

DOMESDAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Domesday* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Domesday is a card driven game depicting the Norman Conquest of England and invasions of Wales and Scotland from 1066 to 1106 in five scenarios, which may be combined into campaign scenarios. The players control factions representing the Normans, Barons, Saxons, Scots, Welsh, Irish, Danes, Norse, and Fyrd, playing cards to resolve Events and Action Points (AP). Players win by earning the most Victory Points through Controlling, Contesting, and Wasting Areas, building Cathedrals, Towers, and the Great Hall of Westminster, and making their Leaders King of England. Each Turn represents one year on Turns 1-7, and several years on Turns 8-16.

1.1 Components

A complete game of *Domesday* includes the following:

- One 22" x 34" map
- One deck of 108 playing cards
- One and a half countersheets with 264 ⁵/₈" counters
- Two Player Aid Charts (PAC)
- One 8.5" x 11" Battle Chart
- One Rulebook

Dice are also needed to play the game but not included. A 1D6 is the roll of one six-sided die, a 2D6 of two six-sided dice, and a 1D3 the roll of one six-sided die but 1-2 is treated as 1, 3-4 as 2 and 5-6 as 3.

1.2 FACTION ICONS

Each Faction is represented by a Faction icon. These are used to identify their Homeland Areas (Section 3.2), Leaders (Section 4.2), Other Units (Section 4.3), Victory and Plunder counters (Module 6.0), and show which factions may use which Event Cards (Section 5.8).



1.3 PLAYERS

There are 3-4 players, who resolve Events and Actions on behalf of their factions (Module 5.0). Each faction is the Enemy of all other factions, **except** the Fyrd, which is controlled by the King and is treated as the one and the same as his faction (Case 4.3.4). At the start of the game decide who will be the Norman, English, and Norse Player (and in 4-player games the Danish Player). You may play with 2-3 players using an Absentee Player (Section 1.4).



1.3.1 The Norman Player controls the Normans, which have red factors and red stripes on their counters. *Note:* These represent the Normans and mercenaries loyal to William the Conqueror and his sons William Rufus and Henry Beauclerc who succeeded him as King of England.



1.3.2 The English Player controls the Saxons, Barons, and Irish, which have green factors and green stripes on their counters, plus the Scots in 3-player games. Card 021 *Revolt of the Earls* replaces the Saxons with the Barons. Ignore Barons **before** this is played as an Event and the Saxons **after** the Event is played (Section 5.9). *Note:* The Saxons are those loyal to Harold Godwinson and Edgar Atheling. Barons represent Robber Barons and rebellious Normans led by William's son Robert Curthose. The Irish are Irish-Norse Vikings from Ireland, Mann and Mon (Anglesey).



1.3.3 The Norse Player controls the Norse and Welsh, which have black factors and blue stripes on their counters, plus the Danes in 3-player games. *Note: Norse Vikings were led by Harald Hardrada of Norway and his grandson Magnus Barefoot, and Godred Crovan of Mann. The Welsh were led by Bleddyn ap Cynfyn and other Welsh princes.*



1.3.4 The Danish Player controls the Danes and Scots in 4-player games. The Danes have black factors as they are controlled by the Norse Player in 3-player games, the Scots have green factors as they are controlled by the English Player in 3-player games, and both have cream stripes on their counters to show they are controlled by the Danish Player in 4-player games. *Note: Danish Vikings are led by Sweyn Estridson, his son Canute the Younger, and the Anglo-Danish rebels in East Anglia by Hereward the Wake. The Scots are led by Malcolm Canmore and his sons Duncan and Edgar and his brother Donald Bane.*

2-player game 3-player game 4-player game



1.4 ABSENTEE PLAYER

If there are only 2-3 players, they may use an Absentee Player to play a 4-player game with three players, or a 3-player game with two players. Treat the game as a draw if the Absentee Player wins (Module 6.0). *Note: This allows two players to play a friendly game and is not meant for competitive play.*

1.4.1 Cards dealt to the Absentee Player are placed face down on the table. Players with no more cards in their hand than any other player may play a random card from the Absentee Player's hand instead of their own and must do so instead of Passing. If the Absentee Player has no cards it Passes with **no** free one AP (Case 5.1.4). The Absentee Player **never** gives or exchanges cards in the Draw Phase (Section 2.1).

1.4.2 Events are resolved if possible and they affect its factions (even if unhelpful). If the Event has two options the player drawing the card decides which to use. Players may not choose an Absentee faction to resolve an Event they play from their own hand, **except** Compulsory Events that may only be resolved by an Absentee faction (Cases 5.8.1, 5.8.6).

1.4.3 Action Points If the Event is not resolved, spend its APs for his factions (Module 5.0). Absentee Units may not Move out of their Homeland Areas Contested or Controlled by the Absentee Player if this would change Control. Absentee Leaders must be stacked with another four of their units if possible and may not Move without another four of their units.

1.4.4 Battle Events If drawn spend a free 1 AP for the Absentee Player's factions and place the card face up by its hand (Case 5.5.2). It remains in play until it can be played as a Battle Event, even if the Battle does not involve the Absentee Player, which may take several turns. Make a 1D6, if 1-3 it is played for a random faction in the Battle that can benefit from the card.

1.5 TRACKS

1.5.1 Game Track The Game Track on the map has boxes numbered 0-60 and is used to record Victory Points and Plunder (Module 6.0).



1.5.2 Turn Track The Turn Track on the map has boxes numbered 1-16. Use the Turn counter to show the current turn and move it to the next box on the right at the end of each Turn. It also shows which turns are in which scenario.

2.0 SEQUENCE OF PLAY

2.1 DRAW PHASE

- Each player draws six cards in four-player games or eight cards in three-player games.
- Draw an extra card for the player with the King (Case 4.2.2).
- Each player may give **1-2** cards from their hand to other players in return for cards or promised favours within the rules of the game, which must be kept if possible.

2.2 ACTION PHASE

- The Danish, Norse, English, and Norman Players (in that order) take turns to play a card from their hand as an Event or for APs (Case 5.1.3).
- Players may Pass and spend a free 1 AP if they have one card or less in their hand (Case 5.1.4). They may not Pass if they have a Compulsory Event that can be played that turn (Case 5.8.6).
- The Action Phase ends when all players Pass in succession (Case 5.1.5).

2.3 END PHASE

- Choose a new King if there is no King (Case 4.2.2).
- Reduce one unit in each stack with **more than** four units excluding Leaders, Castles, and Buildings (Case 4.5.2).
- Remove one Wasted from each Area with Wasted in excess of its Value (Section 3.4).
- If a Norman or Baron Leader is King his player may place him in Normandy; if a Norman or Baron King is in Normandy his faction places one Knight or Huscarl **AND** one Spearman or Archer in Normandy (Case 4.2.6).
- Players gain one Plunder for the player with the King and for Controlling each Capital Area indicated by a Coin icon (Cases 6.2.2, 6.2.3).
- Determine Victory if the end of the game (Module 6.0).
- Move the Turn counter to the next box on the right on the Turn Track (Case 1.5.2).

3.0 MAP

Areas are named after cities, kingdoms, and earldoms with a Value based on their population in Domesday. The borders of England, Scotland, and Wales were fluid in this period, so are not shown on the map, instead areas have icons indicating their homelands. Hadrian's Wall has no effect on the game.

4 DOMESDAY Rules of Play

3.1 AREAS

The map is divided into Areas which affect Events and Actions (Module 5.0). Areas are adjacent if they share a common border, including a Road or Road Box (Case 3.1.4), but **not** across an Estuary (Case 3.1.5).

3.1.1 Value Each Area has a Value of 1-3 next to its name that affects Victory Points. Seas and Estuaries have no VPs **except** Isles and Orkney (Case 3.1.7).

3.1.2 Terrain Effects Chart Land Areas are City, Lowland, Marsh, Forest, or Highland. There are also Sea and Estuary Areas. The Terrain Effects Chart (on the PAC) shows the AP cost of entering each Area, halved if Homeland (Section 3.2), and by how much they increase the Armor of units in their Area (Cases 4.1.2, 5.5.6).

3.1.3 Cities When a stack enters an Enemy-Controlled City it is placed on the border between the City and the area it left, even a Road, Sea, or Estuary (Cases 3.1.4, 3.1.5, 3.1.6, 3.3.1). A stack is fully placed in the City when its faction Controls it, which may be immediately. Until then they are treated as being in the City Area but use the Terrain of the previous area if attacked in Battle (Section 5.5). A stack in a City uses its Defending Armor even if Enemy-Controlled. *Note: Attackers do not benefit from city defences until they gain Control of the area, and even then the defenders may hold out in some part of the City. Cities would be the size of a pinhead on the map, so include a large hinterland. Dover and Rochester are treated as part of Canterbury and Bath as a part of Bristol.*



3.1.4 Roads and Road Boxes Roads are the tan-colored lines that connect Cities and Road Boxes and act as the borders between other land Areas. Units may Move **across** a Road border for free, just like any other



border. Units may also Move **along** Roads from one Area adjacent to the Road to another, even the Road Boxes and Cities at either end of the Road. Units may **not** Move across or along Roads and Road Boxes unless they can Move to another Area. Leaders,

Knights, and Huscarls treat Roads and Road Boxes as Homelands for Movement and Initiative (Sections 3.2, 5.4, Case 4.1.3). Units may **not** end their Move in Roads and Road Boxes **except** to attack a City, with -1 Defending Armor unless a Leader, Knight, or Huscarl (Cases 3.1.3, 5.5.6). Units may **not** be placed in a Road or Road Box by Events and Recruit Actions, even Leaders, Knights, and Huscarls (Cases 4.3.1, 5.8.2). Stacks may **not** Retreat into Roads and Road Boxes but may Retreat **across** them into adjacent Areas if their Initiative is **greater** than the Retreat 1D6 (Case 5.5.3). *Note: The Four Royal Roads were Ermine Street (London to York), Watling Street (Canterbury to Chester), the Fosse Way (Lincoln to Exeter), and the Icknield Way (Bath to Norwich). Leaders, Knights, and Huscarls rode on horseback even if they dismounted to fight on foot because they did not have trained warhorses.*



3.1.5 Estuaries are pale blue with a white dotted border (Case 3.1.6). Leaders and Longships treat Estuaries as Homelands for Movement, Retreat, and Initiative and may end their Move in and Retreat into them

(Sections 3.2, 5.4, Cases 4.1.3, 5.5.3). Other units may **not** cross Estuaries if Enemy-Controlled or they cannot Move to another Area

and may **not** end their Move in them **except** to attack a City, with -1 Defending Armor if not a Leader or Longship (Cases 3.1.3, 5.5.6). Units may **not** be placed in Estuaries by Events and Recruit Actions, even Leaders and Longships (Cases 4.3.1, 5.8.2). Units may Retreat **across** an Estuary if it is **not** Enemy-Controlled and their Initiative is **greater** than the Retreat 1D6 (Cases 3.3.1, 5.5.3). *Note: London borders the Thames Estuary, Ely the Wash, York the Humber Estuary, and Bristol the Severn Estuary. Essex and Kent are separated by the Thames Estuary, Huntington and Norfolk by the Wash, East Riding and Lindsey by the Humber Estuary, and Gloucester and Somerset by the Severn Estuary. Longships used estuary islands as bases.*

Example: A stack of Danish Longships could Move from London through the Thames Estuary (0 AP as it counts as Homeland for Longships), the Road (½ AP), or Lowland Kent (1 AP) and then into Canterbury (1 AP). A stack of Saxon Spearmen in Essex could Move to Kent by crossing both the Thames Estuary (½ AP) and the Road (0 AP as they are only crossing the border) into Lowland Kent (½ AP as it is a Saxon Homeland).

Units may move to and from Orkney from the North Sea, North Atlantic, and the Isles (indicated by an arrow on the map). Units may move to and from the Isles from the Irish Sea and Orkney (indicated by another arrow). Units may not move directly from the North Sea and North Atlantic to the Irish Sea, only through Orkney and the Isles. *Note: These islands were off the north and west coasts of Scotland.*



3.1.6 Seas Units may **not** cross Seas if they cannot Move to another Area. Leaders and Longships treat Seas as Homelands for Movement and Initiative (Sections 3.2, 5.4, Case 4.1.3). Units may **not** end their Move in

a Sea **except** to attack a City, with -1 Defending Armor if not a Leader or Longship (Cases 3.1.3, 5.5.6). Units may **not** be placed in Seas by Events and Recruit Actions, even Leaders and Longships (Cases 4.3.1, 5.8.2). *Note: The English Channel was called the South Sea and the Bristol Channel the Severn Sea until Tudor times.*

3.1.7 Overseas Areas Denmark, Ireland, Mann, Normandy, Norway, Orkney, and the Isles are Overseas Areas. Castles may **not** be built in Overseas Areas (Section 5.2, Case 4.3.2). Fyrd Longships may not Move to Overseas Areas (Case 4.3.4). *Note: These were too large to be controlled by a few castles.*

3.2 HOMELANDS

Homelands are indicated by Faction icons in each Area which do **not** change even if another Faction Controls the Area (Case 3.3.1). If several factions have their icon in the same Area they all treat it as their Homeland (Section 1.2). Factions may only Recruit new units in their Homelands and halve the cost to Move and Retreat into their Homelands (Sections 5.2, 5.4, Case 5.5.3, TEC). **Except** Castles, units increase their Initiative by one if Defending in their Homeland in Battle (Section 5.5, Case 4.1.3).

3.2.1 Castles Treat Areas with Norman Castles as Norman Homelands and Areas with Baron Castles as Baron Homelands.

3.2.2 Fyrd Treat Saxon Homelands as their Homeland. Fyrd Spearmen may **not** Move or Retreat outside Saxon Homelands (Cases 4.3.4, 5.5.3).

3.2.3 Roads and Road Boxes Leaders, Knights, and Huscarls treat Roads and Road Boxes as Homelands, but may **not** Recruit in them (Section 5.2, Case 3.1.4).

3.2.4 Seas and Estuaries Leaders and Longships treat Estuaries and Seas as Homelands, but may **not** Recruit in them (Section 5.2, Cases 3.1.5, 3.1.6).

Example: *Mann is a Highland Area worth 1 VP and an Irish and Norse Homeland. Normandy is a Forest Area worth 3 VP, and a Norman and Baron Homeland. The Crown icon in Normandy means that the cards played by the player Controlling it gain +½ AP. The Coin icon shows that the player Controlling it in the End Phase receives one extra Plunder.*



3.3 CONTROL

3.3.1 Controlled Areas If one faction has units in an Area that outnumber the units of all other factions by at least 2-1, it is Friendly Controlled by that faction and Enemy Controlled for all other factions. Units may only leave an Enemy-Controlled Area by Retreating, either in Battle (Case 5.5.3), or by paying +½ AP in a Move Action (Section 5.4). Units may only Retreat **across** an Estuary if it is **not** Enemy-Controlled (Case 3.1.5, 5.5.3). Players have VPs equal to the Value of Areas (Case 3.1.1) Controlled by their factions, doubled in their Homeland (Section 3.2).

3.3.2 Contested Areas If several factions have units in an Area, and no one faction has units outnumbering the units of all other factions by at least 2-1, it is Contested by all those factions. Units pay an extra ½ AP to Move from a Contested Area (Section 5.4). Players have VPs equal to the Value of Areas (Case 3.1.1) Contested by their factions in their Homeland (Section 3.2).

3.3.3 Uncontrolled Areas If no faction has a unit in an Area, it is Uncontrolled.

3.4 WASTED

There may be an unlimited number of Wasted counters in each area, which reduce its VPs by one each to a minimum of 0 VPs (Case 6.1.5). They are placed by Waste Actions and Events and removed by Survey Actions (Sections 5.6, 5.7, 5.8). Treat the front of Wasted counters as one Wasted and the reverse as two Wasted. In the End Phase remove one Wasted from each Area with Wasted in excess of its Value (Case 3.1.1).



4.0 UNITS

Leaders represent themselves and their bodyguard. Knights and Huscarls represent 250-500 elite troops, with chainmail hauberks down to their knees, a conical helmet with a noseguard, and armed with kite shields, swords, spears, and axes. They rode horses and ponies to travel quickly on the roads. Huscarls (and dismounted knights) fought on foot while Knights rode expensive warhorses into battle and charged the enemy with lances. Spearmen are 500-1,000 militia with helmets, spears, swords, and shields. Archers are 500-1,000 bowmen, crossbowmen, javelinmen, and slingers who loosed missiles from a distance. Longships represent 20-40 longships with a crew of 500-1,000 armed with helmets, axes, swords, and shields and may Move into land areas, either sailing up rivers not shown on the map or marching inland.

4.1 ABILITIES

4.1.1 Damage The number on the left of each unit is Damage, which is used to inflict Casualties in Battle Actions (Case 5.5.5). The Damage inflicted by a unit is decreased when it is reduced and may be increased by Battle Events (Case 5.5.2).

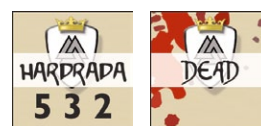
4.1.2 Armor The number in the middle of each unit is its Armor. Battle Events increase Armor (Case 5.5.2), Defending Units increase their Armor from the Terrain in the Battle Area (TEC), and Castles increase their Armor from Buildings in their City if a Battle Area (Cases 3.1.3, 4.4.2). If a unit receives Damage in Battle equal to its modified Armor it is reduced unless its player makes a 1D6 **equal or less than** its unmodified Armor (Cases 5.5.5, 5.5.6).

4.1.3 Initiative The number on the right of each unit is its Initiative which determines if units Retreat and when they inflict Damage in Battle Actions (Section 5.5). Initiative is increased when units are reduced and when they are in their Homeland (Section 3.2). *Note: Reduced units increase their Initiative from adopting a loose formation allowing them to retreat or ambush their opponents.*

4.2 LEADERS

Leaders are reduced strength units which are placed by Events if not yet in play, in the Exile Box, or already on the map (Cases 5.8.2, 5.8.3). Leaders increase the number of units in their stack to **six**. Leaders with a Crown icon increase the number of units in their stack to **eight** and may be King (Case 4.2.2). Leaders do not count for stacking (Section 4.5). Leaders may not be reduced in a Battle Action until all other units in their faction in the same Area have been removed (Case 5.5.6). Leaders treat Estuaries, Roads, and Road Boxes as Homelands (Sections 3.1, 3.2) and may end their Move and Retreat in Estuaries (Cases 3.1.5, 5.5.3).

4.2.1 Leader Factions Some Leaders have an alternate faction on their reverse and may change factions. The faction of a Leader is stated in the scenario setups. Leaders in the Exile Box and on the map may be placed in a new Area by an Event and may change factions **except** the King and Leaders marked "Dead" on their reverse (Case 4.2.5, 5.8.3).



Example *Hardrada is a Norse Leader with 5 Damage, 3 Armor, and 2 Initiative, has a Crown, which increases his stacking to eight and indicates that he may be King. He has no alternative Faction and is placed in the Dead Box if reduced.*



Example Gruffydd is a Welsh Leader when face up and an Irish Leader if on his reverse. He has 3 damage, 4 Armor, and 4 Initiative, but has no Crown, which limits his stacking to six and means he may not be King.



4.2.2 King If there is no King in the End Phase and London is Controlled by a faction that has a Leader in play with a Crown icon (Case 3.3.1), place him in the King Box, and place the King counter in London (if there still no King do this again but use York instead of London). He remains King until removed from play or his faction does not Control or Contest London or York. Use the King counter to mark the location of his stack on the map and you may reduce clutter by stacking his Units in the King Box. The King's Player draws an extra card in each Draw Phase, earns one Plunder in each End Phase (including the turn he is made King), and may use Fyrd units (Cases 4.3.4, 5.1.1, 6.2.3). **Note:** This represents Saxon, Norman, Danish, and Norse Kings of England, other kings are not represented.

4.2.3 King Box Place the King Leader and the units in his stack in the King Box on the map and use the King counter to show which Area they are in.

4.2.4 Exile Box Leaders who are not King and have different factions on the front and reverse of their counter are placed in the Exile Box on the map when reduced by an Event or Battle Action (Sections 5.5, 5.8). They may return when named in an Event or Card 059 Exile Returns.



4.2.5 Dead Box Leaders marked "Dead" on their reverse, and the King are placed in the Dead Box on the map when reduced by an Event or Battle Action (Sections 5.5, 5.8). Leaders in the Dead Box have no further effect on the game. Units stacked with the King or Leader marked "Dead" on his Reverse may **not** be replaced by Events (Cases 5.8.2, 5.9.2).

Example: Rufus is placed as a Norman Leader by Card 080 William Rufus, flipped to his Baron Leader side by Card 021 Revolt of the Earls, removed to the Exile Box when reduced in a Battle Action, returned as a Baron Leader by Card 059 Exile Returns, becomes King, and is finally reduced and moved to the Dead Box by Card 089 New Forest.

4.2.6 Normandy If a Norman or Baron Leader is King, his player may place him in Normandy in the End Phase. If he Moves, leave the other units in the King Box in the Area he was occupying. If a Norman or Baron King is in Normandy in the End Phase his faction places one Knight or Huscarl **AND** one Spearman or Archer in Normandy. **Note:** William and his sons regularly returned to Normandy to fight their enemies.

4.2.7 Tostig Godwineson There are two Tostig Leader two counters, so he may be a Norman, Saxon, Norse, or Danish Leader. Leave the unused counter in the Exile Box until he is killed. Tostig only has a Crown icon if he is a Saxon Leader (Case 4.2.2). **Note:** Tostig Godwineson offered his support to his brother Harold Godwineson, cousin Sweyn Estridson, and cousin by marriage William the Conqueror, before he sided with Harald Hardrada.

4.2.8 Edgar Atheling The Atheling Leader only has a Crown icon if he is a Saxon Leader (Case 4.2.2) as shown on his counter, but not if he is a Norman or Baron Leader. **Note:** Edgar Atheling was briefly proclaimed king in 1066, became friends with Robert Curthose and William Rufus and invaded Scotland with an Anglo-Norman army in 1097.

4.3 OTHER UNITS

Players may only use Units available to them in the countermix. The faction of each Unit is indicated by the icon on their counter (Section 1.2). Reduced units have a yellow stripe, which have reduced Damage but increased Initiative (Cases 4.1.1, 4.1.3). Reduced units are placed to one side for later use if removed by an Event or Battle Action and only return to the game when placed by an Event or Recruit Action (Sections 5.2, 5.8, 5.9). **Note:** Reduced units represent demoralised troops and those in loose formations.

Welsh Archer			Reduced Welsh Archer
Norman Knight			Reduced Norman Knight
Saxon/Baron Huscarl			Reduced Saxon/Baron Huscarl
Danish Longship			Reduced Danish Longship
Fyrd Spearman			Reduced Fyrd Spearman
(Reduced) Norman Castle			(Reduced) Baron Castle

4.3.1 Placing Units Events always place units at full strength (Case 5.8.2). **Exception:** Castles (Case 4.3.2). Recruit Actions place units at reduced strength, which may be flipped to full strength by another Recruit Action (Section 5.2). Players may only place, reduce, or remove their own units, **except** to replace units of other factions with their own of the same type and strength as specified by Events (Case 5.8.3). If the faction does not have the required units, then they are not placed **except** players may remove their own units from another Area to place them according to the Event (Case 5.8.3).

4.3.2 Castles Normans and Barons may Build Castles (Section 5.3) **except** in Overseas Areas (Case 3.1.7). Norman and Baron Castles are reduced strength units on the opposite sides of the same counters. Treat Areas with Norman Castles as Norman Homelands and Areas with Baron Castles as Baron Homelands (Case 3.2.1). Castles always have zero Initiative, even in their Homeland (Section 3.2), do not count for stacking (Section 4.5), and **never** Move (Section 5.4) or

Retreat (Case 5.5.3). Castles are removed if reduced by an Event or Battle Action (Sections 5.5, 5.8) but may **not** be removed by Combat unless there is no other unit of their faction in the Area **except** Leaders (Case 5.5.6). If in a City their Armor is increased by the Buildings in the same City (Cases 3.1.3, 4.1.2, 4.4.2, 5.5.6). Units may **not** be placed in an Area with an Enemy Castle by a Recruit Action or Event (Sections 5.2, 5.8).

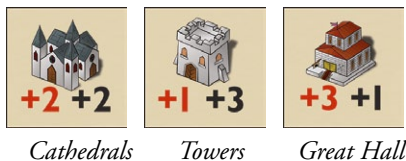
4.3.3 Saxons and Barons Saxons are replaced by the Barons when Card 021 *Revolt of the Earls* is played (Section 5.9). To reduce the size of the countermix Saxons and Barons use many of the same counters. Saxons have no Castles or Knights. If all players agree, the Saxons may use Baron Knights and/or Castles as their own, which are all removed when Card 021 *Revolt of the Earls* is played (Cases 5.9.1). *Note: Saxon Resistance to the Norman Conquest ended after the defeat of Hereward the Wake. They are replaced by semi-independent Robber Barons who may work for or against the King. Norse sagas report Saxon knights charging into battle (dismissed by most historians) and they used fortified towns against the Vikings.*



4.3.4 Fyrd units have a Crown icon (Case 4.2.2) as they are controlled by the King and stack with the King's faction as if one and the same faction (Section 1.3). Fyrd treat Saxon Homelands as their Homeland (Case 3.2.2). Fyrd Spearmen may **not** Move or Retreat outside Saxon Homelands (Section 5.4, Case 5.5.3). Fyrd Longships may not Move to Overseas Areas (Case 3.1.7). Immediately remove all Fyrd units when the King dies, they may be Recruited by the new King and check VPs as Control will probably change (Section 3.3). Saxon Kings may Recruit Fyrd in Saxon Homelands and other Kings in Saxon Homelands Controlled by their faction (Sections 3.2, 3.3, 5.2). *Note: This represents militia and ships called out by Saxon, Danish, and Norman Kings of England in an emergency.*

4.4 BUILDINGS

Buildings are placed in Cities by Events (Section 5.8) and represent Cathedrals, Towers, and the Great Hall. London may have a Cathedral, a Tower, and a Great Hall, Chepstow and Colchester may only have a Tower, and other Cities may only have a Cathedral. Buildings **never** Move or Retreat (Section 5.4, Case 5.5.3) and increase the Armor of Castles in their City (Cases 3.1.3, 4.1.2, 4.3.2, 5.5.6). Buildings do not count for stacking, but only one Cathedral, one Tower, and one Great Hall may be in each City (Section 4.5).



Note: Cities have pictures of their Buildings, Cathedral, Castle, and Great Hall in London, Castles in Chepstow and Colchester, and Cathedrals in other Cities. Only half were completed by 1106, so there are only ten counters.

4.4.1 Victory Points Buildings increase the VPs (not Value) of the faction Controlling their City (Cases 3.1.3, 3.3.1, 6.1.4), +1 VP if it has a Tower, +2 VPs if it has a Cathedral, and +3 VPs if it has a Great Hall as indicated by the red number on their counters. The increase in VPs is cumulative.

4.4.2 Armor Castles have +1 Armor (Cases 4.1.2, 5.5.6) in a City with a Great Hall, +2 in a City with a Cathedral, and +3 in a City with a Tower as indicated by the black number on their counters (Case 4.3.2). This increase in Armor is cumulative.

4.5 STACKING

Players stack the units of each faction separately in each Area **except** Fyrd units stack with the King's faction as if one faction (Case 4.3.4). Players may examine each other's stacks. Each faction may only have one stack in each Area and a random enemy player immediately Retreats the excess if overstacked (Case 5.5.3). Players may Move a stack **through** an Area with another stack of the same faction (Section 5.4).

4.5.1 Stacking Limits Each Stack has the maximum of **four** units, increased to **six** if it has a Leader and **eight** if the Leader has a Crown icon (Case 4.2.2). Leaders, Castles, and Buildings do not count for stacking limit, but only one Norman Castle, one Baron Castle, one Cathedral, one Tower, and one Great Hall may be in each Area. Stacking limits are resolved immediately after a Leader dies. *Note: This may have dire consequences when an army panics after the death of a Leader.*

4.5.2 Attrition In the End Phase reduce one unit in each stack with **more than** four units excluding Leaders, Castles, and Buildings (Sections 4.2, 4.4, Case 4.3.2).

5.0 ACTION PHASE

5.1 OVERVIEW

Cards are worth 2-5 Action Points (AP) indicated by the number in the top left corner. Players may also spend 1D6 AP in Areas named in an Event (Section 5.8) and a free 1 AP when they Pass (Case 5.1.4). Players spend AP on Actions for their factions, even several factions with the same card. Unused APs are lost. You must inform other players of the number of cards in your hand if asked and players may examine the cards in the discard pile. *Note: Players may use the AP counter on the Game Track or Turn Track to record how many AP they have left to spend, flipping it to its Cathedral side if there is an extra 1/2 AP.*

5.1.1 Crown Icons The King's Player draws an extra card in each Draw Phase, earns one Plunder in each End Phase (including the turn he is made King), and may use Fyrd units (Cases 4.3.4, 5.1.1, 6.2.3).

5.1.2 Drawing Cards Each player draws six cards in four-player games or eight cards in three-player games (Section 2.1). Shuffle the discard pile back into the deck when the last card is drawn from the deck. *Note: These cards are in addition to those kept from the previous turn or scenario setup.*

5.1.3 Playing Cards The Danish, Norse, English, and Norman Players (Section 1.3) take turns (in that order) to play a card from their hand, either as an Event or using its AP for Actions. Each player may keep one card in their hand and add it to their cards in the next turn. *Note: Players should sit clockwise round the map in the order of play.*

5.1.4 Passing Players may Pass and spend a free 1 Action Point (AP) if they have one card or no cards in their hand. They may not Pass if they have a Compulsory Event that can be played that turn (Case 5.8.6). *Note: This allows players to keep one card for the next turn.*

5.1.5 Ending the Action Phase The Action Phase ends when all players Pass in succession.

5.2 RECRUIT

Place a reduced unit of one of your factions in its Homeland (Case 4.3.1) **OR** flip one of your reduced units to full strength in any area. Units may **not** be placed in Estuaries, Seas, Roads, Road Boxes (Section 3.1), and Areas with an Enemy Castle (Case 4.3.2). Saxon Kings may recruit Fyrd in Saxon Homelands and other Kings in Saxon Homelands Controlled by their faction (Cases 3.3.1, 4.3.4), but you may Recruit your other units in your Homelands regardless of Control (Sections 3.2, 3.3). Danes and Norse may **not** place new Longships in Saxon, Scottish, and Welsh Homelands even if they are also a Danish or Norse Homeland or have Danish or Norse Control (Sections 3.2, 3.3) but may still flip a reduced Longship to full strength. *Note: There were not enough Vikings in these areas to build new fleets.*

- ½ AP Archer or Spearman.
- 1 AP Longship.
- 1½ APs Huscarl.
- 2 APs Knight.

5.3 BUILD

- 2 AP Normans and Barons may place a Castle in a Friendly Controlled Area but **not** in an Overseas Area (Cases 3.1.7, 3.3.1, 4.3.2).

5.4 MOVE

Move one of your stacks into an adjacent Area. The stack pays AP to Move into each Area (see Terrain Effects Chart) and may Move several times, picking up and dropping units as it goes. Fyrd Spearmen may **not** Move outside Saxon Homelands, nor Fyrd Longships to Overseas Areas (Case 4.3.4). Only Leaders and Longships may remain in an Estuary and Longships may Move into land areas (Case 3.1.5). Stacks pay +½ AP for Retreating from an Enemy-Controlled Area using Retreat priorities (Cases 3.3.1, 5.5.3). Stacks pay +½ AP for Moving out of a Contested Area (Case 3.3.2).

- 3 APs Enter Marsh (1½ AP if Homeland).
- 3 APs Enter Highland (1 AP if Homeland).
- 2 APs Enter Forest or Sea (1 AP if Homeland).
- 1 AP Enter City, Lowland, or Road Box (½ AP if Homeland).
- ½ AP Enter Estuary or Road (0 AP if Homeland).
- +½ AP Retreat from Enemy-Controlled Area.
- +½ AP Move from Contested Area.
- +1 AP Enter Sea or Estuary if full strength Longships are in a stack that is **less than** the number of enemy full strength Longships in adjacent Areas.

Example: King Harold and three Saxon Huscarls in London Move onto the Road for free as they treat it as Homeland, then through the Icknield Way and Ermine Street Road Boxes for ½ AP each to Lincoln, where he picks up two Fyrd Spearmen. He continues up the Road for ½ AP (as Spearmen do not treat Roads as Homeland) and into York for ½ AP (picking up a Fyrd Spearman and a Saxon Archer), and into East Riding for 1½ AP, halving the cost of both Areas as they are Homelands for the Saxons and Fyrd.



5.5 BATTLE

Fight a Battle in an Area Contested by your units. After Casualties are resolved you may pay the AP cost again and fight another Battle in the same Area. *Note: Battles end when all units in the battle have inflicted Damage or their enemies all Retreat or have been destroyed. You may pay more AP to fight another Battle Action in the same Area, but units may Retreat in each Battle Action.*

- ½ AP Homeland Area.
- 1 AP Other Area.

5.5.1 Initiative Place all the units of **one** of your factions in the Battle Area in the Attack Boxes on the Battle Chart with the same Initiative. Place the units of all other factions in the Battle Area in the Defend Boxes on the Battle Chart with the same Initiative. Remember that units increase their Initiative by one in Homelands (Case 4.1.3).

5.5.2 Battle Events The Danish, Norse, English, and Norman Players (in that order) may each play one Battle Event and may play them to help other players. If this increases or decreases the Initiative of units move them to the Attack or Defend Box with their new Initiative (Case 4.1.3). Return a Battle Event to your hand if no unit was reduced or removed in the Battle (Cases 5.5.5, 5.8.7).

5.5.3 Retreat The Danish, Norse, English, and Norman Players (in that order) may make a 1D6 for each of their factions and may then Retreat its units with Initiative **greater or equal** to the 1D6 (Case 4.1.3) into adjacent Areas, or **across** a Road Box or Estuary if their Initiative is **greater** than the 1D6. Units may **not** Retreat into a Sea or Enemy Controlled Area and **only** Leaders and Longships may Retreat into an Estuary (Cases 3.1.5, 3.1.6, 3.3.1). Fyrd Spearmen may **not** Retreat outside Saxon Homelands (Case 4.3.4). Units Retreat using the following priorities:

- Homeland Area Controlled by the same faction.
- Other Area Controlled by the same faction.
- Homeland Area Contested by the same faction.
- Other Area Contested by the same faction.
- Uncontested Homeland Area.
- Other Uncontested Area.

5.5.4 Attack and Defend Boxes Players may use the Attack and Defend Boxes on the PAC to help organise Battle Actions. They inflict the combined Damage of their units starting with those in Attack Box 7, then Defend Box 7, Attack Box 6, Defend Box 6, working their way down the Battle Chart to Defend Box 0. Instead of inflicting Damage, Players may shift their units down one Box so they may combine their Damage with other units (Cases 4.1.1, 5.5.5). Units in Attack and Defend Boxes 0 may not shift down one box, and the Battle ends after the units occupying the Defend Box with the lowest number inflict Damage. Units may **not** be shifted up one Box during a Battle Action, even if their Initiative is increased because it is reduced by Damage. *Note: Only the units of one faction in the Battle Area are placed in the Attack Boxes. The units of all other factions in the Battle Area are placed in the Defend Boxes, even those of the player initiating the Battle Action. Players may choose to not inflict any Damage with their units.*

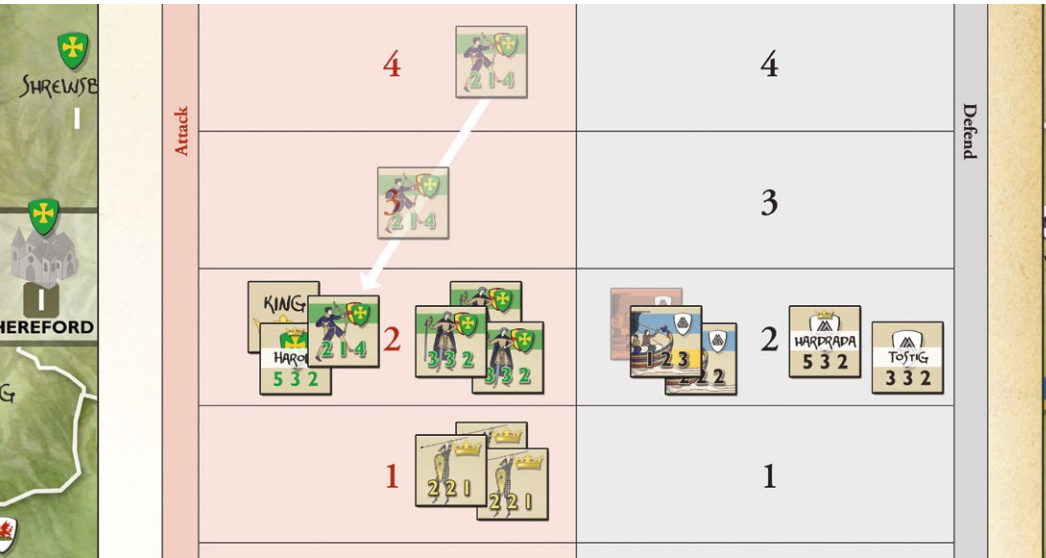
5.5.5 Damage from the units in the **same Attack or Defend Box** are combined and inflicted on one enemy unit at a time, even if from different factions belonging to the same player, or different players if they agree to combine Damage (Case 4.1.1). Players may always choose to **not** inflict Damage with their units. Units in the same Attack Box may inflict Damage on one unit in a Defend Box and units in the same Defend Box may inflict Damage on one unit in an Attack Box. Players may wait to see if the unit they Damaged is reduced or removed before inflicting more Damage, even on the same unit. *Note: Players may use the Damage counter on the Game Track or Turn Track to record how much Damage they have left.*

5.5.6 Armor The Armor of Defending Units is modified by the Terrain Effects Chart and Battle Events (Case 5.5.2). Each time Damage is inflicted on a unit equal to its Armor make a 1D6 (Cases 4.1.1, 4.1.2, 5.5.5), if **greater than its unmodified Armor** flip the unit to reduced strength or remove it if a Castle or already reduced. Units have -1 Defending Armor attacking a City from a Road, Sea, or Estuary **except** Leaders, Knights, and Huscarls in Roads and Road Boxes and Leaders and Longships in Seas and Estuaries, (Section 3.1, TEC). Castles may **not** be removed unless there is no other unit of their faction in the Area **except** Leaders (Case 4.3.2). Leaders may **not** be reduced unless there is no other unit of their faction in the Area. Reduced Leaders are placed in the Dead Box if the King or marked “Dead” on their reverse, other Leaders are placed in the Exile Box. Other units are placed to one side and may be placed later by Recruit Actions and Events. *Note: You only need to apply Damage equal to modified Armor to cause Casualties. If the unit is saved by its Armor die roll, you may apply excess Damage to the same unit to make it roll for Armor again, or to another unit.*

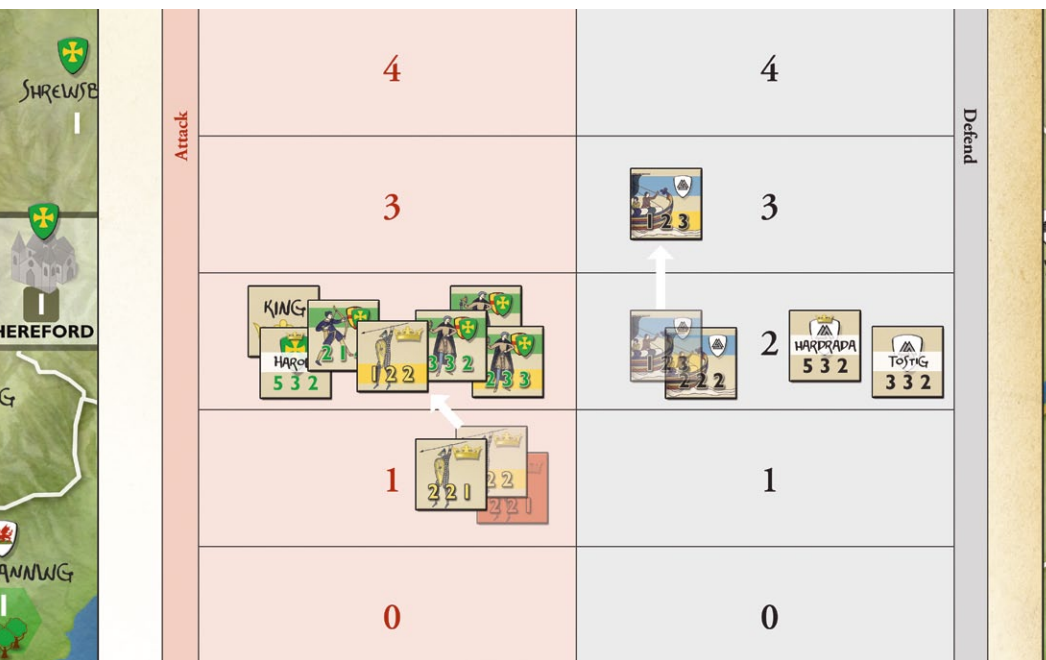
Example: The English Player pays ½ AP for a Battle in the Saxon Homeland of East Riding and moves his units on the Battle Chart. A Saxon Archer goes in the Attack 4 Box as it has 4 Initiative, King Harold and three Saxon Huscarls in the Attack 2 Box and three Fyrd Spearmen in the 1 Box. East Riding is a Saxon and Danish Homeland, but the Saxon units are Attacking and the Defending units are Norse, so neither increases their Initiative. The Norse Player places a reduced Norse Longship in the Defend 3 Box and the Hardrada and Tostig Norse Leaders and three Norse Longships in the 2 Box of the Defend Column. The Norse and English Players have no Battle Events to play, but the Norman Player plays Card 061 Six Feet of Ground, chooses King Harold, and rolls a 1D6 of 3, which is not greater than his 3 Armor, so Harold survives. The Norse Player realises that he has little to fight for here and decides to Retreat, rolls a 1D6 of 3, and Retreats his reduced Longship into the Humber Estuary (which is allowed for Longships).



The Longships have 2 Armor increased to 3 by Defending the Marsh, so it takes 3 Damage to force them to test their Armor. The English Player has an Archer in the Attack 4 Box, but its 2 Damage can have no effect, so he moves it down to the Attack 3 Box, and again to the Attack 2 Box, where it joins King Harold and his three Huscarls to give them a total of 16 Damage. The English Player uses 3 Damage to hit one Longship, which rolls an Armor 1D6 of 3. This is greater than his unmodified Armor of 2 and the Longship is flipped to its reduced side. The English Player hits it with another 3 Damage, but an Armor 1D6 of 2 saves it. 3 more Damage removes it as it fails with an Armor 1D6 of 4. The English Player uses 6 Damage to hit another Longship twice; it fails one Armor 1D6, survives the other and is reduced. It stays in the Defend 2 Box and the remaining one Damage is wasted.



It is now the turn of the Norse Player, the Norse Leaders Hardrada and Tostig, the Longship, and reduced Longship in the Defend 2 Box total 11 Damage, so the Norse Player applies 2 Damage to a Fyrd Spearman. Which fails its Armor 1D6 with a 3. Another 2 Damage removes it with another fail. 2 Damage reduces a second Fyrd Spearman, but it survives a second hit with an Armor 1D6 of 2. The last 3 Damage is used on a Huscarl, which is reduced thanks to an Armor 1D6 of 4. The Fyrd Spearman and reduced Fyrd Spearman have 3 Damage between them, which is only enough to force one Longship to make an Armor 1D6. The English Player targets the reduced Longship, but it is saved by an Armor 1D6 of 2. The English Player still has 1 AP left and spends ½ AP on another Battle Action in East Riding, so they go through the whole process again. The reduced Longship is moved up to the Defend 3 Box, and the reduced Fyrd Spearman to the Attack 2 Box. No one plays a Battle Event, so the Norse Player tries to Retreat again before King Harold inflicts more Damage.



5.6 WASTE

- **1 AP** Place one Wasted in a non-Homeland Area you Control or any area you Contest with Wasted less than its Value (Sections 3.3, 3.4).
- **+½ AP** Gain one Plunder if you also reduce **one** of your Knights, Huscarls, or Longships in the Area or **two** of your Spearmen or Archers, or the same unit twice (Case 6.2.1).

5.7 SURVEY

Remove one Wasted from

- **½ AP** Controlled Homeland Area (Sections 3.2, 3.3).
- **1 APs** Controlled non-Homeland Area.

5.8 EVENTS

Players may play their card as an Event instead of for APs, carrying out as much of the text written on the card as possible. If an Event requires a die roll this is made **after** deciding how the Event is resolved and the die roll for AP is made after placing units. *Note: Many Events will not benefit the player holding the card, so you may want to exchange them with another player at the end of the Draw Phase or play them as an Event benefiting another player in exchange for favours within the rules of the game.*

5.8.1 Resolving Events If the Event calls for “one faction” or has any Faction icons (Section 1.2) the player playing the card chooses which **one** will resolve the Event. The Event is then resolved by that faction’s player, otherwise, the player playing the card resolves the Event. Saxons only affect Events **before**, and Barons **after** Card 021 *Revolt of the Earls* has been played as an Event (Section 5.9).

5.8.2 Placing Units The player resolving the Event determines the faction of the Leader to be placed **except** the King and Leaders marked “Dead” on their Reverse may only be placed by their own player (Case 4.2.5). Other Leaders already on the map may be removed so that they may be placed by an Event. Other units placed by Events are always at full strength (Case 4.3.1). *Exception: Castles (Case 4.3.2).* Units may **not** be placed in Estuaries, Seas, Roads, Road Boxes (Section 3.1), and Areas with an Enemy Castle (Case 4.3.2).

Example: *The English Player controls the Irish faction and uses Card 037 Gruffydd ap Cynan to remove the Welsh Gruffydd Leader from Powys, and place the Irish Gruffydd Leader (on its reverse), two Irish Longships and a Wasted counter in the Welsh Homeland of Mon.*

5.8.3 Replacing Units Events may replace units with those of another faction, using units of the same type and strength. However, units stacked with the King, Leaders marked “Dead” on their reverse, or Leaders that do not have the faction of the new units on their reverse may **not** be replaced (Cases 4.2.1, 4.2.5).

5.8.4 Ordinary Events Ordinary Events have no Turn restrictions and may be played as Events or for APs on any turn.

5.8.5 Limited Events Limited Events may only be played as Events on the Turns listed under their name. They may be played for APs on any Turn but are removed from play if played **on or after** their last turn.

5.8.6 Compulsory Events Compulsory Events have their AP in red and **must** be played as Events on the turns listed under their name if the conditions listed on the card are met, after which the player who played the Event plays the card for APs and removes the card from play. They may be played for APs on any other turn but are removed from play if played for APs **after** their last turn.

Example: *Card 104 Donald Bane must be played on Turns 1-15, but only if Malcolm is dead.*

5.8.7 Battle Events Battle Events have their AP in blue and may be played for APs on any turn or as an Event during a Battle Action (Case 5.5.2). Return a Battle Event to your hand if no unit was reduced or removed in the Battle (Cases 5.5.2, 5.5.5).

5.8.8 Scenario Icons Some cards have a Scenario icon to make them easier to identify for scenario setup (Module 7.0).

Comet Scenario (001-006)			Conquest Scenario (012-021)
Invasion Scenario (007-011)			Domesday Scenario (022-032)

5.9 REVOLT OF THE EARLS

Card 021 *Revolt of the Earls* is a Compulsory Event for Turns 7-16 if no Saxon Leader is King (Case 4.2.2). **Note:** *This represents the end of Saxon Resistance to the Norman Conquest and the start of the civil wars between loyal Normans and rebellious Barons.*

5.9.1 Remove Saxons When played as an Event flip all Saxon Leaders to their non-Saxon side and replace the Saxon units in their stacks with units of the same type and strength of their new faction if possible (Section 4.5). Other Saxon units are replaced by Danish units in Danish Homelands, Norse units in Norse Homelands, Scottish units in Scottish Homelands, and Welsh units in all other Areas (Sections 1.2, 3.2). The Saxon faction is no longer used and

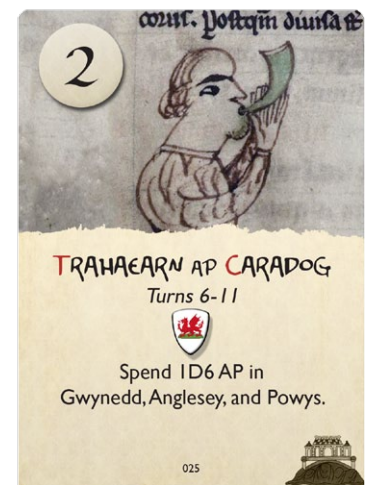
is replaced by the Baron faction. If Baron Castles and Knights were being used as Saxons, they are all removed when Card 021 *Revolt of the Earls* is played (Cases 4.3.2, 4.3.3).

5.9.2 Replace Normans With Barons Separate all Norman stacks from Fyrd and turn them all to face east-west. The Norman and English Players alternate choosing a stack, the Norman Player chooses first and must choose the stack of a Norman King first. The Norman Player turns a stack to face north-south so they may not be chosen by the English Player. The English player replaces the units in a stack with Baron units of the same type and strength and flips its Leaders to their Baron side if possible. If this leaves the William, Duncan, and Edgar Norman Leaders without any other Norman units the Norman Player may Retreat them after the last stack is chosen. **Note:** *Robber Barons began feuding with their rivals and rebelling against the King soon after the Conquest.*

5.9.3 Victory Points The English and Norman Players recalculate their VPs according to their Plunder and the Areas they now Control and Contest (Sections 3.3, 6.2).

Example: *Card 016 Hereward the Wake is a Compulsory Event (Case 5.8.6) and may be played for 2 APs on Turns 1-3. It may be played for 2 APs on Turns 7-16 but would then be removed from play. It must be played as an Event on Turns 4-6, after which the player playing the card spends 2 APs. If drawn by the Norman Player on Turn 4 they must specify whether the English Player will resolve the Event for the Saxons or the Danish Player for the Danes. The Danish Player is chosen and places the Danish Hereward Leader, a Danish Longship, a Danish Spearman, a Danish Archer, and one Wasted in Ely. As all the Danish Archers are in play the Danish Player may remove one so it can be placed in Ely. The Norman Player spends 3½ APs (2 AP plus ½ AP for each of Norman Controlled London, York, and Normandy), and the card is removed from play. The Dead Norman icon in the bottom right corner identifies it as a card dealt out to players in the Conquest Scenario setup and removed in the set-up of subsequent scenarios.*

Example: *Card 025 Trahaearn ap Caradoc is a Limited Event (case 5.8.5) which may be played for 2 APs on any turn, as an Event on Turns 6-11, and is removed from play if played on Turns 12-16. It is drawn by the Norse Player on Turn 12, who resolves the Event for the Welsh, makes a 1D6 of 4 for 4 AP, and spends 3 AP in Gwynedd and 1 AP in Anglesey.*



6.0 VICTORY

Players immediately win the game if they have more than 120 Victory Points (VPs). Otherwise, the player with the most VPs in the Victory Phase of the last turn of the scenario wins the game.

6.1 VICTORY POINTS (VP)



Players have VPs equal to the Value of the Areas (Case 3.1.1) their factions Control and Contest (Section 3.3) plus their Plunder (Section 6.2). Use Victory counters to record Player VPs on the Game Track, moving them up and down as they gain and lose Control of Areas. Use the "+60" side if their VPs exceed 60. VPs cannot be reduced below zero.

6.1.1 Contesting Homeland Areas Players have VPs equal to the Value of Areas (Case 3.1.1) Contested by their factions in their Homeland (Sections 3.2, 3.3).

6.1.2 Controlling Homeland Areas Players have VPs equal to **double** the Value of Areas (Case 3.1.1) Controlled by their factions in their Homeland (Sections 3.2, 3.3).

6.1.3 Controlling Other Areas Players have VPs equal to the Value of Areas Controlled by their factions outside their Homeland (Sections 3.2, 3.3).

6.1.4 Buildings A City is worth +1 VP if it has a Tower, +2 VPs if it has a Cathedral, and +3 VPs if it has a Great Hall (Case 4.4.1).

***Example:** London is a Saxon Homeland worth 3 Value and is worth 6 VPs if Controlled by the Saxons or 3 VPs by any other faction. If the Normans have a Castle in London, it becomes a Norman Homeland and is worth 6 VPs to them. If occupied by Saxon units and a Norman Castle, it would be a Homeland to both and worth 3 VPs to each. If there were also Danish units in London, they would receive no VPs as it is not a Danish Homeland, though the Saxons and Normans would still get their 3 VPs each. If London has a Tower (+1 VP), Cathedral (+2 VPs), Great Hall (+3 VPs) and two Wasted (-2 VPs) it would be worth 7 VPs to the Normans and Saxons.*

6.1.5 Wasted Areas After calculating all its other VPs, reduce each Area's VPs by one for each Wasted to a minimum of 0 VPs (Section 3.4).

6.2 PLUNDER



Each player uses their Plunder counter to record their Plunder on the Game Track using the "-1" side if they have negative Plunder (Case 1.5.1). Add your Plunder to your VPs, which increase and decrease as Plunder increases and decreases, except that VPs cannot be below reduced below zero. Plunder may not exceed 60 or be reduced below minus 60.

6.2.1 Plunder Players gain one Plunder if they pay an extra ½ AP to Waste an Area (Section 3.4, 5.6) and reduce one Knight, Longship, or Huscarl in the Area, or reduce two Spearmen/Archers in the Area (or the same unit twice).

6.2.2 King Players gain one Plunder in the End Phase if their faction has the King, even if he was made King in the same End Phase (Case 4.2.2).

6.2.3 Capitals Players gain one Plunder in the End Phase for each Capital they Control as indicated by a Coin icon, specifically Albany, Denmark, Gwynedd, Ireland, London, Normandy, Norway, and York (Section 2.3).

6.2.4 Events may both increase and decrease Plunder (Section 5.8).

7.0 SCENARIOS

7.1 SCENARIO SETUP

In each scenario setup remove the cards indicated (Case 5.8.8), shuffle the rest, and place them face down next to the map. Areas listed together have the same units in each Area. Knights, Huscarls, Longships, Spearmen, and Archers set up at full strength unless listed as reduced.

7.2 MULTIPLE SCENARIOS

Players may agree to play 2-5 scenarios in a row but may only win at the end of the last scenario being played. At the end of the scenario move the Turn marker to the next turn, ignoring setup and simply continuing with the units in play where they are.

8.0 COMET SCENARIO 1066

The English Player starts the game in a strong position, threatened by King Harold Hardrada of Norway from the North and Duke William of Normandy from the South, both of whom must invade or see an easy English victory. Use it as an introductory scenario for learning the rules or a starting point for continuing play into other scenarios.

8.1 GENERAL

- **Turn** Track Turn counter on Turn 1 (scenario ends on Turn 1).
- **Cards** Shuffle Cards 1-6 (Comet Icon), deal one card to each player and shuffle the rest into the deck.
- **King Box** Saxon Harold Leader and two Huscarls.
- **Exile Box** Saxon/Danish Hereward Leader, Saxon/Norman Tostig Leader, Norse/Danish Tostig Leader, Scottish/Irish Donald Leader, and Welsh/Irish Gruffydd Leader.

8.2 FOUR PLAYER GAMES

- **English Player** 40 VPs including 0 Plunder.
- **Norse Player** 25 VPs including 0 Plunder.
- **Danish Player** 15 VPs including 0 Plunder.
- **Norman Player** 5 VPs including 0 Plunder.

8.3 THREE PLAYER GAMES

- **English Player** 50 VPs including 0 Plunder.
- **Norse Player** 30 VPs including 0 Plunder.
- **Norman Player** 5 VPs including 0 Plunder.

8.4 NORMANS

- **Normandy** William and Odo Leaders, two Knights, two Huscarls, and two Archers.

8.5 SAXONS

- **City of London** King.
- **City of York** Huscarl.
- **Bamburgh, Huntington, Leicester, and Lindsey** Spearman.