

# **Hastings 1066**

## **Casus Belli Hors-Serie No. 9 game**

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[translated by Roy Bartoo, translator's notes in square brackets - RKB]

About to attack the enemy, William exhorts his troops to fight bravely, but also wisely; he assures them that if defeated, they will have neither retreat nor hope; victorious, the glory and treasures of England will be theirs. [caption to illustration p. 43]

Then the terrible sounds of trumpets rang out in both camps announcing the start of the battle. Guillaume de Poitiers [caption to illustration p. 45]

Then came the cavalry, all dressed in coats of mail, heads well protected by helms with noseguards. They held their great pointed shields in their left hands and in their right the sword or fighting lance. Bayeux tapestry, 11th century. [caption to illustration p. 47]

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## **Game Rules**

### **1.0 GAME OBJECTIVE**

“Hastings 1066” is a game simulating, at a scale of 1 hexagon = 50 m., the clash on 14 October 1066, between the Normans and their allies, commanded by William, Duke of Normandy, and the Saxons of Harold, King of England. The conflict is to settle the succession after the death of King Edward I of England.

The player who, after 8 game turns, has the most Victory Points (see 18), wins the game. To accomplish this, the principal goal of the Norman player is to take Senlac Hill, where Harold’s army has taken up defensive positions. To achieve this, he must limit his losses as much as possible, and lure Harold down off the hill onto the plain where he can be more easily engaged. For his part, Harold has goal of maintaining a solid defense on the hill to force William into difficult frontal assaults. In addition, careful stacking, mutual support, and some units in reserve will allow the Saxon player to attempt some decisive counterattacks towards the end of the game.

Two completely different strategies are thus going to clash.

### **2.0 THE MAP AND TERRAIN TYPES**

#### **2.1 The Map**

It represents, covering an area of 1 square kilometer, the historical area of Hastings battlefield. Each hex is 50 m. from side to side. Each game turn represents one hour of real time. The game turn record track is alongside the map.

#### **2.2 Terrain Effects**

Terrain effects on movement and combat are cumulative. Consult the Terrain Effects Table on page 45.

*[Terrain Effects Table is at the end of these rules]*

### **3.0 UNITS AND FACING**

#### **3.1 Units**

##### **3.1.1 Unit Types**

The symbols on the units show what type they are.

The Saxon player has three types of units:

- Huscarls, elite Saxon and Viking warriors, armed with axes and excellent morale
- Thegns (also, “Thanes”), levies of minor nobles, reasonably well equipped.
- Fyrd, peasant levies with minimal equipment and shaky morale.

The Norman player also has three types of units:

- Cavalry, still lightly armored in the 11th century, thus rapid, well equipped, and with high morale
- Infantry, with standard equipment and average morale
- Archers, armed with weak bows, but indispensable for harassment (a unit of crossbowmen [arbalétriers] is also present at Hastings).

### 3.1.2 The Nationalities

Units are color-coded by which leader's faction they are part of:

#### Saxons

Red: Harold's troops

Yellow: Gyrf's troops

Ochre (reddish-brown): Leofwine's troops

#### Normans

Blue: Normans

Green: Bretons

Violet: Franco-Flemish troops

### 3.1.3 Information on the counters

See below.[Counter Legend, box on p. 44]

#### **Combat Units**

- Unit type is indicated at the top.
- Shock combat modifier is top left ("Force d'appuis");
- Morale is top left ("Moral");
- Number of steps is indicated by the short horizontal hash marks on the left side of the counter ("pas de perte");
- Missile range is right-center ("portée de tir")
- Attack strength is bottom left ("force d'attaque");
- Defense strength is bottom center ("force de défense");
- Movement allowance is bottom right.

**Leader units** have additional indications:

- Combat bonus in attack/defense is on the left side of the leader counter (+/- 1 for King Harold)
- Morale bonus is on the right side of the counter, top number is the morale bonus for units in the SAME hex, bottom number is the morale bonus for units in ADJACENT hexes (+2/+1 for King Harold)
- Command range is the pair of numbers at the top of the leader counter, larger radius on the left, smaller on the right (5/2 for King Harold).]

### 3.1.4 Counter scale

- 1 Saxon heavy infantry unit: 100 men
- 1 Saxon light infantry unit: 200-400 men
- 1 Norman infantry unit: 150 men
- 1 Norman archer or cavalry unit: 125 men
- 1 Baggage or Leader unit: 25-50 men

#### **Order of Battle** [box p. 44]

##### Normans:

- William [Guillaume] +1/-1 CBAT/DEF (2)-6 Morale +2/+1 Radius 6/3
- Eude [Odo] 0 CBAT (1)-6 Morale +1 Radius 3/1
- 8 Cavalry (9.3, 8.5) 12-8-5/9-6-5/6-4-5 1070 men
- 6 Archers (5.6) 1-3 (Range = 2) 800
- 14 Infantry (7.6, 6.8) 7-3/5-3 2130

##### Bretons:

- Alain Fergant +1 CBAT (1)-6 Morale +1 Radius 4/2
- 4 Cavalry (9.1, 8.3) 530
- 3 Archers (5.3) 400
- 7 Infantry (7.2, 6.5) 1070

##### Franco-Flemish

- Eustace de Boulogne +0 CBAT (1)-6 Morale +1 Radius 4/2
- 3 Cavalry (9.1, 8.2) 400
- 3 Archers (incl. 1-3 Range = 3 Crossbows) 300
- 5 Infantry (7.2, 6.3) 800
- 1 Baggage Train [Bagage] (4.1) 50

Norman total: 54 units 7550 men

##### Saxons:

- Harold +1/-1 CBAT/DEF (2)-5 Morale +2/+1 Radius 5/2
- Esegar +1 CBAT (1)-4 Morale +1 Radius 3/1
  - ◆ 6 Huscarls (10.1, 9.2, 8.3) 8-3/6-3/4-3 (Guard 10-3/8-3/6-3/4-3) 400 men
  - ◆ 9 Thegn (8.1, 7.4, 6.4) 6-3/4-3 600
  - ◆ 10 Fyrd (6.4, 5.6) 6-3/4-3/2-3 or 5-3/3-3 2800
- Gyrth +1 CBAT (1)-4 Morale +1 Radius 3/1
  - ◆ 2 Huscarls (9.1, 8.1) 200
  - ◆ 3 Thegn (7.2, 6.1) 300
  - ◆ 6 Fyrd (6.2, 5.4) 1600
- Leofwine +1 CBAT (1)-4 Morale +1 Radius 3/1
  - ◆ 2 Huscarls (9.1, 8.1) 200
  - ◆ 3 Thegn (7.2, 6.1) 300
  - ◆ 6 Fyrd (6.2, 5.4) 1600

Reinforcements: 2 Fyrd (6.1, 5.1) 600

Saxon total: 49 units 8600 men

## 3.2 Counter Facing

### 3.2.1 Facing

[counters face towards a vertex rather than a hexside] Each counter or stack of counters has a single facing in a hex, i.e.:

- 2 frontal hexes by the top of the counter [see the little side-box on p. 44]
- 2 flank hexes
- 2 rear hexes

Archer units are considered to be frontal through all six hexsides.

### 3.2.2 Facing and Movement

Facing may be freely changed during movement and costs no movement points; but each unit must be correctly faced at the end of its movement.

A Routed unit which is attacked is always considered to be attacked through a rear facing.

A counter which rallies may freely adjust its facing.

### 3.2.3 Facing and Combat

Units may only attack through the attacker's frontal hexsides.

Any unit which attacks enemy units through the defender's flank hexsides benefits from a +1 die roll modifier; if attacking through the defender's rear hexsides, a +2 die roll modifier. This bonus is applied to the entire attack provided at least one unit qualifies.

## 4.0 ZONES OF CONTROL AND STACKING

### 4.1.1 Zones of Control

The four hexes immediately adjacent to the front and flanks of a unit constitute its zone of control (ZOC). ZOC extend into hexes which are occupied by other units, friendly or enemy.

A hex may be controlled by several units simultaneously.

Leader counters do not have ZOC. They are also the only counters which may move from ZOC to ZOC during their movement, provided that they only move through hexes occupied by friendly units.

Archers do not have ZOC, but may leave ZOC without penalty (so long as they do not move from one ZOC to ZOC).

#### 4.1.2 ZOC and Movement

A counter must end its movement for the turn when it enters into an enemy ZOC. Entering a hex with an enemy ZOC in it does not cost any additional movement points. Movement from ZOC to ZOC is forbidden (direct passage). [I.e., a unit, except leaders, cannot move from one enemy ZOC directly into another].

#### 4.1.3 ZOC and Combat

Any rout through a hex in enemy ZOC increases the combat result by one step loss (one step per hex of this type moved through). Any unit in attack mode in ZOC must take part in a combat during the attack phase.

A unit which is in attack mode and which leaves an enemy ZOC must attack elsewhere after movement (for example in support or in the third line).

#### 4.1.4 Leaving a ZOC

It costs +1 movement point (except for archers, 2nd and 3rd lines and leaders). Units may leave in any order the controlling player chooses, as part of a stack of several units.

#### 4.1.5 Facing and ZOC

A unit does not exert ZOC through its rear hexsides. Although they do not have a ZOC, archer units are always considered to have six frontal hexes.

#### 4.1.6 ZOC and Terrain

ZOC do not extend from low to high from a hex at level 0 to a hex at level 2 (without an intervening level 1).

#### 4.1.7 ZOC and 1st Line

A new unit which enters a friendly stack in enemy ZOC during its movement, may not, during this phase, be put directly into the first line.

### 4.2.0 STACKING

#### 4.2.1 Stacking Limits

No more than three units may be stacked in a hex at the end of a movement or combat phase. Leaders and markers do not count towards this limit.

#### 4.2.2 Stacking and Saxon Wings

The Saxon player may freely stack units from the different Saxon wings, i.e. of different colors.

#### 4.2.3 Stacking and Norman Wings

Units of different wings (colors) may not be stacked, except for archers.

However, hexes containing units from different wings may attack the same enemy hex without penalty if a leader is present, or with a -1 die roll modifier penalty if there is not leader.

If each of these hexes contains a leader, their combat bonus add together.

#### 4.2.4 Stacking Restrictions

It is forbidden to stack:

- units under different types of orders;
- routed units with non-routed units

#### 4.2.5 Stacking and Movement

During the movement phase units may move through hexes stacked to the limit with friendly units, provided they do not end their turn in that hex.

Units may not, during movement, move through a hex containing routed units.

#### 4.2.6 Retreat and Stacking

Units which would exceed the stacking limit as a result of rout must retreat an additional hex, within the rules for retreat priorities (see 13.2).

### **5.0 SET UP AND THE FIRST GAME TURN**

#### 5.1 Setting Up

The units of each wing are placed on the appropriately colored dots for their wing.

You do not need to have units on all of the dots.

Hexes with two dots, which mark the border between two wings of the Saxon army, may be occupied by units of either wing, or both.

Units under the command of Leofwine and Gyrth may be placed on the left or right wing of Harold's troops, at the player's choice.

Stacking limits must be obeyed.

Harold may be placed in his historical location (marked with a red 'H'), or on a red dot, at the players' choice.

Both players set up simultaneously and secretly (put a divider between the two players' set up areas).

## 5.2 The First Game Turn

On the first turn of the game, prior to the Orders Selection Phase, all Norman leaders have Move orders, all Saxon leaders have Defend orders. These orders may be changed beginning with the Orders Change Phase of this same turn.

## 6.0 SEQUENCE OF PLAY

The game lasts for 8 turns, each of which is divided into two phases as detailed below. Record the passage of game turns by advancing the Turn marker on the track.

### 6.1 Norman Player Phases

- 1) Orders selection and possible leader movement
- 2) Movement (including leaders who moved in step 1 if they have MPs remaining).
- 3) Norman archers fire and morale checks
- 4) Saxon (defensive) missile fire and morale checks
- 5) Combat resolution and morale checks
- 6) Rally and archer resupply
- 7) Rout

### 6.2 Saxon Player Phases

- 8) Orders selection and possible leader movement
- 9) Movement (including leaders who moved in step 8 if they have MPs remaining).
- 10) Norman archers (defensive) fire and check
- 11) Combat resolution and check
- 12) Rally and archer resupply
- 13) Rout

Move the Turn marker one space on the Turn track.

## 7.0 ORDERS

### 7.1 Command Radius

In order to receive an order from a leader, a unit must be within his command radius. This radius is expressed as the number of hexes between the unit and the leader, not including the leader's hex.

Every leader has a large and a small command radius expressed as a number of hexes range, which allows him to give orders to more or less distant parts of his army. Only the army commander can give orders to all units of their army, within their command radius. They therefore are not restricted by the color of the unit being ordered.

### 7.2 Transmission

ZoC which are not occupied by a friendly unit block the passage of orders. Archers, which are light skirmish units, are not subject to orders and may move and fire freely. Baggage is also not subject to orders.

### 7.3 Different Types of Orders

#### Move order

Effects on in-command units with this order:

- May freely move but may not re-enter ZoC
- Cannot attack
- Units in ZoC must, if possible, retreat at least one hex during movement. If not possible, they remain in the ZoC without attacking, but defend normally.

#### Attack order

- units in ZoC at the start of their movement phase must take part in an attack during the combat phase (as lead or support regardless of location in a stack).
- other in-command units with this order must move at least one hex towards the enemy by the end of the move.
- Reentering ZoC is allowed.
- leaving ZoC is forbidden unless the unit reenters another ZoC to participate in combat; moving directly from one ZoC to another is still prohibited.
- An archer cannot be placed in the first line, on top of a stack with Attack orders.
- A unit or stack with Attack orders which is adjacent to an enemy unit must be faced so as to be able to perform an attack (see Facing).

#### Defense order

- May not enter the ZoC of an enemy unit with attack orders without being part of a stack (2nd or 3rd line), except for archers.
- No offensive combat.
- Bonus: +1 defense strength point, +1 morale point, able to fire missiles defensively.

#### Rally order

Affects only routed units, within the command radius.

- Routed units can check morale in an attempt to reorganize.
- Leaders can rally any unit of their wing (same color counter).
- army commanders can rally any unit of their army.
- Leader bonus applies to this morale check.
- Leaders must be out of enemy ZoC to attempt a rally.

## **8.0 MOVEMENT AND REINFORCEMENTS**

8.1 Movement is only allowed during the movement phase. Leaders however can move during the Orders phase. The movement allowance of a unit is marked on it. The base cost is 1 movement point per hex (clear terrain). The Terrain Effects Table gives the cost in movement points for different hex types.

The counter is moved through a contiguous line of hexes.

A unit which follows a path or road only pays the cost of the path, or the road, regardless of the terrain moved through.

Any unit which leaves the map during its movement or as a result of combat is eliminated.

8.2 A unit may not exceed its movement allowance, nor accumulate movement points from turn to turn.

A unit may always move at least one hex, even if it does not have enough movement points to do so otherwise.

One unit's movement must be completed before another unit can move.  
A unit may never move through a hex occupied by an enemy unit.

Units during the movement phase may not move through a hex occupied by a routed unit.

### 8.3 Special Units

Archers in the first line cannot enter into the ZoC of an enemy unit in Attack order.

### 8.4 Withdrawal

This is the only type of movement which may take place during the enemy's turn, before certain combats. This allows units to avoid declared enemy attacks by retreating:

- 1 hex for archers (unless they fired defensively);
- 1 hex for cavalry (so long as they are not in Attack order);
- 1 hex for leaders.

Stacking limits apply as does the prohibition against Withdrawal from ZoC into ZoC.

### 8.5 Reinforcements

- The Saxon player receives 2 Fyrd units as reinforcements on Turn 4 (5-3, 6-3 units), and leader Esegar.

These units, marked as reinforcements on the counters, arrive via the road, with Movement orders, and are under the command of Esegar or Harold.

- The movement point cost of the hex of entry must be paid.
- Reinforcements can be voluntarily delayed and may enter at a later turn if desired by the player.
- If the entry hex is enemy-occupied or controlled, the Saxon player cannot enter the reinforcements until the following turn, through any hex of the North map edge which is free of enemy ZoC.

## 9.0 MISSILE COMBAT

### 9.1 Saxon Missile Combat

Executed during the Saxon missile combat phase. Maximum range is one hex.

#### 9.1.1 Conditions

The Saxon unit (or stack) must be in Defense order.

During the Norman movement phase, enemy units entered into contact, in previously-unoccupied hexes.

The Saxon unit(s) in defense may fire missiles at one of these hexes.

Units which occupy the same hex must combine their fires against the same hex. This fire can only be made through frontal or flank hexsides.

#### 9.1.2 Resolution

Roll a 10-sided die for each firing hex and consult the Missile Combat Table.

If the first-line Norman unit is an archer unit, it does not suffer missile fire.

A change in stacking order among a stack that began the movement phase in ZoC provokes a missile attack against the new first-line unit, provided it is not an archer. This fire is resolved on the Missile Combat Table, without bonuses for 2nd and 3rd firers. During each Saxon missile phase, Norman units already in ZoC from the previous turn suffer a missile attack with no bonuses.

### 9.2 Norman Archer Missile Fire

#### 9.2.1 Firing phases

Archers may fire during the following phases:

- during the Archer Fire Phase
- in support of a melee attack during the Norman Combat Phase
- during the defensive archers fire phase.

Archer units must resupply with arrows every two firings. To resupply, an archer unit must be within 9 hexes of the baggage, during a complete game turn, from phase to phase. It cannot resupply while routed, or if the baggage is routed or eliminated.

#### 9.2.2 Procedure

The maximum range for this fire is 2 hexes (3 for the crossbow [arbalétriers] unit), and uses the same Missile Combat Resolution Table as the Saxons.

Archers who fire defensively cannot withdraw during the Saxon combat phase.

The crossbow [arbalétiérs] unit follows the same rules as for archers, but may fire up to a range of three hexes.

Archers can only fire if in the first or second line (a maximum of 2 archers per hex will be able to fire).

### 9.2.3 Arrow Resupply

During the battle, the Norman archers several times went to resupply with arrows. This constraint is simulated as follows:

- each time that an archer unit fires (offensive, defensive or support, during any phase) the marker of the unit in questions, with the same letter, placed under the unit at the start of the game, is flipped. After 2 firings (or 1 if the player so desires), the quivers are empty and the marker is removed from the map and placed on the turn track at turn T + 2.
- In the second following turn, during the orders phase, the quivers are refilled and the marker is replaced under the unit provided the unit is within 9 hexes of the baggage.
- Otherwise, it is positioned on the next turn of the turn track so long as this condition is not met.
- units are never required to fire during a phase where it is allowed, the marker is not flipped/advanced if no firing is done.

### 9.2.4 Line of Sight

Units can only fire over a unit (friendly or enemy) beginning on turn 5, but without any bonus.

## 10.0 MELEE COMBAT

10.1 Combat is mandatory for units in Attack order and in contact in an enemy ZoC. Combat is not required for a unit which is adjacent to an enemy unit but not controlled by it.

A unit can only attack and be attacked once during the combat phase. Units in two different hexes may combine their strength to attack a single hex (see Support).

However, units in a single hex cannot attack enemy units in two different hexes. The attacking player decides the order in which combats are resolved and which units take part, within the above rules.

### 10.2 Procedure

Each combat is resolved by the following process:

- Calculate the force ratio, applying modifiers due to terrain and combat [unit type?]
- Find the result on the Combat Results Table
- Apply the result
- Check morale (including secondary checks)
- Advances after rout

The combat resolution process for one combat must be completed before beginning another.

### 10.3 Calculating the force ratio

- Add the combat strengths of the attacking units, being:
  - The combat strength of the first line unit (top unit in the stack) of the principal attacking hex, as freely chosen by the player.
  - The support strength of first line units in hexes adjacent to the attacked hex.
- Compare it to the combat strength of the defender, again considering the first line unit (add a strength point if the unit is in Defense orders).
- The ratio of forces obtained is rounded in favor of the defender.
- Before rolling the die, apply any modifiers (to the column and the die roll).

### 10.4 Support

A unit or stack of units which makes a principal attack can be supported by other friendly units or stacks, on the sole condition that they are adjacent to the hex being attacked.

These units add their support strength to the combat.

For a stack, use the support value of the top unit. Archers have a support value, in both the first and second lines. Leaders have no support value.

If an attacking stack has two units more than the defending stack (three attacking units, one defending) the attack has a +1 die roll modifier (differential bonus). This bonus only applies to the stack which is the principal attacking stack.

## 11.0 MORALE

### 11.1 Morale Checks (M)

Morale checks are made by rolling a d10 to check units' cohesion after certain combat results. A die roll greater than the unit's morale, after applying any modifiers, means the unit has failed its morale check.

### 11.2 Morale Check (M) of a Stack

A single die roll is required.

The die roll is compared to the morale of the top unit. If it passes, the entire stack passes its morale check.

If the top unit fails its morale check, it routs. The same die roll is then compared to the morale of the second unit in the stack, etc.

Exception: For the morale check to advance after rout (see 14), just because the top unit passes its check does not mean the entire stack passes. Compare the morale of each unit to the die roll.

### 11.3 Morale Modifiers

Hex contains 3 units: +1 to morale (for all three units in the stack).

The units in a hex are in Defense orders: +1 to morale.

Any leader bonuses.

### 11.4 Effects of a Passed Morale Check

- After combat
  - A non-routed unit is unaffected.
  - A routed unit retreats 2 hexes without a morale check. The attacker checks for advance after rout.
- After a rally attempt
  - A routed unit becomes 'normal' and returns to the orders it was under prior to rout.

### 11.5 Unit Elimination and Morale

A secondary morale check is necessary for units adjacent to a unit which is eliminated.

### 11.6 Effects of a Failed Morale Check

- After combat
  - A non-routed unit becomes routed (place a "Deroute" marker on the unit) and retreats two hexes according to the retreat priorities. It may cause an 'advance after rout'.
  - A routed unit retreats two hexes without a morale check and may cause an advance after rout.
- After a rally attempt
  - A routed unit performs another rout move towards the friendly map edge, within the retreat priorities, with a minimum of two hexes for infantry and three hexes for cavalry, regardless of the terrain moved through.

## 12.0 COMBAT RESULTS

The Combat Results Table includes the following:

### 12.1 Description

A2, D2 Attacker/Defender loses 2 strength steps (for the attacker, from the principal attack hex first). Surviving units in the hex check morale (see 12 and 13). See also secondary morale checks.

A1, D1 Same as above except only 1 step loss.

M: Morale check, the defender checks morale:

- If he fails, he routs and the attacker may advance after rout.
- If he succeeds, the attacker then checks morale. If he passes, nothing further occurs.

If the attacker fails, he routs and the defender may advance after rout.

Adjacent units may also have to check morale (see Morale 11, 12 and 13).

M-1: Same as above, but with a -1 die roll modifier.

If the Combat Results Table has two results, that on the left applies to the attacker, that on the right to the defender.

## 12.2 Retreat (Rout) Priorities, In Decreasing Order

The player controlling the unit decides its exact rout move, with the following priorities applying to each hex moved through:

- 1) Out of enemy ZoC (if unavoidable, one step loss per hex moved through in ZoC).
- 2) Getting as near as possible to the friendly board edge.
- 3) Uses the least costly terrain type
- 4) Not through friendly occupied hexes.

For the Saxons the friendly map edge is the north, for the Normans it is the south edge. A unit which retreats into an enemy occupied hex or off the map is eliminated. A unit which fails to rally in time and moves off the edge of the map is therefore eliminated. Retreat into an enemy ZoC adds one step loss to the combat results per hex of enemy ZoC traversed. This step loss applies to the stack as a whole, not each unit.

If the only possible retreat hex is occupied by a friendly unit, the retreat provokes a pass-through check. Apply the pass-through penalty to the morale check for the unit(s) in the hex moved into.

There is no “chain of retreat”: if a retreating counter ends its move on a friendly unit, it must retreat an additional hex per the retreat priorities.

## 12.3 Unable to Retreat

An encircled unit loses one strength step per hex it is unable to retreat.

## 13.0 ROUT (always two hexes)

This occurs when a unit fails a morale check. This move is independent of movement during the movement phase. A rout does not necessarily affect the entire stack.

### 13.1 Effects

No voluntary movement.

No ZoC.

No attacking.

Attacking a routed unit gives a +1 die roll modifier (cumulative with rear attack bonus, hence +3).

No missile fire (even for archers).

M and M-1 combat results automatically cause a new 2 hex rout.

A routed unit can receive only one order: rally.

### 13.2 Secondary Effects of Rout (Contagious Panic)

Friendly units which, before its retreat, are adjacent to a unit which routs, as well as units in or adjacent to the retreat path of the routing unit, must also check their morale. Such checks are made immediately before resolving another combat.

Note: only one check is made per unit during the entire secondary routs phase. A unit will thus check a maximum of twice during the whole combat phase.

Place a “Test” marker on any unit which checked so that it need not do so again. This rule simulates the simultaneity of routs along the length of the front, and prevents round-trip moves as a part of rout.

### 13.3 Morale Modifiers for Secondary Checks

If the unit which is adjacent to the routed unit is:

Not routed: +1 to morale

Passed through: -1 to morale

Routed: no check and remains routed

Routed and passed through: as above, but rout moves with the arriving unit.

### 13.4 Special Rule Concerning Huscarls Rout

A huscarls unit of a least 2 strength steps which fails a morale check may, if it wishes, lose 1 strength step instead of routing. This rule simulates the exceptional abilities of the huscarls to keep their cohesion at the price of higher casualties.

### 14.3 When Advance After Rout May Occur

- 1) As a result of Saxon missile fire, a unit or stack routs.
- 2) After a combat, a unit or stack routs after an M combat result (failed morale check), the rout can be of the attacker or defender.

### 14.4 When Advance After Rout Cannot Occur

Archers cannot advance after causing a rout by missile fire, unlike a support fire which is a form of combat.

### 14.5 When Advance After Rout is Mandatory

When an advance after rout can occur, the winner must take a morale check for all of his eligible units.

This check is made without modifiers, except for the morale bonus of leaders.

A passed morale check means a unit may advance 0, 1, or 2 hexes for the attacker, 0 or 1 hexes for the defender.

A failed morale check means the units concerned must advance (2 hexes for the attacker, 1 hex for the defender).

### 14.6 Units Affected by Advance After Rout

Following combat against enemy units which rout; these are, in chronological order, the units in the principal attack hex, plus units in support hexes.

#### 14.7 Procedure

Advance after rout moves, whether voluntary or mandatory, must be made before the next combat is resolved.

This move ignores enemy ZoC.

All units which advance after rout automatically get Attack orders, regardless of the orders followed previously. They remain in Attack orders until possibly changed in the Orders Phase of the following turn.

#### 14.8 Unable to Advance Two Hexes

Two instances: enemy units, or the total elimination of the enemy because of a retreat into ZoC, can prevent the second hex of advance.

#### 14.9 Path of the Advance

These are the hexes through which the unit, or stack, routed.

Units which advance after rout must do so along the path that the routed unit used.

If several stacks must advance, the first hex of the retreat rout must also be occupied.

#### 14.10 Advance After Rout and Rally

During a player's Rally Phase, units which automatically rout (in enemy ZoC) continue to rout, but there is no further advance.

### **15.0 RALLYING ROUTED UNITS**

15.1 It can only occur through use of a Rally order, and this order can only affect routed units.

15.2 Rally is not allowed in ZoC.

15.3 Leaders can only rally units of their wing.

Army commanders can rally any unit of their army.

For rally, leaders add their morale bonus if stacked (or adjacent for army commanders, with +1 to morale).

15.4 A rallied unit returns to the orders it had prior to routing.

### **16.0 LEADERS**

Leader counters can give orders to their units, and add bonuses to combat and morale checks.

#### 16.1 Leaders and Movement

Leader counters can divide their movement allowance between two phases: the Orders Phase and the Movement Phase.

They do not exert ZoC.

They are considered as having 6 frontal hexsides.

They may move from enemy ZoC to enemy ZoC during their move, provided they only enter hexes occupied by friendly units.

They do not suffer movement penalties for leaving enemy ZoC.

They are considered as cavalry for movement point costs.

### 16.2 Leader Morale Bonus

Applies in all cases noted. A leader can never be routed. He may accompany a routed stack, but is never forced to leave the map and can stop accompanying the stack at any time.

### 16.3 Leaders in Combat

Alone, they defend with their combat bonus (1 or 2 strength points), but cannot attack (combat strength in parentheses).

They may Withdraw.

They are always the last to suffer a step loss as a result of combat.

### 16.4 Leader Death

#### 16.4.1 Harold's Death

Beginning on turn 7, any adjacent archer who fires on Harold's hex and rolls a 10 on the die, mortally wounds him. This gives the Norman player 10 victory points and the game continues.

#### 16.4.2 Leader Death in Combat

Harold and William ["Guillaume"]: 10 and 15 victory points respectively.

Other leaders: 5 points.

#### 16.4.3 Leader Loss Effects

- immediate morale check for all units within 2 hexes of the army commander.
- immediate morale check for all units within 1 hex of other leaders.
- possible secondary checks must be made.

### 16.5 Eude [Bishop Odo]

This priest sets up with the Norman units. He cannot attack. He can only give Rally or Move orders.

## 17.0 VICTORY CONDITIONS

At the end of turn 8, the players receive victory points for losses they inflicted and terrain occupied, as follows: players are advised to keep a running tally of victory points for losses during the game, to minimize errors.

### 17.1 For the Normans

- 2 points per Huscarls unit eliminated.
- 1 point per Thegn unit eliminated.
- 1/2 point per Fyrd unit eliminated.

- half points for routed units in enemy ZoC at the end of the game.
- 10 points for Harold's death.
- 5 points for the death of other Saxon leaders.
- 3 points per second level hill hex occupied by or only in Norman ZoC at the end of the game.
- 4 points per third level hill hex occupied by or only in Norman ZoC at the end of the game.

#### 17.2 For the Saxons

- 1 point per step loss of Norman cavalry.
- 1 point per Norman foot unit eliminated.
- 1 point per Norman archer or crossbow [arbalétiérs] unit.
- 5 points for the baggage unit.
- half points for routed units in enemy ZoC at the end of the game.
- 15 points for William's [Guillaume] death.
- 5 points for the death of the other Norman leaders.

The Saxons begin the game with a 24 point victory advance due to their position on Senlac hill.

Remember: any routed unit which leaves the map is eliminated.

### 18.0 VICTORY LEVELS

Positive difference between the players' victory points.

#### VICTORY LEVELS

<b>Saxons</b>	<b>Normans</b>	<b>Result</b>
1-8	1-8	Draw
9-16	9-16	Marginal Victory
17-24	27-28	Substantial Victory
25-32	29-44	Decisive Victory
33+	45+	Crushing Victory

Note: The victory levels used in the 1994 French Wargame Championship will be able to take into account factors such as the time allowed for each side.

## TERRAIN EFFECTS CHART

Type	Movement	Combat (lead attacker)
Clear	no effect	no effect
Path	no effect	other terrain in hex
Road*	cancel effect of other terrain	other terrain in hex
Slope level 1	no effect	no effect
Slope level 2 (crest)	cavalry +1 MP	1 column shift left
Slope level 2	infantry +1 MP, cavalry +2 MP	2 or 1 column shift left (without 1st level)
Slope level 3 (<<<)	cavalry +1 MP	1 column shift left
Rough	infantry +1 MP, cavalry +2 MP	-1 die roll modifier
River	+1 MP	1 column shift left
Marsh	infantry +2 MP, cavalry +3 MP	1 column shift left for infantry, 3 column shifts left for cavalry
ZoC	+1 MP to leave	Attack orders must combat (except archers, leaders, 2nd & 3rd line)

\* If the unit does its entire move along the road, it may move one additional hex.

## SUMMARY OF DIFFERENT BONUSES AND MODIFIERS

### Combat

Column shifts in defender's favor

- level 2 or 3 slope: -1 column
- level 2 slope without level 1: -2/1 column (1 if attack partially across)
- River: -1 column
- Marsh if attacker is only infantry: -1 column
- March if attacker includes at least 1 cavalry: -3 columns

### Die Roll Modifiers

- Defender in Rough Terrain: -1
- All leaders attacking: +1
- Attackers from different Norman wings without leaders: -1
- Flank attack: +1
- Rear attack: +2 (not cumulative with flank attack)
- Attacking a routed unit: +3 (automatically cumulative with the preceding)
- Differential bonus: +1

Morale

Unit(s) have Defense orders +1

Stack of 3 units +1

Stacked leaders +1

Stacked army commander +2

Adjacent army commander +1

secondary check +1

pass-through check -1