

# Norman Conquests

~ Conflicts of the Normans and their Successors 1053 -1265 ~



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## PREFACE

**N**ormans, from Nortmann (northman), were originally Viking raiders that settled in what is now northern France and still known as Normandy. Over time, they gained territory as far away as southern Italy, Sicily, and modern-day Syria. Some they gained by conquest, others through vassalage. They were crusaders, they were princes, they were kings, and they were scoundrels.

The Normans, and their successors, left their mark on history. They began as raiders from the north who fought on foot and transformed themselves into Dukes, Princes, and Kings who fought from horseback. They ruled Normandy from 911 when they were granted lands by the Frankish King Charles III until 1204 when the French King Philip Augustus seized it from Henry II. Beginning in 1030, Normans ruled parts of Italy. This lasted until 1194, when the Italian lands were conquered by Holy Roman Emperor Henry VI. The Normans, and their successors the Angevins and Plantagenets, ruled in England from 1066 when William, Duke of Normandy, killed the Saxon King Harold II and took control, until 1485 when King Richard III fell at Bosworth. Norman principalities were also created in the Holy Land after the First Crusade and would last from 1098 to 1282, when the Mamluks destroyed Antioch.

Normans came into being when Viking raiders settled on the northern coast of France and the inevitable co-mingling with the local populations occurred. After the Siege of Chartres, the Frankish King Charles III settled Rollo and his Scandinavian raiders along the Seine from the estuary up the river to the present-day city of Rouen. In return Rollo pledged his fealty to Charles III and vowed to protect that part of his kingdom from the predations of other raiders. Rollo's descendants first enlarged the Duchy and then expand across the Western world.

Starting in the early 1000s, the Normans spread to southern Italy after they flooded the Mediterranean fighting as mercenaries for both the Italian nobles and the Byzantines. Rainulf Drengot was one of many Normans who gained land in Italy when he was created the Count of Aversa in 1030. In 1042, William "Iron Arm" Hauteville was made the Count of Apulia. A new force came upon the scene with Robert Guiscard (also a Hauteville and related to William). He eventually became Duke of Apulia and Calabria, and went on to capture Sicily. Towards the end of his life (he died in 1085), he had designs on taking the Byzantine crown.

Back in Normandy, William I, at the age of seven, ascended to the title of Duke of Normandy in 1035. After struggling with internal and external enemies, including the French kings, he finally secured his dukedom and began looking outward. In 1060, both Geoffrey Martel, Count of Anjou, and King Henry I of France died and William felt secure enough to begin expanding his duchy. In 1063, he conquered Maine and then, in 1066, England. He spent the rest of his lifetime strengthening his grip on England, putting down rebellions by the English and his own son, Robert II.

In the Holy Land, Robert Guiscard's son, Bohemond, and grandson, Tancred, carved out principalities in the aftermath of the First Crusade (1095-1102). These principalities were eventually destroyed by the Saracens they had initially displaced.

We include herein another group of northmen, the Norwegians. This allows us to include all three battles over the succession to the throne of England in 1066.

### Notes on Setup and Selecting Units

After selecting a battle to play, lay out the map and set up the units called for in the Deployment section of the chosen battle. Some units appear in more than one battle. They are made identifiable for scenario purposes by their Command Stripe color. In *Norman Conquests*, units of the same type may have different Shock Defense DRMs. This means that players need to choose the specific numbered units called for in the battle. A player always sets up their own pieces, never their opponent's pieces.

Terrain has been altered to conform to the hexagonal grid on the maps. Streams and hills do not normally form zig-zag patterns, but it works better for the game and players to represent them in that manner. In-hex terrain like larger rivers, woods, marsh, etc., fill the entire hex for clarity in identifying the terrain in the hex, not because woods grow that way.

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# Civitave

## San Paolo di Civitate, Italy, 18 June 1053

### Historical Background

In 1053 Pope Leo IX drew together an army from across Italy and parts of Germany to confront the Normans in southern Italy. The Pope's chancellor, Frederick of Lorraine, brother of Duke Gerard of Lorraine, was the commander of the Papal army. His brother, the duke, contributed a group of 700 or so Swabian (German) swordsmen led by Werner and Albert (the names of these leaders depend on the sources you read). A host of local magnates from Apulia, Gaeta, Campania, and other pro-Papal regions also sent men to fight the Normans. The army intended to join up with a Byzantine army to accomplish this goal. The Normans rejected bribes from the local Byzantine governor Argyrus to disperse to far-off places as mercenaries. Their future in southern Italy depended upon Humphrey de Hauteville, Count of Apulia and Calabria, and his men defeating the Papal army before they could combine with the Byzantines. The Papal army took a circuitous route to Siponto due to Norman forts built in the direct path. Humphrey and his Normans intercepted the Papal army at Civitate.

The two armies formed for battle. Humphrey held Robert Guiscard in reserve on the left, while he and Richard, Count of Aversa, charged into the Papal army. Aversa met with initial success on the right against the Italian levies, causing them to fall back in disarray. The center was a different story as Humphrey and his troops ran into the rock that was the Swabians. The Count of Apulia and his Norman forces made no headway against them. The Papal left was falling apart and routing; their center/right was holding. Then Robert Guiscard launched his troops into the Swabian's flank. They held firm until Aversa and his men broke off the pursuit of the Italians and crashed into their rear, finally causing them to break. This victory secured Norman rule in parts of Italy for another 150 years.

### PLAYING TIME

Playing time is about one hour.

### INITIAL DEPLOYMENT

The Papal Army sets up first.



### Papal Army



**Leaders:** Frederick of Lorraine (OC); Werner.

**Seizure Counters:** 3

**Standards:** Lorraine and Werner. Place where desired.

**Facing:** All units are faced east.

### Deployment:

**Hexes:**                      **Units:**

#### Frederick of Lorraine

0707-0714                      6 Papal Pike (#1 0, #2-4 +1, #5-6 +2), 2 Papal Archers (#1-2 +3), *Lorraine*

#### Werner

0716-0721                      4 Papal Dismounted Men-at-Arms (#1-2 -1, #3-4 0), 2 Papal Archers (#1-2 +3), *Werner*



### Norman Army



**Leaders:** Humphrey de Hauteville, Count of Apulia (OC); Richard Drengot, Count of Aversa; Robert Guiscard.

**Seizure Counters:** 4

**Standards:** Apulia, Aversa, and Guiscard. Place where desired.

**Facing:** All units are faced west.

### Deployment:

**Hexes:**                      **Units:**

#### Humphrey de Hauteville, Count of Apulia

1216-1219                      4 Norman Mounted Men-at-Arms [a] (#1-3 -1, #4 0), *Apulia*

1220                              1 Norman Archers (#1 +2)

#### Richard Drengot, Count of Aversa

1209                              1 Norman Archers (#1 +2)

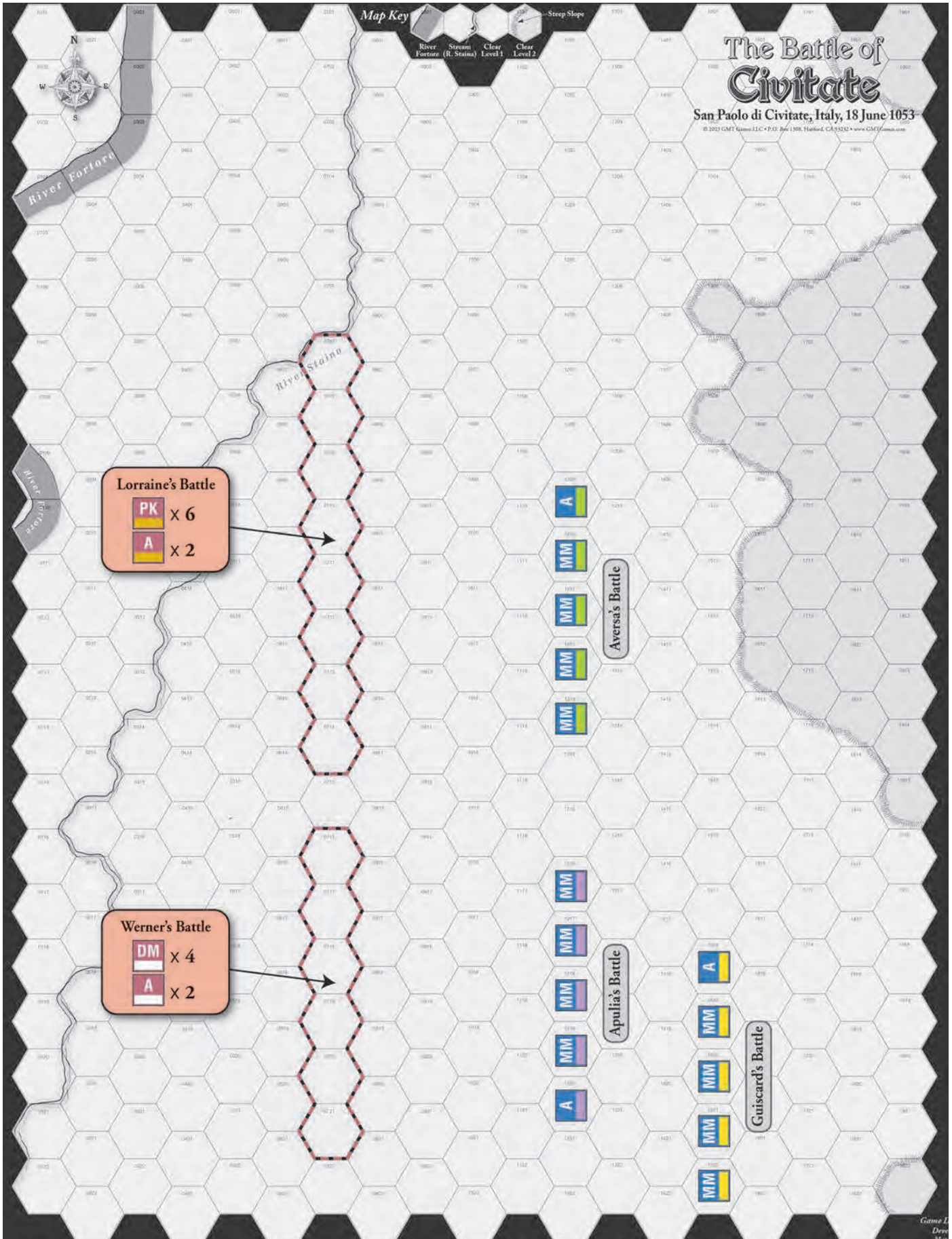
1210-1213                      4 Norman Mounted Men-at-Arms (#1-3 0, #4 +1), *Aversa*

#### Robert Guiscard

1518                              1 Norman Archers (#1 +2)

1519-1522                      4 Norman Mounted Men-at-Arms (#1-2 0, #3-4 +1), *Guiscard*

**a:** Several sources seem to indicate that the Normans were dismounted, while others speak of dead Norman riders and their horses on the ground. We have gone with mounted.



Unit placement map for the Civitate scenario

## Delayed Activation for Guiscard

Robert Guiscard's battle cannot activate until the 2nd Norman Free Activation. Place the Guiscard Delay marker in the two space of the General Record Track as a reminder. Decrease it before every Norman Free Activation until it is in the zero space, after which Robert Guiscard can be Activated as normal.

## WHO GOES FIRST

The Norman player has the first Activation.

## SHIELD WALL

Papal - No Shield Wall

Normans - No Shield Wall

## TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the ten space on the General Track. The Norman player is the timed side in this battle.

## TERRAIN

The River Fortore is not crossable at the points it appears on the map.

The stream represents the River Staina. The Papal army formed for battle after crossing the Staina.

The slope on the hill was slight in the direction the Normans approached. It was very steep on the other side, with just a few easy paths down. These paths are just off map.

## GAME BALANCE

### Adjusted Die Roll for Loss Checks (favors both sides)

When a player makes a Loss Check (3.0), halve the die roll result, rounding up.

*EXAMPLE: For a roll of 9, add 5 to the player's Flight Point total.*

## FLIGHT LEVELS

**Balance:** The Norman side is favored in this battle.

**The Papal Flight Level is 12.**

**The Norman Flight Level is 15.**



# FULFORD

Yorkshire, England, 20 September 1066

## Historical Background

In 1065, King Harold stripped the title and possessions of his brother Tostig Godwinson, 4th Earl of Northumbria, then exiled him. During the next year Tostig travelled to the court of King Harald III of Norway where he convinced Harald that England was ripe for invasion and he could help such an endeavor succeed. While Harald gathered his forces, Tostig began raiding the coast of England. Once the Norwegian King and his forces showed up, the two groups combined to raid and plunder Northumbria. Eventually, they sailed down the River Humber and onto the River Ouse, finally landing and disembarking at Ricall. In response to the earlier raiding, the northern earls, Morkere, Earl of Northumbria, and Edwin, Earl of Mercia, raised the fyrd and gathered in York. Having heard that the invaders had landed at Ricall, the English earls marched out of York and the two armies clashed two miles outside of York at Fulford.

Morkere was on the Saxon left, across from Tostig, and his brother, Edwin, deployed on the right across from the Norwegian King. Rather than form a shield wall and await the Norwegian's, the Saxons went on the attack. Morkere and his troops charged into Tostig and the Norwegians under his command. They broke and ran, with the Saxons in pursuit. At the same time, Harald attacked along the river and routed Edwin. Once Morkere was opposite Harald's troops, Harald turned on Morkere's troops with a fierce charge and routed them as well.

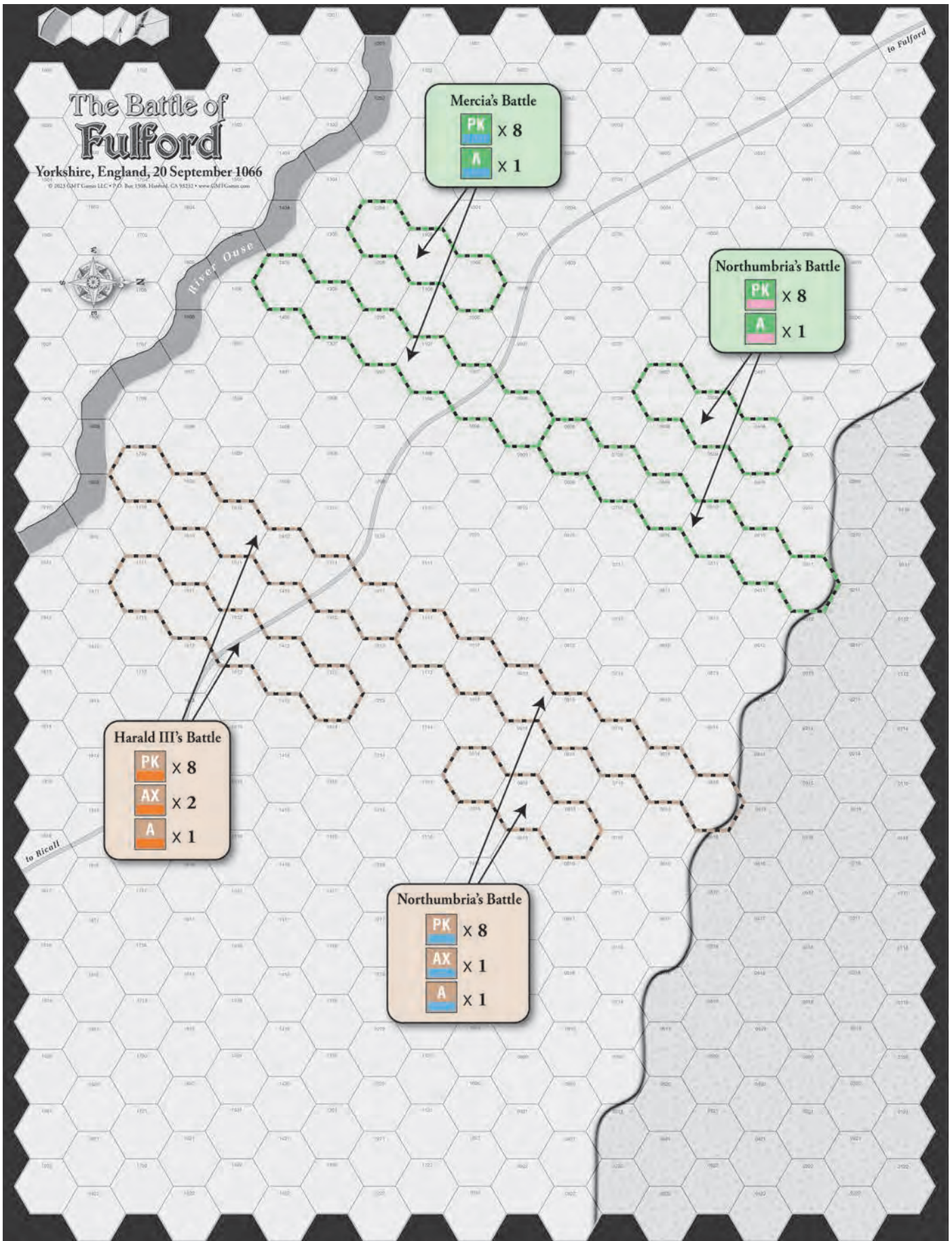
## PLAYING TIME

Playing Time is about one and a half hours.

## INITIAL DEPLOYMENT

The Saxon Army sets up first.





Unit placement map for the Fulford scenario



# STAMFORD BRIDGE

Yorkshire, England, 25 September 1066

## Historical Background

Five days after his victory at the battle of Fulford, King Harold surprised Hardrada and his Saxon ally, Tostig. Harold travelled over 150 miles in only four days to arrive in Yorkshire. Upon arriving in Yorkshire, he learned that the Norwegians were located by Stamford Bridge and moved to attack.

There are multiple stories about how the battle began. The Norwegians were either encamped at Stamford Bridge or at nearby Ricall with their ships. Either the entire Saxon army was held up by a lone warrior on the bridge, or the Norwegian's camp was on both sides of the bridge, or there were foraging Norwegians on the west side of the bridge. The Norwegians may have eschewed their armor that day, expecting no resistance from the locals after their victory at Fulford. No matter these details, the sources all agree that majority of the battle happened on what is called "Battle Flats" on the east side of the bridge.

Hardrada's army was ill-prepared for battle and surprised by Harold's sudden appearance. Harold sent riders back to the ships at Ricall for reinforcements and rushed to form up into a shield wall for battle. There may have been some parley before the fighting began, but that is unclear. The Saxons conducted a frontal assault on the shield wall to break it. The Norwegians came out of their shield wall and counter attacked. The Saxons held their ground and Hardrada fell in the fighting. The Norwegians tried to reform their shield wall, but they failed and eventually routed. It is unclear if their reinforcements ever arrived.

## PLAYING TIME

Playing Time is about one hour.

## INITIAL DEPLOYMENT

The Norwegian Army sets up first.



**Norwegian Army**



**Leaders:** **Harald III** (also known as Hardrada), King of Norway (OC); Tostig Godwinson, 4th Earl of Northumbria.

**Seizure Counters:** 2

**Standards:** King (Harald III), Northumbria, and Orre. Place where desired at start or when the Battle enters as a reinforcement.

**Facing:** All units, except those in 1114, 1115 and 1910, are faced north-west. The units in 1114 and 1115 are faced west. The unit in 1910 is faced north-east.

## Deployment:

Hexes:	Units:
<b>Harald III Hardrada, King of Norway</b>	
1511, 1610, 1710, 1809, 1910	4 Norwegian Pike (#7-8 +1, #9 +2, #10 +3), 1 Norwegian Archers (#1 +3)
1612, 1811	2 Norwegian Axe (#3-4 +1), Harald II
<b>Tostig Godwinson, 4th Earl of Northumbria</b>	
1113-1115, 1212, 1312, 1411	5 Norwegian Pike (#7-8 +1, #9-10 +2, #11 +3), 1 Norwegian Archers (#1 +3)
1413	1 Norwegian Axe (#1 +1), Northumbria

## Norwegian Reinforcements

Once Harald realized the peril of his situation, he sent back to his ships at Ricall for reinforcements. Eystein Orre gathered men and raced to aid the King. To make their arrival a bit uncertain, the Norwegian player rolls one die each time he gets a Free Activation, before that Activation. He adds to that DR the number of times he has previously rolled to bring in reinforcements (use the Orre Arrival DRM counter to track this). This die roll is in addition to the Free Activation. When the adjusted DR is '10' or higher, he can enter Orre's Battle, per 7.5, using that, or a subsequent, Free Activation.

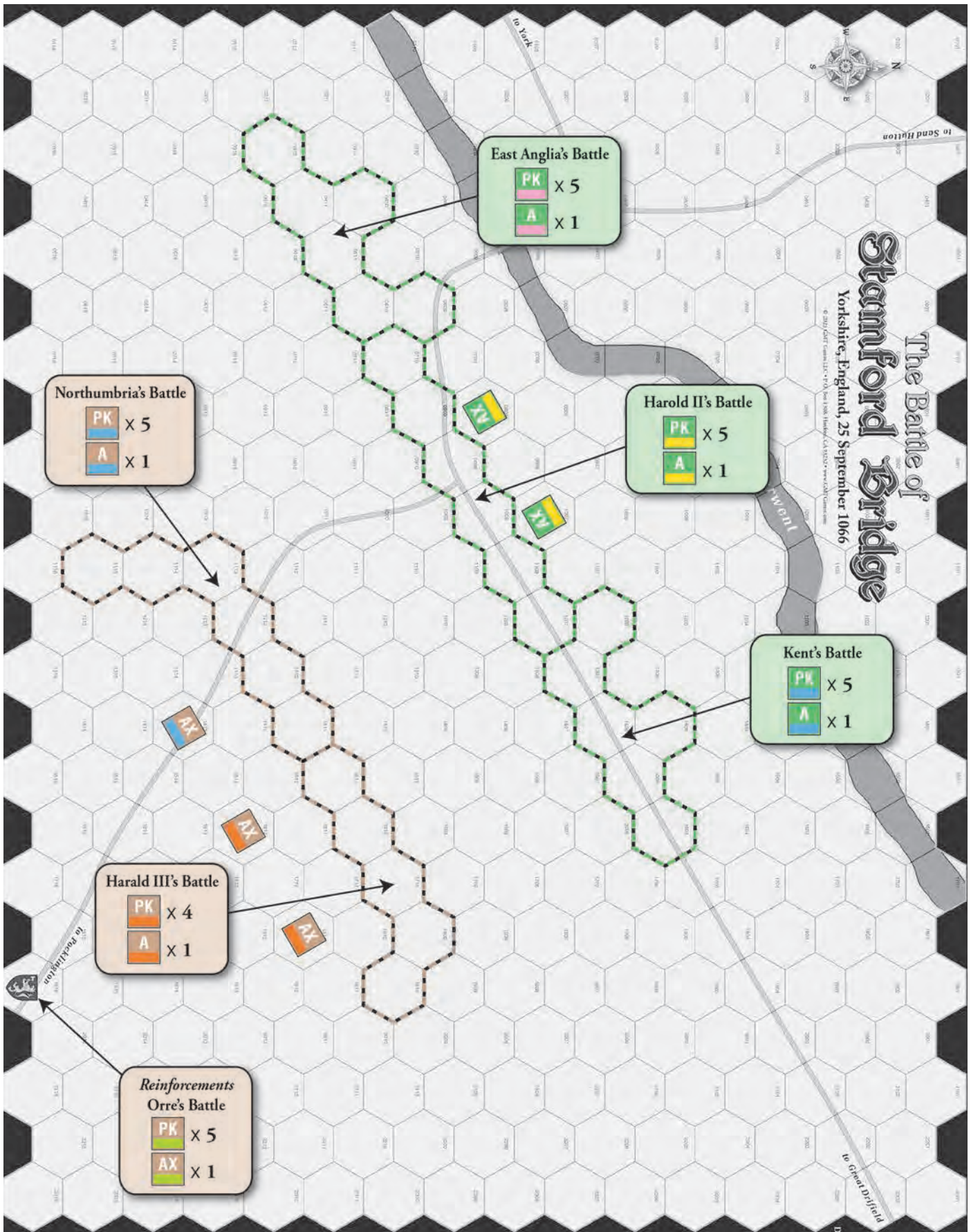
*EXAMPLE: For the 5th Free Activation that the Norwegians get, the player rolls a '5', which plus the 4 for the previous Free Activations, gives him a total of 9, one short of the needed total.*

## Orre's Battle

5 Norwegian Pike (#4-5 +1, #6-7 +2, #8 +3), 1 Norwegian Axe (#1 +1), Orre

These units enter through hex 1916.





Unit placement map for the Stamford Btridge scenario

**Saxon Army**

**Leaders:** **Harold II**, King of England (OC); Leofwine Godwinson, 2nd Earl of **Kent**; Gyrth Godwinson, 3rd Earl of **East Anglia**.

**Seizure Counters:** 4

**Standards:** King (Harold II), Kent, and East Anglia. Place where desired.

**Facing:** All units are faced southeast.

**Deployment:**

**Hexes:**                      **Units:**

**Harold II Godwinson, King of England**

0710, 0809, 0909, 1008, 5 Saxon Pike (#1 -1, #2-3 0,  
1108, 1207                      #4-5 +1), 1 Saxon Archers (#1 +2)

0808, 1007                      2 Saxon Axe (#1-2 -2), *Harold II*

**Leofwine Godwinson, 2nd Earl of Kent**

1206, 1307, 1405-1406, 5 Saxon Pike (#1-5 0), 1 Saxon  
1506, 1605                      Archers (#1 +2), *Kent*

**Gyrth Godwinson, 3rd Earl of East Anglia**

0312, 0410-0411, 0511, 5 Saxon Pike (#1-5 0), 1 Saxon  
0609-0610                      Archers (#1 +2), *East Anglia*

**WHO GOES FIRST**

The Saxon player has the first Activation.

**SHIELD WALL**

Norwegian - Shield Wall

Saxon - Shield Wall

**TIMED ENGAGEMENT**

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the ten space on the General Track. The Saxon player is the timed side in this battle.

**TERRAIN**

The River Derwent is crossable only by the bridge.

The road has no effect on movement or combat.

**GAME BALANCE****Adjusted Die Roll for Loss Checks (favors both sides)**

When a player makes a Loss Check (3.0), halve the die roll result, rounding up.

*EXAMPLE: For a roll of 9, add 5 to the player's Flight Point total.*

**FLIGHT LEVELS**

**Balance:** The Saxon side is favored in this battle.

**The Norwegian Flight Level is 13.**

**The Saxon Flight Level is 15.**



# HASTINGS

**East Sussex, England, 14 October 1066**

**Historical Background**

**A**fter securing his position in Normandy, William II, Duke of Normandy, turned his attention to England. He had a claim to the throne as a cousin of the Saxon King Edward the Confessor. When Edward died, William saw an opportunity to push his claim. He gathered an army, ships, and supplies, and waited for the wind to change. In late September of 1066, the wind changed and he sailed across the channel and invaded England. William's landing at Pevensey went unchallenged. He landed just four days after the battle of Stamford Bridge.

The new Saxon King Harold II heard of the landings and the Norman fleet's subsequent move up the coast to Hastings and its raiding there. He moved south to London and arrived within two weeks. He then moved to intercept the Duke of Normandy. Harold, perhaps buoyed by his victory at Stamford Bridge using surprise, decided to move quickly rather than waiting for reinforcements.

Harold chose a site near Hastings as the assembly point for his army. William must have heard of their arrival and moved to attack him. The two armies met in the hills about nine miles from Hastings. The Saxon army was still arriving when the Normans formed up for battle. Harold chose to go on the defensive, probably hoping the Normans would not attack until more of his troops showed up. The Saxons formed shield wall and waited for the Normans on a hill. It isn't clear whether this was Senlac Hill or Caldbec Hill.

The Norman archers moved up and loosed arrows ineffectually at the Saxons. Then the Norman infantry moved up and engaged. Either the Bretons on the left broke and ran during the fighting or, less likely, they were part of a feigned retreat. Either way, the Saxon right broke ranks and pursued the fleeing Normans.

William was able to stop the rout and launched a charge with his cavalry in the center that killed many of the pursuing Saxons. A pause may have occurred in the battle at this point. In the next phase of the battle, the Norman men-at-arms moved up and attacked, perhaps in concert with the infantry. Harold appears to have moved towards the Saxon right and into the front lines where he was killed. This would lead to the eventual rout of the Saxon army with the housecarls supposedly standing over the body of their king, refusing to surrender, and eventually all being killed.

## PLAYING TIME

Playing Time is just over two hours.

## INITIAL DEPLOYMENT

The Saxon Army sets up first.



**Leaders:** William II, Duke of **Normandy** (OC); Eustace II, Count of **Boulogne**; Alan Rufus, Lord of **Richemont**.

**Seizure Counters:** 4

**Standards:** Normandy, Bolulogne, and Richemont. Place where desired.

**Facing:** All units are faced north.

## Deployment:

**Hexes:** **Units:**

### *Alan Rufus, Lord of Richemont*

2508	1 Norman Archers (#1 +2)
2605-2609	5 Norman Pike (#1-5 +1)
2804-2807	4 Norman Mounted Men-at-Arms (#1-2 0, #3-4 +1), <i>Richemont</i>

### *William II, Duke of Normandy*

2412, 2414	2 Norman Archers (#1-2 +2)
2511-2515	5 Norman Pike (#1-5 +1)
2712-2716	5 Norman Mounted Men-at-Arms (#1-3 -1, #4-5 0), <i>Normandy</i>

### *Eustace II, Count of Boulogne*

2317, 2319	2 Norman Archers (#1-2 +2)
2415-2420	6 Norman Pike (#1-6 +1)
2617-2620	4 Norman Mounted Men-at-Arms (#1-3 0, #4 +1), <i>Boulogne</i>



**Leaders:** **Harold II**, King of England (OC); Leofwine Godwinson, 2nd Earl of **Kent**; Gyrrh Godwinson, 3rd Earl of **East Anglia**.

**Seizure Counters:** 3

**Standards:** King (Harold II), Kent, and East Anglia. Place where desired.

**Facing:** All units are faced south.

## Deployment:

**Hexes:** **Units:**

### *Gyrrh Godwinson, 3rd Earl of East Anglia*

2203-2205, 2106-2108, 2006, 2008-2009	8 Saxon Pike (#1-5 0, #6-8 +1), 1 Saxon Archers (#1 +2), <i>East Anglia</i>
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### *Harold II Godwinson, King of England*

2010-2014, 1810-1813	5 Saxon Pike (#1 -1, #2-3 0, #4-5 +1), 3 Saxon Axe (#1-3 -2), 1 Saxon Archers (#1 +2), <i>Harold II</i>
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### *Leofwine Godwinson, 2nd Earl of Kent*

1915-1917, 1817-1818, 1714-1715, 1719-1720	8 Saxon Pike (#1-5 0, #6-8 +1), 1 Saxon Archers (#1 +2), <i>Kent</i>
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## WHO GOES FIRST?

The Norman player has the first Activation.

## SHIELD WALL

Norman - No Shield Wall

Saxon - Shield Wall

## TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 15 space on the General Track. The Norman player is the timed side in this battle.

## TERRAIN

Historians are divided over which hill the battle took place, so we have included both on the map and setups for both. Many streams ran down from the hills in the area and formed marshy spots in the hollows between them.

There appears to have been some woods behind Caldbec hill, that will be important for playing the battle centered there.

As noted on the Terrain Chart, all streams have a +2 MP cost for Mounted units. Mounted Unit's Charge Path cannot cross these streams per rule 13.3.5 case g.

## NORMAN BATTLE PAUSE

In place of any one Free Activation after the Norman player reaches 12 Flight Points, they may declare a pause in the battle. Once a pause is declared, follow these steps:

- 1) The Norman player may move any of their units up to two hexes toward the southern map edge. Adjacency rules are not considered during this move.
- 2) Both players may Rally all Disordered units. Note that these units must still follow the normal Rally rules and not be adjacent to an enemy unit.
- 3) Both players may Rally all Retired units. Normal Rally rules apply.
- 4) The Saxon player may place any of his Battles in Shield Wall.
- 5) The Time Marker is moved three spaces towards zero.
- 6) Play passes to the Saxon player, who gets a Free Activation.

## OPTIONAL DEPLOYMENTS

### Which hill was that again?

This alternative setup allows players to explore the possibility that Caldbec Hill was the site of the battle and not Battle Hill.



## Norman Army

### Deployment:

Hexes:                      Units:

#### Alan Rufus, Lord of Richemont

1405	1 Norman Archers (#1 +2)
1502-1503, 1505-1507	5 Norman Pike (#1-5 +1)
1702-1705	4 Norman Mounted Men-at-Arms (#1-2 0, #3-4 +1), <i>Richemont</i>

#### William II, Duke of Normandy

1112-1113, 1211*, 1311*,	2 Norman Archers (#1-2 +2),
1410*, 1509-1510	5 Norman Pike (#1-5 +1)
1412, 1512, 1611,	5 Norman Mounted Men-at-Arms
1710-1711	(#1-3 -1, #4-5 0), <i>Normandy</i>

\* These units face northwest, not north

#### Eustace II, Count of Boulogne

1015, 1018	2 Norman Archers (#1-2 +2)
1115-1119, 1215	6 Norman Pike (#1-6 +1)
1216-1218, 1318	4 Norman Mounted Men-at-Arms (#1-3 0, #4 +1), <i>Boulogne</i>



## Saxon Army

### Deployment:

Hexes:                      Units:

#### Gyrth Godwinson, 3rd Earl of East Anglia

0907, 1102-1109	8 Saxon Pike (#1-5 0, #6-8 +1), 1 Saxon Archers (#1 +2), <i>East Anglia</i>
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#### Harold II Godwinson, King of England

0608-0611, 0711-0712, 0810*, 0910*, 1009*	5 Saxon Pike (#1 -1, #2-3 0, #4-5 +1), 3 Saxon Axe (#1-3 -2), 1 Saxon Archers (#1 +2), <i>Harold II</i>
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\* These units face southeast, not south.

#### Leofwine Godwinson, 2nd Earl of Kent

0617, 0713-0720	8 Saxon Pike (#1-5 0, #6-8 +1), 1 Saxon Archers (#1 +2), <i>Kent</i>
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## FLIGHT LEVELS

**Balance:** The Norman side is favored in this battle.

The Norman Flight Level is 28.

The Saxon Flight Level is 20.



*Unit placement map for Hastings scenario*



# TINCHEBRAI

Duchy of Normandy, France, 28 September 1106

## Historical Background

Normans did not practice primogeniture, so when King William I died in 1087, his heirs divided his lands. His son Robert II Curthose (or short pants—not a compliment), a nickname given to him by his father, inherited the Duchy of Normandy and another son, Henry, eventually became King of England after the “accidental” death of his brother William II. This splitting of lands had caused internecine warfare between heirs for hundreds of years and this would not be an exception.

Henry invaded Normandy in 1105 as part of an ongoing dynastic dispute with Robert. He took several towns, including Bayeux and Caen, but he had to return to England to settle a problem with the church. The next year, he returned and quickly took a fortified abbey. He then turned south to the border of the county of Mortain and began a siege of the castle at Tinchebrai. The castle was held by William, Count of Mortain, one of the few remaining nobles loyal to Robert. Robert moved to lift the siege, rather than lose another of his vassals. Henry broke off the siege and the two armies formed for battle.

Henry held the advantage in knights, by as much as 3:1, and had a similar amount of infantry as Robert. Robert launched a desperate attack straight at Henry to settle the dispute in his favor by capturing or killing his brother. The English left began to give way, while along the remainder of the line the two sides were locked in combat. Before the battle, Henry sent the Count of Brittany and a group of knights either on a flank march or to lurk behind a nearby hill until the battle was joined. About an hour into the battle, these troops swept in on the Norman flank and/or rear causing panic and slaughter. Robert of Bellême ran, saving himself, while the Duke and William of Mortain were captured. Robert II, Duke of Normandy would die after 28 years in captivity in 1134, while Normandy itself was reunited with the English throne.

## PLAYING TIME

Playing Time is about one and a half hours.

## INITIAL DEPLOYMENT

The Norman Army sets up first.



**Norman Army**



**Leaders:** Robert II, Duke of Normandy (OC); William, Count of Mortain; Robert of Bellême, Count of Ponthieu.

**Seizure Counters:** 3

**Standards:** Normandy, Mortain, and Ponthieu. Place where desired.

**Facing:** All units are faced south.

## Deployment:

**Hexes:**                      **Units:**

### *Robert II, Duke of Normandy*

0709-0714                      5 Norman Pike (#1-5 +1),  
1 Norman Archers (#1 +2)

0611                              1 Norman Mounted Men-at-Arms  
(#1 -1), *Normandy*

0612                              1 Norman Dismounted Men-at-Arms  
(#1 -1)

### *William, Count of Mortain*

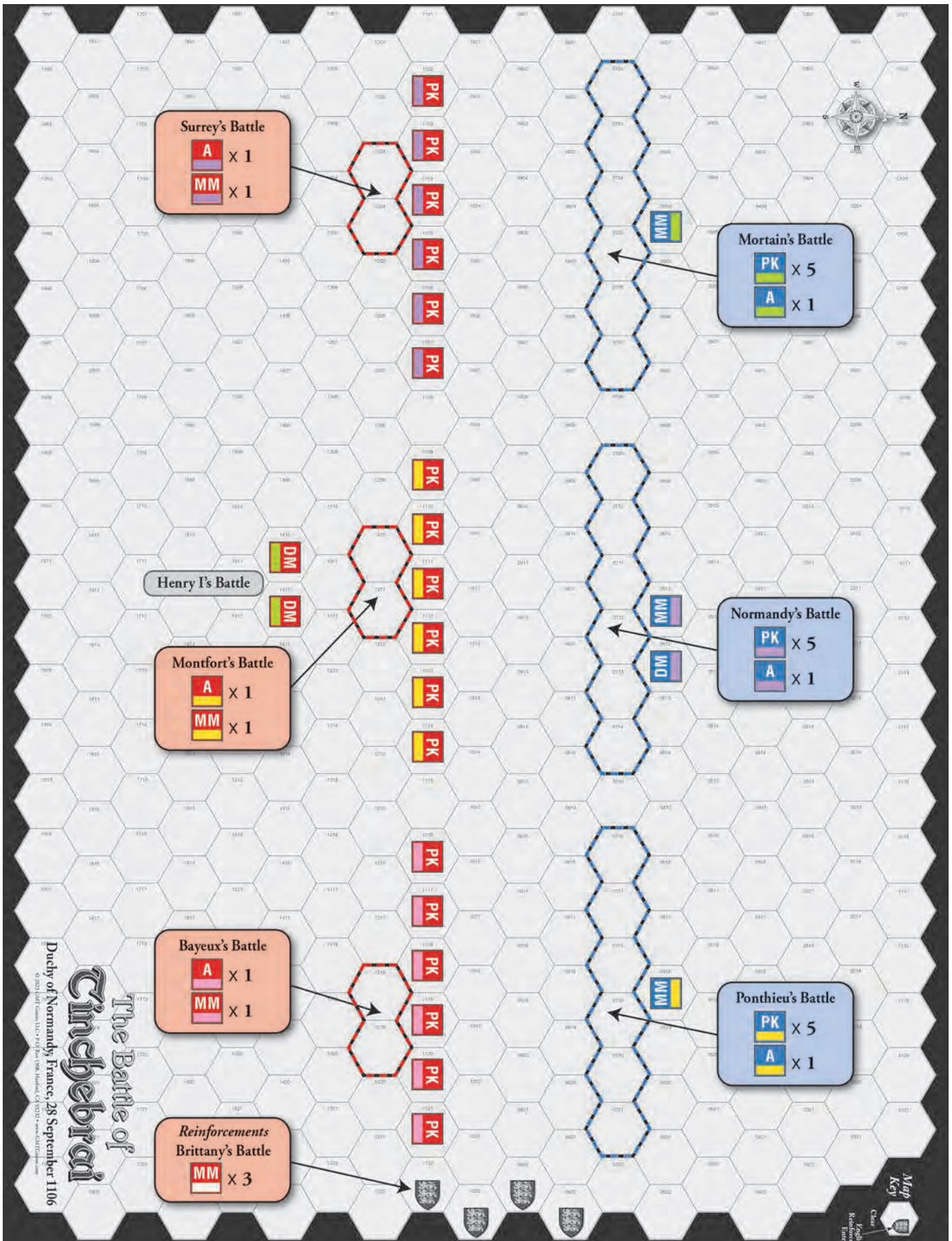
0702-0707                      5 Norman Pike (#1-5 +1),  
1 Norman Archers (#1 +2)

0604                              1 Norman Mounted Men-at-Arms  
(#1 0), *Mortain*

### *Robert of Bellême, Count of Ponthieu*

0716-0721                      5 Norman Pike (#1-5 +1),  
1 Norman Archers (#1 +2)

0618                              1 Norman Mounted Men-at-Arms  
(#1 0), *Ponthieu*



Unit placement map for Tinchebrai scenario

**English (Royalist) Army**

**Leaders:** Henry I, King of England (OC); Ranulf III, Vicomte of Bayeux; William de Warrene, 2nd Earl of Surrey; Robert de Beaumont, Count of Montfort; Alan IV, Count of Brittany.

**Seizure Counters:** 4

**Standards:** King (Henry I), Bayeux, Surrey, Montfort, and Brittany. Place where desired.

**Facing:** All units are faced north.

**Deployment:**

**Hexes:**                      **Units:**

**Henry I, King of England**

1410-1411                      2 Royalist Dismounted Men-at-Arms (#1-2 -1), *Henry I*

**Ranulf III, Vicomte of Bayeux**

1116-1121                      6 Royalist Pike (#8-13 +1)  
1218-1219                      1 Royalist Archers (#1 +3),  
1 Royalist Mounted Men-at-Arms  
(#3 -1), *Bayeux*

**William de Warrene, 2nd Earl of Surrey**

1102-1107                      6 Royalist Pike (#7-12 +1)  
1203-1204                      1 Royalist Archers (#1 +3),  
1 Royalist Mounted Men-at-Arms  
(#2 -1), *Surrey*

**Robert de Beaumont, Count of Montfort**

1109-1114                      6 Royalist Pike (#3-8 +1)  
1210-1211                      1 Royalist Archers (#1 +3),  
1 Royalist Mounted Men-at-Arms  
(#1 -1), *Montfort*

**English (Royalist) Reinforcements**

At the beginning of the battle, Henry sent Alan IV, Count of Brittany on a flanking march. To make their arrival a bit uncertain, the English (Royalist) player rolls one die each time he gets a Free Activation, before that Activation. He adds to that DR the number of times he has previously rolled to bring in reinforcements (use the Brittany Arrival DRM counter to track this). This die roll is in addition to the Free Activation. When the adjusted DR is '10' or higher, he can enter Brittany's Battle, per 7.5, using that, or a subsequent, Free Activation.

*EXAMPLE: For the 5th Free Activation that the English (Royalist) get, the player rolls a '5', which plus the 4 for the previous Free Activations, gives him a total of 9, one short of the needed total.*

**Brittany's Battle**

3 Royalist Mounted Men-at-Arms (#1-3 -1), *Brittany*.

These units enter through hexes 0822, 0922, 1022, and 1122.

**WHO GOES FIRST?**

The Norman player has the first Activation.

**SHIELD WALL/SCHILTRON**

Norman - No Shield Wall

English (Royalist) - No Shield Wall

**TIMED ENGAGEMENT**

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 15 space on the General Track. The Norman player is the timed side in this battle.

**TERRAIN**

We could find very little about the terrain here. There is mention of a hill that the English reinforcements approached behind, but not how close it was to the battle. We have placed it off map.

**FLIGHT LEVELS**

**Balance:** The English (Royalist) side is favored in this battle.

The Norman Flight Level is 18.

The English (Royalist) Flight Level is 21.







# LEWES

Sussex, England, 14 May 1264

## Historical Background

Henry III and his barons fell out over his demands for money and his style of ruling. A French-born Earl, Simon de Montfort, eventually became the leader of the Baronial side. The barons forced Henry to agree to limits on his power and took that power for themselves. By 1263, fighting broke out between the two sides in the Welsh Marches, the counties along the Welsh border. There was a brief lull in the fighting when Henry appealed to Louis, King of France, for arbitration and Simon eventually consented. Louis ruled in Henry's favor and some of the barons agreed to lay down arms and abide by this decision. Simon and others did not, and the war resumed in 1264 when his sons attacked Royalist supporters along the Welsh border. The violence spread and by May the two sides had raised armies and faced each other near the town of Lewes.

Simon and the other barons deployed their army on Harry's Hill. For whatever reason, Edward charged the Baronial left before his father could move into position. The charge was quite successful, destroying de Segrave's Battle of Londoners, but the mounted knights, high on blood lust, pursued them "off-map", taking them out of the combat. The King and his brother, the Earl of Cornwall, moved up the hill and the main battle began. The King's men recoiled and began to move back down the hill. At that point Simon committed the reserve, under his command of course, and along with the Earl of Gloucester pressed home their attack and forced the King from the field. He was eventually captured. Edward was also captured in the aftermath of the battle.

## PLAYING TIME

Playing Time is about two hours.

## INITIAL DEPLOYMENT

The Royalist Army sets up first.



### English (Royalist) Army



**Leaders:** Henry III, King of England (OC); Richard Plantagenet, 1st Earl of Cornwall; Edward Plantagenet, Lord of Chester.

**Seizure Counters:** 2

**Standards:** The Royalist Standard is used for all Royalist units. Place where desired.

**Facing:** All units are faced northwest.

## Deployment:

Hexes:

Units:

### Henry III, King of England

4020-4026, 4120-4125 2 Royalist Mounted Men-at-Arms (#1 -2, #2 -1) [a], 8 Royalist Pike (#1 -1, #3 0, #7-12 +1), 2 Royalist Archers (#1-2 +3), 1 Royalist Crossbow (#1 +2), Henry III

### Richard Plantagenet, 1st Earl of Cornwall

4012-4018, 4113-4117 1 Royalist Mounted Men-at-Arms (#1 -1) [a], 8 Royalist Pike (#1-2 0, #3-8 +1), 2 Royalist Archers (#1-2 +3), 1 Royalist Crossbow (#1 +2), Cornwall

### Edward Plantagenet, Lord of Chester

2510-2514, 2612-2613 6 Royalist Mounted Men-at-Arms (#1-2 -2, #3-6 -1) [b], 1 Royalist Archers (#1 +3), Chester

**a:** MM may begin the game mounted or dismounted.

**b:** MM must be mounted.

**Baronial Army**

**Leaders:** Simon de Montfort, 6th Earl of **Leicester** (OC); Sir Henry de **Montfort**; Richard de Clare, 6th Earl of **Gloucester**; Nicholas de Segrave, 1st Baron **Segrave**.

**Seizure Counters:** 4

**Standards:** The Baronial Standard is used for all Baronial units.

**Facing:** All units are faced southeast.

**Deployment:**

**Hexes:**                      **Units:**

**Simon de Montfort, 6th Earl of Leicester**

1617-1618	2 Baronial Mounted Men-at-Arms (#1 -2, #2 -1) [a], <i>Leicester</i>
1714-1720	6 Baronial Pike (#1 -2, #2-6 -1), 1 Baronial Crossbow (#1 +1)
1618	Baronial Standard

**Sir Henry de Montfort**

1921, 2020-2024	4 Baronial Pike (#1-2 -1, #3-4 0), 2 Baronial Archers (#1-2 +2), <i>Montfort</i>
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**Richard de Clare, 6th Earl of Gloucester**

1916, 2015-2019	4 Baronial Pike (#1-2 -1, #8-9 0), 2 Baronial Archers (#1-2 +2), <i>Gloucester</i>
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**Nicholas de Segrave, 1st Baron Segrave**

1912	1 Baronial Mounted Men-at-Arms (#1 -1) [a], <i>Segrave</i>
1911, 2010-2014	4 Baronial Pike (#1-2 0, #3-4 +1), 2 Baronial Archers (#1-2 +2)

**a:** MM may begin the game mounted or dismounted.

**WHO GOES FIRST?**

The Royalist player has the first Activation and must Activate Chester's Battle. Those less interested in history can ignore this rule, in which case each player rolls a die. The high roller (ties go to the Royalist player) has the first Activation to start the game.

**SHIELD WALL/SCHILTRON**

Royalist - No Shield Wall

Baronial - No Shield Wall

**TIMED ENGAGEMENT**

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 12 space on the General Track. The Royalist player is the timed side in this battle.

**TERRAIN**

Lewes Castle is about 150 yards off-map from the Northeast corner of the map. Henry III's main force has just slogged across a marshy stream.

**ROYALIST MOUNTED MEN-AT-ARMS IMPETUOSITY**

To reflect the impetuous nature of the Royalist Mounted Men-at-Arms, the Royalist player must roll for pursuit after each Retired or Eliminated result such a unit obtains against a Baronial unit.

**For Chester's Battle:** A roll of 0-9 will result in the attacking Royalist unit pursuing the defending Baronial unit off the map. Chester's charisma (+1) rating is used as a positive DRM modifier to the pursuit roll if he is stacked with the Royalist unit requiring a pursuit roll.

**For all other Royalist Battles:** A roll of 0-5 will result in the attacking Royalist unit pursuing the defending Baronial unit off the map.

Each pursuit roll will be modified by the attacking Royalist unit's defense die roll modifier (used as a positive DRM).

*EXAMPLE: An MM (from Chester's Battle) attacks a Baronial unit and receives a Retired result. The attacking Royalist MM (-1 Shock Defense DRM) adds a +1 DRM to its pursuit roll. The Royalist player rolls a 9. 9+1=10. The attacking Royalist MM from Chester's battle does not pursue the retired Baronial unit.*

If a Royalist MM pursues a Baronial unit off the map, the Baronial unit is Eliminated and the Baronial FP for eliminating the defending unit is added to the Baronial FP track. The pursuing Royalist MM is removed, but the unit's FP are not added to the Royalist FP track. If a leader is stacked with a Royalist MM that pursues off the map, the leader is replaced as if the leader was Eliminated.

**CHESTER**

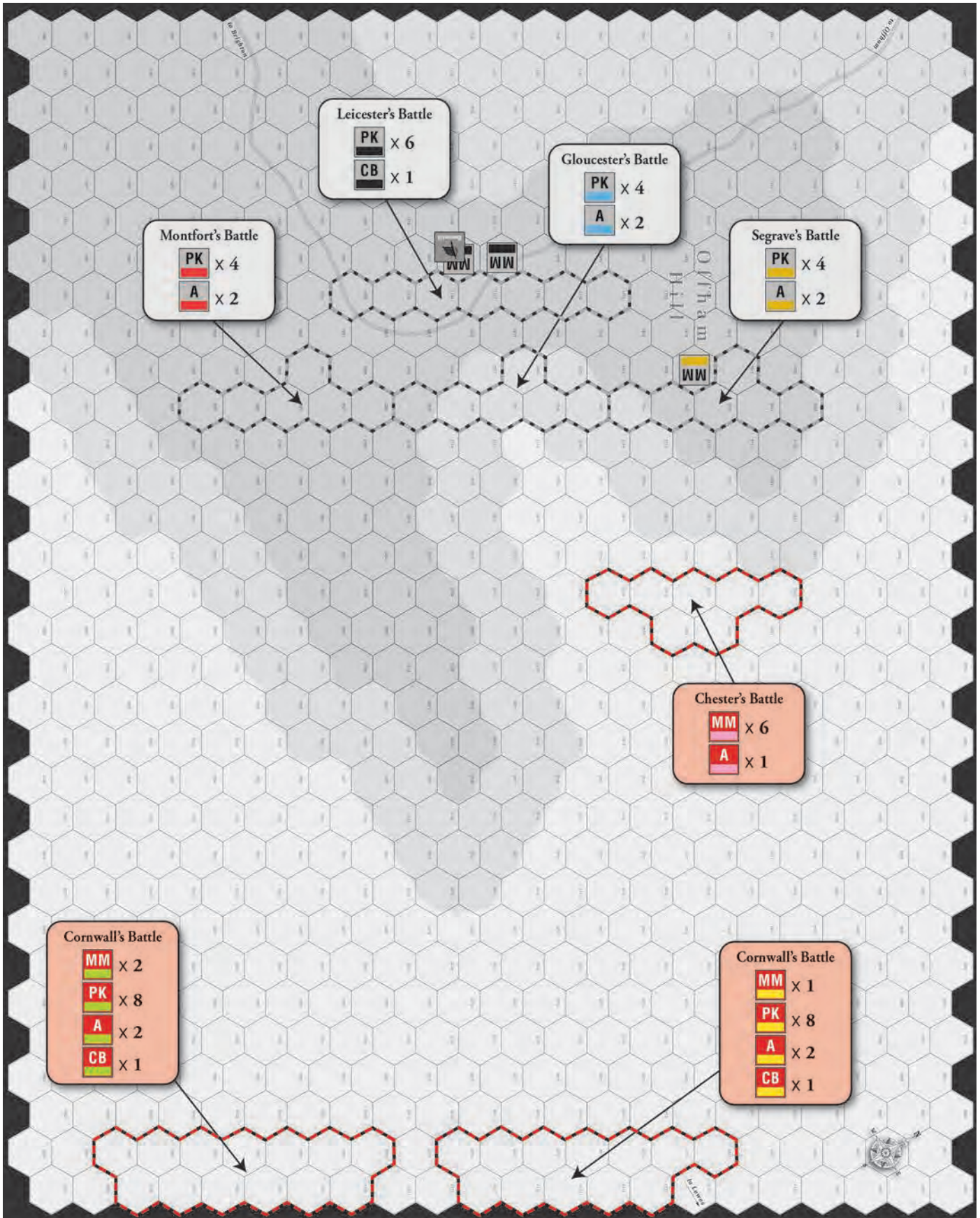
Use the non-OC version of Chester for this battle. Unlike other leader replacements, Chester's replacement intentionally has an Activation rating two less than Chester's Activation rating.

**FLIGHT LEVELS**

**Balance:** The Baronial side is favored in this battle.

**The Royalist Flight Level is 22.**

**The Baronial Flight Level is 25.**



Unit placement map for Lewes scenario



# EVESHAM

Worcestershire, England, 4 August 1265

## Historical Background

In May of 1265, Edward escaped from captivity, fleeing to Roger Mortimer, Baron of Wigmore, for help, and quickly set out to gather an army. Richard de Clare, Earl of Gloucester, who had fought so valiantly against the King, felt slighted by Simon in the interim and switched sides, joining Edward in his quest to free his father. For an unknown reason, Simon decided to act defensively. This gave Edward the opportunity to raise his army and begin a campaign along the Welsh border. He took Worcester and, besieging the town of Gloucester, captured it too. Simon made an agreement with Prince Llewellyn of Wales. The Prince would provide him 5,000 Welsh infantry and raid the lands of Wigmore and Gloucester along the border of Wales. In return Simon, once he was victorious, would give Llewellyn lands and castles along that border.

On July 31st, while Simon's son, also named Simon, was trying to surround the Royalists at Worcester, Edward conducted a night march and caught the Baronial army unprepared the next morning, utterly smashing it. Simon, not knowing that his son's army had been destroyed, moved to join him at Kenilworth. On August 3rd, Simon ended the day's march at the town of Evesham. The next day, a large army appeared on the horizon, which Simon at first believed was his son. Then someone identified Edward's standard and Simon knew that his son had been defeated and that he was trapped in the bend of the river Avon. He formed his army into a single large column to break out of the entrapment. Edward and Gloucester deployed their army on Green Hill, while Wigmore flanked on the other side of the Avon to cut off retreat across the Bengeworth Bridge.

Simon started the battle by attacking the middle of the Royalist line at the boundary between Edward and Gloucester's two battles. The initial charge forced the Royalists back, but the line held. The Royalist men-at-arms on the flanks turned in and charged the Baronial army in the flank. The Welsh ran, with many drowning trying to swim the river.

## PLAYING TIME

Playing Time is about one and a half hours.

## INITIAL DEPLOYMENT

The Royalist Army sets up first.



**Royalist Army**



**Leaders:** Edward Plantagenet, Lord of **Chester** (OC); Richard de Clare, 6th Earl of **Gloucester** [a]; Roger Mortimer, 1st Baron Mortimer of **Wigmore**.

**Seizure Counters:** 4

**Standards:** The Royalist Standard is used for all Royalist units.

**Facing:** Chester and Gloucester's units are faced south, Wigmore's units south-west.

## Deployment:

Hexes:

Units:

### Edward Plantagenet, Lord of Chester

1624-1625	2 Royalist Mounted Men-at-Arms (#1-2 -2) [b], <i>Chester</i>
1618-1623, 1517-1522	9 Royalist Pike (#1-3 -1, #4-7 0, #8-9 +1), 2 Royalist Archers (#1-2 +3), 1 Royalist Crossbow (#1 +2)
1316	Royalist Standard

### Richard de Clare, 6th Earl of Gloucester [b]

1609-1610	2 Royalist Mounted Men-at-Arms (#1-2 -1) [b], <i>Gloucester</i>
1611-1617, 1511-1515	9 Royalist Pike (#1-2 -1, #3-6 0, #7-9 +1), 2 Royalist Archers (#1-2 +3), 1 Royalist Crossbow (#1 +2)

### Roger Mortimer, 1st Baron Mortimer of Wigmore

3410, 3510, 3611-3612, 3712, 3813-3814, 3914	6 Royalist Mounted Men-at-Arms (#1-6 -1) [b], 2 Royalist Archers (#1-2 +3), <i>Wigmore</i>
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**a:** This is the same Gloucester that fought for Simon at Lewes. Regular Alcibiades he was.

**b:** MM may begin the game mounted or dismounted.

**Baronial Army**

**Leaders:** Simon de Montfort, 6th Earl of **Leicester** (OC); **Welsh** [a].

**Seizure Counters:** 3

**Standards:** The Baronial Standard is used for all Baronial units.

**Facing:** Leicester's units are faced north, as are the Welsh in 27XX, 28XX, 29XX, and 30XX. The Welsh in 39XX and 40XX are faced south-east.

**Deployment:**

**Hexes:**                      **Units:**

**Simon de Montfort, 6th Earl of Leicester**

1914, 1918	2 Baronial Archers (#1-2 +2)
1915-1917	3 Baronial Mounted Men-at-Arms (#1 -2, #2-3 -1), <i>Leicester</i>
2215, 2219	1 Baronial Archers (#3 +2), 1 Baronial Crossbow (#1 +1)
2116-2118, 2216-2218, 2316-2318	9 Baronial Pike (#1 -2, #2-7 -1, #8-9 0)
2417	Baronial Standard

**Welsh [a]**

2715, 2719	2 Baronial Longbow (#1-2 +2)
2716-2718, 2817-2819, 2917-2919, 3017-3019, 3918, 4017-4018	15 Baronial Pike (#1-7 -1, #8-13 0, #14-15 +1), <i>Welsh</i>

**a:** We found no information as to who actually led the Welsh contingent, even though we searched mightily.

**Who Goes First?**

The Baronial player has the first Activation.

**SHIELD WALL/SCHILTRON**

Royalist - No Shield Wall

Baronial - No Shield Wall

**TIMED ENGAGEMENT**

This battle uses the timed engagement rule (16.1). Initially, set the time marker in the 12 space on the General Track. The Royalist player is the timed side in this battle.

**TERRAIN**

The Avon River is crossable only by the bridge. There was a ferry north of Edward's left but is not militarily usable during the battle.

**CHESTER**

Use the OC version of Chester for this battle.

**WELSH TIMIDITY**

Historically, Simon's Welsh infantry melted away at the first sign of trouble. To simulate this, each time the Baronial player activates the Welsh he rolls the die and then halves that number, rounding down (e.g., 1 = 0). The result is the number of Welsh units he must remove from the map. The choice is his. Meltaway Welsh do not count for loss points.

*Historical Note: Most of them tried to hide in Evesham or swim across the river. Their success rate is unknown; it wasn't high.*

**MAP EXIT**

In contravention of the normal movement rules, non-Retired Baronial units can exit the map from hexes 1016-1018 or 4115. They pay one MP to do so. They may also retreat off the map through those hexes. Leaders may not exit the map. If all of a leader's units are Eliminated or have exited the map, he is removed per 5.0. Count his Flight Points as exited as long as he would not qualify for the capture rule (5.4) in his current hex, in which case he is captured (5.4). Exited units and leaders do not count against the Baronial FP total. Royalist units may not enter these hexes.

**GAME BALANCE**

Evesham was historically a lopsided battle in favor of the Royalists. It is possible for the Baronial army to win this scenario with the standard rules, as shown through playtesting. For players that would like a more balanced scenario, we have added optional rules to level the field.

**Fighting Welsh (favors Baronial)**

For balance purposes, players can ignore the Welsh Timidity rule.

**Wigmore Leads the Way (favors Baronial)**

The Royalist player must either activate Wigmore's Battle or the Standard every Royalist Free Activation.

**FLIGHT LEVELS**

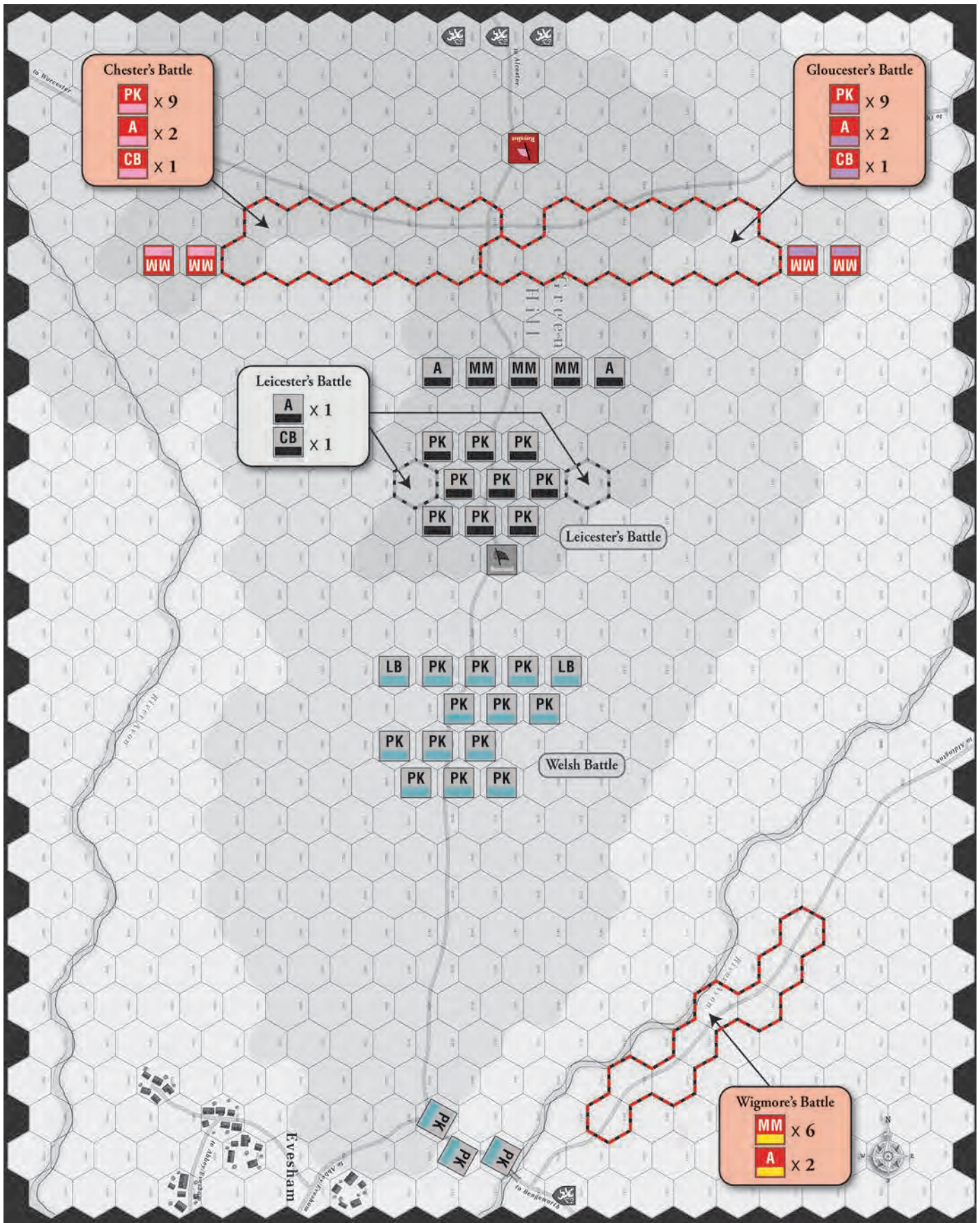
**Balance:** The Royalist side is favored in this battle.

**Automatic Victory:** If the Baronial player can get 15 FP (3.0) off the map (see map exit above) they instantly win, as long as Simon de Montfort, 6th Earl of Leicester, has not been Eliminated. Otherwise, it's Flight Point time.

*Design Note: If Simon had been able to break out with even a small force and reach Kenilworth Castle, he might have raised more troops and carried on the rebellion. This would likely have blunted the Royalist victory at Evesham.*

**The Royalist Flight Level is 25.**

**The Baronial Flight Level is 20.**



Unit placement map for Evesham scenario

## EXAMPLE OF PLAY

### Battle of Hastings Norman Activation Boulogne's Battle – Shock Phase

#### Shock Phase Step 1: Declaration of Attacks

Norman MM 3 (hex 2020) declares a Shock attack against Disordered Saxon PK 2 (hex 1921). Norman MM 2 (hex 2119) declares a Charge attack against Saxon A 1 (hex 1920). Norman MM 1 (hex 2018) declares a Shock attack against Saxon PK 1 (hex 1918) and Disordered Saxon PK 3 (hex 1919).



Norman A 1 (hex 2021) cannot attack, since it is not listed as an attacker on the Weapon System Matrix. Norman MM 3 is not allowed to Charge across the stream, as the stream is a water hexside that costs +2 MP for mounted units (13.3 #5g), so it was moved up during the Movement Phase. Charges cannot be declared against a unit in Shield Wall (16.2 bullet 4), so Norman MM 1 was moved up during the Movement Phase. The Norman player could have left MM 1 in hex 2118 and declared a Charge attack against

only Saxon PK 3, since a Charge targets only one unit, but unwisely chose to Shock both Saxon PK 3 and Saxon PK 1. This would cause a Charge Reluctance check, since even Disordered, the MM is Charging a PK unit. Norman MM 1 must declare a Shock attack against both Saxon PK units in its frontal hexes, since rule 12.1 specifies that all units in an attacking unit's frontal hexes must be attacked by it or another unit.

#### Shock Phase Step 2: Pre-Shock Activities

- Norman MM 2 is moved to hex 2019. Saxon A 1 Reaction Fires at Norman MM 2 when it is placed adjacent. Checking the FIRE/RANGE DRM Chart an A unit has a +1 DRM at range 1, but there is a -1 DRM for the target being a Mounted Men-at-Arms, yielding a final DRM of 0. The Norman player rolls a 9!  $9 + 0 \text{ DRM} = 9$ . Consulting the FIRE RESULTS TABLE, a 9 on the Target Mounted Normal Column results in the MM being Unhorsed. Norman MM 2 is replaced by Norman UH 2, which is flipped to its Disordered side (14.3). The Charge marker is replaced with a Shock marker because the Charging unit was Disordered (13.2). Norman UH 2 must carry out its declared attack against Saxon A 1, as a Shock attack while Disordered.
- Does not apply.
- Does not apply. Had Norman MM 1 Charged Saxon PK 3, it would have rolled for Charge Reluctance (13.5), even though Saxon PK 3 is Disordered.
- Does not apply.
- Does not apply.

#### Shock Phase Step 3: Attack Resolution

The Norman player decides to resolve his attacks in order from his left to right. Since all attacks are simultaneous the order of resolution only matters for advance and retreat decisions. All of MM 1's attacks must be resolved before results are applied.

#### Attack by Norman MM 1 on Saxon PK1

The defender's Shock Defense DRM is 0 (from the counter). The attacking MM is at a strength disadvantage of 1:2 (MM 1 declared attacks on two units), so a -1 DRM applies. From the Weapon System Matrix, an MM attacking a PK has a 0 DRM. The defending unit is in Shield Wall and the attack is through a Frontal hex, which is another -1 DRM. No other DRMs apply. Total DRM  $-1 + -1 = -2$ . The attack is resolved on the SHOCK COMBAT RESULTS TABLE, since no unit is Charging, using the Defending Unit's Status Normal column. The Norman player rolls 2 -2 DRM for a total of 0, a result of Attacker Disordered, Retreat 1 Hex.

#### Attack by Norman MM 1 on Disordered Saxon PK 3

The defender's Shock Defense DRM is +1 (from the counter). The attacking MM is at a strength disadvantage of 1:2 (MM 1 declared attacks on two units), so a -1 DRM applies. From the Weapon System Matrix, an MM attacking a PK has a 0 DRM. No other DRMs apply. Total DRM  $+1 + -1 = 0$ . The attack is resolved on the SHOCK COMBAT RESULTS TABLE, since no unit is Charging, using the Defending Unit's Status Disordered column. The Norman player rolls an 8 + 0 DRM for a total of 8, a result of Defender Eliminated, Continued Attack.

Rule 14.1 last paragraph details how to combine results in the case of one unit attacking two units. The attacking unit is Disordered. The Retreat is ignored and the Continued Attack result is implemented. Norman MM 1 is Advanced into hex 1919 without changing facing, and is marked with a Continued Attack -1 marker. During Step 4 of this Shock Phase, Norman MM 1 will be forced to Shock attack any Saxon unit in hexes 1818 and 1819. For example, a result of Retreat against the Saxon A in 1920 could lead to it Retreating into hex 1819. This is more likely to result if the order of attacks was reversed and resolved right to left.

Had the result of Norman MM 1's attack on Saxon PK 3 been any other result than Defender Eliminated, Continued Attack, Norman MM 1 would have been Disordered and then Retreated 1 Hex. If the combat result was Defender Retired, that would also be implemented. Results of Attacker Disordered, Retreat 1 Hex, Attacker Disordered, or No Result would also result in Norman MM 1 being Disordered and then Retreating 1 Hex.

#### Attack by Norman UH 2 on Saxon A 1

The defender's Shock Defense DRM is +2 (from the counter). The attacking UH is Disordered, a -2 DRM. From the Weapon System Matrix, a UH attacking an A has a +1 DRM. No other DRMs apply. Total DRM  $+2 + -2 + 1 = +1$ . The attack is resolved on the SHOCK COMBAT RESULTS TABLE, since no unit is Charging, using the Defending Unit's Status Normal column. The Norman player rolls an 8 + 1 DRM for a total of 9, a result of Defender Disordered, Retreat 1 Hex.

Saxon A 1 is flipped to its Disordered side and placed in hex 1819. Advance After Combat is not allowed because Norman UH 2 is Disordered and a Continued Attack result was not received (12.4 bullet 1).

#### Attack by Norman MM 3 on Disordered Saxon PK 2

The defender's Shock Defense DRM is +1 (from the counter). Stream hexside terrain has a Shock/Charge DRM of -1 for Mounted units. From the Weapon System Matrix, an MM attacking a PK has a 0 DRM. No other DRMs apply. Total DRM  $+1 + -1 = 0$ . The attack is resolved on the SHOCK COMBAT RESULTS TABLE, since no unit is Charging, using the Defending Unit's Status Disordered column. The Norman player rolls an 4 + 0 DRM for a total of 4, a result of No Result.

## Norman Conquests Extended Sequence of Play

### A. Activation Phase

- If this is a Free Activation, choose a Battle, Standard (15.2), or Pass (6.1). If Pass is chosen, the non-Active player gets a Free Activation; the Time marker may be moved (16.1).
- If a Standard is Activated skip to Phase D or move the Standard and skip to Phase E (15.2).

### B. Move/Fire Phase

During a Battle Activation any or all units of the Activated Battle may Move (7.0) and/or Fire (11.0).

- Place any replacement leaders (5.5).
- Before any unit is moved or fires, first the Non-Active player plays any Battle Cry or Unsteady Troops Seizure counters, then the Active player plays any Battle Cry or Unsteady Troops Seizure counters (6.3).
- Before any unit is moved or fires check Command status for all Activated units (5.2 & 5.3).
- A foot unit armed with missile weapons may fire only at the end of its move. A unit may fire without moving.
- Each unit must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (11.2) or Counter-Charge (13.9) depending on the Active player's actions.

### C. Shock Phase

During a Battle Activation, after all movement/firing for the activated Battle is complete, Shock combat (12.0) and Charges (13.0) may be initiated.

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. Pre-Shock activities:
  - a) One at a time, the Active player places each Charging unit adjacent to its target. Any Reaction Fire caused by this is resolved (11.2).
  - b) Roll for terrain-induced Disorder checks for attackers; apply automatic terrain-induced Disorders.
  - c) Roll for Shock/Charge Reluctance (13.5).
  - d) Any Retreat Before Combat (12.2) by the defender is resolved.
  - e) The defender attempts any Counter-Charges (13.6) of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The CHARGE TABLE is

used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction Fire or Counter-Charged); otherwise the SHOCK TABLE is used. Continued Attack (14.7) markers are placed and Advances (12.4) are taken.

*Exception: Attacks by a single attacker against multiple defending hexes are resolved at the same time, they are considered to be occurring simultaneously, with results (which can be cumulative for the attacker) applied after both attacks are resolved.*

4. All Continued Attacks (14.7) are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must declare a Shock attack; Charging and Counter-Charging are not allowed.

### D. Rally Phase

During Battle Activation, Rally (15.0) any Disordered units that did nothing for the entire Activation and that are currently not adjacent to an enemy unit. If a Standard was Activated, Rally (15.0) any Retired unit in or within one hex of its Activated Standard, and not adjacent to an enemy unit.

### E. Continuation Phase

If the completed Activation was a Free Activation, both players make a Loss Check (3.0). If the game does not end due to Loss Check, Pass or choose to Continue with a Battle Activation (6.2).

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- A Battle Activation can follow Activation of a Battle or Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation (6.3) counter and the Continuation attempt is then resolved, otherwise the Non-Active player makes a Seizure DR attempt. If successful, he Activates that Battle and proceeds from Phase B with that Battle. If not, the Active player gets a Free Activation and proceed to Phase A; this Free Activation may even be used to Activate the Battle that just completed Activation.
- If no Seizure attempt occurs, make a Continuation DR attempt (6.2). If successful, Activate that Battle and proceed from Phase B. If not, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.

