1066: The Year of Three Battles

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These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com.

1.0 INTRODUCTION
The Battles of the Medieval World game system is a grand tactical simulation of battles fought from around 500-1300 AD. Each game in the system represents one of the great battles of the medieval period. The system itself modifies the Battles of the Ancient World system to account for the greater use and coordination of archery, the much smaller infantry components in these battles and the corresponding increase in the role of cavalry.

Each game consists of a set of rules, a map, a set of charts and tables, and a die-cut sheet of cardboard playing pieces (called counters). The components are explained in rule section 2.0. This game series has been designed to ensure maximum playability and historical accuracy in that order, so the rules and components have been designed to make the game easy to understand and play.

2.0 GAME EQUIPMENT
2.1 Rules
The rules come in two parts: standard and exclusive. The standard rules are common to all the games in the series. The exclusive rules are different for each game, and give scenario instructions and rules that apply only to a particular battle. The counters represent the actual units that participated in the battles.

2.2 The Game Map
Each mapsheet portrays the area in which a battle was fought and all the significant terrain of the battle. The map also has a Terrain Key and a Turn Record Track. A hexagonal grid is superimposed over the terrain features printed on the map to regulate the positioning of the playing pieces, and movement and combat. All numbered hexes are playable, though some types of terrain are prohibited.

2.3 Game Charts & Tables
All games use a Turn Record Track (on the map) to keep track of the game progress, a Terrain Effects Chart (at the end of these rules) to display the effects of terrain on movement and combat, and a Combat Results Table (at the end of these rules) to resolve combat. Other tables and tracks may be provided in a game as needed.

2.4 Counters
The die-cut sheet of cardboard pieces (called counters) represent the military units that took part in the original battle. The numbers
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and symbols on the pieces represent the strength, movement capability and type of unit represented by that piece. These playing pieces will hereafter be referred to as units.

Each unit has certain information printed on it. They are identified by numerals and/or nationality, and contain information about their combat and movement capabilities.

**3.2 Game Turns**
The game is played in successive game turns composed of alternating player turns. The first player is identified in the exclusive rules. The player whose turn it is at a given moment is referred to as the active player, his units as the active units.

**First Player Turn**

A. **Movement Phase:** the first player may move all, some or none of his units within the limits of rules 4.0-5.0. In some scenarios, the player may bring reinforcements onto the map; see the exclusive rules.

B. **Archery Fire Phase:** both players may now use their units with archery capability to fire at enemy units (see 6.0).

C. **Combat Phase:** the first player conducts regular combat (see 7.0).

D. **Reorganization & Rally Phase:** roll a die for each disordered unit to determine if it reorganizes (flipped to their front/stronger side; 11.0). In some games, leaders may also be able to rally forces such that a unit removed from play returns to the game. Place those rallied units according 11.0 and the Exclusive Rules.

**Second Player Turn**
The second player now goes through the sequence of play in the manner described above. In each phase, the second player carries out the same actions as the first player and vice versa.

**Game Turn Record Interphase**
If the last turn is finished, determine victory (3.3), otherwise advance the Game Turn marker one space on the Turn Record Track and start the next game turn.

**3.3 Victory**
Either player wins an immediate and automatic victory if the opposing army disintegrates (16.1).

If neither side disintegrates by the last turn of the game, victory is awarded to the player with the greatest number of victory points (VP). Players may receive VP per the Exclusive Rules.

**3.4 Levels of Victory**
The long-term effect of a victory will depend on its decisiveness. To determine this, divide the winner’s total of VP by the defender’s total of VP (round as for combat – see 7.2).

More than 1:1 = Marginal Victory
More than 2:1 = Important Victory
Disintegration = Epic Victory

**4.0 MOVEMENT**

**4.1 Movement Generally**
During the movement phase, the current player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions, but units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay the cost of entering that hex from its movement allowance (see 4.2).

Movement may never take place out of sequence. A player’s units may be moved only during his own movement phase, though units may retreat or advance as a result of combat (see 7.0).

Once a unit has been moved, and the player’s hand is taken from the piece, it may not be moved any farther that phase, nor may it change its move without the consent of the opposing player. Once a player has begun to resolve archery or combat, he has irreversibly ended the movement phase.

**4.2 Movement Points & Terrain**
A unit’s movement allowance (MA) is given in movement points (MP). The number of MP expended by a unit during a single movement phase may not exceed that unit’s printed movement allowance (MA). A unit may expend any portion of its MA, but unused MP may not be accumulated or transferred to another unit.

A unit must expend one MP to cross a clear terrain hexside into a clear hex. To enter or cross other types of terrain, the unit may have to expend additional MP. The MP cost of each type of terrain is printed on the terrain key on the map. Regardless of such terrain, a unit moving along a trail or road (from one trail/road hex across a hexside containing that path into an adjacent hex containing that path) expends only one MP.

**4.3 Movement Effects of Friendly Units**
A unit may move through a hex occupied by another friendly unit at no additional cost (pay only the normal terrain cost for that hex). There is no limit to the number of friendly units that may pass through a single hex during one movement phase.
A friendly unit may not end any phase (movement or combat) stacked in the same hex with another friendly unit (but see 10.0 and the Exclusive Rules for exceptions).

The zones of control (see 5.0) of friendly units never inhibit the movement of friendly units.

### 4.4 Movement Effects of Enemy Units
A unit may never enter a hex containing an enemy unit (but see 10.5).

A unit may never exit a hex in an enemy zone of control (see 5.0) during movement. An E2OC may be left only during a retreat or advance as a result of combat (but see 8.2 regarding light units).

### 5.0 ZONES OF CONTROL

#### 5.1 Exerting Zones of Control

The six hexes immediately surrounding a unit constitutes its zone of control (ZOC). All units except leaders (10.0) and some light units (8.0) exert a ZOC throughout the game turn, regardless of the phase or player turn. The presence of ZOC is never negated by enemy or friendly units or by other ZOC.

Any number of ZOC may be exerted onto a single hex at a given time. Each retains its effect regardless of the presence of other ZOC, friendly and/or opposing.

ZOC are not exerted across a hexside or into a hex prohibited to movement by the exerting unit.

#### 5.2 ZOC Effects on Movement

All units must cease movement when they enter an enemy ZOC (EZOC). There is no MP cost to enter the EZOC.

Most units exit an E2OC only by being eliminated or by retreating or advancing after combat (see 6.0). Light troops and leaders may leave an E2OC (see 8.0 & 10.0 respectively).

#### 5.3 ZOC Effects on Combat

An active unit beginning its combat phase in an EZOC must attack; an inactive unit in an active unit’s ZOC at the beginning of a combat phase must be attacked.

#### 5.4 Ranged Fire

Players may fire once per archery phase. Archers are permitted an unlimited number of archery attacks in the game.

The active player’s archery units fire first (6.3-6.4) in any order desired by the active player. When all active archery has been resolved, eligible inactive units may fire defensively (6.5) in any order desired by the inactive player.

A lone leader may not be targeted by archery (see 10.3).

Achey units are never forced to make an archer attack. Archer units may use archery fire and engage in combat during the same player turn.

### 6.0 ARCHERS

By medieval times, archers had become an integral feature of many infantry formations. In this game, units with archers may attack by firing (sometimes at range) at opposing units both offensively and defensively. That occurs in the archery phases, which precede the melee combat conducted during the combat phase.

#### 6.1 Archery Attacks

Units with archery capability may fire once per archery phase. Archers are permitted an unlimited number of archery attacks in the game.

The active player’s archery units fire first (6.3-6.4) in any order desired by the active player. When all active archery has been resolved, eligible inactive units may fire defensively (6.5) in any order desired by the inactive player.

A lone leader may not be targeted by archery (see 10.3).

Archers are never forced to make an archer attack. Archer units may use archery fire and engage in combat during the same player turn.

#### 6.2 Archery Procedure & Effects

Resolve each archery attack using the following steps:

1. Determine Firing Unit & Target (6.3).
2. Resolve the Fire. Roll one die; if the roll is less than or equal to the firing unit’s fire factor, the target unit is hit; if the roll is greater than the fire factor, there is no effect.
3. Apply the Hit. If the target unit is hit, flip it to its reverse (Disordered) side. Some games in the series use Disordered markers rather than the reverse side of the units. Additional Disordered results against a disordered unit have no effect. Firing units are not affected (but may be subject to defensive fire).

**Player Note:** Archery by itself does not eliminate enemy units, but softens them prior to an impending combat, or may pin cavalry and other light troops.

#### 6.3 Offensive Archery

Each archery unit attacks alone. A single defending unit may be targeted by more than one firing unit, but all firing units must be declared before resolving the first fire.

#### 6.4 Ranged Fire

An archery unit with a range of “1” may fire only at adjacent targets. An archery unit with a range greater than “1” may fire at non-adjacent units within range, but if there is an adjacent eligible target (a non-disordered enemy unit) it must fire at that unit.

The range factor is the maximum distance a unit may fire. When counting range, include the target hex but not the firing unit’s hex.

The firing unit must have a clear line of sight (LOS) to the target. The LOS is a line between the center of the firing unit’s hex to the center of the target hex. If any hex or hexside along the LOS is anything but clear terrain, the LOS is blocked and the unit may not fire. If the LOS is congruent to a hexside, it is blocked only if both hexes on either side of that hexside are blocked. Terrain in the firing unit’s hex or the target hex does not block the LOS. Units (enemy or friendly) do not block LOS.

#### 6.5 Defensive Archery

An inactive (defending) archer unit may fire at adjacent (only) attacking units during the enemy archery phase. Each defending unit may fire only once, regardless of how many times it is fired on. Use the procedure in 6.2. All archery fire is simultaneous,
so effects of attacking archery is not applied until the defender had fired.

7.0 COMBAT

7.1 Combat Phase
Combat occurs between adjacent opposing units during each player’s combat phase. The active player is the attacker, the inactive player the defender, regardless of the overall situation.

Within the constraints described below, the attacker determines which of his units will attack which defending units. He also decides the order in which the combats are resolved, as long as all combats are resolved during that combat phase and no combat resolution is begun until the previously one has been completed.

An attacking unit may fire in its archery phase and fight in the ensuing combat phase. A defending unit may take part in the archery phase and may be attacked in the combat phase of the same player turn. No unit may attack or be attacked more than once per combat phase. The same enemy unit may be attacked during the archer fire phase and the combat phase of the same player turn.

7.2 Combat Procedure
Resolve a combat as follows.

1. Identify which attacking units will attack which defending units (7.3-7.4).

2. Total the combat factors of all the attacking units and leaders (but see 10.5). Total the combat factors of all the defending units. Divide the attacker’s total by the defender’s total. Express the result as a ratio, rounding down to one of the odds ratios printed on the Combat Results Table (CRT).

3. Roll one die. Cross-index the result with the odds ratio column on the CRT to determine the combat result (7.6).

4. Apply the combat result (7.7-7.8).

Example: If 15 strength points are attacking 4 strength points, the combat odds ratio is 3.75-to-1, rounded off (always in favor of the defender) to 3:1. Having determined the combat odds, the attacker then rolls a die. The roll indicates a row on the CRT that’s cross-indexed with the column heading corresponding to the calculated combat odds. That intersection of row and column yields a combat result.

7.3 Which Units Must Fight
All defending units in an active unit’s ZOC at the beginning of a combat phase must be attacked in that combat phase. If a defending unit is in more than one active unit’s EZOC, the attacker may determine which unit or units attack that defender (but see 7.4).

All friendly units in an EZOC must attack. If a unit is in more than one EZOC, the attacker may determine which defender the unit attacks (but see 7.4).

Each unit may take part in only one combat; its combat strength may not be divided among different combats.

7.4 Multi-Unit & Multi-Hex Combat
An enemy occupied hex may be attacked by as many units as can be brought to bear from the six adjacent hexes. A single attacker may attack defending units in any or all of the six adjacent hexes. The active player may make attacks at low odds to enable higher odds in other combats; there is no proscription against sacrificing units.

The active player is free to combine attacking and defending units in any combination desired as long as:

1. all units required to attack or be attacked are involved in a combat, and

2. in any given combat, all attacking units are adjacent to all defending units.

7.5 Effects of Terrain
Certain terrain halves the strength of the attacking unit attacking into or out of it. Before calculating the odds, halve the unit’s combat strength, rounding fractions up. If halving more than one unit, sum all units to be halved, then halve once, rounding up any fraction.
Hills cause the odds to be shifted leftward one column (1L). For example, if the odds of an attack are 2:1 against a defender on a hill, the odds shift to 1:1.

7.6 Explanation of Combat Results

**AR = Attacker Retreat.** All attacking units must retreat one hex (see 7.8). One defending unit may advance (7.9).

**AL = Attacker Loss.** The attacker must eliminate one involved attacking unit of his choice (7.7).

**EX = Exchange.** One unit on each side is eliminated, the owning player deciding which is lost (7.7).

**DR = Defender Retreat.** All involved defending units must retreat one hex (7.8). One attacking unit may advance (7.9).

**DL = Defender Loss.** The defender must eliminate one involved defending unit of his choice (7.7).

— = No Effect. Nothing happens to any involved unit on either side.

7.7 Unit Elimination

Elimination does not mean every man in a unit has been killed, but that enough have been killed or scattered to render the unit ineffective for game purposes. Keep eliminated units in a pile off map; they may be eligible for rally (11.2).

7.8 Retreats

A unit required to retreat must be moved one hex away from its combat hex (three hexes for cavalry; see 9.2). The retreating unit may not cross or enter prohibited terrain, and may not enter an EZOC. If no eligible hex is available, the retreating unit is eliminated. If more than one eligible hex is available, the owning player chooses the direction of retreat.

If the only hex available to a retreating unit is one already occupied by a friendly unit, the retreating unit may retreat through the friendly unit to a vacant (non-EZOC) hex beyond. Both the retreating unit and the retreated-through unit are disordered (if already disordered there is no further effect). A retreating unit may retreat through any number of friendly units, disrupting each, until it reaches a safe hex. If no safe hex is available after any length of retreat, the retreating unit is eliminated in its last hex of retreat.

7.9 Advances

Whenever a hex is vacated as a result of combat, one victorious unit that participated in that combat may advance into the vacated hex (exception 9.2). Advancing is optional, but the option must be exercised immediately, before beginning the next combat resolution.

Only one unit may advance regardless of the number of participating units or the number of hexes vacated. Advancing is voluntary except for charging cavalry (see 9.6) and leaders (see 10.0).

The advancing unit ignores EZOC. It may not attack again in that combat phase.

8.0 LIGHT TROOPS

8.1 Light Troops

Light troops (aka skirmishers) are units with a dot symbol. They exert no ZOC and may be able to leave (disengage from) EZOC (8.2) and/or retreat before combat (8.3). Note some light troops lose this ability when disordered, and will have no dot on their disordered sides.

8.2 Disengagement

A unit with a solid dot starting its move in an EZOC may move out of the EZOC of an enemy unit with an MA equal to or less than the MA of the light unit. The disengaging unit may not move directly into another EZOC, but may enter another EZOC after entering at least one non-EZOC hex.

A unit with an open dot may disengage as above, but may not enter another EZOC during the same movement phase.

Cavalry units using disengagement may not charge during the same player turn.

8.3 Retreat Before Combat

After an attack (regular combat, not archery or charging) is declared or against a unit or units with a solid dot, the defending unit(s) may retreat before combat if the standard for disengagement (above) is met. The light unit(s) may retreat up to three hexes instead of one; each hex must be one eligible for retreat. One victorious unit may advance (still the one hex limit).

A unit with an open dot may not retreat before combat.

9.0 CAVALRY

Over the course of the Medieval period, the battlefield effectiveness of cavalry waxed and waned several times as a result of different improvements in weapons, discipline, and tactics of the various arms. The following rules underscore the many facets of cavalry during the period.

9.1 Cavalry Types

Cavalry units generally move and fight in the same ways as infantry units. The following sections indicate special characteristics of certain types of cavalry units.

9.2 Cavalry Retreats & Advances

When cavalry retreats from combat, it always retreats three hexes (or more if necessary to reach an eligible hex). It cannot retreat through EZOC. If it retreats through a friendly unit, neither the cavalry nor the other unit is disordered as a result of the retreat (but if already disordered, a unit remains disordered).

Cavalry advancing after combat may advance up to three hexes, still ignoring EZOC.

9.3 Light Cavalry

Cavalry with the dot symbol disengages and retreats before combat per 8.0.

9.4 Horse Archers

These units have two special abilities:

1. If not disordered, they may retreat before combat when attacking as well as when defending. Treat the combat as an AR (i.e. they would not be eliminated making a very low odds attack). If disordered, they must conduct regular combat.

2. They reorganize automatically—no die roll is needed (11.1).

9.5 Dismounted Cavalry

Some units have a stronger infantry unit on the front and a weaker cavalry unit on the back. These units are allowed to flip back and forth at the owning’s player discretion at the beginning of the player’s movement phase. If disordered or forced to retreat in combat, they must flip to their weaker cavalry side.

9.6 Heavy Cavalry & Charges

Some cavalry have a stronger, slower cavalry unit on the front, and a weaker, faster cavalry unit on the back. These units are allowed to change sides at player
discretion at the beginning of the player’s movement phase if not in an EZOC.

These units may “Charge” by flipping to their stronger side and moving adjacent to an enemy unit. That enemy unit may not retreat before combat (even if it has a dot). If they are successful in vacating the defender’s hex, one of the charging unit must advance. Charging units are flipped to their weaker side at the end of their charge.

They have an open dot on their weaker side that indicates they can disengage but may not enter another EZOC during the same movement phase. They may not retreat before combat.

Charging cavalry may enter or cross only clear terrain during a charge (they may start in any terrain but the first and subsequent hexes must be clear).

10.0 LEADERS
10.1 Leader Movement
Leaders move like any other units except:

1. they may not enter an EZOC unless it is already occupied by a friendly unit, and
2. they may always disengage from an EZOC or retreat before combat; no comparison of MA is necessary.

10.2 Leader Stacking
Any number of leaders may stack with a friendly unit. One leader in a hex may add his leadership value to the combat strength of the unit in the same hex (but see 10.3). If the friendly unit is eliminated in combat, the leader remains in the hex although if any enemy unit advances into that hex after that combat, rule 10.5 must be enforced.

10.3 Leaders & Archery
Leaders do not affect archery attacks by units stacked with them. Leaders are not affected by archery attacks against them or units stacked with them.

10.4 Leaders & Combat
A leader stacked with a combat unit adds his leadership value to the unit’s combat strength before calculating combat odds.

10.5 Lone Leaders
A leader alone in a hex exerts no ZOC and may not attack. If attacked, he may retreat before combat (the attacking enemy may advance). If an enemy unit moves into a hex occupied by a lone leader (whether during movement, or retreat or advance after combat), the leader conducts an immediate retreat before combat. If no eligible retreat hex is available, the leader is eliminated.

11.0 MORALE
11.1 Reorganization
Each unit has a stronger “Ordered” (front) side and a weaker “Disordered” (back) side. Units become “Disordered” by archery fire (6.2) or during retreat after combat (see 7.7). Other than the weaker strength, disorder has no effect on the unit. They reorganize during the owning player’s Reorganization & Rally phase.

During the R&R phase, the active player rolls one die for each friendly disordered unit. Disordered units reorganize on a die roll of 5–6 and are flipped to their “Ordered” side. Disordered units adjacent to enemy units subtract one (-1) from the die roll.

If a leader is stacked with a unit to be reorganized, add the leader’s value to the reorganization die roll.

11.2 Rally
The Exclusive Rules indicate a rally capability for each side. During a player’s Reorganization & Rally Phase, he may attempt to rally one eliminated unit per turn. To attempt a rally, roll a die. If the die roll is within the range for the side, place one unit of the player’s choice in the hex with a leader or adjacent if the leader already is stacked with another unit. If there is no adjacent hex not already occupied or in an EZOC, no unit can be rallied. Rally ability may not be accumulated from turn to turn. If no units are eliminated, no rally attempt may be made. Once a unit has been rallied, it no longer counts as having been eliminated for purposes of victory conditions, points toward demoralization, and so forth.

11.3 Demoralization
Arms are fragile things. Casualties eat away at troop morale; at some point, they lose heart and become more interested in survival than victory.

An army’s demoralization level is set in the Exclusive Rules. Keep count of the total combat strength of eliminated units. When that total is equal to or greater than the demoralization level for an army, the army is demoralized.

Henceforth, all attacks by the demoralized army are shifted one odds column leftward (e.g. a 2:1 attack becomes a 1:1 attack).

Demoralization sets in the instant the level is reached, and the effects apply to all combat occurring thereafter, even if starting in the middle of a combat phase.

An army recovers from demoralization if the rallying of units brings the current total losses back below the demoralization level. Recovery also takes effect immediately. An army may be demoralized and recover any number of times per game.

Example. A player has a total of 150 combat strength points eliminated, which is equal to his side’s demoralization level for that battle, but he then rallies a unit with a combat strength of “8.” His losses are thus reduced from 150 to 142 (below the demoralization level), thereby nullifying demoralization for the time being.

11.4 Disintegration
An army’s disintegration level is set in the Exclusive Rules. Keep count of the total combat strength of eliminated units. When that total is equal to or greater than the disintegration level for an army, it disintegrates and the opposing player wins an immediate automatic victory. If both sides disintegrate at the same time (through an EX result), the active player wins.

12.0 SYSTEM NOTES
The original intention for the games covered by this system was to include them in the Battles of the Ancient World system; after all, the armies of both eras were composed entirely of men armed with cold steel and bows. But there had been substantial developments in the intervening millennium. Horses were bigger and stronger, leading to widespread adoption of the stirrup. This made cavalry substantially more powerful than their counterparts in ancient times, a true force not only on the fringes of battle, but at its
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very heart. The knights of Western Europe were the pinnacle of this development.

Bows too had improved. Alongside the venerable recurved bow of the horse archer were the crossbow and longbow, both improving the reach and killing power of foot archers.

Tactics changed as well. The phalanx of old had been not so much replaced as modified. Infantry still deployed in tightly packed formations, but these were long, thin shield walls rather than dense columns.

Rather than resort to a whole set of special rules, these changes were incorporated into a new system, which, while borrowing from its predecessor, better reflects the essential nature of medieval battles.

## 1066 EXCLUSIVE RULES

### 13.0 Introduction to 1066

#### 13.1 Historical Background

The year 1066 saw three battles in less than a month involving the three claimants to the English throne. Fulford (20 September) and Stamford Bridge (25 September) saw the Anglo-Saxon army of Harold Godwinson of Wessex defeat the Norwegians under Haraldr Hardrada, only to fall before the Franco-Norman coalition army under William of Normandy at Hastings (14 October).

#### 13.2 Scenarios

This game allows players to fight each of the three battles individually (14.0 through 16.0) or as a full campaign (17.0). Each scenario requires two players: one for the Anglo-Saxons, one for the Vikings and/or Normans.

#### 13.3 Armies

Each nationality has a single background color, listed below. Nationalities are only of significance for purposes of set-up, leaders, and morale. There is no significance in combat.

- **Saxons**: Red
- **Norwegians**: Green
- **Rebel Anglo-Saxons**: Light Red
- **Normans**: Blue
- **Bretons**: Gray
- **French**: Light Blue

### 13.4 Modifications of Standard Rules

The battles of 1066 were fought by armies on the cusp of the change from the old order of massed feudal levies to the shield wall and heavy cavalry armies of the High Middle Ages. In game terms, this puts the armies in between the warfare presented by this game system and that of the *Battles of the Ancient World* series. The following modifications are necessary to account for that merging.

#### 2.4 Unit Types

There are no light troops in the game. All cavalry is heavy cavalry.

#### 2.5 Scale

Each hex is 50 meters (55 yards) across. Each unit represents approximately 200 men. Turns represent between 30 and 60 minutes of real time.

#### 4.2 Movement Points & Terrain and 7.5 (Combat) Effects of Terrain

See the Terrain Effects Chart (TEC) for additional terrain types and effects.

#### 4.3 Movement Effects of Friendly Units

Stacking limits apply at all times, so units may not pass through other units during movement. If a unit is forced to retreat through a friendly unit, both units are Disordered.

#### 6.0 Archers

All archers have a combat strength of 2 and a range of 2. The combat strength of all archer units is halved (to “1”) when attacking in regular combat; the combat strength is parenthesized as a reminder.

#### 6.2 Archery Procedure & Effects

Units in this game do not have a disordered side (to make two-step units possible—see 7.7 below). When a unit is disordered, place a Disordered marker on it.

#### 7.7 Elimination

Units with a light band across the top of the counter have two steps of strength; during set up, the units are noted with a (2) after their factors. The first time the unit is eliminated for any reason, it is flipped to its reverse side instead (if the elimination is due to an inability to retreat, the unit remains in place and takes the step loss). The second time the unit is eliminated it is removed from the map normally. Roll one die for a leader stacked with a unit that takes a step loss. He is killed on a roll of “1.” A rallied two-step unit returns to the map at its reduced strength; it never recovers full strength.

#### 8.0 Light Troops

There are no light troops in this game.

#### 9.0 Cavalry

All cavalry units in this game are heavy cavalry. Only two-step units have a weaker side (see 7.7 above). Use Disordered markers to indicate disorder. When cavalry charges, mark the unit with a Charge marker; the cavalry’s combat strength is doubled. Remove the Charge marker after the combat is resolved. Successful charging cavalry must advance after combat.

#### 10.3 Leaders & Archery

Roll one die for a leader in a hex disordered by archery. He is killed on a roll of “1.” Archers may fire at leaders alone in a hex.

#### 10.5 Lone Leaders

A lone leader must retreat or be eliminated if an enemy unit enters his hex during its movement or retreat. The leader may not retreat before an advance after combat; if a leader is left alone in a hex and an enemy unit advances, the leader is killed.

#### 11.2 Rally

Leaders in an EZOC may rally, but the rallied unit must still be placed in a hex free of EZOC.

#### 11.3 Demoralization

Each army in the game has a set of morale markers. These may be used on the Turn Record Track on the map to keep track of losses during play for victory purposes. All markers are set to “0” at the start of play. Each time a unit or leader is eliminated, move the markers up the track to account for the additional losses. The use of the markers is voluntary; if players prefer to keep track on paper, they are free to do so.
1066: The Year of Three Battles

14.0 Fulford

14.1 Scenario Parameters
The Vikings set up first (14.2), the Anglo-Saxons second (14.3). The Viking player is the first player. The game lasts ten 30-minute turns unless one side wins an instant victory (14.6). If neither side wins an instant victory, the winner is determined by victory points (14.6).

14.2 Special Rule

Exiting the Map. Units may exit the map on any edge at a cost of 1MP (movement or retreat), but are considered eliminated for morale and VP purposes. Exited unit may not re-enter the map by movement or rally.

14.3 Viking Set Up
The Viking army comprises two nationalities: Norwegians and rebel Anglo-Saxons. Haraldr and Tostig may each stack with any Viking unit but may only add their strength to, or rally, a unit of their own nationality.

All units must be placed on any hex in the xx11 or xx12 hex rows. All non-marsh xx11 hexes must be filled. Archers must be placed behind an infantry unit. All Rebel Anglo-Saxons must be to the right (east) of all Norwegian units. Leaders set up with any unit of their nationality.

Norwegians
Leader Haraldr
1x 7-3 (2)
5x 5-3 (2)
12x 4-3
5x 3-3
3x Archers

Rebel Anglo-Saxons.
Leader Tostig
1x 4-3 (2)
3x 3-3

Reinforcements. None.

14.4 Anglo-Saxon Set Up
All units must be placed on any hex in the xx04 or xx05 hex rows. All non-river xx05 hexes must be filled. Archers must be placed behind an infantry unit. Leaders set up with any unit.

Leader Edwin
Leader Morkere
2x 6-3 (2)
2x 5-3 (2)
3x 4-3
18x 3-3
5x Archers.

Reinforcements. None.

14.5 Army Morale
Keep track of the strength point losses of each army. Demoralization and disintegration levels for each army are noted on the chart.

Leader Losses. The first leader killed on each side counts as a loss of strength points of 5 times his leadership value. The death of the second leader of either side causes an automatic victory for the opponent (15.6).

Inactive Leaders. In each friendly player turn in which a player’s units attack and any of the player’s leaders is not involved in a combat, add five morale loss points for each inactive leader. Leaders involved in combat during an enemy player turn do not negate the loss.

14.6 Victory Conditions

Instant Victory for Either Side. Death of the second enemy leader or disintegration of the enemy army. If both players win an instant victory simultaneously, the Anglo-Saxons win.

Victory on Points. If neither player wins an instant victory, then victory goes to the player with the most VP at the end of Turn 10. VP are scored for enemy morale losses.

14.7 Optional Rules
Players may use any combination of the following optional rules. Make the choice before beginning play. If a random selection is preferred, have each player roll one die and use the corresponding options; re-roll a result of “5” or “6.” If both players roll the same number no option is used.

Option 3: Fight On! The death of the second leader on a side, does not end the game, but instead counts as a loss in strength points of 5 times his leadership value.

Option 4: Free Set Up. Beginning with the Anglo-Saxon player, each side sets up his units anywhere on or

fire fails to disrupt the unit, or the leader is alone). On a roll of 1 the leader is killed.
15.0 STAMFORD BRIDGE

15.1 Scenario Parameters
The Vikings set up first (15.2), the Anglo-Saxons second (15.3). The Anglo-Saxon player is the first player. The game lasts ten 45-minute turns unless one side wins an instant victory (15.6). If neither side wins an instant victory, the winner is determined by victory points (15.6).

15.2 Special Rules

Saxon First Turn. All Anglo-Saxon movement allowances are doubled and all Anglo-Saxon attacks shift one column rightward on the Combat Results Table.

Restricted Viking Movement. Viking units set up east of the Derwent River may not move more than four hexes from hex 4808 until one of the events listed below occurs. Until released, the units may move freely within the constrained area, and may conduct combat (including archery) out of it. Viking units west of the river are not restricted unless they enter the restricted area, at which time the restriction applies to them.

Event 1. 20 Anglo-Saxon units and/or leaders are east of the river.

Event 2. Any Viking unit set up within four hexes of Hex 4808 is attacked by archery or regular combat.

Event 3. The Turn 8 reinforcements arrive.

Exiting the Map. Units may exit the map on any edge at a cost of 1MP (movement or retreat), but are considered eliminated for morale and VP purposes. Exited unit may not re-enter the map by movement or rally.

15.3 Viking Set Up
The Viking army comprises two nationalities: Norwegians and rebel Anglo-Saxons. Haraldr and Tostig may each stack with any Viking unit but may only add their strength to, or rally, a unit of their own nationality.

Norwegian Detachment (west of the River Derwent, each unit at least three hexes away from any other unit; in other words, two vacant hexes between each).
- 1x 5-3 (2)
- 1x 4-3
- 6x 3-3

Norwegian Main Body (in or within four hexes of 4808)
- Leader Haraldr
- 1x 6-3 (2)
- 5x 5-3 (2)
- 6x 4-3
- 19x 3-3
- 3x Archers

Rebel Anglo-Saxons (in or within four hexes of 4808)
- Leader Tostig
- 1x 4-3 (2)
- 2x 3-3

Reinforcements. The following units enter the game on the southern map edge during the Viking movement phase of Turn 8. Each unit pays the normal movement point cost for entering the map-edge hex (it may be in an EZOC) and moves normally thereafter.
- 1x 5-3 (2)
- 1x 4-3
- 7x 3-3
- 1x Archer

15.4 Anglo-Saxon Set Up
No units start on the map; all appear as reinforcements. Leader Harold and as many units as possible appear on hexes on the western map edge north of the Derwent River during the Anglo-Saxon movement phase of Turn 1. Each unit pays the normal movement point cost for entering the map-edge hex and moves normally thereafter.

Any remaining Anglo-Saxon units enter the same area on subsequent turns, as many as possible each turn until all have entered. An entering unit may enter a hex in an EZOC.
- Leader Harold (2-6)
- 3x 7-6 (2)
- 3x 5-6
- 3x 7-3 (2)
- 3x 5-3
- 23x 3-3
- 3x Archers

15.5 Army Morale

15.5.1 Army Morale for Stamford Bridge (15.5)

<table>
<thead>
<tr>
<th>Army</th>
<th>Demoralization</th>
<th>Disintegration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anglo-Saxons</td>
<td>75</td>
<td>110</td>
</tr>
<tr>
<td>Norwegians</td>
<td>75</td>
<td>110</td>
</tr>
</tbody>
</table>

15.5.2 Leader Losses. The first Viking leader killed counts as a loss of strength points of 5 times his leadership value. The death of Harold or of the second Viking leader causes an automatic victory for the other side (15.6).

Inactive Leaders. Starting with the turn after the removal of movement restrictions on the main army, in each friendly player turn in which a player’s units attack and any of the player’s leaders is not involved in a combat, add five morale loss points for each inactive leader. Leaders involved in combat during an enemy player turn do not negate the loss.

15.6 Victory Conditions

Instant Viking Victory. Death of Harold or Anglo-Saxons disintegrate.

Instant Anglo-Saxon Victory. Death of second Viking leader or Vikings disintegrate. If both players simultaneously win an instant victory, the Anglo-Saxons win.

Victory on Points. If neither player wins an instant victory, then victory goes to the player with the most VP at the end of Turn 10. VP are scored for enemy morale losses.

15.7 Optional Rules
Players may use any combination of the following optional rules. Make the choice before beginning play. If a random selection is preferred, have each player roll one die, with 1-2 choosing option 1, 3-4 choosing option 2, 5-6 choosing option 3. If both players roll the same option use none at all.

Option 1: Anglo-Saxon Impetuosity. Unless stacked with a leader, one victorious Anglo-Saxon unit in a combat must advance.
**Option 2: Slings and Arrows of Outrageous Fortune.** Roll 1d6 for each leader stacked in each hex targeted by archery even if the fire fails to disrupt the unit, or the leader is alone. On a roll of 1 the leader is killed.

**Option 3: Fight on!** The death of Harold or the second Viking leader does not end the game, but instead counts as a loss in strength points of 5 times his leadership value.

**16.0 HASTINGS**

**16.1 Scenario Parameters**

The Normans set up first (16.3), the Anglo-Saxons second (16.4). The Norman player is the first player. The game lasts ten 60-minute turns unless one side wins an instant victory (16.6). If neither side wins an instant victory, the winner is determined by victory points (16.6).

**16.2 Special Rules**

**Exiting the Map.** Units may voluntarily exit the map only along the road. Anglo-Saxons may only exit on the eastern end of the road, Normans on the northern end. Units voluntarily exited score victory points for their army (16.6). Units forced off the map are treated as eliminated for purpose of victory (16.6).

**16.3 Norman Set Up**

The Norman army comprises three nationalities: Normans, French, and Bretons. Unless otherwise stated, “Norman” refers to the army as a whole, not just the Norman nationality units. Leader William may stack with and affect (for combat and rally) any unit of the army. Leaders Rogier and Alain may stack with any unit, but each affects only units of his nationality.

**Normans**

Leader William – 1722
3x Archers – one on each hex from 1815 to 1817 inclusive
French
Leader Rogier – 2227
3x 6-6 (2) – one on each hex from 2127 to 2328 inclusive
4x 5-3 – one on each hex from 2125 to 2426 inclusive
3x Archers – one on each hex from 2324 to 2525 inclusive

**Bretons**

Leader Alain – 1816
3x 6-6 (2) – one on each hex from 2215 to 2217 inclusive
4x 5-3 – one on each hex from 2014 to 2017 inclusive

Increase the demoralization level of the remaining nationalities and Norman army by an additional 10 points; this may cause a chain reaction of disintegration.

**Leader Losses.** The death of any leader other than William or Harold counts as a 5 strength point loss.

**Inactive Leaders.** On any player turn in which there are at least three separate combat zones, the phasing player increases his morale loss by 2 points for each leader not participating in combat. For the Norman player, this penalty applies to a leader only if at least one of his nation’s units is involved in combat that turn; and if so, the penalty is applied to both the leader’s national total, and that of the Norman army.

**16.4 Anglo-Saxon Set Up**

Harold and the 8-3 (2) must be placed on a Level 6 hex on Senlac Hill. All other units and leaders may be placed on any Level 5 or Level 6 hex on Senlac or Caldbec Hills.

Leader Harold (2-4)
Leader Gyrth
Leader Leofwine
1x 8-3 (2)
7x 7-3 (2)
8x 5-3
22x 3-3
1x Archer

**Reinforcements.** None.

**16.5 Army Morale**

Keep track of the strength point losses of each army and nationality; five separate totals. Demoralization and disintegration levels for each area are noted on the chart.

**Norman Army** Each Norman, Breton, and French loss counts against the total for the nationality and for the entire Norman Army. Each nationality of the Norman army can demoralize individually. Any attack involving units of a demoralized nationality suffers the effects of that demoralization. Once the Norman army demoralization level is reached, the entire army is demoralized, even if one or more individual nationalities have not yet reached their own demoralization levels.

**Norman Disintegration.** Each nationality of the Norman army can disintegrate individually. Remove that nationality’s surviving leader and units from the map; any Anglo-Saxon units adjacent to one or more removed units, and not in the ZOC of a remaining Norman army unit, must advance into one of the vacated hexes, even if stacked with a leader.

**Army Morale for HastingS (16.5)**

<table>
<thead>
<tr>
<th>Nationality</th>
<th>Demoralization</th>
<th>Disintegration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anglo-Saxons</td>
<td>80</td>
<td>120</td>
</tr>
<tr>
<td>Norman</td>
<td>85</td>
<td>130</td>
</tr>
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<td>30</td>
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<tr>
<td>French</td>
<td>20</td>
<td>30</td>
</tr>
<tr>
<td>Normans</td>
<td>45</td>
<td>70</td>
</tr>
</tbody>
</table>

**16.6 Victory Conditions**

**Instant Norman Victory.** Harold is killed or the Anglo-Saxon army disintegrates.

**Instant Anglo-Saxon Victory.** William is killed or the Norman army disintegrates. If both players simultaneously achieve an instant victory, the Anglo-Saxons win.

**Victory on Points.** If neither player wins an instant victory, then victory goes to the player with the most VP at the end of Turn 10. VP are scored for enemy morale losses and units exited (see below).

**Points for Exiting Units.** Units voluntarily exiting the map (16.2) gain 1 VP per strength point exited. Leaders voluntarily exited count 1 VP per point of leadership value. No more than half an army’s VP may come from exiting units.
16.7 Optional Rules
Players may use any combination of the following optional rules. Make the choice before beginning play. If a random selection is preferred, have each player roll one die and use the corresponding options. If both players roll the same number no option is used.

Option 1: Anglo-Saxon Impetuosity (use either A or B, not both; if rolling dice, roll again using odd for A and even for B).

1A. Anglo-Saxon units more than three hexes from a Anglo-Saxon leader must advance after combat (as attacker or defender) if opposing hex is vacated.

1B. Unless stacked with a leader, one Anglo-Saxon unit must advance after combat.

Option 2: Norman Impetuosity. Unless stacked with a leader, one Norman unit must advance after combat.

Option 3: Slings & Arrows of Outrageous Fortune. Roll 1d6 for each leader stacked in each hex targeted by archer, even if the fire fails to disrupt the unit or if the leader is alone. On a roll of 1 the leader is killed.

Option 4: Fight On! The death of Harold or William does not end the game, but instead counts as a loss in strength points of 5 times his combat modifier.

Option 5: Arrow Supply. Both sides ran out of arrows during the battle and had to call for fresh supplies. Begin the game with 30 missiles for the Norman army as a whole, and 3 for the Anglo-Saxons. Every time an archer unit rolls on the missile table, subtract 1 from that army’s missile supply. When the supply reaches 0 no missile unit of that army can fire for the remainder of that, or the entire next, game turn. At the beginning of the following game turn, resupply the army with arrows equal to double the number of the remaining archer units.

Example. The Normans begin the game with 10 archer units. If all units fire each turn, the Norman arrow supply runs out at the end of Turn 3. The Normans cannot fire at all in Turn 4, but will be resupplied with arrows at the beginning of Turn 5. Assuming they still have all 10 archers on the map, they will receive 20 arrows.

Option 6 Norman Free Set Up.
Norman units set up anywhere on levels 5, 6, and 7 of Telham Hill.

17.0 CAMPAIGN RULES

17.1 Campaign Structure
Play the three battles in chronological order: Fulford, Stamford Bridge, Hastings. The outcome of each of the first two battles can affect army strengths in subsequent battles (17.2, 17.3). The victor at Hastings is the victor of the whole campaign.

17.2 Outcome of Fulford
At the end of the battle, flip all reduced two-step units to their full-strength sides. Make each check below in the order given to determine the effects of the battle on future events.

Death of Harold. The Norwegians flee home leaderless, and Tostig’s remaining rebels prove no match for the local Northumbrian militia. Harold remains in the south to await William. Do not play Stamford Bridge, go directly to Hastings. For every Anglo-Saxon unit fewer than 18 eliminated, add 2 Anglo-Saxon units to the Anglo-Saxon set-up at Hastings.

Example. If 16 Anglo-Saxons are killed, add 4 units to the Anglo-Saxon setup at Hastings.

Death of Tostig. No Rebel Anglo-Saxon units participate at Stamford Bridge.

Saxon Losses. If fewer than 18 Anglo-Saxon units were eliminated, subtract the number of eliminated units from 18 and add the difference to the number of Anglo-Saxon units available at Stamford Bridge. Select the units to be added randomly from the surviving units at Fulford. If more than 18 Anglo-Saxon units were eliminated, subtract 18 from the total of eliminated units and reduce the Anglo-Saxon units at Stamford bridge by that number. Select the units randomly from the original set up for Stamford Bridge.

Example. If the Anglo-Saxon army at Fulford is increased by 14 strength points after Fulford, increase the Anglo-Saxon demoralization level for Stamford Bridge by 7, and the Anglo-Saxon disintegration level by 10.

17.3 Outcome of Stamford Bridge:
At the end of the battle, flip all reduced two-step units to their full-strength sides. Make each check below in the order given to determine the effects of the battle on future events.

Death of Harold. The Viking/Norman player wins the campaign. Haraldr reinstall Tostig (if alive) as Earl of Northumbria, and declares himself King of England. William invades southern England and also declares himself king. A protracted war begins between Normans and Norwegians.

Harold And Haraldr Survive. The Viking/Norman player wins the campaign, even if one or both armies disintegrate. Harold remains committed against Haraldr (and Tostig, if alive). William lands unopposed and easily subdues the entire country, defeating the exhausted Anglo-Saxon and Norwegian remnant armies.

Saxon Losses. If fewer than 19 Anglo-Saxon units were eliminated, subtract the number of eliminated units from 19 and add the difference to the Anglo-Saxon units available at Hastings (selected randomly as in 17.2). If more than 19 Anglo-Saxon units were eliminated, subtract 19 from the total of eliminated units and reduce the Anglo-Saxon units at Hastings by that number (as above). Modify the Anglo-Saxon morale for Hastings as in 17.2.
**1066: The Year of Three Battles**

### 18.0 SCENARIO NOTES

These three battles saw the deaths of five major leaders (Haraldr, Tostig, Harold, Gyrð and Leofwine), and the serious wounding of two more (Edwin and Morkere), and these casualties rapidly hastened the collapse of the leaders’ respective armies. Rumors of William’s death early on at Hastings nearly led to the Norman army breaking. To reflect this, the main change from standard rules is to make leaders much more vulnerable to missile fire and melee. To prevent players hiding their leaders behind their front line, there is a morale penalty for each turn in which the leader is not personally leading his men in the fray. These battles were, after all, fights for the kingship of England. The contenders need to prove their divine right to rule by personal valor. Rear-area generalship does not inspire confidence! To best protect your leaders, stack them with your strongest two-step units, avoid enemy archers, and keep a retreat line open. You will also need a vacant hex or two behind the leader to allow him to rally eliminated units back into play.

Note also that these armies are not well-drilled legionaries. There is no displacement, and units cannot pass through each other during movement. Forward planning for all contingencies is vital to avoid units getting sandwiched between the enemy and your own troops.

#### COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
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<tbody>
<tr>
<td>1</td>
<td>AR</td>
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<td>DR</td>
<td>DR</td>
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<td>DR</td>
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<tr>
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</tbody>
</table>

#### TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain</th>
<th>MP Cost</th>
<th>Combat Effect</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Hex</td>
<td>1 MP</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Roman Road Hex</td>
<td>½ MP along road</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Stream Hexside</td>
<td>+1 MP</td>
<td>Attacker halved*</td>
<td>-</td>
</tr>
<tr>
<td>Marsh Hex</td>
<td>2 MP</td>
<td>Halved* attacking in or out</td>
<td>-</td>
</tr>
<tr>
<td>River Ouse Hex</td>
<td>Prohibited</td>
<td>Prohibited</td>
<td>Blocks ZOC</td>
</tr>
<tr>
<td>River Derwent Hexside</td>
<td>+2 MP</td>
<td>Prohibited across</td>
<td>Blocks ZOC. Units may not retreat across. Attacker halved if crossed river on same turn. Cavalry may not charge on the turn it crosses the river.</td>
</tr>
<tr>
<td>Stamford Bridge Hexside</td>
<td>+½ MP</td>
<td>Halved across *</td>
<td>Blocks ZOC, combat across is optional.</td>
</tr>
<tr>
<td>Change in Level</td>
<td>+1 MP up or down</td>
<td>Attacker halved going up*</td>
<td>Missile LOS blocked by hexes of her level than both firing and target units.</td>
</tr>
</tbody>
</table>

Terrain types are cumulative for both movement and combat. *Do not round fractions*