

# THE BATTLE OF HASTINGS

## BIG BATTLE RAVENFEAST

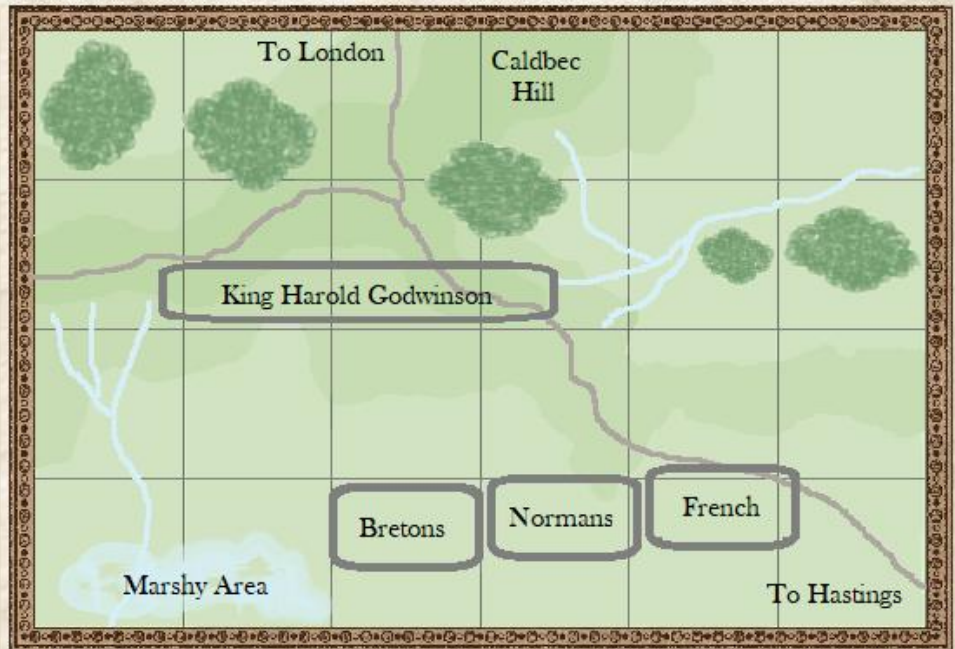
19 OCTOBER 1066. FOLLOWING THE DEATHS OF TOSTIG AND HARDRADA, WILLIAM, THE DUKE OF NORMANDY, WAS HAROLD'S ONLY REMAINING CONTENDER TO THE THRONE OF ENGLAND. WILLIAM, WHOSE FORCES WERE GATHERED LARGELY FROM NORMANDY, FRANCE, BRITTANY, AND FLANDERS, HAD LANDED IN THE SOUTH OF ENGLAND. HAROLD'S ARMY MARCHED SOUTH SWIFTLY AND CAMPED AT CALDBEC HILL ON THE NIGHT OF 13 OCTOBER NOT OVERLY FAR FROM WILLIAM'S FORCES AT HASTINGS. SCOUTS DETECTED THE ENGLISH ARRIVAL AND WILLIAM LED HIS ARMY TO ADVANCE ON THE ENEMY.

### SET UP: 2-5 players

First the Saxons deploy 14 units: The majority in a defensive Shield Wall on the ridge blocking the road to London. Behind them are men with axes and javelins as well as archers. Both flanks are anchored by steams which stop movement for the turn when reached; then counts as Rough.

Then the Normans deploy 20 units: Arrange in three groups based on their origins. For each: Archers are in the front rank to weaken the enemy line. Foot soldiers are in the second rank to engage in close combat. Cavalry is in the rear rank to charge and break through weakened points and/or pursue fleeing soldiers.

Woods and Marsh are impassable.



**FORCES:** The Saxon are in bad shape not having adequate rest after battling in the north and the long march south. The Normans are forced to attack uphill, placing them at a disadvantage. Not only is it unfavorable for attacking up, this particular ridge is extra good defense against archers. Their arrows will mostly hit Saxon shields or will carry well over the lines. For this scenario, -1 to archer's missile rating while shooting at targets that are uphill.

**SCALE:** One "unit" in this scenario represents approximately 500 men.

**OBJECTIVES:** Winner takes all. Battle continues until one side yields the field. If Harold or William do not survive the battle, it can only be a minor victory for their side. If either Harold or William leave the battlefield (in an attempt avoid dying), their army will follow them. Being the invaders, the onus of clearing the battlefield is on the Normans: The Saxons only have to remain on the battlefield to win. If all the leaders and heroes on both sides die, it is a draw and all troops all go home.

**HISTORICAL OUTCOME:** After contradicting accounts of the specifics of the battle, it is certain that Harold died and his army was defeated. The Normans effectively pursued the many fleeing troops. The Saxons were unable to resist the Normans. The numbers killed are also widely debated but 25-50% are commonly believed.



# SAXON ARMY

## ORDER OF BATTLE

**Saxon Force commanded by King Harold Godwinson**

**(14 units / 464 points)**

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
King Harold Godwinson	x1	6"	0	5	5	5	60	Leader, Tough (2)
Gyrth	x1	6"	0	4	5	5	52	Hero, Tough (2)
Leofwine	x1	6"	0	4	5	5	52	Hero, Tough (2)
Huscarl	x3	6"	0	4	4	5	156	Tough (3)
Veteran Fyrd	x4	6"	0	3	3	4	72	
Bowman	x2	8"	2 (18")	2	1	3	40	
Fyrd w/Axes & Javelins	x2	8"	2 (8")	2	1	3	32	

\* King Harold Godwinson & his brothers Gyrth / Leofwine each include a unit of Huscarls

# NORMAN ARMY

## ORDER OF BATTLE

**Norman Force commanded by Duke William of Normandy**

**(7 units / 247 points)**

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Duke William of Normandy	x1	10"	0	5	5	5	88	Leader, Mighty, Tough (3)
Mounted Knight	x1	10"	0	4	4	4	47	Mighty, Tough (2)
Dismounted Knight	x1	6"	0	4	4	4	33	Tough (2)
Heavy Spearmen	x2	6"	0	4 (x2)	3	3	36	
Crossbowmen	x1	8"	4 (8"), 2 (18")	1	1	3	22	
Bowmen	x1	8"	3 (18")	1	1	3	21	

\* Duke William of Normandy includes a unit of Mounted Knights

**Breton, Anjou, Poitou, and Maine Force commanded by Alan the Red**

**(7 units / 215 points)**

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Alan the Red	x1	10"	0	4	4	5	65	Leader, Mighty, Tough (2)
Mounted Knight w/Spear	x1	10"	3 (8")	3	4	4	44	Tough (2)
Dismounted Knight	x1	6"	0	3	4	4	33	Tough (2)
Heavy Spearmen	x3	6"	0	3	3	3	54	
Bowmen	x1	8"	3 (18")	1	1	2	19	

\* Alan the Red includes a unit of Mounted Knights

**French, Picardy, Boulogne, and Flanders Force**

**commanded by William fitzOsbern & Count Eustace II of Boulogne**

**(6 units / 217 points)**

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
William fitzOsbern	x1	10"	0	4	4	4	57	Leader, Tough (2)
Count Eustace II of Boulogne	x1	10"	0	4	4	4	57	Leader, Tough (2)
Dismounted Knight	x2	6"	0	3	4	4	66	Tough (2)
Heavy Spearmen	x1	6"	0	3	3	3	18	
Bowmen	x1	8"	3 (18")	1	1	2	19	

\* William fitzOsbern and Count Eustace II of Boulogne each include a unit of Mounted Knights

