

# Hastings: 1066

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## [1.0] INTRODUCTION

The *Hastings: 1066* game is a tactical simulation of the confrontation between William the Bastard, Duke of Normandy, and King Harold Godwinson of Wessex, a battle that forever changed the face of the world. William and his combined force of Normans, Bretons, French and Flemings, is moving on London. His way is blocked by the hastily assembled Saxon army of Harold, fresh from victory over the Danes at Stamford Bridge. The victor will be king of England.

In this game, the armies are divided into *nationalities* (Normans) or *wings* (Saxons). The ability of each nationality or wing to move and attack is restricted by the formation or *order* it adopts. These are influenced by the *strategy* each player selects at the start of each game turn. Over the course of the battle, the choice of strategy will cumulatively affect the fatigue level and morale of the troops. The details of this process are given in Section 4.0 of these rules.

## [2.0] GAME PARTS

### [2.1] The Game Map

The 17" by 22" mapsheet represents the battlefield at Hastings (actually Senlac Hill; Hastings is some miles to the south). The map is covered by a hexagonal grid to regulate movement and combat. The types of terrain and their effects are listed on the Terrain Effects Charts and in Section 5.3.

### [2.2] The Playing Pieces

The playing pieces, or counters, represent the forces (units) and commanders (leaders) involved in the battle. Certain other pieces (markers) are used to record unit status, time, and other game functions.

Historically, Williams's army included not only Normans, but Breton and Franco-Flemish contingents as well. Unless specifically stated otherwise, the term "Norman" refers to William's entire army.

### [2.3] Game Charts and Tables

The charts and tables simplify and illustrate certain game mechanics. These are the Norman and Saxon Order Tables, the Terrain Effects Chart, the Missile Fire Matrix, the Missile Fire Results Table, the Melee Results Table, the Morale Table, the Rally Table and the Leader Casualty Table. The locations and use of these charts and tables are noted in the appropriate rule sections.

### [2.4] Game Tracks and Displays

The tracks and displays used in the game are used to record unit status and the progress of the game. They include the Norman and Saxon Strategy Displays, the Norman and Saxon Order Displays, the Assault Period Display, the Battle Turn Record Track, and the Norman and Saxon Strategy Effect Tracks. These are located on the game map.

### [2.5] Game Scale and Playing Time

Each hex on the game map covers approximately 45 yards. Each housecarl or bowman unit represents about 100 men; all other units represent about 125-150 men. Each Assault Period should take from three to four hours to complete and covers several hours of real time. (Historians should note that the four separate phases of the actual battle have been reduced to two Assault Periods for play purposes.)

### [2.6] Inventory of Game Parts

A complete game includes:

- \* One 17" x 22" game map

- \* One rule booklet
- \* 200 die-cut counters

In addition, two six-sided dice must be provided by the players.

## [3.0] SEQUENCE OF PLAY

Each game consists of two Assault Periods, each consisting of eight Battle Turns. At the beginning of every turn, each player chooses a strategy that will affect the battle order adopted by various parts of his army for that turn.

### [3.1] The Assault Period

Each Assault Period consists of eight Battle Turns. At the end of the First Assault Period, the players check to see if the Assault Period is extended (3.3). If not, the armies are reorganized (11.5) and the Second Assault Period begins. The game ends at the conclusion of the Second Assault Period unless one player has previously achieved his victory conditions (12.0).

### [3.2] The Battle Turn

Each Battle Turn consists of an Order Phase, a Norman Player Phase, a Saxon Player Phase and a Turn Record Phase. The player who is active in the phase is called the *phasing player*; the inactive player is called the *non-phasing player*.

#### ORDER PHASE

At the beginning of every Battle Turn, each player selects a strategy for that turn (4.2). He then consults his Order Table and rolls two dice for each wing or nationality of his army to determine which battle order it will adopt for that turn. Both players can perform this phase simultaneously.

#### NORMAN PLAYER PHASE

1. **Rally Segment:** The Norman player attempts to rally his disrupted/routed units. Any routed units that fail to rally must immediately move two hexes to the rear.
2. **Norman Missile Segment:** Norman missile units can fire at any enemy units within range. Casualties are taken as they occur.
3. **Norman Movement Segment:** All unrouted and undisrupted Norman units can move if their order allows.

4. **Saxon Reaction Segment:** Non-phasing Saxon units in proper order can move according to the rules governing reaction (5.4).
5. **Saxon Missile Segment:** Non-phasing Saxon missile units can fire at any enemy units within range. Only bowman units can fire after taking a reaction move.
6. **Melee Segment:** The Norman player melees all Saxon units exerting *zones of control* (5.7) on his units. Casualties are taken immediately, then any units that must retreat must do so.

#### THE SAXON PLAYER PHASE

The Saxon player repeats 1-6 above, with the Saxon and Norman player reversing roles.

#### TURN RECORD PHASE

At the end of the Saxon Player Turn, the players advance the Battle Turn Marker on the Turn Record Track. At the end of the First Assault Period, if no decision has been reached, the players reform their armies (see 11.5) and advance the Assault Period Marker on the Assault Period Display, returning the Battle Turn Marker to the beginning of the Turn Record Track. At the end of the second period, the game is over.

### [3.3] The Extended Assault Period

**[3.3.1]** The standard Assault Period lasts eight Battle Turns. However, under the following circumstances the Assault Period can be extended:

- \* If more than 50% of the Norman combat units are on Senlac Hill at the end of the eighth Battle Turn, the period is extended *two* more turns.
- \* If more than 75% of the Norman combat units are on Senlac Hill at the end of the eighth Battle Turn, the period is extended *three* more turns.
- \* If *all* undisrupted, unrouted Saxons are entirely surrounded by Norman units, Norman zones of control, or the map edge, the period is extended until the Normans win or the encirclement is broken.

Only one of these conditions can be applied at any time; they are mutually exclusive. If there is any question, the Norman player chooses. The Assault Period Marker can be placed on the Turn

Record Track to mark the end of the extended period.

**[3.3.2]** In an extended period, the following special conditions apply:

- \* The Norman player can reroll any Shield Wall and Hold order he rolls if desired (in this case the Norman player can roll separately for the foot or knight section of a nationality); and
- \* The Saxon player can reroll any Attack & Pursue order he rolls if desired.

### **[3.4] Assault Period Display**

(see map)

### **[3.5] Battle Turn Record Track**

(see map)

## **[4.0] STRATEGY AND BATTLE ORDER**

GENERAL RULE:

In the Order Phase of every Battle Turn, each player selects a basic strategy for each wing or nationality in his army for the ensuing Battle Turn. The Order Tables simulate the general inefficiency and lack of control that plagued medieval commanders.

### **[4.1] Wings and Nationalities**

Each player's army is divided into *wings* (Saxons) or *nationalities* (Normans) for determining battle order. Norman nationalities are further divided into *sections* of foot and knights.

**[4.1.1]** The Saxon Army initially consists of three wings - right, center and left - each commanded by a leader. The leader's command radius usually determines which units make up his wing.

**[4.1.2]** Wings are defined at the beginning of each individual Battle Turn. No Saxon leader can control less than 20% (1/5) of the Saxon units available. A given leader can control any number of units within his command radius as long as no Saxon leader controls less than 20% of the Saxon units.

**[4.1.3]** If the Saxons are reduced to less than three leaders, no leader can control less than 33% (1/3) of the Saxon units.