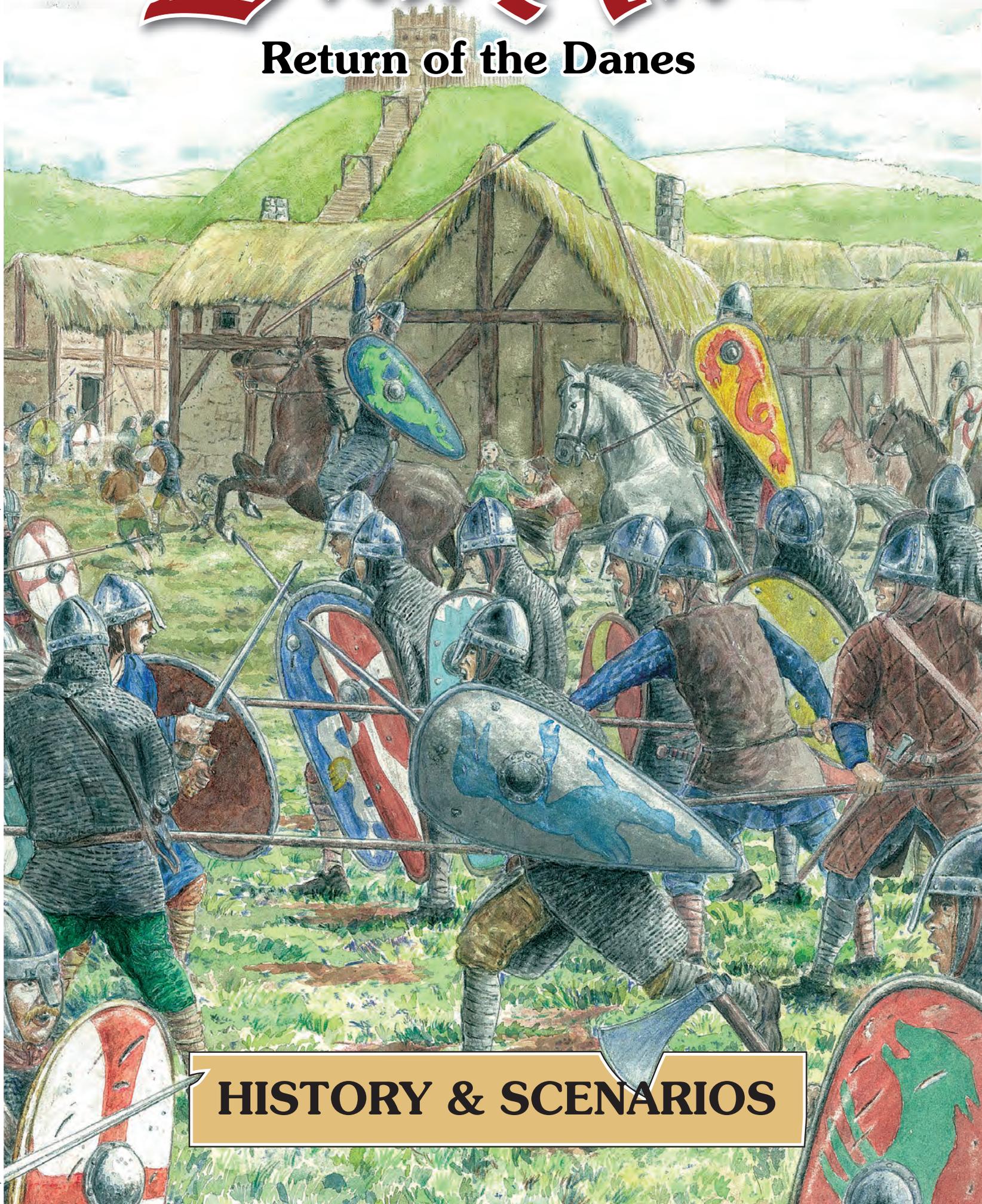


# Diex Aie 2

## Return of the Danes



**HISTORY & SCENARIOS**

# Historical Background

## The Norman Conquest of England - 1066/1086

### 1 - The decisive days

#### 1.1 - The return of the Danes

After having commanded the Varangian Guard (1) of the Byzantine emperors for 10 years, the Norwegian Harald Hardrada became King of Norway from 1046 to 1066. He was then convinced by Tostig, the former Earl of Northumbria and full brother of the new king Harold to claim the crown of England while the Duke of Normandy William does the same. He equips an army of 10,000 men and embarks on 300 ships in September to dock south-east of York. Earls Morcar and Edwin attacked him but were defeated by Harald at the Battle of Fulford on September 20. As he negotiates the surrender of York, Harald is surprised by the forced march of Harold's army from the south which engages him at Stamford Bridge on September 25 and defeats him. Harald himself is killed with an arrow in the throat. Harold does not have time to celebrate his victory as he must immediately return south to await the Duke of Normandy's other invading army at the cost of a grueling 3-week march.

#### 1.2 - Aftermath of the battle of Hastings

October 14, 1066, 5:00PM: Harold is killed by an arrow, or perhaps a group of Norman knights, opinions still differ on this issue. The news of the death of the last Saxon king spreads on the battlefield, and the Saxons begin to withdraw. William knows he must eliminate as many Saxon fighters as possible and launches the pursuit. However, the retreat does not turn into a rout. Late into the night, north of Senlac, intense rearguard fighting continues. Withdrawing elements and reinforcements arriving late at the battle continue a fierce resistance. Among these fights is the one the Normans call Malefosse, where many knights are killed in a ditch while darkness prevails. But these fights could no longer change what happened at Hastings. William had just won a decisive victory.

#### 1.3 - The march towards London

Initially, the Duke of Normandy secures this bridgehead and seizes Dover without much resistance. He sends troops en route to punish the town of Old Romney, just east of Hastings, whose inhabitants had killed the crew of two stray Norman ships. Given the losses in Hastings, William avoids rushing to London. Through Kent, he begins a long movement to encircle the city through the West. Presumably, the Norman army is harassed during its march. A large detachment advances on the city where it sacks and burns Southwark after skirmishing with Londoners who had crossed the London Bridge. These aggressive tactics worked, and William receives the submission of the nobles and a delegation of London that designates him as the King of England. He enters the city and quickly builds a tower on the site of the future Tower of London. On Christmas Day 1066, he is crowned King of England in Westminster. While many areas, especially in the North, are not yet under his control, William begins the strategy that had been so successful in Normandy: he builds a network of fortifications in the South and West.



In March 1067, he makes his first return to Normandy and awards Odo of Bayeux, his half-brother, and William Fitz-Osbern the custody of England.

### 2 - The time of the revolts

#### 2.1 - Initial resistance

The first rebellion of William's reign started during this trip. In the fall of 1067, in the West, a Thegn named Eadric the Wild levies troops, allies with the Welsh, and begins to devastate Mercia. They attack Hereford castle without success but are not defeated. Eustace of Boulogne, an ally, tries to seize Dover. Taking advantage of the absence of Odo, he invades the harbor with his troops, probably with the support of the population. The Norman garrison manages to expel him. He will be forgiven by William, who cut his stay in Normandy short and returns to England late 1067. The city of Exeter, where Harold's mother resides, had rebelled. William besieges the city, which surrenders after three weeks and comes to terms with him. His sheer presence in the West is enough to calm the region. The North agitates shortly after the coronation of Matilda in May 1068, who officially becomes Queen of England. In Mercia, Earls Edwin and Morcar, backed by Welsh troops, openly revolt and are joined by Gospatric, newly appointed Earl of Northumbria. They declare their support to Edgar Ætheling, presumed heir to the throne of England. In the summer, William leaves London and marches north. Edwin and Morcar submit immediately and are forgiven.

1 - See *Guiscard* 2.

Edgar however, who is involved in the revolt, removes himself to Scotland with his future brother-in-law, King Malcolm. He is joined by Gospatric and many supporters. York submits subsequently without any resistance. The new king of England takes his army to the Scottish marches and meets with King Malcolm, who promises not to support Edgar militarily. During that first trip in the North, the mere presence of William and his army is sufficient to restore order. William nevertheless builds a castle in York and appoints the Norman Robert de Comines, as Earl of Northumbria. Returning south, William begins the construction of castles in Nottingham, Huntington, Lincoln, and Cambridge. His fortified network is expanded to the North as well. During that same summer 1068, the illegitimate sons of Harold arrive from Ireland and launch raids on the Somerset, Devon and Cornwall coasts. They do not trigger the expected uprising, and are repelled by the Norman troops in the region with the help of the population.

## 2.2 - The first revolt of the North

Early in the year 1069, English rebels kill Robert, Earl of Northumbria, along with many men as he moved to Durham. This is the signal for the revolt: Edgar, along with Gospatric and Siward, a former Earl, leaves Scotland and marches towards York. The insurgents besiege the castle. The head of the garrison, Robert Fitz-Richard, is killed during the fight, but his troops resist. Once alerted, William's reaction is strong. He hurries to York and surprises the rebels who were still besieging the castle. He sweeps them away. The Normans chase them into the city and then up the River Tees into the marches of Scotland. Some of them are still able to escape, leveraging the rugged terrain of the region. William, back in York, builds a second castle. Both garrisons manage to subdue another revolt of York shortly after. In the spring, the sons of Harold launch a second unsuccessful raid in the South, and are defeated by Brian of Brittany, Earl of Cornwall.

## 2.3 - The great revolt of the North

In August 1069, the Danish king Sven Esthritson becomes more involved. To this point, Sven Esthritson had only conducted a few raids on the east coast. He was also a potential contender for the crown, although he assured William of neutrality in 1066. A large fleet of 300 ships, commanded by his son, plunders the southeast coast before reaching the mouth of the Humber, near York. His arrival triggers a new wave of revolts. In the North, Edgar and Gospatric, coming from Scotland are joined by Waltheof, Earl of Midlands, and march towards York. William Malet, Guardian of the castle, probably overly confident, sets fire to part of the city and engages the rebels. The Normans, overwhelmed by a large rebel force in an open field, are massacred.

Edgar tries to continue his march to the South, but is stopped by the Norman troops of Lincolnshire. Meanwhile, Mercia reignites: Shrewsbury Castle is attacked. In the Southwest, an army coming from Devon and Cornwall besieges Exeter. Brian of Brittany raises a hasty relief army and takes to the city. Rebels are defeated by a combined attack with the garrison and order is restored. Dorset and Somerset in the Southeast are in rebellion. Geoffrey of Montbray and William Fitz-Osbern gather an army, removing troops from garrisons of London, Winchester, and Salisbury. They quickly crush the rebels. As for the Duke-King, he takes the bulk of his

army north. He meets the Danes in Lincolnshire, who immediately withdraw north of the Humber. William then leaves Lincolnshire, which is left under the guard of Robert of Mortain, and moves west. Rebels of Mercia, leaving the siege of Shrewsbury, advance towards Northumbria. The Duke-King intercepts them in Staffordshire and crushes them. The Danes take advantage of his absence, trying again to break through and pass to the south bank of the Humber. The Normans this time confront them and push them back. William, returning to York around October, is attacked by rebels on the River Aire. He repels his assailants and heads towards Northumbria. Here he comes in contact with the Danes and deals with them. In return for tribute and supply, they agree to leave England in the spring of 1070. With the Danish issue resolved, he now can take care of York. William spends the winter 1069/1070 there. He first rebuilds the two castles of the city destroyed during the revolt of the summer. Then he begins the hunt for the rebel army, still dispersed in the region, and rampages Northumbria with his troops. Punishment is severe, and William shows no mercy. He orders the burning of villages, food stocks in the region, and indiscriminately has men, women, and children killed.

## 2.4 - The uprising of Fenland

In the spring of 1070, a rebel group grows in the Fenland area, north of Cambridge. Hereward, a local Thegn, takes charge and sets up his base on an island on the River Ouse, near the town of Ely. The area is swampy, wild, and its access is difficult. Edwin and Morcar take advantage of the situation to revolt again and go to Ely. Only Morcar can make it as Edwin is killed on the way by his retinue. William gathers an army and a fleet to organize the blockade of the region by land and sea. The rebels are hunted down and in October 1071, they eventually regroup on the island near Ely. The Normans storm the island and capture Morcar who will be imprisoned until his death. Hereward, depending on the version, either escapes, is captured, or is pardoned by William.

However, the last act of the English resistance is played in the fall of 1072. The Conqueror launches a campaign against Scotland. Scotland's King Malcolm, who, like many Scottish kings before him, always had a desire to expand his borders to the south at the expense of England. His court, where numerous English opponents took refuge, remains a source of unrest. Despite some probable skirmishes, Malcolm once again prefers to avoid the clash with William. He swears allegiance and becomes his vassal.

## 2.5 - The revolt of the Earls

A revolt, this time coming from his own camp, happens during one of his trips in 1075 to the continent. Ralph of Norfolk is one of the last Earls of English origin. His father was a relative of Edward and his mother from Brittany. He married the daughter of William Fitz-Osbern. He convinced his brother Roger of Breteuil, who succeeded his father as Earl of Hereford, to revolt against the Duke-King. They convince Waltheof, who had survived the English riots, to follow them.

Their plan was to unite the two armies in the earldom of Waltheof. With William being absent, the faithful Lanfranc, Archbishop of Canterbury since 1070, takes the lead against the uprising. Aware that it is imperative to prevent the joining of the rebel armies, he rallies many



lords from the Center and West and manages to block the advance of Roger's army. To the East, Odo, Geoffrey of Montbray, Robert Malet, and William of Warenne repel Ralph's army. The latter is forced to take refuge in his castle of Norfolk. He escapes to Brittany where he will continue to participate actively in the fight against the Normans. Arriving after the loyalists took Norfolk, a Danish fleet plunders Yorkshire. On the way home, it is welcomed in Flanders.

It is interesting to note that during this revolt, the English people did not respond, either because of fatigue or acceptance. William was kept abreast of the situation, and only returns to England in December 1075. Roger is imprisoned for life, and Waltheof executed.

The conquest of England was now completed. Apart from some local revolts, English resistance was over.

### 3 - The outcome

The end of William's reign is marked by the hostilities with France, which, in spite of treaties, conducts a "cold war" in Normandy. William is killed in a riding accident at the sack of Mantes during a retaliation attack in the French Vexin. No doubt he had sincerely believed in a unity between English and Normans at the time of his coronation, considering himself the legitimate sovereign. The English riots probably made him lose that hope. As soon as 1075, most of the Earls are of continental origin. Ten years later, more than 80% of the land is owned by the Normans.

William enhanced the already developed English administrative system and transformed his kingdom, with

Normandy, into a centralized state. His desire to control everything led to the commission of the "Domesday Book" in 1086, a scrupulous inventory of the kingdom's fiscal resources.

He will not see in his lifetime the nascent Anglo-Norman culture, but he created a state that will live on and will become the most powerful in Europe for two centuries.

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## 5 - The characters

### 5.1 - The Normans



#### 5.1.1 - Nobles (Ncn)

Eudes was inspired by Odo of Conteville, bishop of Bayeux and half-brother of the King. He wears a helmet and a padded coat of Byzantine origin, probably brought back from a trip to Southern Italy. He is equipped with a mace because, as a man of the church, he was not supposed to shed blood... Odo was an

authoritarian figure who attracted frequent feuds as a result of his actions in England. William even sent him to jail following a rebellion. Thierry is one of those Norman lords who owns properties in England and who tries to administrate his lands despite the rampant Saxon hostility.

#### 5.1.2 - Knights (Nck)



In the eleventh century, the knight is still using his spear as a javelin or for throwing and thrusting, boosting the move by swinging his arm. The use of the couched lance (the lance firmly blocked under the arm so that the rider, the horse, and spear form only single weapon) did not become widespread until the late eleventh century. Knights rode horses carefully bred and selected for battle. They were relatively small, about 15.2 hands, but

robust, quick and trained to endure confrontations. The grouped charge with the couched lance is a technique invented by the Normans in Southern Italy that will become the hallmark of Western knights of the twelfth and thirteenth centuries. Besides the force related to the firm hold of the spear in the right arm, this charge drew its strength from the close formation used by the knights.

#### 5.1.3 - Medium Cavalry (Ncm)



These sergeants or squires are less heavily armed than the knights, but fight the same way. They are protected by an armour of scales and a conical helmet. Their armament consists of a spear and a sword.

#### 5.1.4 - Light Cavalry (Ncl)



They are used for reconnaissance or for the pursuit of fleeing opponents. These riders do not wear a hauberk and are simply protected by a conical helmet and shield. Their weapon consists of a spear or a sword.

#### 5.1.5 - Medium Infantry (Nim)



Infantry weapons differed little from that of the mounted knights: They wore the same conical helmet, a coat of mail stopping at the top of the thighs and a large kite-shaped shield. They fought with a lance-javelin, a

sword, or an axe. Their crucial role was to prepare the knight charges by pinning the enemy. Once the knights were in close combat, foot soldiers protected their flanks and supported them in the melee. When not used in pitched battles, they were guarding important positions and sometimes led peasant levees.

#### 5.1.6 - Light Infantry (Nil)

Quickly or lightly equipped, they do not wear armour. The light infantry sometimes make use of a helmet or shield. They are armed with spears or javelins, and sometimes a secondary weapon such as a knife or a short sword. William's army included many contingents originating from Brittany, hence the Breton names of these foot soldiers.



#### 5.1.7 - Archers (Nia)

The use of the bow was not a Norman specialty, and enrolled archers were recruited in France or Flanders. Equipped with a wooden bow of about 4 feet, they shot their arrows at fifty yards. This low range was offset by a high rate of fire: 6-10 arrows per minute. The arrows were carried in a quiver attached to the shoulder or waist. In general, the archers were recovering enemy arrows that had missed their targets, in effect exchanging ammunition.



#### 5.1.8 - Crossbowmen (Nix)

William had crossbows in his army, albeit in limited numbers because of their cost and special skills required: most were mercenaries, largely from Flanders. If their role is similar to that of archers on the battlefield, their use is different. Because of the low fire rate of their weapon, the crossbowmen excelled in defense. Their rudimentary crossbow is still not as effective as the ones that will be used heavily in the twelfth century.



#### 5.1.9 - Civilian (Nic)

Yves the squire accompanies his lord and takes care of his horse while serving him.



### 5.2 - The Saxons

#### 5.2.1 - Earls (Xie)

Before the Norman Conquest, England is divided into earldoms entrusted to an earl, then into shires, given to a sheriff (shire reeve), then in tenures (called hides) of about 100 acres. When William became king, he kept the territorial organization of the country basically unchanged, but he imposed strict Norman feudalism. He translated the role of earls and sheriffs into the one of the Norman counts and viscounts, and quite frequently awarded to some of his earls what was previously a shire. These Saxon nobles will gradually be expropriated by the Normans: By 1086, only one single Saxon still holds a fief in England, all the others being transferred to continental nobles. The earls in the game are no longer as powerful as in the past, and if their outfits are beginning to look old, their faith in the return of a golden, bygone age remains intact.



#### 5.2.2 - Thegns (Xct & Xit)

These landowners with at least five hides of land formed the elite of the Saxon society, because they represented their king or lord. They had to be trained, equipped and





armed when summoned. This military service, the fyrd, was the duty which guaranteed and justified their property rights. Responsible for their weapons and their income, they represented a force of trained fighters, often seasoned. In combat, the thegns formed a heavy infantry of good quality, motivated and capable of the greatest achievements.

### 5.2.3 - Huscarls (Xih)



This longstanding, elite corps draws its heritage from the Danish kings. Waving large Scandinavian axes, these fearsome warriors became unemployed following the Battle of Hastings. Although some remain in southern England, many migrate and are enrolled in the Varangian

Guard of the Byzantine emperors and thus have the opportunity to fight the Normans of Robert Guiscard in the Balkans.

### 5.2.4 - Archers (Xia)



The bow is not a typical weapon of Anglo-Saxon and English armies, whose combat preference is geared towards melee. It is used by members of the general fyrd, sailors, and peasants, fighting in skirmish or defense.

Norwegian King Harald Hardrada was killed by a Saxon arrow in the throat at the battle of Stamford Bridge.

### 5.2.5 - Javelinmen (Xij)



They are merely a variant of the foregoing, and are used for harassment or in front of heavy troops.

### 5.2.6 - Ceorls (Xil)



The Ceorls are free tenants, attached to the service of the general fyrd. Although not being well-trained warriors, they bring the weight of their numbers and their courage to the English armies. At war, their mission is to support heavy units and hold terrain. William will summon them a few times during his

reign and even take them to Normandy to fight rebel vassals.

### 5.2.7 - Civilians (Xic & Xin)



Saxon civilization had grown away from the mainland traditions and had its own characteristics. The men wore long hair and mustache, while women wore their hair tied in braid. The peasants were only mobilized for the

service of the general fyrd and emergencies. Their military performance is modest, but they can leverage their number as a boost in battle, and be valuable additions to a campaigning group.

## 5.3 - The Scots

“Braveheart” was a very entertaining and visually stunning movie, but its depiction of Scottish warriors was completely inaccurate: Forget about the blue faces (worn by the Picts 500 years earlier) or the kilt (which only appears in the late 16th century). The medieval Scottish warrior's unique trait was a saffron war shirt, known in Gaelic as *leine croich*. The distinctive linen tunic was usually worn with a belt. The clansmen would have dyed the linen with things like horse urine, bark, and crushed leaves to get the rich yellow colour. The tunic was fairly

thick and had so many yards of material that it was probably enough to stop a sword blow.

Scottish warfare was focused on raids to get slaves, which made the Scots particularly barbarous in the eyes of their southern neighbors who had long abandoned this form of activity.

### 5.3.1 - Medium Cavalry (Scm)

Scottish noblemen of that era would have worn a long mail shirt or iron-riveted rings and a helmet over the typical saffron shirt. Only chieftains could afford to use real armour, which was difficult to find and expensive. They were no match to the Norman heavy cavalry and they knew it.

They would instead harass isolated groups and favor raiding expeditions. War on land was characterized by the use of small war-bands of household troops often engaging in raids and low level warfare.



### 5.3.2 - Light Cavalry (Scl)

These cavalrymen were ideally suited for raiding parties. Mounted on swift horses with no armour and only a small round shield, they could easily outrun any mounted opponent in case of danger.



### 5.3.3 - Medium Infantry (Sim)

In time of war, they covered the entire upper body with a coat of mail, made of iron rings. Scots were well known for going bare-legged and wearing a form of plaid.



### 5.3.4 - Light Infantry (Sil)

These poorly armoured spearmen were part of the "common army" raised by the kings of Scotland for short periods. This army could include tens of thousands of men. They were armed with a broadsword or a small halberd. They always carried in their belt a stout dagger, single-edged, but razor-sharp.



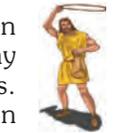
### 5.3.5 - Javelinmen (Sij)

Another variation of light infantry well suited for harassment purposes. On top of the *leine croich*, an average clansman would wear a deerskin or cowhide jerkin, which would be waxed or dipped in pitch to make it waterproof.



### 5.3.6 - The slingers (Sis)

The sling is a cheap but effective weapon seen in all armies throughout the Middle-Ages in any army. Scottish clansmen used it in their raids. Like any other warrior, they wore the saffron shirt.



## 5.4 - The Danes

11th century Scandinavians are no longer the 9th century Vikings. They are Christianized and their weaponry is similar to those of other European peoples, but they have retained a preference for combat with the ax.

### 5.4.1 - The jarls (Dcj)

The jarls are the equivalent of the Anglo-Saxon Earls without necessarily being subordinate to a king. They typically commanded a group of men equivalent to the crew of a ship.





### 5.4.2 - The hirdmens (Dim)

These war professionals in the pay of the jarls participate to all the expeditions. They are protected by a chain mail, a round shield and a mostly conical helmet, but the spectacle-shaped face-plate form is still in use. They fight preferably with a two-handed ax, but also with a sword and a spear.



### 5.4.3 - Light infantry (Dil)

It formed the backbone of the "Leidanger", a form of peasant militia similar to the Anglo-Saxon Fyrd. Like the better trained middle infantry, they fought preferably with an ax.



### 5.4.4 - Archers (Dia)

Archers were used to weaken the opposing shield wall, as their compact and relatively static mass was an easy target.

## 5.5 - The mercenaries

The army of William at Hastings was not only made up of Normans. He recruited many mercenaries from Brittany, Flanders, and other parts of France. As payment, these soldiers of fortune would be allowed to plunder once Harold was defeated. To solidify the conquest, many mercenaries continue to cross the Channel in the following years. Conversely, many knights and Saxon men-at-arms will turn to a life of mercenaries in the years after Hastings. The case of Huscarls joining the ranks of the Byzantine Varangian Guard is well known. The famous rebel Hereward himself was a mercenary in Flanders before returning to his homeland.

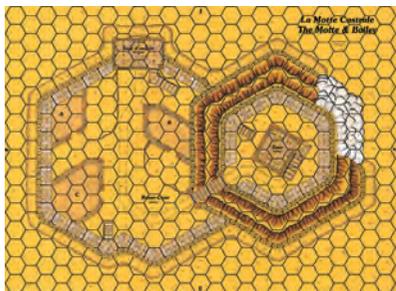
## 5.6 - Pack animals



Diex Aie provides pack horses to complement the pack donkeys included with Guiscard 2. They are used to transport resources and are a target of choice for ruthless men-at-arms.

## 6 - The maps

### 6.1.1 - The Motte & Bailey

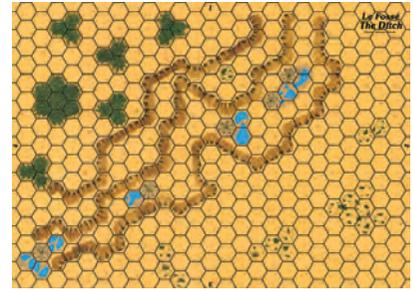


This map represents a fortified called "motte" with its bailey. The Normans used them to impose their presence in a region they had conquered or wanted to pacify. The bailey is entered after crossing the ditch on a

removable bridge and passing through a gate under a tower. A ramp gives access to the mound and is defended by two bascule gates at each end. The watchtower at the top is designed to monitor the surrounding area.

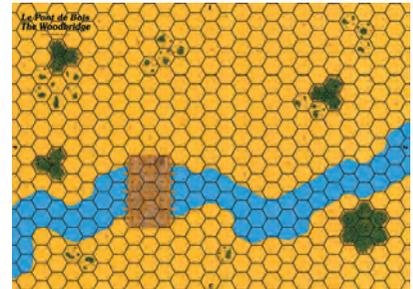
### 6.1.2 - The Ditch

This map shows a swampy ditch. Its crossing by riders is a real challenge given the many slopes and terrain unfavorable to horses. This is an ideal site for ambushes by infantry supported by missile fire.



### 6.1.3 - The Woodbridge

This map represents a small river that can be crossed by a wooden bridge. This map is compatible with the additional map "The River" or the original maps "The Ford" and "The Watermill".



### 6.1.4 - The Saxon Village

This map features a 5-house village made of wattle and daub, and a great hall that Saxons used as a reception and banquet facility. The throne of the lord, earl or thegn, sits on the far wall while a large hearth in the middle of the room serves for both heating and cooking food.



### 6.1.6 - Combination of Maps

All the maps can be assembled together to form a variety of terrains. You can also purchase additional maps in the Cry Havoc Fan shoppe (<https://www.historicone.com/en/>) or through our retail partners to create other combinations.

# Scenarios

We propose 17 scenarios of increasing difficulty for you to get familiar with the rules of *Diex Aie*. Scenario 4 requires Varangian Guard counters from *Guiscard 2*, while the last five scenarios involve commercially available maps, including The Lagoon (*Guiscard*), The Crusader Trail, The Priory (*The Anarchy*) and The River.

The proposed purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on [www.cryhavocfan.org](http://www.cryhavocfan.org) is available to help you set up your scenarios more easily.

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## Scenario 1: The Malefosse

### Background

October 14, 1066, around 6:30PM: Harold is dead. His army withdraws to the north, the Normans in pursuit. A group of retreating Huscarls comes across a troop from the fyrd led by Thegns, eager to join a battle they could not reach earlier. Rallying the men from the fyrd, they decide to protect the retreat of the army while isolated Norman knights close in on a ditch called The Malefosse.

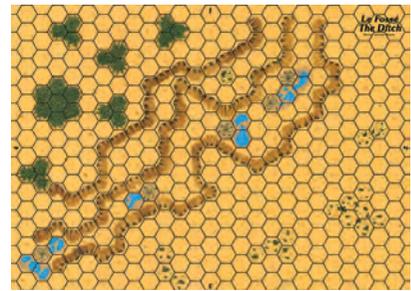
### Map layout and starting positions

The Saxons are set up northwest of the last slope.

The Normans enter through side 2.

The Normans play first.

The game is played in 12 turns.



### The sides

#### The Normans



Knights - Nck

Osmond  
Geoffroy  
Baudri  
Welf  
Mauger  
Arnoul



Medium Cavalry - Ncm

Bertrand  
Charles  
Raoul



Light Cavalry - Ncl

Enguerrand  
Rotrou  
Giroix



Breton Infantry - Nil

Erwan  
Gwendal  
Malo



Medium Infantry - Nim

Bouchard  
Orderic  
Ernault

#### The Saxons



Huscarls - Xih

Eadmer  
Frithweald  
Osmond  
Wihtbryth



Foot Thegns - Xct

Beostan  
Ethelnoth  
Wulfram  
Ceolferth



Thegns - Xit

Hildmaer  
Tidcytel  
Ligulf  
Leodweard



Ceorls - Xil

Alfmaer  
Guthstan  
Wulfstan  
Waldef  
Ednoth  
Herelac  
Leofgar  
Byrhtulf  
Aldgar



Javelin Throwers - Xij

Gondulf  
Gherbod  
Ethelmer

### Victory conditions

The Saxons must repel the Normans. At the end of the 12 turns, count the number of Normans who managed to completely cross the final slope toward side 4:

- > 12 or more: Striking Norman victory. Saxon resistance is in vain and the road to London is now open.
- > Between 8 and 11: Narrow Norman victory. Saxons are still willing to fight and the next days might be more difficult than anticipated.
- > Between 4 and 7: Narrow Saxon victory. You will pay the price for Harold's death, but many more victories like this one might be needed to finally expel the invaders.
- > Less than 4: Striking Saxon victory. This will keep Norman arrogance at bay and saves the honor of this day. If our small group was able to win tonight, a larger army can surely push the usurper back to the sea.

### Epilogue

The Normans could not see the ditch that was covered with brush, and many fell in the ravine. William came to the rescue with his troops and dispersed the last Saxon resistance.

### Sources :

Orderic Vital

## Scenario 2: Back to the Hastings Camp

### Background

October 2, 1066: The knight Roussel was charged with ransacking the village of Filsham near the camp of the Norman army in order to bring back supplies. The booty is secured and the little band goes back to the great camp built near the town of Hastings, with a long line of pack animals loaded with their plunder. Deciding to take a short cut, the Normans enter a small marshy valley that is ideal for ambushes. Fortunately, Harold's army is still far from here, or so they think. However, they should not discount the courage of the people of Sussex.

### Map layout and starting positions

The Normans enter the marshy valley first through side 1. They can't move beyond the slopes on both sides during the first turn. Saxons are set up afterwards in the northwest corner, beyond the highest slope. They may move and shoot on the turn they are placed. The game is played in 12 turns.



### The sides

The Normans					
	Roussel Geoffroy Mauger		Bertrand Charles		Enguerrand Rotrou
Knights - Nck		Medium Cavalry - Ncm		Light Cavalry - Ncl	Pack Horses 2 horses
	Asselin Vougrin		Erwan Gwendal		Yves
Crossbow- men - Nix		Breton Infantry - Nil		Squire - Nic	Pack Donkey 4 donkeys (Cuiscað)
The Saxons					
	Aegelferth		Guthwold Ethelnoth Aescgar		Hildmaer Tidcytel Ligulf Leodward
Earls - Xie		Thegns on foot - Xct		Thegns - Xit	Ceorls - Xil Alfmaer Guthstan Waldef Herelac Leofgar Byrhtulf
	Gondulf Gherbod		Aldbeorht Ethelwold		
Javelin Throwers - Xij		Archers - Xia			

### Special rules

**Pack animals:** They are attached to a rope in single file. An animal can be released if a character stays in an adjacent hex for a full turn without any action or movement. Animals behind him remain attached together at the same rope. The horses cannot move faster than the donkeys if they are connected to the same rope. Only one person can lead the convoy, taking the first animal by the bridle.

### Victory conditions

The Normans must exit at least 5 pack animals through side 4 of the map to win the game. In this case, they win a striking victory: The king-to-be will be proud of Roussel and, he should be rewarded with an earldom in the future kingdom.

The victory is attributed as follows if, at the end of the 10 rounds, a few pack animals remain on the map or some of them were killed:

- > 3 or 4 animals exited the map: Narrow Norman victory. The army will still be able to eat tonight.
- > 1 or 2 animals exited the map: Narrow Saxon victory. With these salvaged supplies, Filsham inhabitants may not starve this winter.
- > No animal exited the map: Striking Saxon victory. Normans won't try and plunder this region again!

### Sources

[essentialnormanconquest.com](http://essentialnormanconquest.com)



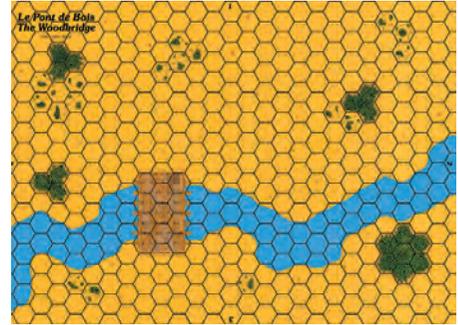
## Scenario 3: Stamford Bridge (September 25, 1066)

### Background

Harald Hardrada is caught off guard in his camp on the River Derwent by Harold Godwinson and his host. The only thing separating the two armies is a stream crossed by a single bridge guarded by a small band of Danes. One of these Norwegians, waiting there for the English advance guard, is a hero.

### Map layout and starting positions

The Norwegians are set up first, with Eskil, their hero, between Side 3 and the stream. The Saxons enter by Side 1. The stream is impassable. It may only be crossed by the bridge. The game lasts 12 turns



### The sides

The Norwegians			
	Eskil		Soren Skarp
	Kjartan Borg Asgrim Hallbjorn Valthjof Hogni		Kari
<b>The hero – Dim</b>		<b>Hirdmen – Dim</b>	
		<b>Light Infantry – Dil</b>	
			<b>Archers – Dia</b>
The Saxons			
	Guthstan Leofgar Wadelf Wulstan Ednoth Alfmaer Byrthulf Herelac Aldgar		Ethelmer Gherbod
	Hildmaer Tidcytel Ligulf Leodward		Aldbeorth Ethelwold
<b>Ceorls - Xil</b>		<b>Javelin Throwers - Xij</b>	
		<b>Thegns on foot - Xit</b>	
			<b>Archers - Xia</b>

### Special rules

When attacking alone, the Norwegian hero gains a -5 modifier for all attack rolls.

### Victory conditions

The Saxons win if they have at least three characters between the stream and Side 3. Otherwise, the Norwegians win, having fought a successful delaying action.

### Epilogue

As the Danish rearguard fell around him, a 'giant Norwegian' held up the Saxon advance by killing forty of them in succession. He was finally killed himself when a Saxon struck him with a spear from below the bridge. Harold's army crossed the Derwent, and attacked the Vikings arrayed along a ridge nearby.





## Scenario 4: Harald Hardrada's Last Stand (September 25, 1066)

### Background

Battle is joined, and Harald Hardrada charges the Saxon host with his hearthguard. Harald and his kinsmen have worked themselves into a battle fury. They have turned berserker.

### Map layout and starting positions

The Norwegians are set up between the top ridge closest to the trees, and along Side 4. The Saxons enter by Sides 3 and/or 2.



### The sides

Harald and his close retainers		Norwegian Royal Guard	
 Harald (Guiscard) Norwegian Officer - Bik	 Leif Einar Brandr Olaf (Guiscard) Norwegian Guards - Biv	 Hirdmen - Dim Eskill Aevær Vigrid, Halvard Dana Torgeir Steinar Bjolf Soren Ornulf Skarp Finn	
The Saxons			
 Eorls - Xie Gospatric Aegelferth Theoared	 Thegns on foot - Xct Beostan Guthwold Aescgaer Ethelnoth	 Thegns on foot - Xit Ligulf Hildmaer Tidcytel Leodweard	 Ceorls - Xil Guthstan Leofgar Wadelf Wulstan Ednoth Alfmaer Byrthtulf Herelac Aldgar
 Javelin Throwers - Xij Ethelmer Gherbod	 Archers - Xia Aldbeorht Ethewold Thurstin		

### Special rules

Harald and his close retainers have gone berserk. Berserker characters must attack any adjacent enemy, either alone or with any accompanying friendly characters. If the combat outcome is unfavourable for the defender (retreat, stunned, wounded or killed), Berserker characters who participated, and who are not still in contact with an adjacent enemy, will advance and maintain contact.

However, if the combat outcome favours the defender, Berserker characters end their turn.

Once the combat phase is finished, the Norwegian player rolls 1d10 for each victorious Berserker still in contact:

- > 1, 2 or 3: The Berserker catches his breath and ends his turn.
- > 4+: The Berserker's fury grows, and he enters a new combat. He can fight a new combat, alone or as part of an eligible group; if, at the end of this second combat round the player rolls 4+ for a victorious Berserker again, he may initiate a third combat, and so on until he suffers an unfavourable result, or rolls a 1, 2 or 3.

Note that this only applies to combats where the Berserker is adjacent to an enemy at the beginning of the combat phase; no movement into combat is permitted apart from the normal advance after combat result on the combat table. A Berserker who does not end an advance adjacent to an enemy character ends his turn. He will be able to resume his Berserker activities during the next turn.

### Victory conditions

The Norwegians win immediately if they kill three earls; the Saxons gain an immediate victory if they kill Harald. Any other result after twelve turns is a draw.



**Epilogue**

Harald took an arrow to the throat as he led his men and was slain. The Norwegians kept up the fight, but eventually gave way, exhausted. The Saxons pursued them to Riccall, where Harold Godwinson called off the chase, and allowed the survivors to board their ships and depart.

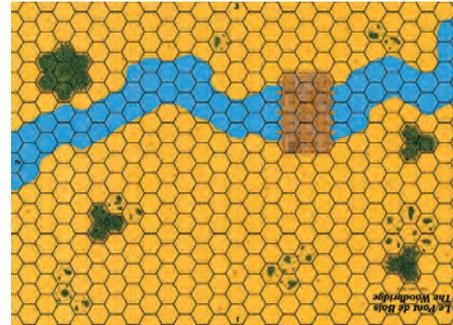
**Scenario 5: London Bridge**

**Background**

November 1066: William's vanguard pushes to London and into the suburb of Southwark. The Londoners are determined to defend themselves and have rallied to Edgar Æthling, another aspirer to the throne. At the sight of Norman knights, a group of townspeople moves towards the bridge and prepares to fight by forming the old shield wall.

**Map layout and starting positions**

Side 1 of the map is facing south. Saxons are deployed within 3 hexes of the south river edge. The Normans enter through side 1. The Saxons play first. The game is played in 12 turns..



**The sides**

The Normans			
	Eudes		Maximin Boson Baudri Gaucher Mauger Arnoul
	Bertrand Charles Raoul		Enguerrand Rotrou Giroix
Noble - Ncn	Knights - Nck	Medium Cavalry - Ncm	Light Cavalry - Ncl
The Saxons			
	Gospatric Theoraed		Beostan Aescgar Wulfram Ceolfertth
	Hildmaer Ethelric Tidcytel Athelstan Ligulf Leodweard		Alfmaer Guthstan Wulfstan Waldef Ednoth Herelac Leofgar Byrhtulf Aldgar
Earls - Xie	Thegns on foot - Xct	Thegns - Xit	Ceorls - Xil
	Gondulf Gherbod Ethelmer		Aldbeorth Ethelwold Thurstin
Javelin Throwers - Xij	Archers - Xia		

**Special rules**

During the first turn, the Normans can charge whatever the initial distance from their target (they are considered to have initiated their charge off map).

**Victory conditions**

At the end of the 12 turns, count the number of remaining Saxons south of the river:

- > 21 or more: Striking Saxon victory. Edgar Æthling can get ready for the coronation: These damned Normans won't come back anytime soon.
- > From 16 to 20: Narrow Saxon victory. The danger is over in the short term, but the Normans still roam the area.
- > From 11 to 15: Narrow Norman victory. London will fall easily as soon as the main body of the army will reach us.
- > 10 or less: Striking Norman victory. Let's conquer London now!

**Epilogue**

The Norman charges to take the London Bridge broke on the shield wall and missile defence of the Londoners. The Norman vanguard set the suburb of Southwark on fire as retaliation.

**Sources**

*The battle of London 1066* - Peter Mills - Archeology Data Service.

**Scenario 6: Scottish Ambush**

**Background**

Reinforcements en route to Durham Castle are ambushed by the Scots, aided by Saxon patriots as they cross the River Wear.

**Map layout and starting positions**

The Normans set up to the right of the river.  
 The Scots and the Saxons are placed on the Ditch map.  
 The Normans play first.  
 The game is played in 12 turns.



**The sides**

The Normans			
	Thierry		Welf Mauger Arnoul
	Bertrand Charles		Enguerrand Rotrou
	Asselin Gérolé		Fulbert Hamon
	Yves		Bouchard Orderic Ernault Herluin Gervais Renouf
			Erwan Gwendal Malo
			4 donkeys
			2 horses
			4 donkeys
			2 horses
The Saxons			
	Beostan Guthwold Ethelnoth Aescgar		

### The Scots

<p>Medium Cavalry - Scm</p>	<p>Eanruig Malcolm Angus</p>	<p>Light Cavalry - Scl</p>	<p>Urquhart Aedan Lulach</p>	<p>Medium Infantry - Sim</p>	<p>Conan Aluinn Harailt</p>	<p>Light Infantry - Sil</p>	<p>Tyree Lachlan Duncan</p>
<p>Javelin Throwers - Sij</p>	<p>Ailbeart Eachann Ruairidh</p>	<p>Slingers - Sis</p>	<p>Alec Munro Ragnhall</p>				

#### Victory conditions

The Normans must cross the bridge and exit through side 3 of the Ditch map. The Scots and Saxons must prevent them from doing so.

At the end of the 12 turns, count the number of Normans and pack animals that exited through side 3 of the Ditch map.

- > 20 or more: Striking Norman victory. Durham Castle will be able to face any uprising with these reinforcements.
- > From 15 to 19: Narrow Norman victory. Despite the losses, Durham should be able to resist the next attack.
- > From 10 to 14: Narrow Scottish victory. Durham Castle will not get the reinforcements it expected.
- > 9 or less: Striking Scottish victory. Durham will fall with the next assault.

## Scenario 7: A Bridge Too Close

#### Background

Early 1067 - Groups of outlaws take to the forests to oppose the Norman invaders. They vowed not to sleep under a roof while there remains any Norman in the country.

In Kent, Earl Eudes is committed to get rid of these brigands. His spies alerted him that such a group occupies a bridge near Rochester.

#### Map layout and starting positions

The Saxons are deployed over the northern halves of the Woodbridge and Ditch maps.

Normans can be deployed on both sides 2 of the Ditch and Woodbridge maps.

The game is played in 12 turns.



#### The sides

### The Normans

<p>Nobles - Ncn</p>	<p>Eudes Thierry</p>	<p>Knights - Nck</p>	<p>Gaucher Mauger Arnoul</p>	<p>Medium Cavalry - Ncm</p>	<p>Charles Raoul</p>	<p>Light Cavalry - Ncl</p>	<p>Enguerrand</p>
<p>Medium Infantry - Nim</p>	<p>Orderic Ernault Gervais Renouf</p>	<p>Breton Infantry - Nil</p>	<p>Erwan Gwendal Malo</p>	<p>Archers - Nia</p>	<p>Hamon Vital</p>		

### The Saxons

 15 12 Aegelferth Xie	Aegelferth Gospatric	 22 14 Beostan Xct	Beostan Guthwold Wulfram Ceolferth	 12 9 Hildmaer Xit	Hildmaer Ethelric Ligulf Leodward	 10 7 Alfmaer Xil	Alfmaer Wulfstan Ednoth Leofgar Aldgar
Earls - Xie		Thegns - Xct		Thegns on foot - Xit		Ceorls - Xil	
 7 4 Gherbod Xij	Gherbod Ethelmer	 7 6 Ethelwold Xia	Ethelwold Thurstin	 5 4 Hygeric Xic	Hygeric Ordwulf		
Javelin Throwers - Xij		Archers - Xia		Civilians - Xic			

### Victory conditions

The goal of the Normans is to kill as many outlaws as possible. The number of surviving Saxons at the end of the game determines the victory:

- > 16 or more: Striking Saxon victory. Such a resounding success will attract even more Saxon patriots and the region will soon be impossible to hold for the Normans.
- > From 11 to 15: Narrow Saxon victory. The Normans are set back, at least for now...
- > From 6 to 10 : Narrow Norman victory. The outlaws withdraw but they were not crushed. We will have to stay on our guard.
- > 6 or less: Striking Norman victory. These brigands can't do any more harm, and this is a good lesson for anybody who would want to follow their example.

### Source

Guillaume le Conquérant – Paul Zumthor – Pages 308-309.

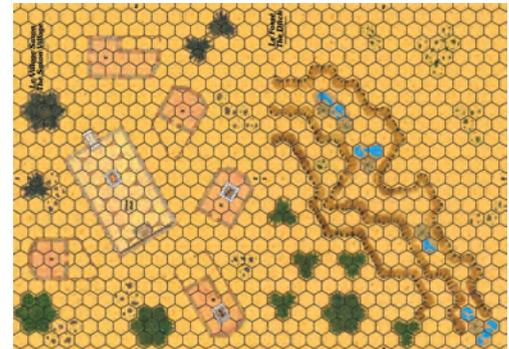
## Scenario 8: Your King Doesn't Protect You!

### Background

October 2, 1066, region of Pevensey: East Sussex is being ravaged by William's troops. This is the land of Harold. Showing to the English that their lord and king is not able to protect them is a way to provoke Harold and push for an immediate battle. Normans approach the town of Hailsham, but the population under the command of Thegn Beostan gathers to defend their property.

### Map layout and starting positions

The Saxons set up on the Village map.  
 The Normans enter through side 3 of the Ditch map.  
 The Normans play first.  
 The game is played in 12 turns.



### The sides

### The Normans

 24 13 Gaucher Nck	Gaucher Boson	 21 12 Bertrand Ncm	Bertrand Charles Raoul	 14 10 Enguerrand Ncl	Enguerrand Rotrou Giroix	 11 8 Bouchard Nim	Bouchard Orderic Ernault Herluin Gervais Renouf
Knights - Nck		Medium Cavalry - Ncm		Light Cavalry - Ncl		Medium Infantry - Nim	
 9 7 Erwan Nil	Erwan Gwendal Malo						
Breton Infantry - Nil							

## The Saxons

	Beostan Guthwold Ethelnoth Wulfram		Ethelric Tidcytel Athelstan Ligulf Leodward		Guthstan Wulfstan Waldef Ednoth Herelac Leofgar Byrhtulf		Gondulf Gherbod Ethelmer
	Aldbeorht Ethelwold Thurstin		Hygeric Ordwulf Leofleda		Edric		
Thegns on foot - Xct		Thegns - Xit		Ceorls - Xil		Javelin Throwers - Xij	
Archers - Xia		Civilians - Xic		Noble - Xin			

### Special rules

Houses can be set on fire as explained in paragraphs 10.2, 10.3, and 11.3.

The Saxons can't exit the map.

### Victory conditions

Kill and destroy are the only Norman objectives. At the end of the game, count the number of Saxons killed and houses burned (a house is considered burned if more than half of its flammable hexes are set on fire). Count one point for each Saxon killed, 5 points for each house burned, and 10 points if the Great Hall is burned.

If the total is:

- > Above 42: Striking Norman victory. Why would other villages support Harold anymore? He has abandoned these people. Only God can help them now.
- > Between 29 and 42: Narrow Norman victory. Why so much destruction? Saxons of Sussex will acknowledge William's rule, for now...
- > Between 15 and 28: Narrow Saxon victory. We have proven to the Normans that Saxons can resist, but Harold's army had better show up soon.
- > 14 or less: Striking Saxon victory. Even without Harold, Saxons can protect their belongings from the hated Normans.

### Epilogue

Hailsham, just like Herstmonceux, and Hooe were left half burned, Ninfield was severely damaged, Bexhill, Crowhurst, Wilting, and Filsham were completely destroyed. Half of the Pevensy population was killed or was forced to flee.

### Sources

[essentialnormanconquest.com](http://essentialnormanconquest.com)

## Scenario 9: The Death Column

### Background

December 1069: King William is outraged by the resistance of Yorkshire. He launches two columns with the mission to leave nothing alive behind. A detachment approaches the village of Sutton Howgrave where Saxon rebels were reported. The Normans hide in a ditch, ready to attack.

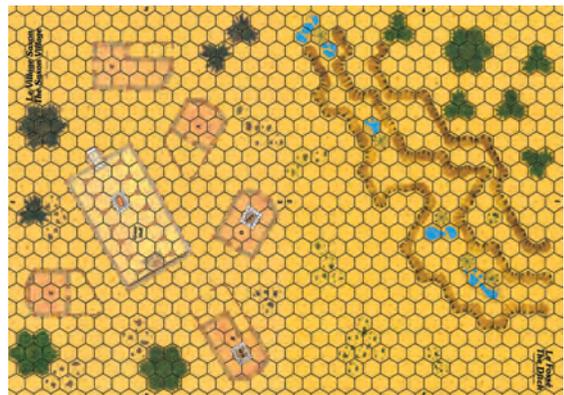
### Map layout and starting positions

The Saxons set up on the Village map.

The Normans set up on the Ditch map, between the marshy valley to the left and side 1 to the right. The Normans may be placed in the marshy valley, including slope hexes.

The Normans play first.

The game is played in 15 turns.



## The sides

The Normans							
	Welf Osmond Baudri Gaucher Mauger Arnoul		Bertrand Charles Raoul		Bouchard Orderic Ernault Herluin Gervais Renouf		Asselin Gérol Vougrin
Knights - Nck		Medium Cavalry - Ncm		Medium Infantry - Nim		Crossbowmen - Nix	
The Saxons							
	Guthwold Ethelnoth Aescgar Wulfram		Hildmaer Ethelric Tidcytel AtheIstan Ligulf Leodward		Aegelferth Theoraed		Alfmaer Guthstan Wulfstan Waldef Ednoth Herelac Leofgar Byrhtulf Aldgar
Thegns - Xct		Thegns - Xit		Earls - Xie		Ceorls - Xil	
	Gondulf Gherbod Ethelmer		Aldbeorht Ethelwold Thurstin		Hygeric Ordwulf Leoflada		Edric
Javelin Throwers - Xij		Archers - Xia		Civilians - Xic		Noble - Xin	

### Victory conditions

Killing as many Saxons as possible is the only goal for the Normans. Count 1 point for each Saxon killed at the end of the 15 turns.

- > Over 24: Striking Norman victory. William's orders were perfectly executed and Saxon resistance was crushed.
- > From 18 to 24: Narrow Norman victory. These Saxons were tamed and should keep quiet going forward.
- > From 10 to 17: Narrow Saxon victory. Despite heavy losses, the light of revolt and resistance is still smoldering. The fight is not over.
- > 9 or less: Striking Saxon victory. It's a huge setback for the Normans. Sutton Howgrave's heroic resistance should reinforce the determination of other villages against these invading hordes.

### Epilogue

Sutton Howgrave is one of the many villages whose value as reported in the *Domesday Book* of 1086 (£2.5) is only a quarter of what it was back in 1066 (£10). The village only hosts 12.5 taxable families in 1086, which exemplifies the level of destructions during the winter of 1069/1070.

### Sources

Guillaume le Conquérant – Paul Zumthor – Pages 320-321.  
Open Domesday - <https://opendomesday.org/>

## Scenario 10: Night of the Orcadians

### Background

During the 11th-century, the province of Caithness in the far north of Scotland was caught between the Norse jarl of Orkney, Thorfinn Sigurdsson, and the King of Scotland, Macbeth. Despite its inhabitants being generally sympathetic to Thorfinn's cause, Macbeth made his nephew Muddan the new mormaer of Caithness at Thurso, on the coast facing Orkney. One night, a Thorfinn loyalist named Thorkell makes his move.

### Map layout and starting positions

The Scots player sets up first, placing all but two of their characters inside the various buildings. They secretly write down which character represents Muddan. The Orcadian player enters by as many map sides as they wish. The Scots player may not move any of their characters until at least one of the Orcadian characters comes into line of sight. The alarm being raised, they may then play as usual. The game lasts 12 turns.





## The sides

The Scots					
 <p>Medium Cavalry on foot - Scm</p>	Angus Malcolm Eanruig	 <p>Light Cavalry on foot - Scl</p>	Urquhart Aedan	 <p>Medium Infantry - Sim</p>	Conan Aluinn Harailt
 <p>Light Infantry - Sil</p>	Duncan Lachlan				
 <p>Javelin Throwers - Sij</p>	Ailbeart				
The Orcadians					
 <p>Jarl - Dj</p>	Geirolf	 <p>Medium Infantry - Dim</p>	Eskil	 <p>Light Infantry - Dil</p>	Kjartan Borg Asgrim Hogni Hallbjorn Valtholf

### Special rules

This is a night fight, so visibility outside of the buildings is limited to three hexes; a character in a doorway hex is illuminated, and so visible as usual.

The rules for setting fires apply, which the Orcadian player would do well to bear in mind. Setting a fire sounds the alarm for the purposes of activating the Scots player.

### Victory conditions

The Orcadians win if they kill Muddan; the Scots win if he lives.

### Epilogue

Muddan was killed, and having suffered further setbacks, Macbeth ceded Caithness to the Orcadians.

### Sources

*La saga des Orcadiens.*

## Scenario 11: Bloody Welsh!

### Background

Fall 1067: Two Norman earls of Mercia, established here under King Edward the Confessor, took advantage of the confusion related to the change of regime to extend their land at the expense of local English Thegns. One of them, Eadric the Wild, decides to take revenge: He makes an alliance with two Welsh princes, Bleddyn and Rhiwallon, devastates Herefordshire and attacks the castle of Hereford.

### Map layout and starting positions

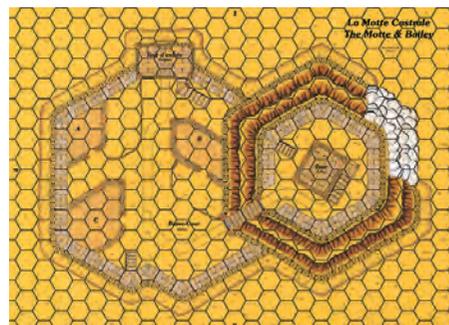
The Normans are set up in the motte & bailey.

The Saxons enter through side 1 of the map.

The Welsh (represented by the Scottish counters) enter through side 3 of the map.

The Saxons and their Welsh allies play first. They start by placing fascines markers in the moat (they were actually placed during the night).

The game is played in 15 turns.



## The sides

The Normans					
	Geoffroy Baudri Gaucher Boson		Orderic Ernault Herluin Gervais		Fulbert Hamon Vital
Knights on foot - Nck		Medium Infantry - Nim		Archers - Nia	
The Saxons					
	Gospatric (Eadric)		Beostan Guthwold Ethelnoth Aescgar		Hildmaer Ethelric Tidcytel Athelstan
Earl - Xie		Thegns on foot - Xct		Thegns - Xit	
	Aldbeorth Ethelwold Thurstin				
Archers - Xia					
					Alfmaer Guthstan Wulfstan Waldef
					Ceorls - Xil
The Welsh (The Scots)					
	Eanruig Malcolm Angus		Conan Aluinn Harailt		Tyree Lachlan Duncan
Medium Cavalry on foot - Scm		Medium Infantry - Sim		Light Infantry - Sil	
	Alec Munro Raghnall				
Slingers - Sis					
					Ailbeart Eachann Ruairidh
					Javelin Throwers - Sij
Miscellaneous					
	6 Filled Moat		4 ladders		
Filled Moat		Ladders			

### Victory conditions

Eadric's goal is to damage the castle as much as possible. Count the number of burned hexes after the 15 turns:

- > Over 30: Striking Saxon victory. The castle is sacked and will never be a threat for the local people.
- > From 21 to 30: Narrow Saxon victory. Normans will need weeks to repair the castle. In the meantime, Eadric and his followers can attack another castle; symbol of the Norman occupation.
- > From 11 to 20: Narrow Norman victory. The castle stood firm and the damage is limited. The garrison will be able to retaliate with a counter-attack soon.
- > 10 or less: Striking Norman victory. Eadric lost too much time in front of Hereford and the upcoming relief army will crush these outlaws.

### Epilogue

The castle was sacked and Eadric withdrew in the hills before the arrival of a relief army.

### Sources

Guillaume le Conquérant – Paul Zumthor – Page 309.

## Scenario 12: York Under Siege

### Background

Early 1069: Edgar Æthling, aspirer to the throne, and the Earl Gospatrick have left the confines of Scotland to besiege the castle of York, held by a Norman garrison. William's reaction will be swift and brutal.

### Map layout and starting positions

The Normans on foot are set up in the motte & bailey as the garrison.  
 The Saxons and Scots on foot are deployed on the Woodbridge map, within 4 hexes of the right bank of the river. The Saxon and Scottish cavalry is set up on the left bank of the river.  
 The Norman cavalry can enter the game, beginning the 7th turn, through the hexes on top of the map, to the right of the river. See the special rule below.  
 The Saxons play first.  
 The game is played in 15 turns.



### The sides

#### The Normans

	Eudes		Roussel Geoffroy Welf Boson Mauger Arnoul		Bertrand Charles Raoul		Enguerrand Rotrou Giroix
	Bouchard Orderic Ernault Herluin Gervais Renouf		Erwan Gwendal Malo		Asselin Gérolde Vougrin		Fulbert Hamon Vital

#### The Saxons

	Beostan Guthwold Ethelnoth Aescgar Wulfram Ceolferth		Aegelferth Gospatric Theoraed		Hildmaer Ethelric Tidcytel Athelstan Ligulf Leodward		Alfmaer Guthstan Wulfstan Waldef Ednoth Herelac Leofgar Byrhtulf Aldgar
	Gondulf Gherbod Ethelmer		Aldbeorht Ethelwold Thurstin				

#### The Scots

#### Miscellaneous

	Eanruig Malcolm Angus		Urquhart Aedan Lulach		Conan Aluinn Harailt		8 Filled Moat
	Ailbeart Eachann Ruairidh		Alec Munro Ragnall		Tyree Lachlan Duncan		6 ladders

### Special rules

**Norman cavalry activation:** Beginning on the 7th turn, the Norman player rolls 1D10. His cavalry can enter the game with a result of 7 or higher. Add 1 point to the die roll at each subsequent turn, as long as the cavalry has not been activated.

### Victory conditions

The Saxons and their Scottish allies must take the castle before the arrival of the Norman cavalry. If the bailey is not taken when the cavalry arrives, the besiegers must flee through side 4 of the Motte map with the least possible losses. The bailey is considered taken if there are no Normans left on the platform hexes of the surrounding palisade and gate tower.

If the entire castle is taken at the end of the 15 turns, it is a striking Saxon victory. If only the bailey is taken, it's a narrow Saxon victory. Otherwise, count the number of Saxons and Scots who succeeded in fleeing through the side 4 of the Motte map.

- > 32 or more: Striking Saxon victory. William is now fully aware that his northern border is not safe and that his enemies can strike at any time.
- > From 25 to 31: Narrow Saxon victory. Despite the failure of the raid, William will have to guard the frontier, which will force him to raise a lot of troops.
- > From 17 to 24: Narrow Norman victory. The invading army rapidly withdraws towards Scotland. The pursuit can start, and it will be bloody.
- > 16 or less: Striking Norman victory. Edgar lost everything in this raid, including his claim to the throne.

### Epilogue

After scattering the rebels, William builds a second castle on the other side of the River Ouse to control York.

### Sources

Guillaume le Conquérant – Paul Zumthor – Page 317.

## Scenario 13: Popular Uprising

### Background

1069: A popular revolt is setting Devon and Somerset on fire. Cornwall soldiers attack the castles of Exeter as well as Montacute, home of Robert, Count of Mortain, half-brother of the king. In Exeter, the citizens have neutralized the attackers themselves, afraid of losing their livelihoods in the clash. On the other hand, the salvation of Montacute can only come from a rescue party.

### Map layout and starting positions

The Normans set up in the castle and its bailey.

The Saxons lay siege.

Use the siege rules in Chapter 11 to determine which action to undertake every day.



### The sides

The Normans					
 Noble on foot - Ncn	Eudes	 Knights on foot - Nck	Osmond Boson Maximin Welf	 Medium Cavalry on foot - Ncm	Bertrand Charles
 Crossbowmen - Nix	Asselin Gérolde	 Archers - Nia	Fulbert Hamon Vital	 Breton Infantry - Nil	Erwan Gwendal Malo
				 Medium Infantry - Nim	Bouchard Orderic Ernault Herluin Gervais Renouf

### The Saxons



Beostan  
Guthwold  
Ethelnoth  
Aescgar  
Wulfram  
Ceolferth

Thegns - Xct



Earls - Xie

Aegulf  
Gospatic  
Theoraed



Huscarls - Xih

Eadmer  
Osferth  
Frithweald  
Osmond  
Grimnoth  
Wihtrbryth



Ceorls - Xil

Alfmaer  
Guthstan  
Wulfstan  
Waldef  
Ednoth  
Herelac  
Leofgar  
Byrhtulf  
Aldgar



Thegns - Xit

Hildmaer  
Ethelric  
Tidcytel  
Athelstan  
Ligulf  
Leodward



Javelin  
Throwers - Xij

Gondulf  
Gherbod  
Ethelmer



Archers - Xia

Aldbeorht  
Ethelwold  
Thurstin

### The Scots



Medium  
Cavalry - Scm

Eanruig  
Malcolm  
Angus



Light Cavalry  
- Scl

Urquhart  
Aedan  
Lulach



Medium  
Infantry - Sim

Conan  
Aluinn  
Harailt



Light Infantry  
- Sil

Tyree  
Lachlan  
Duncan



Javelin  
Throwers - Sij

Ailbeart  
Eachann  
Ruairidh



Slingers - Sis

Alec  
Munro  
Ragnall

#### Special rules

The horses of the dismounted Norman knights stay in the bailey and they can be mounted for sallies.

#### Victory conditions

The siege takes place as described in the rules (§ 11). If the castle still stands at the end of the siege, the Normans win.

#### Epilogue

The garrison was rescued by the intervention of Geoffrey of Montbrai, who hurried North from London and raised troops in the towns he went through.

#### Sources

Guillaume le Conquérant – Paul Zumthor – Page 319.

## Scenario 14: Take the Ford by Force

#### Background

December 1069 - For three long weeks the Norman army, which wants to rescue York taken by the Danes, has been immobilized by an Anglo-Danish army. The two forces are separated by the River Aire, which is impassable in this season. During a raid, the knight Lisois de Moutiers discovered a ford upstream in the Leeds area. He decides to force the passage that is defended by a group of Anglo-Saxons.

#### Map layout and starting positions

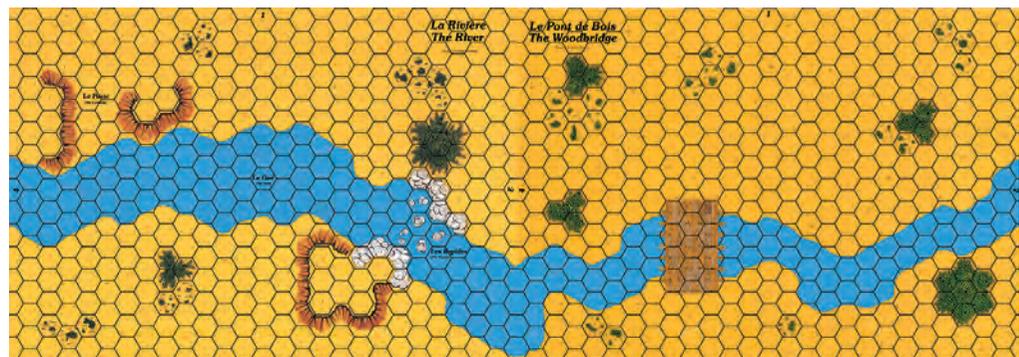
Use the Woodbridge and River (available separately) maps.

The Saxons are deployed first, north of the river.

The Normans enter through the south side in the first turn.

The Normans play first.

The game is played in 15 turns.



**The sides**

The Normans					
	Eudes (Lisois)		Osmond Boson Maximin Welf Arnoul		Charles Raoul
	Orderic Ernault Herluin		Erwan Gwendal Malo		Gérolde
	Enguerrand Rotrou Giroix		Theoraed		Eadmer Osferth Frithweald Osmond Wihtrbryth
	Fulbert Hamon		Earl - Xie		Alfmaer Guthstan Wulfstan Waldef Ednoth Herelac Leofgar Byrhtulf Aldgar
The Saxons					
	Medium Infantry - Nim		Breton Infantry - Nil		Crossbowmen - Nix
	Archers - Nia		Thegns on horse - Xct		Huscarls - Xih
	Medium Infantry - Nim		Javelin Throwers - Xij		Archers - Xia

**Special rules**

**The Ford:** Each ford hex costs 2 MP. The rapids hexes are impassable. The bridge can be used despite the (historical) commentary in the scenario background section.

**Victory conditions**

The Normans must exit the map through side 1 of the Woodbridge map. Count the Normans that exited successfully at the end for home of the 15 turns:

- > 14 or more: Striking Norman victory. The crossing of the army lowers the morale of the Danes in York. They will set sail in the near future.
- > From 10 to 13: Narrow Norman victory. We should be strong enough to face and defeat the Danes.
- > From 6 to 9: Narrow Saxon victory. The Normans will be unable to march on York with their reduced army.
- > 5 or less: Striking Saxon victory. The Saxons will join forces with the Danes and strike back together.

**Epilogue**

Lisois de Moutiers crossed the ford with 60 followers and the entire army followed them. They marched towards York that the Danes had taken earlier.

**Sources**

Guillaume le Conquérant – Paul Zumthor – Page 320.



## Scenario 15: The Outlaw in the Marshes

### Background

Spring 1071 - For 2 years Hereward, a local Thegn turned outlaw, has been rebelling against the Norman Conquest in East Anglia. Marshes near Ely form a natural defense that the Normans cannot cross. However, local monks show them a way to reach the core of the rebellion.

### Map layout and starting positions

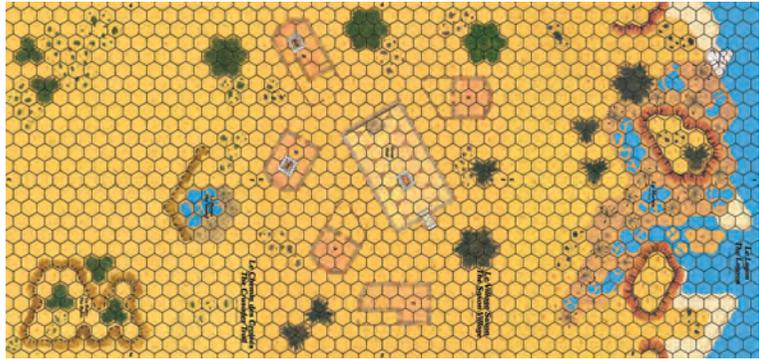
Assemble the maps using The Saxon Village, The Lagoon (from the box set *Œwiscard*) and The Crusader Trail (available separately).

The Saxons are set up on the Lagoon map.

The Normans enter through side 3 of the Crusader Trail map in turn 1.

The Normans play first.

The game is played in 12 turns.



### The sides

#### The Normans



Knights - Nck

Roussel  
Geoffroy  
Baudri  
Gaucher  
Mauger  
Arnoul



Medium Cavalry - Ncm

Bertrand  
Charles  
Raoul



Light Cavalry - Ncl

Enguerrand  
Rotrou  
Giroix



Medium Infantry - Nim

Ernault  
Herluin  
Gervais  
Renouf



Breton Infantry - Nil

Erwan  
Gwendal  
Malo

#### The Saxons



Thegns - Xct

Beostan  
Guthwold  
Ethelnoth



Earls - Xie

Aegelferth  
Theoraed  
(Hereward)



Thegns on foot - Xct

Aescgar  
Wulfram  
Ceolferth



Ceorls - Xil

Alfmaer  
Guthstan  
Wulfstan  
Waldef  
Ednoth  
Herelac  
Leofgar  
Byrhtulf  
Aldgar



Thegns on foot - Xit

Hildmaer  
Ethelic  
Tidcytel  
Athelstan  
Ligulf  
Leodward



Javelin Throwers - Xij

Gondulf  
Gherbod  
Ethelmer



Archers - Xia

Aldbeorht  
Ethelwold  
Thurstin



Civilians - Xic

Hygeric  
Ordwulf  
Leoflada

### Special rules

**Capture:** If during a fight, several Normans achieve a combat differential of 60 (or more) against Hereward while he is not adjacent to any character of his side, he may be captured.

Roll 1D10 to determine if Hereward is taken prisoner:

- > From 1 to 4, Hereward surrenders;
- > From 5 to 10, Hereward courageously continues the fight!

When Hereward surrenders, use his "Wounded" stance. He must then be escorted to one of the edges of the map by two armed men. The escort must remain in the hexes adjacent to the prisoner at all times (the prisoner moves with his guards).

Hereward may attempt to escape during the movement phase in the following circumstances:

- > If a member of his escort is no longer in a hex adjacent to his (whether by negligence or because he was killed or forced to retreat after a missile fire or a combat).



- > If a member of his escort is attacked. In this case, instead of fleeing, Hereward can join the attack with his current (wounded) attack and defense values.
- > If his escort of two men is reduced to one after a missile fire or a combat, he may try to escape even if the remaining escort is in an adjacent hex.

Hereward can get his full strength back (if he was not already wounded when captured) by staying one full turn next to a dead character to take his weapon.

**Victory conditions**

The Normans want to eradicate this outbreak of rebellion and take Hereward prisoner to be tried. At the end of the 12 rounds, count the surviving Saxons:

- > Over 25: Striking Saxon victory. The Normans were unsuccessful in their attempt to capture Hereward one more time, which will contribute to his legend even more.
- > From 18 to 25: Narrow Saxon victory. The Saxons must flee their camp, but they will easily find another refuge to continue the fight.
- > From 9 to 17: Narrow Norman victory. These outlaws are no longer a threat. We will return to finish this dirty job.
- > 8 or less, or Hereward is killed: Striking Norman victory. Game over for the outlaws in the marshes. The Norman yoke is back.
- > Total Norman victory if Hereward is made prisoner. His trial (and execution) will be a resounding reminder of the price to pay when opposing the king.

**Epilogue**

Despite heroic resistance, the Ely rebels were defeated and taken prisoner. William released half of them after mutilating and blinding them as an example. The other half was thrown into jail. As for Hereward, he managed to escape but nobody ever heard of him afterwards.

**Sources**

*Guillaume le Conquérant* – Paul Zumthor – Page 328.

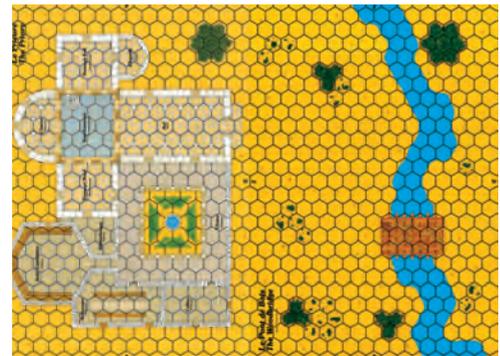
**Scenario 16: The Relics of Peterborough**

**Background**

In 1070, the Danish king Sven Estridsen mounted a raid on the island of Ely in the River Ouse. They were joined by Hereward, a local thegn in revolt against the Normans, and it was from their new refuge that they attacked Peterborough Abbey to save its relics from profanation at Norman hands.

**Map layout and starting positions**

The Normans may be set up on either map.  
 Represent the relics with an appropriate counter (such as the ‘booty’ counter from *Guiscard*) and place it on the Choir hex in the Abbey.  
 The Anglo-Danes enter by Side 3 of the Woodbridge map.  
 The game is played in 15 turns.



**The sides**

The Normans					
	Osmond Bosen Maximin Welf		Jacques Eustache Renaud Roland Thibaut Thomas ( <i>Guiscard</i> )		Philibert Merlin Alaric ( <i>Guiscard</i> )
Knights - Nck		Medium Infantry - Nim		Archers - Nia	

## The Anglo-Danes

 22 14 Beostan Xct	Beostan (Hereward)	 10 7 Ceorls Xil	Guthstan Leofgar Wadelf Wulstan Ednoth Alfmaer Byrthtulf Herelac Aldgar	 8 6 Archers Xia	Aldbeorh Ethewold	 7 4 Danish Archers - Dia	Kari Dreng Alfgeir
 21 12 Thegns on horse Xct	Arild	 15 7 Danish Medium Infantry - Dim	Eskill Aear Vigrid	 7 5 Danish Light Infantry - Dil	Kjartan Borg Asgrim Hogni Hallbjorn Valtholf		
 21 12 Jarl Dcj							

### Special rules

To capture the relics: a character on foot must spend one full turn in an adjacent hex without engaging in combat. He can then move the relics wherever he likes, as long as he remains adjacent to them; however, if he is engaged in combat, he drops them and must spend another full turn to pick them back up.

### Victory conditions

The side possessing the relics at the end of Turn 15 wins the game.

### Option

The saint may look with favour on whichever side he thinks has the right. To adjust the game in favour of one side or the other, have the saint intervene to help one of the leaders (Osmond or Beostan); if he suffers stunned, wounded, killed or dismounted result in combat or as the result of shooting, reroll the attack with a +1 modifier, and apply the new result. This rule applies as long as the leader lives.

### Epilogue

Hereward and the Danes took the Abbey. The Danes departed with more treasure than they ever expected, leaving Hereward to his relics.

### Sources

<https://boowiki.info/art/colombie-nobili/hereward-le-outlaw.html>

## Scenario 17: The Thrust (Fulford: September 20, 1066)

### Background

At Fulford, battle was joined when Earls Edwin and Morcar stumbled across the Danes before they could deploy. Morcar led his men against the Norwegian advanced guard, in hope of destroying it before Harald Hardrada and his hearthguard arrived. They clashed on marshy ground along the banks of the River Ouse; the game takes place on the Norwegian left wing, the two sides attempting to turn the other.

### Map layout and starting positions

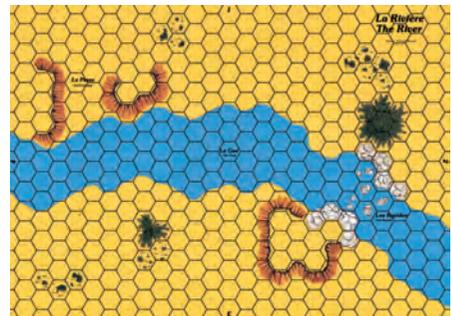
The Norwegian player sets up first between the river and Side 3.

The Saxon player enters by Side 1 and moves first.

The entire river is considered a ford (travel cost = 2; no protection, - in combat).

The rest of the terrain, except the trees, stones, embankments and slopes, is considered to be a marsh.

The game lasts 15 turns.



## The sides

### The Saxons



Earl - Xie

Gospatric



Thegns -  
Xit & Xct

Ceolferth  
Beostan  
Ethelnoth  
Aescgar  
Guthwold  
Ligulf  
Tidcytel  
Leodward  
Hildemaer



Huscarls - Xih

Grimnoth  
Wihtbryth  
Osmond



Light Infantry  
- Xil

Guthstan  
Leofgar  
Wadelf  
Wulstan  
Ednoth  
Alfmaer  
Byrhtulf  
Herelac  
Aldgar



Archers - Xia

Aldbeorh  
Ethewold  
Thurstin

### The Norwegians



Jarl - Dcj

Geirolf  
Arild



Medium  
Infantry - Dim

Eskill  
Aevar  
Vigrid  
Halvard  
Dana  
Torgeir  
Steinar  
Bjolf  
Soren  
Ornulf  
Skarp  
Finn



Light Infantry  
- Dil

Kjartan  
Borg  
Asgrim  
Hogni  
Hallbjorn  
Valtholf



Archers - Dia

Kari  
Dreng  
Alfgeir

### Victory conditions

At the end of Turn 15, each unharmed Norwegian character between the river and Side 1 is worth one point to the Norwegian player; each unharmed Saxon player between the river and Side 3 is worth a point to the Saxon player. Compare the scores.

- > If the difference is 3 points or fewer, the game is drawn. Neither side managed to overcome the other and the battle is played elsewhere.
- > If the difference is 4 or 5 points, it is a minor victory for the favoured player.
- > If the difference is 6 or more points, the player with the highest score will inevitably manage to turn the opposing army and thus give his side an absolute victory.

### Epilogue

Neither shieldwall gave before the other; the fight was decided elsewhere, when Harald Hardrada put Edwin to flight, carrying Morcar away with him.

# The Campaign Scenarios

These four fairly simple scenarios are designed to generate clashes which are resolved on tactical maps. Use the game campaign worksheet to manage the various counters and villages on the map. The resource values for the villages were created from data included in the Domesday Book. These worksheets can easily be used to create your own scenarios by providing a realistic historical setting.

For the tactical battles, it is recommended to use several additional maps, as well as the Saxon and Danish counters available separately. You can also use the Norman counters included in the *Guiscard* box set.

## Campaign scenario 1: Open the Road to London

### Background

End of October 1066 - William's army camp sits at Hastings after his victory. William is impatient because Saxon dignitaries, who were to make their submission, did not arrive. He doesn't know what reception he might find on his way to London, and prefers to send detachments to scout the surroundings and punish any villagers who have not yet discovered who their new master is.

### Campaign map

Use the "Kent 1066" map.

The campaign is designed for 2 players.

The game is played in 15 turns.

Normans play first.



### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Normans</b>	NC1	Welf and his cavalry, in Hastings	8			6	6
	NC2	Osmond and his cavalry, in Hastings	7			5	5
	NC3	Maximin and his cavalry, in Hastings	9			6	7
	N1	Combat group, in Hastings	22			4	
	N2	Combat group, in Hastings	18			5	
	N3	Combat group, in Hastings	21			4	
<b>Saxons</b>	X1	Aescgar and his combat group, within 2 hexes of Hollingbourne (center)	18		1	3	2
	X2	Aegelferth and his combat group, within 2 hexes of Herstmonceux (south)	24		2	6	1
	X3	Guthwold and his combat group, within 2 hexes of Romney (south)	16		2	5	1
	X4	Combat group within 2 hexes of Ewhurst (south)	12		1	4	
	X5	Combat group within 2 hexes of Boughton (center)	10		1	4	
	X6	Combat group within 2 hexes of Hadlow (west)	9		2	3	
<b>Convoys</b>	C1	Convoy in Ewhurst (south), operating a shuttle to Newington (north)	4	4			
	C2	Convoy in Hadlow (west), operating a shuttle to Aldington (southeast)	5	5			
	C3	Convoy in Romney (south), operating a shuttle to Canterbury (east)	4	3			

### Victory conditions

The Normans must submit as many villages as possible before the end of the 15 turns. A village is considered submitted if its loyalty is greater than 5 or if all of its resources were looted. At the end of the 15 turns, count the submitted villages:

> 20 or more: Striking Norman victory. Saxons can not resist the Norman thrust. Taking London will be a piece of cake.

- > From 15 to 19: Narrow Norman victory. Despite the death of their king, these Saxons seem tough. It will take extra caution (or violence) for them to recognize their new king.
- > From 10 to 14: Narrow Saxon victory. Saxon resistance is much higher than expected. The army will have to move carefully.
- > 9 or less: Striking Saxon victory. The march to London promises to be long and full of pitfalls. A coronation by Christmas seems impossible.

## Campaign scenario 2: The Lost Squad

### Background

Early November 1066 - William just received the submission of Canterbury. The next step is London, but he needs to send detachments in all directions to scout the terrain, gather supplies, and put any Saxon willing to revolt back in their place. An initial group led by Boson, sent two days ago towards Farleigh, did not return. Geoffroy is sent to bring the lost group back.

### Campaign map

Use the "Kent 1066" map.

The campaign is designed for 2 players.

The game is played in 15 turns.

Normans play first.



### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Normans</b>	N1	Geoffroy and his group, in Canterbury	18			8	5
	N2	Combat group of Boson	12			5	4
	N3	Combat group within 1 hex of Romney (south)	11			3	
	N4	Combat group within 1 hex of Boughton (center)	13			5	
	NC1	Eudes and his cavalry within 1 hex of Faversham (northwest)	9			4	6
	NC2	Cavalry group within 1 hex of Ewhurst (south)	7			3	
<b>Saxons</b>	X1	Theoraed and his combat group within 1 hex of Hollingbourne (center)	14		2	4	1
	X2	Beostan and his combat group, within 2 hexes of Newington (center)	12		1	3	2
	X3	Wulfram and his combat group, within 2 hexes of Dartford (northwest)	16		2	5	2
	X4	Combat group within 2 hexes of Otford (northwest)	8		1	2	
	X5	Combat group within 2 hexes of Rochester (northwest)	9		2	4	
	X6	Combat group within 2 hexes of Farleigh (northwest)	10		1	3	
<b>Convoys</b>	C1	Convoy in Udimore (center south), operating a shuttle to Newington (north)	5	4			
	C2	Convoy in Dantford (northwest), operating a shuttle to Faversham (north)	4	2			
	C3	Convoy in Ewhurst (south), operating a shuttle to Hollingbourne (center)	4	3			

**Special rules**

**The lost combat group:** Roll 1D10 for any hex west of a Newington/Udimore line that Geoffroy, or any group including soldiers who left Canterbury with him, goes through. Boson's group is found on a result of 0.

Information about the lost group can be discovered in the villages west of the Newington/Udimore line: Add +1 to the result of the die roll for any such village crossed. This modifier is cumulative, resulting in a +2 if 2 such villages are passed through after several turns, and so on. As soon as the group is found, Boson must join Geoffroy's group and return to Canterbury.

**Victory conditions**

- > If Boson was not found at the end of the 15 turns, it is a Saxon victory: At this time, the body of Boson must be the prey of scavengers.
- > If Boson was found at the end of the 15 turns, but did not return to Canterbury, this is a narrow Saxon victory: William's delay will be leveraged by Edgard Æthling, allowing him time to fortify London.
- > If both Boson and Geoffroy returned to Canterbury, this is a Norman victory. A narrow one if their group counts less than 20 soldiers (including them). The victory is striking if there are 20 soldiers and more.

**Campaign scenario 3: Aldbrough Castle Must Be Rescued!**

**Background**

September 1069 - Yorkshire Saxons revolted against the authority of King William. After slaughtering the garrison of York, they attacked other symbols of Norman power. Near the River Tees, a recently erected castle has been besieged. The defenders have managed to deliver a message calling for aid, to another garrison located a few miles away. The Norman Lord asks Welf, a young knight freshly landed from Normandy, to lead a relief force. The task will be difficult because the whole area is packed with rebels.

**Campaign map**

Use the "Yorkshire 1069" map.  
 The campaign is designed for 2 players.  
 The game is played in 15 turns.  
 Normans play first.



**Counters and setup**

Type	#	Position	Head count	Resources	Loyalty	Livres (£)	Prestige
<b>Mottes</b>		The besieged castle is set up south west of Aldbrough (northwest)	10	3			
		The motte where Welf starts is located south of the village of Kirby (southeast)	10	5			
<b>Normans</b>	N1	Welf and his combat group	24			10	5
	N2	Geoffroy and his combat group, within 2 hexes of Plompton (southwest)	17			7	3
	N3	Combat group within 2 hexes of Stainton (center)	12			4	
	NC1	Osmond and his cavalry within 2 hexes of Marton in the Forest (center)	10			5	4
	NC2	Cavalry group within 2 hexes of Tadcaster (south)	9			2	
<b>Saxons</b>	X1	Gospatric and his combat group, within 2 hexes of Aldbrough (northwest)	22		2	6	4
	X2	Combat group within 1 hex of Aldbrough (northwest)	18		1	8	
	X3	Ethelnorth and his combat group, within 2 hexes of Bedale (west)	19		2	4	3
	X4	Combat group within 2 hexes of Bedale (west)	15		1	6	
	X5	Combat group within 2 hexes of Overton (southeast)	8		2	3	

<b>Mercenaries</b>	M1	Combat group within 2 hexes of Skirpenbeck (southeast)	9	6
	M2	Combat group within 2 hexes of Sutton (west)	6	4
	M3	Combat group within 2 hexes of Marton in Cleveland (northeast)	12	5
<b>Convoys</b>	C1	Convoy in Ripon Abbey (west), operating a shuttle to Rievaulx Abbey (east)	4	3
	C2	Convoy in Acomb (south), operating a shuttle to Marton in Cleveland (northeast)	3	3
	C3	Convoy in Kirby (east), operating a shuttle to Ainderby (west)	5	5

### Victory conditions

Welf must lift the siege of the motte by any means. This can be accomplished through assault or gaining the rebels' loyalty to the King through negotiations. Victory through negotiations can be achieved by obtaining a loyalty level greater than or equal to 4 for each Saxon group or commander.

## Campaign scenario 4: Stop the Raids!

### Background

Fall 1069 - William Malet, lord of York, was informed that Danish looters and Scottish bands were rampaging his lands to the North. His troops are few and the Saxon population is still reluctant to cooperate with the Normans. Yet he decides to act fast by sending combat groups to the most vulnerable areas. If the Scots and the Danes can rally the Saxons, any authority of William in this part of England will be lost.

### Campaign map

Use the "Yorkshire 1069" map.

With 2 players, the first one takes the Normans and the loyal Saxons, while the second takes the Scots and the Danes. He will also take the Saxons that rebel.

With 3 players, the second takes the Scots and the third takes the Danes (as well as those Saxons who rally to one or the other).

The game is played in 15 turns.

Normans play first.



### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Livres (£)	Prestige
<b>Mottes</b>		In the forest hex, northeast of York	10	8			
		In the hex south of Marton in Cleveland (north)	10	4			
<b>Normans</b>	N1	Maximin and his combat group within 2 hexes of York (southeast)	24			4	6
	N2	Boson and his combat group within 2 hexes of Tadcaster (south)	19			5	3
	N3	Osmond and his combat group within 2 hexes of Sinnington (east)	26			10	2
	N4	Combat group within 2 hexes of Hunsingore (southwest)	18			10	
	NC1	Eudes and his cavalry within 2 hexes of Sutton (west)	13			5	2
	NC2	Welf and his cavalry within 2 hexes of Clifton (southeast)	9			4	3

<b>Saxons</b>	X1	Ethelnoth and his combat group within 1 hex of Catterick (northwest)	18	3	8	3
	X2	Guthwold and his combat group within 2 hexes of Low Hutton (southeast)	16	4	4	2
<b>Scots</b>	S1	Eanruig and his combat group 2 hexes north of Plompton (west)	18		3	3
	S2	Combat group within 2 hexes of Bedale (west)	12		2	
	SC1	Angus and his cavalry within 1 hex of Aldbrough (northwest)	6		2	4
	SC2	Malcolm and his cavalry within 2 hexes of Aldbrough, north of the River Tees (northwest)	6		2	2
<b>Danes</b>	V1	Harald and a combat group within 1 hex of Skelton (north)	15		0	4
	V2	Rolfr and a combat group within 4 hexes to the north of Sinnington (east)	20		0	3
<b>Convoys</b>	C1	Convoy in Aldbrough (northwest), operating a shuttle to Marton in Cleveland (northeast)	4	3		
	C2	Convoy in Stainton (center), operating a shuttle to Overton (south)	5	5		
	C3	Convoy in Scrayingham (southeast), operating a shuttle to Bedale (northwest)	3	3		

### **Special rules**

The Scots and the Danes may try to rally Saxon combat groups or villages using the rules of loyalty, but by reversing the results (a revolt means a rally to the Scots or Danes). Modifiers are also reversed: For example, Angus (prestige of 4) will add (not subtract) 1 to the loyalty test result.

### **Victory conditions**

The Normans must prevent the Saxons from joining the invaders and push the Scots and the Danes off the map.

## Purchase Table

This table will let you create your own scenarios to balance the opposite sides. An Excel utility is available on [www.cryhavocfan.org](http://www.cryhavocfan.org) to help you quickly calculate the total cost of your armies.

<b>Basic cost of a character</b>	
Heavy cavalry (with armour)	ATT + DEF
Light cavalry	ATT + DEF
Armoured foot	ATT + DEF
Unarmoured foot	ATT + ½ DEF <sup>(1)</sup>
Javelin Thrower	2 ATT
Crossbowman	3 ATT + DEF
Archer	2 ATT + DEF
Slinger	3 ATT + DEF
Clergy, Peasant, Civilians	ATT

<sup>(1)</sup> Round down if necessary.

<b>Animals, equipment and supplies</b>	
Fully equipped riding horse	12
Pack Horse	8
Pack Donkey	6
<b>Equipments</b>	
Ladder	10
Fascine	1

Notes: ATT and DEF are abbreviations for Attack strength points and Defence strength points.



# Diex Aie 2

## *The Norman conquest of England in the 11th century*



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