

The Hundred Years' War (Agincourt 1415)

MIDGARD HEROIC BATTLES

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While there is a great deal more to the Hundred Years' War than just the Battle of Agincourt, the accompanying lists should provide enough detail to get some English and French Forces onto the gaming table with *Midgard Heroic Battles*. Here are a pair of suggested Forces for Henry V's 1415 campaign in France and the resulting battle.

These are two very interesting lists. While the fighting quality of the French men-at-arms is not in doubt, poor command and control at Agincourt contributed to the disaster for the French. This has been modelled by depicting all the French Heroes as either Level 1 or 2. Some are doughty fighters, but the overall effect is to have a lack of Mighty Deeds across the Force to reroll Command Tests once the battle is underway. The French Force also has no Hero with the **Army Commander** Trait to represent the lack of overall authority amongst the leaders, despite having the Constable of France present. This lack of leadership is obviously a hindrance, but the points made available by low expenditure on Heroes mean that the French outnumber the English, exactly as it should be!



By contrast, the English have very strong leadership, with Henry V (a Level 4 Legendary Hero, Thomas Camoys (a Level 3 Major Hero) and Edward, Duke of York (a Level 2 Minor Hero) available in just the 300 point list. (Edward does, however, have the **Fated** Trait due to his death in the battle, though it seemed unfair to give this to the French as well given their other disadvantages).

The 300-400 points lists are quite limited in troop types, so there are also some additional profiles that may be useful to play out other possible scenarios within the 1415 campaign.



As with the Wars of the Roses, we would suggest removing the single combat rules from the game (whatever Netflix might tell you) and replace it with the **Capture of Heroes** rule.

CAPTURE OF HEROES



The late medieval period saw the increasing practice of capturing nobles on the field of battle for a hefty ransom.

- When a Hero is killed in Melee Combat (but not from Shooting), roll 1D6.
- If a 1-2 is thrown, they have gone down fighting and the player may now roll on the Hero Death in Combat table. However, if a 3-6 is thrown, the Hero has been captured – the miniature is removed, losing Reputation as usual, but the player does not roll on the Hero Death in Combat table.
- For simplicity, the captured Hero is removed from the table and cannot be recaptured during the game. Hopefully their relatives have deep pockets!

To represent the longbowmen's wooden stakes at the Battle of Agincourt, we have a new Trait – **Stakes**.

NEW UNIT TRAIT: STAKES

STAKES: this Warrior Unit carries sharpened stakes and can quickly use them to prepare a defence that is most effective against mounted troops. Once per game, when not engaged in combat, this Unit can hammer in the stakes during its own Movement Phase, surrendering all its Movement Actions to do so. A Stakes marker 1 Spear Throw wide is placed directly across the front of the unit. The Stakes then have the following special rules:

- Stakes do not cause any movement penalty for any troops.
- Stakes do not provide any cover from Shooting.
- Stakes provide some protection in Melee Combat. If fighting to its front, a Unit holding Stakes may add two additional Support Dice. This benefit is lost if the Unit is fighting to its flank or rear.
- A Light Riders or Heavy Riders Unit fighting an enemy Unit or Hero holding Stakes from the front is at a disadvantage and will throw half its usual Combat Dice in Melee Combat. This penalty does not apply if the Unit holding the Stakes is engaged in Melee Combat to its flank or rear.
- If a Unit holding Stakes is forced to retreat in Melee Combat, the Stakes are considered to be trampled down and the Stakes marker is removed.



ADDITIONAL UNITS - ENGLISH							
Billmen			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	21	12	0	3	4	2	None
TRAITS	none						
Skirmishing Longbowmen			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	16	6	6	2 (3)	2	2	Longbow
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Marksman	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]						



ADDITIONAL UNITS - FRENCH							
City Militia			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Hordes)	9	8	0	2	4	1	None
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						
Reluctant	Must pass a Command Test for every Movement Action [pg69]						
Skirmishing Crossbowmen			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Crossbow
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Brigands			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Light Infantry)	16	8	4	3	2	2	Bow
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						



Force 17: Hundred Years' War English at Agincourt, 1415 (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
298	100	198	33	9

This Force is a simplified version of Henry V's army in the French campaign of 1415 that culminated in the Battle of Agincourt. The 300 point version is proportionally heavier in Men-at-Arms than it should be, but I felt that the smaller Force needed 3 Units as a strong infantry backbone – *Midgard* is primarily a close combat game, after all. The English fighting foot have been universally portrayed as Men-at-Arms to represent the high motivation of Henry's troops, though some could be exchanged for the lesser-armed Billmen profile if you wished. The 400 point version adds a fuller complement of archers and Sir Thomas Erpingham, who has the Trait **On My Command Unleash Hell** as a nod to him throwing his baton into the air with the command 'Strike Now'! Llewellyn – a fictional Welsh captain, with perhaps a nod to Shakespeare's 'Fluellen' from his play *Henry V* – is also depicted to give further leadership and punch to the archers.

Heroes

Henry V

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Legendary Hero (Level 4)	40	4	0	4	2	5	None

Army Commander Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]

Favour of the Gods Once per game, may gain an additional Mighty Deed [pg72]

Thomas Camoys, 1st Baron Camoys

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	27	3	0	4	2	3	None

TRAITS none

Edward, 2nd Duke of York

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	17	2	0	4	2	2	None

Fated May not use Mighty Deeds to reroll Risk to Heroes tests. If killed in Melee Combat or single combat, add +3 to Hero Death roll [pg72]



Units

Men-at-Arms			Number of Units				3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	30	12	0	4	4	3	None

Spears as Tribute Add +2 Combat Dice until Unit loses any Stamina [pg70]

Steadfast Does not take a Command Test if retreated into by friendly Units [pg70]

Longbowmen			Number of Units				4
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	27	8	8	2	4	3	Longbow
Marksman	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]						
Stakes [Special Trait]	See Stakes rules						



Hundred Years' War English at Agincourt, 1415 (400 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
404	125	279	44	11

To field a larger Force at 400 Points, increase the number of Units by adding:

- **Three Longbowmen**

And add the following Heroes:



Heroes

Sir Thomas Erpingham

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	4	2	2	None

On My Command Unleash Hell

Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]

Llewellyn, Captain of Archers

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	22	1	1	3	2	2	Longbow

Marksman

+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]

On My Command Unleash Hell

Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]

Force 18: Hundred Years' War French at Agincourt, 1415 (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
299	71	228	29	8



The French army outnumbers the English but has poorer command and control. The Heroes are only Level 1 or 2, and there is no **Army Commander**, but many have the Trait **Today We Fight To Win** to represent their efforts and leadership once in melee combat. Nearly all the French Units have the **Impetuous** Trait to represent their motivation to get into combat and the lack of control exhibited during the battle. Two Units of crossbowmen are included in the list; although they were ineffective at Agincourt, it feels unfair to remove them from the battlefield completely. The Heavy Foot depicted are lesser-armed man-at-arms and their retainers.

Heroes

Charles I d'Albret, Constable of France

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	4	2	2	None
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Jean II Le Maingre (Boucicaut)

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	24	2	0	4	2	2	None
Favour of the Gods	Once per game, may gain an additional Mighty Deed [pg72]						
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Charles, Duke of Orleans

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	18	1	0	4	1	2	None
Mounted	May move 2 ST per Movement Action [pg73]						
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

Units

Foot Knights & Retainers

Number of Units

2

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	29	12	0	4	4	3	None
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						

French Heavy Foot

Number of Units

4

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	20	12	0	3	4	2	None
Brittle	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						



Crossbowmen

Number of Units

2

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	22	8	8	2	4	2	Crossbow
TRAITS	none						

Mounted Men-at-Arms			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Knights)	26	10	0	4	3	3	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Fearsome	Enemy will retreat one Spear Threw in Melee Combat unless also fearsome . Fearsome troops and supports may pursue defeated enemy one Spear Throw [pg66]						
Thunderous Charge	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]						
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						
Coustiliers			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	18	10	0	3	3	2	None
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						

Hundred Years' War French at Agincourt, 1415 (400 points)										
Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens						
406	113	292	41	11						
To field a larger Force at 400 Points, increase the number of Units by adding:										
<ul style="list-style-type: none">• One Heavy Foot• One Mounted Men-at-Arms• One Coustiliers										
And add the following Heroes:										
Heroes										
John I, Duke of Bourbon										
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles			
Minor Hero (Level 2)	17	2	0	4	2	2	None			
TRAITS	none									
John I, Duke of Alencon										
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles			
Minor Hero (Level 2)	21	2	0	4	2	2	None			
Today We Fight To Win	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]									
Antoine, Duke of Brabant										
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles			
Champion (Level 1)	14	1	0	4	1	1	None			
Mounted	May move 2 ST per Movement Action [pg73]									