



**1066,  
TEARS TO  
MANY MOTHERS**

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**Suggested Further Reading:** The Domesday Book, Frank McLynn's 1066: The Year of The Three Battles, Hastings 1066 The fall of Saxon England by Christopher Gravett, Conquest by Stewart Binns, The Norman Conquest: The Battle of Hastings and the Fall of Anglo-Saxon England by Marc Morris, Dress in Anglo-Saxon England by Gale R. Owen-Crocker, Dan Snow's 1066: A Year to Conquer England.

### Component Checklist:

- ◇ 173 cards (+3 bonus promo cards for Gloom of Kilforth!)
- ◇ 40 red wooden teardrop tokens
- ◇ 40 blue wooden teardrop tokens
- ◇ 22 cardboard attribute modifier tokens
- ◇ 1 first player token

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## 1066, TEARS TO MANY MOTHERS

*“You’ve come, have you? ...You’ve come, you source of tears to many mothers, you evil. I hate you! It is long since I saw you; but as I see you now you are much more terrible, for I see you brandishing the downfall of my country. I hate you!”*

- **Eilmer of Malmesbury on Halley’s Comet, De Gestis Regum Anglorum.**

## Game Objective

1066, Tears to Many Mothers retells the story of Duke William, King Harold, and the infamous Battle of Hastings. The winner will be the first player to:

- ◇ Destroy two Wedges of enemy troops at the Battle of Hastings, or
- ◇ Destroy their opponent’s Leader, or
- ◇ Have their opponent run out of cards in their card deck.

## Playtesters

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# Components

## Objective Decks

Each player has their own Objective deck, which is placed in the same set order each game. The players race to defeat each of the Objectives in their deck, in alphabetical order, to reach their final Objective card - the Battle of Hastings. Once that's revealed, they can begin dealing damage to wedges of enemy troops (represented by Wedge cards) to try and win the game.

*Advanced Objective Variant:* Players may wish to shuffle their Objective decks to mix things up, but they must keep Objectives A and G as their first and last Objectives respectively.

## Card Decks

Each player has their own unique card deck that reflects the forces under their control and the tactics they'll employ to win the Battle of Hastings. A player's deck contains army cards which may be played to the battlefield. Army cards consist of Units, Characters and a Leader.

**Units** represent bands of fighting men and may be one of three types: Archer, Infantry, or Cavalry.

**Characters** represent the individuals who command the army.

**Leaders** are Characters in all respects, with one exception: if a player's Leader is destroyed, they lose the game.

A player's deck also contains the following strategic and tactical elements.

**Events** represent unexpected twists. An event is a one-use effect which, after being paid for and resolved, is placed on the player's discard pile.

**Tactics** represent battle capabilities. A tactics card is placed in the player's reserve area.

**Attachments** represent enhanced capabilities. An attachment specifies what it can be attached to, and usually alters the attached card's capabilities.

## Card Attributes

- 1. Name** name of this card.
- 2. Traits** attributes that may be referenced by card effects.
- 3. Type** defines the rules associated with this card.
- 4. Cost (wax seal)** the resource cost to play this card.
- 5. Zeal (cross)** this card's Zeal Battle Value.
- 6. Might (axe)** this card's Might Battle Value.
- 7. Health (teardrop)** the amount of damage required to destroy this card.
- 8. Resources (wax seal)** the number of resources this card can generate.
- 9. Abilities** this card's special capabilities.
- 10. Flavour** historical quote or background; no game effect.
- 11. Card number** identifies this card.



# Setup

To prepare for a game of 1066, Tears to Many Mothers, players first resolve the following steps in order.

1. Randomly decide a choosing player. That player chooses to either play as the Normans or the Saxons, with the other player taking the remaining faction. Each player takes the Objective deck and card deck for their faction, plus all damage tokens in their faction's colour.
2. The Norman player takes the first player marker.
3. Place the three Wedge cards faceup in the middle of the table between the two players, numbered 1 to 3, left to right from the Norman player's perspective. This defines the three columns, or Wedges, that will form the battlefield as per the example layout below.
4. With the Norman player placing first, each player places their Leader card on their side of the table adjacent to (and hence belonging to) a Wedge. This defines each player's respective Row 1 of the battlefield. The Saxon player may place their Leader card in the same or a different Wedge as the Norman Leader card.
5. Each player arranges their Objective deck into a faceup pile sorted by letter, with Objective A "Halley's Comet" on top and Objective G "Battle of Hastings" at the bottom.
6. Each player shuffles their card deck, places it facedown beside them, and draws four cards to form their hand. After reviewing their hand, each player has one opportunity to shuffle their hand back into their deck and draw a new hand of 4 cards.

*Each Wedge card represents a few thousand soldiers from each faction battling it out; and each damage token on a Wedge represents a couple of hundred casualties inflicted by the faction that placed it.*

**EXAMPLE LAYOUT**

The diagram illustrates the game setup for two players: Player 1 (Norman) and Player 2 (Saxon). Each player has a 3x3 grid representing their battlefield, with rows labeled Row 1, Row 2, and Row 3, and columns labeled Wedge 1, Wedge 2, and Wedge 3. Above the grids are 'Reserves (Tactics)' and below are 'Reserves (Tactics)'. To the left of each grid are 'Norman discard pile' and 'Norman card deck' (for Player 1) or 'Saxon discard pile' and 'Saxon card deck' (for Player 2). To the right of each grid are 'Norman objectives' and 'Saxon objectives', each with 'Active' and 'Defeated' slots. The Norman player's Leader card is placed in Wedge 2, Row 1, and the Saxon player's Leader card is placed in Wedge 2, Row 1. Three 'Wedge' cards are placed in the middle of the table, one in each wedge. The Norman player's objectives are 'Active' and 'Defeated', and the Saxon player's objectives are 'Active' and 'Defeated'. The Norman player's card deck is blue and the Saxon player's card deck is red.

# Gameplay

1066, Tears to Many Mothers is played over a number of rounds. Each round, players will take turns to play cards to the battlefield, play tactics cards to their reserve area, and execute card abilities in an attempt to meet their Objectives as quickly as possible and then deal damage to Wedges to win the game.

Each round consists of the following four phases:

1. Preparation
2. Deployment
3. Wedge
4. Objective

## 1. Preparation Phase

The following steps are performed in order.

### Step 1: Victory Check

If neither player has cards in their card deck, the game immediately ends in a tie. If one player has no cards in their draw deck, their opponent immediately wins the game.

### Step 2: Draw Cards

Each player with more than 6 cards in hand must choose and discard cards from their hand until they have 6 cards in hand.

Each player then simultaneously draws 2 cards. If a player only has 1 card remaining in their card deck, they draw that 1 card instead. (In the first round, this means that each player will now have 6 cards.)

**Advanced Drafting Variant:** Each player draws 3 cards - or as many as are left in their draw deck if there are fewer than 3 remaining - then discards 1 card from their hand; not being limited to those just drawn. Or alternatively, players can draw 4 cards and discard 2 using these same rules. Both players should be aware that they will go through their decks much more quickly with this variant.

### Step 3: Ready Cards

Ready all cards in play.



### Readying and Tiring Cards

Cards enter play in a Ready (upright) state. Some uses of cards require that a player Tires the card (rotate it 90 degrees to the horizontal position). This is only allowed if the card is in-play and in a Ready state. To Ready a card means returning it to its Ready state.



## 2. Deployment Phase

Starting with the player who has the first player marker, players alternate taking deployment turns. On a deployment turn, the player does one of the following:

- ◊ Plays A Card
- ◊ Executes An Action
- ◊ Sacrifices A Card
- ◊ Passes

The first player to pass in this phase immediately takes the first player marker.

When a player passes, they can take no more deployment turns this phase. Their opponent may continue to take deployment turns until also deciding to pass. When both players have passed, the deployment phase is complete.

### Playing A Card

The player plays a card from their hand, first paying its cost using resources, and then placing the card into play under that player's control.

#### Generating Resources

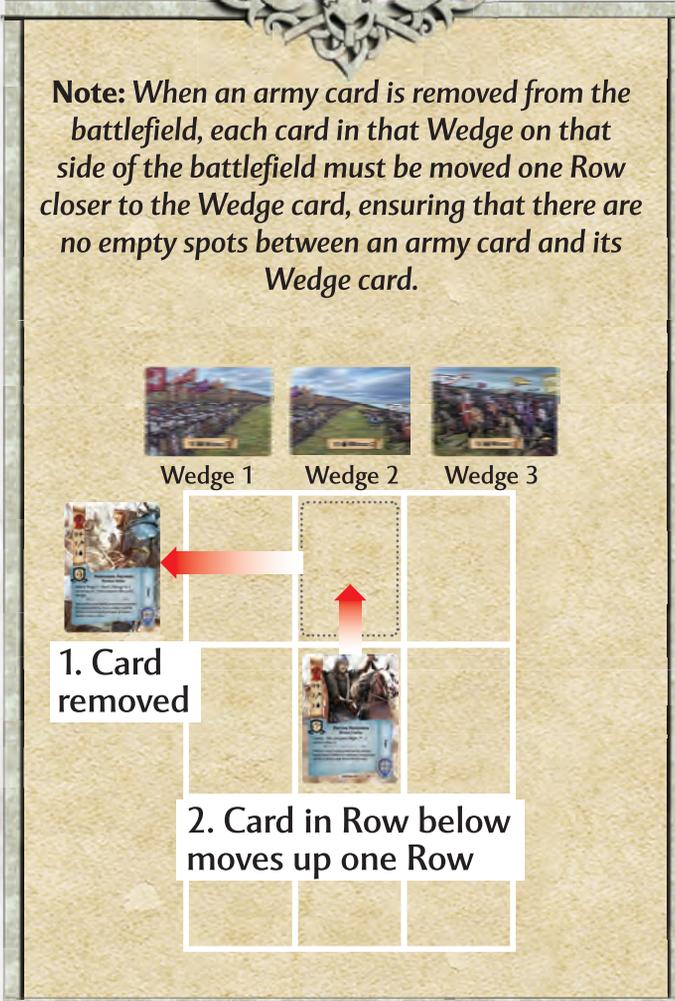
A player can generate resources in any combination of the following two methods, and each method can be used multiple times until the required resources are generated:

- ◊ Discard 1 card from their hand to generate 1 resource.
- ◊ Tire an in-play Ready card they control to generate resources equal to its Resource attribute.

Any excess resources cannot be saved. Resource generation can be performed anytime it's required, even on another player's turn.

**Units and Characters:** an army card must be placed in a Wedge, and must be on the player's side of the battlefield. A Wedge that already contains 3 army cards on the player's side of the battlefield cannot be chosen. Once chosen, the card must be placed in the lowest numbered Row available in that Wedge (i.e. the empty spot closest to the Wedge card in the middle of the table).

This lowest numbered Row rule must also be followed each time a Unit or Character is moved for any reason. Wedges do not count as a Row, so there is no 'Row 0.'



**Note:** When an army card is removed from the battlefield, each card in that Wedge on that side of the battlefield must be moved one Row closer to the Wedge card, ensuring that there are no empty spots between an army card and its Wedge card.

1. Card removed

2. Card in Row below moves up one Row

**Tactics:** a tactics card must be placed in the player's reserve area, which is not considered part of the battlefield. Once in play, a tactics card cannot be moved or removed except by card effects.

**Attachments:** an attachment card is attached to (placed adjacent to or overlapping) an eligible game element as specified on the attachment card. It is not considered an army card and does not count towards Wedge card limits.

**Note:** If a game element with attachments leaves play, all of its attachments are discarded first.

## Executing An Action

The player executes one Action ability on a Ready card they control (a player controls a card if it's in play and it originally came from their card deck). They first Tire the card, then resolve the action.

A player can also use this deployment turn option to execute one Action ability on an Event card in their hand. The player must first pay the event card's cost using resources. Its effect is then resolved, after which the event card is placed on the player's discard pile. Event cards never enter play.

## Sacrificing A Card

The player chooses a non-Leader card they control on their side of the battlefield and remove it from play (making sure to leave no empty spots in that Wedge), placing it on their discard pile.



**Note:** Sacrificing a card is not considered to be destroying a card.

## 3. Wedge Phase

**Only Perform This Phase If:** Either player has the "Battle Of Hastings" Objective in-play at the start of this round. The following two steps are performed in order.

### Step 1: Might Combat

**Only Perform This Step If:** Both players have the "Battle Of Hastings" Objective in-play at the start of this round. For each Wedge (in order, from 1 through to 3), the players resolve a Might Battle.

In a Might Battle, each player sums up their Might Total Battle Value (TBV) of all Ready units they control at that Wedge:

- ◊ If one player has a higher TBV than the other, then that player deals damage to that Wedge (using their colour tokens) equal to the amount by which their TBV exceeds their opponent's TBV.
- ◊ If the TBVs are equal, even if 0, then each player deals 1 damage (in their respective colour tokens) to that Wedge.

**Example:** At Wedge 1, Matthew's total Might on Ready cards is 3 and Susannah's is 1. Matthew places 2 damage tokens of his colour on Wedge 1. At Wedge 2, both players have 0 Might, so they each place 1 damage on the Wedge.

### Step 2: Zeal Combat

For each Wedge (in order, from 1 through to 3), the players resolve a Zeal Battle.

In a Zeal Battle, each player sums up their Total Battle Value (TBV) in Zeal of all Ready cards they control at that Wedge:

- ◊ If one player has a higher TBV than the other, then that player deals 1 damage (using their colour tokens) to that Wedge.
- ◊ If the TBVs are equal, and greater than 0, then each player deals 1 damage (using their respective colour tokens) to that Wedge.
- ◊ If the TBVs are both 0, then no damage is dealt.

A player who does not have their Battle of Hastings Objective in play at the start of the round cannot deal damage to a Wedge, even if they fulfil one of the above conditions. In this case, having a greater TBV simply has the benefit of stopping their opponent from dealing damage.

# Winning a Wedge

# 4. Objective Phase

Once a player places the 10th damage token of their colour on a Wedge, they claim that Wedge and place it in front of them, removing it from the battlefield.

Tie Breaker: If both players place their tenth damage token on a Wedge at the same time:

- ◇ The player with the highest Might Total Battle Value at that Wedge claims it.
- ◇ If there is still a tie, the player with the highest Zeal Total Battle Value at that Wedge claims it.
- ◇ If there is still a tie, the player with the first player marker claims it.

All rules continue to apply as if the Wedge card were still there, but no more Wedge Battles will occur at that Wedge.

The first player to claim two Wedges wins the game!

## Objective Attributes

- 1. **Name** name of this card.
- 2. **Battle Attribute** a Might or Zeal Battle Value.
- 3. **Health** defines the damage needed to destroy this Objective.
- 4. **Letter** defines the order in which this Objective appears.
- 5. **Abilities** this card's special capabilities.

**Skip:** If a player's current Objective is "Battle Of Hastings", they skip this phase.

Starting with the player who has the first player marker, each player makes one attempt to destroy the topmost Objective of their Objective deck.

Each Objective has a **Battle** attribute, either Might or Zeal, and a Battle Value in that attribute. The player sums up the Total Battle Value in that attribute (either Might or Zeal) of all Ready cards they control in the battlefield. If that total exceeds the Objective's Battle Value, then the player deals damage to the Objective equal to the amount by which it's exceeded, indicated by placing damage tokens on the Objective.

An Objective is destroyed if it has damage equal to or more than its Health.

**Example:** the Objective's battle attribute is Might, with a Battle Value of 2. Matthew has three Ready units on the battlefield, whose Total Battle Value in Might is 8. Matthew deals 6 damage to the Objective. The Objective's Health is 6, so the Objective is destroyed.



If the Objective is destroyed, fulfil any "When destroyed" effects on the card, then remove the Objective from the game. This will reveal a new Objective to be battled next round. Any damage that exceeded the destroyed Objective's Health is not applied to this next Objective.

If an Objective is not destroyed, its damage remains.



## Card Abilities

Card abilities come in four types - **Action**, **Response**, **When Played**, and **Constant**. Abilities of the first three types are identified by a matching precursor.

**Example:** “*Action: Deal 1 damage ...*”

An ability without a precursor is a **Constant** effect, being mandatory and constantly in force while the card is in-play.

Many Abilities have a flavour title, which can be found after any precursor and before the ability’s effect. These flavour titles have no effect on the game.

**Example:** “*Learned*” has no effect in the following ability “*When Played: Learned - Draw 1 card.*”

If a card has multiple abilities, only one of its abilities can be initiated at a time.

**Card Effect Rule:** If the text on a card contradicts the rules, the text on the card takes precedence.

## Action Abilities

An Action ability can only be initiated when performing the Executes An Action option as a deployment turn.

To be initiated, an Action must fulfil one of the following conditions:

- ◊ Be on a Ready card the player controls - they Tire the card, then resolve the Action.
- ◊ Be on an Event card in the player’s hand - they pay the event card’s cost using resources, resolve the Action, and then place the event card on their discard pile.

**Advanced Ranged Attacks Variant:** If both players agree before play begins, cards with ‘Range X’ abilities may only use these abilities once both players are at the Battle of Hastings.



## Response Abilities

A Response can only be initiated immediately after its triggering condition occurs, and before any other game processes or card effects have occurred. It interrupts the game and resolves before its triggering condition resolves.

A Response is usually in the form of either “Cancel X” or “when X occurs, do this”, where X is the triggering condition.

**Example:** Matthew pays 2 resources and plays the Saxon “Shield Wall” event card. Susannah pays 1 resource even though it is not her turn and plays her “Break the Shield Wall” event, initiating its Response which is to cancel Matthew’s “Shield Wall”.

To be initiated, a Response must fulfil one of the following conditions:

- ◇ Be on a Ready card the player controls - they Tire the card, and then resolve the Response.
- ◇ On an Event card in the player’s hand - they pay the event card’s cost using resources, resolve the Response, and then place the event card on their discard pile.

It’s possible for a Response to trigger another Response, and so on, causing a stack of Responses to be resolved. These are resolved in Last-In-First-Out order, with the stack being completed when the original triggering condition is resolved (which includes being cancelled).

**Multiple Abilities:** If a card has more than one Action and/or Response listed, the player can choose only one of these to execute.

**Example:** The “Retreat or Flight?” card has two Response abilities to choose from, but only one can be resolved when it is played.

**Cancellations:** Only an ability is ever cancelled. A cancellation never repeals the costs incurred in initiating the cancelled ability, such as tiring the card or paying for the event.

## When Played Abilities

A When Played ability can only be initiated at the moment its card enters play. Initiation is optional, and the card doesn’t need to be set to Tired to initiate the ability.

## Constant Abilities

A Constant ability is enforced while it is in play. Its effect is mandatory. Unless it specifically says otherwise, a Constant ability only applies to cards belonging to its faction.

## Common Terms

Terms frequently used on card abilities include:

- Cost -X:** Reduce the cost of the named cards by X. Multiple Cost abilities can be used to reduce a card’s cost, but a card’s cost cannot be reduced below 0.
- Destroy:** Remove the card from play and place it face-up in its owner’s discard pile. A card may be destroyed directly by a card effect, but is also destroyed if it has damage tokens equal to or more than its Health.
- Discard:** Discarded cards must always be discarded from the player’s hand - not from cards in play - faceup into that player’s discard pile. Players may peruse either player’s discard pile, but may not change the order of those cards.
- Enemy:** An opponent’s army card in the battlefield.

## Miscellaneous Rules

Once all modifiers are taken into account, if a value is below 0, it is set to 0.

Damage tokens are not limited to those provided. If more are needed, any substitute can be used.

**Solo:** abilities are ignored in the two player game, see the Solo rule book for full details on solo play.

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Ernesto Johnson, Banks Peacock, Barry, Barry Baker, Barry Gregory, Barry Kendall, Beardy Mctubble, Beholder42, belephone, Ben, Ben, Ben Ellerington, Ben McClellan, Ben Moorhouse, Ben O'Steen, Ben Delaney, Benjamin Nicholson, Benjamin Schmitt, Benjamin Tieman, Berenike Kampmann, Bernd Lindenberger, Berni Sinclair, Bigous, bigwof, Bill Glasgow, Bill Koff, Bill McGill, Bill Parslow, Binmann, Björn Guth, Björn Harzer, Black Meepie, BlackGriffith, Blaise Grimes-Vior, Blossercubbles, Bobble Hat, Bobby T, Bojan, Boris Sturder, Bougain, Brad Andrews, Brad Ellis, Brad Hutchison, Brad Kane, Brad Venable, Braden Hill, Bradley Ward, Brandon Harvey, Brandon Musler, Brandon Wu, brayer, Breffni Murphy, Brendan Green, Brendan Newell, Brendon Hall, Brent Williams, Brett Haskell, Brett Hewitt, Brian, Brian, brian carpenter, Brian Chafin, Brian Dysart, Brian Friel, Brian Gage, Brian Keenan, Brian Leahy, Brian M., Brian Mages, Brian Minsker, Brian O'Z, Brian Tannenbaum, Brian Wilde, Brian Williams, Britt Ubriks, Briw, Broc migues, Broggas, Brother Jim, Bruce B, Bruce D. Hogston, Bruno Castonguay, Bryan Stringer, tbebon, Bubba Washington, Burke Martin, Cabel, cace, Cador, Calvin Brooks, Calvo, Cameron Marschall, Camilla, Chang Ling Yee, Capitaine Nemo, Carl Birch, Carl Moon, Carl Schnurr, Carlos D, Carol Chamberlin, Carrick Brooke-Davidson, Carsten Ehler, Cartel Franck, Cea Young, Cassandra Trissler, Catlion, Jay Blomqvist, Cree James, Chace Orton, Chad Esselink, Chad Mercer, Charles Burkart, Charles Darlage, Charles Garner, Charles Hill, Charles Hope, Charles Howard, Charles Molesworth, Charles Pearson, Charles Phillips, CharlesDM, Charlie Vettors, Charlie Wilson, Charlotte Beard, Chema Pamundi, Cheng Chun Kit, Chief Housecarl Nick Hughes, Chip, Chip Yorkgitis, Chris, Chris Clarke, Chris Coffey, Chris Comeaux, Chris Dutton, Chris Eden, Chris Geggus, Chris Greenfield, Chris Hall, Chris James, Chris M. Jacobson, Chris Mascioli, Chris McDermott, Chris N, Chris Paliogiorgos, Chris Pearson, Chris Pendleton, Chris Penny, Chris Poll, Chris Poor, Chris Schock, Chris Severs, Chris Simms, Chris Stoakes, Chris Taylor, Chris Turner, Chris Wiens, Christian, Christian Skovgaard, Christian Toftdahl, Christine Carroll, Christof Impens, Christoph Klinkowski, Christoph S., Christoph Wagner, Christopher, Christopher Abernathy, Christopher Baughman, Christopher Buehl, Christopher Corrigan, Christopher D., Christopher D. Evans, Christopher Fullone, Christopher Funke, Christopher Gordy, Christopher Libbrecht, Christopher Moraal, Christopher Payne, Christopher Rzd, Christopher Sweets, Christopher Wells, Christopher Young, Chromatism, Chunglung Le, cibernache, Cid Sugioka, Claire H., clawmetizer, CletusVanDamme, Cliff, Cliff W. Gilmore, Clint Walker, Clive Patmore, Coche54, Colin Alsbury, Colin Degnan, Colin McGuire, Colin Oaten, Colin Smith, Colton Butcher, Colton Hoerner, Conal Tazeali, Connor Locklin, Corbin, Corey Baker, Corey Wright, Corina S Davis, Covepenies, Craig Blackwood, Craig Garrington, Craig Latta, Craig Mailard, Craig Smith, Craig Wright, Cristian Maroni, Cristóbal Incognito, Cristóbal Kirschhoff, Cthulhu Hunter, cvrrin, cvyxc, Czacha Games, D Bigs, D Sullivan, Dageda, Dajusz Wojnar, Damon Herren, Dan Fisk, Dan Jolin, Dan Pineda, Dan Rubera, Dan Webb, Dan Yarrington, Tabletop Toycon, Dani Bloom, Danial Ashman, danial, Daniel Amer, Daniel Beeson, Daniel Bingham, Daniel Eastban, Daniel Grubbs, Daniel Killian, Daniel Liu, Daniel N., Daniel Pablo López Rodríguez, Daniel Reichmann, Daniel Strnad, Daniel Urdzik, Daniel U. Thibault, Daniel Weitz, Daniel Wilmer, Daniel Wolf Romele, Darryn Harvie, Darin LaGrarry, darskurtur, Darren, Darren Green, Darren Johnson, Darren Kramble, Darren Marks, Darren Rae, Darren Whiteside, Dascalescu Dan, Dave Clarke - Snister Fish Games, Dave Coe, Dave Harris, Dave Martin, Dave Moore, Dave Ruddock, Dave Wetherall - GGG Games, Dave Hickman, David, David, David & Mareike, David Bizco, David Bird, David Brightman, David Brittain, David Burke, David Carroll, David Castle, David Chapel, David Christopher Lee, David Daffin, David DeStefano, David Glynn Walls, David Gotteri, David Hammers, David Hoffman, David Hudson, David Huh, David Hutchinson, David Kiker, David L. Clegg, David Lindsay, David Lockwood, David Loyd-Hearn, David Mathieson, David Matt, David McSorley, David Neil, David Nussear, david paul boutlon, David Rak, David Raley, David Reynolds, David Ross, David Salvi, David Sandquist, David Schlanger, David Simpson, David Spangler, David Toft, David Trapmore, David W. Bauer, David Wallace, David Walton, David Ward, David Williams, Deadwood, DeliciousEnergyDrink, Dennis Canning, Dennis Ku, Dennis Luk, Dennis Saathoff, Dennis Senft, Dennis Watson, Deppeert Christian, Derek Evans, derek lough, Derek Odom, Derek Vanosdall, Derikhs, Deryppants, Detournement, DevGuy, Devin H., Diego Bolis, Diego Gonzalez Rodriguez, Diego Mari, Digby M Gibson, Dimitri, Dino Bufetta jr., Dion Stort, Dirk Johannes Dreessen, Dirk Sommerfeld, Dizeleam, Djinny, DJN, Dominic Muey, Dominic Trevizo, Don More, Donald Popenoy, Donovan Loucks, Dorian, Dorian, Dotan Dvir, Doug Eckhoff, Douglas Bachmann, droooke, Dr. Stephen Falken, Dr. VanPorcine, Dragonaris, Drake Cook, DrawingBlood, Dreebo, Drlrstr, Drust, Duane Warnecke, Duane Wright, DuaneB, Dulisse Paolo, dunbruha, Duncan Jones, Duncan Ley, duncan mellonie, Dwayne Dibbley, Ed, Ed, Ed Kowalczewski, Eddie who is not a zombie pandanado, Edgar, Edmund, Edmund Selous, Edward McCoy, Edward Nicholls, Edward Pettit, Edward Phipps, edward ratheider, Eero Miettinen, Eivind Alme, Elise, Elizabeth Davidson, Enrico Martinelli, Eran Boudjnah, Eric, Eric, Eric Batchelder, Eric Britz Strickland, Eric Cochran, Eric Coker, Eric Hallstrom, Eric Harris, Eric Kopp, Eric Martin, Eric Sanderson, Eric Smith, Erica Pettit, Eric Cranor, erichthome, Erik, Erin Patterson, Erin Schrumpp Silver, Erlend Hove, Erry, Erry, Esben Meulengracht Flachs, Esteban Escareno, Eterno Arnaldo "Kurono" Lefebre, Eternia, etkeller, Evan McCoy, Evan Rattner, ezeccijl, Fabio Almeida, Fabio Maio, Faelyn, Falconette, Farydia, Federico Munari, Felix Levan, Felix Lopez, Fina Kelley, Florent Leguern, FlyingMuttley, Forrest Longworth, Forrester Killian Smith, Fort Circle, Frank Lefebvre, Franco Austin, Francois, Frank, Frank Hamrick, Frank Hintz, Frank Isaksson, Frank Krenkel, Frdrick Becko, Fred D. Faulkner, Fred Hies, Frédéric Boyer, Frédéric L'Hourneau, Frederik, Frederik Vanmolok, Frodokinn, G. Jay Christensen, Gabe Harris, Gabriel Parrish, Gabriel Rahn, Gabriel Valladares Rodriguez, Galahad777, Gamy Rustlers - Mac, Garen Evans, Gareth Bond, Gareth Coster, Gareth Boucher, Gary Fothergill, Gary Nixon, Gary Stuart, Gatz, Gavin Rummyer, Gehin, Geistwardner, Geoff Bernardo, Geoff Cost, Geoff Knox, Geoff Richardson Ad, Geoff Squire, George Ashton, George Campbell, George Faux, George Tukums, GeorgeZ, Gerhard Fryer, Gero Niemyer, Gethin Rees, Giacomo Sottocasa, Giannis Kountourakis, Giganator77, Gil C. Schmidt, Giles Poudon, Giles Pritchard, gino, Glenn, Glenn Davies, Glenn Harley, Glenn Reynolds, Göran Andersson, Gotthammer, Gouges Bastien, Graeme tate, Graham Greenaway, Graham O'Neill, graham quartly, Graham Sargeant, Grant Julien, Grant Archie, Grant Johnson, Grant Muir, Grayson James, Greg Dardis, Greg Davids, Greg Foster, Greg Hardy, Greg McCasili, Greg Mizell, Greg P., Greg Temming, gregory blanc, Gregory Jennings, Greyavynl, Hammer of Moradin, Grimonper, guardian J, Guest 1001637215, Guest 146294097, Guest 1606008829, Guest 1874708528, Guest 330875412, Guest 403410079, Guest 72236168, Guest 957761478, Guido, Guilherme Stein, Guillaume, Guillaume Delemarle, Gunter Van Damme, Gunther D'Hoogh, Gustaf Naeser, Gustavo da Rocha Pereira, Hagen Munsch, Hakka Tom, Halcyonic, Han Marshall, HANGJOO CH0, Hanibal Sonderegger, Hannes Erdle, Hans Richardt Kall Schmidt-Nielsen, Hans Rutjens, Hans Thorsvald, Harpers01, harrio, Harry Kim, Hector Antonys Sereuil, Hector Marquze, Helen, Hellikinn, Henck Jan-Louis, Henning Elfwering, Henrik, Henricke Pradella, Henry, Henry Scott Howard, Heraldo Makrakis, Jean-Duval, Hisa Futaba, Homer Martin, Homer Simpson, Hon Guin Lee, HP Lovcraft, Hugo Cunha, hurcheon, Huscarle, Husker Dan, Iain Benson, Iain Mabbott, Iain Row, Iain Watkinson, Ian, Ian A Williams, Ian Davies, Ian Girling, Ian Greenfield, Ian Hammond, Ian Sadgrove, Ian Smith, Ian Timson, Ian Woodley, IcyChris, Iestyn David, Ilya Litosis, InackRiot, Inspiring Games, IPALOVE, Itai Perez, J Adam Anderson-Riley, J. H. J. Budovec, J. R. Tracy, J.C. Connors, JAC, Jack Gullick, Jack Onstott, Jacob Guinness, Jacob Padak, Jacob Reinholdt, Jacques Nel, Jaisyl, Jaku Caban, James "Pards" Pardoe, James Anthony Genzano, James Beattie, James Cameron, James Cartwright, James Cheung King-tat, James Cruise, James David Tandy, James Drewett, James Duffy, James Fisher, James H Jones, James Hannah, James McDonald, James Miller, James O, James Petersen, James Reid, James Resner, James Rodgers, James Scheiderlich, James Schmidt, James Wagner, James Criggs, Jamie Lee, Jamie Manley, Jamie Towey, Jan Gonzalo, JanEmbrechts, Janet, Janine viggietti, Janan Norman, JanK, Jared Jansma, Jared Teslow, Jarek Dobosz, jarnhaan, jarnhaan's request, Jarred rice, Jasterflosser, Jason, Jason Akers, Jason Carr, Jason Conlon, Jason Coy, Jason Davies, Jason Emerson, Jason Lenny, Jason Logan, Jason Nolasco, Jason R. Williams, Jason Robleski, Jason Sly, Jason Spencer, Jason Wealleans, Jason Yacalis, Javier Brauns, Jay Marland, Jay Santos, JB Joyner, JC, JC, Jean Duteau, Jean-Luc Simard, Jean-Paul Kirkbride, Jebb Carrier, Jed Hamblin-Boone, Jedra7609, JeeWee, jeff bucker, jeff Chantinn, jeff Glasson, jeff Grein, jeff Johnson, jeff Penchoff, jeff Risdon, jeff sprandel, jeff Stewart, jeff Wiles, jeff Wilson, Jeffrey Jones, Jeffrey Kight, Jeffrey Midland, Jennifer, Jennifer Fiedorec Hutton, Jens A. Watson, Jens Kaaber Pors, Jeremy Chu, Jeremy Leveque, Jeremy McAuley, Jeremy Norton, Jeroen Schouppe, Jerry T, Jesper Voss Jacobsen, Jesse, Jesse A Goodman, Jesse Bethany, Jesse Stolzenburg, Jessica "Busdjur" Rickardsson, Jessica Cole, Jessica Saxton Fraser, Jesus Berjano, Jesus Mateu, Jesus Segundo Ariza, jgcoco, Jim Krohn, Jim Marshall, Jim Moss, Jim Philip, Jim Stevens, Jim Waite, Jimmy Caekebeke, Jinnapat Trejareonwivat, JIM68, JLongshore, Joachim, Joao Gabriel Garcia de Gouvea, Joe, Joe, Joe Alexander, Joe Crawford, Joe Gallagher, Joe J. Rushman, Joe Sokol, Joe U, joebaranowski, Johan Anglemark, Johan Kullberg, Johan Maes, John, john, John Aoyers, John B, John Bernardo, John Blewett, John Bolton, John Boswell, John Carl brown, John Coates, John Coley, John E Williamson, John Eldon, John Falcon, John Fisher, John Gardner, John H, John Haremza, John Hedges, John J. Matta, John L Vogt, John Lloyd, John Longstreet, John Meyer, john moss, John Potter, John Robertson, John Sinclair, John Steemson, John Van Wagoner, John Watts, John Zrimc, Johnny, Jon, Jon Anderson Beracoecha, Jon Benn, Jon Davenport, Jon Greene, Jon Higgins, Jonas, Jonas Vanschooren, Jonathan Abbott, Jonathan Altland, Jonathan E Tornabe, Jonathan Faith, Jonathan Garnett, Jonathan Solomon, Joost van de Meerendonk, Jorge Vicente Rodríguez Jiménez, Joris, JosD, Joseph, Joseph Bath, Joseph Boyle, Joseph Canalin, Joseph Cannon, Joseph Felli, Joseph M. Louis, Joseph Mirrh, Josh Harrel, Josh Neil, Josh Schroeder, Josh Teske, Josh Walton, Joshua Davis, Joshua Neikirk, Joshua Spring, Juan Jose Menendez Garcia, Judgement Daye,

Juliet Robinson, Julius Heinke, Justin Fassino, Justin Francon, Justin Gan, Justin Glaboff, Justin Tonna, Jwab, K cendres, Kahlan, Kahush, Kai Barnard, Kaleb Michaud, Kaleb Pritchard, Kamil Klapka, Karel Vaigl, Karl Caicedo, Karl Ewald, Karl T., Karl Walldorff, Karsten S, Kasper Bogelund Hansen, Katherine Crispin, Karel, Keith, Keith, Keith Griffin, Keith Kent, Keith Ibsen, Keith Jones, Keith Laidlaw, Keith R. Miller, Keith rayn, Kelly B, Kelly Bowers, Kelly Zia, Ken, Ken, Ken - Cultist MonitorTender of Brimstone, Ken Campbell, Ken C, Ken McGeachan, Ken Scheuber Jr, Kenneth Ho, Kenneth Rodgers, Kenneth Tollund Christensen, Kent Reuber, Kevin Andrew Bohlmann, Kevin Caldwell, Kevin Conway, Kevin Davis, Kevin Eide, Kevin Johnson, Kevin Kenz, Kevin Key, Kevin L. Kitchens (Ones Upon a Game), Kevin Leverage, Kevin Leirens, Kevin Marena, Kevin Melahn, Kevin Moore, Kevin Pratt, Kevin Senior, Kevin Shaud, Kevin Taylor, Kharasho, Khulin, Kim Schou Noroxe, Kiril24, Kirk Bollinger, Klipka, Koen Hampaert, Konrad Czarnzarek, Korric Morgan, koryst, Kovaks, Kristina Donnelly, Kristi Weyland, Kulaga, Kurt Rolloff, Kurt Temmerman, Kwint Van De Walle, Kyle Kastliahn, Kyle Koslowski, Kyle Robinson, Kyle Roy, Lance Holland, Lars Hoffmann, Laura Guy, Laurence tully, Lee, Lee Blackstone, Lee Cantey, Lee Jermerson, Leigh, Leigh Hays, Leon Chappell, Leon Nieuwkoop, Les Merrills, Lester, Lewis Wiggins, Liam Houghton, Liam O'Caolmín, Lisa Shunn, Linda Schaff, Luidy William, Louchard, Lon Lademann, Lorna Bocquet, Louis de koning, Louis Fernandez, Louis Kirkham, Louis Sylvester, Louis Solitaire, Lt. Stephen B. Shedden -NYPD. ret., Luc Lavigne, Lucn, Luis Fernando, Luke, Luke Altmansberger, Luke Courage, Luke Pierson, Luke Stacy, Luke Strotz, Luke Turner, Lumirius, Lyle Rhodebeck, Lynne Wellenm, M. Triemstra, Mabinguari, Macifer, MadSeaMonitor, Maedhros, Makoto Tago, Malcolm Baker, Malkaven, Man With Rabbits, Mantichor, Manuel, Manuel Cueto, Manuel Martinez, Manuel Porras Artacho, Marc, Marc Blume, Marc Dembach, Marc Maier, Marc Syoenz, Marchal, Marcini, Marco Marzano, Marco Sigrone, Marcus Peterson, Marcus Smith, Marcus Utley, Marek Hienziak, Marek Sorel, Mario Rossignol, Mário Sousa, Mark, Mark, Mark A. Mikesell, Mark Ashton, Mark Beinke, Mark Birch, Mark Buckley, Mark Crudo, Mark Delbert, Mark Edmonds, Mark Gallagher, Mark Hancock, Mark Hayton, Mark Jimenez, mark keedwell, Mark Kevin Magnity, Mark Langford, Mark Liew, Mark Reynolds, Mark Schuurman, Mark Siekerman, Mark Solino, Mark Ward, Mark Warden, Markus Aldrian, Markus Eisenbaum, Markus Lundin, Markus Maier, Markus Weihrach, Martin Bergström, Martin Bohaty, Martin Buresch, Martin Gallo, Martin Nørskov Jensen, Martin Petersen, Martina, Martin Hatos, MasterFu, Mat Federink, Mathew H. Farabee, Mathew Spaul, Mathew Tate, Mathieu, Mathieu Miron, Mats Karlöf, Matt, matt, Matt, matt, Matt Dominski III, Matt Dower, Matt E., Matt Jones, Matt Keen, Matt Mole, Matt Raines, Matt Taylor, Matteo Fjordellmond, Matthew Buell, Matthew Coffey, Matthew Filla, Matthew Grafel, Matthew Moreni, Matthew owson, Matthew Pritchard, Matthew Robinson, Matthew Stave, Matthew Wasiak, Matthew Weber, Matthew Wilson, Matthias Schramm, Matthias Lönnqvist, Maurice Chai, Maurizio Puviani, Max Cevio, md1981, Meepie Farm, Melanie zumwalde, Melody, Michael, Michael Berkowitz, Michael Blake, Michael Buchheit, Michael Budden, Michael C Strand, Michael D. Coomes, Michael Dalziel, Michael Gerstbrein, Michael Grady, Michael Hall, Michael Hanckel, Michael Knickerbocker, Michael Korbis, Michael L. Stultz, Michael Mercer, Michael Mifsud, Michael Moss, Michael Poinaeu, Michael R Black, Michael R. Bacon, Michael Ressayt, Michael Smith, Michael Street, Michael Tapscott, Michael Tindill, Michael Washburn, Michael Wheeler, Michael Wvuyil, Mick Dalstra, Michelle Trout, Miguel Antón, Miguel Estefania, Mihi, Mike Chase, Mike Clarke, Mike De Groot, Mike Edelstein, Mike Freeman, Mike Glader, Mike Irvin, Mike Obrien, Mike Radchenko, Mike Schmitzer, Mike Wall, Mike Wirth, mikelsauros, mikester9809, Mikolaj Laczynski, Miles Fitzpatrick, mille, MindlessMuz, MirabelleBenou, Miroslav - Board Game Weekly, Mitch Schroeder, Mitchell Nicolson, Mksiege, Mo Finn, Modern Art, Monkey, moocifer, Mordamir, Moritz Lo, Morten Monrad Pedersen, mrbblackkat, MrDigidig, Mrs Ninjadog, MTMabie, Mugianesi Anthony, Murongying, Murray Whiteford, N. L. Nacho Abal, Nadirah, Namit Kaha, Nan-Chang Chiu, NancyNM, Naomioooooo, Narciso Jaramillo, Nate Hendon, Nate Nash, Nathan Bohlmann, Nathan Culley, Nathan Young, Nathanael Green, Naveed Shaikh, ndpascoe, Neal Jesse, Nedwyrd, Neil Anderson, Neil Crockett, Neil Edmond, Neil Linnell, Neil Norman, Neil Morgan, Neil Shuch, Neoshmegg, Nevlin Beaver, Nic, Nicha Kittinaphan, nick, Nick Carter, Nick Gotch, Nick Hendricksen-Croicott, Nick South, Nicola Stanton, Nicola Ryan, Nicolas cloke, Nicolas P., Nicole Melrose, Nieka FIELDS, Nigel Hopkins, Nigel Prebble, Nigel Swan, Nigel Thomas, Nik, Nik Doran, Niklas Grundstrom, Nikolas Connors, Nikolaus Wolf Metternich, Nikos Diavatis, Nexxuss, Norman Stewart, North Star Games, NukaCola, nullcorp, nyck, Ock Entertainment, OI Grumpy, Olaf Lempa, Oliver Biesler, Oliver Clarke, Oliver Eng, Oliver Marshall, Oliver Paeuser, Olivier Burger, Olivier Vanneron, OnkelZorn, OrangeWhip, Oren Douek, Oscar Fernández Mora, Ostränge, Owen Isaac, P Bradshaw, PabloDiablo, Painted Armies, Pán Kevély, pandagram, Parisa Shrivani, Pasi Leppämäki, Pasquale Priolo, Patrick Baillargeon, Patrick Bonnick, Patrick Connolly, Patrick Corbett, Patrick Decelles-Bates, Patrick Garvin, Patrick Hayes, Patrick K, Patrick Murphy, patrick obrien, Patrick Scheller, Patrick Sewell, Patrick Smith, Patrick Ward, Paul, Paul Aceto, Paul Armarego, Paul Bach, Paul Barrett, Paul Belchamber, Paul Clarke, Paul F, Paul Grogan, Paul Hackman, Paul Heald, Paul Ibbts, Paul Isherwood, Paul Kanter, Paul Kellett, Paul McGovern, Paul Perry, Paul Sacco, Paul Seagrave, Paul Thompson, Paul Wake, Paul Willing, Paul Wise, Paul Wright, Paul Zbytowski, Pavel Hammerschmidt, PDS, Peacock, Pedro Zanz, Peet du Plessis, pelish, Per Ohlin, Peregrine Nicholls, Perry Tampan, Pete Paguyo, Pete Thane, Petehere, Peter, Peter A. Peter Asimakis, Peter Bateman, Peter Clarke, Peter Hofland, Peter J, Peter Kageyama, Peter Kerr, Peter Korcz, Peter Leung, Peter Loftus, peter mcgilvray, Peter Olson, Peter Prince, Peter Roach, Peter Rushton, Peter Schott, Peter Sjögren, Peter Soekamoto, Peter Molik, Philip J Fracica, Philip Knight, Philip Rogers, Philip van Niekerk, Philip Zwart, Picard Laurent, Pieter Degrendele, Pietro Li Voti, pikaraph, piyohet, pjandy, PK, PlanBee, Pollepaap, Preston Ellsworth, Preston Ward, ProffHill, PsychiLORD, Puckstopper, Punisher, PunkReaper, QualityChimp, Quentin Jones, Quentin Winkler, Quidditys shore, Quirkworthy, R A Bardy, R.A.J., Zienkocet, Rachel Jones, Rafael Sanchez, Raganuffin Jojo, Rain Kirjainen, Ralph Mazza, Ralph Pickard, Ramin Mousavi, Randal D Scherer, Randal Tang, RandyHoward Katz, randy vranesh, Ransom Trimble, Raphael Vermeil de Conchard, Ravnos Phantom, Ray, Ray R., RayLancer, Raymond Dickson, Raymond Lee, Reese Lloyd, Reg Newell, Reimund Kreidler, Remassogs Realm, Renate Cloake, Rene Peterson, Rene Zoeffel, Renee Anslow, Restlessenergy, Rhonda Abello, Rhonda Peek, Rich Radgosis, Rich Sommer, Richard, Richard A. Johnson, Richard Barton, Richard Boulet, Richard Brain, Richard Brown, Richard Canchola, Richard Chapman-Hughes, Richard Davies, Richard Edward, Richard Gable, Richard Grayden Zuver, Richard Hellsten, Richard Hudspeth, Richard Jenkin, Richard Lane, Richard Mandeville, Richard McNally, Richard Morgan, Richard Mulholland, Richard Neale, Richard Orpen, Richard P, Richard Scott, Richard W. Evans, Richard Walsh, Richard Willis "RhyfelYGroes", Richard Wolfrik Galland, Rick Scovill, Rick Yarto, Ricky Royal, RLL, Rob Barger, Rob Harper, Rob Seymour, Rob Stevenson, Robert, Robert, Robert Affection, Robert Cairo, Robert Chapman, Robert Compton, Robert Dickerson, Robert Duman, Robert Engel, Robert Hastler, Robert Hessling, Robert Johnson, Robert L. Vaughn, Robert Muncy, Robert Nel, Robert Rankin, Robert Taylor, Robert van Grieken, Robert Wagner, Robert Williams, Robin B, Robin Claw, Robin Goodall, Robin Norris, Rocky Ayers, Rodney Rhea, Rodney S., Roel, Roger Anslow, Roger Dumas, Roger Hicks, Rogue Process, Rolling Solo, Roman Kellner, Ron AM Senior, Ron Drenbestedt, Ron G., Ron Kittendorf, Ron Pearsall, Ron Rastenis, Ron Somy, Ronan Rice, Rory J. Somers, Ross O'Dell, Roy, Roy, Royce H Reiss, Ruben Herrero, Ruben van der Zee, Russell Cox, Russell Dewhurst, Russell Henry, Russell J. Alphey, Russell Martin, Russell Tomlinson, RVB1023, RY, Ryan B. Hull, Ryan Byrd, Ryan Heilmann, Ryan Kloepfer, Ryan Lorence Syfargo, Ryan Moore, Ryan Shannahan, Ryan Waters, Ryn Noyu, Sabine Dommens-Völkel, Sablefox, Sacha caivin, Salvador Bernardo Sala, Sam Lawton, Sam Watson, Samu Somppi, Samuel, Samuel Barker, Samuel Faurin, Samuel Kryger, Sander Mooreses, sangioon sun, Sarah-Jane Bonney, Sasha Diklich, Sasquatch Incognito, Saya Lee, Saytsson schmatzgetsig, Scott Alden, Scott C. Scott Manning, Scott Moore, Scott Sarlin, Scott Sorensen, Scott Vance, se whan oh, Sean Carver, Sean Emberley, Sean McFadden, Sean Norman, Sean Schlagen, Sean Wideman, Sean Wilson, Seb Coleman-Celis, Sebastian Carrasco Ulloa Medicina General, Sebastian Fehn, Sebastian Kortzen, Sebastian Ross, Sebastian Stoecklein, Sebastian Hauguel, seel julien, Selwyn Ward, Sergey Goncharenko, sergio Cesco-Cancian, Sergio Rodriguez Yanes, Sergio Silvio Herrera Gae, Selina Patterson, seungMin Cho, Shadus Tan, Shalmy, Shane Steege, Shaun Randall, Shaun Tierney, Shawn Hanna, Shihayazat, Shyam Kumar, Sid Stallings Jr, sidefield, sigge busse, silentxstun, Simon, SIMON, Simon, Simon Anderson, Simon Appleyard, Simon Baldwin, Simon Beal, Simon Boynton, Simon Coston, Simon Clemenson, Simon Cooper, Simon Kind, Simon Rogg, simon thornton, simon wilder, SimpleUser, Sir-Matty Stoner, SirJAGman, Sisyphus, smalczak, Snowfox, Solo Crusader, Song Dong Hyuk, Songhyeon Seo, Sonny Drake, Speshul, Sporz, Spyridon Mpakas, Stacysenise, Starranger, Stefan, Stefan Andreas Nelson, Stefan Beck, Stefan Haydn, Stefan Lütjan, Stefan Pohl, Stefan S., Stefan Walcher, Stefan Wertheimer, Stefano Losi, Steffen, Stephan Chiarini, Stephan Lorenz, Stephanie, Stephen, Stephen "Tibbs" Gaskell, Stephen A Cuyler, Stephen Chiu, Stephen Foulk, Stephen Hindmarsh, Stephen Johnson, Stephen Margrison, Stephen Randall, Stephen Slotten, Stephen Warren, Steve, Steve, Steve Cox, Steve Excell, Steve Galton, Steve Leach, Steve Mansler, Steve McHugh, Steve meyrfordt, Steve Ross, Steve Takacs, Steve Tanner, Steve Vallenzer, Steve Walker, Steve Weekes, Steven Crane, Steven Gerrish, Steven Linton, Steven Marshall, Steven Molten, Steven Moy, Steven Rauch, Steven Smith, Steven M. Smith, Stewart Graham, Stewart Whyte, Strahleo, stu, Stuart Dobson, Stuart Lister, Stuart Williams, Sunny Neuroshimia, SuperNova, SuSuA, Swab, Swampfox01, Sylvain carriere, Sylvain Lebel, Szczepan Frydrych, Tang Wei Shiong, Taras, Tazzz, Telepantia, Terence Benitez, Terence Burnett, Terry Gavin Bailey, Thad McColloom, The Game Steward, The Glass Die, The High Frontier, The Immoortal Penguin, The Ludoquist, The Mad Miller - Timo, The Master of Fright, The Rangdo of Arg, The CrankyLawyer, Theodore Altenero, Tho, Thomas Deno, Thomas Gagniarre, Thomas Iversen, Thomas Littleton, Thomas Vaucher, thorben, thornae, throwingmuse, Thue Eriksen, Thuro Correa de Oliveira, Tidalick, Tim, Tim Burnett, Tim Carter, Tim Cockitt, Tim Hammond, tim harding, Tim Harrison, Tim Holliday, Tim Love, Tim Owen, Tim Porter, Tim Tennant, timc, Timo Stepper, Timothy Bennett, Timothy O'Shea, Timmy T, Tina Kagston, Tim Lawrence, TingBear, Tino, Tirs Abril, TJ Tumplin, Toby Merida, Toby morton, Todd, Todd, Todd Wagener, Todd Young, Tokuhau, Tolga Asveren, Tom, Tom B, Tom Butler, Tom Clare, Tom Geraghty, Tom Guthrie, Tom Hoeffe, Tom Nichols, Tom Smith, Tom Tornado, Tommas Hammar, Tommas Hedlund, Tommaso, Tommi Putkonen, tomyokuy maruta, Tony, Tony Barrett, Tony booth-Lydon, Tony Garry, Tony Kaiser, Tony Kerkhove, Tony McKeown, Tony Williamson, tonybonydell (4 The Future Ltd), TonyC, Tor Andersson, Tor Houghton, Torben Schmidt, Torin, trajan1310, Travis Hunter, Travis Monson, treeRickets, Trent, Trevor Heska, Trevor Roberts, Trevor Wilson, Tristram Jackson, Troels Petersen, Trond Harstad, Troy Pollex, truth, Thos Noxid, Tyler, Tyler Gingrich, Ugo Cimone, ugo greedy, Umibun, underthemountainblov, Uve Potsepp, Val Doonican, Valentin Golobokin, VanQuishSound, Vasily McCausalem, Vessiere, Vibeke Knappskog Olsen, Victor, Victoria Short, Viking, Fury, Vikki Drummond, Viktor Kleineisler, Vill20, Vincent Bonavatura, Vincent Murcia, Virgildee Daniel, Vitriool, Volker Bache, Vy Nguyen, Wade, Wade Altmeier, Wade M. Page, Wade Woelfle, WalkerBole, Walter Flotl, War Wolf, Warren Que, Wuy, Warren Zdan, Wayne Giza, Wayne Wooten, Welldone Asyncon, WeloAlava, Wendy A F G Stengel, Wes Palmer, Wiffle Trumps, Will F, will kendrew, Will Mitchell, Will Paddock, Will W., Willennium, William A. Besley, William Allison, William Astley, William DeMarco, William Dovan, William J. Hupp, William Jon Bowen, William Miller, William R. Miller, William Shaw, William Stallings, William Stone, William Woodford, Wim Roelants, Wingo, Wipo, Wyrick, Wolfgang Griessl, Wong Kum Yew, Wouter Storme, Wrema, Xrayman, Yannick Kilberger, Yannick Verdyrd, Yaris, Yaron Davidson, Yeow Choon Hong, Ygouf, Ymsur, Yung Siong Oon, Youusuke Nagano, Zac Peake, Zach Boles, Zack Roehr, Zed the Merciless, Zolzee83hf, Zrinja, Zwolfondu



## ROUND ORDER SUMMARY

1. **Preparation** draw 2 cards, ready all cards
2. **Deployment** take turns to play Actions
3. **Wedge** battles
4. **Objective** battles

## TURN ACTIONS

- A). Play a Card;
- B). Execute an Action;
- C). Sacrifice a Card; or
- D). Pass

# Gameplay Example

Norman discard pile 

Norman card deck 

Saxon discard pile 

Saxon card deck 

### Player 1 Battlefield

		
		
Row 3		
Row 2		
Row 1		

Reserves (Tactics)

2

Wedge 1

Wedge 2

Wedge 3

### Player 2 Battlefield

		
		
Row 1	Row 2	Row 3

### Norman objectives

1



Active



Defeated

### Saxon objectives



Defeated

1



Active

## Notes

1. Both players have defeated the Halley's Comet Objective and are currently on their next Objective.
2. William has played Castle on the Hill and attached it to Wedge 1 to show that he gains Might +2 in that Wedge.
3. Harold has Tired the English Thegns for their Resource 1 ability.
4. Harold has played Crowning at Westminster on Harold Godwinson, attaching the card to show that Harold Godwinson gains Zeal +1.