



The Battle of Hastings

Playing the Game and How to Win: This is a game to recreate the Battle of Hastings, fought on October 14th, 1066. The tabletop represents the battlefield of Hastings (Senlac Hill). There is a large hill in the center, which is bad going for horses. It is good for the Saxons to stay on the hill. The referee (me) sets up the two sides. No troops can enter the woods on either side of the hill. The game table is divided into squares about 6" across (which aren't really square) to regulate movement. There are two sides to the game, the Normans and the Saxons. The Normans must attack the Saxons and drive them off the hill. The two sides take turns playing until one side has had half its figures killed, or your teacher says the game is over. When the game is over, if the Saxons still have half their men on the table, they win. Each player is a Norman baron or a Saxon theign commanding a unit of retainers. There are 16 Norman barons and 15 Saxon theigns, with these units:

Normans	Saxons
Knights: 6 units of 8 (on 2, 3, or 4 bases)	Housecarles: 5 units of 8 (2 or 3 bases)
Spearmen: 5 units of 12 (on 3 or 4 bases)	Spearmen: 5 units of 12 (on 3 or 4 bases)
Archers: 5 units of 8 (on 1-man bases)	Archers: 5 units of 8 (on 1-man bases)

Commanders: Each player gets one "personal" figure which is his or her commander. The commander is always the last figure in his unit to be killed. Commanders get a +1 to hit the enemy. One elite bodyguard unit per side is led by the army commanders (Harold and William). The army commanders get a +2 to hit the enemy; also, all the men in their elite bodyguard units get a +1 to hit the enemy.

Each turn, play the game as follows: Flip the top card of the Event Deck and follow what it says. Note the color of the card: If the card is black, the Normans get to move, shoot and hit first that turn. If the card is red, the Saxons get to move, shoot and hit first that turn.

Moving: Knight units move 2 squares per turn on flat ground, or 1 square per turn on the hill. Knights can move through friendly units, but cannot end their move in a square with another unit. Spearmen and archers move 1 square per turn anywhere. Units can move in any direction. You cannot move into a square with an enemy unit in it. Only one unit can be in a square.

Shooting: Archer units can shoot 3 squares. You can shoot in any direction. You cannot shoot over friends. You can shoot through a square with a friendly unit in it. To shoot, roll one die per figure in the unit: You hit on a 6. Housecarles and knights ignore half the shooting hits they suffer, rounded down: If a knight unit suffers three shooting hits, this would become 1-1/2 hits, rounded down to 1 hit.

Fighting: To fight, units must be next to each other. Each figure in the unit hits once per turn at an enemy unit in an adjacent square. Your men can hit in any direction. Roll one die. Look on the table below to see what you must roll to kill enemy figures:

Norman Figure	Move (shoot)	Scores Needed to Hit...			Saxon Figure	Move (shoot)	Scores Needed to Hit...		
		House-carles	Spearmen	Archers			Knights	Spearmen	Archers
Knight on flat	2	3-6	2-6	2-6	Housecarle	1	5-6	4-6	3-6
Knight on hill	1	5-6	4-6	3-6					
Spearmen	1	6	5-6	4-6	Spearmen	1	6	5-6	4-6
Archer	1 (3)	6	6	6	Archer	1 (3)	6	6	6
Army commanders:				+2	Barons, theigns, or bodyguard units:				+1



The Event Deck

There are 13 events in the event deck, as follows:

3 Shieldwall cards: Saxons cut all hits by half this turn, rounded down.

3 Fyrd Runs Amok cards: The referee moves all Saxon fyrd and archer units 4 squares toward the Normans, unless they are already in contact with the Normans.

3 Muddy Ground cards: All knights move 1 square maximum this turn and are -1 to hit the enemy.

2 Tired from the Long March cards: All saxons are -1 to hit the enemy this turn

1 Arrow in the Eye card: Harold dies! Remove him from play. Roll 1 die for each Saxon unit, it loses that many figures due to panic.

1 William trips card: Remove William from play for this turn. Roll 1 die for each Norman unit and subtract 2 from the score. It loses that many figures due to panic. If you roll a 4, for example, the unit suffers 2 losses.