

# Agincourt

October 25,  
1415

X 13



# Historical Notes

If you were to believe the rumors, by now I'm already nothing but a battlefield ghost. And all things considered, I probably would have been better off resting comfortably at St Monegunda...

But important business awaited in Calais; and I, along with the King and his men had already lost enough time in Harfleur. Leaving the port town on October 8, already late in the season, we marched rapidly along the Somme, losing many a man to the bitter Norman winter.

By the evening of the 24th, with the woods of Tramecourt on our right and those of Agincourt to our left, we'd finally encountered the French constable, d'Albret, and his army. After a miserable night under the pouring rain, we positioned our archers in three divisions, just as we had at Crécy-en-Ponthieu some 60 years ago.

Caked in mud, their bodkin arrows notched at the ready, our men were about to perform with the valor that would enshrine their names in the great annals of history. Will your exploits be as heroic as theirs?



Henry V of England

1

Victory Conditions

X 6

4

WAR COUNCIL Level 0



Constable Charles d'Albret

Victory Conditions

X 4

4

WAR COUNCIL Level 0

## Briefing

Advice to the Apprentice  
This introductory adventure should be played first, regardless of your mastery of the game. Detailed set-up instructions are provided on pages 8-9 of the Player's Guide. If this is your first game, focus your attention on the general structure of a game turn, as described on page 10, and the various ways to move and battle with your troops.

Do not worry too much about Morale effects and Follow-on actions just yet!