

The Battle of Agincourt

1415 A.D.



Game Designers' Workshop

Revised by Christian Holm Christensen

Game Design & Development:	Mark Miller
Graphics:	Paul R. Banner
Play-testing:	W.R.Detert & Brad Smith, with additional test at Game Designers' Workshop

Game mechanics

Period	100 year war
Level	operational
Hex scale	50 m (54.7 yards)
Unit scale	regiment (III)
Turn scale	30 min
# turns	8
Unit density	high
Complexity	3 of 10
Solitaire	9 of 10

References

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



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Preface

This is may revision of the game *The Battle of Agincourt, 1415 A.D.*, originally published by Game Designers' Workshop (GDW).

All text and graphics are new and nothing is copied from the original materials.

This Print'n'Play version differs from the GDW version in that

- Additional illustrations have been added.
- NATO App6 symbology is used¹

Other than those changes, there are no differences. The rules are not changed relative to the originals. However, they have been restructured and illustrations added.

Christian Holm Christensen

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¹While the NATO symbology is somewhat odd for the period, it is never the less very clear.

Introduction

The Battle of Agincourt is a simulation of the legendary battle on the 25th of October, 1415. The belligerents of the battle was the English King Henry V, and the French Constable Charles d’Albret. The English side was around 8 000 men, most of which were archers with long bows, and the rest mainly dismounted Men-at-Arms. The French side consisted of roughly 15 000 men plus another 10 000 armed servants and support. Of the 15 000, about 5 000 were archers with cross- and short-bows, and the rest where mostly dismounted Men-at-Arms, with some 1 000 mounted cavalry.

While the English were vastly outnumbered, at least 3 to 1, it was a resounding victory for Henry V, not least due to the effectiveness and range of the English long-bow and the mud on the battle field — both factors that slowed down the French advance to an excruciating affair.

The game is played between two parties, one controlling the English faction (🏴󠁧󠁢󠁥󠁮󠁧󠁿), and the other controlling the French faction (🇫🇷). The game is played in *turns*, a total of 8, or until a sudden death victory condition is met.

§1 Components


The game consists of


- The board which depicts the battle field.
- 120 counters, of which 39 represent English units, 72 French units, a turn marker, and 8 markers to mark cavalry charges.
- Two *Order-of-Battle* charts to help organise the units before deploying on the board.
- These rules.


In addition, 2 six-sided dice (2d6) are needed.

§1.1 Board

The board has a map of the battle field near the fortification of Agincourt. Superimposed on the map is a hexagonal grid which regulates the movement and operations of the belligerents. Each hexagon (or hex) is roughly 50 metres across, and has one of two terrains in them

 **Clear.** This represents clear terrain, mainly muddy, recently ploughed, fields.

 **Woods.** Dense growth of trees and bushes. Severely limits movement and offers some protection against artillery fire.

Also, some hexes has a fortified line () in them. These represents wooden pikes that the English archers placed to hinder the advance of the enemy cavalry and protect the positions.

The effects of terrain is summarised in Table 1.

Finally, some hexes are marked by the French *Fleur de*





Terrain	MF	DF
 Clear	1	—
 Woods	1*	×2*†
 Fortified	1	×2*‡
*  <i>only</i>		
† Against missile attack		
‡ Against mêlée attack		

Table 1: Terrain and feature effects.

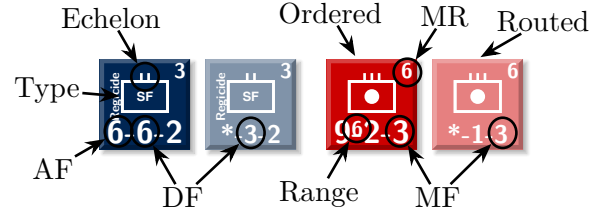


Figure 1: Elements of units

Lil  and English lion . These designate possible set-up hexes for the French and English faction, respectively.

§1.2 Counters

Most of the counters in the game represent actual units in the battle. The various elements of a unit counter are illustrated in Figure 1.

The faction a unit belongs to is illustrated by the colour of the background of the unit: Red units belong to the English faction, while blue units belong to the French faction.

Units can be in one of two states *Good order*, or *Ordered*, and *Routed* (§4). The good-order side is indicated by a deep background colour, while the routed state, on the back side of the counters, is indicated by a lighter background colour.

Echelon The size and place in the hierarchy of the unit.

In this game there are battalions (⌈⌈), regiments (⌈⌈⌈), divisions (×), and armies (×××).

Type The kind of unit. There are dismounted Men-at-Arms (⊠), mounted Men-at-Arms (⊡), archers (◼), Regicide (King-slayer, Ⓚ), and Leaders (Ⓛ).

AF — *Attack Factor*. The strength of the unit when performing mêlée or missile attacks. Higher values reflect a stronger unit.

DF — *Defence Factor*. The strength of a unit when defending against mêlée or missile attacks. Higher values reflect a stronger defence.

Range (only for ◼ units). The range of a archers. A value of 3, for example, says the unit can hit a target three hexes away (two intermittent hexes).

MF — *Movement Factor*. The mobility of a unit. This reflects how many hexes a unit may move in a given turn.



Figure 2: Auxiliary markers

MR — *Morale Rating*. How susceptible the unit is to become disorganised, or *routed*, when it sustains losses in combat. A lower value means the unit is *less* susceptible to be routed.

Two other counters are supplied, the *game turn* counter, and 8 *cavalry charge* counters, as shown in Figure 2. The game turn marker is placed on the turn track and is used to help keep track of the turns and the faction in turn. The charge marker can be used to remind factions which cavalry units charged during the movement phase.

§2 Setup

First, the English faction sets up, and when complete, the French faction sets up its formations.

Units may be set up with *any* facing.

The provided OOBs can help factions organise the units before setting up. However, as all units will be placed on the map, there is little use of the OOB after the initial setup. The OOBs can be put away, or used to record casualties later on in the game.

§2.1 English

The English faction *must* set up archer units (☐) in all hexes behind fortification lines. This will leave one remaining archer unit to be set-up elsewhere.

English Men-at-Arms units (☐) *must* be placed in the remaining English set-up hexes, marked by a red English lion (🦁).

English leader units (☐) may be placed in *any* clear hex, with or without a set-up mark, *behind* the front-line of the English Men-at-Arms or archer units.

The remaining English archer unit *must* be placed within three hexes (two intermittent hexes) of the Henry V leader unit, and *behind* the front line of the English Men-at-Arms and Archer units.

§2.2 French

All French units may be set-up on any of the French set-up hexes marked with a French *Fleur de Lil* (♣), *except* cavalry units (☐) may *not* set up in the front line i.e., hex-row XX09.

§2.3 Finishing off the setup

The final thing to do, is to place the game turn marker (§1.2) on turn 1 on the turn track on the board.

The game is now ready to begin in earnest.

Before we go on to the game flow and explain the rules for movement combat, etc., we need to define a number of concepts and some ground rules.

§3 Stacking

At most one unit may occupy a hex at *any given time*, including during movement (regular and when routing). The *only* exception is the French *Regicide* unit (☐). That unit *may* pass *over* friendly *and* enemy units, but may not end movement in a hex already occupied by another unit.

§4 Order of a unit

A unit that has its front side (deep background colour) face-up is in *Good Order*. A unit turned over to its back-side is *Routed*. Routed units have some restrictions imposed:

- *Cannot* attack, but *do* defend against attacks, albeit with half DF, as shown on the back-side of the counters.
- May *not* counter-attack (§11.5).
- *Cannot* move of their own volition in a *Movement* phase (§7).
- *Must* move as far as it can toward the factions board edge (North for the French, South for the English) as fast as it can.
- Have *no* facing, and are thus not subject to rear-attacks.

Routed units can come into Good Order in the *Rally* phase (§12) of the faction's turn.

All units can be routed. A routed unit that fail a *Morale Check* after being attacked is immediately *Eliminated*.

§5 Facings

All good order units (§4) have a facing, which is one of the six hex sides of the hex that the unit occupies. Routed units have *no* facing.

Counters should be placed on the board so that its echelon element (§1.2) points toward its front hex-side.

§5.1 Front hex-sides

For *movement* purposes (§7), all good-order units have three front hex-sides. These are the hex side directly in front of the unit, and the hex sides directly adjacent to that.

For *combat* purposes (§9,10), all good-order units, *except* cavalry units, have the same three front hex-sides as for movement purposes.

☐ Cavalry units front hex-sides are the hex-side directly in front of it, and the hex-side immediately to the right of it.

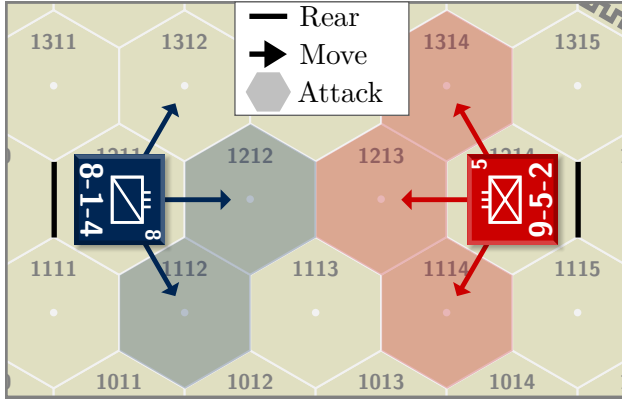


Figure 3: Facings of units. Front hex-sides for movement purposes are indicated by the arrows. Front hex-sides for combat purposes are indicated by shaded hexes. The rear hex-side is indicated by a thick black line.

Phases
Movement
Missile
Mêlée
Rally
first, then

Table 2: Turn sequence. First, the English faction executes its turn, going through the phases *exactly* as outlined, and then the French faction has its turn.

All units may *only* attack or move over its front hex-sides. This is illustrated in Figure 3.

Note that routed units have no facing, and thus no front hex-sides.

§5.2 Rear hex-side

The hex-side directly opposite of the good order unit's facing, is the rear hex-side of the unit, as illustrated in Figure 3. Units are particularly vulnerable to attacks over that hex side.

A unit attacked over its rear hex-side may *not* counter-attack (§11.5).

Note that routed units have no facing, and thus no rear hex-sides.

§5.3 Flanks

Hex-sides that are neither front nor rear hex-sides of a good-order unit are flank hex-sides. Units attacked over its flank hex-sides suffer no adverse effects, but they may *not* counter-attack (§11.5).

§6 Turn sequence

The game is played over 8 turns, or until a sudden death victory condition (§14) is met, whichever comes first. Each turn is divided into two faction turns: First the English faction has its turn, and once completed, the game turn marker (§1.2) is flipped to its French side,

and the French faction has its turn. When both factions have had their turn, then the game turn is over and the game turn marker should be flipped to the English side and moved to the next turn.

Each faction turn is further subdivided into *Phases*, as shown in Table 2. The phases are

Movement All of the good-order units of the faction in turn, may be moved (§7).

Missile All archer units may perform missile attacks, and *only* archers may do so, and *only* missile attacks may be made (§9).

Mêlée All good-order units with an enemy unit in one of its front hexes, may engage in mêlée (close-quarter) attacks against those close enemy units. Enemy units may, if they survive the attack, are not routed, and have an attacker in its front hexes, *counter-attack* (§11.5).

Rally Any routed unit may attempt to Rally and thus become good-ordered. Only units of the faction in turn may attempt a rally. Should the rally fail, then the unit remains routed and *must immediately* move as close to the friendly edge.

The phases *must* be executed in the *exact* order given.

§7 Movement phase

Each unit has a *Movement Factor* (MF). In each movement phase of a factions turn, each *good-order* unit may spend its MF to perform movement. Routed units *may not* move by its own volition, and *cannot* be moved in its faction movement phase.

A unit may move into one of the hexes beyond the its front hex-sides. This means a unit may move into one of the three hexes in front of it (see Figure 5). When a unit enters a new hex it *does not* change its facing.

To enter a hex, one MF *must* be expended, irrespective of terrain or other features. If a unit does not have enough MFs to enter a hex it may *not* enter that hex.

Movement factors *cannot* be accumulated over turns, nor can MFs be transferred between units.



§7.1 Terrain

Woods hexes () *cannot* be entered *except* by archer units (). All units may enter a fortified hex (). This is summarised in Table 1.



§7.2 Stacking

A unit *may not* enter a hex already occupied by a different unit, however temporarily. The only exception is the French *Regicide* unit () which *may* pass *over* other units, friendly or hostile, as long as it does not end its movement in hex already occupied by another unit.

Units *do not* need to stop when moving adjacent to an enemy unit, and may continue to move if it has the MF

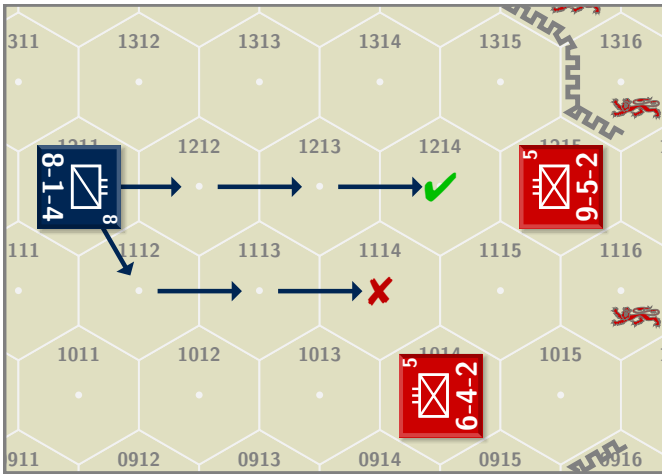


Figure 4: Cavalry charge. If the French cavalry unit moves to 1214, it will perform a cavalry charge against the English unit in 1215. However, moving to 1114 is *not* moving in a straight line, and the move is therefore *not* a Cavalry charge.

to do so. Moving away from an adjacent enemy unit is likewise possible, although it may mean first spending an entire movement phase to change facing (§7.3).

§7.3 Facing

A unit may change its facing by expending *all* its MFs to do so. That is, a unit that chooses to change its facing *cannot* move that movement phase — not before nor after changing the facing. A unit may change its facing to *any* of the six possible directions.

☐ §7.4 Cavalry charge

A cavalry unit (☐) that moves *exactly* 3 hexes in a *straight* line and end its movement phase adjacent to an enemy unit is performing a *Cavalry charge*. The unit will gain an bonus when resolving combat against the enemy units. This is illustrated in Figure 4.

The dedicated *Cavalry charge* marker (§1.2) can be used to indicate such a charge, least the faction should forgot.

§8 Combat phases

Combat in *The Battle of Agincourt* is split over two separate phases: The *Missile* (§9) and *Mêlée* phases, and combat is resolved separately in each phase, and in that order. In this section, common principles will be explained.

Combat is *never* mandatory. That is, a unit adjacent to an enemy unit need *not* attack that unit, and enemy units adjacent to any attacking unit need *not* be attacked.

An attacking unit may only attack once per *turn*. That is, an attacking unit that fired in the missile phase *cannot* perform mêlée in the following phase. It may, though, defend and counter-attack (§11.5) in the opponents turn.

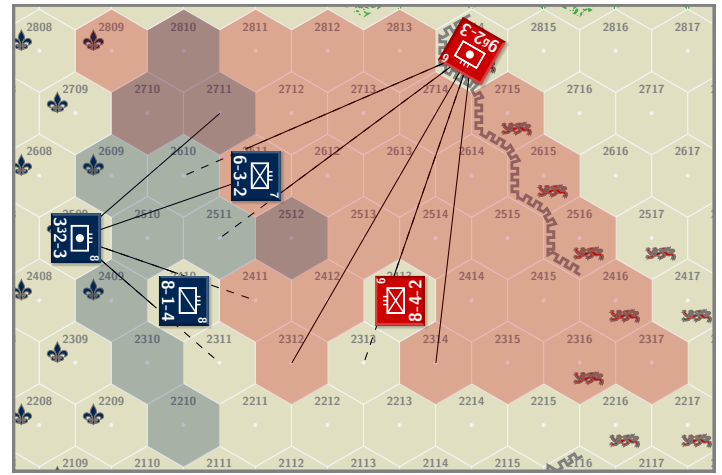


Figure 5: Missile attack range. The ranges of the French and English archer units are indicated by the shaded hexes. Line-of-sight (LOS) is indicated full-drawn lines, while interdicted LOS is shown by dashed lines. If the range optional rule (§9.4) is used, then the English archer in 2814 would have a +3DRM (distance is 4 hexes) when firing upon the French unit in 2611.

A defending unit may only be attacked once per *phase*. That is, a defending unit may be fired upon in the missile phase, and then attacked again in a mêlée in the following phase. However, a unit may *not* be the subject of multiple missile or mêlée attacks.

Attacks, missile or mêlée, are *always* against a *single* unit (or hex). That is, an attacking unit or units attack into *one, and only one*, hex.

Resolution of combat is the same for both missile and mêlée attacks, and is detailed in §11.

☐ §9 Missile phase

An missile unit (☐) may attack any *one* enemy unit within range *and* to which it has *Line of Sight*. An missile attack is resolved just like a Mêlée attack, *except* no counter-attack is possible.

Multiple missile units *may not* combine their strength when attacking. That is, a single artillery unit's attack is against a single enemy unit, and other artillery units *cannot* attack that enemy unit, whether in a combined or later attack.


§9.1 Range

Each archer unit (☐) has a range in which it may attack, as illustrated in Figure 5.

French archers units have a range of three hexes, meaning it may attack a unit that is two or less intermittent hexes away.

English artillery units have a range of six hexes, and may thus attack an enemy unit that is five or less intermittent hexes away.

§9.2 Line of sight

Line-of-sight is determined by drawing a straight line from the centre of the hex of the firing archer unit () to the centre of the target hex. The centres of the hexes are marked by white dots.



If the line traced *does not* pass through a hexes or hexes occupied by any non-target unit, friendly or enemy, then the firing unit has line of sight to the target.

Conversely, if the traced line pass through *any* hex occupied by a non-target unit, friendly or enemy, then the firing unit *does not* have line of sight to the target.

Note, a line passing *between* two hexes, along a hex-side, is only blocked for line of sight, if *both* hexes are occupied by non-target units.



§9.3 Woods

An archer unit () occupying a woods hex () have their defensive factor (DF) *doubled* when attacked by missile fire.

Note that non-artillery units can *never* occupy a woods hex, and are thus never doubled in defence.

§9.4 Optional rule

Optionally, the factions may decide to use the following optional rule.


For each hex, beyond the first, an archer unit fires, it incurs a +1 DRM. This range DRM *is* cumulative to any other combat DRM. That is, and archer unit firing at a unit in an adjacent hex has no additional DRM. If it fires at a target 3 hexes (2 intermittent hexes) away, it has an additional +2 DRM.

This rule simulates the decreased accuracy and efficiency of long-range artillery fire, and may serve to give the English faction a handicap.

§10 Mêlée phase



One or more attacking units adjacent to *one* enemy unit may perform a mêlée attack on that enemy unit. *All* attacking units *must* be adjacent to *all* defending units.





☞ §10.0.1 Cavalry charge

A cavalry unit () that performed a *cavalry charge* (§7.4) in the preceding movement phase, and will receive a -2 DRM bonus when resolving the attack against the adjacent enemy unit.



§10.0.2 Fortified lines

Defending archer units () occupying a hex behind a fortified line () have their defensive factor (DF) *doubled* when defending against a mêlée attack, *if* the attack is over the defending units' front hex sides. This doubling *also* applies when an archer unit is defending against a counter-attack (§11.5).

Note that neither Men-at-Arms () , cavalry () , Regicide () , nor Leader () units *do not* benefit from occupying a fortified hex. Also note, that routed units have no facing, and thus this doubling *never* applies to routed archer units.

§11 Resolution of combat

Resolution of combat goes through five, and possibly six steps:

1. Determine combat odds
2. Determine any die-roll-modifiers (DRM)
3. Roll the dice (2d5) and add the DRM
4. Consult the Combat Resolution Table (CRT Table 3) to find the combat result.
5. Apply the combat result *immediately*.
6. In case of mêlée attacks, perform any advance or counter-attack.

Only once the combat has been *completely* resolved, including any advances (§11.4) or counter-attacks (§11.5), may the faction in turn move on to the next combat. Once all combats have been resolved, the phase in question ends.

See also Figure 6 for an illustration of these rules.





§11.1 Odds

The attacker sums all AFs of the attacking units.

$$AF' = \sum_{\text{attackers}} AF$$

The defender determines its, possibly modified, DF.

$$DF' = DF \times \begin{cases} 2 & \text{Artillery attack and } \langle \text{woods hex} \rangle \\ 2 & \text{Mêlée attack and } \langle \text{fortified line hex} \rangle \\ 1 & \text{otherwise} \end{cases}$$

- An archer unit () in a woods hex () defending against an missile attack has its DF doubled.
- An archer unit () in a fortified hex () defending against a mêlée attack has its DF doubled, *if* attacked over one of its front hex-sides.

If the artillery unit is attacked in the rear or flanks it does *not* have its DF doubled. Thus, if one attacker attacks over the defending unit's front hex-sides, but another attacker attacks over the defending unit's flank or rear, then the defending unit *does not* have its DF doubled.

- Routed units have their DF halved, as printed on the back-side of the unit counter.

The odds ratio of the attack is then determined as the ratio of the total AF to the modified DF, rounded *down* to the nearest fraction in the column headers of the CRT (Table 3). For example, an attack is made with 9 AF

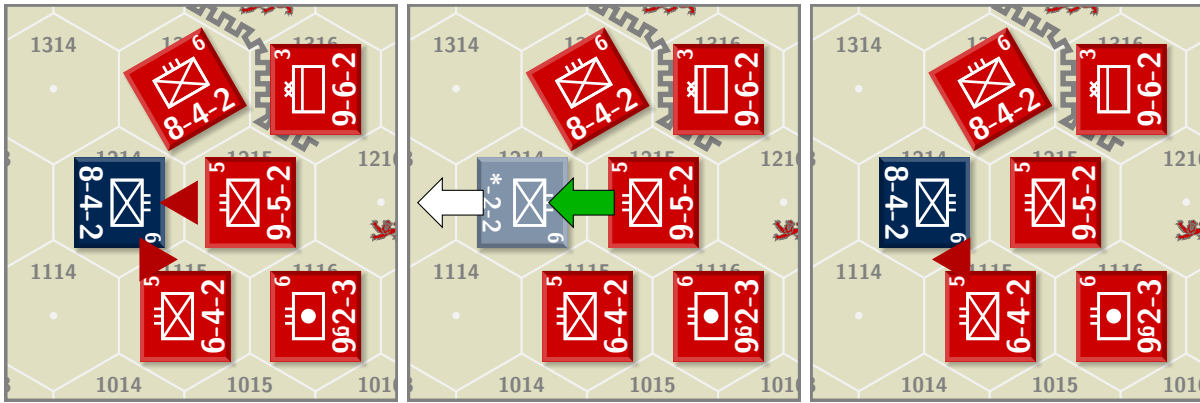


Figure 6: Mêlée example. Left: The two English units in 1215 and 1115 attack the French unit in 1214. The English unit in 1315 *cannot* participate in the attack as it does not have the French unit in one of its front hexes (§5.1). The attacking units have a total AF of $9 + 6 = 15$, while the defender has 4 DF. Thus the odds are 15:4, rounded down to 3:1. Furthermore, since one of the attackers are adjacent to a Leader unit (\square), the attackers get a -1 DRM. Middle: The English faction rolls an 8, and applying the -1 DRM, obtains the result ‘M’. The defending unit must perform an MC (§13), and rolls a 5, failing that. The French unit is routed, and must move towards the northern edge as fast as possible. One of the English units may advance into 1214. Right: If the French unit’s MC succeeded, or the combat result was ‘-’, then the French unit may counter-attack (§11.5) *one* of the attacking units. It chooses to attack the weaker English unit in 1115. The counter-attack has odds 8:4, or 2:1, and is resolved like a regular attack, except no counter-counter-attack is possible. Note, if the counter-attack resulted in ‘M’, then the English unit must *not* do an MC, because it is backed-up up by an friendly unit in its rear. Had the counter-attack been against the English unit in 1215 and had the result been ‘M’, then the English unit would *not* have that privilege.

against a unit with 5 DF. The ratio is 9:5, which rounds down to 3:2. Similarly, an attack with 6 AF versus 9 DF rounds to 1:2.

Odds larger than 4:1 are treated as 4:1. Combat at odds smaller than 1:4 is not possible².

§11.2 Die roll modifier

Any relevant die roll modifier (DRM) is determined.

- An attacking unit adjacent to one or more Leader units (\square) get a -1 DRM to its attack. This DRM applies only *once* per combat. If several attacking units are adjacent to one or more Leader units, then the DRM is still only -1. Similarly, if an attacking unit is adjacent to two or more headquarter units, then the DRM is still only -1.
- An attacking Leader unit (\square) receives a -1 DRM. This DRM applies only *once* per combat. If two or more headquarter units attack in the same combat, then the DRM is still -1.
- A French cavalry unit that performs a *cavalry charge* (§7.4, 10.0.1) receive a -2 DRM.

That is, if the attacking French cavalry unit moved *exactly* three hexes, in a straight, line in the preceding movement phase, then that cavalry unit receive

a -2 DRM. This DRM can be applied only *once* per combat; if more than one cavalry unit charge the same defending unit, then the DRM is still -2. Note, if other French units, that did *not* perform a cavalry charge, also partake in the combat, then the -2 DRM is still received.

- An attacking unit that attacks a defending unit over its rear hex-side receives a -4 DRM. This applies even if other attacking units partake in the combat.

Since routed units have no facing, this DRM *never* applies when attacking such a routed unit.

Note, only *the least* DRM can be applied to a combat. That is, DRMs are *not* cumulative.

For example, a unit, adjacent to a Leader unit (-1 \square), attacking a defending unit over its rear hex-side (-4), will only receive a -4 DRM for the rear-attack.

The attacking faction then rolls 2d6 and adds the DRM to the result. This is the *modified die roll* (MDR) result. Cross index the MDR with the previously determined combat odds in the Combat Result Table (Table 3) to get the outcome of the combat.

§11.3 Combat outcomes

There are three possible outcomes of a combat:

- *Nothing*: Nothing happens. Both attacker and defender suffers no adverse effects. The defender in a mêlée attack may, if it is not of the faction in turn, counter-attack *one* of the attacking units (§11.5).

²Odds 1:3 and 1:4 are not possible in the first place. The units with the least possible AF are French artillery units with 3 AF. The English unit with the largest DF are Leader units with 6 DF, giving a ratio of 1:2



MDR	Odds							
	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1
≤ 2	E	E	E	E	E	E	E	E
3	M	M	M	E	E	E	E	E
4		M	M	M	E	E	E	E
5			M	M	M	E	E	E
6				M	M	M	E	E
7					M	M	M	E
8						M	M	M
9						M	M	M
10							M	M
≥ 11								
E: Eliminated M: Morale check (MC)								

Table 3: Combat Resolution Table (CRT)

- **M - Morale Check:** The defending unit *must* perform a Morale Check (MC, §13). If the MC of the defending unit, in a mêlée attack, succeeds, and it is not of the faction in turn, then it may counter attack *one* of the attacking units (§11.5). If the unit fails its MC it is *immediately* routed (§13.4), and *one* attacking unit may advance (§11.4).
- **E - Eliminated.** The defending unit is eliminated. The unit is *immediately* removed from the board. No counter-attack is possible, and *one* attacking unit may advance (§11.4).

§11.4 Attacker advance

In a mêlée attack, if the attacked hex is vacated, either because the defending unit was routed and left the hex, or because the defending unit was eliminated, then *one* of the attacking units *may* advance into the vacated hex, provided it is capable of moving into that hex.

That is, if the vacated hex is a woods hex () , then only archer units () may advance into that hex — other types of units cannot enter a woods hex. Advance is *not* possible in a missile attack.

§11.5 Counter Attack


In mêlée combat, if the defending unit, which is not of the faction in turn, is *not* eliminated *nor* routed as a result of the combat, then it may *counter-attack*. Counter-attacks are *not* possible after a missile attack.

Counter-attacks are resolved in same way as the regular attack, *except* the attacker and defender roles are switch. As with regular combat, counter-attacks are never mandatory, and are against *one* of the previously attacking units.

That is, if a unit was attacked by two or more units, and it then counter-attacks, it must choose which of the units to perform the counter-attack against. All terrain effects and DRMs that would apply in a regular attack applies equally in a counter-attack.

§12 Rally phase

During the rally phase, any friendly unit that is routed (§4), *must* attempt to rally by performing a *Morale Check* (MC, §13).

 If the English Henry V unit is eliminated, then the English faction *may not* attempt *any* rallying of routed units.



A routed unit that succeeds its MC in the Rally phase becomes good-ordered (§4). Its counter is flipped to its front-face, and the controlling faction may choose *any* facing for the unit.


If the routed unit *fails* its MC, then it remains routed and *must* immediately move as close as possible to its friendly edge, North for the French faction, South for the English faction, as it possibly can (see also §13).

§13 Morale Check


A *Morale Check* (MC) must be performed immediately, when called upon, either as a result of combat or during a rally phase.

To perform an MC, the controlling faction rolls a 2d6 and applies any applicable DRMs.

- A unit adjacent to a friendly Leader unit () receives a +1 DRM. The DRM applies no matter if the Leader unit is routed or not.
- The unit receives a -1 DRM *per* friendly Leader unit () eliminated, including having left the board. Friendly routed headquarter units that are still on the board *do not* impose a -1 DRM.

All applicable DRMs are applied. That is, if a unit is next to two Leader units () , and one friendly Leader unit has been eliminated, then the resulting DRM will be $2 \times 1 - 1 = 1$.

Some units may, under specific circumstances, ignore MC as a consequence of combat.

- An English good order unit *if* backed-up by any friendly unit occupying its rear hex.
- The French Regicide unit () *if* it is adjacent to any friendly unit and in good order.

That is, these units under those specific circumstances, need *not* perform a MC as a consequence of combat. They must still, however, perform a MC in the rally phase if routed.

Any applicable DRMs are added to the 2d6 die roll to give the *modified die roll* (MDR). The MDR is compared to the Morale Rating (MR, §1.2) of the unit. If the MDR is *equal to* or *greater than* the units MR, then the MC *succeeds*. If the MDR is *less than* the units MR, then the Morale Check fails.

§13.1 Optional rule

For every 15 French unit eliminated, the French units incur a -1 DRM to *all* their MCs.

That is, if the French faction has suffered 15 unit eliminations, then all subsequent French MCs has a -1 DRM. If the French losses becomes 30 or more, then the MC suffers -2 DRM. This DRM is *in addition* to any other kind of DRM which may be applicable.

§13.2 Consequence in combat

If an MC, as a consequence of combat, was successful, and the unit was in good order, then there is no consequence to the unit. The unit may, as described previously, possibly counter attack (§11.5).

If the MC fails, and the unit was in good order prior to the check, then it is *immediately* routed. The unit is flipped from its good-order side to its routed side, and *must* immediately move away from its attackers (§13.4). One attacker may advance (§11.4).

If the MC fails, and the unit was *already* routed, then the unit is immediately eliminated and removed from the game. One attacker may advance (§11.4).


§13.3 Consequence in rally

If the MC succeeds, then the unit *immediately* becomes good-ordered. The unit is flipped to its good-order side and the controlling faction may assign it *any* facing. The rallied unit may then move and attack normally starting from the factions' next turn (until, possibly, it becomes routed again).

§13.4 Routing

A unit that is, or was previously, routed that fails a MC, *must* immediately move towards its faction edge of the map and do so as fast as possible.

The English edge of the map is the south edge (hex row XX22) while the French is the north edge (hex row XX01).

The routed unit *must* move its full MF allowance under the normal movement rules. That is, a unit, except the French Regicide unit () , may *not* move through other units, nor may it ends its movement in a hex already occupied by a different unit. Non-archer units *may not* enter a woods hex.

Each hex entered by a routed unit *must* bring that unit closer to its factions' edge. Routed units have no facing, and may turn, if that would bring the unit closer to the destination edge.

That is, if a unit is routed as a consequence of combat, it must *immediately* moves as far as it can from the battle field.

A routed unit that failed its morale check in the Rally phase will likewise attempt to move away from the battle field. Thus, a unit may be routed in its opponents

Odds	$P(M)$	%	$P(E)$	%	$P(M \vee E)$	%
1:4	$\frac{1}{18}$	5.6	$\frac{1}{36}$	2.8	$\frac{1}{12}$	8.3
1:3	$\frac{5}{36}$	13.9	$\frac{1}{36}$	2.8	$\frac{1}{6}$	16.7
1:2	$\frac{1}{4}$	25.0	$\frac{1}{36}$	2.8	$\frac{5}{18}$	27.8
1:1	$\frac{7}{36}$	19.4	$\frac{1}{12}$	8.3	$\frac{5}{18}$	27.8
3:2	$\frac{1}{4}$	25.0	$\frac{5}{18}$	27.8	$\frac{5}{12}$	41.7
2:1	$\frac{5}{9}$	55.6	$\frac{5}{18}$	27.8	$\frac{5}{6}$	83.3
3:1	$\frac{7}{9}$	50.0	$\frac{7}{12}$	41.7	$\frac{11}{12}$	91.7
4:1	$\frac{1}{3}$	33.3	$\frac{7}{12}$	58.3	$\frac{11}{12}$	91.7

MR	$P(X + Y \geq MR)$	%
3	$\frac{35}{36}$	97.2
5	$\frac{5}{6}$	83.3
6	$\frac{13}{18}$	72.2
7	$\frac{7}{12}$	58.3
8	$\frac{5}{12}$	41.7

Table 4: Probabilities. Top: Probabilities of different combat outcomes for given odds. Right most column give probability for either an E or M outcome. Bottom: Probability of MC success given different MR. Probabilities are given assuming 0 DRM.


combat phase, and moved its full movement allowance then, and if it fails its MC in the following friendly Rally phase, move, *again*, its full movement allowance.


A routed unit that reaches its factions edge of the map, and then moves off the map is considered eliminated and cannot be rallied nor enter the map again.

§14 Victory

Victory is determined by the number of eliminated *units* of each faction. All units are of equal worth when counting victory.

§14.1 Sudden Death

 If, *at any* point, 35 or more French units have been eliminated, then the English faction wins a sudden death victory.

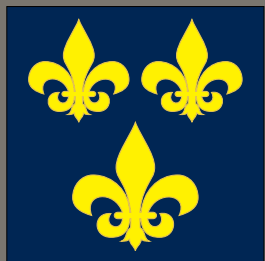
 If, *at any* point, 25 or more English units have been eliminated, then the French faction wins a sudden death victory.

§14.2 End of game

If no faction as won by the end of turn 8, then victory is decided as follows:

- For every English unit eliminated, the French faction receives 1 victory point.
- For every French unit on or further south of hex row XX19 (4 or less hexes from the south edge), the French faction receives 1 victory point.

If the total French victory points are 25 or more, then the French faction wins. Otherwise, the English faction wins.



The Battle of Agincourt

1415 A.D.

Turn sequence

Phases
Movement
Missile
Mêlée
Rally
first, then

Terrain effects

Terrain	MF	DF
Clear	1	—
Woods	1*	×2*†
Fortified	1	×2*‡

* only

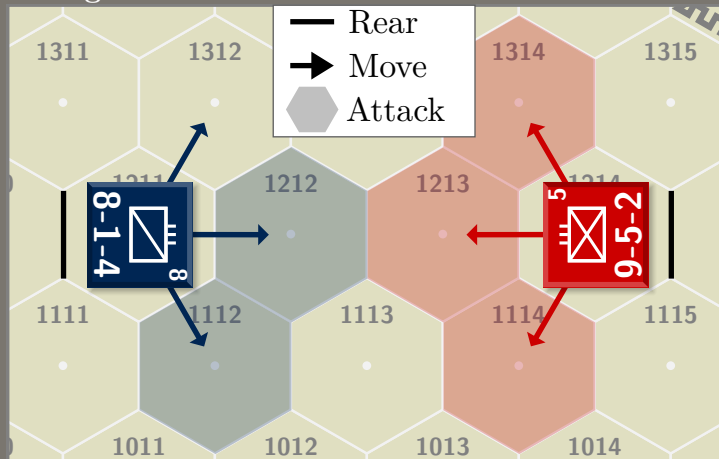
† Against missile attack

‡ Against mêlée attack

NATO symbology

	Type	Echelon
Infantry	(Men-at-Arms)	Battalion
Artillery	(Archers)	Regiment
Cavalry	(Mounted Men-at-Arms)	× Division
Special Forces (Regicide)		××× Army
Headquarters (Leader & Retinue)		

Facings



Die-roll modifiers

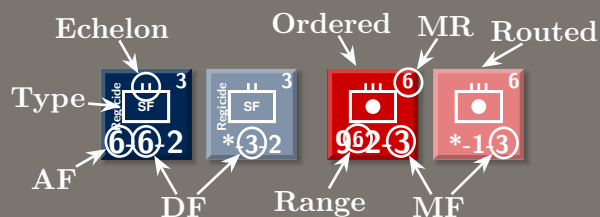
Situation	DRM	
	CRT	MC
Rear attack	-4	
Leader adjacent	-1	+1
Leader attack	-1	
Leader eliminated		-1
Charge†	-2	
Friendly behind		ignore
Friendly adjacent		ignore

† At least 3 hexes in straight line

Combat resolution

MDR	Odds							
	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1
≤ 2	E	E	E	E	E	E	E	E
3	M	M	M	E	E	E	E	E
4		M	M	M	E	E	E	E
5			M	M	M	E	E	E
6				M	M	M	E	E
7					M	M	M	E
8						M	M	M
9						M	M	M
10							M	M
≥ 11								

E: Eliminated M: Morale check (MC)



Ranges & LOS

