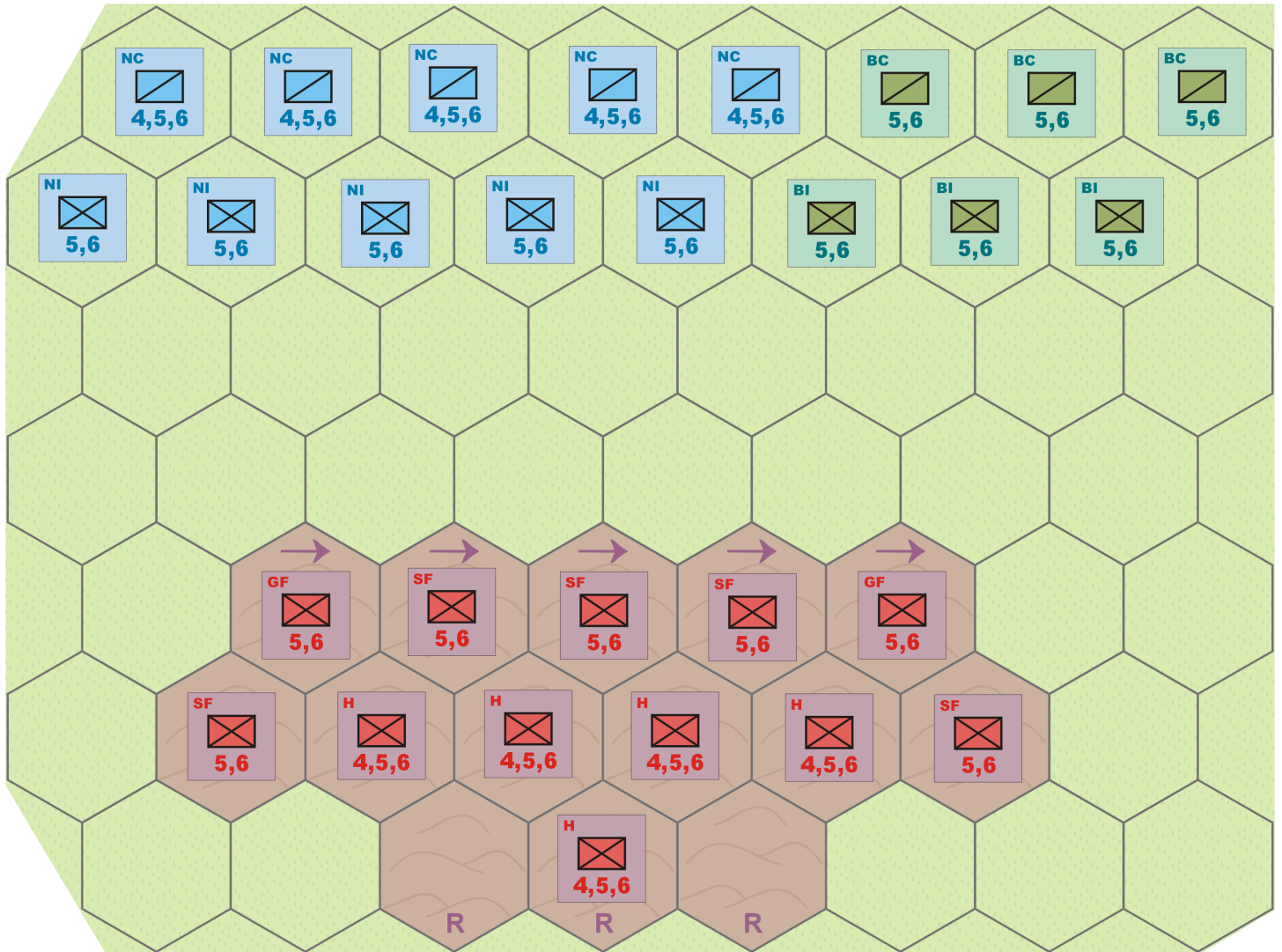


Senlac:

the Battle of Hastings, 1066



TWO BUCK GAMES

Senlac: the Battle of Hastings, 1066

By Greg B

Introduction

The battle of Hastings in 1066 would have to be one of the most significant in English history. It marked the end of Saxon control in England and started the norman dynasty to which the current royal house of England can trace its ancestry.

‘Senlac’ is a simple game designed for the novice wargamer that allows you and a friend to control the opposing armies involved in the battle to see if you can change history.

It is the second in a series of introductory level games, building on Lee at Gettysburg.

Components

This booklet comprises everything required to play except for one normal 6 sided dice.

The counters on page 3 should be assembled double sided so that when a unit is hit it can be turned to the weaker (striped) side.

The map is on page 4

Key Concepts

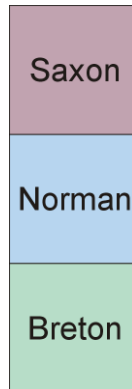
Terrain

There are two types of terrain, the plain (pale green) and Senlac Hill (brown).

The rules assume plains so when there are differences, they will be noted.

Hits and killed units

When first setup, all units are at full strength. When a player rolls the number required to hit an enemy, the attacked unit is flipped to its weaker side. If the targetted unit is already on the reduced (striped) side then the hit removes the unit from play.



Sides

There are two sides in the game the Saxons vs the Normans plus their Breton allies.

Setting up the game

The initial locations for each unit is marked on the map. Simply match up the unit type with that marked

in the centre of the appropriate hexes.

Note that 4 Saxon units do not start play on the map. They are marked with an R.

Historical note: the Saxon Huscarls should start in the 5 hexes marked with an arrow. We swapped them over to keep the archery/reinforcement step rules simple. After losing a huscarl unit to a lucky archery roll, Saxon players would do this as their first movement anyway.

Sequence of Play

The following steps comprise one turn of the game and are repeated in order until one side can claim victory. Each of the steps are explained in detail later on.

Step 1 – Archery / Reinforcement

Step 2 – Saxon Movement

Step 3 – Norman Defensive Combat

Step 4 – Saxon Offensive Combat

Step 5 – Norman Movement

Step 6 – Saxon Defensive Combat

Step 7 – Norman Offensive Combat

Step 8 – Victory Determination

Archery / Reinforcement

The Saxon player rolls one die.

If the result is 1,2,3 or 4 the Norman player selects one Saxon unit that currently occupies an archery hex (the 5 hexes with an arrow on the top) to suffer a "hit".

If the roll is a 5 or 6, the Saxon player can place one of the 4 G Fyrd units marked with an R in any of the 3 hexes marked with an R.

Saxon Movement

The Saxon player can move any or all of his units one hex each in any direction. The only restriction is that at the end of these movements only one unit, regardless of owner, can occupy each hex.

Norman Defensive Combat

Norman units may each attack any one Saxon unit which is currently adjacent to it. A die is rolled for each unit that attacks and if the number is one of those shown on the Norman unit's counter, it has hit the opponent.

Defending units on hill hexes are not hit on a roll of 6.

Saxon Offensive Combat

Saxon units may now each attack any one Norman unit which is currently adjacent to it. A die is rolled for each unit that attacks and if the number is one of those shown on the Saxon unit's counter, it has hit the opponent.

Norman Movement

The Norman player can move any or all of his infantry units one hex, in any direction. The cavalry can move two hexes but must stop whenever they enter a hill hex.

Saxon Defensive Combat

Saxon units may each attack any one Norman unit which is currently adjacent to it.

A die is rolled for each unit that attacks and if the number is one of those shown on the Saxon unit's counter, it has hit the opponent.

Norman Offensive Combat

Norman units may now each attack any one Saxon unit which is currently adjacent to it. A die is rolled for each unit that attacks and if the number is one of those shown on the Norman unit's counter, it has hit the opponent.

Victory Determination

Historically the Normans won the battle when the Saxon king was killed in the midst of his Huscarl force.

The Normans win if they have:-

Eliminated 4 Huscarl (H) units or
Eliminated 4 Greater Fyrd (GF) units or
Eliminated 4 Select Fyrd (SF) units

The Saxons win if they have:-

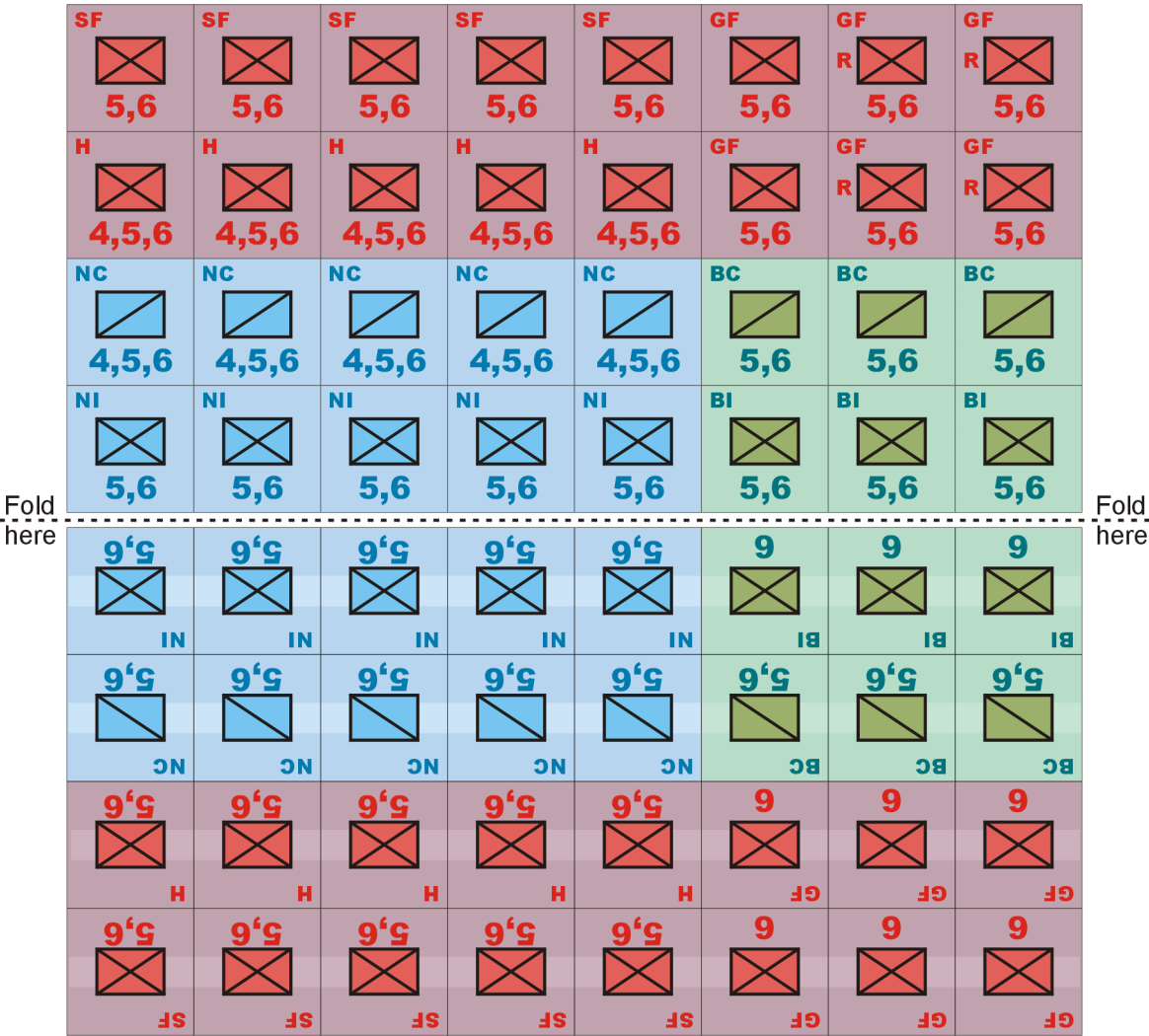
Eliminated 4 Norman Cavalry (NC) units or
Eliminated 4 Norman Infantry (NI) units or
Eliminated any 4 Breton (BI or BC) units or
Receive all 4 of the reinforcement S Fyrd units.

If both sides have won on the same turn, both players have instead lost. This is instead a victory for the Welsh, Scots and Irish as the history of the British Isles turn out very differently.

Contact us at twobuckgames@hotmail.com

Senlac counters.

Print this page onto cardstock, fold as marked then glue together to make double sided counters. When glue has dried cut along black lines to create 32 double sided playing pieces.



Senlac Map (next page)

While the map can be used when printed at this scale, most players may find larger hexes more convenient for play. For this reason we suggest printing this map page rescaled to tabloid / A3 size when possible.

