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Credits

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Special thanks: to Raphael and Francesca, to all my family and friends for all their love and support, and to all the Kickstarter backers who believed in the project, thank you so much!!!

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Suggested Further Reading: The Domesday Book, Frank McLynn's 1066: The Year of The Three Battles, Hastings 1066 The fall of Saxon England by Christopher Gravett, Conquest by Stewart Binns, The Norman Conquest: The Battle of Hastings and the Fall of Anglo-Saxon England by Marc Morris, Dress in Anglo-Saxon England by Gale R. Owen-Crocker, Dan Snow's 1066: A Year to Conquer England.

Component Checklist:

- 173 cards (+3 bonus promo cards for Gloom of Kilforth!)
- 40 red wooden teardrop tokens
- 40 blue wooden teardrop tokens
- 22 cardboard attribute modifier tokens
- 1 first player token
- 2 rulebooks (one for solo play, and this one!)
- 1 solo play resource dial

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1066,

TEARS TO MANY MOTHERS

Rules

“You’ve come, have you? ...You’ve come, you source of tears to many mothers, you evil. I hate you! It is long since I saw you; but as I see you now you are much more terrible, for I see you brandishing the downfall of my country. I hate you!”

- **Eilmer of Malmesbury on Halley’s Comet, De Gestis Regum Anglorum.**

Game Objective

1066, Tears to Many Mothers retells the story of Duke William, King Harold, and the infamous Battle of Hastings. The winner will be the first player to:

- Destroy two Wedges of enemy troops at the Battle of Hastings, or
- Destroy their opponent’s Leader, or
- Have their opponent run out of cards in their card deck.

Components

Objective Decks

Each player has their own Objective deck, which is placed in the same set order each game. The players race to defeat each of the Objectives in their deck, in alphabetical order, to reach their final Objective card - the Battle of Hastings. Once that’s revealed, they can begin dealing damage to wedges of enemy troops (represented by Wedge cards) to try and win the game.

Advanced Objective Variant: Players may wish to shuffle their Objective decks to mix things up, but they must keep Objective G as their last Objective.



Card Decks

Each player has their own unique card deck that reflects the forces under their control and the tactics they'll employ to win the Battle of Hastings. A player's deck contains army cards which may be played to the battlefield. Army cards consist of Units, Characters and a Leader.

Units



represent bands of fighting men and may be one of three types: Cavalry, Infantry, or Archer (Ranged).

Characters



represent the individuals who command the army.

Leaders



are Characters in all respects, with one exception: if a player's Leader is destroyed, they lose the game.

A player's deck also contains the following strategic and tactical elements.

Events



represent unexpected twists. An event is a one-use effect which, after being paid for and resolved, is placed on the player's discard pile.

Tactics



represent battle capabilities. A tactics card is placed in the player's reserve area.

Attachments



represent enhanced capabilities. An attachment specifies what it can be attached to, and usually alters the attached card's capabilities.



Listen to the official original soundtrack by Francesca L Hall, search "1066, Tears to Many Mothers soundtrack" on YouTube, or visit: <https://bit.ly/2kguT3W>

Advanced Deck Variant: Players may agree to customise their faction decks before play by removing cards as they wish, in which case both players must have a minimum deck size of 50 cards.

Card Attributes

- Name** name of this card.
- Traits** attributes that may be referenced by card effects.
- Type** defines the rules associated with this card.
- Cost (red wax seal)** the resource cost to play this card.
- Zeal (cross)** this card's Zeal Battle Value.
- Might (axe)** this card's Might Battle Value.
- Health (teardrop)** the amount of damage required to destroy this card.
- Resources (green wax seal)** the number of resources this card can generate.
- Abilities** this card's special capabilities.
- Flavour** historical quote or background; no game effect.
- Card number** identifies this card.
- Cost discount (small wax seal)** icon of ability that discounts the cost of other cards.



Combining Games

To combine 1066, Tears to Many Mothers with another Historic Epic Battle System game such as 1565, St. Elmo's Pay players simply choose any faction's card and Objective deck to play with, e.g. Normans Vs. Ottomans. The game terms 'Frontier' and 'Wedge' are interchangeable.



Setup

To prepare for a game of 1066, Tears to Many Mothers, players first resolve the following steps in order.

1. Randomly decide a choosing player. That player chooses to either play as the Normans or the Saxons, with the other player taking the remaining faction. Each player takes the Objective deck and card deck for their faction, plus all damage tokens in their faction's colour.
2. The Norman player takes the first player marker.
3. Place the three Wedge cards face-up in the middle of the table between the two players, numbered 1 to 3, left to right from the Norman player's perspective. This defines the three columns, or Wedges, that will form the battlefield as per the example layout below.
4. With the Norman player placing first, each player places their Leader card on their side of the table adjacent to (and hence belonging to) a Wedge. This defines each player's respective Row 1 of the battlefield. The Saxon player may place their Leader card in the same or a different Wedge as the Norman Leader card.
5. Each player arranges their Objective deck into a face-up pile sorted by letter, with Objective A on top and Objective G at the bottom.
6. Each player shuffles their card deck, places it facedown beside them, and draws 4 cards to form their hand. After reviewing their hand, each player has one opportunity to shuffle their hand back into their deck and draw a new hand of 4 cards.

Each Wedge card represents a few thousand soldiers from each faction battling it out; and each damage token on a Wedge represents a couple of hundred casualties inflicted by the faction that placed it.

EXAMPLE LAYOUT

The diagram illustrates the game setup for two players, Player 1 (Norman) and Player 2 (Saxon). Each player has a 3x3 grid representing their battlefield, with rows labeled Row 1, Row 2, and Row 3, and columns labeled Wedge 1, Wedge 2, and Wedge 3. Reserves (Tactics) are located above and below the grids. Player 1's battlefield shows a Leader card in Wedge 2, Row 1. Player 2's battlefield shows a Leader card in Wedge 2, Row 1. Three Wedge cards are placed between the battlefields, each with a '10 & Wounds' token. Objective decks are shown to the right of each battlefield, with one objective card active and one defeated. Discard piles and card decks are shown to the left of each player's battlefield. A First Player marker is shown between the players.

Player 2 Battlefield

Saxon discard pile
Saxon card deck

Reserves (Tactics)

Row 3
Row 2
Row 1

Wedge 1
Wedge 2
Wedge 3

Player 1 Battlefield

Norman discard pile
Norman card deck

Reserves (Tactics)

Row 3
Row 2
Row 1

Wedge 1
Wedge 2
Wedge 3

Saxon objectives

Active
Defeated

Norman objectives

Active
Defeated

Saxon
Norman

First Player marker

Gameplay

1066, Tears to Many Mothers is played over a number of rounds. Each round, players will take turns to play cards to the battlefield, play tactics cards to their reserve area, and execute card abilities in an attempt to meet their Objectives as quickly as possible and then deal damage to Wedges to win the game.

Each round consists of the following four phases:

1. Preparation
2. Deployment
3. Wedge
4. Objective

1. Preparation Phase

The following steps are performed in order.

Step 1: Victory Check

If neither player has cards in their card deck, the game immediately ends in a tie. If one player has no cards in their draw deck, their opponent immediately wins the game.

Step 2: Draw Cards

Each player with more than 6 cards in hand must choose and discard cards from their hand until they have 6 cards in hand.

Each player then simultaneously draws 2 cards. If a player only has 1 card remaining in their card deck, they draw that 1 card instead. (In the first round, this means that each player will now have 6 cards.)

Advanced Drafting Variant: Each player draws 3 cards - or as many as are left in their draw deck if there are fewer than 3 remaining - then discards 1 card from their hand; not being limited to those just drawn. Or alternatively, players can draw 4 cards and discard 2 using these same rules. Both players should be aware that they will go through their decks much more quickly with this variant.

Step 3: Ready Cards

Ready all cards in play.

Readying and Tiring Cards

Cards enter play in a Ready (upright) state.

Some uses of cards require that a player Tires the card (rotate it 90 degrees to the horizontal position). This is only allowed if the card is in-play and in a Ready state. To Ready a card means returning it to its Ready state.



2. Deployment Phase

Starting with the player who has the first player marker, players alternate taking deployment turns. On a deployment turn, the player chooses one of the following:

- ◇ Play a card
- ◇ Execute an Action
- ◇ Sacrifice a card
- ◇ Pass

The first player to pass in this phase immediately takes the first player marker.

When a player passes, they can take no more deployment turns this phase. Their opponent may continue to take deployment turns until also deciding to pass. When both players have passed, the deployment phase is complete.

Playing A Card

The player plays a card from their hand, first paying its cost using resources, and then placing the card into play under that player's control.

Generating Resources

A player can generate resources in any combination of the following two methods, and each method can be used multiple times until the required resources are generated:

- ◇ Discard 1 card from their hand to generate 1 resource.
- ◇ Tire a Ready card they control to generate resources equal to its Resource attribute.

Any excess resources cannot be saved. Resource generation can be performed anytime it's required, even on another player's turn.

Units and Characters: an army card must be placed in a Wedge, and must be on the player's side of the battlefield. A Wedge that already contains 3 army cards on the player's side of the battlefield cannot be chosen. Once chosen, the card must be placed in the lowest numbered Row available in that Wedge (i.e. the empty spot closest to the Wedge card in the middle of the table).

This lowest numbered Row rule must also be followed each time a Unit or Character is moved for any reason. Wedges do not count as a Row, so there is no 'Row 0.'

element as specified on the attachment card. It is not considered an army card and does not count towards Wedge card limits.

Note: If a game element with attachments leaves play, all of its attachments are discarded first.

Executing An Action

The player executes one Action ability on a Ready card they control (a player controls a card if it's in play and it originally came from their card deck). They first Tire the card, then resolve the Action.

A player can also use this deployment turn option to execute one Action ability on an Event card in their hand. The player must first pay the event card's cost using resources. Its effect is then resolved, after which the event card is placed on the player's discard pile. Event cards never enter play.

Sacrificing A Card

The player chooses a non-Leader card they control on their side of the battlefield and removes it from play (making sure to leave no empty spots in that Wedge), placing it on their discard pile.

Note: Sacrificing a card is not considered to be destroying a card.

Note: When an army card is removed from the battlefield, each card in that Wedge on that side of the battlefield must be moved one Row closer to the Wedge card, ensuring that there are no empty spots between an army card and its Wedge card.



1. Card removed



2. Card in Row below moves up one Row

Tactics: a tactics card must be placed in the player's reserve area, which is not considered part of the battlefield. Once in play, a tactics card cannot be moved or removed except by card effects.

Attachments: an attachment card is attached to (placed adjacent to or overlapping) an eligible game



3. Wedge Phase

Only Perform This Phase If: Either player has the Battle of Hastings Objective in-play at the start of this round. The following two steps are performed in order.

Step 1: Might Combat

Only Perform This Step If: Both players have the Battle of Hastings Objective in-play at the start of this round. For each Wedge (in order, from 1 through to 3), players resolve a Might Battle.

In a Might Battle, each player sums up their Might Total Battle Value (TBV) of all Ready cards they control at that Wedge:

- ◊ If one player has a higher TBV than the other, then that player deals damage to that Wedge (using their colour tokens) equal to the amount by which their TBV exceeds their opponent's TBV.
- ◊ If the TBVs are equal, even if 0, then each player deals 1 damage (in their respective colour tokens) to that Wedge.

Example: At Wedge 1, Matthew's total Might on Ready cards is 3 and Susannah's is 1. Matthew places 2 damage tokens of his colour on Wedge 1. At Wedge 2, both players have 0 Might, so they each place 1 damage on the Wedge.

Step 2: Zeal Combat

For each Wedge (in order, from 1 through to 3), the players resolve a Zeal Battle.

In a Zeal Battle, each player sums up their Total Battle Value (TBV) in Zeal of all Ready cards they control at that Wedge:

- ◊ If one player has a higher TBV than the other, then that player deals 1 damage (using their colour tokens) to that Wedge.
- ◊ If the TBVs are equal, and greater than 0, then each player deals 1 damage (using their respective colour tokens) to that Wedge.
- ◊ If the TBVs are both 0, then no damage is dealt.

A player who does not have their Battle of Hastings Objective in play at the start of the round cannot deal damage to a Wedge, even if they fulfil one of the above conditions. In this case, having a greater TBV simply has the benefit of stopping their opponent from dealing damage.

Winning a Wedge

Once a player places the 10th damage token of their colour on a Wedge, they claim that Wedge and place it in front of them, removing it from the battlefield.

Tie Breaker: If both players place their tenth damage token on a Wedge at the same time:

- ◊ The player with the highest Might Total Battle Value at that Wedge claims it.
- ◊ If there is still a tie, the player with the highest Zeal Total Battle Value at that Wedge claims it.
- ◊ If there is still a tie, the player with the first player marker claims it.

All rules continue to apply as if the Wedge card were still there, but no more Wedge Battles will occur at that Wedge.

The first player to claim two Wedges wins the game!

Objective Attributes

- Name** name of this card.
- Battle Attribute** a Might or Zeal Battle Value.
- Health** defines the damage needed to destroy this Objective.
- Letter** defines the order in which this Objective appears.
- Abilities** this card's special capabilities.



4. Objective Phase

Skip: If a player's current Objective is Battle of Hastings, they skip this phase.

Starting with the player who has the first player marker, each player makes one attempt to destroy the topmost Objective of their Objective deck.

Each Objective has a **Battle** attribute, either **Might** or **Zeal**, and a **Battle Value** in that attribute. The player sums up the **Total Battle Value** in that attribute (either **Might** or **Zeal**) of all **Ready** cards they control in the battlefield. If that total exceeds the Objective's **Battle Value**, then the player deals damage to the Objective equal to the amount by which it's exceeded, indicated by placing damage tokens on the Objective.

An Objective is destroyed if it has damage equal to or more than its **Health**.

Example: the Objective's battle attribute is **Might**, with a **Battle Value** of 2. Matthew has three **Ready** units on the battlefield, whose **Total Battle Value** in **Might** is 8. Matthew deals 6 damage to the Objective. The Objective's **Health** is 6, so the Objective is destroyed.

If the Objective is destroyed, fulfil any "When destroyed" effects on the card, then remove the Objective from the game. This will reveal a new Objective to be battled next round. Any damage that exceeded the destroyed Objective's **Health** is not applied to this next Objective.

If an Objective is not destroyed, its damage remains.

Card Abilities

Card abilities come in four types - **Action**, **Response**, **When Played**, and **Constant**. Abilities of the first three types are identified by a matching precursor.

Example: "Action: Deal 1 damage ..."

An ability without a precursor is a **Constant** effect, being mandatory and constantly in force while the card is in-play.

Many Abilities have a flavour title, which can be found after any precursor and before the ability's effect. These flavour titles have no effect on the game, they're simply a thematic shorthand to help players remember the ability's effect.

Example: "Learned" has no effect in the following ability "When Played: Learned - Draw 1 card."

If a card has multiple abilities, only one of its abilities can be initiated at a time.

Card Effect Rule: If the text on a card contradicts the rules, the text on the card takes precedence.

Action Abilities

An Action ability can only be initiated when performing the 'Execute an Action' option as a deployment turn.

To be initiated, an Action must fulfil one of the following conditions:

- ◊ Be on a **Ready** card the player controls - they Tire the card, then resolve the Action.
- ◊ Be on an **Event** card in the player's hand - they pay the event card's cost using resources, resolve the Action, and then place the event card on their discard pile.

Advanced Range Attacks Variant: If both players agree before play begins, cards with 'Range X' abilities may only use these abilities once both players are at the **Battle of Hastings**.



Response Abilities

A Response can only be initiated immediately after its triggering condition occurs, and before any other game processes or card effects have occurred. It interrupts the game and resolves before its triggering condition resolves.

A Response is usually in the form of either “Cancel X” or “when X occurs, do this”, where X is the triggering condition.

Example: Matthew pays 2 resources and plays the Saxon “Shield Wall” event card. Susannah pays 1 resource even though it is not her turn and plays her “Break the Shield Wall” event, initiating its Response which is to cancel Matthew’s “Shield Wall”.

To be initiated, a Response must fulfil one of the following conditions:

- Be on a Ready card the player controls - they Tire the card, and then resolve the Response.
- On an Event card in the player’s hand - they pay the event card’s cost using resources, resolve the Response, and then place the event card on their discard pile.

It’s possible for a Response to trigger another Response, and so on, causing a stack of Responses to be resolved. These are resolved in Last-In-First-Out order, with the stack being completed when the original triggering condition is resolved (which includes being cancelled).

Multiple Abilities: If a card has more than one Action and/or Response listed, the player can choose only one of these to execute.

Example: The “Retreat or Flight?” card has two Response abilities to choose from, but only one can be resolved when it is played.

Cancellations: Only an ability is ever cancelled. A cancellation never repeals the costs incurred in initiating the cancelled ability, such as Tiring the card or paying for the event.

When Played Abilities

A When Played ability can only be initiated at the moment its card enters play. Initiation is optional, and the card doesn’t need to be set to Tired to initiate the ability.

Constant Abilities

A Constant ability is enforced while it is in play. Its effect is mandatory. Unless it specifically says otherwise, a Constant ability only applies to cards belonging to its faction.

Common Terms

Terms frequently used on card abilities include:

- Cost -X:** Reduce the cost of the named cards by X. Multiple Cost abilities can be used to reduce a card’s cost, but a card’s cost cannot be reduced below 0.
- Destroy:** Remove the card from play and place it face-up in its owner’s discard pile. A card may be destroyed directly by a card effect, but is also destroyed if it has damage tokens equal to or more than its Health.
- Discard:** Discarded cards must always be discarded from the player’s hand - not from cards in play - face-up into that player’s discard pile. Players may peruse either player’s discard pile, but may not change the order of those cards.
- Enemy:** An opponent’s army card in the battlefield.

Miscellaneous Rules

Once all modifiers are taken into account, if a value is below 0, it is set to 0.

Damage tokens are not limited to those provided. If more are needed, any substitute can be used.

Solo: abilities are ignored in the two player game, see the Solo rule book for full details on solo play.