

# HASTINGS

## 1066



## 1 INTRODUCTION

The Battle of Hastings was one of the decisive battles in the history of Europe. As a result of this Norman victory, for three centuries England had French-speaking kings and nobles, and the individual people (the Saxons) lost much of their freedom.

HASTINGS 1066 is a short game for two players using a simple “board” and cards representing the units and battle events. One player is the Saxons (English – use the red cards and pawn) led by Harold Godwinson (King Harold II); the other is the Normans (use the blue cards and pawn), led by William of Normandy, later known as William the Conqueror because he was lucky enough to survive and win the battle.

## 2 THE BOARD

**2.1** This game uses a “virtual board”. Two board sides of the board are supplied, which helps players visualize the central area of the board where the game actually takes place. The players’ units (cards) outline the shape of the board.

**2.2** The battle takes place on a grid divided into six columns and seven rows. The rows are shown on the board sides. When the cards are laid out, in the order the player decides, the play area will resemble the illustration on the next page.

**2.3** The **Turn Chart** is located on the center section of the board side and is numbered from 1 to 7. At the end of his turn the Saxon player moves a cube to the next number (it begins on the 1). After turn 7 is completed the game ends, if it has not ended beforehand.

**2.4** The diagram on the next page shows the cards divided into three sets of two columns. This delineates the three “sectors”, left, right, and center, used to help govern movement and victory.

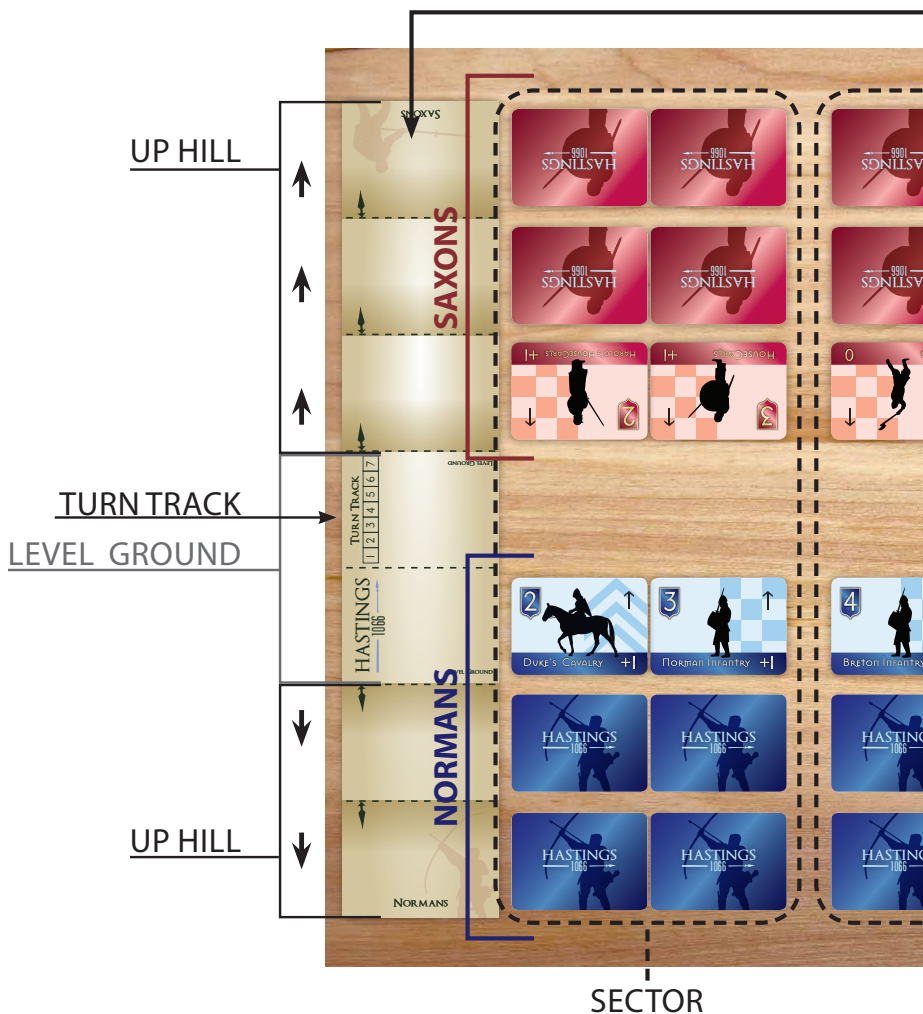
### 3 SETUP

**3.1** The players pick which side they want to play in the game, the Saxons take the red cards and pawn. The Normans take the blue cards and pawn.

**3.2** The players should place the two board edges spread out to the right and left with the bottom of the board side with their side at the correct end of the board edge (the board edges state which end of the board is Saxon v Normans).

**3.3** Shuffle the 14 Event Cards. Randomly deal three to each player, face down so the other player doesn't know what they are.

**3.4** There are 20 cards representing units of each army. Each player takes the cards for his army, shuffles them, and deals off two facedown as his potential



reinforcements. After these are dealt the player may look at them, but will not want to show them to his opponent.

**3.5** Then each player places his 18 cards, face down, in the 18 locations in three rows nearest his side of the board. (Historically all the Saxons, will be on Senlac Ridge, the hill on the Saxon side).

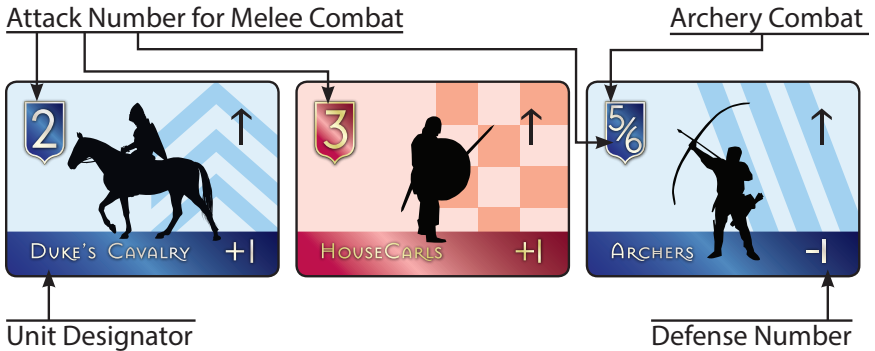
**3.6** Now the Saxon player places the Harold pawn in one of his three sectors, and then the Norman player places the William pawn in one of his sectors.

**3.7** Players then turn face up the row closest to their opponent, because these are within two moves of an opposing unit.



## 4 COMPONENTS

**4.1 UNIT CARDS:** Each unit card has a designator (such as “HouseCarls”) at the bottom of the card. There is an attack number in the top left corner. Archers (Norman only) have two attack numbers; the first (the 5) is for archery (special combat), the second (the 6) is used when the archers are in melee (normal combat). There is a defense number in the bottom right corner. See below:

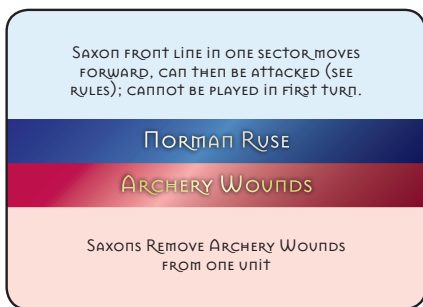
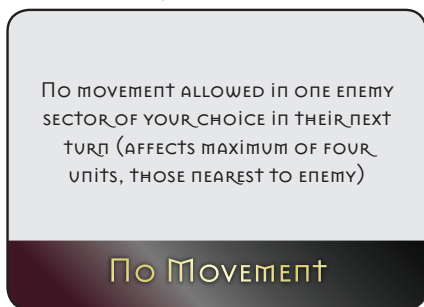


**4.1.1** The designator only matters in gameplay insofar as “Cavalry” can move faster than other units (which are all foot). The long side of the card with the arrow pointing to it, is its front side. The rear side of the card is the long side opposite the front (the front faces the enemy side of the board). The sides are its flanks. Cards always remain facing towards the enemy's side of the board. They can attack to their flank and to their rear if not frontally facing an enemy card, but do not rotate.



*In the example above, the HouseCarls on the left can attack the Flemish infantry directly in front of him. In the center, the HouseCarls can rear attack the Norman infantry behind him. The HouseCarls to the right cannot attack the Norman infantry behind because of the Flemish infantry and must attack the Flemish directly in front of him.*

**4.2 EVENT CARDS:** There are event cards that allow historical battle events that did occur, or that did not but could have occurred.



**4.3 OTHER COMPONENTS:** One 6-sided die.

**4.3.1** Two pawns, one blue representing Harold Godwinson and one red representing William of Normandy. Hologram cards are used in place of pawns in the *Dark Ages* game edition.

**4.3.2** Red cubes are used to indicate when a Saxon is hit by archery. Blue cubes are used to indicate when archers are out of arrows.

## 5 PLAY OF THE GAME

**5.1** Battle of Hastings is played in turns, first the Normans, then the Saxons, the two constituting one "Turn".

**5.2** The objective of the game is to force the enemy to flee, or wipe them out. If seven turns pass and both sides are still in the fight, darkness falls, and this is considered a win for the Saxons.

**5.3** In each turn a player may move all of his units (that are able to move, there are some restrictions), move his leader, and play an Event Card, not necessarily in that order.

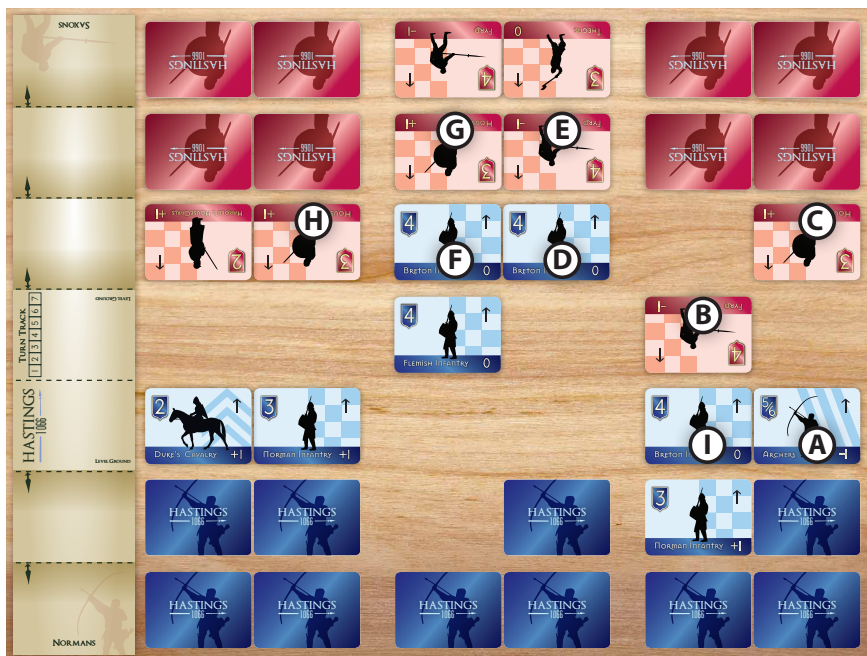
**5.4 TURN 1 RESTRICTIONS:** The Saxons cannot move into the Level Ground area of the game board in their first turn, and cannot play the "Normans run out of Arrows" or "Normans think William is Dead" Event Cards in their first turn.

## 6 MOVEMENT

**6.1** During your turn you may move all your units and your leader.

**6.2** A unit (card) can move two areas, or three if it is Cavalry. Only the Normans have cavalry.

**6.3** A unit may move forward, backward, left, or right, but NOT diagonally. When a unit's front becomes adjacent to an enemy unit's front the moving unit must stop (and engage). Diagonals are never counted in this game for any purpose.



The Norman Archer unit **A** launches an archer attack at Saxon Housecarl unit **C**. Even though Saxon unit **B** is in range, it cannot be attacked due to being engaged with Norman unit **I** to it's front. Archer unit **A**'s archer attack number is 5, unit **C**'s defensive number is +1, it is attacking uphill, but because it is an archer attack that adds no modifier, so the hit number is 6. The die is rolled and the result is a 4, a miss.

Breton Infantry unit **I** melee attacks the Saxon Fyrd unit **B**. Unit **B**'s attack number is 4, unit **B**'s defensive number is -1, it is level ground, and the King is in the Norman left sector, so the hit number is 3. The die is rolled and the result is a 3, a hit, eliminating unit **B**.

Breton infantry unit **D** must melee attack Fyrd unit **E**. Again, like above, the attack number is 4, the defensive number is -1, but the attack is uphill adding an attack penalty of +1, making the attack number 4. The die is rolled and the result is a 1, a miss!

Breton infantry unit **F** attacks Saxon Housecarl unit **G** to its front. Even though it is adjacent to Saxon unit **H**, it can not attack because that unit is in a different sector, and it has an enemy unit to it's front. Unit **F**'s attack number is 4, unit **G**'s defense number is +1, and the attack is uphill, also +1, making the hit number 6. The die is rolled and the result is a 5, a miss! All Norman attacks are complete.

Saxon unit **E** survived the attack against it and now gets to counter attack unit **D**. Unit **E**'s attack number is 4, unit **D**'s defense number is 0, making the total attack number 4. There are no other modifiers. The die is rolled and the result is a 4, a hit, eliminating unit **D**.

Saxon unit **G** also survived and gets to counter attack unit **F**. Unit **G**'s attack number is 3, and unit **F**'s defense number is 0, there are no other modifiers, making the total attack number 3. A 1 is rolled, a miss! Saxon unit **H** cannot counter attack because it is in a different sector, and was not attacked by unit **F**.

**6.4** A unit may move through another unit of the same side if that unit isn't adjacent (by its front, rear, or flank) to an opponent. A unit may never move through an enemy unit.

## **6.5 A UNIT CANNOT MOVE TO ANOTHER SECTOR UNLESS:**

- A.** Its movement into the new sector does not place it adjacent to an enemy unit, front, rear, or flank, or
- B.** The Transfer Event Card is played to permit this, or
- C.** The enemy in the sector the unit is coming from has been broken or wiped out.

*\*If a unit moves from one sector to another in case **A**, it cannot attack. If it moves through case **B** or **C** it can attack, if it is able to move to do so.*

**6.5.1** A unit must finish its move before the next unit moves. (The purpose here is to avoid shuffling of a group of units to try to rearrange their locations. It is not intended to make it difficult for the players who are trying to control their units, so use common sense.)

**6.5.2** Cards can stay face down until coming within two moves of an opponent, then must be revealed and stay revealed for remainder of the game.

**6.6 ARCHERS SPECIAL RETREAT:** If archers are attacked, then before the combat die is rolled against them they can withdraw one row, and the unit in that row replaces the archer in front and faces the attack. If there is no unit there, they cannot do this.

**6.7 CAVALRY SPECIAL RETREAT:** When a Saxon moves adjacent to the front of a Norman cavalry unit, the Norman may move one directly backward, provided that area is empty and the retreat is not uphill. The cavalry must make this choice at that time, not later. Any particular cavalry unit can do this only once in a turn, so, for example, if another Saxon can move to confront the cavalry, the cavalry cannot again retreat.

**6.8 LEADER MOVEMENT:** Your leader is in one of your three sectors, not in a particular unit location. You may transfer your leader to an immediately adjacent sector during your turn. Hence the leader could move from your left sector to the middle, but not all the way to the right sector.

**6.9 REINFORCEMENTS:** When a player plays a reinforcement event card he can bring onto the "board" either of the two cards set aside for this purpose, assuming any are still not on the board. Reinforcements appear in the back row, but cannot be placed in the back row adjacent to an enemy unit. The reinforcing unit may move in the turn it appears.

**6.10** After your movement is completed, and you've played an event card, combat takes place.



## 7 PLAYING AN EVENT CARD:

**7.1** As part of your turn you may (before combat) play one of the event cards from your hand. Always take another card from the draw pile when you use one.

**7.1.1** You may choose not to play an event card.

**7.1.2** Note that many event cards have two choices; you choose which one to use, obviously the one favoring your side, when you play it; the other is ignored.

**7.1.3** The event cards are meant to be self-explanatory in most cases. Here are a few additional notes:

- » **REMOVE WOUNDS:** The “Remove wounds” card removes all archery wounds from one unit. Even if the unit had just suffered a wound, it may move.
- » **NORMAN RUSE:** When the Normans play the “Norman Ruse” event card, they can choose one sector and force the two Saxon front-line units in that sector to move up to two areas straight forward toward the Normans. (This cannot happen in the first turn of the game.) This represents a trick that may have been used by the Normans, feinting that they flee in order to draw the Saxons forward off the hill.
- » **“NO MOVEMENT” EVENT CARD:** This does not affect Harold or William.

## 8 COMBAT

**8.1** The moving player makes all his melee and archery attacks. Then the non-moving player may counter-attack with survivors of melee attacks (those units that were eliminated cannot counterattack). The non-moving player cannot use archery fire in a counterattack.

**8.2** A card must always attack the card directly in front of itself. Cards can attack flank or rear in their sector, as long as there is not an enemy card directly in front of the card.

**8.3 MELEE COMBAT:** The active player is the attacker. His opponent is the defender.

**8.3.1** An active players units must attack the enemy unit in front of and adjacent to it, if any, even if there is a potential target to the side.

**8.3.2** Units cannot attack enemies in another Sector, unless the enemy has “broken” in the sector the attacker is in and there is no enemy directly in front to attack. In this case it CAN attack a unit to the side in another Sector.

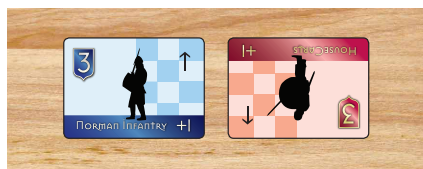
**8.3.3** A unit can “turn around” (cards do not actually turn) and attack the rear of a unit, if there is nothing directly in front.

**8.4 PROCEDURE FOR MELEE COMBAT:** One die is rolled for each attack. Begin with the attack number on the card of the attacking unit. Add the





*In the example to the left, the Saxon A could flank attack the Norman B on its right flank (though the card is not turned in any way) or move forward and attack the Norman C one space ahead. The Saxon D must attack the Norman B directly in front of him.*



*Regardless of which player moved in this situation, the moving player can flank attack the other. If the defending card survives, it can counterattack the flank of the attacking card.*

defense number of the target unit. Further, if the attacker is attacking uphill, add one to the number. If the leader of the attacking unit is in the same sector, subtract one. There may be other temporary bonuses or penalties, see below. The die roll must be equal to or higher than this result for the attack to be successful.

*Note: then, that a low attack number is desirable (2 is better than 3), while a high defense number is desirable (+1 is better than 0).*

**8.4.1** A 6 is not always a hit, nor a 1 always a miss. It can happen, in certain situations, that a unit cannot possibly hit, or cannot possibly miss, in an attack.

**8.5 RESULTS OF SUCCESSFUL MELEE COMBAT:** A successfully melee attacked unit is “eliminated” and removed from the game—really it just has suffered enough casualties that it loses coherence and plays no further part in battle.

## 8.6 ARCHERY COMBAT:

**8.6.1** Archers can shoot at a revealed unit up to three moves away; they can fire sideways, even into an adjacent Sector, as long as they also fire at least one row forward. They can shoot over their own units BUT they cannot shoot at a Saxon engaged with a Norman (front to front with a Norman). At times the Normans may have no arrows as a result of an event card, at which time the archers cannot shoot.

**8.6.2** Archery is not affected by attacking uphill. It is affected by other bonuses and penalties.

**8.6.3 A successful archery attack does not eliminate a unit.** Instead, place a red cube on the unit. The unit can move only one, not two. Each wound on a unit modifies the attack capability of the unit by plus one (+1) and the defense capability by minus one (-1) , but movement never drops below one.

**8.6.4** King Harold can be killed by archery attacks coming from in the sector he is in; however, he cannot be killed by archery until at least two Norman units have attacked Saxons via melee (this would draw the King into the battle).

**8.6.5** When an archer engages in melee combat, it uses the attack number "6" (and is subject to the uphill penalty); the "5" is for archery. **When an archer is adjacent to an enemy, it cannot choose to fire arrows, it must melee combat.**

**8.6.6** Notice that an archer cannot shoot at an unrevealed (face down) unit.

**8.7 COUNTERATTACK:** Combat bonuses apply to counterattacks. After all units of the moving player have attacked (melee and archery), any surviving units of the other player who are in position to attack may do so. However, archers cannot fire from a distance in this counterattack.

**8.7.1** If a unit was attacked by two enemies, one in front, one on the flank, then it may counterattack the one in front if that did not eliminate it, regardless of what the attack from the flank caused. It cannot choose to counterattack the unit at the side if there is a unit in front.

**8.8 SAXON SHIELD WALL:** The Saxon Housecarls (including Harold's) can form a "shield wall", standing close together to present a wall of shields to the enemy. When two Housecarl units are side-by-side (even when in different sectors), they form a shield wall. When in this situation, they attack at the same time as their enemy: in effect, they get a counterattack even if they are eliminated. The Shield Wall Counterattack capability does not apply if the attacker is attacking from the flank or rear.

## **8.9 BONUSES AND PENALTIES TO ATTACKS:**

**8.9.1** There is an attack bonus of minus one (-1) if your leader (Harold or William) is in the sector.

**8.9.2** There is a penalty of plus one (+1) for attacking uphill (does not apply to archery).

**8.9.3** There is an attack bonus of minus one (-1) for attacking from the side (flank) of a unit as long as the target is engaged to the front. There is an attack bonus of minus two (-2) for attacking from the rear as long as the target is engaged to the front.

**8.9.4** If your adjacent sector is broken, this improves opponent chances by minus one (-1) when attacking your unbroken sector.

**8.9.5** When William or Harold dies, all units for his side, in all sectors, attack with a penalty of plus one (+1) for the remainder of the game, beginning the next turn.

**Example:** *Norman cavalry (3, attack #) attacks HouseCarl (+1 defense #) uphill. William is in the sector, which provides an attack bonus of minus one (-1).*

3 (Attack #)  
+1 (Defense#)  
+1 (for up hill)  
-1 (King William)

**4**

*If the Norman rolls a 4, 5, or 6 then the HouseCarl is eliminated.*

**Second Example:** *The Fyrd (5) attacks Norman Infantry (+1) uphill. The Fyrd need 5, +1 defense number, +1 hill modification = 7! Hence they cannot possibly hit the Norman Infantry.*

**8.9.6** There is no defensive bonus for the presence of a leader, and no attacking bonus for attacking downhill!

**8.10 POSSIBLE DEATH OF HAROLD OR WILLIAM:** Whenever a player, attacking with a unit in a sector occupied by the opposing leader, rolls a 1, there is a chance that the opposing leader may be killed in the fighting. (In the battle, William may have had two or three horses killed under him, but survived; Harold was killed late in the day, perhaps first wounded by an arrow.) If the result of another die roll is a 1 or a 2, the leader dies.

**8.10.1** The penalty for the death of the leader does not begin until the next turn of the side whose leader died.

**8.10.2** If the leader is in a sector that breaks (see below), and no units are left with him, the leader dies; if one unit is left, the leader dies on a roll of 1, 2, or 3 (no difference for Harold or William).

**8.10.3** Archers firing into the leader's sector from another sector (which is allowed) cannot kill Harold.

**8.11 BREAKING A SECTOR:** After all fighting, if one or zero units of a side are left in a sector, the sector "breaks" provided there are at least two opposing units in the sector. If it is 1 versus 1, neither breaks.

**8.11.1** If there is one unit left, it flees the battle (remove as eliminated).

**8.11.2** If your Leader is in a sector that breaks he may be killed, see above.

**8.11.3** After a sector is broken, it cannot be re-established: any units of the losing side that move into the sector flee immediately (so don't do that)!

**8.11.4** Once the enemy in a sector breaks, all units of the other side can move to adjacent sectors, none need stay there.

## 9 WINNING THE GAME

**9.1** You win by breaking two opposing sectors. All attacks and counterattacks of the turn are conducted even when the second sector breaks. If this happens to both sides in the same player's turn, continue until one side breaks in the last sector. If all break in the same player's turn, Saxons win!

**9.2** You gain a "Major victory" if you also kill the opposing leader and yours is alive. It is a "Minor victory" if your leader is dead, or if both leaders survive. (In the Smaller version of the game, the leader of the losing side will always die because both sectors must break.)

## 10 SMALLER VERSION OF THE GAME

**10.1** There is a smaller version of the game that takes less time to play, but is "less strategic" insofar as chance is likely to play a larger part when there are fewer units. Each player has 14 units (see unit tables below), and sets up four columns of three rows instead of six. Consequently, there are just two "sectors" rather than three. The victory conditions do not change.

SAXON UNITS	ATTACK #	DEFENSE #	# FULL GAME	# SMALL GAME
Harold's HouseCarls	2	+1	2	1
HouseCarls	3	+1	5	4
Thegns	3	0	2	2
Thegns	4	0	4	2
Fyrd	4	-1	2	2
Fryd	5	-1	5	3

NORMAN UNITS	ATTACK #	DEFENSE #	# FULL GAME	# SMALL GAME
Duke's Cavalry	2	+1	2	1
Norman Cavalry	3	+1	2	2
Flemish Cavalry	3	+1	2	1
Norman Infantry	3	+1	4	3
Breton Infantry	4	0	4	2
Flemish Infantry	4	0	2	2
Archers	5/6	-1	4	3

## 11 CREDITS GAME DESIGN AND DEVELOPMENT

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**CONTRIBUTING PLAYTESTERS:** Lew Pulsipher would like to thank Monte Christman, Tim Colburn, Simon Horsfield, Scott Dirl, Harris Earnshaw, Chris Gerald, Matthew Guin, Gary Hall, Nigel Horsfield, Richard Jones, Brent Ollerman (in memoriam), Jim Pulsipher, Brian Purvis, Alex Quatrone, Martin Smith, Rick Steeves, Justin Sterling, Tim Tilson, Duane Wagner, Phillip Weeks, and others who playtested the game.