

AGINCOURT

October 25, 1415
10mm "Days of Knights" Scenario



"For he today that sheds his blood with me shall be my brother...."

--Henry V, King of England



BACKGROUND

By 1415, the Hundred Years War had raged for 75 years. A two-decade lull in hostilities was broken by the young King Henry V when he invaded Normandy in the summer of 1415 with 12,000 men—the largest English force since Edward III's original invasion. Henry besieged the port citadel of Harfleur, where he lost critical time to stiff French resistance and critical manpower to disease.

By October, with little else to show for his efforts, the young king overruled his council and chose to not return to England, but to continue across Normandy on a march to Calais. A sizeable French army shadowed the march, growing in numbers every day. King Charles was not a healthy man and civil war within France further weakened his position. He sent his marshal and a fractious collection of dukes and counts to intercept and defeat the English invasion.

The French host outmaneuvered Henry, getting between his army and Calais. On October 25, 1415, Henry arrived with 7,000 men at a muddy field near the chateau of Azincourt to find somewhere between 12,000--20,000 French waiting for him. The time for maneuver had come to an end and the survival of Henry's crown would be a stake.

GAME LENGTH

The battle lasts for 12 turns.

TABLETOP

The scenario requires at least a 6'x4' tabletop but may be played on a 8'x6' for additional deployment space. The woods are impassible except to Skirmish troops and the plowed, muddy fields are Difficult Going. The tabletop should be set up according to the map below, with deployment areas noted for both sides.

DEPLOYMENT

The English player sets up first in the noted deployment area. The historical deployment—which is not required in this scenario—would be Henry in the center with Camoys to his left and the Duke of York to his right. The French are required to take a relatively historical set up (representing their command confusion), with the location of each battle marked on the map. The castle garrison begins the game off-table.

SCENARIO NOTES

A "base" of troops in this *Days of Knights* scenario represents 200 infantry or 150 mounted men. Players with fewer miniatures can rescale to a higher ratio to refight the battle using what they have available. Using this calculation, the scenario has 7,200 English facing an army of 14,800 French. Even today there remains heated disagreement among historians over the size and composition of the French army. This OOB represents a balanced account of the contesting sources, erring on the side of fewer French. The French army here is broken down into a series of smaller commands to reflect their lack of cohesive leadership—two small advance wings, the large vanguard crowded with most of the nobles, a cavalry shock force that was supposed to ride down the English archers (but was barely engaged), a main battle, a rear battle, and a small castle garrison (they sacked Henry's camp, historically). It is likely that the rear battle in the French army was even larger, including a mixed collection of rear-echelon troops, squires, and non-combatants.

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ENGLISH BRIEFING

"From this day to the ending of the world, but we in it shall be remembered—we few, we happy few, we band of brothers...." Break the French host and press onward to Calais before even more enemy troops amass.

- +1VP for each French character captured
- +1VP for each unit of French knights eliminated in close combat (units eliminated by archery do not count)
- +2VP for each French command shattered at 50% (excluding the Castle Garrison command)

REINFORCEMENTS

"The fewer men, the greater share of honour. God's will! I pray thee, wish not one man more."

FRENCH BRIEFING

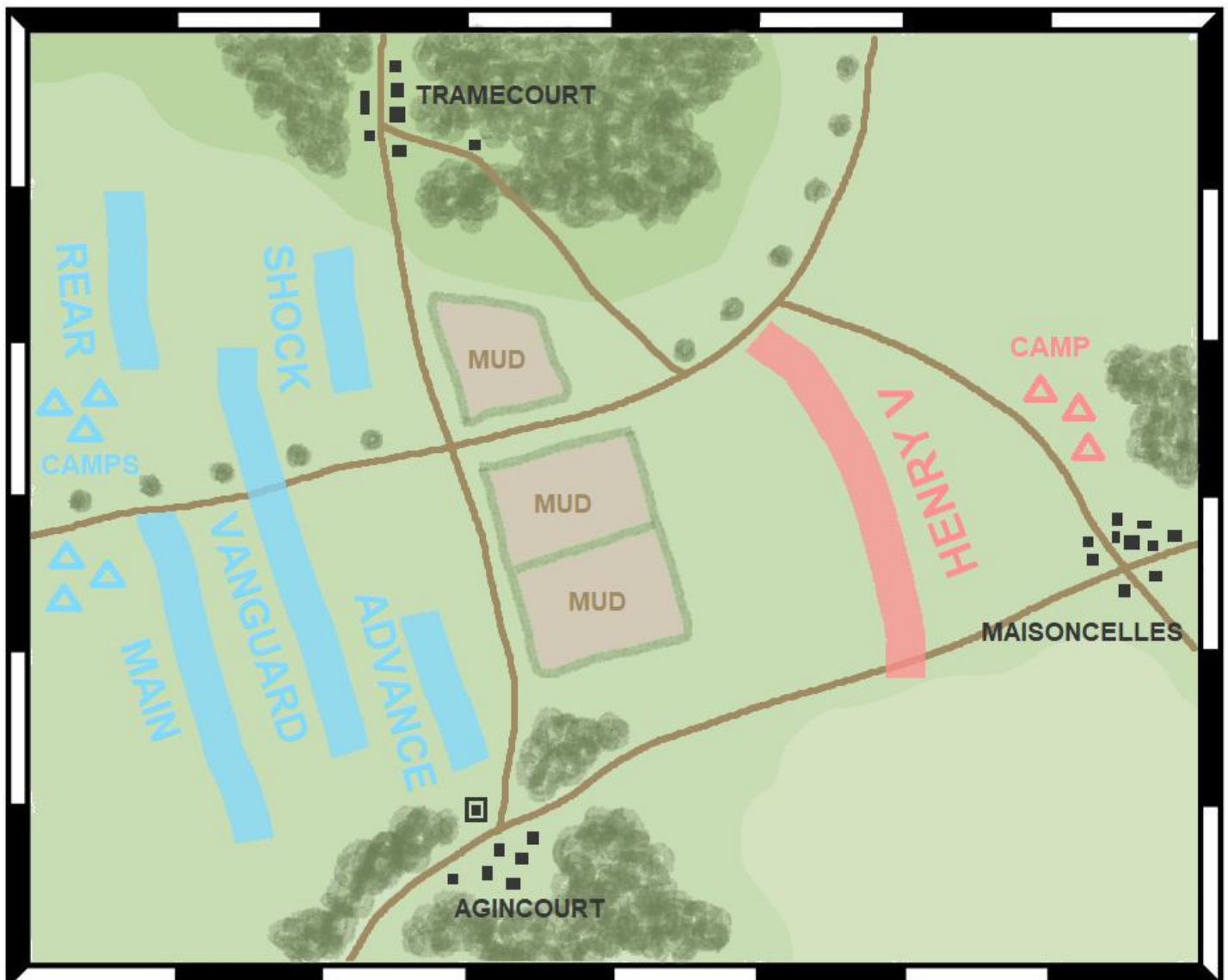
The English invaders have rampaged through Normandy but now find their road home blocked. Stop the enemy advance to Calais and annihilate their army. Glory to God! Glory to France!

- +1VP for each English character killed or captured
- +1VP for each unit of English knights eliminated in close combat (units eliminated by archery do not count)
- +2VP for each English command broken at 25%
- +2VP for sacking Henry's camp
- +3VP for each English command shattered at 50%
- +5VP for the death or capture of King Henry V

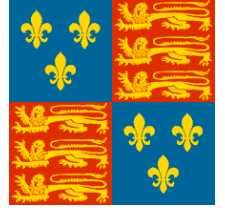
REINFORCEMENTS

Deploy the Castle Garrison within 6" of Agincourt castle at the start of Turn 2.

MAP



English Army Order of Battle



Vanguard

710 pts [Break at 180/ 360]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Edward, Duke of York	MARSHAL	6" / 6"		+1	<i>May lead groups of any size (+1 GRF)</i>	60
Duke of Gloucester	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
English Knights [x1]	Dismounted Knights	3" / 2"	+6	5+	<i>Feared, Over-pursuit, destroyed if DD</i>	60
Longbows [x10]	EEFL	4" / 3"	+2	7+	<i>Stakes, Professional, +1 bowfire</i>	500
Welsh Knifemen [x2]	Light MMA	4" / 3"	+2	8+	<i>Skirmish</i>	60

Main Battle

510 pts [Break at 130/260]

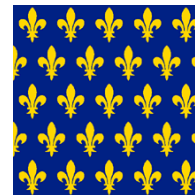
CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Henry V, King of England	KING	6" / 6"	+1	+1	<i>Attached unit passes all break tests</i>	--
Sir Thomas Erpingham	CAPTAIN	6" / 6"	+1		<i>Master of Bows, May lead groups of 4</i>	40
English Knights [x1]	Dismounted Knights	3" / 2"	+6	5+	<i>Feared, Over-pursuit, destroyed if DD</i>	60
Longbows [x5]	EEFL	4" / 3"	+2	7+	<i>Stakes, Professional, +1 bowfire</i>	250
Men-at-Arms [x4]	MMA1	3" / 2"	+4	6+		160

Rear Battle

680 pts [Break at 170/340]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Thomas, Lord Camoys	MARSHAL	6" / 6"		+1	<i>May lead groups of any size (+1 GRF)</i>	60
English Knights [x1]	Dismounted Knights	3" / 2"	+6	5+	<i>Feared, Over-pursuit, destroyed if DD</i>	180
Longbows [x10]	EEFL	4" / 3"	+2	7+	<i>Stakes, Professional, +1 bowfire</i>	500
Welsh Knifemen [x2]	Light MMA	4" / 3"	+2	8+	<i>Skirmish</i>	60

French Army Order of Battle



Advance Wings

540 pts [Break at 140/ 270]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Count of Vendome	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
Count of Richemont	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
French Knights [x4]	Mounted Knights	5" / 2"	+5	6+	<i>Feared, Over-pursuit, Heavy Armor</i>	240
French Knights [x4]	Dismounted Knights	3" / 2"	+6	5+	<i>Feared, Over-pursuit, destroyed if DD</i>	240

Vanguard

1,180 pts [Break at 300/590]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Constable d'Albret	MARSHAL	6" / 6"		+1	<i>May lead groups of any size (+1 GRF)</i>	60
Marshal Boucicault	MARSHAL	6" / 6"		+1	<i>May lead groups of any size (+1 GRF)</i>	60
Duke of Orleans	CAPTAIN	6" / 6"	+1		<i>Master of Bows, May lead groups of 4</i>	30
Duke of Bourbon	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
French Knights [x8]	Dismounted Knights	5" / 2"	+5	6+	<i>Feared, Over-pursuit, destroyed if DD</i>	480
Men-at-Arms [x6]	MMA1	3" / 2"	+4	6+		240
Men-at-Arms [x6]	MMA	3" / 2"	+2	7+		120
Crossbowmen [x4]	Crossbow	3" / 2"	+2	7+		160

Shock Force

510 pts [Break at 130/ 260]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Clignet da Brabant	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
French Knights [x8]	Mounted Knights	5" / 2"	+5	6+	<i>Feared, Over-pursuit, Heavy Armor</i>	480

French Army Order of Battle



Main Battle

770 pts [Break at 200/390]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Duke of Bar	MARSHAL	6" / 6"		+1	<i>May lead groups of any size (+1 GRF)</i>	60
Duke of Alencon	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
French Knights [x6]	Dismounted Knights	5" / 2"	+5	6+	<i>Feared, Over-pursuit, Heavy Armor</i>	360
Men-at-Arms [x6]	MMA	3" / 2"	+2	7+		80
Crossbowmen [x4]	Crossbow	3" / 2"	+2	7+		160
Bowmen [x4]	Bows	3" / 2"	+1	8+	<i>Skirmish</i>	80

Rear Battle

460 pts [Break at 120/230]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Count of Dammartin	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
Count of Fauconberg	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
Hedge Knights [x6]	Heavy Horse	5" / 2"	+4	7+	<i>Over-pursuit</i>	240
Men-at-Arms [x6]	MMA	3" / 2"	+2	7+		120
Peasants [x4]	Levy	4" / 3"	+1	8+	<i>Skirmish</i>	40

Castle Garrison

90 pts [Break at 30/50]

CHARACTER	TYPE	MOVE	CF	RF	NOTES	COST
Lord of Agincourt	CAPTAIN	6" / 6"	+1		<i>May lead groups of 4</i>	30
Hedge Knights [x1]	Heavy Horse	5" / 2"	+4	7+	<i>Over-pursuit</i>	40
Peasants [x2]	Levy	4" / 3"	+1	8+	<i>Skirmish</i>	20