

AGINCOURT

Agincourt is, as far as the English are concerned, one of the most remarkable, and famous, battles in medieval history. Makes most Englishmen almost forget what a sour-faced prig Henry V really was. Outnumbered by as much as 4 to 1, tired, sick and in pitiful shape, Henry V's rag-tag army raised the three basic precepts of English tactics of the era to their greatest height: the defensive power of the longbow, a good defensive position, and the effectiveness of a creative and powerful overall command. The French? They rolled sixes on life's CRT all day. That, and having dozens of dukes and counts insist each one was supposed to be in command and at the head of every charge, plus a full morning's carousing, didn't help.

This freebie battle for MEN OF IRON is probably history's prime candidate for solitaire play. However, by ignoring the historically-oriented special rules you might just be able to make a "game" of it. Then again, you're getting it free, so don't complain.

A Note on Counters and Map

Neither the counters nor the map are what you will see in the final, published version of the game. They are (rather good) playtest versions. The counters, for one, will be slightly larger, as will the map hexes. Moreover, the counters are not backprinted, which is why you have "Disordered" markers.

English Deployment

All units start facing in whatever direction the player wishes.

- Left Wing: York's Dismounted Men-at-Arms and **Duke of York** (2018); 3 Longbows (1919, 2017, 2019)
- Center: Henry's Dismounted Men-at-Arms and **King Henry V** (2016), 2 Longbows (2015, 2215)
- Right: Camois' Dismounted Men-at-Arms and **Lord Camois** (2014); 3 Longbows (1911, 2012-13)
- King of England's Standard (2215) [a]
- Wagon (2415)

French Deployment

All units start facing in whatever direction the player wishes.

- The First Battle: 6 Dismounted Men-at-Arms (1613-18); 2 Mounted Men-at-Arms (1612 and 1619); **The Duke of Orleans** [a] (any hex)
- Missile Battle: 3 Archers (1514-16); 3 Crossbows (1517-19); **Rambls** (any hex)
- Second Battle: 5 Dismounted Men-at-Arms (1414-18); **The Duke of Alençon** [b] (any hex)
- Third Battle: 3 Dismounted Men-at-Arms, 3 Mounted Men-at-Arms (1313-18); **Count Fauquembourg** [c] (any hex)
- King of France Standard (1115)

a = This was less a battle than a line of disparate, disorganized dismounted knights under The Dukes of Bourbon and Orleans, the Constable of France, Marshal Boucicault and the Count of Eu, none of whom had any intention of coordinating their commands. We nominated Orleans as our game stand-in for this Band of Buffoons.

b = Alençon represents his co-commander, the Duke of Bar.

c = Representing such others as the Counts of Dammartin, Merle, et al.

Initiative

Historically - if you wish to follow that path - the battle started with a volley of English longbow fire, which volley spurred the French first battle to charge. You can do this, if you wish, after which the French have the Initiative.

TERRAIN

Several features are not overly self-explanatory.

Clear

Heavy rains had soaked the ground to such a point that the mud became a major factor in the battle, slowing any French charges to a virtual halt in places. This is represented by the movement costs.

The Pikes

Long poles, sharpened to a point, and placed in the ground directly in front of the longbow troops, with just enough space for those men to move through but not enough for Men-at-Arms ... and horses. The hexsides without pikes represent the small avenues of approach to the English Men-at-Arms designed with the purpose of directing all incoming traffic towards those units. It worked remarkably well, totally negating any numerical superiority the French had.

FRENCH DISORDER

The English had originally deployed about a half a mile to the rear. The French decided that they were going to attack and, having deployed, sat back and waited. For hours no one did anything. During that period, the French decided to turn the day into one big moveable feast of a party. Drinking, gambling and arguing over who would get to charge first became the order of the day, with no one of sufficient rank or presence to bring any of it to a halt. By late morning, the French army was all over the place, in no formation to do anything.

With no one moving, Henry, fearful of losing the battle and his army through lack of action, moved his entire line forward. One would think that the French would take

advantage of such a movement to charge. However, they were in no shape to do so. With everyone running hither and yon, and all the knights jostling for best position, by the time Henry's line was set - about 11 AM - a totally disorganized French army found themselves under fire from his longbows. So, they charged.

To represent this, for those wishing to play this historically, **all** - yes, all - French units start the game Disordered. Moreover, to reflect this constant state of disorder

- The French may not Rally any units in a freebie activation.
- When activated, and not able to Rally, all units in that command must move towards or fire at English units.

The above are quite dogmatically restrictive and are meant mostly for solitaire, historical insight play. They do represent the French army on that day.

CHIVALRY AND AGGRESSION

One of the causes of many French defeats at several of the battles of the early years of the 100 Years War was the tendency of French mounted men-at-arms - the "knights" - to combine their sense of chivalric honor, their natural tendency to attack, and a relative condescension to the capabilities of the English into ill-planned, piece-meal, full frontal charges that, given the excellent defensive capabilities of the English weapons and tactical thinking of the time, usually spelled disaster.

For players wishing as much historicity as we can muster in a minimal number of pages of rules, we suggest they use the following rules. Those of you who want to see what would have happened had the French knights been somewhat cleverer can ignore them.

Any time any of the three French leaders of Men-at-Arms is activated, and that leader is within four hexes of any English combat unit, all Men-at-Arms - regardless of their condition - in his Command **must** attempt to Charge the enemy. They must do so in a direct path as possible, even if this means moving through any foot units in their path (which they can do, as per 8.0, as applied to all French infantry). They may not change facing unless it is absolutely necessary to do so to reach the most accessible enemy unit.

FRENCH CROSSBOWMEN AND ARCHERS

The French Missile units cannot be rallied. Therefore, treat any Retired result as Eliminated.

FRENCH COMBAT RESULTS

This is another rule that reflects the total disorganization of the French army and its results. Consider it optional when playing a what-if approach.

Whenever any French men-at-arms incurs a Retire result, all sorts of bad things happen. Trace a line of hexes as direct as possible - fewest intervening hexes, regardless what's in

those hexes - from that unit to the French Standard. Any, and we mean any, unit that is in that path is automatically Disordered.

Then roll the die for the original unit:

- If the DR is a 0-6, the unit has Retired as per those rules
- If the DR is a 7-9, the unit is, instead, eliminated.

FRENCH LEADERS

If/when a French Replacement Leader is eliminated, he is not replaced, and his command is now leaderless.

FRENCH BOMBARDS

The French, apparently, has brought several bombards with them, placing them with the line of archers. However, given the massive confusion and incredible traffic jam to their front, they were never used. We have, therefore, excluded them.

THE ENGLISH WAGON TRAIN

If any French combat unit ends its movement adjacent to an English Wagon , but not adjacent to any English combat unit, that Wagon is removed and the English incur 3 Flight Points.

FLIGHT LEVELS

Balance: Historically? A slaughterhouse, although both sides had heavy losses, the French losses were catastrophic, as almost every noble above the rank of “lord” was either killed or captured. If you don’t play the historical rules, it gets rather interesting, although the English position is tough to turn.

The loss of an English longbow incurs only 1 Flight Point; the loss of a Men-at-Arms unit incurs 4 Flight Points. *The French considered the lower class bowmen unworthy of attention, and certainly not a great source of possible ransom money.* The loss of their wagon incurs 3 Flight Points, as above. No Flight Level points are given for standards.

The English do not roll the die for Flight/Victory. They use the actual Flight level number.

The **English** Flight Level is **14** The **French** Flight Level is **30**.

Terrain Effects on Movement

MP Cost Terrain Type

1	Road
2	Clear
3	For Foot: Woods
4	For Mounted: Woods
+1	Up Elevation change
+1	For Missile Units to cross Pike hexside
+2	For Dismounted/Unhorsed M-A to cross Pike hexside [a]
+2	To leave the ZOC of a Mounted Unit
+1	Mounted Men-at-Arms moving thru Missile or Foot [b]

a = Mounted M-A may not cross

b = Check for Missile unit Disorder (8.0)

Terrain Effects on Shock

<u>DRM</u>	<u>Terrain Type</u>
-1	Attacking Up Level
-2	Attacking into Village, Woods
-3	Attacking across Pike Hexside

Terrain Effects on Missile Fire

<u>DRM</u>	<u>Terrain Type</u>
-1	Target Hex is Woods or Village