

## **CtC Scenario: Agincourt, 1415, England vs. France**

### **Historical Context**

You know the story..."band of brothers...". Henry V resuscitated the English campaign to secure the crown of France and protect the ever-diminishing territories under his control. After the successful siege of Harfleur, his army was threatened by a purportedly much larger French army under Charles d'Albret, the Constable of France. Near the village of Agincourt ("Azincourt") Henry precipitated the battle that secured his reputation as a great English King.

### **Armies**

What follows offers several interpretations and options to fight the battle as you see fit. The sources for this battle are unreliable and this opens the way to refight the battle in a number of ways.

The first option has the armies with equal points on the assumption that the committed forces were not very different in size. Even accounting for English propaganda this was likely not the case and so players might agree to represent the English army as outnumbered. That option is presented below.

#### **English (1.0)**

##### **Commander: Henry V**

Brigades and Attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Dismounted Men at Arms and other Foot	1	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Various edged weapons Well Armoured	11
Heavy Foot: Massed Longbow	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow Massed Archery Missile Reliant Stakes	10
Heavy Foot: Heavy Mixed Unit Longbow/MAA*	10	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow, MAA, and Bill Massed Archery Stakes Front Line are LB; rear are MAA and bill foot. See Special Rules for English Heavy Mixed Units.	10
Light Foot	5	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow Missile Reliant	7

Players can decide if they prefer to interpret the English army as having more distinct Units of longbowmen and dismounted men at arms/"billmen" as opposed to Heavy Mixed Units. What follows is an alternative English army list that reflects this interpretation.

Brigades and Attached Generals: 4 Heavy Brigades  
Army defeated with the loss of 7 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken- Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
<b>Heavy Foot: Dismounted Men at Arms and other Foot</b>	6	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Various edged weapons Well Armoured	11
<b>Heavy Foot: Massed Longbow</b>	8	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow Massed Archery Missile Reliant Stakes	10
<b>Light Foot</b>	3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow Missile Reliant	7

### French (1.0)

**Commander: Charles d'Albret**

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 9 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken- Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Dismounted Men at Arms and other Foot	11	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Well Armoured	10
Heavy Cavalry: Knights	4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Heavy Cavalry: Retinue	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9

Compared to the generic army list this order of battle reduces the amount of cavalry and eliminates the Genoese crossbow who seemed not to have played a part in the battle.

### Scenario Notes

The scenario assumes that the English have advanced into bow range and have planted their stakes.

**English:** All Heavy Mixed Units and Heavy Foot Longbow Units are fronted by stakes as long as they remain stationary. Other Units are not protected by stakes.

**French:** The French crossbow and archers have been removed from the refight since they seem to have played no significant role in the battle. Historians argue that the French either deliberately kept them from the field or were withdrawn being vulnerable and out-shot by the English archers.

All French Units that are Shaken while occupying the mud suffer a Hit at the start of their Active turn to represent the crush that occurred in their ranks and the effects of the mud.

**Terrain:** The battlefield was flanked by Woods. No Heavy Units may enter the Woods unless they are Charging a Unit defending the feature while remaining in their Box outside.

The ground between the battle lines was a muddy field. Consider this entire area as Broken Ground.

### Noble Generals:

Each Brigade represents a “battle” and its General is a noble commander that, as usual, must be attached to one of his Units. Apply the following scenario rules:

1. A noble may never Move to a different Unit in his Brigade during play even if the Brigade Splinters. The attached noble adds a D6 to the dice thrown in Melee for that Unit OR, if the Unit is a Heavy Mixed Unit of Retinue Longbow and Men at Arms or a Dismounted MAA Unit, he raises the Combat and Control Value of the Unit from CCV 4 (Average) to CCV 5 (Tough) when it performs the rank exchange and thereafter. A noble General cannot both add a Melee D6 and raise his Unit's Combat and Control Value.
2. The attached noble General is at risk every time his Unit Loses a Melee. Immediately roll a single D6 after the Melee is resolved. On a “6” result he is killed and the Unit immediately takes a Catastrophe Test. Note that this Test might be in addition to other Catastrophe Tests the Unit must perform due to the lost Melee. A noble General also dies if the Unit to which he is attached is Broken.
3. All the Units of a Brigade that loses its noble General becomes “Out of Command” for the balance of the game.

#### Personal Victory Conditions: Multi-player games

Medieval armies and their commanders were more sophisticated than often believed, but there is no doubt that battle-plans and overall command and control could be compromised by the cultural and social values of the European nobility. The following rules encourage players in multi-player games to gain honour by achieving personal Victory Conditions as they lead their "battle" (Brigade) to glory.

Personal Victory Conditions are determined by secretly rolling a D6 and seeking to achieve the following during the game:

D6 roll:

1-2 Must break at least one enemy Unit in melee (not a Light Unit).

3-4 Must perform a Charge with a heavy Unit to engage the enemy in melee before other friendly Units. This might be a problem for an English player and the English Army!

5-6 Must Kill an enemy noble in personal combat. When two Units with attached nobles are in melee, a player can call for a personal combat; high roll wins (re-roll ties). Done prior to Melee calculations – note the effects of the loss of a Commander (the noble) on his Unit. Exceptionally, a player with this Personal Victory Condition may reposition their noble figure and attach him to a Unit in his Brigade in Melee contact with an enemy Unit with a noble. He must remain with that Unit for the balance of the game unless again repositioning to fight a personal combat.

### Refight Maps

Typically players will want to deploy their armies freely, albeit in accordance with the limitations imposed by the Brigade Allowances and Deployment rules. For those who wish to refight the battle according to our interpretation of the historical deployments, use the following maps:

#### English Army mostly with Heavy Mixed Units of LB/MAA:

French				Woods				English
				LB (Light)	LB (Light)			
						LB (HI)		
		KN				LB/MAA		
				Mud		LB/MAA		
HC	HI	HI	HI	(Broken Ground)		LB/MAA		
KN	HI	HI	HI			LB/MAA		
KN	HI	HI	HI		Stakes	LB/MAA		
HC	HI	HI	HI			LB/MAA	Dismounted MAA (HI)	
	HI	HI	HI			LB/MAA		
		HI				LB/MAA		
			KN			LB/MAA		
						LB (HI)		
				LB (Light)	LB (Light)			
				LB (Light)				
				Woods				

French Brigades are noted by the red marking.

English Brigades can be decided by the English Commander.

**English Army with separate LB (HI) and Dismounted MAA Units:**

French				Woods				English
				LB (Light)	LB (Light)			
			KN			LB (HI)		
						LB (HI)		
				Mud		Dismounted MAA (HI)		
HC	HI	HI	HI	(Broken Ground)		LB/MAA		
KN	HI	HI	HI			LB (HI)		
KN	HI	HI	HI		Stakes	LB (HI)	Dismounted MAA (HI)	
HC	HI	HI	HI			Dismounted MAA (HI)	Dismounted MAA (HI)	
	HI	HI	HI			LB (HI)	Dismounted MAA (HI)	
			HI			LB (HI)		
			KN			Dismounted MAA (HI)		
						LB (HI)		
				LB (Light)				
				Woods				

**Note that only Units with longbowmen are protected with stakes.**

### Alternative Army Lists: The English outnumbered

We can't be certain of the actual size of either force and must account for those Units that were actually committed to the battle. It seems that a significant part of the French army was not used. That said, the English army was likely smaller and leveraged the terrain and their doctrine to achieve victory. What follows are revised English Army lists and a battle map that addresses these changes; note the reduced point totals and defeat threshold.

#### English (1.0)

Commander: Henry V

Brigades and Attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

139 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken- Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Dismounted Men at Arms and other Foot	1	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Various edged weapons Well Armoured	11
Heavy Foot: Massed Longbow	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow Massed Archery Missile Reliant Stakes	10
Heavy Foot: Heavy Mixed Unit Longbow/MAA*	8	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow, MAA, and Bill Massed Archery Stakes Front Line are LB; rear are MAA and bill foot. See Special Rules for English Heavy Mixed Units.	10
Light Foot	4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow Missile Reliant	7

Players can decide if they prefer to interpret the English army as having more distinct Units of longbowmen and dismounted men at arms/"billmen" as opposed to Heavy Mixed Units. What follows is an alternative English army list that reflects this interpretation.

Brigades and Attached Generals: 4 Heavy Brigades  
Army defeated with the loss of 6 Heavy Units Broken.

143 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken- Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
<b>Heavy Foot: Dismounted Men at Arms and other Foot</b>	4	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Various edged weapons Well Armoured	11
<b>Heavy Foot: Massed Longbow</b>	8	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow Massed Archery Missile Reliant Stakes	10
<b>Light Foot</b>	4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow Missile Reliant	7

Map accounting for the smaller English army: Mixed LB/MAA option:

French				Woods				English
				LB (Light)	LB (Light)			
						LB (HI)		
			KN		Mud		LB/MAA	
HC	HI	HI	HI		(Broken Ground)		LB/MAA	
KN	HI	HI	HI				LB/MAA	
KN	HI	HI	HI		Stakes		LB/MAA	
HC	HI	HI	HI				LB/MAA	Dismounted MAA (HI)
	HI	HI	HI				LB/MAA	
		HI					LB/MAA	
			KN				LB/MAA	
							LB (HI)	
				LB (Light)	LB (Light)			
				Woods				

Map accounting for the smaller English army: Separate LB (HI) and Dismounted MAA option:

French				Woods				English
				LB (Light)	LB (Light)			
						LB (HI)		
			KN		Mud	LB (HI)		
HC	HI	HI	HI	(Broken Ground)		LB (HI)	Dismounted MAA (HI)	
KN	HI	HI				LB (HI)		
KN	HI	HI			Stakes	Dismounted MAA (HI)		
HC	HI	HI				Dismounted MAA (HI)		
	HI	HI				LB (HI)		
		HI				LB (HI)	Dismounted MAA (HI)	
		KN				LB (HI)		
				LB (Light)	LB (Light)			
				Woods				

Note that only Units with longbowmen are protected by stakes.