



1415 A.D.

The Battle of **Agincourt**

- ☐ A complete historical game/simulation of a decisive battle in English history.
- ☐ A Series 120 Game, playable in two hours by two beginning players, ages 12 to adult.

The Battle of Agincourt 1415 A.D.

Copyright 1978, Game Designers' Workshop

THE BATTLE AT AGINCOURT

Historically, the battle at Agincourt in 1415 was a typical, slow-moving clash of medieval arms. The English slowly advanced to form a battle line, assuming a complicated (for the period) formation to make the best use of the many archers reinforcing the small number of English knights present. Since early morning, the French had held a standard line position, waiting for the English to attack. Much of the waiting time was spent jostling for a position in the first rank; all of the Frenchmen expected a quick and easy victory.

Agincourt was a turn-about: the few English, outnumbered three or four to one (the sources disagree on the exact ratio), won a strong victory, decimating the enemy ranks and routing the French forces. This game is a simulation of that situation. The background and the situation of the battle are more fully covered in the historical summary at the end of this booklet.

SERIES 120

Agincourt is a *Series 120 Game*, published by Game Designers' Workshop. Intended as a blend of historical insight and enjoyable recreation, it is designed to be played by two persons (familiar with the game rules) in under two hours. Learning the game system itself should take no more than 45 minutes.

1. GAME COMPONENTS

Agincourt includes, as basic components, a game map of the historical battlefield, a sheet of die-cut counters to represent the troops who fought the battle, a set of rules and accompanying charts governing play of the game, and an

historical summary to provide background information.

The Map: The game map is a 17 by 22 inch sheet showing the battlefield at Agincourt, bounded on the east and west by woods and brush. Overlaid on the map is a hexagonal grid which serves much the same purpose as the square grid in chess: the precise definition of where each counter, and also of its real and potential movement ability. Troop counters are placed in the hexagons and move using the hexagon grid for reference.

The Counters: The sheet of counters provides 120 individual die-cut markers each one-half inch square. Each counter is printed with a symbol indicating the type of force it represents, and with three numerical factors defining strengths and abilities. The attack factor indicates the troop's strength when attacking, and is based on the unit's manpower, armament and training. The defense factor indicates the unit's strength when defending and is based on both manpower and the type of armor or protection available. The morale factor is an expression of the relative ability of troops to remain in battle while receiving adverse results. There is no specific movement factor printed on the counters, but movement ability is easy to remember, and fully explained in the movement rule.

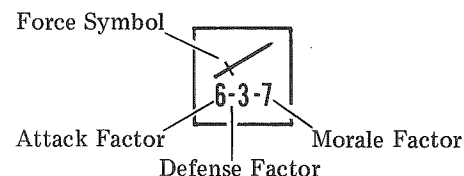
The Rules: This booklet contains the rules which govern play of the game. Keep in mind that *Agincourt* is a simulation game, intended to reproduce the reality of battle, rather than an abstract game dealing merely with relationships. The rules dictate (within the terms of the scale of the game) actions which were possible, and prohibit actions which were impossible. Within those limits, all

potential outcomes of the battle are possible results of the game.

The Historical Summary: Also included in this booklet is an historical summary of the situation and the background of the battle at Agincourt. Details of the Hundred Years War, the battle itself, and the long-term effects of the battle are covered.

Note: Two dice are called for in the course of the game, serving to generate random numbers to resolve combat and morale situations. This imposition of chance is used to prohibit players from absolutely knowing what their forces will do. It does not, however, make *Agincourt* a game of chance; instead, it remains one of tactics, strategy, and skill. Dice are not

COUNTER FORMAT EXAMPLE



TYPES OF FORCE SYMBOLS

Symbol	Definition
	King and Retinue
	Leaders and Retinue
	Men-at-Arms
	Cavalry (Mounted Men-at-Arms)
	Archers
	Regicides

provided with this game, but are generally available in other games around the house or at local hobby stores.

2. TURN SEQUENCE

Agincourt is played in turns; each turn being further divided into phases to allow specific types of actions by the players. The two players alternate turns, just as in chess or checkers: a player executes a turn, after which the opponent executes a turn.

Within each turn, its phase structure determines which actions are to be performed by a player, and in what order. This phase structure is:

1. *Movement.* The player may move any of his units which are capable of movement.

2. *Missile Combat.* The player may make any missile (arrow) attacks he desires, provided the target is in range and various rules do not prohibit the attack.

3. *Melee Combat.* Both players may make any melee (hand-to-hand) attacks possible, provided the enemy unit being attacked is adjacent, and attacks by the non-phasing player are counter-attacks.

4. *Rally.* The player may attempt to rally units which have routed by making a morale check for each of his unrallied units on the map.

Thus, in the above phase sequence, the English player (in his turn) would first move all of his units as he desired. After movement, archers could fire at enemy units. After archery, men-at-arms could melee with adjacent enemy units. Finally, routed English units could make morale checks in an attempt to become unrouted. Because of the sequence, archery fire after melee is prohibited, and melee attacks after the rally phase are prohibited.

The English player always moves first. After the English player has completed his turn, the French player undertakes his turn. The game lasts a total of 16 turns (8 turns for each player).

3. STACKING

The unit counters in *Agincourt* are placed in the hexagonal cells (called hexes) of the game map, and are moved from hex to hex during the course of the game. In general, no more than one counter may be placed in a single hex at any one time. Units may not move through a hex which already contains a unit, be it friendly or enemy.

The French Regicide counter is an exception to the general rule, and is more

fully explained in the special rule covering Regicide.

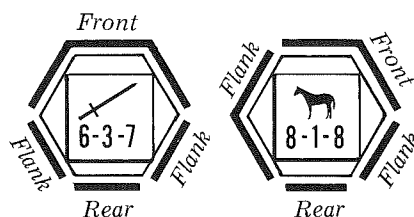
A unit which violates the prohibition against stacking is eliminated from the game.

4. FACING

All units in the game have specific facings: that is, each has a front, flanks, and a rear. Facings affect the efficiency of a unit in combat. Obviously, a unit attacked in the rear would not be as well off as a unit attacked to the front. Facing also affects the direction in which a unit may move.

The top of each counter (as it is read) determines facing. The hex side adjacent to the top of the counter, and the two adjacent hex sides form the *front* of the unit. For cavalry, only the right adjacent hex side is used; see the diagram and note below; the hex side facing the bottom of the counter (the side opposite the top) is the unit's *rear*. All other hex sides are the unit's *flanks*.

FACING DIAGRAM

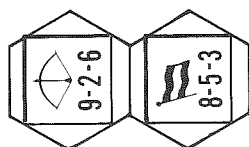


All unit types other than cavalry are treated as men-at-arms for facing.

A hexagon adjacent to a unit, and sharing a front hex side with that unit, is called a *front hex*; units may attack an enemy unit in melee only if it is in a front hex. Similarly, hexes adjacent to a unit and sharing a flank hex side are called *flank hexes*; those sharing the rear hex side are called *rear hexes*.

In the Facing Example, the English unit (9-2-6) is in a front hex of the French unit (8-5-3); the French unit is in the rear hex of the English unit.

FACING EXAMPLE



Routed Units: Routed units lose all facing, and defend at one-half strength regardless of the direction of any attack. Having no facing, they are not subject to rear attacks (which entail a die modification for the attacker of -4). Upon rallying, the unit may assume any facing.

Cavalry Facing: Cavalry has a smaller than normal front dictated by the restricted swing of the sword and lance while mounted.

Missile Fire: When archers fire arrows, the target is not necessarily adjacent. Arrow fire must be made through the archer's front hex sides.

Backed-up Morale: Units are often called upon to make morale checks in combat. Each English unit may ignore a morale check if it has a friendly unit in its rear hex.

5. MOVEMENT

Units may move in the course of the game. Unit movement is standardized on the basis of unit type, and is expressed in movement points. Cavalry has four movement points, each archer has three movement points, and all other units (Regicide, Men-at-Arms, King and Retinue, and Leaders and Retinue) have two movement points each.

A unit may move a number of hexes up to its movement point total during its movement phase. Thus, a French cavalry unit could move up to four hexes in its movement phase. A player may move any number (all, if he desires) of his units in his movement phase. Unmoved units may not accumulate their unexpended movement points for later turns. Units may elect to move less than their full movement factor (for example, a cavalry unit could elect to move only two hexes).

Units may only move into their own front hexes. If a unit does not move at all, it may turn (alter its facing) to face any hex side. Exception: Cavalry may also move into its left forward flank hex, in effect gaining the otherwise lost front hex for purposes of movement.

When moving, a unit must always retain the same facing. It may not change its facing upon entering a new hex.

Terrain: No unit may enter a hex which contains forest pattern over the entire hexagon. Only archers may enter hexes which have some forest pattern in them. All other units must always be in and move through entirely clear hexes.

Cavalry Charges: If a cavalry unit moves three hexes in a straight line and ends its movement adjacent to an enemy unit, it has charged and receives a charge bonus in the melee phase.

6. COMBAT

Combat between units occurs in the Missile Combat and Melee Combat Phases after the Movement Phase. Missile combat involves the firing of arrows at enemy units up to six hexes distant. Melee combat involves adjacent enemy units in hand-to-hand fighting. After allowing for range, both types of combat are resolved in the same way, and use the same combat factors (thus, archers' attack factors may be used in either missile or melee attacks). Only archers belonging to the phasing player may make missile attacks in the Missile Combat Phase; both players may make melee attacks during the Melee Combat Phase.

The term phasing player refers to the player whose current turn it is; the French player is the phasing player in a French turn. The phasing player's opponent is the non-phasing player.

Missile Combat

In a player's Missile Combat Phase, his archers may fire at enemy units. Such targets must be to the archer's front, within range, and in sight. Archers which do fire in the Missile Combat Phase may not attack enemy units in the Melee Phase to follow.

Facing: Archers may only fire through their front hexes. Archery fire against the rear of an enemy unit (the fire actually passing through the rear hex side of the attacked unit) is allowed a die roll modification of -4 on the Combat Results Table. When the die is rolled in combat, the result is decreased by 4 before the CRT is consulted.

Range: English archers may fire against any enemy units six or fewer hexes distant. French archers may fire against any enemy units three or fewer hexes distant. Units out of range may not be attacked.

Sighting: Enemy units may be attacked only if a direct line-of-sight may be traced from the archers to the target. This line-of-sight must be a straight line which connects the center of the firing hex with the center of the target hex, unobstructed by the intervening presence of other units (of either side) or by full forest hexes. In those cases where the line-of-sight passes directly along a hex side, the attacker may indicate through which hex the line passes (taking the path most to his benefit). The Line-of-Sight Diagram indicates examples of clear line-of-sight with solid lines and blocked line-of-sight with dashed lines.

General Notes: Each archer may only

fire once per friendly Missile Combat Phase, and may not engage in melee in the following Melee Combat Phase if it did fire. No more than one archer may fire at a single enemy unit per phase; combining archers to make multiple attacks with missiles is prohibited.

Routed units have their defense factor halved when attacked with missile fire.

Melee Combat

After missile attacks, units belonging to the phasing player may perform melee attacks against enemy units which are adjacent and to their front. Immediately after each separate melee by the phasing player occurs, if the unit attacked is not routed or destroyed, it may counter-attack one of the attacking units.

Facing: Melee attacks may only be made against enemy units which are in the attacker's front hex.

If the attacking unit is itself in the defender's rear hex, the attacker is allowed a die roll modification of -4 on the Combat Results Table. When the die is rolled, its result is decreased by 4 before the CRT is consulted.

No die modification is called for when the attack is against a defender's flank.

Multiple Attacks: More than one unit may participate in a melee attack on an enemy unit. The attackers must sum their attack factors and make one attack which is resolved at one time (with one die roll). No more than one unit may be attacked in a single attack; no unit may be attacked more than once in a Melee Combat Phase.

Cavalry Charges: Cavalry units which have charged in the Movement Phase are allowed a die roll modification of -2 on the Combat Results Table. When the die is rolled, the result is reduced by 2 before the CRT is consulted.

Combat Procedure

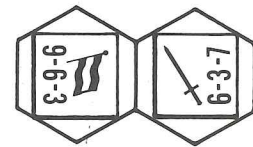
Both missile and melee combat are resolved in the same manner, through the

creation of combat odds and reference to the Combat Results Table.

Odds Creation: The attack factor of the attacking unit (or the sum of the attack factors of the attacking units) is noted and compared, in ratio form, to the defense factor of the defending unit. This ratio is always stated attacker first, in a form such as 9:2 or 3:1. This combat odds ratio, or odds, is then rounded or reduced as necessary to conform to one of the combat odds ratios expressed along the top of the Combat Results Table. Where rounding is necessary, it is always performed in favor of the defender. Thus, 8:5 rounds to 1.5:1, while 9:2 rounds to 4:1.

For example, the Combat Diagram shows an English Leader and Retinue unit (attack strength of 9) attacking a French Men-at-Arms unit (defense strength of 3). The combat odds ratio, stated attacker first, is 9:3, which rounds to 3:1, corresponding to an odds ratio on the Combat Results Table.

COMBAT DIAGRAM



As a further example, two or more English units could make such an attack. If two English Leader units (each with an attack strength of 9) made an attack, the odds would be 18:3, which is greater than 4:1, but is treated as 4:1.

The Combat Results Table: The Combat Results Table is now consulted. Two dice are rolled and the numerical result is noted. If a die modification is called for, it is applied. The result is then correlated to the table: at the intersection of the correct odds column and the die roll result row is a specific combat result; no effect, morale check, and elimination. The indicated result is implemented.

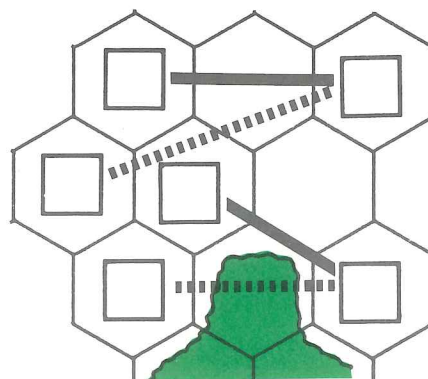
A. No Effect— The attack has been inconclusive or unsuccessful, and no worthwhile effect has taken place.

B. Morale Check— The force of the attack has visibly affected the defenders, and lower quality troops will probably abandon the battlefield. The defending unit must undergo a morale check as defined in the Morale Rule.

C. Elimination— The defending unit has been destroyed as an effective fighting force. It is removed from play; the counter is removed from the map and placed aside.

Advance After Combat: If a hex is vacated by combat, one of the attacking

LINE-OF-SIGHT DIAGRAM



units may move into the vacated hex, provided it does so immediately and is capable of entering the hex (under the Terrain Rule) before any other combat is resolved.

Multiple Die Modifications: In cases where some units are allowed a die modification and others are not, or where different units are allowed differing die modifications, only one die modification may be implemented in a single attack. Thus, in a combat situation where the attacker is eligible for both a rear attack (-4) and a cavalry charge (-2) die modification, only one could be used (in this case, the best one would be the -4).

7. MORALE

Each unit has a morale factor; this is essentially the number which must be rolled or exceeded on two dice in order to prevent routing. When this consultation is made, it is referred to as a morale check.

Units make morale checks when directed to by the CRT and when attempting to rally during the Rally Phase.

Routing: A unit which fails a morale check is routed. The counter is inverted to show its status. The routed unit must move its full movement factor towards its edge of the map immediately (during the combat phase in which the rout occurs). Each hex the routed unit moves into must be closer to its map edge than the one it previously occupied. If this movement is prevented by the presence of any other unit, then the routed unit stops its movement.

Backed-up Morale: An English unit which is called upon to make a morale check as a result of combat, and which has a friendly unit in its rear hex, may ignore the morale check.

Rally: In a player's Rally Phase, each of that player's units which is in a routed condition must make a morale check. If the unit's morale factor is rolled or exceeded (on a two dice roll) the unit has rallied, is placed face up (assuming any facing desired), and may be used normally in future turns. If the morale check fails, the unit remains routed, and is moved its full movement factor towards its edge of the map. A unit which exits the map due to rout is removed from play and considered to be eliminated.

Note that a unit which fails its morale check in combat and is routed moves its full movement factor toward the edge of the map. In the Rally Phase, the unit would attempt to rally by making another morale check. If this check fails,

the unit remains routed, and again moves its full movement factor towards the map edge.

Effects on Combat: Routed units may not attack and are halved in defense strength when attacked. A routed unit which receives a morale check result in combat and fails is eliminated. If it succeeds, it remains routed, but is not required to move towards the edge of the map in this phase.

8. TERRAIN

The game map for *Agincourt* includes terrain markings in many of the map hexes.

Clear Hex: A map hexagon without markings or with only letters or numbers is a clear hex. Such a hex represents a part of the open meadow which served as the battlefield. All units must expend one movement point to enter a clear hex.

Full Forest Hex: A map hexagon which is entirely covered with green forest pattern is a full forest hex, and represents the wooded area which bounded the battlefield. No units may enter a full forest hex. Full forest hexes block lines-of-sight.

Partial Forest Hex: A map hexagon with only part of its area covered by green forest pattern is a partial forest hex. Only archers may enter such hexes, expending one movement point per hex.

Archers in partial forest hexes are doubled in defense against missile fire (but not melee combat). Non-archer units may attack units in partial forest hexes, but may not enter the hex or advance after combat. Cavalry attacking units in partial forest hexes may not receive the charge bonus die modification. A line-of-sight may be traced through a partial forest hex.

Stake Hex: A map hexagon marked with a V (or inverted V, depending on the map orientation) is a stake hex. Such a hex indicates the placement of sharpened wooden stakes by the archers as a protection against cavalry charges. Stake hexes are treated as clear hexes when no units are present in them. When archers are present, the archers are doubled in defense in melee combat; they are not doubled in defense against missile fire.

Troop Hex: Those map hexes with a rectangular block in the center are troop hexes.

The block is used to indicate that troops are placed in those hexes during initial game set-up. Troop hexes are treated as clear hexes for movement and combat purposes.

Each hex contains a unique number. This number may be used to record positions of units on the map for game descriptions, or when playing the game by mail.

9. SPECIAL UNIT ABILITIES

Many of the units in *Agincourt* have special or unique abilities.

Cavalry: Mounted Men-at-Arms units can charge by moving in a straight line for three hexes. Those doing so, and ending such movement with an enemy unit in their front hex may attack with a -2 die roll modification on the CRT.

Archers: Archers may fire at units not adjacent to them (up to 6 hexes away for English archers; up to 3 hexes away for French archers).

Archers in stake hexes which are attacked to their front are doubled in defense in melee combat. Archers in partial forest hexes are doubled in defense against missile fire.

Leaders: Each side has leader counters which affect morale. All units adjacent to a friendly leader (or king) counter are allowed two die roll modifications:

1. All units attacking are allowed a die roll modification of -1 for all attacks before consulting the CRT.

2. All routed units adjacent to a friendly leader (or king) counter are allowed a +1 die roll modification on any morale checks required as a result of combat or rally attempts.

If a leader counter is eliminated (not simply routed), or has left the map, all units of that side are subject to a -1 die roll modification on all morale checks. If two leaders are eliminated or have left the map, all units on that side are subject to a -2 die roll modification on all morale checks. If three leaders are eliminated, all units are subject to a -3 die roll modification on all morale checks.

If Henry V (the English King) is eliminated or has left the map, he counts as a leader eliminated, and no English forces may make morale checks in the Rally Phase.

Regicides: One counter represents a band of French knights who vowed to seek out Henry V (or die trying).

1. The regicide counter may enter any

hex (even those containing friendly or enemy units) except for full or partial forest. It must, however, end its movement in a hex containing no other units.

2. The regicide counter may ignore all morale checks if adjacent to any friendly unit.

10. VICTORY

Agincourt is won on the basis of enemy counters eliminated. At any point prior to the end of the 16th turn (8th French turn), the English win when 35 French units have been eliminated; the French win when 25 French units have been eliminated.

At the end of the 16th turn, if neither player has yet won, victory is determined on the following basis: the French player receives 1 point for each English unit eliminated, and one point for each French unit on or past hex row xx19. If the total is 25 or greater, the French player has won. If the total is less than 25, the English player has won.

Routed units still on the map do not count as eliminated units; routed units which have left the map do.

All units are each counted as one unit, regardless of strength of unit type.

11. PLAYING THE GAME

To begin playing *Agincourt*, the map must be placed on a flat surface, such as a table or the floor. If necessary, tape the edges down to keep the map flat.

The counters must be punched out of the stringers, and sorted into the various types available. If they are already punched out, the Counter Inventory indicates the forces and strengths of the pieces. There are 120 counters, including 9 blanks which may be used to replace lost pieces.

Setting up the game consists of placing the pieces on the map. The English player sets up first by placing one archer in each stake hex and one Men-at-Arms counter in each troop hex on the English side of the map. Leader and Retinue and King and Retinue counters may be placed in any clear hex behind the front rank of English troops. The single remaining English archer may be placed in a clear hex, behind the front line, and within 3 hexes of Henry. The French player then places one Man-at-Arms, archer, regicide or Leader and Retinue counter in each French troop hex. Some hexes may be left empty. French cavalry may be placed in any clear hex north of the first rank of French troops.

The English player moves first; play begins. . .

COUNTER INVENTORY

This listing indicates the exact factors and force types in the 120 counters employed in *Agincourt*. Noted are the quantity, description and factors as shown on the counters.

<i>English Forces</i>		<i>Factors</i>
1	King and Retinue	9-6-3
2	Leaders and Retinue	9-6-3
15	Archers	9-2-6
9	Men-at-Arms	9-5-5
6	Men-at-Arms	8-4-6
6	Men-at-Arms	6-4-5
<i>French Forces</i>		<i>Factors</i>
3	Leaders and Retinue	8-5-3
8	Archers	3-2-8
20	Men-at-Arms	8-4-7
12	Men-at-Arms	8-4-6
20	Men-at-Arms	6-3-7
8	Mounted Men-at-Arms	8-1-8
1	Regicide	6-6-3
9	Blank Counters	

At the point of the first move, forces have the following strengths and relationships:

	<i>British</i>	<i>French</i>
Attack Factors	327	494
Defense Factors	141	233
Morale Factors	210	492
Average Morale	5.38	6.83
Total Units	39	72

These figures give a gross indication of the relative strengths of the opposing forces. The interaction of strategy, tactics, and special rules, of course, ultimately determines the victor.

PLAY BALANCE VARIANTS

The following optional rules can be used to shift the balance of the game to one side or another. After playing the game a few times, players will have a better feel as to their skill, and may wish to include one or more of these rules as compensation, or for variety.

Archery: When arrows are fired at targets, accuracy and effectiveness decreases with the distance to the target. When firing at an adjacent target, archery is resolved normally. For each additional hex of range, subtract 1 from the die roll. Thus, missile fire at a target 3 hexes away is subject to a die roll modification of -2; such fire at a target 6 hexes away is subject to a die roll modification of -5.

French, Morale: Total French losses affect French morale. For each 15 French units eliminated, the French player subtracts 1 from the die roll on all morale checks. Losses are easily tallied on paper, or by placing eliminated French units in stacks of 15 to the side of the map.

DESIGN CREDIT

The Battle of Agincourt was designed and developed by Marc Miller.

Playtesting was performed by W. R. Detert and Brad Smith, with additional testing at Game Designers' Workshop.

Art Direction and Graphic Production by Paul R. Banner.

Agincourt

The battle of Agincourt was fought in the immediate vicinity of the town of the same name which lies midway between the mouth of the Somme river and the English-held port of Calais. The battle itself is notable primarily in that it saw the English army of Henry the Fifth, a modern and well-organized combined arms task force, pitted against that of France — a force vastly superior in numbers, but consisting almost exclusively of feudal levies of knights and men-at-arms.

Upon assuming the English throne in 1413, Henry V began pressing his claim to the French crown. Based on descent from Isabella of France, whose claim to the throne had long ago been disallowed, Henry's claim was legally groundless. Nonetheless, his position gained weight both from the incompetence and frequent insanity of Charles the Sixth, the reigning French monarch, and from the bitter rivalry between the Dukes of Orleans and Burgundy, the most powerful French nobles other than the King.

Henry, an energetic and charismatic leader, was able to persuade parliament to vote a large subsidy which he supplemented further with personal loans. Using these funds, Henry raised an army of 10,000 men on a scale seldom seen before in Europe. This was no feudal army, ponderously moving across the countryside and living off the land. Instead, it was a compact, well-trained and drilled combined arms striking force, well supplied with transport and logistical support, and boasting several siege guns. Carrying its own provisions, Henry's army could march in any direction it chose.

In August of 1415, Henry sailed with his army and, instead of landing at the friendly port of Calais, struck Harfleur, on the mouth of the Seine. This bold stroke would, once Harfleur fell, place his army close to Paris and enable a seizure of French capital and crown with only a short march. The city, however, proved a formidable obstacle, and the siege lasted a month instead of a week. Henry's timetable was shattered. When the harbor fortress finally fell, Henry had lost a fifth of his force to wounds or disease, and a further thousand men were required to garrison the city and establish a base for operations. The English field army was reduced to barely 6,000 men. Further, the weeks of siege had allowed the French to assemble a large army which now blocked the route to Paris.

While Henry now faced facts, and realized that his original plan was impossible, to tamely withdraw to England was equally unthinkable. In defiance to the French, he resolved to march overland to Calais, hoping to humiliate the French with his brazen trek through the enemy heartland. Such a march would serve also to demonstrate to Henry's supporters at home that he was worthy of additional support and loans for his cause. Although he was severely outnumbered, Henry trusted to his superior mobility as protection from serious engagements. Leaving their artillery and much of their baggage behind, the English set off in early October.

Marching along the coast, the English had more distance to cover to reach the Somme than did the French, who were able to cross the river and interdict the crucial fords which occurred only intermittently along the river. Turning south, the two rival armies marched in parallel columns separated by the river, until they reached the vicinity of Foully. There the Somme takes a turn to the northeast and follows a new course to Peronne, where it again cuts south to Voyennes, thus forming a broad loop. While the French were forced to traverse the outside course of this bend, Henry cut across to Voyenne and there crossed the river in advance of the enemy. The armies then marched north on parallel tracks toward Calais until the 19th, when the French cut the English line of advance. The pitched battle which Henry had tried to avoid was now inevitable.

Outnumbered nearly four to one, there was reason for English despair. Of the 6,000 men in the English force, only 1,000 were armored men-at-arms, the vast bulk being simple archers. Facing them was the French army of 25,000, the clear majority of which were men-at-arms, and 1200 of which were mounted. The battlefield, however, could not have been better for the English. The field of battle was roughly 950 yards wide (widening to 1200 yards at the French end), and bordered by the woods surrounding Agincourt on the east and Tramecourt on the west.

The English deployed their men-at-arms in three divisions, with the archers both between the divisions and on each flank. The archers carried large wooden stakes which they drove into the ground in front of their positions to frustrate cavalry attacks.

The French, due to their larger numbers, were forced to deploy in much

denser formations. The dismounted knights deployed in two dense lines with cavalry forming a third line and on the flanks. What archers were there were placed between the first and second line. Apparently the French chose such restricted terrain in a strategy to contain the flanks of the English; the French had already developed a healthy respect for flanking fire from longbows. Shortly they would receive an additional lesson in their use.

As the English loosed their first volleys of arrows, the French immediately realized the disadvantage of their position. Weighted down by their armor, the troops of the first line were slaughtered as they ponderously advanced across the rain soaked ground. The English employed both high arcing fire and flat trajectory direct fire, so that the French were unable to effectively meet both threats with their shields. To counter this, the cavalry on the flanks advanced, but were also slowed by the sodden ground, halted by the archers' stakes, and decimated by the repeated flights of arrows. The cavalry fell back in confusion; the line behind them became disordered as horses collided with men. Into this wallowing, milling mass, flight after flight of arrows fell until the slaughter was nearly complete.

Upon exhausting their arrows, the archers advanced and set upon the helpless remnants of the French front line, dispatching the wounded and taking prisoners where ransom was promised. The second French line was even less effective, being disordered by the fugitive survivors of the first, and soon it was broken and scattered.

However, the third line was uncommitted, and unfounded rumors of a French army in his rear caused Henry to order the massacre of his prisoners, an act which has caused some criticism of Henry, but which even the French later concluded was clear military necessity under the circumstances.

When the French third line finally charged (those of it who had not quietly made their way from the field) it faced the near impossible task of crossing the tangled jumble of bodies of the first two lines, now forming a wall between them and the English. Its fate was also shortly decided.

In all, the French lost 10,000 dead and another 1,000 prisoners, nearly half the total army. Henry completed his march to Calais and then to England, where he was hailed as a hero, and deservedly so.

—Frank Chadwick

COMBAT RESULTS TABLE

Die Roll	Combat Odds Ratios							
	1:4	1:3	1:2	1:1	1½:1	2:1	3:1	4:1
2 or less	D	D	D	D	D	D	D	D
3	M	M	M	D	D	D	D	D
4	—	M	M	M	D	D	D	D
5	—	—	M	M	M	D	D	D
6	—	—	—	M	M	M	D	D
7	—	—	—	—	M	M	M	D
8	—	—	—	—	—	M	M	M
9	—	—	—	—	—	M	M	M
10	—	—	—	—	—	—	M	M
11	—	—	—	—	—	—	—	—
12	—	—	—	—	—	—	—	—

EXPLANATION OF COMBAT RESULTS

— : No Effect. The attack has been unsuccessful or inconclusive, and no worthwhile effect has taken place. The defending unit may make a counter attack if this result occurs in melee combat (except as a result of a counter attack).

M : Morale Check. The force of the attack has visibly affected the defenders, and lower quality troops will probably abandon the battlefield. The defending unit must undergo a morale check; the unit's morale factor must be thrown or exceeded on two dice. If the morale check fails, the unit is routed, and must immediately move toward its edge of the map. See the Morale Rule. If the ending unit is not routed, it may make a counter attack (except as a result of a counter attack).

D : Elimination. The defending unit had been destroyed as an effective fighting force. It is removed from play; the counter is removed from the map and placed aside.

Odds of greater than 4:1 are treated as 4:1. Odds of less than 1:4 have no effect.

GAME TURN SEQUENCE

The game lasts 16 turns (8 turns per player. The English player sets up and moves first.

1. Player moves all units desired.
2. Player makes all missile attacks he desires, and which are allowed.
3. Player makes all melee attacks he desires, and which are possible. All defending units which survive unrouted may make counter attacks against their attackers.
4. Player attempts to rally routed units.









































DIE ROLL MODIFICATIONS









Dice throws on the Combat Results Table may be modified in several situations. Only the best modification may be used in any one attack.

















- Rear Attack: -4.
- Cavalry Charge: -2.
- Adjacent to a Leader: -1.
- Leader Unit: -1.
- King: -1.

















Morale checks may be modified in several situations. Such die modifications are cumulative; all die roll modifications which apply to a situation may and must be used.

















- Adjacent to a Leader: +1.
- Adjacent to a King: +1.
- English Backed-up Unit: Ignore Check.
- Regicide which is adjacent to a friendly unit: Ignore Check.
- Per Leader Eliminated: -1.


 6-4-5	 6-4-5	 6-4-5	 6-4-5	 6-4-5	 6-4-5	 8-4-6
 8-4-6	 8-4-6	 8-4-6	 8-4-6	 8-4-6	 9-5-5	 9-5-5
 9-5-5	 9-5-5	 9-5-5	 9-5-5	 9-5-5	 9-5-5	 9-5-5
 9-2-6	 9-2-6	 9-2-6	 9-2-6	 9-2-6	 9-2-6	 9-2-6
 9-2-6	 9-2-6	 9-2-6	 9-2-6	 9-2-6	 9-2-6	 9-2-6
 9-2-6	 9-6-3	 9-6-3	 9-6-3	 9-6-3		

						 6-6-3
 8-5-3	 8-5-3	 8-5-3	 8-1-8	 8-1-8	 8-1-8	 8-1-8

 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7
 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-7

 8-4-7	 8-4-7	 8-4-7	 8-4-7	 8-4-6	 8-4-6	 8-4-6	 8-4-6
 8-4-6	 8-4-6	 8-4-6	 8-4-6	 8-4-6	 8-4-6	 8-4-6	 8-4-6

 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7
 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7	 6-3-7

 6-3-7	 6-3-7	 6-3-7	 6-3-7	 3-2-8	 3-2-8	 3-2-8	 3-2-8
 8-1-8	 8-1-8	 8-1-8	 8-1-8	 3-2-8	 3-2-8	 3-2-8	 3-2-8

