

SHIELD WALL

Hastings 1066

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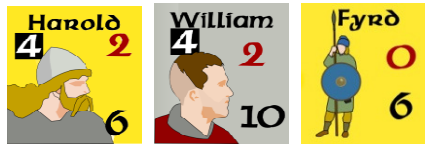
1.0 INTRODUCTION

SHIELD WALL: Hastings 1066 is a simulation of the battle of Hastings, also known as Senlac (“Blood Lake”) Ridge, fought in 1066 A.D. between a Saxon army under Harold Godwinson and a Norman-Breton-French invasion force led by William of Normandy. The term “Norman” will variously be used to refer to the entire invading army and to refer to the Norman corps of that army.

2.0 COMPONENTS

2.1 General. The game consists of 147 counters and informational markers, a 17” x 22” hexagonal map in two sections, and these rules. You will need one six-side die (D6). Counter information is explained on the game box. The Norman side consists of three groups of units or corps (Breton, Norman and French), corps affiliation noted by color (red, gray, blue). Each counter represents 200 knights or infantry (foot, huscarls, and fyrd) or 100 archers. In addition, there are Saxon and Norman charge markers, Saxon rout markers and a turn marker. Saxon huscarls and leader units have two counters, one each for shield wall up and down. Each map hex is 50 yards.

2.2 Counters and Markers.



Harold and William, Saxon Fyrð



Saxon Leader Gyrrh with shield wall up and down, Huscarls



Breton Archers, French Foot and Norman Knights



Norman Leader and Turn Marker

3.0 SET-UP

Saxon units are placed first and can be located anywhere on the map north of the Norman start line which is marked with an “S” (start). Huscarls and Saxon leader units start with a shield wall; counters for those units without shields are held off map for use later. Place units for the Norman side in or south of the Norman start line. Group Norman units by corps so that all units of a corps are adjacent to at least one other member of the same corps.

4.0 SEQUENCE OF PLAY

- Move Turn Marker
- Norman Rally
- Norman Movement
- Norman Arrow Fire
- Norman Melee Combat
- Saxon Unit Rout
- Saxon Rally
- Saxon Reinforcements
- Saxon Movement
- Saxon Melee Combat
- Norman Corps Rout
- Saxon Reactive Movement/Combat
 - Saxon Involuntary Pursuit
 - Saxon Free Movement (Optional)
 - Saxon Reactive Melee Combat

There are eight turns. If any Norman corps routs after Saxon melee combat, Saxon units can conduct “reactive movement” (see 6.8 Saxon Involuntary Pursuit and 6.9 Saxon Free Movement) followed by reactive Saxon melee combat. Reactive movement and reactive combat are conducted only once per turn: there is no Norman rout check as a result of reactive Saxon melee combat.

5.0 HOW TO WIN

The Norman side wins immediately if King Harold is eliminated. The Saxon side wins immediately if Duke William is killed. Either side wins if the other is totally eliminated. At the end of turn eight the Norman side wins if none of the road to London hexes on Senlac Ridge are in Saxon zones of control (6.4) but one or more are in a Norman zone of control. The Saxons side wins if no Norman units occupy Senlac Ridge hill hexes. A minor victory is achieved if one side is demoralized at the end of the game and the other is not.

6.0 MOVEMENT

6.1 General. Phasing units *not* adjacent to an enemy unit can move during the movement phase. (Exception: See 6.7 Knights Disengagement.) Moving units spend movement points (MPs) to enter a hex, each hex terrain type having a movement cost. A unit cannot enter a hex if it does not have sufficient remaining MPs. Terrain types are noted on the game map and movement costs are listed in the Terrain Movement Cost Table.

6.2 Uphill/Downhill Movement. Uphill movement is moving in the direction from clear to hill terrain, passing through or into slope terrain. Downhill movement is moving from hill or slope terrain toward clear terrain. Moving uphill costs two MPs per hex. Moving downhill costs zero MPs. Moving across a slope, from one slope hex to another, not going uphill or downhill, costs 2 MPs. Moving from slope into clear or hill terrain (down or up) costs 1 MP.

6.3 Other Terrain Movement. Clear and hill terrain costs 1 MP to enter. Woods and swamp terrain cannot be entered even during rout movement. A stream

hex edge costs 2 additional MPs to cross.

**TERRAIN MOVEMENT
COST TABLE**

Terrain Type	Cost To Enter
Clear/Hill	1
Uphill	2
Downhill	0
Stream	2 (To Cross)
Woods, Swamp	No Access

6.4 Zones of Control. The zone of control (ZOC) of a unit is the six hexes adjacent to the hex occupied by the unit. All units *except archers units* have a ZOC. A unit must stop moving in its movement phase when it enters an enemy zone of control (EZOC). Because archers units have no ZOC, Saxon units do not have to stop their movement if they move into a hex adjacent to the hex occupied by an archers unit.

6.5 Stacking Limits. Only one unit is allowed per hex. Units are allowed to pass through a hex occupied by a friendly unit as long as the moving unit does not end its movement in an occupied hex. *Exception: Routing Norman units cannot move through friendly units.* Units cannot pass through enemy-occupied hexes.

6.6 Norman Rout Movement. Routing Norman units can move up to 6 MPs (foot) or 10 MPs (knights) at the owning player's discretion. However, each routing Norman unit must move at least one hex into an unoccupied hex not in an EZOC and not on a slope. A routing knight or leader unit cannot enter a steep slope hex. If a routing unit cannot move at least one hex or move into a non-slope hex, it is eliminated. Place a rout marker in the hex occupied by any routing Norman unit at the start of routing movement. Remove all rout markers from the map after the Saxon melee turn.



Rout Marker

6.7 Knights Disengagement (Norman Voluntary Withdrawal). In the Norman movement phase, the Norman player may voluntarily withdraw any knight or leader unit from an EZOC. Leaders may withdraw at will but each withdrawing knights unit must undergo a rout check (see 12.1 Saxon or Norman UNIT Rout Check); withdrawing Norman leader units do not. If the knights unit fails the rout check, the knights unit cannot disengage. If the knights unit passes the rout check it can conduct disengagement movement as normal movement. Both withdrawing knights and leader units can expend up to 10 MPs when withdrawing. However, withdrawing knights or leader units must stop their withdrawing movement in a non-EZOC hex and cannot enter an EZOC. Norman foot units cannot disengage from an EZOC except by rout.

6.8 Saxon Involuntary Pursuit. If Norman corps rout movement is conducted in a Saxon melee phase, roll a D6. If a 5-6 is rolled, involuntary pursuit movement is immediately conducted for all Saxon units adjacent to a Norman rout marker. Pursuing Saxon units have a movement allowance of 6 and must move directly toward the routing or withdrawing Norman units they were adjacent to, expending movement points and stopping when they arrive in an EZOC or run out of movement points. (Keep in mind that moving downhill expends zero MPs.). Involuntary pursuing Saxon units that stop adjacent to a Norman unit must conduct combat immediately after all Saxon reactive movement is done. Such Saxon pursuers earn the berserking combat bonus and also the charge combat bonus if charging downhill. Bonuses apply to the current turn only and do not apply to units conducting Saxon free movement.

6.9 Saxon Free Movement. If Norman rout movement is conducted in a Saxon melee phase, the Saxon player can optionally conduct free movement of any Saxon units not in an EZOC. Free movement, if elected, must be conducted immediately after Saxon

involuntary pursuit movement, if any, or otherwise directly after Norman rout movement if there is no involuntarily Saxon pursuit, and is conducted using normal movement rules. Note that Saxon units that conducted involuntary pursuit movement in the turn cannot also do free optional movement in the same turn. Saxon units exercising this free movement **MUST** move directly toward Norman units with the intention of attacking them. Melee combat must be conducted for any Saxon units thus freely moved which end their movement in an EZOC simultaneously with melee combat for Saxon units which conducted involuntary pursuit movement, if any. Downhill charge status (see section 6.11 Downhill Charge) with the charge combat bonus can apply during free Saxon movement but free Saxon movement is not considered to be berserker movement.

6.10 Knights Charge Movement. A Norman knights or Norman leader unit is considered to be "charging" if, in its current movement phase, it moves adjacent to an enemy unit and also moves through at least one clear hex not in an EZOC before stopping movement. Charging status lasts only for the turn in which the charge movement was conducted. Place a charge marker under the knights unit once it has completed its movement.



Saxon and Norman Charge Markers

6.11 Downhill Charge. Any non-archers unit (Saxon or Norman) which, in its movement phase, starts movement in hill terrain, moves downhill (see 6.2 Uphill/Downhill Movement), and ends movement in an EZOC in clear terrain is considered to be charging downhill. Downhill charging status lasts only for the turn in which the charge was conducted. Place a charge marker under the unit once it has completed its charge movement.

6.12 Archers Unit Automatic Elimination. A Saxon unit immediately eliminates an archer unit without a die roll if it moves adjacent to the archer unit. The Saxon unit can continue moving after an archers unit elimination if it has sufficient MPs.

7.0 COMBAT

7.1 General. There are two kinds of combat: arrow fire and melee. Except for Saxon huscarls and leaders, a unit that is “hit” is eliminated. A Saxon huscarls or Saxon leader unit starts the game with its shield wall up (effective). This is represented on the huscarls and leader counters with a shield. If the shield wall is up and the unit is hit by melee or arrow fire, the hit is “saved” but the shield wall is considered down as a result of the hit. Replace the hit Saxon leader or huscarls counter with a corresponding counter with no shield. A huscarls or leader hit without a shield (shield wall down) is treated as a normal hit and the unit is eliminated. Hits against leaders of either side can be saved so that they have no effect (see 7.6 Leader Save Roll). The shield wall can be restored for a huscarls or Saxon leader unit only by rally (see 8.0 Rally). Units eliminated by arrow fire or melee combat are temporarily placed in the “rally” pile organized by side and corps within the Norman side.

7.2 Arrow Fire. A phasing archers unit can conduct arrow fire against a single Saxon unit within five hexes with no units or hill or woods terrain in a direct line of sight to the target. An archers unit can fire over terrain or units as long as the target is within four hexes. The arrow fire target cannot be adjacent to a Norman unit. An archers unit can conduct arrow fire only once in a combat phase but a Saxon unit may be the target of multiple archers units in a combat phase. To conduct arrow fire roll a D6. On a 6 the target unit is hit. If the arrow fire roll result is a 1, the archers unit has run of out arrows and is sent to the rear (off the map). Archers thus removed cannot be rallied nor counted

toward demoralization; do not place them in the “dead pile”.

7.3 Melee Combat. Melee combat is mandatory and is conducted by a phasing non-archers unit adjacent to a non-phasing unit. The phasing player selects the attacking and defending units. A phasing unit can attack only once in a combat phase but a defending unit can be attacked more than once by different opposing units. Archers units cannot initiate melee combat. Not all non-phasing units need be attacked that are adjacent to a phasing unit but all phasing units in an EZOC must attack. To conduct melee combat the phasing player rolls a D6 to hit. Make any die roll modifications (see 7.5 Melee Combat Die Roll Modifiers) and add the phasing unit’s combat factor (number in red on the counter) to the melee combat die roll. Apply the result immediately.

7.4 Melee Combat Results. If the modified melee combat die roll result is a 6 or higher, the opposing unit is hit. See section 7.1 General for application of a melee hit.

7.5 Melee Combat Die Roll Modifiers. The following conditions add a + 1 or a - 1 die roll modifier (DRM) to the melee combat die roll and are cumulative.

(King of the Hill) If the phasing unit is on hill terrain and the opposing unit is on slope terrain, the DRM is + 1.

(Charges) A unit marked with a charge marker gets a + 2 DRM. A knights unit charging downhill gets only the + 2 charge DRM.

(Berserking Saxons) A berserking Saxon unit gets a + 1 DRM *in addition* to a charge + 1 DRM if the unit is charging downhill.

(Demoralized) If the phasing army is demoralized (See section 11.0 Demoralization), use a DRM of - 1. If the defending (non-phasing) side is demoralized, apply a + 1 DRM to the phasing melee combat die roll. Exception: The demoralized DRM does

not apply to leader units or to units adjacent to a friendly leader unit. For Norman units, the adjacent friendly leader must belong to the same corps as the phasing unit.

(Attacking Across a Stream) If the phasing unit is attacking across a stream hex edge, apply a - 1 DRM.

7.6 Leader Save Roll. If a leader unit is hit during combat, roll a D6. If the result is equal to or less than the leader’s combat factor, the leader is saved from the hit. Otherwise, the hit against the leader unit is good.

7.7 Advance After Melee Combat. If the non-phasing unit in a melee combat is eliminated due to combat, the phasing unit in the combat must advance into the vacated hex. *Exception: if the phasing unit is in hill terrain and the eliminated unit was in non-hill terrain, advance after melee combat is optional.* For any Saxons or Norman units eliminated by rout, the opposing player can *optionally* advance a phasing unit into the hex vacated by the eliminated unit if the advancing unit was adjacent to the eliminated unit and is not in an EZOC of an active enemy unit.

7.8 Norman Corps Rout. Immediately after Saxon regular (not reactive) melee combat is finished, conduct a Norman **corps** rout check (see section 12.2 Norman CORPS Rout Check) for each Norman corps with *any* unit in Senlac Ridge **slope** terrain which suffered an eliminated unit during the current Saxon melee phase just completed. If the corps rout check fails, rout those units and only those units for the corps being checked that are in either Senlac Ridge slope or Senlac Ridge hill terrain. Rout movement is conducted immediately (see 6.6 Norman Rout Movement) and must be completed along with any reactive Saxon movement and reactive melee combat before the players proceed to the next turn. A rout check for a Norman army corps can be conducted only once and only in the

Saxon regular melee phase, not in the Saxon reactive phase.

7.9 Saxon Unit Rout. Saxon units do not conduct rout movement. Instead, each Saxon unit, except leader units, adjacent to a huscarls or Saxon leader unit that is eliminated as a result of Norman melee combat (not arrow fire) must immediately undergo a rout check (12.1). If a fyrd unit fails a rout check, it is immediately eliminated; a huscarls unit failing the rout check loses its shield wall or, if the shield wall is down, is eliminated.

8.0 RALLY

For each active leader (not eliminated), roll a D6. If the result is less than or equal to the leader's command factor, the number rolled is that leader's rally points for the turn. If the result is greater than the command factor, the leader has no rally points for the turn. For each rally point, the phasing player can select a friendly unit from the rally pile, if any, and place it as near the rallying leader as possible. In the case of the Norman army, the rallied unit must be of the same corps as the rallying leader. Rallied huscarls units return with shield-wall-down status or, optionally, shield-wall-up with the expenditure of two rally points. Only units in rally piles can be returned to play. At the end of each rally phase, move any un-rallied units permanently to the dead pile.

Optionally, for each rally point the Saxon player can restore an active huscarls or Saxon leader unit, including the rallying leader unit itself, to shield-wall-up status, in which case the rallying leader unit must be adjacent to the restored unit. A combination of rallied and restored units can be made by the Saxon player in a rally phase.

9.0 SAXON REINFORCEMENTS

The Saxon side may receive reinforcements during the game. On turns 3-6, inclusive, roll a D6 and add the resulting reinforcements from the

Saxon Reinforcements Table at hex (1101). If that hex is occupied by an enemy unit or is in an EZOC, no reinforcements may arrive that turn and, if any were selected, they are considered lost. Reinforcement units are selected from the dead pile. If not enough units or the right type of units are in the dead pile, the reinforcement units are considered lost for the turn.

**SAXON
REINFORCEMENTS TABLE**

D6	Reinforcements
1	None
2	None
3	1 Fyrd
4	2 Fyrd
5	1 Huscarls
6	2 Huscarls

10.0 FATIGUE (OPTIONAL)

This rule adds the dimension of fatigue to reflect a long and hard fought battle. Starting with turn **four**, the Fatigue Level is 1. Add 1 to the Fatigue Level with each subsequent turn to a maximum of 4. Fatigue effects are:

1) Reduce the movement allowance of every unit in both armies by the Fatigue Level. Each unit can have its movement allowance reduced by a maximum of three movement points.

2) Reduce the number of units that each leader can rally (8.0) by the Fatigue Level. For example, at Fatigue Levels 3 ordinary leaders cannot rally (3-3=0) and likewise at Fatigue Level 4 for Harold and William.

3) At Fatigue Level 4, there are no shield wall saves; huscarls units that are hit are eliminated, regardless of their shield wall status. In addition, add a + 1 DRM to the Saxon involuntary pursuit roll. Furthermore, no units, including knights, can charge.

11.0 ARMY DEMORALIZATION

If one side has twelve (12) more units in the dead pile than the other side, it immediately becomes "demoralized". A side can become immediately un-demoralized if the difference drops below twelve units.

12.0 ROUT CHECK

12.1 Saxon and Norman UNIT Rout Check. Locate the nearest friendly leader to the unit being checked for rout. If there is more than one leader within three hexes, select the one with the highest command factor. Roll a D6 and if the result is less than or equal to the leader's command factor, the rout check is passed. If not, the rout check is failed. If the nearest Saxon leader is not within three hexes of the Saxon unit or, in the case of a Norman unit, if there is no leader within three hexes from the same corps as the unit, apply a + 1 DRM.

12.2 Norman CORPS Rout Check. For each Norman corps being checked for rout, roll a D6 and rout the corps on a result of 4 or greater. If a leader unit of that corps was eliminated during regular Saxon melee combat, add a + 1 DRM.

13.0 WEATHER (OPTIONAL)

The battlefield is considered muddy. Knights and leader units are reduced to 6 MPs. All other units are reduced to 4 MPs. Fatigue starts on turn 3.

14.0 DESIGNER NOTES

The game design employs the effects of the Saxon shield wall, the limited Norman arrow supply and their relative ineffectiveness, the advantage held by the Saxons of high ground, the withdrawals (or "routs") of Normans from their assault of Saxon positions on hill terrain and their potentially undisciplined pursuit by Saxon warriors, and the importance of leaders.

Managing battlefield space is a challenge for the Norman side. If attacking units are followed too closely by other units, a routing unit has nowhere to go. Generally it is probably not good for Saxon units to venture too far off hill terrain and yield the advantage of higher ground. Still, a berserking charge followed by a "what the heck" advance might carry the day.

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