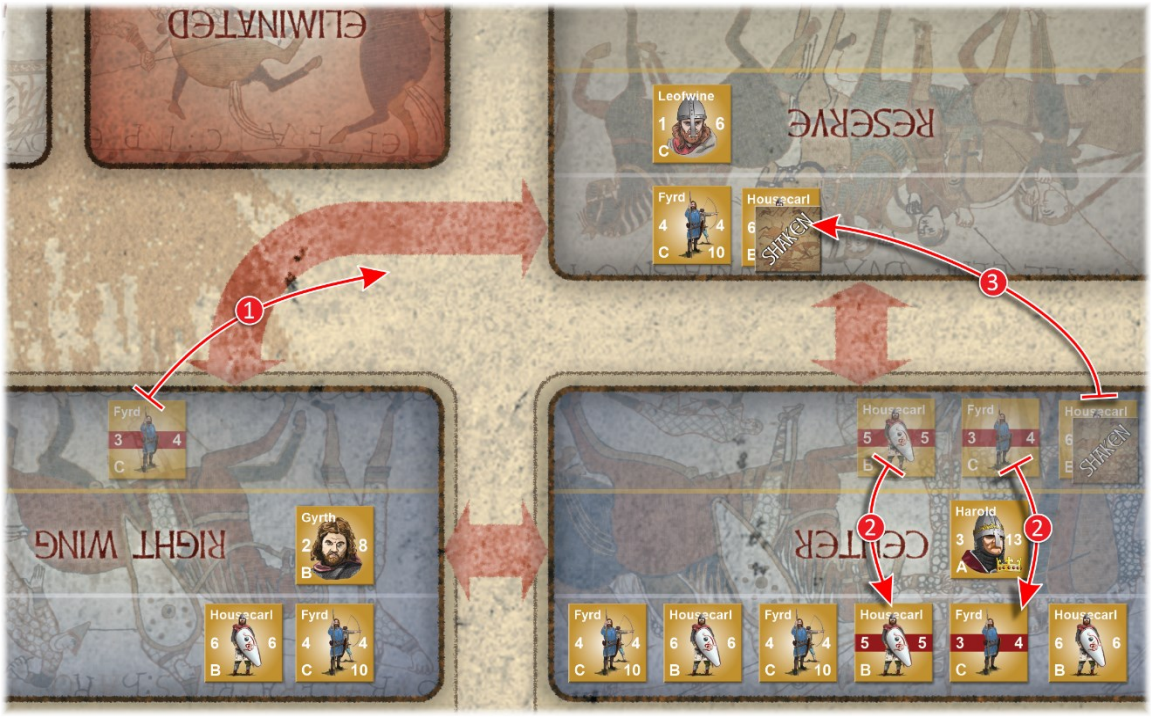
The Norwegian attack score is 27 (23 for the four units combined attack value, +3 For the Norwegian Claimant being present, +1 for each non-Claimant Leader being present – in this case one). The English defense value is 30 (the combined defense value of the six units). The Norwegians will roll 4 dice (one for each attacking unit) on the -3 to -8 row.

If The Norwegians had not lost a unit to missile fire earlier, The English attack row used would have been +3 to +8. (33 against 28). The Norwegian attack would have been on the -2 to +2 row (32 to 30); in addition, the Norwegians would have rolled 5 dice not 4 because of the extra unit.

11.6 Melee (Con't)

The following series of illustrations highlight the sequence of play through the **Melee phase.**





English: *The Housecarl and Fyrd units are Reduced* ***(1)*** *and a second Housecarl unit is Shaken* ***(2).*** *All three units are moved to the back row.*

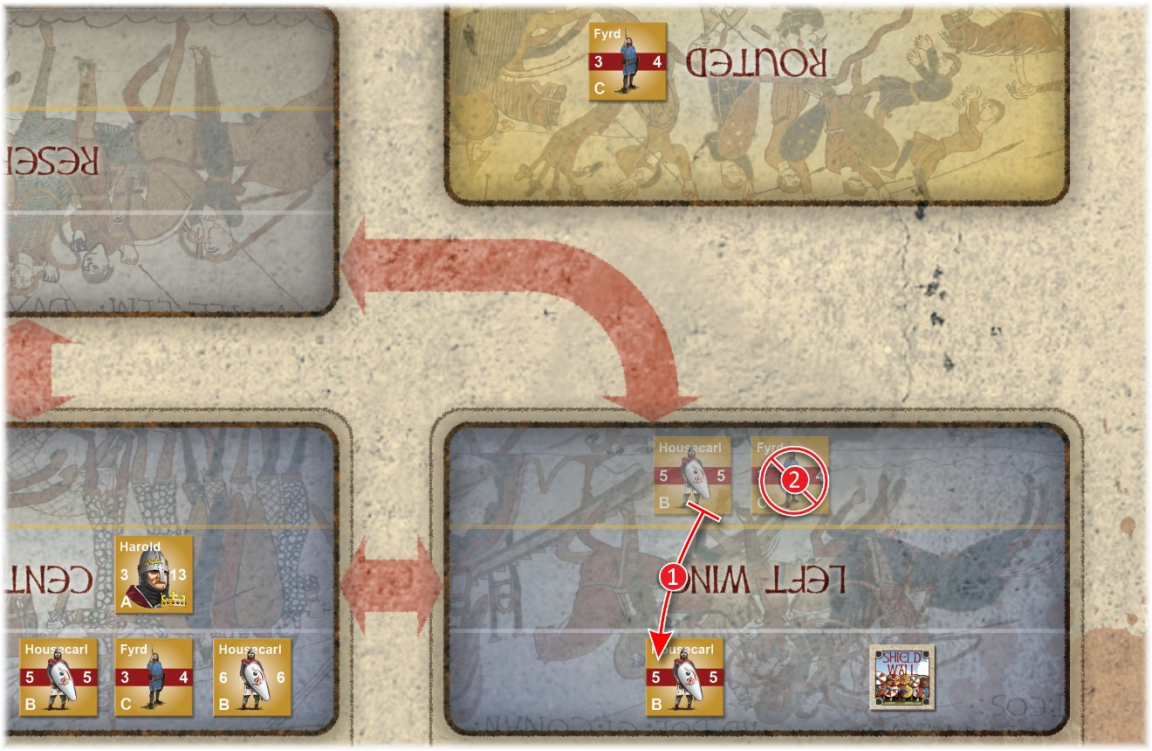
Norwegians*: The Norwegians received five Reduced effects from Combat, four hits are assigned Reducing all units. The fifth hit is applied to the Tostig unit, eliminating it. Units are moved to the back row. The Tostig counter is moved to the Rout box because there are no Tostig units remaining on the Battle Board (see* ***11.8****).*

English:

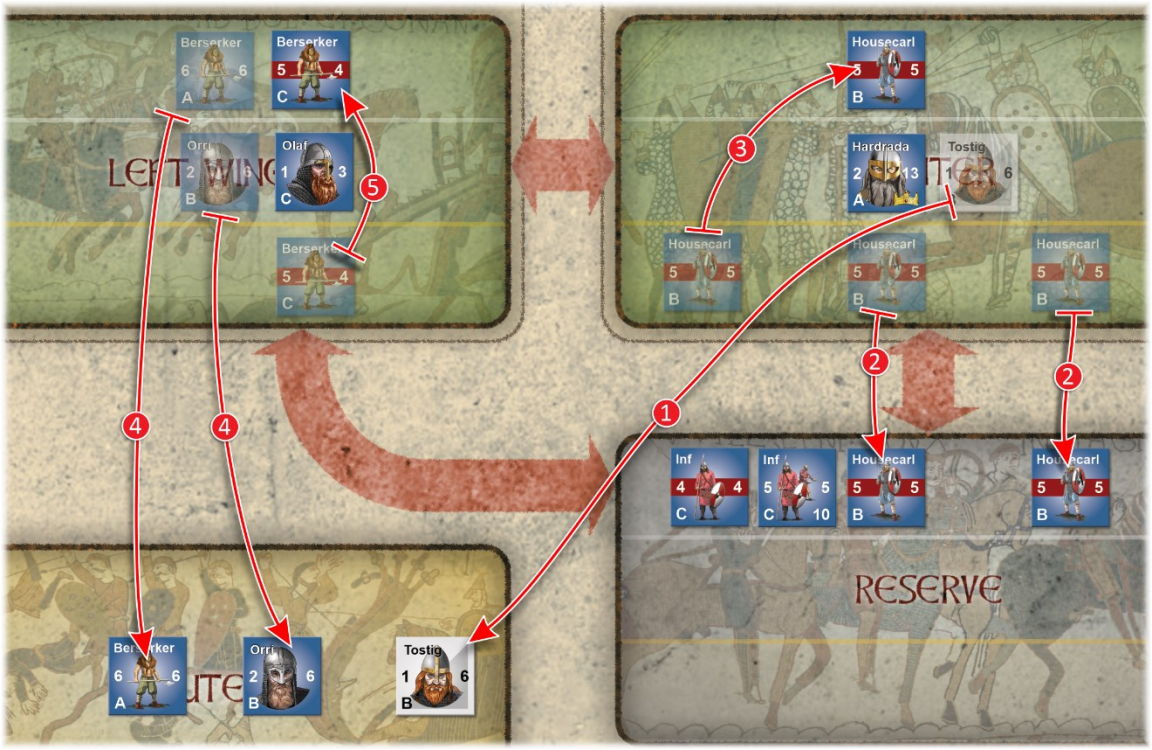
Right wing: *One Fyfd unit* ***(1)*** *was reduced, failed its Morale check and is moved to the Rout box.*

Center: *One Housecarl and one Fyfd* ***(2)*** *were Reduced but pass their Morale checks and are returned to the front row. The Shaken Housecarl unit* ***(3)*** *fails its Morale check and is moved to the Reserve box.*

11.6 Melee (Con't)



***Left Wing**: The two units received a total of three Reduced results during Melee Combat. The Fyfd unit is eliminated and the Housecarl reduced. The Housecarl unit passes its Morale check and returns to the front line.*



Norwegians:

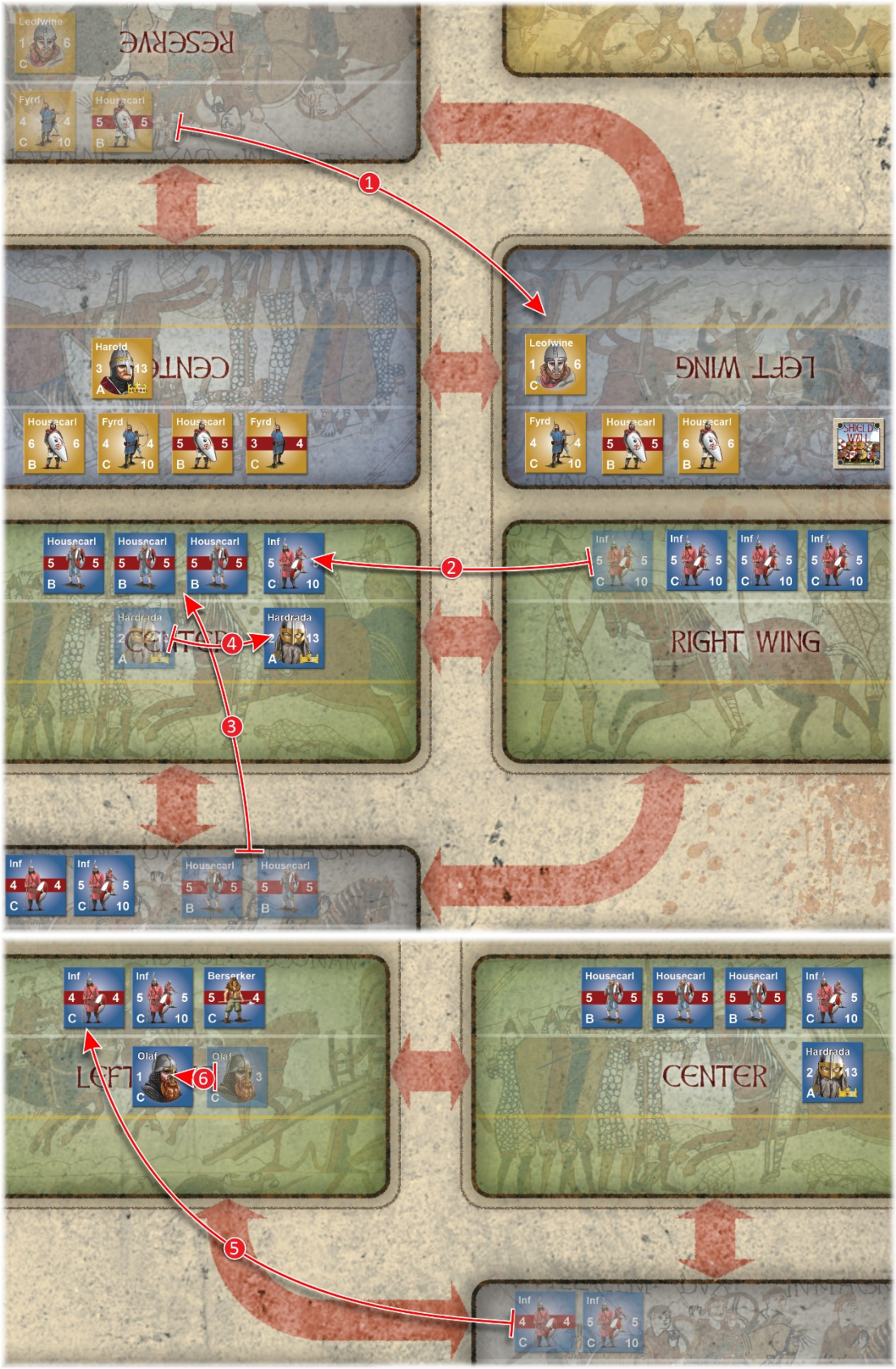
***Right Wing:** No hits*

***Center:** Five hits, the Tostig unit is eliminated and Tostig **(1)** himself is placed in the Rout boxes after passing a Leader Loss roll (see **11.8**). All three Housecarl units are reduced. Two Housecarl units **(2)** failed their Morale check and are moved to the Reserve Box. One Housecarl unit **(3)** passed its Morale check; if it has failed it would have been the end of the Battle because the Norwegian center would be vacant (see **11.10**)*

***Left wing** – Both Berserker units were reduced, one Berserker (4) fails its Morale check and is moved to the Rout box, the other Berserker **(5)** passes and it returned to the front line. After passing his Leader Loss roll, Orri **(4)** chose to move with the unit into the routed box.*

11.7 Battle Movement

It is the end of the first round of battle, the English have the initiative. They elect to move first.



English Movement

(1): *He decides to move both units from the Reserve into the Left Wing, Leofwine goes with them.*

Norwegian Movement

(2): *One of the Infantry units is transferred from the Right Wing to the Center* ***(see 11.7)***.

(3): *The two Housecarl units are moved from the Reserve into the Center.*

(4): *Hardrada attaches to the full-strength Infantry unit in the Center.*

(5): *Both Infantry units in the Reserve are moved to the Left Wing.*

(6): *Olaf attaches to the full-strength Infantry unit in the Left Wing.*

Both sides have left the Reserve vacant which means a decisive victory on either wing, for either side, will end the battle as it would in the Center.

Appendix B: The Claimants

There were several claimants to the English crown when Edward the Confessor died without issue on the 5th of January 1066. The four strongest claims, in terms of ability to seize the crown are the leaders portrayed in the game and below is a summary highlighting the basis for their respective claims

Harold Godwinson

The Godwinson family rose to prominence under Cnut when king of England.

Cnut made Harold's father the Earl of Wessex. He retained his status under Cnut's sons Harold Harefoot and Harthacnut who were also kings of England. When Edward the confessor became king, the Godwinson family enhanced their position, with Sweyn and Harold, as the two eldest sones also gaining titled positions. Sweyn (the eldest son) died under dubious circumstances and consequently when Harolds father died he became the most powerful man in the kingdom, after the King. When Edward the Confessor died without issue it is claimed he offered the kingdom to Harold. Harold was Edward the Confessors brother-in-law. We will never know the validity of that claim.

William Duke of Normandy

William, Duke of Normandy, believed that Edward had promised him the English crown 1051, as his successor. In that year there was a major falling out between Edward the Confessor and the Godwinson family leading to all of the family being exiled. Later Harold found himself in Normandy, the circumstances of why he was there are numerous and speculative. William claims Harold confirmed the Confessors promise and agreed to serve William as king. This is disputed by Anglo-Saxon sources.

Harald Hardrada King of Norway

Harold Hardrada's claim was through a pact made by Harthacnut when he was king of England and Magnus when he was king of Norway to make each other the successor to their respective kingdoms. Neither man had any children. When Harthacnut died Magnus claimed his right to the English throne. However, Edward the Confessor seized the crown instead. Edward the Confessor was the half-brother of Harthacnut, the son of Aethelred the Unready and had a strong claim by bloodline. When Hardrada became the king of Norway, after Magnus died, he maintained the claim. After protracted campaigns against Denmark he renounced any claim to the Danish throne but never renounced his claim to the English crown.

Svein Estridsson King of Denmark

Svein, King of Denmark, claim was based on the Magnus and Harthacnut pact above as well due to the fact he was Cnut's nephew and therefore Harold Harefoot and Harthacnut's cousin and therefore the nephew of Cnut. He was also the uncle of the Godwinson brothers – Harold, Tostig, Gyrth and Leofwine.

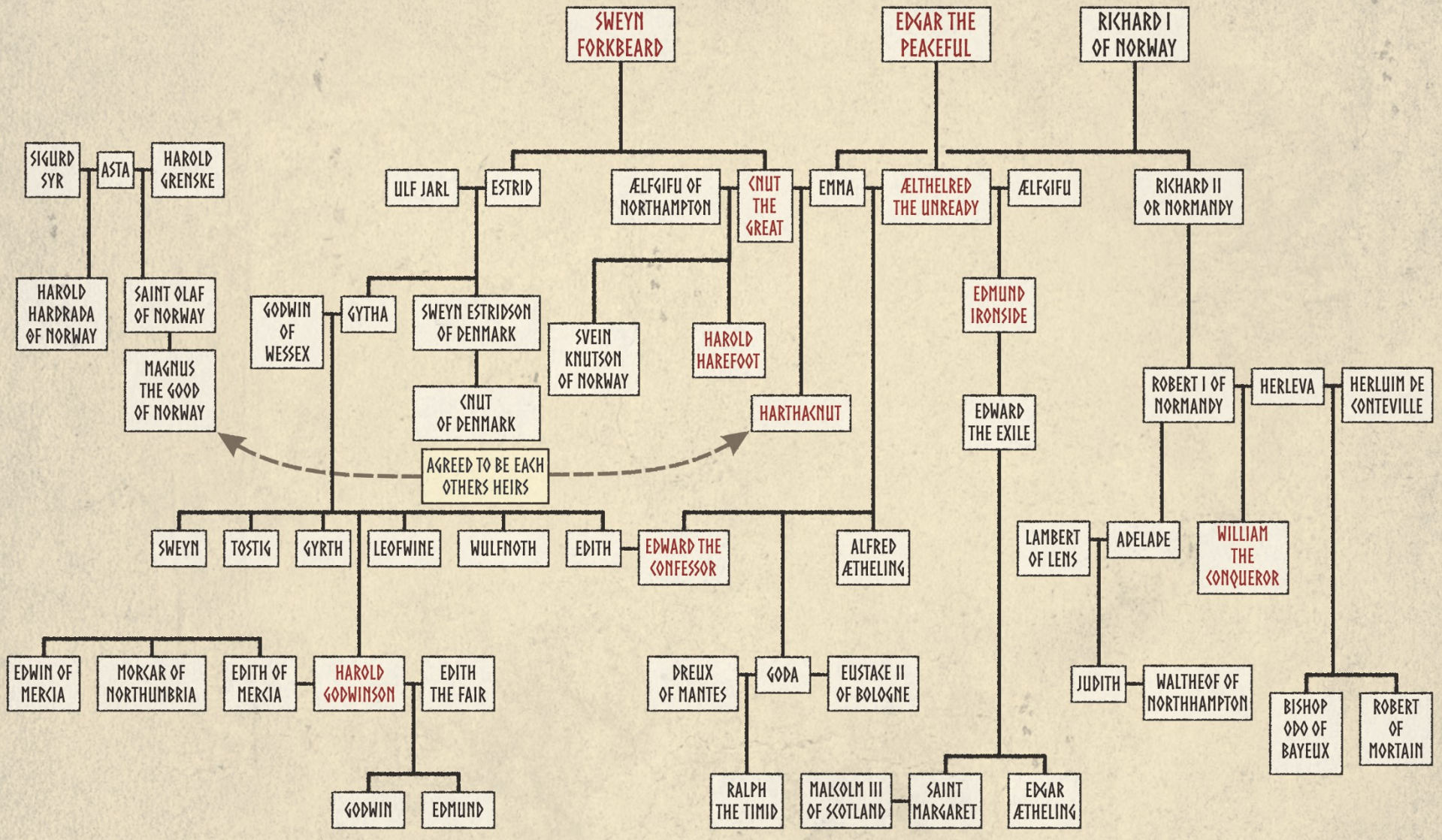
In 1066 he was occupied recovering from the wars with Norway and securing his own kingdom. In 1069 he did invade following a rebellion in Northumbria and joined forces with Edgar the Aethling They occupied York but William persuade Sweyn to leave England in return for a significant payment.

Edgar Aethling

Mentioned should be made of Edgar the Aethling, Edward the Confessor's great-nephew. He was Edward the Confessors closest blood relative. Edgar's father Edward the Exile was declared Edward the Confessors successor but died soon after arriving back in England in 1057 having lied most of his life in Hungary.

Edgar was only a teenager when Edward died and had spent the early years of his life in exile in Hungary with his father. He was not considered politically strong enough to hold the country together. After Hastings there were attempts to make him a creditable alternative to William through the support his claim received from the Witan (royal Council/Assembly of England). The brothers Edwin and Morcar refused to help him and the cause was lost.

Family relationships of the Claimants to the English Throne in 1066, and others involved in the struggle



Kings of England are Shown in Red

1066: Year of Destiny is a three-player game covering the varying claims to the crown of England, following the death of Edward the Confessor in January 1066. Never has this iconic campaign been gamed with all four key facets highlighted (politics, invasion, operational campaign, and battles). Now you can immerse yourself even deeper into this pivotal year in history by gaming the three major armed clashes of 1066 at the tactical level.

Dragon Ships & Iron Knights is available for purchase now from Legion Wargames!

THE VIKING AND NORMAN INVASIONS - 1066

DRAGON SHIPS & IRON KNIGHTS

Dragon Ships & Iron Knights is a tactical game covering the three pivotal battles in 1066, a year of destiny. Each battle has its own map depicting the actual battlefield, with counters for the various unit types (infantry, housecarls, cavalry, archers, etc.), as well individual leaders. All three battles use the same core rule set with exclusive rules enhancing each battle with specific details.

THREE GAME MAPS - ONE FOR EACH BATTLE (ACTUAL SIZE 17" X 22")



THE BATTLES OF
GATE FULFORD, STAMFORD BRIDGE, HASTINGS

In early September of 1066, a Viking army led by King Hardrada invaded England and advanced towards York. He was met outside **Gate Fulford** (20 Sept.) by an English northern army of Northumbrians and Mercians commanded by the brothers Edwin and Morcar. The Saxons attacked the weak Viking right, commanded by Tostig, but they were enveloped and destroyed by the strong Viking left.

On hearing the news of the defeat of his northern forces, King Harold gathered an army and marched 190 miles in just 5 days, taking the Viking army by surprise and confronted them at **Stamford Bridge** (25 Sept.), where they caught the Vikings unprepared. Inspite of late Viking reinforcements under the command of Eystein Orri the day was lost for the Vikings. Both Hardrada and Tostig were killed during the battle.

Harold had no time to dwell as news reached him of the Normans landing on the south coast compelling Harold to counter-march back south to meet the new threat at **Hastings** (14 Oct.). The Saxons held the high ground but after a very long and protracted battle they were defeated with Harold and both his brothers (Gyrth and Leofwine) dying on the battlefield.

With much of the aristocracy destroyed and the death of Harold, William became king and imposed a new ruling class, permanently changing England both culturally and politically.

SAXON COUNTERS



NORMAN COUNTERS



VIKING COUNTERS



GAME SCALE

- Infantry Counter: 250 men
- Cavalry Counter: 100 men
- Archers Counter: 150 men
- Hex Size: 50 meters
- Turn Scale: 15-45 minutes per turn
- Playing Time: 2+ hours per battle

GAME CREDITS

- System Design: Norm Smith
- Battle Designs: Norm Smith, Geoff Noble
- Development: Geoff Noble (Roger Miller & Richard Handewith)
- Counter & Map Graphics: Ken Demyen
- Production: Randy Lein

GAME COMPONENTS

- Map for each battle (17" x 22")
- Rule Book for each battle (8-12 pages)
- 240 ea. Game Counters (.75")
- Multiple Player Aids
- 1 Die (d6)

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GAME METER

Number of Players	1	2			
Game Complexity	Low	Med-Low	Medium	Med-High	High
Solitaire Suitability	Low	Med-Low	Medium	Med-High	High

AGE: 14+ YEARS

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OSCEOLA, WI 54020