

HASTINGS960

SLAUGHTER ON SENLAC HILL: PLAYING HASTINGS WITH A 1:1 FIGURE RATIO AND MIDGARD HEROIC BATTLES

The Plan

We'll be following the conventional narrative up to Turn 3, with the English holding position on the hill until the Normans attack.

James, Paul Welsh and Paul Scrivens-Smith will be running the battle with one of us taking each of the three areas (left, centre and right).

All troops will be pre-deployed so there won't be a lot of player choice in the early stages of the game – that will come later as the lines close to contact.

TURN 1

1. The game commences with a Single Combat to the death between Norman champion Taillefer and Bercht (a fictional Saxon Hero). When this is completed, both Heroes are removed from the table – their tale is told.
2. Norman archers and crossbowmen advance to within 1 Spear Throw of the Saxon front line and shoot.
3. Norman spearmen advance to remain within 1 Spear Throw of the archers.
4. English hold position. Units within 1 Spear Throw of the Norman archers may shoot back, using their Throwing Spears (but remember the tokens are limited).

TURN 2

1. Norman archers and crossbowmen continue shooting but run low on arrows afterwards.
2. English hold position and may shoot back as above.

TURN 3

1. Norman archers and crossbowmen withdraw through the Norman spearmen.
2. Norman spearmen advance and attempt to charge led by their three captains and supported by cavalry from behind. The Normans may wish to attack only in certain areas to maximise contact and get the best support rather than just attacking the whole line.
3. Combat wherever Normans have made contact. Each area (Left, Right, Centre) to resolve combat from one side to another to avoid confusion.
4. English Units on the hill gain a +2 Support Dice bonus as usual; this bonus only extends to half a Spear Throw down the hill (in other words, if an English Unit advances 1 ST or more down the hill, it loses the Support bonus).

TURN 4

1. Norman archers and crossbowmen are now reloaded and can return to the battle to assist with shooting and support rolls.
2. Fighting continues all along the line.
3. Remind Norman players that the Replacements Trait can be used to swap out struggling spearmen units for cavalry! This will be a key tactic to avoid damaged units becoming broken and losing Reputation.
4. Also remind Norman players that cavalry can use the Disengage Trait to drop out of Combat against infantry.

TURN 5

1. Fighting continues.

TURN 6

1. Sunset on Senlac Hill. At the end of this Turn, if neither Force has broken, the English win if Harold is still alive. If he is dead and William is still alive, it is a Norman victory. If both leaders are dead, who knows what will happen?