

# Age of Longbow

## Volume I: Hundred Years War



## Design Notes

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# Historical Background

## The Hundred Years War 1337 to 1453

The immediate cause of the lengthy conflict between England and France and their various allies, now known as the Hundred Years War, lasting between 1337 and 1453, was the death of Charles IV of France without a male heir and the fact that the French Salic law prevented a woman from becoming ruler. Charles' sister was Isabella, wife of the English King Edward II and mother of Edward III, and so his closest male relative was his nephew. However, although Isabella claimed the throne for her teenage son, the French nobility preferred to select the dead king's cousin, Philip of Valois as his successor. A further cause of the war was the fact that Gascony - a fief of the French crown - remained in the hands of the English monarch, a legacy dating back to the 12th century when Eleanor of Aquitaine married the English king Henry II in 1152. While their son John, who ruled from 1199-1216, lost Normandy, Anjou and Poitou, Gascony - a portion of Eleanor's Duchy of Aquitaine - would remain in the hands of the English monarch until the 15th century and would be a regular cause of friction between the two kingdoms. The French King Philip VI's official confiscation of Gascony in 1337 would initiate open conflict between England and France.

## The Edwardian Phase 1337-60

The Hundred Years War is usually divided into a number of phases. The first is the Edwardian phase (1337-60) and covers the famous campaigns of Edward III and his son Edward the Black Prince and the victories of Crecy and Poitiers. Edward III had considerable difficulty raising sufficient money to pay for his initial invasion of northern France and to try to establish a coalition of continental supporters in the Low Countries and Germany, so he had to leave Gascony to effectively defend itself with very little English military support. Eager to demonstrate English power after initial setbacks prevented an invasion of France itself in 1337, Edward III sent a naval force against the wealthy Flemish port of Sluys. Louis I count of Flanders was pro-French, having been restored to power by the French after the 1328 battle of Cassel. Once it was clear that the under 4,000 strong expeditionary force was too small to capture the town, the English leader, Sir Walter Manny, landed on the island of Cadzand in the hope that looting and pillaging would compel the Flemish garrison of Sluys to fight the invaders. When a more numerous force of Flemings, under Guy de Rickenbourg, crossed over to the island, the English archers proved decisive. After this show of strength, Manny's troops abandoned the island before the enemy could be reinforced.

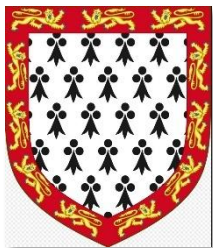
Before the decisive English naval victory at Sluys in 1340, the French were able to conduct a series of successful raids on English shipping, islands and towns, including the Channel Islands, Portsmouth and Southampton. While Froissart claims the raid on Southampton took place the previous morning when the townsfolk were at Sunday Mass, the earliest sources - English royal documents a few months after the raid, and the accounts found in the chronicles of Murimuth and

Baker - fix the date as Monday 5th October. The French admiral's account of the raid indicates that the initial French landing party met with stiff resistance and required the assistance of the Genoese sailors and marines to break into the town. Heavy Genoese losses are also mentioned by the English poet Laurence Minot. However, despite the resistance of the town militia and citizens, the French and Genoese managed to gain the upper hand and secure much of the town by dusk, although it appears that they made no attempt to capture Southampton castle. The following morning the raiders promptly sailed away before an English relief force could arrive. While some modern historians believe that the French raiders brought a *pot de fer* - an early artillery gun - with them to break down the town gates, based on a letter of Guillaume de Moulin dated 2nd July 1338, there is no actual mention of such a gun in any surviving 14th century account of the raid. The earliest dateable illustration of an early cannon - a vase-shaped gun mounted on a table and firing an arrow - is in the English scholar Walter de Milemete's 1326 treatise on kingship commissioned by Queen Isabella for her son, the future Edward III. One of the earliest uses of cannon on a European battlefield was Edward's English army at Crecy in 1346, but at this period guns were still rarely used on the battlefield. This would change in the decades ahead and, by the 15th century, field artillery was becoming commonplace.

In October 1339, in the Thiérache campaign, Edward III invaded France from the vicinity of Mons with a small English army supported by Flemish and German allies. After establishing a carefully chosen defensive position at La Capelle, he then waited for the more numerous French army to appear. The French vanguard approached the strong Anglo-Allied position and awaited the order to attack but, after a bitter dispute in the French camp, the French king Phillip VI made the decision - unpopular with his nobles - that the enemy defensive position was too strong and then ordered a retreat. Noticing the French vanguard starting to dig trenches and establish their own defensive line, Edward III decided it was too risky to attack the more numerous French army and, with supplies running low, was forced to retreat northwards and abandon his invasion without fighting the decisive battle that he'd hoped for. He would have to wait some years until getting another opportunity at Crecy in 1346. In 1340, in the Tournai campaign, Edward III was supported by Flemish and German forces in another invasion of northern France and an unsuccessful siege of Tournai. During this campaign, Edward's ally, Robert of Artois led a mostly Flemish army, supported by a small force of English, in an attempt to capture St Omer. Although the French had not anticipated an attack on St Omer, the slow progress of Robert's army gave the French King Philip VI time to rush several thousand men under Eudes de Burgundy into the town before the enemy arrived. Since the main French army under Philip VI was approaching, Burgundy preferred to avoid risking an open battle, since the Flemings wouldn't have sufficient time to place St Omer under a regular siege and would need to make a risky assault if they hoped to capture the town. However, on 26 July 1340, a number of rash and insubordinate French knights decided to launch a sortie against the Flemish right flank and were promptly driven back. But when the Flemings abandoned their defenses and pursued the retreating French over open ground, the French leader organized a successful mounted

counter-attack. Meanwhile, another French sortie under Armagnac had managed to outflank the Flemish left flank undetected and launched a devastating surprise attack, which routed the Flemings and inflicted heavy losses. All this time, many Flemish troops and also their English allies - about 1,000 archers and an unknown number of men-at-arms - who were deployed in the center of the line, had remained inactive behind their defenses and were able to retreat unmolested from the battlefield. In September 1340, with the English Parliament refusing to provide the necessary money to continue the so far incredibly expensive war that had failed to achieve anything, Edward III agreed to the Truce of Espléchin with France. However, this wouldn't lead to a lasting peace.

### The War of the Breton Succession (1341-64)



The death of Duke John III of Brittany, a semi-independent fief of the French crown, in April 1341 led to a disputed inheritance known as The War of the Breton Succession (1341-64). This is considered to form a sub-phase of the Edwardian phase of the Hundred Years War, with England supporting John III's half-brother, John de Montfort, and France supporting the claim of Charles de Blois, nephew of the French king, who had married Jeanne de Penthièvre, daughter of John III's brother Guy, who had died in 1331. Ironically, in the case of Brittany, the rival English and French kings were supporting the hereditary principles directly opposed to their own claim to the French throne, with Edward III supporting the closest male claimant (ie. the Salic law) and Philip a claimant inheriting by marriage via the female line. There was also a close connection between Brittany and England going back to the Norman Conquest in 1066, with the Duke of Brittany also being Earl of Richmond in Yorkshire, so an important English nobleman. Although de Montfort acted promptly and took control of Nantes, Rennes and most of eastern Brittany, in September a 7,000 strong French army laid siege to Champtoceaux on behalf of Charles de Blois. Despite being vastly outnumbered, Montfort attempted to launch a surprise attack to capture his rival claimant, but was driven off and later forced to surrender at Nantes. At this point, it seemed the Montfort cause was lost, but his wife, Joanna kept the fight going until the English were persuaded to intervene the following year.

In August 1342, a 3,000 strong English force under the Earl of Northampton landed near Brest and forced de Blois to break of the siege of the coastal town and retreat. Assisted by pro-Montfort Breton forces, Northampton then advanced to Morlaix and laid siege to the port after a failed assault. Meanwhile, Blois had gathered together a large army and was marching to raise the siege but, aware of the enemy army's approach, Northampton set up a defensive position near Lanmeur and waited for the Blois army to appear. The three contemporary accounts of the battle of Morlaix on 30 September 1342 are all English and none of them provide a very clear account of exactly what happened or even the precise location of the battle. The English may have deployed with the archers on the flanks or possibly mixed in with the other troops. The French – who were probably mostly Blois faction Bretons - were deployed in three lines and apparently included 3,000 mounted

gendarmes and 1,500 Genoese crossbowmen, supported by an unspecified number of other, probably low-quality militia foot soldiers. Modern historians, except Burne, conjecture that the Franco-Breton cavalry launched an initial frontal attack against the English men-at-arms, followed by flanking assaults against the archers which led to many horses falling into the concealed pits. But Burne believes that the opening attack was made by the French infantry. After all the attacks were driven off, the English retreated into the woods, presumably through fear that French cavalry might completely outflank their position. The French then left the battlefield and marched to the relief of Morlaix. Since all the sources are English, and the French succeeded in their objective of relieving Morlaix after the battle, it's clear that the battle was far from the decisive English victory that the sources claim it to have been. After the potentially inconclusive battle of Morlaix, the English King Edward III himself arrived in Brittany with fresh troops at the end of October 1342, but the English force was probably less than 5,000 strong. With the support of de Montfort's Bretons, Edward besieged Vannes - the 4th time the city had been besieged that year - but the approach of a strong French army persuaded Edward to agree to the Treaty of Malestroit in January 1343 which officially lasted until June 1345, although both sides were preparing to renew the conflict before then. Vannes was handed over to the French by the Papal legates organizing the treaty, but the inhabitants supported de Montfort and English troops were able to infiltrate the town in September 1343, remaining there until 1365.

To interfere with communications between Brest and Vannes, now in English control, Charles de Blois laid siege to Quimper, capturing the town in May 1344, severely weakening the hopes of the de Montfort faction, especially after the death of de Montfort in September 1345 and the fact that his son was only 6 years old. A minor English - or more accurately Welsh - success occurred on 17 June 1345, when a small raiding force of around 300 or so men under the experienced captain Sir Thomas Dagworth encountered superior Blois forces at Cadoret. The 200 Welsh archers, supported by a hundred or so Anglo-Gascon men-at-arms, would prove more than a match for twice as many Blois faction Bretons and French. Dagworth would win another minor action against even heavier odds a year later at Saint-Pol-de-Léon on 9 June 1346, astutely deploying his small force of 180 men in well-prepared positions on a hill. Charles de Blois and Dagworth would face each other in battle again the following year, on 20 June 1347, after Blois laid siege to La Roche Derrien with between 4 and 5,000 men, divided into four encampments to cover the four town gates. Since Dagworth's relief force only numbered around 1,500 men, he decided to launch a surprise nocturnal attack on the enemy, attacking each of the French positions in turn. Initially, things went rather badly for the English, but a sortie by the garrison enabled them to defeat the various French forces in detail and even capture Charles de Blois.

Apart from Blois' own defeats and capture, the decisive French defeat at Crecy in 1346 had cut off French support for his faction and, within Brittany itself, Blois was becoming increasingly unpopular, partly due to the massacre after the capture of Quimper, but also because Bretons had



an interest in strengthening economic ties with England. While Blois himself was still imprisoned in the Tower of London, a chivalric fight took place on 26 March 1351 at Guillac between 30 combatants on either side - known as the Combat of the Thirty - to determine who would rule the duchy of Brittany. The pro-French Blois side won when Guillaume de Montauban mounted a horse and broke the enemy line by riding into it. However, this was considered cheating, so the result was null and void. In 1352, after capturing Rennes, a 5,000 strong Franco-Breton army under Guy II de Nesle advanced towards Brest intent on the subjugation of Brittany. To counter this threat, the experienced English commander Walter Bentley joined forces with Montfort faction Bretons under Tanneguy III du Châtel. However, with only about 2,000 men, having crossed the Doueff river, the Anglo-Bretons adopted a defensive position near Mauron and awaited the arrival of the enemy. Nesle's army arrived in late afternoon on 14 August 1352 and, relying on superior numbers rather than tactics, launched a direct attack on Bentley's outnumbered force. The mounted French troops suffered particularly heavy losses from the defender's archery, and despite fierce fighting, the death of Nesle routed the French army. Revenge for the defeat at Mauron was achieved by a Franco-Breton success at Montmuran on 10 April 1354, under the leadership of Bertrand du Guesclin - a minor Breton nobleman who became one of the most famous and successful French generals of the Hundred Years War. Du Guesclin commanded French forces in numerous battles - including Montmuran, Cocherel, Auray, Najera, Montiel, Pontvallain and Chiset - and, from 1370 until his death in 1380, he was Constable of France.

Edward III freed Charles de Blois in March 1353 on condition that he paid a massive ransom and agreed to a "perpetual" alliance treaty with England but, while Charles returned to Brittany as Duke - despite much of the duchy remaining in Montfortist hands - the treaty wasn't upheld. Fighting persisted, but without a major battle for the next decade, although Rennes was besieged for a third time from 1356-7. In 1362, Edward III allowed the young 22-year-old John de Montfort to return to Brittany to maintain his father's claim and he made an unsuccessful attempt to find a peaceful solution with Charles de Blois. In 1364, Montfort supported by English troops under Sir John Chandos, decided to besiege Auray, which had been in Blois control since 1342. The garrison agreed to surrender if not relieved by Michaelmas. This compelled the French-backed Charles de Blois to offer battle in order to break the siege on 29 September 1364. After crossing the marshy river north of the town, Blois was determined to attack uphill against the Anglo-Breton army, despite the advice of the more experienced du Guesclin. After an initial skirmish between the archers and crossbowmen, the Blois faction Bretons pressed home the attack but, after a fierce fight, the Anglo-Breton counter-attack broke the enemy. The battle of Auray, in which Charles de Blois died and du Guesclin was captured, determined the outcome of the conflict in favor of Montfort yet, despite the military success of the English-backed faction, the diplomatic victor would be France, since Montfort then decided to swear fealty to the French crown rather than to Edward III of England.



## Gascony prior to and during the Edwardian Phase of the Hundred Years War

After King John's loss of most of the continental Angevin territory in the early 13th century, the only area remaining in the hands of the English monarchy was Gascony, a coastal strip of territory centered around Bordeaux and stretching no more than 50 miles inland. There were few English troops in Gascony and, in an emergency, military support from England was small-scale and could take weeks to arrive. Instead, during the reigns of Edward I and II, it was Gascon troops - mostly experienced crossbowmen - that would make a useful contribution to the English armies fielded in Wales and Scotland. Nevertheless, territorial disputes over the English and French control of the region were taking place long before the outbreak of the Hundred Years War. For instance, Edward I had difficulty securing the Agenais - essential for the defense of Gascony from the East - and southern Saintonge. However, other nearby regions which had been indistinctly promised to his father Henry III in 1259 - Quercy and Limousin - fell into the hands of the French crown in the 1270s. Open conflict between England and France over control of Gascony lasted from 1294-1303 and was linked to simultaneous conflicts between England and Scotland and the Franco-Flemish war, in which England was involved. After failing to recover lost territory by military means, Edward I agreed to a peace treaty in which his son, later King Edward II from 1307-27, would marry Philip IV of France's daughter, Isabella. However, rather than establishing a lasting peace between England and France, this marriage would provide their son, Edward III, King of England from 1327-77, with a good claim to the French throne. Before this, however, a legal dispute between the Abbey of Sarlat and Edward II as Duke of Aquitaine was used as a pretext by the French crown to invade Gascony in 1324, known as the War of Saint-Sardos. Since Gascony's defenses were very unprepared, this resulted not only in the loss of much of the duchy but, indirectly, in the overthrow of the unpopular and weak Edward II from the English throne.

In 1338, following King Philip VI's official confiscation of Gascony in 1337 which initiated the Hundred Years War, the French promptly invaded Gascony again, briefly besieging Saint-Macaire and capturing Bourq and lightly-defended Blaye, cutting off the northern shore of the Gironde and thus preventing Bordeaux from receiving reinforcements from England. Meanwhile, the able English seneschal of Gascony, Oliver Ingham, having received no assistance from England, managed to hold on to most of the duchy fortresses and even persuaded a key local magnate, the Lord of Albret, to switch sides in 1339. A feud between two French noblemen - the Counts of Armagnac and Foix - also help alleviate the pressure on Gascony. Nevertheless, the meagre Anglo-Gascon forces would remain on the defensive until 1345.

In 1345, Henry Duke of Lancaster, Edward III's 2nd cousin, led a small Anglo-Gascon force in a brilliant campaign in Gascony, defeating a larger French force at Bergerac, a town with good supply links to Bordeaux. Then, on 21 October 1345, Lancaster launched a surprise attack on the French besiegers of Auberoche, achieving a decisive victory. These two victories enabled the recovery of much of the previously lost territory of Gascony, providing the duchy with much-needed strategic

depth. In particular, the English capture of Aiguillon would subsequently result in a large French army being pinned down from April to late August 1346 unsuccessfully besieging the town at the time when Edward III was conducting the Crecy campaign in Normandy. It was only six days before the French defeat at Crecy that the French would abandon the siege of Aiguillon and march northwards. This, in turn, allowed Lancaster the opportunity to launch another successful mounted raid - known as a *chevauchée* - that captured various towns up to 50 miles beyond Gascony itself, including the wealthy city of Poitiers, the provincial capital of Poitou in central France.

Despite the outbreak of the catastrophic Black Death and the short-lived 1348 treaty of Calais, raids and minor actions continued in Gascony and the south of France. In late May, the Seneschal of Gascony, Thomas Coke, led a 500 strong mounted band to raise the siege of Lusignan castle. However, this small force was intercepted by some 1,500 French cavalry under Jean de Lille at Lunalonge in the summer of 1349. The Gascons dismounted and adopted a defensive formation on a small hillock and, despite the capture of their horses and baggage, repulsed the repeated French attacks. Jean de Grailly, Captal de Buch, later famous for his participation in the battles of Poitiers and Najera and also captured at Cocherel, was present on the Gascon side. After the death of the French King, Philip VI and accession of his son, Jean (or John) II in 1350, the French besieged the 600 strong English garrison of Saint-Jean-d'Angély, north of Bordeaux, from February 1351. Despite an English relief force winning a minor action on 1 April that enable the garrison to be resupplied, the town was forced to surrender in August after Jean II himself joined the besieging army.

## The Crecy Campaign

During the winter of 1345 and spring of 1346, Edward III made plans for a multi-front campaign against France in conjunction with his Flemish allies. Edward III's invasion of Normandy in July 1346 caught the French unprepared, with the main French army ineffectively besieging Aiguillon in the south. Also, a French offensive against Brittany had recently suffered a humiliating set-back at St-Pol on 9 June. This allowed the pillaging English army to capture Barfleur, Carentan, St-Lo and other Norman towns before advancing towards the city of Caen. An outnumbered French force under Raoul d'Eu supported by Marshal Robert Bertrand had to decide whether to fight a preliminary delaying action or else concentrate all available resources in an attempt to hold Caen until a French relief army could be assembled and march to their assistance. After promptly taking Caen by direct assault, Edward III's English army crossed the Seine and headed northwards with the intention of getting across the Somme and joining forces with his Flemish allies. The French king Philip VI was determined to prevent this and, gathering forces as he marched, hastened to guard or demolish all the bridges and crossing points. On 22 August, an English advance guard under Godfrey de Harcourt reached the Pont Remy bridge and attempted without success to secure a bridgehead. With the main French army only about 6 miles away, the English managed to find a tidal ford across the Somme at Blanchetaque around dawn on 24 August 1346. Meanwhile, the French king Philip VI had sent Godemar du Fay with 500 gendarmes and 3,000 foot to guard the ford. This small French force

arrived in time to oppose the crossing but were heavily outnumbered and the English army were able to force a passage across the Somme. The main French army, which was pursuing the enemy on the southern bank would arrive in time to capture a few baggage wagons, but the tide was now too high to continue the pursuit. Edward had now anticipated joining forces with an allied Flemish army which had been besieging Bethune but, after suffering several setbacks and unaware that the English were crossing the Somme, the Flemish had abandoned the siege on 24 August and fallen back to the Lys.

Despite the absence of his Flemish allies and the fact that his small army was heavily outnumbered by the pursuing French, Edward III decided to risk fighting a defensive battle at Crecy on 26 August on a hillside, with pits and other anti-cavalry defensive works constructed before the French army could arrive. As usual, the English army was divided into the traditional three "battles", with archers flanking the men-at-arms and spearmen in reserve. Many of the archers - especially the Welshmen - would be experienced at skirmishing and fighting in open order, unless threatened by cavalry, and could take advantage of any cover on the battlefield. The French army arrived piecemeal during the afternoon, tired and disorganized after a 12 mile march, so many of the French leaders advised waiting until the following morning before attacking. Perhaps the French King Philip thought that the enemy army might abandon the field if he didn't attack straight away or maybe the more impetuous French noblemen took the decision out of his hands? Nevertheless, Philip decided to send his mercenary Genoese crossbowmen forward to soften up the English position before launching a cavalry assault. However, the Genoese faced an uneven fire-fight, shooting uphill against archers with a much faster rate of fire and also without any protection from their pavises - or large shields - under cover of which they would reload their slow-firing crossbows, since these were still with the baggage train. Also, a sudden downpour just prior to the battle may have made the crossbow strings slack, whereas the English archers would have kept their bows unstrung until just before fighting. When the Genoese turned and fled, the advancing French gendarmes attacked them as cowardly traitors and themselves became disordered before being ready to charge. Meanwhile, the English archers, supported by some early field artillery, continued to shoot down the enemy, inflicting agonizing wounds on the unprotected horses and causing further confusion. Despite this, the French cavalry were still able to charge into contact and fresh forces of cavalry made further assaults, but the repeated cavalry charges against the English failed to penetrate the line. French losses in the battle were very heavy, while English casualties were much lower. The scale of the English victory at Crecy allowed Edward III to besiege Calais unopposed from 4 September 1346, despite lacking siege artillery capable of breaching the town walls. Besieged, but incompletely blockaded by sea, the garrison of Calais held out for almost a year but, by August 1347, would be starved into surrender. Meanwhile Philip VI managed to scrape an army together to try to raise the siege but, outnumbered by the English, and with a hostile 20,000 strong Flemish army a day's march away, on 1 August 1347 decided he would have to leave Calais to its fate. Calais would remain in

English hands for over two centuries until finally recaptured in 1558. This French recapture of Calais has already been covered in the earlier WDS Renaissance title.



### The decade between Crecy and Poitiers 1346-56

The Black Death, which reached Western Europe in 1348, would wipe out from between a third to perhaps more than a half of the population, having a devastating effect on society, with further outbreaks frequently occurring until the mid-17th century. Nevertheless, despite the plague, fighting continued at a reduced level in various theatres, both in Brittany, Gascony and elsewhere. On 29 August 1350, a hard-fought naval battle, known as the Battle of Winchelsea, resulted in an English victory over France's Castilian ally, although English shipping continued to be at risk of attack after this victory. Around Calais, the English endeavored to widen the area under their control and strengthen their small "island" of territory in northern France, while the French under the experienced commander Geoffrey de Charny, plotted, unsuccessfully, to capture the town by subterfuge in 1350. A minor engagement occurred on 6 June 1351, when a 600 strong English raiding force was trapped and defeated in a river bend near Ardres, south-east of Calais. In January 1352, a small English force captured Guines, a small but strategically important town south of Calais, in a nocturnal surprise attack. The French, again led by Charny, besieged Guines with a force of some 4,500 men, including 1,500 gendarmes and a strong contingent of Genoese crossbowmen. The English garrison was just 115 men under Thomas Hogshaw. The siege would be broken in July after the Calais garrison, supported by over 6,000 fresh troops from England, launched a night attack on



the French camp. The English then established a strong ring of defensive works guarding all the approach routes towards Calais, subsequently known as the Pale of Calais. Calais would become not merely a key military port and staging post for launching further invasions into France but also an important economic center for the important Anglo-Flemish textile trade.

Large scale English chevauchées - or mounted raids - by Edward III into Picardy and his eldest son, the Black Prince from Bordeaux in 1355 cause widespread destruction but failed to provoke the French king, John II into risking a pitched battle. The Black Prince's chevauchée, which was a 300-mile march, resulted in the capture and destruction of four large French towns and the devastation of a large area. It inflicted serious economic damage on the French ability to raise and pay for troops, and also encouraged local lords, in particular Gaston de Foix, to align themselves with the English against the French king who had failed to protect them. Nevertheless, the English army lacked sufficient supplies to remain in the same place for long and had not brought along a siege train. Besides, with gunpowder artillery not powerful enough to break down strong walls until the 1420s, sieges in the 14th century tended to be long and difficult to successfully resolve, so numerous French castles and fortified outposts remained in nominally English territory and vice versa.

### The Poitiers Campaign and its aftermath

In 1356, several further English chevauchées were made. In June, the Duke of Lancaster landed in Normandy in support of rebelling Norman nobles, resupplying Breteuil and sacking Verneuil, the capital of lower Normandy. When a French army under King John II approached and offered battle on 8 July, Lancaster broke camp and conducted a forced march to avoid fighting against superior numbers. Lancaster's Normandy chevauchée had been a successful one and had also distracted the French king from dealing with a larger chevauchée being organized by the Black Prince in Gascony. In August, Lancaster led a second chevauchée from Brittany with the intention of linking forces with the Black Prince somewhere along the River Loire, probably in the vicinity of Tours. Unable to cross the Loire, Lancaster marched back to Brittany and besieged Rennes. Meanwhile, the Black Prince had left Bergerac on 4 August with an Anglo-Gascon army of around 6,000 men. Realizing, after a four day wait for Lancaster's force near Tours, that a strong enemy army was approaching, the Black Prince retreated southwards on 11 September. Reaching Chatellerault on 14 September, he waited a further three days in a good defensive position in the hope of making contact with Lancaster, but prepared to fight should the French arrive in the meantime. However, he discovered that the French army under King John II hadn't followed the English army directly but taken a different route after reaching La Haye with the intention of outflanking him. The Black Prince then attempted to confront the French at Chauvigny as they were crossing the River Vienne, but failed to reach it in time and then found out that the enemy army had already passed Chauvigny and was heading to Poitiers to join up with additional forces. Nevertheless, a small French rearguard force of around 700 men was intercepted near Savigny-Lévescault and promptly routed. The Anglo-Gascon army then took up a strong, carefully-prepared defensive position, constructing pits,

trenches and barricades in preparation for the approaching battle. Low on food, and with the much larger enemy army too close to be able to forage or safely retreat, the Black Prince's army needed to fight and win a battle.

Since the following day was a Sunday, neither side was willing to fight and the Cardinal de Perigord attempted to negotiate a bloodless solution while the French gathered their forces and the English dug in and made their position as strong as possible. Remembering the vulnerability of horses to arrows at Crecy, the French king decided to dismount most of his army and fight on foot. However, around 9am on 19 September, it seemed that the English were planning to retreat, so a small force of French cavalry were sent forward with dismounted troops and crossbowmen in support to prevent this. After these horsemen had been shot to pieces, the first line of French infantry under the Dauphin attacked. When these too were driven back, the second line under Orleans decided to quit the field with the retreating first line. This left King John's own force - fresh troops and probably the best quality of the French army - to face the so far successful but now tired enemy. The Black Prince now ordered his men-at-arms to mount up and counter-attack and the French were caught in the rear by a surprise attack from de Buch's Gascons. The battle ended in heavy French losses and the capture of the French King John II, one of his sons and numerous nobles and gentry. However, aware that many French had survived the battle and might rally and renew the fighting, and with his own small army hungry and almost exhausted, the Black Prince made no attempt to attack Poitiers itself but instead marched back towards Bordeaux.



The capture of John II led to the temporary collapse of central authority in France, with Anglo-Gascon forces able to raid with virtual impunity and a serious peasant revolt lasting several months breaking out in 1358. A further invasion of France by Edward III from October 1359 to May 1360 known as the Reims Campaign caused further widespread devastation but didn't possess the necessary siege train to capture any fortified towns or castles. Nevertheless, the Treaty of Brétigny was agreed in October 1360 which effectively ended the initial phase of the Hundred Years War, with the English king receiving an extensive territory - including Poitou and Guienne, so effectively a much-enlarged Gascony - without the

requirement of doing homage to the French crown. In return, the English King renounced his claim to the French crown itself. Although the treaty failed to secure a lasting peace, it did result in nine years of virtual peace until 1369 when John II's son Charles V, who had succeeded him in 1364, decided that he was strong enough to resume the conflict.

## The Unrest and Proxy conflicts of the 1360s

After the Treaty of Brétigny had been concluded between the English and French, a great many unemployed soldiers gathered together, upward of twelve thousand men, including at least three or

four thousand experienced men-at-arms. The French raised several armies to deal with these brigand forces. While Arnaud de Audrehem, the Marshal of France, assisted by the Spanish troops of Enrique of Trastámara, conducted a successful campaign against the companies of Perrin Boias, other French forces, led by Jacques de Bourbon, suffered a crushing defeat at Brignais. There are two conflicting accounts of this battle, one by Froissart in which the Tard Venus, or "Late Comers", companies took up a defensive position on the top of a hill with only the less well-armed troops visible to the French army below. They then threw stones at the advancing enemy, who attacked uphill against the mercenary bands. Once the French were engaged, the better equipped mercenaries launched a surprise flanking attack that seriously wounded the French leader, Jacques de Bourbon, and routed the French army. A less detailed alternative account, written by the Italian Matteo Villani, has the Tard Venus make a surprise pre-dawn attack on the French camp. It might be possible to reconcile the two conflicting accounts by having the Tard Venus launching a disruptive - but not decisive - nocturnal attack and then falling back to high ground where they were subsequently attacked by the French.

Although England and France were technically at peace after the 1360 Treaty of Bretigny, hostilities continued with both sides intervening in other conflicts involving various allies. When Charles II of Navarre, an English ally, sought to inherit the Duchy of Burgundy, the Navarrese army - which included English troops - was led by the Gascon Jean III de Grailly, Captal de Buch, who had fought on the English side at Poitiers. Campaigning in Normandy, de Buch concentrated his forces at Evreux and sought out the French army which was led by du Guesclin. Learning from his scouts that the French army was nearby, de Buch deployed his forces on high ground at Cocherel on 16 May 1364. After an initial French assault was repulsed, du Guesclin made a feigned retreat to lure the enemy from their strong position. Although de Buch suspected a trick, he was forced to launch a full scale attack due to the insubordinate actions of his English officer, John Jouel. On level ground and out in the open, a subsequent French flanking attack quickly routed the less numerous enemy.



The Castilian Civil War 1351-69 between Pedro I and his illegitimate half-brother Henry of Trastámara provided a fresh theatre of war for the numerous mercenary bands. King Pedro of Castile had antagonized his nobility by attempting to strengthen his royal authority at their expense and had also gone to war with neighboring Aragon. Forced to flee Castile when his half-brother, Henry of

Trastámara, invaded with French and Aragonese support, Pedro sought English assistance. To keep England safe from the powerful Castilian fleet, Edward III encouraged his sons, Edward the Black Prince and John of Gaunt, to lead an army of English, Gascon and other mercenaries to assist Pedro I recover his throne. Meanwhile, Trastámara received assistance from France and the neighboring kingdom of Aragon. While Trastámara expected that the enemy army would advance towards Najera directly from Navarrete, instead the Black Prince conducted a surprise nocturnal flanking march which caught Trastámara's forces unprepared at Najera on 3 April 1367. As things started to go

badly, some of Trastámara's troops abandoned the field or even switched sides, causing further routing and disorder. However, the elite French cavalry fighting alongside Trastámara's forces, fought courageously. Since this was a personal civil war between Pedro and his brother, the survival of Henry of Trastámara would prove more important than the defeat of his army. When informed after the battle that Henry had neither been captured or killed, the Black Prince is reputed to have said "Non ay res fait" - nothing has been achieved. Trastámara would turn the tables on his half-brother after Pedro failed to remunerate the Black Prince who then withdrew his support. At the battle of Montiel on 14 March 1369, Pedro would be defeated and slain by Henry of Trastámara and Castile would remain an important French ally in the decades ahead.

### The Caroline phase 1369-89

The second phase of the Hundred Years War is termed the Caroline phase after the French king Charles V. At this period, the English King Edward III was growing old and decrepit and his eldest son, the Black Prince was struck down by a prolonged illness that prevented him from campaigning and would lead to his early death in 1376, a year before his father. In this twenty-year period France, supported by its ally Castile, after Henry of Trastámara had won the Castilian civil war, regained all the territory ceded to Edward III by the Treaty of Brétigny, not by winning decisive battles but mainly through Constable Bertrand du Guesclin's attritional strategy. Nevertheless, du Guesclin was ready to fight when a suitable opportunity arose and he could catch the enemy at a disadvantage. Such a favorable situation occurred in the winter of 1370 when, after plundering across northern France under the experienced veteran Robert Knolles, the various English leaders fell out over their booty and where they should seek winter quarters. This led to the English army of no more than around 6,000 men splitting up into four separate smaller bands in order to loot more effectively. While Knolles, after failing to keep his captains under strict control, started withdrawing westwards towards the relative safety of Brittany, Grandison who had encamped between Pontvallain and Mayet with at most 1,200 men, was caught by surprise by du Guesclin's 4,000 French at Pontvallain on 4 December 1370 after a rapid forced night march. Unable to adopt a defensive position, the badly outnumbered English troops nevertheless fought hard before being wiped out. After crushing Grandison, du Guesclin sent some troops after Knolles and Minsterworth, while the rest headed southwards to assist another French force under Sancerre to hunt down Fitzwalter's English contingent at Vaas.

The disastrous English naval defeat at La Rochelle in June 1372 had a major impact on the progress of the war, allowing the French Constable du Guesclin to overrun the various small English garrisons in Poitou and elsewhere in the territory ceded by the Treaty of Brétigny. The last action of the French campaign to recapture Poitou was fought at Chiset on 21 March 1373 where du Guesclin defeated the small 700 strong English relief force attempting to raise the siege of the town. Naval superiority in the Channel also enabled the French and Castilian fleets to attack the Isle of Wight and many



English ports along the south coast with virtual impunity until the English were able to rebuild their fleet.

From early August to December 1373, Edward III's fourth son, John of Gaunt, led a 9,000 strong chevauchée from Calais down through France and then across to Bordeaux. While the earlier chevauchées of his father and elder brother had been devastatingly effective, the French under du Guesclin now devised a defensive tactic to effectively neutralize the chevauchée. While civilians, livestock and supplies were secured in castles, walled towns and other strongholds, everything that couldn't be brought inside the defenses would be destroyed to deny its use to the enemy. Meanwhile, bridges along the route of the enemy army were broken to impede their advance and mobile troops attempted to harass the enemy on the march whenever they could, disrupting their supply lines and trying to prevent them from foraging and pillaging. The only fighting during the chevauchée was a skirmish outside walled Doullens and a French attack on an isolated English force at Oulchy. Finally, a concentration of French forces at Troyes in late September prevented Gaunt's army from attempting to march towards either Paris or Brittany. By the time the weary and demoralized English army reached Bordeaux many troops had deserted the ranks and the rest had brought the plague into the city.

The English King Richard II, who succeeded his grandfather Edward III in 1377 and ruled until the usurpation of his cousin Henry Bolingbroke in 1399, was not a warrior king like his father and grandfather. In 1377, he was only ten years old when crowned, and no provision was made for a regency until he reached adulthood, so the kingdom lacked real leadership. Richard's uncle, John of Gaunt was the only nobleman with sufficient authority to have assumed the regency, but he was too unpopular and he also had his own independent political agenda, which didn't always necessarily coincide with the English Crown's best interests. After his marriage in 1371 to Constance of Castile, daughter of the King Pedro who had received English support in 1367, Gaunt laid claim to the kingdom of Castile and, after forming an Anglo-Portuguese alliance in 1386, Gaunt led an army into Galicia in an unsuccessful attempt to seize the Castilian crown from John of Trastámara.

Richard II's reign opened with French raids on Winchelsea, Rye and Hastings in the summer of 1377, forcing the English to repair and construct a series of castles and fortified positions along the south coast, some now equipped with gunports. Then, in September 1377, a French army under the Duke of Anjou recaptured Bergerac - which had been in English control since 1345 - and another French force retook Ardres, a key outlying fortress of the Calais Pale, effectively making most of the eastern section of the Pale impossible to defend adequately. The English were now clearly on the defensive, yet the French failure to concentrate sufficient resources to the complete conquest of Gascony while they had the upper hand, combined with the decision to try to annex Brittany to the French Crown, resulted in the conflict subsiding into a virtual stalemate by 1380, after which both England and France would be preoccupied by unrest and open revolt at home.

The Great Schism - which lasted from 1378 until 1417 - arose after Urban VI was elected Pope in Rome in April 1378 and the French subsequently elected a rival Avignon anti-Pope, Clement VII in September 1378. While England, the Northern Italian States, the Flemish, Poland, Hungary and the Scandinavian kingdoms recognized Urban VI, France and her allies - Castile, Aragon, Scotland and the Kingdom of Naples - accepted the Anti-Pope. The various German states of the so-called Holy Roman Empire had mixed allegiances. When the Flemish town of Ghent - Gaunt in 14th century English - revolted against its pro-French count, Lodewijk van Male, it anticipated receiving English support due to close trading links and lucrative wool trade. However, nearby Bruges, which was a commercial rival, had remained loyal to the count. The Ghent leader, Philip van Artevelde, led an army against Bruges but instead of attacking the city drew up his forces in a defensive position a short distance from Bruges on 3 May 1382 at Beverhoutsveld, his troops supported by many light, multi-barreled, ribauldequin guns and a small force of English allied archers. The more numerous Bruges troops - many drunk and disorderly after celebrating the annual Heilig Bloedprocessie - marched straight into the trap! After blasting the enemy with shot and arrows, the men of Ghent launched a counter attack that routed the Bruges army. At this point, some Bruges troops who were opposed to the count switched sides and helped secure the Ghent victory. However, Van Artevelde's rebellion would be crushed in November at Roosebeke before an English expeditionary force could be raised to assist the Flemish. Beverhoutsveld was one of the earliest European battle in which gunpowder weaponry played a decisive role. The English bishop Henry le Despenser, who had played a significant role in crushing the Peasants' Revolt at North Walsham in June 1381, would lead a Crusade in 1382-3 in support of Ghent. However, instead of attacking Clementist Bruges, Despenser's army decided to besiege Ypres instead, despite it being an Urbanist town, at Ghent's instigation. Then, failing to capture Ypres, Despenser set fire to Gravelines and then came to terms with the French and returned to England with his unruly army having achieved very little.

One of the most noteworthy events of the 1380s was the naval battle of Margate on 24-25 March 1387, in which the Earl of Arundel defeated a Franco-Castilian fleet in the North Sea and near Cadzand island, pursuing the retreating enemy ships as far as Sluis. This victory effectively safeguarded England from a serious French invasion for over a decade. However, with England facing significant internal political and financial problems and the political advisors of the youthful and mentally unstable French King Charles VI recommending an end to the unpopular and costly war, a general truce between England and France and their allies was agreed in June 1389 and extended for the rest of Richard II's reign and several years beyond. Richard II married the French King's daughter, Isabelle and agreed to hand over the English held ports in northern France, apart from Calais. In return, Richard recovered lost Gascon territory on condition that he did homage for the duchy. It was only several years into the usurper Henry IV's reign, after Scotland had broken the truce in 1402 and Wales rose in revolt, that the French decided to take advantage of Henry's weak political hold on the English crown and intervene militarily. However, the small French invasion force sent to assist the Welsh failed to achieve anything before it was withdrawn. Meanwhile, the

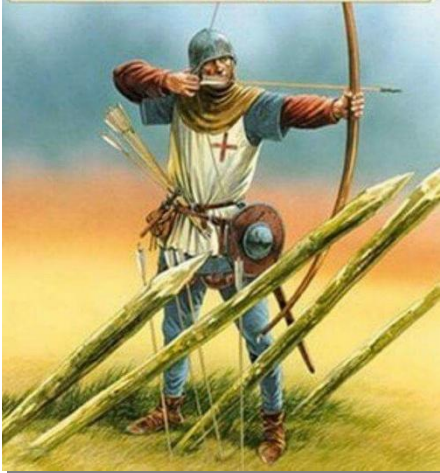
French king's brother Louis d'Orleans, assisted by the Count of Alencon and two disaffected Gascons, Charles d'Albret and the Count of Armagnac, recaptured much of Gascony from English control.

### The Lancastrian phase 1415-53

The third and final phase of the Hundred Years War lasted from Henry V's invasion of Normandy in 1415 down to the final French reconquest of all the English continental possessions except Calais in the early 1450s. This phase, in turn, can be subdivided into the period from 1415 down to the Treaty of Troyes in 1420, the resurgence of the French under the inspiration of Joan of Arc, and the final recapture of English-held Normandy and Gascony in the 1450s.

### From Henry V's invasion of Normandy to the Treaty of Troyes 1415-20

The murder of Louis d'Orleans, brother of the insane French King Charles VI, in November 1407 by John the Fearless, Duke of Burgundy resulted in the French civil war known as the Armagnac-Burgundian Civil War, which lasted from 1407-35. This civil war gave the English King Henry V - who succeeded his father Henry IV in 1413 and reigned until 1422 - a golden opportunity to restore English fortunes by renewing the Hundred Years War. Once he had dealt with several serious English domestic issues, including a Lollard uprising in 1414 and the 1415 Southampton Plot, which had planned to replace him on the throne with Edmund Mortimer, who had a better claim, Henry V was ready to invade northern France in 1415. After successfully besieging Harfleur from August to September - a siege in which gunpowder artillery played a prominent role - Henry led his small English army on a march towards Calais, following the route of his ancestor, Edward III. Finding the Blanchetaque ford well-guarded and Pont Remy bridge dismantled, the English were forced to march further and further away from their objective until they finally managed to cross the Somme at Bethencourt. However, in the meantime, the French had assembled a much larger army and confronted him at Agincourt on 25 October 1415. The English army was probably outnumbered at least 2:1 and possibly as much as 4:1 or more. However, the English army's flanks were protected by dense woods and the French superior numbers actually worked against them, as men attempting to force their way into the front line caused disruption and confusion even before the battle got underway. Although the French probably had at least some gunpowder artillery at Agincourt, as well as some trebuchets, both proved of very limited effectiveness, while the cumbersome English siege guns had been left behind at Harfleur.



Apparently for the first time, the English archers carried stakes into battle, allowing them to fight a less defensive battle than Crecy or Poitiers, since the stakes could be carried about and hammered into the ground when needed as a defense against enemy cavalry. While the French did place some elite cavalry, with horses at least partially protected by barded armor, on the flanks of their army, most of the French fought on foot, as at Poitiers. By this date, shields were being abandoned since plate armor was considered to provide gendarmes with sufficient protection that they were no longer required. However, while good quality breastplates were able to ward off most arrows, the

plate armor on legs and arms would have been thinner and less effective and visors too were sufficiently weak that most of the French gendarmes needed to keep their heads lowered. Moreover, the very muddy ground also gave the English a further advantage, as it slowed down the French advance and caused many men in heavy armor to become exhausted even before they reached the English line. Nevertheless, the battle lasted for some three hours of fierce fighting, with more and more French falling over in the thick mud and getting trampled by fresh troops coming up behind or else bashed to death by the English men-at-arms or the mallets of the English archers. Also, a short dagger, called a misericorde, was very effective at piercing through the eye slits of a fallen gendarme's visor or between the overlapping plates of his armor. At some point during the battle, an attack by a small French force on the English baggage in the rear of the army, was probably the cause of Henry V's order to execute the French prisoners. Many of the higher French noblemen were killed or captured in the battle, mostly of the Armagnac faction since the majority of the Burgundians had remained neutral when the English invaded. This provided the rival Burgundian faction a chance to exploit the disaster of Agincourt and march on Paris. Meanwhile, Henry V's exhausted army made its way on to Calais and then back to England with the spoils and prisoners to recuperate.

In early March 1416, a small English raiding party of about 1,000 men-at-arms and mounted archers under the Earl of Dorset was intercepted by a much larger French force under the Count of Armagnac at Valmont on 9 March. Although the French cavalry broke through the thin English line, the English were able to fall back to a defensive position and hold out until nightfall and were then able to retreat towards Harfleur. After defeating a small French detachment that had reached Harfleur before them, the English - assisted by the garrison troops - then attacked and routed the main French army which had been following them. In the following years, after long and methodical preparations, Henry V's English forces systematically captured a series of French towns in Normandy, including Caen in 1417 and Rouen in January 1419, securing the duchy and enabling Henry V to launch follow up campaigns to capture Paris and southwards as far as the River Loire.





## From the Treaty of Troyes to the Siege of Orleans 1420-28

On 21 May 1420, the English King Henry V, supported by Philip the Good of Burgundy, the son of John the Fearless who had been assassinated in 1419, was in a strong enough position to compel the weak-willed French King Charles VI and his wife, Isabeau of Bavaria, to agree to Henry's marriage of their daughter Catherine and for Henry to be acknowledged as the heir to the French throne, thus disinheriting the King's son the Dauphin Charles. While the deaths of both Charles VI and Henry V in 1422 undermined this treaty, the conditions were subsequently reaffirmed by the Treaty of Amiens in 1423, with the dukes of Burgundy and Brittany supporting the claim of Henry V's infant son as Henry VI.

A small, but important, English defeat occurred at Baugé, East of Angers on 22 March 1421. Discovering that an enemy force was nearby on the afternoon of Easter Saturday, Henry V's brother, the Duke of Clarence hoped to cross the river and take it by surprise. However, unaware that the nearby Franco-Scottish army seriously outnumbered the troops under his immediate command, Clarence was too impatient to wait for his second in command Salisbury to arrive with the main English army. According to the *Journal d'un Bourgeois de Paris*, Clarence's attacking force consisted of just 1,500 men at arms and 500 archers. If Clarence had waited for Salisbury's reinforcements

he would have had about 4,000 men and might have had a better chance of defeating the approximately 5,000 strong Franco-Scottish army.

The sudden death of the English King Henry V, aged just 35, at the siege of Meaux in the Isle-de-France in 1422, gave the supporters of the French Dauphin - now the uncrowned Charles VII - the hope of overturning the Treaty of Troyes by which Charles was disinherited by his insane father and Henry's infant son succeeded his maternal grandfather on the French throne. However, in addition to English invaders on French soil, Charles also had to cope with a French "civil war" with the Burgundian party endeavoring to establish a separate state with English support. In June 1423, the Constable of France - the Scottish Earl of Buchan - assembled an army of some 8,000 French, Scots and mercenaries at Bourges to attack Burgundian held Cravant. Lacking siege guns, Buchan planned to starve the garrison into surrender, since they hadn't had time to bring in supplies. To deal with this threat, the Burgundians and their English allies quickly gathered a combined force of around 4,000 men and some light guns under the experienced leadership of the Earl of Salisbury and confronted the besieging forces on 31 July 1423. After an exchange of fire between the Scottish archers and the Anglo-Burgundian archers and artillery in which the Scots came off worse, Salisbury ordered an attack across the shallow river on the disordered enemy. A timely sortie by the small Burgundian garrison of Cravant caught the enemy in the rear and caused further panic. While the Scots tenaciously held their ground and were massacred, their French and mercenary allies failed to support them and hastily retreated from the battlefield. A couple of months later, on 26 September, an English raiding force under John de la Pole was returning to English-controlled Normandy after pillaging in Anjou and looting Segré, when it encountered a French force twice as large blocking its line of march at La Brossinière, also called la Gravelle. Although the English archers had time to deploy stakes in front of the position, the action was fought on open ground and it was easy for the French to outflank their outnumbered enemy and attack them in the flank, inflicting heavy losses. After this victory, the French, led by the Count of Aumale, laid siege to Avranches until driven off by an English relief force.

Encouraged by the victory at La Brossinière, and another over the Burgundians at La Buissière in September 1423, the French Dauphin Charles had also received 6,500 additional Scottish reinforcements under the Earl of Buchan in early 1424 and hired 2,000 Milanese elite heavy cavalry. The French had agreed to fight the English at Ivry on 15 August 1424, in order to relieve the besieged fortress, but since their Milanese mercenary cavalry hadn't arrived in time they dishonorably failed to turn up and the fortress promptly surrendered. The angry Bedford led his Anglo-Norman army in pursuit of the perfidious enemy, although his Burgundian allies now left him in the lurch and some Normans - realizing that the French army was numerically stronger - now switched sides. Meanwhile, the French had taken Verneuil by a ruse, with Scottish soldiers pretending to be captured English prisoners claiming that the English army had been defeated. Once the English army approached Verneuil on 17 August 1424, the French would rely on the Milanese heavy cavalry

- on armored horses, giving them protection against arrows - to shatter the English line. It seems the Milanese may have been deployed in front of the army rather than on one of the flanks as would be more usual, although there's also some evidence that the English and Scottish archers engaged in an exchange of archery at the start of the battle. The sunbaked earth made it too hard to fix stakes in the ground and hundreds of the English archers were quickly cut down or routed. However, the Milanese then attacked the baggage train and pursued the routers off the battlefield, only returning at the end of the battle. Meanwhile, the English line managed to rally and, after a fierce fight, routed the French wing and then surrounded and massacred the Scots. Casualties were heavy on both sides, but the costly English victory allowed Bedford to consolidate his hold on Normandy and Anjou.

When, towards the end of 1425, Jean, Duke of Brittany switched allegiance from England to the French Dauphin, a small English raiding force invaded Brittany as far as Rennes. Meanwhile, the French Constable, Arthur de Richemont, who was also Duke of Brittany's brother, quickly raised a large but ill-trained force to deal with the incursion. The small 600 strong English force was besieged at Saint-James, Avranches on the border of southern Normandy and Brittany. Richemont possessed some heavy siege guns and was able to create two large breaches in the town walls, but all assaults by the numerous but poor-quality Breton forces resulted in heavy losses for the attackers.

In June 1427, the English earl of Warwick was instructed to besiege the French-controlled town of Montargis, a key stronghold at the junction of the Loing and Vernisson rivers. Warwick's besieging forces, including Burgundian allies, numbered some 3000 men along with a good siege artillery train, but the position was strong and the French garrison determined. On 5 September a small 1,600 strong French relief force under Jean de Dunois and La Hire arrived with the initial intention of attempting to resupply the garrison rather than defeating the more numerous enemy and lifting the siege. However, the relief force caught the Anglo-Burgundian besiegers by surprise and also crucially divided, since the garrison had opened the town's sluice gates and washed away one of the bridges that linked the three besieging forces. This allowed the French relief force, supported by a sortie from the garrison, to defeat Pole's third of the English army before help could reach it. The rest of the Anglo-Burgundian army then quickly retreated, abandoning their guns and supplies. This victory greatly enhanced the reputations of Dunois and La Hire.

## The Siege of Orléans 1428-9

While there were many sieges during the Hundred Years War, the scope of this game focuses on the battles and doesn't generally cover actual siege warfare during this lengthy conflict, apart from siege relief type open battle scenarios such as Calais, Auray, Cravant and Montargis, or the English capture of Caen by direct assault. However, this title does include the Siege of Orléans and the nearby towns of Jargeau, Meung and Beaugency, which are covered in the 1428-9 Loire Campaign.



Additional sieges and siege assaults - such as Harfleur, Rouen, Brest and Paris - will probably be represented in a subsequent expansion pack.



In 1428, the Earl of Salisbury had led a small English army into the Loire valley with the intention of capturing the key town of Orléans, which would threaten French-held Bourges and Chinon. While other smaller settlements along the Loire at Meung, Beaugency and Jargeau were taken in the autumn of 1428, Orléans itself held out and was placed under siege. When previously threatened by English forces in the 1370s, the walls of Orléans had been antiquated and in a bad state of repair, but by the 1420s the old defenses had been replaced by a new 30ft wall with 30 towers and surrounded by deep dry moats. In addition, stone and timber boulevards, with breastworks and palisades, had been established to defend the approaches to the five main gateways. However, suburbs had grown up beyond the walls, both on the north and east sides and also on the south bank at Portereau, where there was also an Augustinian convent with its walled enclosure. The 12th century bridge was defended on the Portereau side by the strong 14th century Les Tourelles fortress and on the northern bank by a castle. On the island in the middle stood the recently built Saint-Antoine bastille. After the initial English attack on the defenses south of the river Loire, the French had to abandon the fortress of Les Tourelles due to the effectiveness of the numerous English



cannon. But the English leader, the Earl of Salisbury was then killed by a cannon ball and the more cautious Earl of Suffolk temporarily took command of the English army. Suffolk then attempted to blockade Orléans and establish various siege works on the northern bank to try to prevent French reinforcements and supplies entering the city. But the size of the besieging army was too small to achieve this and, once additional forces had arrived to reinforce the garrison, there was also the danger of French sorties disrupting the siege works. Meanwhile, in preparation for breaking the English siege, the Count of Clermont had recruited a substantial field army and established a French forward base on the Loire at Blois. From November 1428 to February 1429, there would be numerous, but unsuccessful, English assaults on the northern defenses of Orléans and French sorties to interrupt the construction of English siege works.

By February 1429, the English siege of Orléans had lasted four months and, while the size of the besieging army had increased to around 5,000 men, this remained far too small a force to both garrison the towns along the Loire and blockade Orléans to prevent reinforcements and supplies from entering the city. Meanwhile, with French forces operating in the area, supplying the besieging force was also a serious problem. On 9 February 1429, the English leader Sir John Fastolf left Paris with a 300+ wagon supply convoy, escorted by a force of around 1,500 men, only around 600 of whom were English and the rest potentially unreliable Frenchmen fighting on the English side under the Provost of Paris, Simon Morhier. Learning that this supply convoy had set off, La Hire set off from Orléans with some 1,500 men – perhaps more than half the current garrison strength - with the intention of rendezvousing with a further 2,000 or more French and Scottish troops under Clermont, Marshall Lafayette and Stewart of Darnley setting out from Blois. When the forces of La Hire and Darnley came across the English supply convoy at Rouvray on 12 February 1429, Darnley was keen to attack straight away, but La Hire wanted to wait for Clermont's force to arrive. This delay gave Fastolf more time to strengthen his defensive position. With daylight starting to fail, and no sign of Clermont's reinforcements, the Scottish troops in French pay recklessly assaulted the English position. The French troops then joined the attack but fell back and retreated after receiving hundreds of casualties. This defeat allowed the English supply convoy to resupply the besieging army. The siege of Orléans continued, and the English besiegers established further defensive works on the east flank of the northern bank of the city during March and early April. A further, isolated, work - the Bastille of St-Loup - was constructed on the north bank of the Loire on the east side of the city by 10 March. Meanwhile, the garrison strength had dwindled to around 1,000 regular troops by the end of March, although subsequent reinforcements would bring the strength back up to over 2,000 by late April.

## Jeanne d'Arc and the Revival of French Hopes



The arrival of Jeanne d'Arc at Orléans with 200 gendarmes on the evening of the 29 April would restore French morale, even though La Hire's sortie against the Boulevard de Saint-Pouair on 30 April 1429 was unsuccessful. A more serious sortie against the isolated Bastille of St-Loup on 4 May would prove more decisive. After capturing the Bastille of St-Loup to the East of Orléans on 4 May, the main French objective was to recapture the key English-held Les Tourelles and Bastille des Augustins strongholds on the southern bank of the river. The Bastille des Augustins fell on 6 May, but the Tourelles fortress would prove much tougher to capture. Despite the reluctance of the more cautious French professional leaders, Jeanne d'Arc inspired the ordinary soldiers to attack the almost impregnable defenses on 7 May, with Jeanne herself leading the assault and suffering an arrow wound

between her neck and shoulder. After hours of hard fighting, the Tourelles drawbridge collapsed, and the surviving English garrison was forced to surrender. The loss of the Bastille of St-Loup and Les Tourelles meant that the French could resupply Orléans from either the east or the south and this effectively forced the small English besieging army to abandon the Siege of Orléans.

After having abandoned the siege of Orléans on 8 May, part of the English besieging army, under Talbot and Scales, fell back to Meung and the rest, under, Suffolk, retreated to Jargeau. Matthew Gough was in command of the English garrison of Beaugency and Fastolf was still in the process of gathering some 4,000 English reinforcements in Paris. On 8 June, Fastolf's small army marched from Paris towards Janville, while on 10 June, a French force equipped with cannon left Orléans for Jargeau, arriving the following day. When the initial French attack on the suburb wavered, Jeanne d'Arc took her banner and personally led a further assault which secured the suburb and bridge. Both the garrison and French besiegers had a significant number of guns, which would prove effective. On 12 June, after French artillery fire had brought down a tower, the French were ready for a direct assault on the town. During the storm of Janville, Jeanne was struck on the head by a large stone but picked herself up and then encouraged the men forward until the town was captured.

After capturing Jargeau, the French decided to follow up their success by attacking Meung and Beaugency, despite being aware that an English army under Fastolf was located near Janville, some 15 miles north of Orléans. The castle at Meung was some distance - a good bowshot - to the west

of the town, while the inadequately fortified bridge was separated from the town by a meadow. This made it possible for the French to ignore the town and castle for the time being and just focus on capturing the bridge on 15 June. After securing the bridge, and leaving a strong force to hold onto it, the French moved on to Beaugency, where the small English garrison abandoned the town but prepared to defend the castle. At this point, the disgraced Constable of France, Arthur de Richemont, arrived with about 1,000 Breton troops and offered to support the French army. While an experienced and capable leader who had fought on the French side at Agincourt, Richemont had subsequently persuaded his brother, John Duke of Brittany, to sign the Treaty of Troyes and had been rewarded by the English with the duchy of Touraine in 1422. However, since the English didn't trust him sufficiently to offer him command of any substantial body of troops, he then switched sides in 1424 and was made Constable of France but then fell out of favor again at the French court after persuading his brother to conclude a peace treaty with the English in 1427. Thus, it was clear that Richemont's loyalty was questionable, but La Hire and Jeanne managed to persuade the French commander, the Duke of Alencon, to accept the Breton reinforcements, perhaps partially for fear that Richemont might, if refused, decide to offer his services to the enemy.

Meanwhile, the English leader Talbot had insisted that the cautious Fastolf should join him in marching to the relief of Meung and Beaugency. Rather than attacking the French-held bridge at Meung, the English decided to press on towards Beaugency where, about two and a half miles from Beaugency, they came across the French army deployed in a defensive position blocking the road at Les Vallées. After a stand-off in which neither side was prepared to attack, the English retreated to Meung and prepared to attack the bridge, with the intention of then marching to the relief of Beaugency along the south bank of the Loire. However, as they were preparing to attack Meung bridge, the English heard that Beaugency had surrendered, so they decided to retreat back to Janville, little expecting that the French vanguard would set off in hot pursuit. About midday on 18 June 1429 at Patay, the 1,500 strong French cavalry under Marshal de Boussac, assisted by veteran leaders La Hire and Xaintrailles, caught the English army strung out and on the march and were able to inflict heavy losses on the unprepared English archers. The victory was decisive and effectively over before the main French force, led by the Duke of Alencon accompanied by Jeanne d'Arc, could reach the battlefield and participate in the fighting.

By the victory at Patay, French control of the Loire valley was secure and it was safe for the Dauphin to be crowned Charles VII at Reims on 17 July 1429. The French capture of Laval and Louviers and then Chateau-Gaillard in February 1430, seriously threatened the English defensive line along the Seine valley. Nevertheless, Paris and much of northern France remained in English hands, as well as Gascony to the southwest. Jeanne d'Arc would fail to capture Paris in September 1429, undermining her credibility even before she was captured by the Burgundians and handed over to the English. It was only after the collapse of the Anglo-Burgundian alliance in 1435 - by the Treaty of

Arras, the Burgundians switched sides and endorsed Charles VII's claim to his late father's throne - that the English position in France would become precarious and virtually untenable.

After the defeat at Patay, the English were firmly on the defensive and, with rarely more than 5,000 troops available, most were tied down in garrisons making it very difficult to create a field army. So, in 1429, the regent Bedford devised a more flexible system whereby the strength of garrisons would vary depending on the situation, with the Earl of Arundel and Lord Willoughby commanding mobile reserves ready to rush to deal with critical situations as they arose. Yet, even with such small forces, paying for them was a struggle. While, in the early 1430s, Normandy was probably just about able to financially support its own defense and government, the rest of English-controlled northern France, except for Paris and a few other towns in Picardy, were failing to provide any income, especially where the French were threatening or recapturing further territory. Thus, the burden for the upkeep of Lancastrian-held France increasingly had to be paid for by a reluctant English parliament.

After several years of relative inactivity and futile attempts at peace negotiations, in 1434 Charles VII began to strengthen French control of the area north of Paris and, in Spring 1435, the experienced French leaders La Hire and Xaintrailles decided that Gerberoy would be a useful location for threatening English held Normandy and they started to strengthen its defenses. However, a 3,000 strong English force under the earl of Arundel arrived in nearby Gournay in early May and prepared to attack the outnumbered French at Gerberoy. On 9 May 1435, Arundel made the mistake of splitting his forces and advancing towards Gerberoy with a small vanguard while the main English force was still on the way from Gournay. This gave the French an opportunity to ambush the enemy reinforcements while they were on the road. After routing the main English force and pursuing it back to Gournay, the French cavalry then returned to Gerberoy and assisted in defeating Arundel's now outnumbered vanguard, which had remained inactive whilst awaiting the now-defeated English reinforcements. The defeat of Arundel's army, and the death of Arundel himself - one of the best English leaders of the period - weakened the English position, enabling the French to once more retake Verneuil and Houdan. Also, Saint-Denis, the settlement just north of Paris, was taken by a surprise French assault on 1 June 1435. Fresh reinforcements from England had to be raised and shipped over to stabilize the situation.

### After the Treaty of Arras 1435-48

Once Philip the Good, Duke of Burgundy, switched sides and supported the French King Charles VII, English control of French territory was in grave peril and almost certain to fall sooner or later. The French placed Paris under siege in 1435 and recaptured it in April 1436. However, Calais held out when the French attempted to capture it in the summer of 1436. Other English-held towns and fortresses were reduced in the following years - including Creil and Pontoise in 1441, thus reducing the final English stronghold in the Ile de France. In Gascony, which received little if any assistance

from England, Tartas fell to the French in 1442, followed by other castles and towns, but the most important cities - Bordeaux and Bayonne - remained in English hands until the 1450s. An English attempt to besiege Dieppe, in Normandy, from November 1442 to August 1443 ended in defeat.

After the Truce of Tours in 1444, Charles VII and Constable Arthur de Richemont took advantage in the pause in the fighting to reform the French army, disbanding poor quality units and revising the structure of the better ones into compagnies d'ordonnance over the following years. Troop quality and weaponry were improved and artillery became more efficient and standardized. Meanwhile, in England, the king, Henry VI was weak, and a power struggle was already fermenting that would lead to the civil war now known as the Wars of the Roses breaking out from 1455.

### The Collapse of English-controlled France 1449-53

Two decisive English battlefield defeats at Formigny in 1450 and Castillon in 1453 would result in the complete and utter collapse of English control of Normandy and Gascony. Only Calais would remain in English hands for a further century.

### The Normandy campaign of 1449-50

In 1449, a well coordinated French attack on Normandy reconquered most of the duchy in a matter of months. Despite facing disorder across much of England at this time, the English government managed to raise a small 2,500 strong relief army under Thomas Kyriell which joined forces with probably less than 2,000 additional troops stripped from the remaining English garrisons in Normandy with the intention of breaking the French siege of Caen and, ideally, bringing the French to battle on favorable terms and attempting to reverse the recent losses. Locating the combined English forces encamped at Formigny, the French commander, de Clermont, was determined to attack. On 15 April 1450, while the main French force attacked the English head-on, an allied Breton force under Richemont would march via Trevieres and take the English in the flank or rear. Although the English had adopted a strong defensive position, two French heavy guns were deployed to bombard the enemy from beyond bow range, prompting the English to go onto the offensive to take out the guns. However, the French were able to recapture the guns, but it was only the arrival of the Breton cavalry in the enemy rear that proved decisive and secured the French victory. The destruction of the English field army facilitated the French capture of Caen, Falaise, Cherbourg and the rapid collapse of the entire English position in Normandy.

### The Gascony Campaign of 1450-53

The rapid French conquest of Gascony in 1451 had given the English government - which was also hampered by unrest at home - insufficient time to respond. However, the heavy taxes subsequently imposed on the Gascons by the French government meant that when an English expeditionary force was ready to sail in September 1452, the Gascons were eager to throw off the heavy yoke of their new masters. The initial successes of the aged English general Talbot, led the French king Charles



VII to raise four separate armies to reconquer Gascony once and for all. Learning that one of the French armies was besieging Castillon, Talbot was determined to launch a surprise attack to inflict a decisive defeat on it before reinforcements from one of the other armies could arrive. Advancing southwards towards Castillon through woods on 17 July 1453, Talbot's men made a surprise dawn attack on the St Florent priory. After this opening success, a dust cloud observed at the French camp led Talbot to mistakenly believe that the enemy were making a hasty retreat. Urging his men on, Talbot launched a determined, but foolhardy, direct assault on the fortified French camp with its numerous guns. The decisive English defeat at Castillon and subsequent siege and capture of Bordeaux finally ended English control of Gascony.

## Armies and battles of the Hundred Years War

Unfortunately, unlike 18th century and later battles where there are often detailed OOBs and maps of the battlefield published shortly afterwards, most Mediaeval battles are often obscure, with troop numbers, units, weaponry and deployment uncertain or disputed in the available sources. Often the size of the armies involved is wildly over-estimated in contemporary sources, which were rarely written by someone actual present at the battle and not infrequently by someone with no military experience and little interest in the precise details of the battle. On the other hand, the size of Mediaeval forces may sometimes be under-estimated by modern historians working with surviving, but often incomplete, administrative records. Even the actual location of some of the most famous battlefields is unclear and disputed. For this reason, for some battles, such as Brignais, Cadzand and Morlaix, I have provided variant scenarios with quite different deployments based on either conflicting sources, or due to the fact that details of the battle are obscure. Similarly, since OOBs are rarely very detailed for this period, it's perfectly feasible to create alternative versions with different sized forces, larger / smaller units, and even some different troop types. Although I might have created multiple OOBs with different army and unit sizes and OOB structures for most of the different battles without necessarily achieving the correct figures actually present on the day - something that gamers familiar with modifying OOBs can easily experiment with themselves - I did create some variant scenarios with different OOBs and left some old, but now unused, OOB material for several other battles too. There would certainly be scope for some additional variant OOB scenarios in a subsequent expansion pack too.

## English Armies



Until the early 14th century, English armies still often relied on mounted cavalry as the primary element which was expected to win battles, as can be seen from the defeats at Loudoun Hill in 1307 and Bannockburn in 1314, where over-reliance on cavalry proved disastrous. Nevertheless, archers - including numerous Welsh as well as English longbowmen - were already present in some numbers in English armies by the close of the 13th century and, when handled by a skillful commander, had an important role in softening up

the enemy position prior to a cavalry charge, as at Falkirk in 1298. However, other troops, including crossbowmen, continued to form part of English armies, especially when they also included Gascon troops or other non-British forces. These late 13th and 14th century battles will form part of a planned follow up title covering the later Mediaeval Anglo-Scottish wars and also the Wars of the Roses.

By the time of the Hundred Years War, the English had already established strong defensive tactics that relied primarily on the longbow, with men-at-arms generally fighting in a dismounted role alongside spearmen in support of the archers. Such tactics proved devastatingly effective when facing over-confident or incompetent French commanders, as at Crecy and Poitiers. But sometimes the French realized the strength of the English position and refused to attack, as at La Capelle in October 1339 or were able to outflank the English position and attack them in the flank, as occurred at La Brossinière (also called la Gravelle) in 1423. Nevertheless, English armies didn't usually over-rely on static defensive tactics to win battles: for instance, towards the end of the battle of Poitiers, after defeating previous French assaults and at the point when King John's fresh troops were advancing on foot to the attack, the Black Prince ordered any available men-at-arms to mount up and launch a counter-attack and the French were also caught in the rear by a surprise attack from de Buch's Gascons that had conducted a wide outflanking maneuver. Najera in 1367 was another battle where the Black Prince conducted an offensive battle, relying upon a surprise nocturnal flanking march which caught Trastamara's forces unprepared.

While defensive tactics and the use of difficult terrain, trenches and fixed defenses were already in use by the 14th century, from the 1415 battle of Agincourt onwards, archers also carried stakes, allowing them greater battlefield mobility while still providing them with an effective defense against enemy cavalry. However, when ground conditions were unsuitable for deploying stakes, as at Verneuil in 1424, or the archers were caught by surprise, as at Patay in 1429, the archers were liable to suffer heavy losses when attacked by enemy cavalry. Nevertheless, stakes made it much easier for English armies to rely less on static defensive tactics on the battlefield, provided the archers had sufficient time to deploy them when faced by enemy cavalry.

## French Armies



French armies down to the disastrous defeat at Crecy in 1346 relied on heavy cavalry to win - or lose - battles. French infantry, which included crossbowmen and archers as well as spearmen and other troops, tended to be low quality and poorly trained militia, so mercenary Genoese crossbowmen were hired in large numbers to help wear down the enemy before the - usually disastrous when facing English troops - French cavalry charge.

After Crecy, the French gendarmes mostly fought dismounted, making them less vulnerable to arrows. Nevertheless, the French still suffered major defeats at the hands of English armies at

Poitiers in 1356 and Agincourt in 1415, due to superior English tactics and leadership. However, when well-led, the French could and often did win victories over the English and, under favorable circumstances such as Patay in 1429, French cavalry could still win decisive battles even without infantry support. In the 15th century, the French artillery became increasingly powerful and deadly on the battlefield and, while handguns started to become more commonplace from the 1380s onward, they were inaccurate and unreliable, especially in wet weather, so didn't entirely replace crossbows until the mid 16th century. After the Truce of Tours in 1444, French army reforms resulted in the creation of compagnies d'ordonnance with better quality units and training.

## Breton Armies



Breton armies were similar to French ones, but with less heavy cavalry and more light infantry, which would have a tendency to prefer ambushes and hit and run tactics like the Welsh. For this reason, Breton and Welsh light infantry are able to move after firing - an ability which few infantry units of other nations are permitted to do. English and French troops would often fight alongside Breton forces in the Breton Civil War, while, on other occasions, Breton forces might form part of a French army or else fight independently as a separate allied contingent.

## Flemish and Burgundian Armies

Flemish armies were mainly civic militia and had few cavalry, especially since the nobility tended to be pro-French. The main Flemish weapons were spears, polearms, pikes and crossbows, but artillery and handguns were increasingly used from the late 14th century onward. The battle of Beverhoutsveld on 3 May 1382, in which the town of Ghent, supported by a handful of English archers, defeated the rival city of Bruges, was one of the earliest European battle in which gunpowder weaponry played a decisive role.



In the early 15th century, the Burgundian faction supported England against the rival French Armagnac party and there were occasions when joint Anglo-Burgundian forces fought against the French and their allies. At Cravant in 1423, there were English and Burgundians fighting against French, Scots and mercenary Italians and Aragonese. So some battles involved a range of different troops from across the whole of Western Europe..

## Genoese and other Mercenaries



All armies made use of professional mercenaries in this period and the French often had strong contingents of Genoese crossbowmen to support their cavalry, since French infantry were generally ill-trained and poor quality militia. Heavy Italian cavalry from Milan and Lombardy sometimes provided support for the French, as at Verneuil and Cravant and also lighter Aragonese cavalry and foot soldiers. Whenever there was a truce between England and France, bands of mercenaries, brigands and revolting peasants would

become a serious problem, as the French would discover at Mello in 1358 and Brignais in 1362, where a large army of Tard Venus mercenary bands crushed a French army in open battle.

## Scottish Armies



Scottish armies tended to rely over-heavily on spearmen deployed in schiltrons as a defense against the more numerous English cavalry and often also offensively against English infantry. However, defensive tactics were futile against a skillful English commander's use of combined arms tactics, since English archers could easily wear down the dense schiltrons until they either broke or the English decided to launch a cavalry charge or attack the now disordered schiltrons with fresh infantry. Apart from fighting the English at home - frequently as part of a Franco-Scottish military alliance - substantial Scottish contingents were often present in support of French armies during the Hundred Wars period, especially in the 1420s. Sometimes, especially when fighting on the Continent, Scottish armies fielded a larger proportion of archers to spearmen, providing a more balanced army.

## Welsh Armies

Welsh forces were usually quite small and generally relied upon ambushes against larger English armies, as will be demonstrated in the follow up title focusing on the British Isles. The longbow was originally a Welsh weapon and was a quick firing and deadly weapon when used in such ambush tactics. Often, after Edward I's conquest of Wales, Welsh archers and spearmen were incorporated into English armies when fighting against the Scots or French and would prove skillful and effective soldiers during this period, especially when skirmishing or setting an ambush. Occasionally, a small force of elite Welsh archers would fight for France, as at Rozebeke in 1382.



## Troop Types

### *Cavalry*

Like in a previous Musket & Pike title called Renaissance, there are various different types of cavalry in Age of Longbow, some are heavily armored and intended for shock combat, while others are lighter and more useful for scouting, raiding and skirmishing rather than meleeing.



Gendarmes and Men-at-arms – heavy, armored chivalry cavalry armed with lance – excellent shock melee troops. The French and mercenary northern Italians invariably have the best quality gendarmes, followed by the Castilians, Aragonese and Burgundians. Other armies tend to have fewer, if any, proper heavy cavalry or, like the English, their men-at-arms generally prefer to fight on foot.

Lancers – a lighter and more mobile lance-armed cavalry. While gendarmes are heavy cavalry, lancers are light to medium cavalry and so less effective in melee. Breton cavalry often tend to be more lancers than heavy gendarmes.

“Archers” – lighter, less well-armored cavalry armed with lance and crossbow – intended to charge in support of the gendarmes, these troops can also shoot from a distance. Inferior to gendarmes in a melee and rather too slow and heavy to skirmish effectively, these double-armed troops are perhaps second best in both departments, although still effective against most troops other than gendarmes or infantry in block formation when meleeing. These troops can usually also fight dismounted, but are more valuable than infantry, so should try to avoid getting into a firefight with enemy infantry wherever possible.

Hobelars, “Prickers” & Border Horse – light cavalry armed with spear or lance and often also bow or crossbow. Used primarily as scouts or skirmishers, or for riding down unprotected skirmishers, these troops can be effective in the melee if attacking in support of heavier cavalry or against crossbowmen or other missile-orientated foot. They might also fight dismounted and can be useful in this role under certain circumstances, such as to guard a ford or village until infantry can be brought up.



Coustilliers and Jinetes – light, often irregular, cavalry armed with javelins, good for skirmishing or scouting. Like any cavalry, can ride down infantry skirmishers caught in the open and effective at hunting down routers, but are no match for heavier opponents in a melee. However, their higher movement allowance can make them highly useful and effective troops if handled well.

English and other mounted archers - while a dragoon type "cavalry", these are really just mounted infantry who use a horse for greater mobility but dismount to fight. They are very poor at fighting on horseback and need to dismount in order to be able to use their long bows effectively.

### *Infantry*

Like in the earlier M&P title Renaissance, infantry in the Age the Longbow: The Hundred Years War fall into two basic types: melee and fire. Most, but not all melee-orientated infantry are spearmen or armed with polearms rather than pikemen. Most non-melee focused infantry use a range of traditional missile weapons, such as the longbow, short bow and crossbow, but handguns already appear in the later 14th century and become more common and effective during the 15th century due to their greater ability to penetrate plate armor.



Polearms – The halberd, and also the English bill, was a heavy pole-arm originally derived from agricultural or hedging implements. There were various types of halberd, such as gisarme, fouchard, bardiche, glaive and corseque, often varying in shape and style from region to region, although all were variations on the combination of spear & axe. Most of these halberd family of weapons would have



both a point for stabbing and a heavy blade for chopping, while some also have hammers for crushing or spikes or hooks for dragging cavalry from their saddles.

**Spears and Pikes** – Spearmen and Pikemen can be highly effective melee infantry, especially against lighter infantry armed with missile weapons. While pikemen became commonplace by the 16th century, they are still quite rare in most armies during the earlier period covered by the Age of Longbow. They move slower than other foot due to their lengthy weapon and armor. When deployed in block formation (the equivalent of Napoleonic square, but with the ability to melee attack), pikemen can hold even the heaviest cavalry at bay. But, lacking firepower, they are best used in combination with missile-armed infantry. While English and some other spearmen can use line formation - generally when fighting defensively in support of archers - many spearmen and all pikemen are unable to use this formation, since they relied upon depth to provide defense against cavalry and when themselves attacking. For this reason, they can only use column and block formation.



**Swordsmen** – Scottish highlanders and some other light infantry, such as Castilian Escuderos, are armed with just a sword rather than a spear, axe, polearm or a bow. Swordsmen don't have a long enough weapon to form an effective block, so cannot use this formation and are more vulnerable to cavalry, but they do have greater mobility.

**Longbow** – Mostly just English, Welsh and some Scottish archers - and mercenaries of these nationalities - would be armed with the longbow. Fast firing, and able to employ indirect fire, the longbow was particularly effective against horses and unarmored infantry. However, it was significantly less effective than firearms against armored targets, especially against men wearing plate armor in the 15th century. Also, archers were liable to have ammo problems, partly due to their much greater rate of fire, but also because arrows are a lot bulkier than bullets & powder. Consequently, English, Welsh and Scottish armies, which have few units equipped with slower-firing crossbows or handguns, have a significantly higher ammo loss probability than other armies.



**Bow / Shortbow** – French, Flemish and other militia, Irish Kern, etc, - a less effective weapons than the longbow, sometimes with a shorter range, but still very effective against unarmored targets due to their fast rate of fire. Some low quality English units, such as camp followers, might also be armed with an inferior bow, a mixture of bows and spears or javelins, rather than the longbow.

**Crossbow** – About as slow to load as a handgun, the crossbow was arguably more accurate and may have had a longer effective range. However, it was less effective against armored targets. Nevertheless, the main reason for the subsequent abandonment of the crossbow in the 16th century, may have been less a matter of relative battlefield effectiveness as the fact that the late mediaeval crossbow was, technically, a far more complex weapon requiring a number of carefully

hand-crafted parts, and thus more expensive to produce than a firearm, which was basically just a metal tube mounted on a wooden stock.

**Heavy Crossbow** - A heavier version of the crossbow, mostly found in Burgundian armies in the 15th century. These have a longer range and greater penetration power against plate armor than ordinary crossbows, but also a lower rate of fire. For this reason, they're unable to fire defensively.



**Handguns** – Early hand-held firearms appeared in Western Europe by the late 14th century, probably some decades after the first artillery. They become increasingly commonplace during the 15th century and, as they improved in accuracy, rate of fire and effectively, would eventually replace traditional missile weapons in the 16th century. The technological improvements in gunpowder weaponry and plate armor during this period are represented by different pdt fire factors for the 14th and 15th centuries.

**Javelins** - Some light infantry, such as Brigands - who often actually turn into Brigands when given the opportunity or when a lull in hostilities put them out of work - are armed with javelins, which also represent a variety of other improvised missiles, including slings and sometimes even stones. These troops, like Welsh and Breton archers, are highly mobile infantry and often rely on hit-at-run or ambush tactics. For this reason, they are able to move after firing.



**Non-Combatants** – Camp followers and other non-combatants are invariable present in Mediaeval armies. In some cases they're fanatical and take an active part in the battle, although most of the time it's best to keep them safely in the rear, along with the baggage train, since they're liable to rout at the first shot and are quite likely to take other nearby troops with them or at least cause them to disrupt. They sometimes have spears, crossbows or shortbows, but are often just armed with javelins or other improvised weapons.

### *Artillery*

Mediaeval artillery, already known by the 1320s - and perhaps existing a decade or more earlier - were initially light and weak guns far better at setting fire to a wooden drawbridge or door than battering down a castle wall. However, they would develop during this period into a range of calibers from heavy siege guns down to ultra-light pieces of barely greater caliber than heavy handguns. While the siege of Calais lasted almost a year from 1346-7 and - with the siege guns of the time virtually incapable of breaching the walls - was only successful when the town was blockaded and starved into surrender, by the 1420s improvements in gunpowder and artillery technology enabled cannon to become far more effective at battering down the stone walls of towns and castles. Many guns of this period are slow moving, require "set up" before being able to fire, and the heavier ones - which were often transported by sea and occasionally even cast in situ during a siege - are generally incapable of defensive fire due to their slow reload rate.



#### A Cannon / Bombard

A heavy siege gun, this was a slow-loading, virtually immobile gun designed more for battering down walls than for effective use on the battlefield. In some cases, the heaviest guns are only permitted to fire a single time due to their very slow reload rate.



#### C Culverin / Couleuvrines

Ranging from about an 18pdr upwards, the culverin had limited mobility and would have been more useful in sieges. However, even at this period, it was sometimes possible to find culverins deployed on the battlefield.

#### D Demi-Culverin / Demi Couleuvrines

Approximately a 15pdr gun, the demi-culverin could be used in both sieges and on the battlefield, although perhaps too light to be really effective in the former and too heavy to have much mobility on the battlefield once a battle got under way.

#### B Saker

A 6-8pdr gun – there was no real standardization of caliber at this period – the saker was intended for use on the battlefield. Despite having a smaller crew, often only one of whom was properly trained, this smoothbore muzzle-loading gun was little different from those of two or three hundred years later.



## E Falcon / Faucons

This light 3-4pdr guns was less effective and had a shorter range than the saker. With a lighter gun carriage, well-trained crew and sufficient horses, it might have enjoyed the same mobility and effectiveness as Napoleonic era horse artillery, however, in this early period it is still normally classified as ordinary foot artillery.

## F Falconette and Veuglaires

The 1-2pdr falconette is the lightest type of gun, but it's also the least effective. This gun type is sufficiently light and mobile that it can turn and fire or unlimber and fire in the same turn. Veuglaires are other primitive light artillery pieces, designed for supporting infantry and deterring cavalry charges, if only by scaring off the horses.

## G Ribauld / Ribauldequin



With five or more small barrels mounted on a single gun carriage, the Ribauld or Ribauldequin was a short ranged infantry support gun intended to help break up a cavalry charge or disrupt the attack of an enemy infantry assault. It's the late Medieval equivalent of a mitrailleuse or machine gun. One of the earliest known use of Ribauldequins on the battlefield was in the English army at Crecy

in 1346 and this type of light multi-barreled gun, also known as an organ gun, continued in use into the 16th century and, in Eastern Europe, even later.

## Strategy and Tactics

I've already provided details on the various armies and troop types involved in this conflict. All troop types – even low quality non-combatant camp followers can be potentially useful on the battlefield if handled skilfully.

### Cavalry

Heavy cavalry can be devastatingly effective in melee, especially against the flanks or rear of already disrupted enemy units or against infantry units that are not melee-orientated. However, horses are vulnerable to enemy missile fire and cavalry, especially heavy cavalry, are worth about three times as many points as the equivalent quality infantry unit. So all cavalry needs to be handled carefully to avoid losing too many points.

Medium cavalry are less effective than heavy cavalry, but better at meleeing than light cavalry. Similarly, they're more mobile than heavier cavalry but less mobile than light horse. Some medium cavalry can fire and / or dismount, but under most circumstances they're best used as melee cavalry, since they're worth about twice to 2.5 times as much as the equivalent infantry.



Light cavalry can be used to assist heavier cavalry, but are generally best used for scouting, riding down skirmishers and routers, or capturing unguarded supply wagons in the rear.

Dragoon cavalry. Most dragoon cavalry are medium cavalry, best used in a melee role under most circumstances. But they can be used effectively in a dismounted role to hold difficult terrain or a ford, especially against enemy cavalry, until infantry can move up in support. Some dragoon cavalry, such as English mounted longbowmen, are effectively just mounted infantry and can only fire whilst dismounted and also melee at a disadvantage. Such dragoons should be used as mounted infantry, using their horses for mobility and then fighting dismounted, ideally in difficult terrain if facing enemy cavalry.

Some cavalry can fire but should try to avoid a shooting match with any infantry that can shoot back, since cavalry are worth more points and infantry are better at firing.

## Infantry

Infantry that are capable of firing – crossbowmen, archers, javelinmen and handgunners – are usually poor at meleeing, especially when attacking. It is usually best to deploy these troops in line or open formation, perhaps also deploying skirmishers, if they're able to, as long as they're in difficult terrain or no enemy cavalry are nearby. These troops can sometimes be usefully added to a melee involving other units armed with melee weapons to increase the strength of the attacking force, but it's usually best to keep these troops on the defensive and rely on firepower to wear down and hopefully disrupt the enemy forces.

A few infantry units have a mixture of spears and bows. These are less effective than pure missile units at firing and not so strong in melee as pure spearmen. So, while they can be used in either role, they're really second best at both.

Melee-orientated infantry – armed with spears, halberds or other polearms, pikes, swords, etc – are unable to fire and so need to rely on melee to attack or defend against the enemy. Some of these troops – eg. English spearmen and billmen - can deploy in line formation and provide defensive melee support for archers. Others can only use column and block formation.

The column formation is intended for faster movement, especially along roads or in difficult terrain that would disrupt line and block formations. But units in column are quite poor at firing compared to those in line formation and units in this formation also have a -25% melee penalty. However, attacking across bridges or through gateways can only be conducted in column. It's usually best to use column formation for faster movement until close to the enemy and then switch to either line (for firing) or block for melee.

The block formation provides the best defence against enemy cavalry and is also a good melee offensive formation. However, it's quite slow-moving and provides a good target for enemy missile troops and artillery. Only troops armed with spears, polearms or pikes can use this formation.

## Artillery

Artillery is still in its infancy in this period and some non-gunpowder “artillery” such as ballistae and trebuchets continue in use during this period. Light guns tend to have a short range and are often not very powerful or effective. Heavier guns generally need several turns to “set up” before being able to fire and may be unable to fire defensively since their rate of fire is often quite slow. Guns are usually best used in an infantry support role and on the defensive and, on most battlefields of this period, are unlikely to be present in sufficient numbers to make a significant impact to the outcome of a battle.

Be sure to step through the three Boot Camp scenarios offered with the game for more details on how to handle your forces.

**\*\* Note:** There is a file, **AllArmies.oob.png**, in the \Manuals folder that is a graphical representation of the All Armies oob. This will allow you to see a sample of each unit type and the armies associated colors for Leader and Unit boxes.

## Further Designer Notes

### OOBs

I originally started creating OOBs for ALB1 with mostly just divisional levels of command to represent the three traditional "battles" in which a Mediaeval army was typically divided and to prevent the battles seeming too "Napoleonic" with an over-complex command chain and troops easily remaining in command and able to conduct flexible manoeuvres that were probably beyond the capability of most mediaeval armies. Of course, there may well have been lower levels of command as well as the three main “battles” - but perhaps more often regimental or even company level rather than actually brigades - but these are rarely mentioned as the sources are usually rather vague, since they're often written by non-military men who weren't likely to have been present at the battle and who wouldn't be interested in this level of detail. But there were known instances of a lower level command structure, for instance, at Agincourt, the French **Avant Garde** has two wings with lower level leaders. To a lesser extent, this general lack of a clear brigade level of command also remains an issue for the post mediaeval period covered by other WDS titles, such as Renaissance and The Thirty Years war.

While most armies of this era tended to be small and therefore didn't generally require the complex command structure of later conflicts, I did create some more detailed OOBs later on in the project's development in response to play-tester feedback. However, the "brigade" level command structures are mostly conjectural and are designed primarily to assist the game engine and A/I rather than to provide a more realistically detailed historical army structure. But perhaps it's a matter of "filling in the gaps", since the historical sources don't actually rule out a lower level of command and there certainly existed various minor leaders – whether lords, knights or mercenary captains – who would have led smaller forces of men under the traditional three main “battle” leaders. I reckon the main thing is that armies tended to be small and the three "battle" division

usually worked well enough, but these failed to work adequately when the armies were unusually large, especially when the various contingents weren't used to fighting together and were led by nobles eager to rival each other in pursuit of chivalry glory. Of course, this tended to cause more problems for the French than the English with their smaller, better-led and better-trained and organized forces.

## Map Design Notes

Unfortunately, there are very few detailed maps from before the 18<sup>th</sup> century, so the size of settlements, road network and extent of woods and other terrain is largely conjectural for the 14<sup>th</sup> and 15<sup>th</sup> centuries. Sometimes accounts of battles provide useful information but, unfortunately, there are plenty of instances where the primary sources are so vague that the actual location of a battlefield is uncertain, or at least potentially open to reinterpretation. This provides modern historians with the opportunity to put forward alternative locations for famous battlefields, although, without the support of archaeological evidence, these suggestions are merely conjectural. For this project, I've created variant scenarios to cover various proposed alternative battlefield locations, yet there remains the possibility that future archaeological work will reveal new locations for at least some of the battlefields covered in this title.

## My background as a scenario designer and wargamer

I started playing wargames as a kid with model soldiers and board games, initially playing with my grandfather, a World War 2 veteran, and then at my school's wargames club on Saturday afternoons. Later, in the mid 90s, I discovered the Talonsoft Battleground games and from these moved on to John Tiller's various computer game series.

My experience as a scenario designer started over twenty years ago when I began creating mods for the EAW and Napoleonic series. My first official role as a scenario designer was the initial Musket & Pike title Renaissance. I then went on to create maps and scenarios for two Napoleonic Peninsular War titles – Bonaparte's Peninsular War and Wellington's Peninsular War – and, more recently, another Musket & Pike title The Thirty Years War. I've also created some expansion pack material for Waterloo and the Seven Years War and helped play-test a number of other games over the years. In addition, I was involved in creating scenarios for various Paul Bruffell's HPS Ancient games and was the main scenario designer for Greek-Persian Wars, Roman Civil Wars and Diadochoi Wars.

Richard White

6 August 2025

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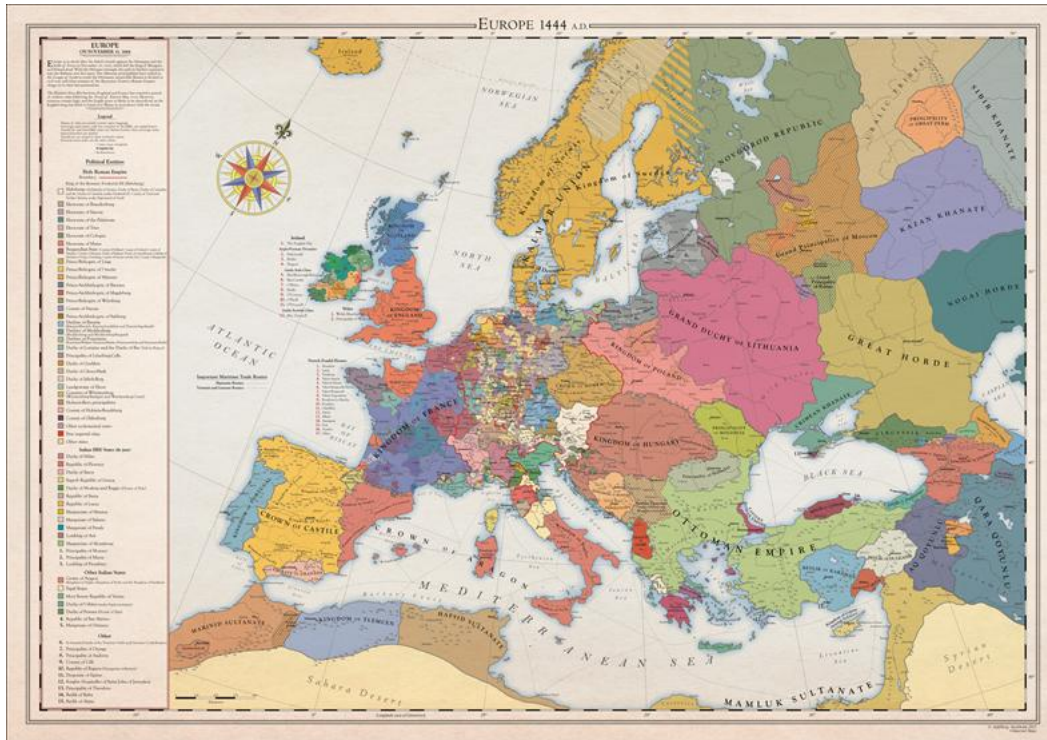
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## Overview Map

There is a map included in the \Manuals\Maps folder which will provide an overview of Europe during this time period. It is focused on November 11, 1444.



## Operations

This is a list of all the scenarios included with the game, in the main game folder, their description and number of turns.

### **000.Getting Started – 10 Turns**

This scenario is designed to be played with the Getting Started tutorial.

Note: Side A = French and Scottish, Side B = English and pro-English French

Best played as the French / Scottish side against the English A/I.

### **001.Boot Camp 1 – 12 Turns - Boot Camp 1: A mixed bag of troops!**

This first Boot Camp scenario introduces the player to some of the range of different troop types present in this Hundred Years War title. Cavalry can be heavy shock chivalry lancers, medium dragoon type cavalry capable of firing and fighting dismounted and light skirmisher cavalry which is weaker in the melee but good at using its greater mobility to get round enemy flanks to capture



objectives and undefended supply wagons. Some infantry are heavy or medium troops, armed with spears, polearms or other melee weapons and lacking any fire ability. These tend to be good melee troops, unless poor quality militia. Other medium to light infantry are equipped with bows, crossbows, javelins or early firearms and are often capable of moving faster than heavier foot. Light cavalry and some light infantry are able to continue moving after firing, reflecting their ability to perform hit and run tactics.

In this scenario, all units start out in column formation, since they begin some distance from the enemy and column is the fastest moving formation and will not cause disruption when crossing the streams or other difficult terrain. However, column is a very poor formation for firing and, since it is primarily a movement rather than combat formation, also receives a -25% penalty when meleeing.

The English Army: All of the English troops are fighting dismounted in this scenario, although there are some battles where the men-at-arms and occasionally some archers are mounted. Most of the English troops are archers, armed with the famous longbow. These troops should go into line or open order when close to the enemy and may also deploy skirmishers. However, if threatened by cavalry, the skirmishers should rejoin their parent unit if in open terrain or fields and the archers should also deploy stakes if they are able to. Some archers - such as the two units of Welsh Saethwyr - can move after firing.

Several of the English units near the objective are men-at-arms armed with halberds. These are good melee troops but are unable to fire. If threatened by cavalry, they should go into block formation. The archers, however, are unable to use this formation.

One of the camp follower units has spears and the other has javelins. The unit with spears is untrained and so unable to go into block formation, while the one with javelins can go into open order but not deploy skirmishers. Since these are both low quality units, they should be kept in the rear and out of combat wherever possible, since they are likely to rout and perhaps take other nearby troops with them.

The Burgundian Army: On the left of the English army are their Burgundian allies. The front rank is good quality heavy cavalry armed with lances. Behind are crossbowmen, some with ordinary crossbows and others with heavy crossbows that have a slightly longer range but are slow firing, so are incapable of defensive fire. Crossbowmen should go into line formation when close to the enemy, but should avoid melee wherever possible since they are missile orientated troops. They are particularly poor at melee attacking, but also fight at a disadvantage when on the defensive.

The third line has another unit of crossbowmen, a unit of pioneers and several units of light artillery. The artillery can move forward and stack with the crossbowmen when about to engage the enemy, but it will be the heavy cavalry that will have to keep the guns safe.

The French army: The French cavalry is on the left flank, with a unit of Coustilliers - fast moving irregular light horse armed with javelins on the extreme left. The Coustilliers are best at skirmisher or outflanking rather than fighting in the melee. Then, on the road, is a unit of heavy Gendarme lancers, flanked by two units of dragoon "archers" armed with lance and crossbow. These "archers" can shoot and can also fight dismounted, but should avoid trading volleys with infantry since they're worth at least twice as many victory points. Behind the cavalry is a unit of dismounted Gendarmes armed with spears. These are slow-moving but well-armored and good melee troops.

The troops in the French center are crossbowmen. These should go into line formation when close to the enemy and rely on firepower tactics, even though they fire much more slowly than archers, since they are good melee troops. Behind the crossbowmen are two artillery units - one medium guns and the other light ones - and several units of militia spearmen. In the rear, the supply wagon is guarded by a single unit of Brigans - light infantry armed with javelins

The right flank French troops are Archers Milice - low quality troops armed with inferior bows. These troops are unable to deploy skirmishers but can go into open order to reduce casualties when engaging in a fire fight. However, open order is a poor melee formation and these troops should avoid melee as they fight at a disadvantage, particularly on the offensive.

The Scottish Army: On the right flank of the French are their Scottish allies. A single unit of elite and well-armored men-at-arms armed with halberds is flanked by four units of archers - some with longbows and some with shorter, less effective, bows. These troops should be able to put up a reasonable fight against English longbowmen, but now they're facing Burgundian heavy cavalry, so need to deploy stakes or get into difficult terrain before the enemy cavalry can charge them! In the Scottish rear, guarding an objective and a supply wagon, is a unit of Spearmen. This unit should go into block formation if threatened by cavalry or if planning to fight a melee against enemy infantry. Since Scottish spearmen fight in deep formation, it is unable to also go into line formation line English spearmen & billmen or the better trained Scottish men-at-arms unit.

The Aragonese Mercenaries: Behind the French cavalry on the left flank are two units of Aragonese mercenaries - one a unit of medium cavalry with lance & crossbow and the other a unit of foot crossbowmen. The first fights in a similar way to the French "Archer" cavalry but is unable to dismount and the second is the same as a French crossbow unit, but better quality.

The Lombard Italian Mercenaries: The Lanze is a veteran unit of heavy lancer cavalry, wearing good armor and on barded horses, so fairly immune to enemy archer fire. The Schioppi unit is armed with handguns and is the best unit for shooting at enemy troops wearing armor. Like other missile troops, it should go into line formation when in proximity to the enemy, but it should attempt to avoid melee, especially against cavalry or melee-orientated infantry armed with halberds or spears.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Milanese & Aragonese mercenaries, Side B = English and Burgundians

Intended for playing either side against the A/I or Head-To-Head.

## **002.Boot Camp 2 – 18 Turns - Boot Camp 2: Infantry against Cavalry**

In this scenario, the outnumbered English force is deployed behind a stream, which provides good protection against cavalry, since cavalry can only cross along a road hexside without getting disrupted. The English Men-at-arms near the crossing point are already deployed in block formation as a precaution, but the archers are unable to use this formation. The Welsh archers on the left flank are not only across the stream but also safely in woods, so are in open order, which allows them to move in woods without getting disrupted and also reduces the effectiveness of any enemy fire. However, it is a weaker melee formation than ordinary line. The English archers in the center and on the right flank are mostly in open ground and so in ordinary line formation. Some early field artillery are deployed in support, but these are not powerful guns and some have limited range.

There are also two units of spearmen - one Welsh and one English - held in reserve just behind the front line, one of which is guarding a supply wagon. These units can use line, block and column formation and, in order that they can redeploy quickly to any danger spot, are currently in column as this is the fastest moving formation. Units in column formation can enter difficult terrain without disrupting and this is the only formation that can benefit from road movement. However, column is a relatively poor combat formation, so should generally be avoided when in proximity to the enemy.

The English also have two smaller units of "dragoon" type cavalry which can fight either mounted or dismounted. One is held in reserve on the road and the other is deployed further south on the map guarding a bridge in case the enemy send troops in this direction to outflank the English position.

The visible French troops facing the English line are cavalry - these are generally the best French troops, but the light cavalry on the left are lower quality irregular horse. Some French infantry - a mixture of crossbowmen and militia spearmen - are believed to be advancing along the road behind the cavalry. French crossbowmen have much slower firing weapons than the English longbows, but if they have pavises - large shields - this will give them good protection from arrows.

French militia spearmen are generally low quality troops and will need to switch from fast moving column formation into block formation in order to melee more effectively. Some militia may have some protection against arrows - whether shields or padded & leather armor - but others are likely to be completely unarmored and so highly vulnerable to arrows. However, these spearmen can be quite dangerous if they manage to keep good order and obtain good melee odds.

If the French cavalry attempt a direct assault across the stream, they will automatically become disrupted and should easily be repulsed, but there is open ground on the English right flank and,

should the cavalry get across the stream they will become dangerous once they've recovered good order.

While the English defensive position is quite a good one, it'll be necessary to avoid too passive a defensive stance and be ready to respond to enemy action and any unexpected developments. There are two objectives and a fixed supply wagon in the rear to protect, but victory or defeat will largely depend on inflicting as many casualties as possible on the advancing enemy whilst keeping ones own casualties to a minimum.

Recommended Rules: [Default]

Note: Side A = French Side B = English

Primarily intended for play as the English side against the French A/I but, for a different sort of challenge, could also be played the other way against the English A/I. Can also be played Head-To-Head.

### **003.Boot Camp 3 – 15 Turns - Boot Camp 3: Defensive action: Archers and Stakes**

This scenario is designed to teach players how to fight a defensive action against 2:1 odds.

A small English force of mostly veteran troops is deployed between two woods and is comprised of dismounted men-at-arms flanked by archers. Some trenches and abatis help strengthen the position. There are some additional units of men-at-arms in the rear - one dismounted and currently in column formation and one mounted and concealed on the flank in dead ground out of sight of the enemy. Two units of "dragoon" cavalry, in this case mounted infantry armed with longbows and unable to shoot whilst mounted, cover the flanks. There are also two fixed units of low quality camp followers, which are best kept out of the fight as far as possible. Some English reinforcements may arrive mid-battle on the main road at the top map edge - their arrival could make a significant difference to the outcome of the fight, but unfortunately they may not arrive promptly.

The enemy forces include a mixture of cavalry, infantry and some guns and vary in quality from veteran to militia. The French cavalry is average to good quality and mostly heavy lancers, but includes several units of double-armed "archers" that can also fight dismounted. The French infantry are poor to average quality and include crossbowmen, archers - with inferior bows to the English - and militia spearmen. There is also a single unit of hand gunners, which have a short range, but are quite effective against armored opponents. The Scottish allied troops, which vary in quality, are all foot archers - many armed with longbows, so will be the most dangerous opponents in a fire-fight. The Italian mercenaries are high quality Milanese cavalry on barded horses, so these troops will suffer fewer casualties if shot at by archers.

The enemy move first and their cavalry are likely to advance rapidly towards the English defenders. On the first English turn, the archers need to deploy stakes to defend themselves adequately from

the enemy cavalry and the men-at-arms should change from line into block formation, since stakes and block negates the melee benefit of charging cavalry. The English guns are ribaulds, which are short-range multi-barreled guns which will only be able to fire when the enemy get within a few hexes distance.

The outnumbered English should try to hold the line as long as they can, until the enemy outflank the position and should then fall back to the objectives, keeping the archers out of open ground when facing enemy cavalry, unless they have time to place more stakes.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Milanese mercenaries, Side B = English

Primarily intended for play as the English side against the French / Scottish / Milanese A/I, but can be played from either side. If played Head-To-Head, it's recommended that the more experienced player takes the English side.

#### **004.Cadzand\_a** – 24 Turns – Historical

Date: November 1337 - Size: Medium - Location: Cadzand, Zeeland, S/W Holland

Scenario Briefing: Historical - Details of the battle are unclear; this version has the English deployed ready to oppose the Flemish landing. Eager to demonstrate English power after initial setbacks prevented an invasion of France itself that year, Edward III sent a naval force against the wealthy Flemish port of Sluys. Louis I count of Flanders was pro-French, having been restored to power by the French after the 1328 battle of Cassel. Once it was clear that the under 4,000 strong expeditionary force was too small to capture the town, the English leader, Sir Walter Manny, landed on the island of Cadzand in the hope that looting and pillaging would compel the Flemish garrison of Sluys to fight the invaders. When a more numerous force of Flemings, under Guy de Rickenbourg, crossed over to the island, the English archers proved decisive.

After this show of strength, Manny's troops abandoned the island before the enemy could be reinforced. A decisive English naval victory at nearby Sluys in 1340 would allow Edward III to transport armies across the English Channel, yet this naval victory didn't establish complete English control of the Channel, since subsequent French raids on English coastal settlements continued.

Recommended Rules: [Default]

Note: Side A = Flemish, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the Flemish against the English A/I or else Head-to-Head.



### **005.Cadzand\_b – 12 Turns – Variant**

Date: November 1337 - Size: Medium - Location: Cadzand, Zeeland, S/W Holland

Scenario Briefing: Variant, shorter - Details of the battle are unclear; this shorter version has the English defending Cadzand itself rather than oppose the Flemish landing. Eager to demonstrate English power after initial setbacks prevented an invasion of France itself that year, Edward III sent a naval force against the wealthy Flemish port of Sluys. Louis I count of Flanders was pro-French, having been restored to power by the French after the 1328 battle of Cassel. Once it was clear that the under 4,000 strong expeditionary force was too small to capture the town, the English leader, Sir Walter Manny, landed on the island of Cadzand in the hope that looting and pillaging would compel the Flemish garrison of Sluys to fight the invaders. When a more numerous force of Flemings, under Guy de Rickenbourg, crossed over to the island, the English archers proved decisive.

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Recommended Rules: [Default]

Note: Side A = Flemish, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the Flemish against the English A/I or else Head-to-Head.

### **006. Southampton\_a – 18 Turns - Historical, French Raid**

Date: 5 October 1338 - Size: Small - Location: Southampton, England

Scenario Briefing: Historical - The French Raid on Southampton - Before the decisive English naval victory at Sluys in 1340, the French were able to conduct a series of successful raids on English shipping, islands and towns, including the Channel Islands, Portsmouth and Southampton. While Froissart claims the raid took place the previous morning when the townsfolk were at Sunday Mass, the earliest sources - English royal documents a few months after the raid, and the accounts found in the chronicles of Murimuth and Baker - fix the date as Monday 5th October between 3pm and 4pm.

The French admiral's account of the raid indicates that the initial French landing party met with stiff resistance and required the assistance of the Genoese to break into the town. A contemporary French chronicler states that "furent mout grant foison de Genevoiz, qui estoient ès gallies comme

soudoiers du roy de France, tuez et ochiz des Angloiz" and the heavy Genoese losses are also mentioned by the English poet Laurence Minot. However, despite the resistance of the town militia and citizens, the Genoese managed to gain the upper hand and secure much of the town by dusk, although it appears that they made no attempt to capture Southampton castle. The following morning the raiders promptly sailed away before an English relief force could arrive.

While some modern historians believe that the French raiders brought a pot de fer - an early artillery gun - with them to break down the town gates based on a letter of Guillaume de Moulin dated 2nd July 1338 which mentions such a gun, there is no actual mention of a gun in any surviving 14th century account of the raid. So, while the gun certainly existed and theoretically might have been taken and used, the very lack of any mention of such a novelty weapon makes it rather unlikely.

Note: Due to the small scale of the raid and in order to represent the street plan of Southampton in greater detail. The map scale is 25 meters per hex rather than the standard 100 meters.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English

Best played Head-To-Head or as the French / Genoese side against the English A/I.

### **007. Southampton\_b – 24 Turns - French Raid, Pot de Fer - What If**

Date: 5th October 1338 - Size: Small - Location: Southampton, England

Scenario Briefing: What If - The French Raid on Southampton - Before the decisive English naval victory at Sluys in 1340, the French were able to conduct a series of successful raids on English shipping, islands and towns, including the Channel Islands, Portsmouth and Southampton. While Froissart claims the raid took place the previous morning when the townsfolk were at Sunday Mass, the earliest sources - English royal documents a few months after the raid, and the accounts found in the chronicles of Murimuth and Baker - fix the date as Monday 5th October between 3pm and 4pm.

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This variant scenario assumes the French brought along the Pot de Fer gun known to have existed at this date, but not mentioned in any surviving accounts of the raid. There is also the possibility of an English relief force arriving mid battle.

Note: Due to the small scale of the raid and in order to represent the street plan of Southampton in greater detail. The map scale is 25 meters per hex rather than the standard 100 meters.

Recommended Rules: [Default]

Best played Head-To-Head or as the French / Genoese side against the English A/I.

### **008. La Capelle\_a – 18 Turns – What If**

Date: 23 October 1339 - Size: Medium - Location: La Capelle (South of Mons), Northern France

Scenario Briefing: What if - Marching southwards into France on 9th October, King Edward III with his small English army supported by Flemish and German allies, established a carefully chosen defensive position at La Capelle and waited for the more numerous French army to attack. Historically, the French vanguard approached the strong Anglo-Allied position and awaited the order to attack. However, after a bitter dispute in the French camp, the French king Philippe VI made the decision - unpopular with his nobles - that the enemy's defensive position was too strong and ordered a retreat. Noticing the French vanguard starting to dig trenches and establish their own defensive line, Edward III decided it was too risky to attack the more numerous French army and, with supplies running low, was forced to retreat northwards and abandon his invasion without fighting the decisive battle that he'd hoped for. He would have to wait some years until getting his chance at Crecy.

Recommended Rules: [Default] + No Melee Elimination

Note: Side A = French, Side B = English, Flemish & Germans

Best as the French side against the A/I, but also playable as either side against the A/I or else Head-to-Head.

### **009. La Capelle\_b – 24 Turns – Variant**

Date: 23 October 1339 - Size: Medium - Location: La Capelle (South of Mons), Northern France

Scenario Briefing: Variant - Marching southwards into France on 9th October, King Edward III with his small English army supported by Flemish and German allies, established a carefully chosen defensive position at La Capelle and waited for the more numerous French army to attack. Historically, the French vanguard approached the strong Anglo-Allied position and awaited the order to attack. However, after a bitter dispute in the French camp, the French king Philippe VI made the decision - unpopular with his nobles - that the enemy's defensive position was too strong and

ordered a retreat. Noticing the French vanguard starting to dig trenches and establish their own defensive line, Edward III decided it was too risky to attack the more numerous French army and, with supplies running low, was forced to retreat northwards and abandon his invasion without fighting the decisive battle that he'd hoped for. He would have to wait some years until getting his chance at Crecy.

This is a 24 turn variant scenario with an alternative English defensive position that is less formidable and more reliant on the terrain than on fieldworks. There are also with more leaders and an additional level of command lower than the traditional three "Battles".

Recommended Rules: [Default] + No Melee Elimination

Note: Side A = French, Side B = English, Flemish & Germans

Playable as either side against the A/I or else Head-to-Head.

#### **010. St Omer\_a** – 36 Turns – Historical

Date: 26 July 1340 - Size: Medium - Location: St Omer, Artois, N. France

Scenario Briefing: Historical - Although the French had not anticipated an attack on St. Omer, the slow progress of Robert d'Artois' mostly Flemish army gave Philip VI time to rush several thousand men under Eudes IV de Bourgogne into the town before the enemy arrived. Since the main French army under Philip VI was approaching, Bourgogne preferred to avoid open battle, as the Flemings wouldn't have time to place St. Omer under siege and would need to make a risky assault if they hoped to capture the town. However, a number of rash and insubordinate French knights decided to launch a sortie against the Flemish right flank and were driven back. But when the Flemings abandoned their defenses and pursued the retreating French over open ground, the French leader organized a successful mounted counter-attack.

Meanwhile, another French sortie under Armagnac managed to outflank the Flemish left flank and launched a devastating surprise attack, which routed the Flemings and inflicted heavy losses. All this time, some Flemish troops and also their English allies - about 1,000 archers and an unknown number of men-at-arms - who were deployed in the center of the line, had remained inactive behind their defenses and were able to retreat unmolested from the battlefield.

Recommended Rules: [Default]

Note: Side A = French, Side B = Flemish and English

Best played as the French side against the Flemish / English A/I.

**\*\*Note:** Scenarios with the WBS suffix are part of the War of the Breton Succession.

### **011. Morlaix\_a\_WBS – 15 Turns – Historical**

Date: 30 September 1342 - Size: Small - Location: Morlaix, Finistère Dept, Brittany, France

Scenario Briefing: Historical - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341-1365) were Montfort (supported by England) and Blois (backed by France). After an English naval victory at Brest in August 1342, a small English army under the Earl of Northampton moved inland to besiege the Blois-faction controlled Morlaix. The approach of a larger Franco-Breton force compelled Northampton to abandon the siege and retreat to a suitable defensive position in preparation for battle. Before the enemy arrived, there was sufficient time to dig defensive pits to protect the archers and flanks of the army from the French cavalry.

The three contemporary accounts of the battle - le Baker, Knighton and Murimuth - are all English and none of them provide a very clear account of exactly what happened. The English may have deployed with the archers on the flanks or possibly mixed in with the other troops. The French were deployed in three lines and Murimuth states that there were "trium millium armatorum, et mille quingentorum Januencium et popularium sine numero." Presumably, the 3,000 armored men fought mounted and the 1,500 "Januencium" were Genoese crossbowmen. Exactly how numerous the "popularium" were or how they were armed is a matter of mere guesswork.

Modern historians, except Burne, tend to conjecture that the Franco-Blois cavalry launched an initial frontal attack against the English men-at-arms, followed by flanking assaults against the archers which led to many horses falling into the concealed pits. Burne believes that the opening attack was made by the infantry. After all the attacks are driven off, the English retreat into the woods, presumably it was through fear that French cavalry might completely outflank their position. The French then left the battlefield and marched to the relief of Morlaix. Since all the sources are English, and the French succeeded in relieving Morlaix after the battle, it's clear that the battle was far from a decisive English victory. If anything, it seems more of a tactical draw or even a French win.

This scenario places the battlefield just outside Lanmeur, based on Burne's conjecture that this was the most likely location. This scenario has an alternative OOB to the other Morlaix scenarios, with separate Blois Breton and French forces. It also assumes that a significant portion of the opposing Side "B" forces were likely to be Montfort faction Bretons rather than English.

Recommended Rules: [Default]

Note: Side A = Blois Bretons, French and Genoese mercenaries, Side B = Montfort Breton faction and English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.



Suitable for playing either side or else Head-To-Head. Playing Side "A" as the Blois Bretons and French, the player has numerical superiority but a difficult position to assault and only a fairly limited time to either defeat the enemy or attempt to reach the exit hexes. Playing as the Side "B" English / Montfort Bretons, it will be difficult to play a strictly defensive battle, since there is both the possibility of being outflanked and the enemy also have exit hexes to guard.

## **012. Morlaix\_b\_WBS – 30 Turns – Alternate**

Date: 30 September 1342 - Size: Medium - Location: Between Lanmeur and Morlaix, Finistère Dept, Brittany, France

Scenario Briefing: Alternate - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341-1365) were Montfort (supported by England) and Blois (backed by France). After an English naval victory at Brest in August 1342, a small English army under the Earl of Northampton moved inland to besiege the Blois-faction controlled Morlaix. The approach of a larger Franco-Breton force compelled Northampton to abandon the siege and retreat to a suitable defensive position in preparation for battle. Before the enemy arrived, there was sufficient time to dig defensive pits to protect the archers and flanks of the army from the French cavalry.

The three contemporary accounts of the battle - le Baker, Knighton and Murimuth - are all English and none of them provide a very clear account of exactly what happened. The English may have deployed with the archers on the flanks or possibly mixed in with the other troops. The French were deployed in three lines and Murimuth states that there were "trium millium armatorum, et mille quingentorum Januencium et popularium sine numero." Presumably, the 3,000 armored men fought mounted and the 1,500 "Januencium" were Genoese crossbowmen. Exactly how numerous the "popularium" were or how they were armed is a matter of mere guesswork.

Modern historians, except Burne, tend to conjecture that the Franco-Blois cavalry launched an initial frontal attack against the English men-at-arms, followed by flanking assaults against the archers which led to many horses falling into the concealed pits. Burne believes that the opening attack was made by the infantry. After all the attacks are driven off, the English retreat into the woods, presumably it was through fear that French cavalry might completely outflank their position. The French then left the battlefield and marched to the relief of Morlaix. Since all the sources are English, and the French succeeded in relieving Morlaix after the battle, it's clear that the battle was far from a decisive English victory. If anything, it seems more of a tactical draw or even a Franco-Breton win.

This version of Morlaix uses the Pro-French Blois Breton faction instead of the French and starts the Bretons at Lanmeur as they prepare to march to the relief of Morlaix.

Recommended Rules: [Default]

Note: Side A = Blois Pro-French Bretons and Genoese mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the Blois Breton / Genoese side against the English A/I.

### **013. Morlaix\_c\_WBS – 12 Turns – Variant**

Date: 30 September 1342 - Size: Small - Location: Morlaix, Finistère Dept, Brittany, France

Scenario Briefing: Variant - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341-1365) were Montfort (supported by England) and Blois (backed by France). After an English naval victory at Brest in August 1342, a small English army under the Earl of Northampton moved inland to besiege the Blois-faction controlled Morlaix. The approach of a larger Franco-Breton force compelled Northampton to abandon the siege and retreat to a suitable defensive position in preparation for battle. Before the enemy arrived, there was sufficient time to dig defensive pits to protect the archers and flanks of the army from the French cavalry.

The three contemporary accounts of the battle - le Baker, Knighton and Murimuth - are all English and none of them provide a very clear account of exactly what happened. The English may have deployed with the archers on the flanks or possibly mixed in with the other troops. The French were deployed in three lines and Murimuth states that there were "trium millium armatorum, et mille quingentorum Januencium et popularium sine numero." Presumably, the 3,000 armored men fought mounted and the 1,500 "Januencium" were Genoese crossbowmen. Exactly how numerous the "popularium" were or how they were armed is a matter of mere guesswork.

Modern historians, except Burne, tend to conjecture that the Franco-Blois cavalry launched an initial frontal attack against the English men-at-arms, followed by flanking assaults against the archers which led to many horses falling into the concealed pits. Burne believes that the opening attack was made by the infantry. After all the attacks are driven off, the English retreat into the woods, presumably it was through fear that French cavalry might completely outflank their position. The French then left the battlefield and marched to the relief of Morlaix. Since all the sources are English, and the French succeeded in relieving Morlaix after the battle, it's clear that the battle was far from a decisive English victory. If anything, it seems more of a tactical draw or even a French win.

This variant scenario has the English - unsupported by Montfort faction Bretons - deployed just off the road leading towards Morlaix on rising ground at Penn an Neac'h.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French / Genoese side against the English A/I.

#### **014. Morlaix\_d\_WBS – 12 Turns – Variant**

Date: 30 September 1342 - Size: Small - Location: Morlaix, Finistère Dept, Brittany, France

Scenario Briefing: Variant - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341-1365) were Montfort (supported by England) and Blois (backed by France). After an English naval victory at Brest in August 1342, a small English army under the Earl of Northampton moved inland to besiege the Blois-faction controlled Morlaix. The approach of a larger Franco-Breton force compelled Northampton to abandon the siege and retreat to a suitable defensive position in preparation for battle. Before the enemy arrived, there was sufficient time to dig defensive pits to protect the archers and flanks of the army from the French cavalry.

The three contemporary accounts of the battle - le Baker, Knighton and Murimuth - are all English and none of them provide a very clear account of exactly what happened. The English may have deployed with the archers on the flanks or possibly mixed in with the other troops. The French were deployed in three lines and Murimuth states that there were "trium millium armatorum, et mille quingentorum Januencium et popularium sine numero." Presumably, the 3,000 armored men fought mounted and the 1,500 "Januencium" were Genoese crossbowmen. Exactly how numerous the "popularium" were or how they were armed is a matter of mere guesswork.

Modern historians, except Burne, tend to conjecture that the Franco-Blois cavalry launched an initial frontal attack against the English men-at-arms, followed by flanking assaults against the archers which led to many horses falling into the concealed pits. Burne believes that the opening attack was made by the infantry. After all the attacks are driven off, the English retreat into the woods, presumably it was through fear that French cavalry might completely outflank their position. The French then left the battlefield and marched to the relief of Morlaix. Since all the sources are English, and the French succeeded in relieving Morlaix after the battle, it's clear that the battle was far from a decisive English victory. If anything, it seems more of a tactical draw or even a French win.

Variant deployment scenario which assumes that the French took a different route and were not at Lanmeur before the battle. Also, their Genoese mercenaries are equipped with pavises to shield them better from English arrows.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Probably best played Head-To-Head or as the French / Genoese side against the English A/I.

## **015. Morlaix\_e\_WBS – 32 Turns – Variant, Early start**

Date: 30 September 1342 - Size: Small / Medium - Location: Morlaix, Finistère Dept, Brittany, France

Scenario Briefing: Variant, Early start - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341-1365) were Montfort (supported by England) and Blois (backed by France). After an English naval victory at Brest in August 1342, a small English army under the Earl of Northampton moved inland to besiege the Blois-faction controlled Morlaix. The approach of a larger Franco-Breton force compelled Northampton to abandon the siege and retreat to a suitable defensive position in preparation for battle. Before the enemy arrived, there was sufficient time to dig defensive pits to protect the archers and flanks of the army from the French cavalry.

The three contemporary accounts of the battle - le Baker, Knighton and Murimuth - are all English and none of them provide a very clear account of exactly what happened. The English may have deployed with the archers on the flanks or possibly mixed in with the other troops. The French were deployed in three lines and Murimuth states that there were "trium millium armatorum, et mille quingentorum Januencium et popularium sine numero." Presumably, the 3,000 armored men fought mounted and the 1,500 "Januencium" were Genoese crossbowmen. Exactly how numerous the "popularium" were or how they were armed is a matter of mere guesswork.

Modern historians, except Burne, tend to conjecture that the Franco-Blois cavalry launched an initial frontal attack against the English men-at-arms, followed by flanking assaults against the archers which led to many horses falling into the concealed pits. Burne believes that the opening attack was made by the infantry. After all the attacks are driven off, the English retreat into the woods, presumably it was through fear that French cavalry might completely outflank their position. The French then left the battlefield and marched to the relief of Morlaix. Since all the sources are English, and the French succeeded in relieving Morlaix after the battle, it's clear that the battle was far from a decisive English victory. If anything, it seems more of a tactical draw or even a French win.

Early start variant, with the Franco-Bretons still approaching the battlefield and a French exit hex to reflect the strategic priority of relieving Morlaix rather than necessarily bringing the English to battle.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Probably best played Head-To-Head due to the map size and situation, but might perhaps be suitable also as the French / Genoese side against the English A/I.

#### **016. Cadoret\_a\_WBS – 16 Turns – Historical**

Date: 17 June 1345 - Size: Small - Location: near Lanouée, Les Forges, Brittany, France

Scenario Briefing: Historical - After Charles de Blois had captured Quimper in May 1344, the rival Breton Montfortist party was in serious difficulties and needed English support in order to continue the Breton war of succession. In June 1345, a small raiding force under the English captain Sir Thomas Dagworth encountered superior Blois forces at Cadoret. However, Welsh archery would prove more than a match against 2:1 odds.

The scenario scale is 40m per hex and 10 minutes per turn.

Recommended Rules: [Default]

Note: Side A = pro-French de Blois Bretons, Side B = "English" but, in fact, mostly Welsh archers and Gascon gendarmes in English service.

Suitable for playing either side against the A/I, but perhaps best for Head-To-Head play.

#### **017. Cadoret\_b\_WBS – 12 Turns – Variant**

Date: 17 June 1345 - Size: Small - Location: near Lanouée, Les Forges, Brittany, France

Scenario Briefing: Variant - After Charles de Blois had captured Quimper in May 1344, the rival Breton Montfortist party was in serious difficulties and needed English support in order to continue the Breton war of succession. In June 1345, a small raiding force under the English captain Sir Thomas Dagworth encountered superior Blois forces at Cadoret. However, Welsh archery would prove more than a match against 2:1 odds.

This is a shorter 12-turn version of the action, with the various forces already in position.

The scenario scale is 40m per hex and 10 minutes per turn.

Recommended Rules: [Default]

Note: Side A = pro-French de Blois Bretons, Side B = "English" but, in fact, mostly Welsh archers and Gascon gendarmes in English service.

Suitable for playing either side against the A/I, but perhaps best for Head-To-Head play.

#### **018. la Roche Derrien\_a\_WBS – 12 Turns – Historical**

Date: 18 or 20 June 1347 - Size: Small - Location: Roche Derrien, Brittany

Scenario Briefing: Historical - Charles de Blois with a 4,000 strong force laid La Roche-Derrien - the main pro-English fortified town in Brittany - under siege in order to force the only English leader in the region, Thomas Dagworth, to risk open battle. Since Dagworth only had about 1,500 men, he



decided to launch a surprise nocturnal attack on the enemy, attacking each of the French positions in turn. Initially, things went badly for the English, but a sortie by the garrison enabled them to defeat the various French forces in detail and capture Charles de Blois.

Note: Since Blois had ordered his troops to remain in their palisaded encampments as protection against enemy arrows, the French forces are all fixed and will only become mobile once attacked or else visibility improves enough for them to release.

Some sources state that the battle took place on 18th June rather than 20th.

Recommended Rules: [Default]

Note: Side A = pro-French de Blois Bretons, Side B = English and pro-English de Montfort Bretons

Best played as the English / Montfort faction against the pro-French Blois Breton A/I, or Head-to-Head.

### **019. Maureon\_a\_WBS – 8 Turns – Historical**

Date: 14 August 1352 - Size: Small - Location: Maureon, Brittany, France

Scenario Briefing: Historical - After capturing Rennes, a 5,000 strong Franco-Breton army under Guy II de Nesle advanced towards Brest intent on the subjugation of Brittany. To counter this threat, the experienced English commander Walter Bentley joined forces with Montfort-supporting Bretons under Tanneguy III du Chastel. However, with perhaps less than 1,500 men, having crossed the Doueff river, the Anglo-Bretons adopted a defensive position and awaited the arrival of the enemy. Nesle's army arrived in late afternoon and launched a direct attack on Bentley's outnumbered force. The mounted French troops suffered particularly heavy losses from the defender's archery and, despite fierce fighting, the death of Nesle routed the French army.

This short 8 turn scenario starts in the early evening with a smaller English force deployed on rising ground near the Brembili chateau in accordance with the sketch map in Burne's account and there are no defensive works other than the natural terrain since it's unlikely that there would have been much time to construct any.

Recommended Rules: [Default]

Note: Side A = pro-French Bretons, Side B = English, including significant Welsh and Gascon forces in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or Head-To-Head, with the more experienced player taking the English side.

## **020. Maureon\_b\_WBS – 12 Turns – Variant**

Date: 14th August 1352 - Size: Small - Location: Maureon, Brittany, France

Scenario Briefing: Variant - After capturing Rennes, a 5,000 strong Franco-Breton army under Guy II de Nesle advanced towards Brest intent on the subjugation of Brittany. To counter this threat, the experienced English commander Walter Bentley joined forces with Montfort-supporting Bretons under Tanneguy III du Chastel. However, with perhaps less than 1,500 men, having crossed the Doueff river, the Anglo-Bretons adopted a defensive position and awaited the arrival of the enemy. Nesle's army arrived in late afternoon and launched a direct attack on Bentley's outnumbered force. The mounted French troops suffered particularly heavy losses from the defender's archery and, despite fierce fighting, the death of Nesle routed the French army.

This 12-turn variant scenario has a slightly different location for the battle and assumes that the English had time to dig in before the enemy assault. Also, the English force is slightly stronger.

Recommended Rules: [Default]

Note: Side A = pro-French Bretons, Side B = English, including significant Welsh and Gascon forces in English service as an integral part of the "English" army.

Best played Head-To-Head or as the Breton side against the English A/I.

## **021. Auray\_a\_WBS – 20 Turns – Historical**

Date: 29 September 1364 - Size: Small - Location: Auray, Morbihan Dept, Brittany, France

Scenario Briefing: Historical - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341 - 1365) were Montfort (supported by England) and Blois (backed by France). When Montfort, supported by English forces under Sir John Chandos, besieged Auray, the garrison agreed to surrender if not relieved by Michaelmas (29th September). This compelled the French-backed Charles de Blois to offer battle in order to break the siege. After crossing the marshy river north of the town, Blois was determined to attack uphill against the Anglo-Breton army, despite the more experienced du Guesclin's advice. After an initial skirmish between the archers and crossbowmen, the French pressed home the attack but, after a fierce fight, the Anglo-Breton counter-attack broke the enemy.

The battle of Auray, in which Charles de Blois died and du Guesclin was captured, determined the outcome of the conflict in favor of Montfort yet, despite the military success of the English-backed faction, the diplomatic victor would be France, since Montfort then swore fealty to the French crown rather than to Edward III of England.

Recommended Rules: [Default]

Note: Side A = pro-French Blois faction Bretons, Side B = pro-English Montfort faction Bretons and English

Can be played as either side against the A/I or else Head-to-Head.

### **022. Auray\_b\_WBS – 18 Turns - Variant**

Date: 29 September 1364 - Size: Small - Location: Auray, Morbihan Dept, Brittany, France

Scenario Briefing: Variant - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341 - 1365) were Montfort (supported by England) and Blois (backed by France). When Montfort, supported by English forces under Sir John Chandos, besieged Auray, the garrison agreed to surrender if not relieved by Michaelmas (29th September). This compelled the French-backed Charles de Blois to offer battle in order to break the siege. After crossing the marshy river north of the town, Blois was determined to attack uphill against the Anglo-Breton army, despite the more experienced du Guesclin's advice. After an initial skirmish between the archers and crossbowmen, the French pressed home the attack but, after a fierce fight, the Anglo-Breton counter-attack broke the enemy.

The battle of Auray, in which Charles de Blois died and du Guesclin was captured, determined the outcome of the conflict in favor of Montfort yet, despite the military success of the English-backed faction, the diplomatic victor would be France, since Montfort then swore fealty to the French crown rather than to Edward III of England.

18-turn variant with some gendarmes mounted, no fixed units and some light field guns and defensive works for the Anglo-Breton army.

Recommended Rules: [Default]

Note: Side A = pro-French Blois faction Bretons, Side B = pro-English Montfort faction Bretons and English

Can be played as either side against the A/I or else Head-to-Head but recommend playing Side A for a tougher challenge.

### **023. Auray\_c\_WBS – 24 Turns – Longer Version**

Date: 28-29 September 1364 - Size: Small / Medium - Location: Auray, Morbihan Dept, Brittany, France

Scenario Briefing: Longer Variant - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341 - 1365) were Montfort (supported by England) and Blois (backed by France). When Montfort,

supported by English forces under Sir John Chandos, besieged Auray, the garrison agreed to surrender if not relieved by Michaelmas (29th September). This compelled the French-backed Charles de Blois to offer battle in order to break the siege. After crossing the marshy river north of the town, Blois was determined to attack uphill against the Anglo-Breton army, despite the more experienced du Guesclin's advice. After an initial skirmish between the archers and crossbowmen, the French pressed home the attack but, after a fierce fight, the Anglo-Breton counter-attack broke the enemy.

The battle of Auray, in which Charles de Blois died and du Guesclin was captured, determined the outcome of the conflict in favor of Montfort yet, despite the military success of the English-backed faction, the diplomatic victor would be France, since Montfort then swore fealty to the French crown rather than to Edward III of England.

This is a longer version of the battle starting the previous evening with the Blois army still on the other side of the river.

Recommended Rules: [Default]

NB: Side A = pro-French Blois faction Bretons, Side B = pro-English Montfort faction Bretons and English

Best played either as the Blois faction (Side "A") against the Montfort A/I or else Head-to-Head.

#### **024. Auray\_d\_WBS – 12 Turns – Short Variant**

Date: 29 September 1364 - Size: Small - Location: Auray, Morbihan Dept, Brittany, France

Scenario Briefing: Shorter Variant - Brittany was one of the key theatres during the initial stage of the Hundred Years War. The rival claimants to the Duchy in the War of the Breton Succession (1341 - 1365) were Montfort (supported by England) and Blois (backed by France). When Montfort, supported by English forces under Sir John Chandos, besieged Auray, the garrison agreed to surrender if not relieved by Michaelmas (29th September). This compelled the French-backed Charles de Blois to offer battle in order to break the siege. After crossing the marshy river north of the town, Blois was determined to attack uphill against the Anglo-Breton army, despite the more experienced du Guesclin's advice. After an initial skirmish between the archers and crossbowmen, the French pressed home the attack but, after a fierce fight, the Anglo-Breton counter-attack broke the enemy.

The battle of Auray, in which Charles de Blois died and du Guesclin was captured, determined the outcome of the conflict in favor of Montfort yet, despite the military success of the English-backed faction, the diplomatic victor would be France, since Montfort then swore fealty to the French crown rather than to Edward III of England.

12 turn shorter variant with smaller 100 man units and the English fighting on de Montfort's side represented as a separate army.

Recommended Rules: [Default]

Note: Side A = pro-French Blois faction Bretons, Side B = pro-English Montfort faction Bretons and English.

Can be played as either side against the A/I or else Head-to-Head.

#### **025. Auberoche\_a – 10 Turns – Historical**

Date: 21 October 1345 - Size: Small - Location: Auberoche, N. Aquitaine, France

Scenario Briefing: Historical - The English general, Derby, had arrived in Bordeaux with a small Anglo-Welsh force on the 9th of August and had then spent several weeks assembling allied Gascon troops before launching a surprise attack on Bergerac, the major French garrison town of southern Périgord. The capture of Bergerac was an unexpected success, but Derby lacked sufficient troops to also capture the provincial capital of Périgueux.

Meanwhile, the French, under Louis de Poitiers, concentrated their forces and launched a counter-attack, laying siege to the castle of Auberoche. To relieve Auberoche, Derby would make a surprise attack on the more numerous French besiegers with his small army.

Recommended Rules: [Default] - Isolation Rules OFF. Also recommend Rout Limiting ON if playing Head-To-Head or wanting a more challenging game against the French A/I

Note: Side A = French, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the English against the French A/I or else Head-to-Head.

#### **026. Isigny\_a – 24 Turns – Delaying Action**

Date: 22 July 1346 - Size: Small / Medium - Location: Isigny, Normandy. North of Saint Lo and West of Bayeux and Caen, France

Scenario Briefing: What if - Historically, instead of marching directly towards Caen via Bayeux, the English invading army repaired the bridge at Pont-Herbert and crossed the River Vire on 22nd July before capturing Saint Lo and then advancing by a different route eastward to Caen. This scenario assumes that they took the more direct route via Isigny and Bayeux and that the French attempted a delaying action at Isigny.

Recommended Rules: [Default]



Note: Side A = French, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or else Head-to-Head.

### **027. Pont-Hébert\_a – 15 Turns – What If**

Date: 22 July 1346 - Size: Small - Location: Pont-Hébert, North of St Lo, Normandy, France

Scenario Briefing: What if - Marshal Robert Bertrand had failed to organize a delaying action to slow down the English advance at St-Come-du-Mont or Carentan. He then decides to put up a fight at St Lo but, historically, the Black Prince was able to repair the bridge at Pont-Hébert and cross the River Vire on 22nd July, compelling Bertrand to abandon St Lo and fall back to Caen. This "What if" scenario assumes that Marshal Bertrand had been prompt enough to fight a delaying action at Pont-Hébert.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Best played as the English (=Side B) against the A/I, but also suitable as Head-to-Head.

### **028. Caen\_a – 12 Turns – Historical**

Date: 26 July 1346 - Size: Small - Location: Caen, Normandy, France

Scenario Briefing: Historical - After an almost unopposed landing in Normandy on the 12th of July, the English invasion army pillaged Barfleur, Carentan, St Lo and other towns before marching on Caen, a sizable walled town with a castle. Here the French prepared to make a stand.

Although Edward III's invading army lacked heavy siege guns - gunpowder artillery was still in its infancy at this date - the town walls of Caen were partly wooden rather than stone and in a poor state of repair. For this reason, the French abandoned the old town, apart from the castle, and decided to defend the new town on the island of St-Jean. Unfortunately for the outnumbered French defenders, the river Odon was fordable due to the dry summer weather and the English were able to press home their assault without much difficulty.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the English against the French / Genoese A/I, but also suitable for Head-to-Head.

### **029. Pont Remy\_a – 16 Turns – Historical**

Date: 22 August 1346 - Size: Small - Location: Pont Remy, Somme Dept, N. France

Scenario Briefing: Historical - After crossing the Seine, Edward III's English army headed northwards with the intention of getting across the Somme and joining forces with his Flemish allies. The French king Philip VI was determined to prevent this and, gathering forces as he marched, hastened to guard or demolish all the bridges and crossing points.

On 22nd August, an English advance guard under Godfrey de Harcourt reached the Pont Remy bridge and attempted to secure a bridgehead. However, a French force under John de Luxembourg was determined to defend the bridge at all costs. Historically, the English failed to secure a bridgehead, but would be able to force a crossing at the Blanchetaque ford two days later.

Note: Side A = French and Genoese Mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Recommended Rules: [Default]

Best played Head-To-Head or as the English side against the French / Genoese A/I.

### **030. Blanchetaque\_a – 8 Turns – Historical**

Date: 24 August 1346 - Size: Small / Medium - Location: Blanchetaque, River Somme, near Abbeville, N. France

Scenario Briefing: Historical - In July 1346, Edward III's English army landed in Normandy and sacked Caen before heading northwards with the intention of joining forces with Flemish allies. However, crossing the Somme proved problematic and, following an unsuccessful attempt to cross the Somme at the Pont-Remy bridge, the English army discovered the existence of a tidal ford at Blanchetaque, but had to wait until low tide before being able to start crossing. Due to the tidal nature of the marshy river, there would only be a limited amount of time to get the army across before the river became uncrossable again.

Meanwhile, the French king Philip VI had sent Godemar du Fay with 500 gendarmes and 3,000 foot to guard the ford. Godemar's small force arrived on the north bank in time to oppose the crossing, but were heavily outnumbered. The main French army, which was pursuing the enemy on the southern bank would arrive in time to capture a few baggage wagons, but the tide was now too high to continue the pursuit. Two days later, the English and French armies would fight the decisive battle of the campaign at Crecy and the decisive English victory would enable Edward III to besiege and eventually capture Calais.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the English against the French / Genoese A/I, but also suitable for Head-to-Head.

### **031. Blanchetaque\_b – 12 Turns – Variant**

Date: 24 August 1346 - Size: Small / Medium - Location: Blanchetaque, River Somme, near Abbeville, N. France

Scenario Briefing: Variant - In July 1346, Edward III's English army landed in Normandy and sacked Caen before heading northwards with the intention of joining forces with Flemish allies. However, crossing the Somme proved problematic and, following an unsuccessful attempt to cross the Somme at the Pont-Remy bridge, the English army discovered the existence of a tidal ford at Blanchetaque, but had to wait until low tide before being able to start crossing. Due to the tidal nature of the marshy river, there would only be a limited amount of time to get the army across before the river became uncrossable again.

Meanwhile, the French king Philip VI had sent Godemar du Fay with 500 gendarmes and 3,000 foot to guard the ford. Godemar's small force arrived on the north bank in time to oppose the crossing, but were heavily outnumbered. The main French army, which was pursuing the enemy on the southern bank would arrive in time to capture a few baggage wagons, but the tide was now too high to continue the pursuit. Two days later, the English and French armies would fight the decisive battle of the campaign at Crecy and the decisive English victory would enable Edward III to besiege and eventually capture Calais.

Twelve turn variant scenario with the French reinforcements arriving earlier, ten minute turns and the possibility of rain.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the English against the French / Genoese A/I, but also suitable for Head-to-Head.

### **032. Blanchetaque\_c – 20 Turns – What if**

Date: 24 August 1346 - Size: Small / Medium - Location: Blanchetaque, River Somme, near Abbeville, N. France

Scenario Briefing: What if - In July 1346, Edward III's English army landed in Normandy and sacked Caen before heading northwards with the intention of joining forces with Flemish allies. However, crossing the Somme proved problematic and, following an unsuccessful attempt to cross the

Somme at the Pont-Remy bridge, the English army discovered the existence of a tidal ford at Blanchetaque, but had to wait until low tide before being able to start crossing. Due to the tidal nature of the marshy river, there would only be a limited amount of time to get the army across before the river became uncrossable again.

Meanwhile, the French king Philip VI had sent Godemar du Fay with 500 gendarmes and 3,000 foot to guard the ford. Godemar's small force arrived on the north bank in time to oppose the crossing, but were heavily outnumbered. The main French army, which was pursuing the enemy on the southern bank would arrive in time to capture a few baggage wagons, but the tide was now too high to continue the pursuit. Two days later, the English and French armies would fight the decisive battle of the campaign at Crecy and the decisive English victory would enable Edward III to besiege and eventually capture Calais.

This is a variant 20 turn scenario with the English arriving too late to cross the Blanchetaque ford in the morning and having to establish a defensive position against the approaching French army while waiting to cross in the afternoon.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or Head-to-Head.

### **033. Crecy\_a – 21 Turns – Historical**

Date: 26 August 1346 - Size: Medium - Location: Crécy, Picardy, France

Scenario Briefing: Historical - After an almost unopposed landing in Normandy on 12th July, Edward III's English invasion army pillaged Barfleur and other small towns before sacking Caen. The English army, now shadowed by French forces, then crossed the Somme at Blanchetaque. While the main French army was down in the south of France besieging Aiguillon, the French king Philip VI had managed to raise another substantial army to oppose the English invaders. However, despite significantly outnumbering the English army, Philip's troops arrived piecemeal on the battlefield after a 12 mile march.

After the Genoese mercenary crossbowmen in French service - whose protective pavises were still with the baggage train well in the rear - had fallen back after being outshot by the English archers, the large but already tired and disorganized French army launched a succession of futile cavalry charges against the English defensive line. Victory in this battle is traditionally attributed to the English longbowmen, who outperformed the slower-firing crossbowmen, before shooting down the French cavalry on their largely unprotected horses. However, Edward III's army is also known to be

one of the earliest to have included field artillery, which surely made at least some contribution to the outcome of the battle, even if it inspired more fear in the French horses than actual casualties.

This version of the battle has the English baggage wagons and horses deployed in a larger defensive "laager" in the rear of the army, separate from Crécy Grange.

Note: To represent the riding down of the retreating Genoese crossbowmen by the French cavalry, these troops have a potentially early withdrawal time, so may not remain on the battlefield for very long. Historically, Lorraine's division didn't reach the battlefield until the following morning, but in this scenario there is a small possibility that these troops will arrive in time to participate in the battle.

In this scenario, "stakes" represent pot-holes dug by the English archers to disrupt the French cavalry, rather than the archers' stakes later used at Agincourt. For this reason, no archers are able to deploy stakes.

Recommended Rules: [Default]

Side A = French, Genoese mercenaries and Bohemians, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French / Genoese side against the English A/I.

### **034. Crecy\_b – 20 Turns – Variant**

Date: 26 August 1346 - Size: Medium - Location: Crecy, Picardy, France

Scenario Briefing: Variant - After an almost unopposed landing in Normandy on 12th July, Edward III's English invasion army pillaged Barfleur and other small towns before sacking Caen. The English army, now shadowed by French forces, then crossed the Somme at Blanchetaque. While the main French army was down in the south of France besieging Aiguillon, the French king Philip VI had managed to raise another substantial army to oppose the English invaders. However, despite significantly outnumbering the English army, Philip's troops arrived piecemeal on the battlefield after a 12-mile march.

After the Genoese mercenary crossbowmen in French service - whose protective pavises were still with the baggage train well in the rear - had fallen back after being outshot by the English archers, the large but already tired and disorganized French army launched a succession of futile cavalry charges against the English defensive line. Victory in this battle is traditionally attributed to the English longbowmen, who outperformed the slower-firing crossbowmen, before shooting down the French cavalry on their largely unprotected horses. However, Edward III's army is also known to be one of the earliest to have included field artillery, which surely made at least some contribution to the outcome of the battle, even if it inspired more fear in the French horses than actual casualties.



Note 1: Historically, as for most Mediaeval battles, the size and composition of the armies is unknown, but the English army is estimated at between 7,000 and 15,000 men. This scenario follows Sumption's rough estimate and is closer to the lower level, while the "historical" scenario - which follows the estimates of historians Andrew Ayton and Clifford Rogers - has the higher figure. The size of the French army is even more conjectural, although all contemporary sources indicate that it was clearly significantly larger than the English force.

Note 2: Whilst, historically, the retreating Genoese crossbowmen were ridden down by the French cavalry, in this variant scenario these troops are more likely to remain on the battlefield for longer than in the "historical" scenario. However, they do still have a withdrawal time, but this is now slightly later and at a reduced probability.

In this scenario, "stakes" represent pot-holes dug by the English archers to disrupt the French cavalry, rather than the archers' stakes later used at Agincourt.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French / Genoese side against the English A/I.

### **035. Crecy\_c** – 20 Turns – Alternative Location

Date: 26 August 1346 - Size: Medium - Location: Crécy, Picardy, France

Scenario Briefing: Historical - After an almost unopposed landing in Normandy on 12th July, Edward III's English invasion army pillaged Barfleur and other small towns before sacking Caen. The English army, now shadowed by French forces, then crossed the Somme at Blanchetaque. While the main French army was down in the south of France besieging Aiguillon, the French king Philip VI had managed to raise another substantial army to oppose the English invaders. However, despite significantly outnumbering the English army, Philip's troops arrived piecemeal on the battlefield after a 12-mile march.

After the Genoese mercenary crossbowmen in French service - whose protective pavises were still with the baggage train well in the rear - had fallen back after being outshot by the English archers, the large but already tired and disorganized French army launched a succession of futile cavalry charges against the English defensive line. Victory in this battle is traditionally attributed to the English longbowmen, who outperformed the slower-firing crossbowmen, before shooting down the French cavalry on their largely unprotected horses. However, Edward III's army is also known to be one of the earliest to have included field artillery, which surely made at least some contribution to the outcome of the battle, even if it inspired more fear in the French horses than actual casualties.

Rather than the traditional location for the Crecy battlefield, this scenario has an alternative site proposed by Mike Livingstone and Kelly DeVries. The number of Genoese crossbowmen has also been reduced from 6,000 down to 3,000, since their actual strength is uncertain.

To represent the riding down of the retreating Genoese crossbowmen by the French cavalry, these troops have a potentially early withdrawal time, so may not remain on the battlefield for very long. Historically, Lorraine's division didn't reach the battlefield until the following morning, so they are not included in this scenario. The French army was large but badly organized, so many of the low quality infantry start out disordered and command control will be a problem.

In this scenario, "stakes" represent pot-holes dug by the English archers to disrupt the French cavalry, rather than the archers' stakes later used at Agincourt. For this reason, no archers are able to deploy stakes.

Recommended Rules: [Default]

Side A = French, Genoese mercenaries and Bohemians, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French / Genoese side against the English A/I.

### **036. Crecy\_d – 40 Turns – What If**

Date: 27 August 1346 - Size: Medium - Location: Crécy, Picardy, France

Scenario Briefing: What if - After an almost unopposed landing in Normandy on 12th July, Edward III's English invasion army pillaged Barfleur and other small towns before sacking Caen. The English army, now shadowed by French forces, then crossed the Somme at Blanchetaque. While the main French army was down in the south of France besieging Aiguillon, the French king Philip VI had managed to raise another substantial army to oppose the English invaders. However, despite significantly outnumbering the English army, Philip's troops arrived piecemeal on the battlefield after a 12 mile march.

After the Genoese mercenary crossbowmen in French service - whose protective pavices were still with the baggage train well in the rear - had fallen back after being outshot by the English archers, the large but already tired and disorganized French army launched a succession of futile cavalry charges against the English defensive line. Victory in this battle is traditionally attributed to the English longbowmen, who outperformed the slower-firing crossbowmen, before shooting down the French cavalry on their largely unprotected horses. However, Edward III's army is also known to be one of the earliest to have included field artillery, which surely made at least some contribution to the outcome of the battle, even if it inspired more fear in the French horses than actual casualties.

Note: This hypothetical scenario assumes that the French king was able to restrain his eager nobles and postpone the battle until the following morning, although this allows the English time to construct defensive trenches. In addition, the Genoese will now have their pavices which, historically, had been left in the baggage train during the actual battle. The pavices will reduce their mobility but will provide better protection against English arrows. However, to reflect the historical poor performance of the Genoese and the impetuosity of the French cavalry in riding them down when they fell back, the Genoese may still withdraw from the battlefield after the first hour of combat, but at a lower probability.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I, but perhaps best Head-to-Head.

### **037. Crecy\_e – 24 Turns – What if**

Date: 26 August 1346 - Size: Medium - Location: Crecy, Picardy, France

Scenario Briefing: What if - After an almost unopposed landing in Normandy on 12th July, Edward III's English invasion army pillaged Barfleur and other small towns before sacking Caen. The English army, now shadowed by French forces, then crossed the Somme at Blanchetaque. While the main French army was down in the south of France besieging Aiguillon, the French king Philip VI had managed to raise another substantial army to oppose the English invaders. However, despite significantly outnumbering the English army, Philip's troops arrived piecemeal on the battlefield after a 12 mile march.

After the Genoese mercenary crossbowmen in French service - whose protective pavices were still with the baggage train well in the rear - had fallen back after being outshot by the English archers, the large but already tired and disorganized French army launched a succession of futile cavalry charges against the English defensive line. Victory in this battle is traditionally attributed to the English longbowmen, who outperformed the slower-firing crossbowmen, before shooting down the French cavalry on their largely unprotected horses. However, Edward III's army is also known to be one of the earliest to have included field artillery, which surely made at least some contribution to the outcome of the battle, even if it inspired more fear in the French horses than actual casualties.

Note: This "What if" scenario assumes that the Genoese mercenary crossbowmen weren't ridden down by the French cavalry when they attempted to retreat after coming under heavy fire from the English archers and remained on the battlefield.

In this scenario, "stakes" represent pot-holes dug by the English archers to disrupt the French cavalry, rather than the archers' stakes later used at Agincourt.

Recommended Rules: [Default]

Side A = French, Genoese mercenaries and Bohemians, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French / Genoese side against the English A/I.

#### **038. Nampon\_a** – 25 Turns – What if

Date: 27th August 1346 Size: Medium - Location: Nampon, Somme Dept, Pas-de-Calais, Hauts-de-France

Scenario Briefing: Hypothetical - Retreating from the Crecy battlefield, the English need to quickly reach Nampon and get across the Somme before the larger French army can catch up.

This situation is taken from the campaign.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or else Head-to-Head.

#### **039. Ligescourt\_a** – 15 Turns – Rearguard Action

Date: 27 August 1346 - Size: Medium - Location: Ligescourt, North of Crécy, Picardy, France

Scenario Briefing: Hypothetical - This scenario is a rearguard action at Ligescourt, with a portion of the English army attempting to hold off the French cavalry while the baggage train gets away. The heavily outnumbered English troops will then have to make a fighting withdrawal before the weight of the whole French army can crush them.

This is taken from the campaign and assumes that the English army either failed to secure a victory at Crécy or else retreated without fighting a battle.

Recommended Rules: [Default]

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or else Head-to-Head.

#### **040. Neville's Cross\_a** – 16 Turns – Historical, early start

Date: 17 October 1346 - Size: Small / Medium - Location: West of Durham, England

Scenario Briefing: Historical, early start - After the decisive French defeat at Crécy, Edward III's English army besieged Calais and the French King Philip VI appealed to his Scottish ally David II to invade England in the hope that this might force the English to abandon the siege of Calais. However, the Scottish invasion had been anticipated, so by the time the invading Scottish army had reached Durham, the Archbishop of York and the northern English lords had assembled an army of perhaps 7,000 men to oppose the Scottish army of around 12,000.

Despite the fact that some Scottish troops were equipped with superior French weaponry and armor, the combination of English longbow and cavalry would prove superior to Scottish spearmen, especially since the Scots initially planned to remain on the defensive but were then forced to attack across difficult terrain after coming under heavy fire from the English archers.

This scenario starts in the morning, with both armies initially on the defensive and the Scottish army disrupted.

Recommended Rules: [Default]

Note: Side A = Scottish, Side B = English.

Suitable for playing either side against the A/I or else Head-To-Head.

#### **041. Neville's Cross\_b – 12 Turns – Historical**

Date: 17 October 1346 - Size: Small - Location: West of Durham, England

Scenario Briefing: Historical - After the decisive French defeat at Crécy, Edward III's English army besieged Calais and the French King Philip VI appealed to his Scottish ally David II to invade England in the hope that this might force the English to abandon the siege of Calais. However, the Scottish invasion had been anticipated, so by the time the invading Scottish army had reached Durham, the Archbishop of York and the northern English lords had assembled an army of perhaps 7,000 men to oppose the Scottish army of around 12,000.

Despite the fact that some Scottish troops were equipped with superior French weaponry and armor, the combination of English longbow and cavalry would prove superior to Scottish spearmen, especially since the Scots initially planned to remain on the defensive but were then forced to attack across difficult terrain after coming under heavy fire from the English archers.

This shorter scenario starts in the afternoon, after the English have advanced to shoot at the Scottish troops.

Recommended Rules: [Default]

Note: Side A = Scottish, Side B = English.

Suitable for playing either side against the A/I or else Head-To-Head.

#### **042. Neville's Cross\_c – 20 Turns – What if**

Date: 17 October 1346 - Size: Small / Medium - Location: West of Durham, England

Scenario Briefing: What if - After the decisive French defeat at Crécy, Edward III's English army besieged Calais and the French King Philip VI appealed to his Scottish ally David II to invade England in the hope that this might force the English to abandon the siege of Calais. However, the Scottish invasion had been anticipated, so by the time the invading Scottish army had reached Durham, the Archbishop of York and the northern English lords had assembled an army of perhaps 7,000 men to oppose the Scottish army of around 12,000.

Despite the fact that some Scottish troops were equipped with superior French weaponry and armor, the combination of English longbow and cavalry would prove superior to Scottish spearmen, especially since the Scots initially planned to remain on the defensive but were then forced to attack across difficult terrain after coming under heavy fire from the English archers.

In this scenario it is assumed that 3,000 Yorkshire reinforcements arrived in time for the battle.

Recommended Rules: [Default]

This scenario starts in the morning, with both armies initially on the defensive. The Scottish should attempt to defeat the temporarily outnumbered English army before their reinforcements can participate in the battle.

Note: Side A = Scottish, Side B = English.

Suitable for playing either side against the A/I or else Head-To-Head.

#### **043. Myton\_a – 40 Turns – What if**

Date: 3 November 1346 - Size: Medium - Location: Northwest of York, England

Scenario Briefing: - What if - After an initial victory, the invading Scottish army marches southwards and the English gather fresh forces to confront the enemy on the site of two earlier battles - Boroughbridge and Myton - before they can reach York.

Recommended Rules: [Default]

NB: Side A = Scottish, Side B = English

Best played as the Scottish side against the A/I or else Head-To-Head.

#### **044. Calais\_a – 72 Turns – What if**

Date: 2 August 1347 - Size: Large - Location: Calais, France



Scenario Briefing: What if - Lacking siege artillery capable of breaching the walls of Calais - it was only from the 1420s onwards that improvements in gunpowder and developments in siege artillery enabled stone fortifications to be effectively destroyed - Edward III had placed the town under siege on 4th September 1346.

Besieged and blockaded by sea, the garrison of Calais expelled all non-combatants, but by August 1347 would be starved into surrender. Philip VI managed to scrape an army together to try to raise the siege but, outnumbered by the English, and with a hostile 20,000 strong Flemish army a day's march away, the French were forced to leave Calais to its fate.

This "what if" scenario allows the French the chance - a desperate one if the Flemish arrive in time to assist the English - to attempt to raise the siege.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, with Flemish reinforcements.

Best played Head-to-Head or else as the French against the English A/I.

#### **045.Lunalonge\_a – 8 Turns – Historical**

Date: Summer 1349 - Size: Very Small - Location: Lunalonge, Deux Sevres, France

Scenario Briefing: Historical - Despite the 1348 treaty of Calais, raids and minor actions continued in Gascony and the south of France. In late May, the Seneschal of Gascony, Thomas Coke, led a 500 strong mounted band to raise the siege of Lusignan castle. However, this small force was intercepted by some 1,500 French cavalry under Jean de Lille. The Gascons dismounted and adopted a defensive formation on a small hillock and, despite the capture of their horses and baggage, repulsed the repeated French attacks. Jean de Grailly, Captal de Buch, later famous for his participation in the battles of Poitiers and Najera and also captured at Cocherel, was present on the Gascon side.

Recommended Rules: [Default]

Note: Side A = French, Side B = pro-English Gascons

Best played as the French side against the Gascon A/I.

#### **046.Poitiers\_a – 20 Turns – Historical**

Date: 19 September 1356 - Size: Medium - Location: near Poitiers, Poitou, West Central France

Scenario Briefing: Historical - Two years after the decisive French defeat at Crécy the Black Death had devastated Western Europe, killing between a 1/3 and 1/2 of the population and temporarily halting the conflict between England and France. John II succeeded to the French throne in 1350

and made various reforms to try to improve the effectiveness of the French army. In 1355 the English resumed several major chevauchee raids in France, although only Edward the Black Prince's raid in the south was really effective. A French treaty with Navarre in September 1355 was perceived as a threat to English held Gascony, so the Black Prince launched a fresh offensive in early August 1356, perhaps with the intention of joining forces with his brother John of Lancaster's army operating in Brittany. The decision to capture Romorantin castle delayed the Prince's army long enough to give King John's French time to mobilize and give chase, while any prospect of combining forces with Lancaster before risking battle was now out of the question since Lancaster's army had been prevented from crossing the Loire.

On 17th September, Gascon scouts skirmished with the French and it was clear that the enemy army was nearby. With supplies running low and reluctant to risk encountering the French army while on the march and vulnerable to cavalry, the Black Prince decided to establish a good defensive position and wait for the French to attack. Since the following day was a Sunday, neither side was willing to fight and the Cardinal de Périgord attempted to negotiate a bloodless solution while the French gathered their forces and the English dug in and made their position as strong as possible. Remembering the vulnerability of horses to arrows at Crécy, the French king decided to dismount most of his army and fight on foot. However, around 9am on 19th September, it seemed that the English were planning to retreat, so a small force of French cavalry were sent forward with dismounted troops and crossbowmen in support to prevent this. After these horsemen had been shot to pieces, the first line of French infantry under the Dauphin attacked. When these too were driven back, the second line under Orléans quit the field with the retreating first line. This left King John's own force - fresh troops and probably the best quality of the French army - to face the so far successful but now tired enemy. However, the Black Prince now ordered his men-at-arms to mount up and counter-attack and the French were caught in the rear by a surprise attack from de Buch's Gascons.

Since Orléan's troops abandoned the field without launching an attack, there's a chance that this force will withdraw from around the time it releases.

Recommended Rules: [Default]

Note: Side A = French, Genoese Mercenaries, Scottish and Germans, Side B = English, including, as usual, Gascons, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

**047.Poitiers\_b** – 25 Turn – What If, Gun variant

Date: 19 September 1356 - Size: Medium - Location: near Poitiers, Poitou, West Central France

Scenario Briefing: What if Gun variant - Two years after the decisive French defeat at Crécy the Black Death had devastated Western Europe, killing between a 1/3 and 1/2 of the population and temporarily halting the conflict between England and France. John II succeeded to the French throne in 1350 and made various reforms to try to improve the effectiveness of the French army. In 1355 the English resumed several major chevauchee raids in France, although only Edward the Black Prince's raid in the south was really effective. A French treaty with Navarre in September 1355 was perceived as a threat to English held Gascony, so the Black Prince launched a fresh offensive in early August 1356, perhaps with the intention of joining forces with his brother John of Lancaster's army operating in Brittany. The decision to capture Romorantin castle delayed the Prince's army long enough to give King John's French time to mobilize and give chase, while any prospect of combining forces with Lancaster before risking battle was now out of the question since Lancaster's army had been prevented from crossing the Loire.

On 17th September, Gascon scouts skirmished with the French and it was clear that the enemy army was nearby. With supplies running low and reluctant to risk encountering the French army while on the march and vulnerable to cavalry, the Black Prince decided to establish a good defensive position and wait for the French to attack. Since the following day was a Sunday, neither side was willing to fight and the Cardinal de Périgord attempted to negotiate a bloodless solution while the French gathered their forces and the English dug in and made their position as strong as possible. Remembering the vulnerability of horses to arrows at Crécy, the French king decided to dismount most of his army and fight on foot. However, around 9am on 19th September, it seemed that the English were planning to retreat, so a small force of French cavalry were sent forward with dismounted troops and crossbowmen in support to prevent this. After these horsemen had been shot to pieces, the first line of French infantry under the Dauphin attacked. When these too were driven back, the second line under Orléans quit the field with the retreating first line. This left King John's own force - fresh troops and probably the best quality of the French army - to face the so far successful but now tired enemy. However, the Black Prince now ordered his men-at-arms to mount up and counter-attack and the French were caught in the rear by a surprise attack from de Buch's Gascons.

Although Edward III had fielded artillery at Crécy ten years earlier, there's no evidence that either his son or the French king brought guns to Poitiers. This 25-turn scenario assumes that they both did field a few light guns and also makes it less likely that Orléans' troops will retire from the battlefield without fighting. In addition, the English army is slightly reduced in strength - historically, the size of the two armies is conjectural and disputed - and the Genoese crossbowmen are given armor to represent their pavises, but they will still melee at reduced strength, especially on the offensive.

Recommended Rules: [Default]

Note: Side A = French, Genoese Mercenaries, Scottish and Germans, Side B = English, including, as usual, Gascons, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

#### **048.Poitiers\_c** – 32 Turns - Variant

Date: 19 September 1356 - Size: Medium - Location: near Poitiers, Poitou, West Central France

Scenario Briefing: Variant - Two years after the decisive French defeat at Crécy the Black Death had devastated Western Europe, killing between a 1/3 and 1/2 of the population and temporarily halting the conflict between England and France. John II succeeded to the French throne in 1350 and made various reforms to try to improve the effectiveness of the French army. In 1355 the English resumed several major chevauchee raids in France, although only Edward the Black Prince's raid in the south was really effective. A French treaty with Navarre in September 1355 was perceived as a threat to English held Gascony, so the Black Prince launched a fresh offensive in early August 1356, perhaps with the intention of joining forces with his brother John of Lancaster's army operating in Brittany. The decision to capture Romorantin castle delayed the Prince's army long enough to give King John's French time to mobilize and give chase, while any prospect of combining forces with Lancaster before risking battle was now out of the question since Lancaster's army had been prevented from crossing the Loire.

On 17th September, Gascon scouts skirmished with the French and it was clear that the enemy army was nearby. With supplies running low and reluctant to risk encountering the French army while on the march and vulnerable to cavalry, the Black Prince decided to establish a good defensive position and wait for the French to attack. Since the following day was a Sunday, neither side was willing to fight and the Cardinal de Périgord attempted to negotiate a bloodless solution while the French gathered their forces and the English dug in and made their position as strong as possible. Remembering the vulnerability of horses to arrows at Crécy, the French king decided to dismount most of his army and fight on foot. However, around 9am on 19th September, it seemed that the English were planning to retreat, so a small force of French cavalry were sent forward with dismounted troops and crossbowmen in support to prevent this. After these horsemen had been shot to pieces, the first line of French infantry under the Dauphin attacked. When these too were driven back, the second line under Orléans quit the field with the retreating first line. This left King John's own force - fresh troops and probably the best quality of the French army - to face the so far successful but now tired enemy. However, the Black Prince now ordered his men-at-arms to mount up and counter-attack and the French were caught in the rear by a surprise attack from de Buch's Gascons.

This variant scenario starts earlier and with the French advancing from the north. Since Orléan's troops abandoned the field without launching an attack, there's a chance that this force will withdraw from around the time it releases. In this scenario, the probability of this occurring is slightly lower.

Recommended Rules: [Default]

Note: Side A = French, Genoese Mercenaries, Scottish and Germans, Side B = English, including, as usual, Gascons, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

#### **049.Poitiers\_d** – 8 Turns – King John's attack

Date: 19 September 1356 - Size: Small - Location: near Poitiers, Poitou, West Central France

Scenario Briefing: Historical - Two years after the decisive French defeat at Crécy the Black Death had devastated Western Europe, killing between a 1/3 and 1/2 of the population and temporarily halting the conflict between England and France. John II succeeded to the French throne in 1350 and made various reforms to try to improve the effectiveness of the French army. In 1355 the English resumed several major chevauchee raids in France, although only Edward the Black Prince's raid in the south was really effective. A French treaty with Navarre in September 1355 was perceived as a threat to English held Gascony, so the Black Prince launched a fresh offensive in early August 1356, perhaps with the intention of joining forces with his brother John of Lancaster's army operating in Brittany. The decision to capture Romorantin castle delayed the Prince's army long enough to give King John's French time to mobilize and give chase, while any prospect of combining forces with Lancaster before risking battle was now out of the question since Lancaster's army had been prevented from crossing the Loire.

On 17th September, Gascon scouts skirmished with the French and it was clear that the enemy army was nearby. With supplies running low and reluctant to risk encountering the French army while on the march and vulnerable to cavalry, the Black Prince decided to establish a good defensive position and wait for the French to attack. Since the following day was a Sunday, neither side was willing to fight and the Cardinal de Périgord attempted to negotiate a bloodless solution while the French gathered their forces and the English dug in and made their position as strong as possible. Remembering the vulnerability of horses to arrows at Crécy, the French king decided to dismount most of his army and fight on foot. However, around 9am on 19th September, it seemed that the English were planning to retreat, so a small force of French cavalry were sent forward with dismounted troops and crossbowmen in support to prevent this. After these horsemen had been shot to pieces, the first line of French infantry under the Dauphin attacked. When these too were driven back, the second line under Orléans quit the field with the retreating first line. This left King

John's own force - fresh troops and probably the best quality of the French army - to face the so far successful but now tired enemy. However, the Black Prince now ordered his men-at-arms to mount up and counter-attack and the French were caught in the rear by a surprise attack from de Buch's Gascons.

This short scenario represents the final stage of the battle, starting at the point when King John's fresh troops advance to the attack.

Recommended Rules: [Default]

Note: Side A = French, Genoese Mercenaries, Scottish and Germans, Side B = English, including, as usual, Gascons, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

### **050.Poitiers\_e – 30 Turns – Variant**

Date: 19 September 1356 - Size: Medium - Location: near Poitiers, Poitou, West Central France

Scenario Briefing: Variant - Two years after the decisive French defeat at Crécy the Black Death had devastated Western Europe, killing between a 1/3 and 1/2 of the population and temporarily halting the conflict between England and France. John II succeeded to the French throne in 1350 and made various reforms to try to improve the effectiveness of the French army. In 1355 the English resumed several major chevauchee raids in France, although only Edward the Black Prince's raid in the south was really effective. A French treaty with Navarre in September 1355 was perceived as a threat to English held Gascony, so the Black Prince launched a fresh offensive in early August 1356, perhaps with the intention of joining forces with his brother John of Lancaster's army operating in Brittany. The decision to capture Romorantin castle delayed the Prince's army long enough to give King John's French time to mobilize and give chase, while any prospect of combining forces with Lancaster before risking battle was now out of the question since Lancaster's army had been prevented from crossing the Loire.

On 17th September, Gascon scouts skirmished with the French and it was clear that the enemy army was nearby. With supplies running low and reluctant to risk encountering the French army while on the march and vulnerable to cavalry, the Black Prince decided to establish a good defensive position and wait for the French to attack. Since the following day was a Sunday, neither side was willing to fight and the Cardinal de Périgord attempted to negotiate a bloodless solution while the French gathered their forces and the English dug in and made their position as strong as possible. Remembering the vulnerability of horses to arrows at Crécy, the French king decided to dismount most of his army and fight on foot. However, around 9am on 19th September, it seemed that the English were planning to retreat, so a small force of French cavalry were sent forward with



dismounted troops and crossbowmen in support to prevent this. After these horsemen had been shot to pieces, the first line of French infantry under the Dauphin attacked. When these too were driven back, the second line under Orléans quit the field with the retreating first line. This left King John's own force - fresh troops and probably the best quality of the French army - to face the so far successful but now tired enemy. However, the Black Prince now ordered his men-at-arms to mount up and counter-attack and the French were caught in the rear by a surprise attack from de Buch's Gascons.

Although, historically, Orléan's troops abandoned the field without launching an attack, in this variant scenario these troops will remain on the battlefield. Un-fixed French variant scenario starting earlier and with the French advancing from the north and no French withdrawals. Only the French camp followers and baggage are fixed in this scenario.

Recommended Rules: [Default]

Note: Side A = French, Genoese Mercenaries, Scottish and Germans, Side B = English, including, as usual, Gascons, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

### **051.Brignais\_Fr – 16 Turns - Froissart's version**

Date: 6 April 1362 - Size: Medium - Location: Brignais, Rhone Dept, Eastern France

Scenario Briefing: Froissart's version of the battle - After the Treaty of Brétigny had been concluded between the English and French, a great many unemployed soldiers gathered together, upward of twelve thousand, and including at least three or four thousand experienced men-at-arms. The French raised several armies to deal with these brigand forces. While Arnaud d'Audrehem, the Marshal of France, assisted by the Spanish troops of Enrique of Trastámara, conducted a successful campaign against the companies of Perrin Boias, other French forces, led by Jacques de Bourbon, suffered a crushing defeat at Brignais.

There are two conflicting, accounts of this battle, one by Froissart in which the Tard Venus, or "Late Comers", companies took up a defensive position on the top of a hill with only the less well-armed troops visible to the French army below. They then threw stones at the advancing enemy, who attacked uphill against the mercenary bands known as "free companies". Once the French were engaged, the better equipped mercenaries launched a surprise flanking attack that seriously wounded the French leader, Jacques de Bourbon, and routed the French army. A less detailed alternative account, written by Matteo Villani, has the Tard Venus make a surprise pre-dawn attack on the French camp. It might be possible to reconcile the two conflicting accounts by having the

Tard Venus launching a disruptive - but not decisive - nocturnal attack and then falling back to high ground where they were subsequently attacked by the French.

It is likely that the later famous John Hawkwood was not present at Brignais. Froissart's chronological account of the battle makes no mention of him, although his subsequent discussion of Hawkwood's career dated 1378 does specifically state that he was there. For this reason, although his company is included in the oob for a potential "What if" variant, it is not included in either of the scenarios.

Recommended Rules: [Default]

Note: Side A = French, Side B = Tard Venus mercenaries, including Gascon and English bands.

Best played as the French against the Tard Venus A/I or else Head-to-Head.

### **052.Brignais\_Vil** – 15 Turns - Villani's version

Date: 6 April 1362 - Size: Medium - Location: Brignais, Rhone Dept, Eastern France

Scenario Briefing: Villani's version - After the Treaty of Brétigny had been concluded between the English and French, a great many unemployed soldiers gathered together, upward of twelve thousand and including at least three or four thousand good men-at-arms. The French raised several armies to deal with these brigand forces. While Arnaud de Audrehem, the Marshal of France, assisted by the Spanish troops of Enrique of Trastámara, conducted a successful campaign against the companies of Perrin Boias, other French forces, led by Jacques de Bourbon, suffered a crushing defeat at Brignais.

There are two conflicting, accounts of this battle, one by Froissart in which the Tard Venus, or "Late Comers", companies took up a defensive position on the top of a hill with only the less well-armed troops visible to the French army below. They then threw stones at the advancing enemy, who attacked uphill against the mercenary bands. Once the French were engaged, the better equipped mercenaries launched a surprise flanking attack that seriously wounded the French leader, Jacques de Bourbon, and routed the French army. A less detailed alternative account, written by Matteo Villani, has the Tard Venus make a surprise pre-dawn attack on the French camp. It might be possible to reconcile the two conflicting accounts by having the Tard Venus launching a disruptive - but not decisive - nocturnal attack and then falling back to high ground where they were subsequently attacked by the French.

This is Villani's version of the battle involving a pre-dawn surprise attack on the French camp.

It is likely that the later famous John Hawkwood was not present at Brignais. Froissart's chronological account of the battle makes no mention of him, although his subsequent discussion of Hawkwood's career dated 1378 does specifically state that he was there. For this reason,

although his company is included in the oob for a potential "What if" variant, it is not include in either of the scenarios.

Recommended Rules: [Default]

Note: Side A = French, Side B = Tard Venus mercenaries, including Gascon and English bands

Best played as the Tard Venus against the French A/I or else Head-to-Head.

### **053.Cocherel\_a** – 12 Turns – Historical

Date: 16 May 1364 - Size: Small - Location: Cocherel, Eure Dept, Normandy, France

Scenario Briefing: Historical - Although England and France were technically at peace after the 1360 Treaty of Bretigny, hostilities continued with both sides intervening in other conflicts involving various allies. When Charles II of Navarre, an English ally, sought to inherit the Duchy of Burgundy, the Navarrese army - which included English troops - was led by the Gascon Jean III de Grailly, Captal de Buch, who had fought on the English side at Poitiers.

Campaigning in Normandy, de Buch concentrated his forces at Evreux and sought out the French army which was led by du Guesclin. Learning from his scouts that the French army was nearby, de Buch deployed his forces on high ground. After an initial French assault was repulsed, du Guesclin made a feigned retreat to lure the enemy from their strong position. Although de Buch suspected a trick, he was forced to launch a full scale attack due to the insubordinate actions of his English officer, John Jouel. On level ground and out in the open, a subsequent French flanking attack quickly routed the less numerous enemy.

Recommended Rules: [Default]

Note: Side A = French, Side B = English and Navarrese

Suitable for playing either side against the A/I, but perhaps best Head-to-Head.

### **054.Cocherel\_b** – 15 Turns – Variant

Date: 16 May 1364 - Size: Small - Location: Cocherel, Eure Dept, Normandy, France

Scenario Briefing: Variant - Although England and France were technically at peace after the 1360 Treaty of Bretigny, hostilities continued with both sides intervening in other conflicts involving various allies. When Charles II of Navarre, an English ally, sought to inherit the Duchy of Burgundy, the Navarrese army - which included English troops - was led by the Gascon Jean III de Grailly, Captal de Buch, who had fought on the English side at Poitiers.

Campaigning in Normandy, de Buch concentrated his forces at Evreux and sought out the French army which was led by du Guesclin. Learning from his scouts that the French army was nearby, de

Buch deployed his forces on high ground. After an initial French assault was repulsed, du Guesclin made a feigned retreat to lure the enemy from their strong position. Although de Buch suspected a trick, he was forced to launch a full-scale attack due to the insubordinate actions of his English officer, John Jouel. On level ground and out in the open, a subsequent French flanking attack quickly routed the less numerous enemy.

This is a 15-turn scenario with a different French deployment and the Bretons represented as a separate pro-French faction. There is also a higher probability of Anglo-Navarrese reinforcements arriving promptly, but to represent Jouel's insubordinate counter attack, most of the English and Navarrese men-at-arms fight mounted rather than dismounted.

Recommended Rules: [Default]

Note: Side A = French, Side B = English and Navarrese

Suitable for playing either side against the A/I, but perhaps best Head-to-Head.

#### **055.Cocherel\_c** – 36 Turns – Variant, Company Scale

Date: 16 May 1364 - Size: Small - Location: Cocherel, Eure Dept, Normandy, France

Scenario Briefing: Variant, Company Scale - Although England and France were technically at peace after the 1360 Treaty of Bretigny, hostilities continued with both sides intervening in other conflicts involving various allies. When Charles II of Navarre, an English ally, sought to inherit the Duchy of Burgundy, the Navarrese army - which included English troops - was led by the Gascon Jean III de Grailly, Captal de Buch, who had fought on the English side at Poitiers.

Campaigning in Normandy, de Buch concentrated his forces at Evreux and sought out the French army which was led by du Guesclin. Learning from his scouts that the French army was nearby, de Buch deployed his forces on high ground. After an initial French assault was repulsed, du Guesclin made a feigned retreat to lure the enemy from their strong position. Although de Buch suspected a trick, he was forced to launch a full scale attack due to the insubordinate actions of his English officer, John Jouel. On level ground and out in the open, a subsequent French flanking attack quickly routed the less numerous enemy.

This is a variant 36 turn scenario on a company scale map starting earlier with the French deployed at the river crossing.

Recommended Rules: [Default]

Note: Side A = French and pro-French Bretons, Side B = English and Navarrese.

Best played Head-to-Head, but also suitable for playing either side against the A/I. Perhaps slightly more challenging as the English / Navarrese side.

**\*\* Note:** Scenarios with the suffix CCW are part of the Castilian Civil War.

### **056.Najera\_a\_CCW** 25 Turns – Historical

Date: 3 April 1367 - Size: Medium - Location: Najera, La Rioja, Castile, Spain

Scenario Briefing: Historical - Although England and France had signed the 1360 Treaty of Bretigny, the Castilian civil war between Pedro I and his illegitimate half-brother Henry of Trastamara provided a fresh theatre of war for the numerous mercenary bands. To keep England safe from the powerful Castilian fleet, Edward III encouraged his sons, Edward the Black Prince and John of Gaunt, to lead an army of English, Gascon and other mercenaries to assist Pedro I recover his throne. Meanwhile, Trastamara received assistance from France and the neighboring kingdom of Aragon. While Trastamara expected that the enemy army would advance towards Najera directly from Navarrete, instead the Black Prince conducted a surprise nocturnal flanking march which caught Trastamara's forces unprepared. As things started to go badly, some of Trastamara's troops started to abandon the field or even switch sides, causing further routing and disorder. However, the elite French cavalry fighting alongside Trastamara's forces, fought courageously.

The exact strength of the two sides is uncertain, but it's likely that the Black Prince's army, which fought mostly on foot, numbered at least 10,000 men, perhaps not counting the Castilians loyal to Pedro. According to some accounts, the Trastamaran army may have been only half as large, assuming the potentially large number of mostly poor quality infantry deployed in the rear - but who took little if any part in the battle - are discounted. To make the scenario more balanced - and to reflect the fact that Henry was no fool and unlikely to risk a battle when outnumbered 2:1 - the Trastamaran infantry are present in force but initially fixed. However, their poor quality may mean that they'll potentially be of limited value, even if they see much action before they're swept away in rout.

Since this was a personal civil war between Pedro and his brother and, historically, the survival of Henry of Trastamara was more important than the defeat of his army, neither side can claim a major victory without either killing or capturing the opposing claimant to the Castilian throne. When informed after the battle that Henry had neither been captured or killed, the Black Prince is reputed to have said "Non ay res fait" - nothing has been achieved.

Recommended Rules: [Default]

Note: Side A = Trastamara faction Castilian, French and Aragonese, Side B = Anglo-Gascons (English), Pedro faction Castilian, Navarrese & Majorcans

Suitable for playing either side against the A/I or else Head-To-Head.

## **057.Najera\_b\_CCW – 20 Turns – Variant**

Date: 3 April 1367 - Size: Medium - Location: Najera, La Rioja, Castile, Spain

Scenario Briefing: Variant - Although England and France had signed the 1360 Treaty of Bretigny, the Castilian civil war between Pedro I and his illegitimate half-brother Henry of Trastamara provided a fresh theatre of war for the numerous mercenary bands. To keep England safe from the powerful Castilian fleet, Edward III encouraged his sons, Edward the Black Prince and John of Gaunt, to lead an army of English, Gascon and other mercenaries to assist Pedro I recover his throne. Meanwhile, Trastamara received assistance from France and the neighboring kingdom of Aragon. While Trastamara expected that the enemy army would advance towards Najera directly from Navarrete, instead the Black Prince conducted a surprise nocturnal flanking march which caught Trastamara's forces unprepared. As things started to go badly, some of Trastamara's troops started to abandon the field or even switch sides, causing further routing and disorder. However, the elite French cavalry fighting alongside Trastamara's forces, fought courageously.

The exact strength of the two sides is uncertain, but it's likely that the Black Prince's army, which fought mostly on foot, numbered at least 10,000 men, perhaps not counting the Castilians loyal to Pedro. According to some accounts, the Trastamaran army may have been only half as large, assuming the potentially large number of mostly poor quality infantry deployed in the rear - but who took little if any part in the battle - are discounted. To make the scenario more balanced - and to reflect the fact that Henry was no fool and unlikely to risk a battle when outnumbered 2:1 - the Trastamaran infantry are present in force but initially fixed. However, their poor quality may mean that they'll potentially be of limited value, even if they see much action before they're swept away in rout.

Since this was a personal civil war between Pedro and his brother and, historically, the survival of Henry of Trastamara was more important than the defeat of his army, neither side can claim a major victory without either killing or capturing the opposing claimant to the Castilian throne. When informed after the battle that Henry had neither been captured or killed, the Black Prince is reputed to have said "Non ay res fait" - nothing has been achieved.

This variant scenario assumes that the Black Prince led his mixed force army advanced towards Najera directly from Navarrete, as the enemy had expected, rather than conducting his historical surprise nocturnal flanking march.

Recommended Rules: [Default]

Note: Side A = Trastamara faction Castilian, French and Aragonese, Side B = Anglo-Gascons (English), Pedro faction Castilian, Navarrese & Majorcans

Suitable for playing either side against the A/I or else Head-To-Head.

## **058.Najera\_c\_CCW – 24 Turns – Withdrawal Variant**

Date: 3 April 1367 - Size: Medium - Location: Najera, La Rioja, Castile, Spain

Scenario Briefing: Variant, withdrawal - Although England and France had signed the 1360 Treaty of Bretigny, the Castilian civil war between Pedro I and his illegitimate half-brother Henry of Trastamara provided a fresh theatre of war for the numerous mercenary bands. To keep England safe from the powerful Castilian fleet, Edward III encouraged his sons, Edward the Black Prince and John of Gaunt, to lead an army of English, Gascon and other mercenaries to assist Pedro I recover his throne. Meanwhile, Trastamara received assistance from France and the neighboring kingdom of Aragon. While Trastamara expected that the enemy army would advance towards Najera directly from Navarrete, instead the Black Prince conducted a surprise nocturnal flanking march which caught Trastamara's forces unprepared. As things started to go badly, some of Trastamara's troops started to abandon the field or even switch sides, causing further routing and disorder. However, the elite French cavalry fighting alongside Trastamara's forces, fought courageously.

The exact strength of the two sides is uncertain, but it's likely that the Black Prince's army, which fought mostly on foot, numbered at least 10,000 men, perhaps not counting the Castilians loyal to Pedro. According to some accounts, the Trastamaran army may have been only half as large, assuming the potentially large number of mostly poor quality infantry deployed in the rear - but who took little if any part in the battle - are discounted. To make the scenario more balanced - and to reflect the fact that Henry was no fool and unlikely to risk a battle when outnumbered 2:1 - the Trastamaran infantry are present in force but initially fixed. However, their poor quality may mean that they'll potentially be of limited value, even if they see much action before they're swept away in rout.

Since this was a personal civil war between Pedro and his brother and, historically, the survival of Henry of Trastamara was more important than the defeat of his army, neither side can claim a major victory without either killing or capturing the opposing claimant to the Castilian throne. When informed after the battle that Henry had neither been captured or killed, the Black Prince is reputed to have said "Non ay res fait" - nothing has been achieved.

Variant scenario with some Trastamara troops switching sides mid battle, represented by these units having withdrawal times and equivalent Pedro troops arriving mid map shortly afterwards.

Recommended Rules: [Default]

Note: Side A = Trastamara faction Castilian, French and Aragonese, Side B = Anglo-Gascons (English), Pedro faction Castilian, Navarrese & Majorcans

Suitable for playing either side against the A/I or else Head-To-Head.



### **059.Pontvallain\_a – 24 Turns – Historical**

Date: 4 December 1370 - Size: Small - Location: Pontvallain, Sarthe, N/W France

Scenario Briefing: Historical - After plundering across northern France under the experience veteran Robert Knolles, the various English leaders fell out over their booty and where to seek winter quarters. This resulted in the approximately 5,000 - 6,000 strong English army splitting up into four separate groups in order to loot more effectively. Knolles, after failing to keep his captains under control, started withdrawing westwards towards the relative safety of Brittany.

Grandison who had encamped between Pontvallain and Mayet with at most 1,200 men, was caught by surprise by du Guesclin's 4,000 French after a night march. Unable to adopt a defensive position, the badly outnumbered English troops nevertheless fought hard before being wiped out. After crushing Grandison, du Guesclin sent some troops after Knolles and Minsterworth, while the rest headed southwards to assist another French force under Sancerre to hunt down Fitzwalter's English contingent at Vaas.

The scenario is 24 turns long to give the English a chance of reaching the 0,23 exit hex on the left hand side of the map.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

### **060.Pontvallain\_b – 24 Turn – What if**

Date: 4 December 1370 - Size: Medium - Location: Pontvallain, Sarthe, N/W France

Scenario Briefing: What if - After plundering across northern France under the experience veteran Robert Knolles, the various English leaders fell out over their booty and where to seek winter quarters. This resulted in the approximately 5,000 - 6,000 strong English army splitting up into four separate groups in order to loot more effectively. Knolles, after failing to keep his captains under control, started withdrawing westwards towards the relative safety of Brittany.

Grandison who had encamped between Pontvallain and Mayet with at most 1,200 men, was caught by surprise by du Guesclin's 4,000 French after a night march. Unable to adopt a defensive position, the badly outnumbered English troops nevertheless fought hard before being wiped out. After crushing Grandison, du Guesclin sent some troops after Knolles and Minsterworth, while the rest headed southwards to assist another French force under Sancerre to hunt down Fitzwalter's English contingent at Vaas.

This hypothetical scenario has the possibility that all the campaign's available forces for both sides will arrive during the morning. Can Grandison hold out against superior numbers until English reinforcements reach him?

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Note: Best played Head-To-Head or else as the French side against the English A/I.

#### **061.Pontvallain\_c – 12 Turn – Short Variant**

Date: 4 December 1370 - Size: Small - Location: Pontvallain, Sarthe, N/W France

Scenario Briefing: Short variant - After plundering across northern France under the experience veteran Robert Knolles, the various English leaders fell out over their booty and where to seek winter quarters. This resulted in the approximately 5,000 - 6,000 strong English army splitting up into four separate groups in order to loot more effectively. Knolles, after failing to keep his captains under control, started withdrawing westwards towards the relative safety of Brittany.

Grandison who had encamped between Pontvallain and Mayet with at most 1,200 men, was caught by surprise by du Guesclin's 4,000 French after a night march. Unable to adopt a defensive position, the badly outnumbered English troops nevertheless fought hard before being wiped out. After crushing Grandison, du Guesclin sent some troops after Knolles and Minsterworth, while the rest headed southwards to assist another French force under Sancerre to hunt down Fitzwalter's English contingent at Vaas.

This scenario has the Breton contingent on the French side represented as a different army.

Recommended Rules: [Default]

Note: Side A = French and Bretons, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French/Breton side against the English A/I.

#### **062.Beverhoutsveld\_a – 12 Turn – Historical**

Date: 3 May 1382 - Size: Small / Medium - Location: Beverhoutsveld, near Bruges, Belgium

Scenario Briefing: Historical - In the expectation of English support due to the lucrative wool trade, the Flemish city of Ghent (or Gaunt in 14th century English) had revolted against the count of Flanders, Lodewijk van Male, yet nearby Bruges - a commercial rival - had remained loyal to the count. The Ghent leader, Philip van Artevelde, led an army against Bruges but instead of attacking

the city drew up his forces in a defensive position a short distance from Bruges, his troops supported by many light, multi-barreled, ribauldequin guns and a small force of English allied archers. The more numerous Bruges troops - many drunk and disorderly after celebrating the annual Heilig Bloedprocessie - marched straight into the trap!

After blasting the enemy with shot and arrows, the men of Ghent launched a counter attack that routed the Bruges army. At this point, some Bruges troops who were opposed to the count switched sides and helped secure the Ghent victory. However, Van Artevelde's rebellion would be crushed in November at Roosebeke before an English expeditionary force was raised to assist the Flemish. Beverhoutsveld was one of the earliest European battle in which gunpowder weaponry played a decisive role.

The deserting Bruges troops who switched sides are represented by Ghent reinforcements arriving mid battle. These deserter "reinforcements" have a rout protection range of 3 hexes. Some Bruges troops have a "withdrawal" time too.

Recommended Rules: [Default]

Note: Side A = Bruges, Side B = Ghent and English

Suitable for playing either side against the A/I or else Head-To-Head.

### **063.Rozebeke\_a** – 18 Turns – Historical

Date: 27 November 1382 - Size: Medium - Location: Rozebeke, now Westrozebeke, Flanders

Scenario Briefing: Historical - Philip van Artevelde's victory at Beverhoutsveld on 3 May resulted in uprisings against Count Louis II all over Flanders. Oudenaarde was one of the few towns that remained loyal to the count, so van Artevelde placed it under siege. However, with peasant unrest spreading into France, the French nobility realized that the Flemish rebellion would need to be crushed promptly, before the English could intervene on their behalf. After a minor action at the river Lys, Ypres and other Flemish towns quickly made their peace with the French but, relying on superior numbers, van Artevelde left a small besieging force at Oudenaarde and marched towards the French army.

Determined to take advantage of the early morning dense fog to catch the French by surprise, the Flemish attacked in a compact formation and gained an initial advantage over the enemy infantry. However, the French cavalry assaulted their unguarded flanks and routed many of the Flemish militia troops. Those that held their ground were isolated and cut down without mercy.

Note: Only a token force of English archers participated in the battle. In fact, a larger number of Welsh Guard archers fought on the French side!

Recommended Rules: [Default]

Best played Head-To-Head or as the Flemish side against the French A/I.

**\*\* Note:** Scenarios with the suffix Port are part of the Portuguese Civil War

#### **064.Aljubarrota\_a\_Port** – 12 Turn – Historical

Date: 14 August 1385 - Size: Medium - Location: Aljubarrota, Portugal

Scenario Briefing: Historical - The death of the Portuguese king Fernando I in 1383 without a male heir led to a succession crisis. Juan I of Castile claimed the throne through his marriage to Fernando I's daughter Beatriz, but the Portuguese were hostile to a foreign ruler and preferred to support João, the illegitimate son of Pedro I and half-brother of Fernando I.

Juan assembled a large invasion force - including a contingent of allied French cavalry - to secure his wife's rights and the heavily outnumbered Portuguese, supported by a small force of allied English archers and perhaps a few hundred Anglo-Gascon men-at-arms, took up a strong defensive position near Aljubarrota. However, when the Castilian army arrived, instead of attacking across a river and uphill against a well-prepared position, Juan decided to outflank the Portuguese army. But, by the time the large Castilian army had crossed the river and deployed, it was 6pm and the Portuguese had been able to prepare a fresh, if not so strong, defensive position. With limited time until sunset, after his French allied cavalry rashly assaulted the well-prepared Portuguese position, Juan decided to reinforce the attack. A series of futile cavalry attacks, despite numerical superiority and support from the Castilian infantry, failed to dislodge the dismounted and entrenched enemy forces, who relied upon English tactical thinking to inflict heavy losses on their opponents.

Recommended Rules: [Default]

Note: Side A = Castilians and French, Side B = Portuguese and English.

Best played as the Castilian / French Side against the A/I. Also suitable for playing Head-to-Head.

#### **065.Aljubarrota\_b\_Port** – 32 Turn – Early Start

Date: 14 August 1385 - Size: Medium - Location: Aljubarrota, Portugal

Scenario Briefing: Early Start - The death of the Portuguese king Fernando I in 1383 without a male heir led to a succession crisis. Juan I of Castile claimed the throne through his marriage to Fernando I's daughter Beatriz, but the Portuguese were hostile to a foreign ruler and preferred to support João, the illegitimate son of Pedro I and half-brother of Fernando I.

Juan assembled a large invasion force - including a contingent of allied French cavalry - to secure his wife's rights and the heavily outnumbered Portuguese, supported by a small force of allied English archers and perhaps a few hundred Anglo-Gascon men-at-arms, took up a strong defensive position near Aljubarrota. However, when the Castilian army arrived, instead of attacking across a

river and uphill against a well-prepared position, Juan decided to outflank the Portuguese army. But, by the time the large Castilian army had crossed the river and deployed, it was 6pm and the Portuguese had been able to prepare a fresh, if not so strong, defensive position. With limited time until sunset, after his French allied cavalry rashly assaulted the well-prepared Portuguese position, Juan decided to reinforce the attack. A series of futile cavalry attacks, despite numerical superiority and support from the Castilian infantry, failed to dislodge the dismounted and entrenched enemy forces, who relied upon English tactical thinking to inflict heavy losses on their opponents.

This early start 32 turn scenario begins at midday as the Castilian army arrives on the battlefield and discovers the strong Portuguese position.

Recommended Rules: [Default]

Note: Side A = Castilians and French, Side B = Portuguese and English.

Best played Head-To-Head or as the Castilian / French Side against the A/I.

### **066.Aljubarrota\_c\_Port – 12 Turn – Variant**

Date: 14 August 1385 - Size: Medium - Location: Aljubarrota, Portugal

Scenario Briefing: Variant - The death of the Portuguese king Fernando I in 1383 without a male heir led to a succession crisis. Juan I of Castile claimed the throne through his marriage to Fernando I's daughter Beatriz, but the Portuguese were hostile to a foreign ruler and preferred to support João, the illegitimate son of Pedro I and half-brother of Fernando I.

Juan assembled a large invasion force - including a contingent of allied French cavalry - to secure his wife's rights and the heavily outnumbered Portuguese, supported by a small force of allied English archers and perhaps a few hundred Anglo-Gascon men-at-arms, took up a strong defensive position near Aljubarrota. However, when the Castilian army arrived, instead of attacking across a river and uphill against a well-prepared position, Juan decided to outflank the Portuguese army. But, by the time the large Castilian army had crossed the river and deployed, it was 6pm and the Portuguese had been able to prepare a fresh, if not so strong, defensive position. With limited time until sunset, after his French allied cavalry rashly assaulted the well-prepared Portuguese position, Juan decided to reinforce the attack. A series of futile cavalry attacks, despite numerical superiority and support from the Castilian infantry, failed to dislodge the dismounted and entrenched enemy forces, who relied upon English tactical thinking to inflict heavy losses on their opponents.

"What if" variant which assumes that the Castilians left a portion of their large army facing the northern ford, ready to launch a supporting attack once the main outflanking force attacked the Portuguese rear.

Recommended Rules: [Default]

Note: Side A = Castilians and French, Side B = Portuguese and English.

Best played as the Castilian / French Side against the A/I. Also suitable for playing Head-to-Head.

### **067.Aljubarrota\_d\_Port** – 30 Turn – What if

Date: 15 August 1385 - Size: Medium - Location: Aljubarrota, Portugal

Scenario Briefing: What if - The death of the Portuguese king Fernando I in 1383 without a male heir led to a succession crisis. Juan I of Castile claimed the throne through his marriage to Fernando I's daughter Beatriz, but the Portuguese were hostile to a foreign ruler and preferred to support João, the illegitimate son of Pedro I and half-brother of Fernando I.

Juan assembled a large invasion force - including a contingent of allied French cavalry - to secure his wife's rights and the heavily outnumbered Portuguese, supported by a small force of allied English archers and perhaps a few hundred Anglo-Gascon men-at-arms, took up a strong defensive position near Aljubarrota. However, when the Castilian army arrived, instead of attacking across a river and uphill against a well-prepared position, Juan decided to outflank the Portuguese army. But, by the time the large Castilian army had crossed the river and deployed, it was 6pm and the Portuguese had been able to prepare a fresh, if not so strong, defensive position. With limited time until sunset, after his French allied cavalry rashly assaulted the well-prepared Portuguese position, Juan decided to reinforce the attack. A series of futile cavalry attacks, despite numerical superiority and support from the Castilian infantry, failed to dislodge the dismounted and entrenched enemy forces, who relied upon English tactical thinking to inflict heavy losses on their opponents.

This "What if" scenario assumes that the Castilian army postponed the attack until the following day.

Recommended Rules: [Default]

Note: Side A = Castilians and French, Side B = Portuguese and English.

Best played as the Castilian / French Side against the A/I. Also suitable for playing Head-to-Head.

### **068.Azincourt\_a** – 15 Turn – Historical

Date: 25 October 1415 - Size: Small / Medium - Location: Azincourt, St. Pol, now Pas-de-Calais, France

Scenario Briefing: Historical - After capturing Harfleur, despite the heavy English losses during the siege and the subsequent build up of French forces at Rouen, Henry V decided to follow in his ancestor Edward III's footsteps in marching his army to Calais. Finding the Blancetaque ford well-guarded and Pont Remy bridge dismantled, the English were forced to march further and further away from their objective until they finally managed to cross the Somme at Bethencourt.

However, on 24th October, Henry V found a large French army blocking his line of march to Calais. Although the English army may have been outnumbered as much as 6:1, its flanks were protected by dense woods and the French numbers actually worked against them, as men attempting to force their way into the front line caused disruption and confusion. The muddy ground also gave the English a further advantage, as it slowed down the French advance and caused those men in heavy armor to become exhausted even before they reached the English line.

This scenario follows the most reliable contemporary sources - the Gesta Henrici V and Jehan de Waurin - for the strength of composition of the armies. Although the French appear to have at least some gunpowder weapons at Agincourt, they seem to have been of very limited effectiveness. Historically, the cumbersome English siege guns had been left behind at Harfleur, but some have been included in the OOB for possible inclusion in a "what if" scenario.

Recommended Rules: [Default] + Column Movement Restriction ON

Note: Side A = French and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the English against the French A/I or else Head-to-Head.

#### **069.Azincourt\_b** – 20 Turn – Variant

Date: 25 October 1415 - Size: Small / Medium - Location: Azincourt, St. Pol, now Pas-de-Calais, France

Scenario Briefing: Variant - After capturing Harfleur, despite the heavy English losses during the siege and the subsequent build up of French forces at Rouen, Henry V decided to follow in his ancestor Edward III's footsteps in marching his army to Calais. Finding the Blancetaque ford well-guarded and Pont Remy bridge dismantled, the English were forced to march further and further away from their objective until they finally managed to cross the Somme at Bethencourt.

However, on 24th October, Henry V found a large French army blocking his line of march to Calais. Although the English army may have been outnumbered as much as 6:1, its flanks were protected by dense woods and the French numbers actually worked against them, as men attempting to force their way into the front line caused disruption and confusion. The muddy ground also gave the English a further advantage, as it slowed down the French advance and caused those men in heavy armor to become exhausted even before they reached the English line.

This 20-turn variant scenario has a larger map which would enable the French to outflank the English position in strength although, historically, just a small raiding party attacked the English baggage. However, to give the English a better "fighting chance", instead of basing the strength of the armies on the most reliable contemporary sources, the ratio is reduced to 2:1, with some 15,000 French against 7,500 English, figures which some - but by no means all - modern historians accept



as potentially feasible. In fact Anne Curry (2005) puts the French at just 12,000 based on the surviving, but incomplete, administrative records, but most other historians believe this is too low a figure. In this scenario, the Breton troops led by Arthur de Richemont are represented as a separate force rather than part of the French army. Historically, the cumbersome English siege guns had been left behind at Harfleur, but some have been included in the OOB for possible inclusion in a "what if" scenario.

Recommended Rules: [Default] + Column Movement Restriction ON

Note: Side A = French, Bretons and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played as the English against the French A/I or else Head-to-Head.

### **070.Azincourt\_c** – 30 Turns – Variant, Company Scale

Date: 25 October 1415 - Size: Medium - Location: Azincourt, St. Pol, now Pas-de-Calais, France

Scenario Briefing: Variant - After capturing Harfleur, despite the heavy English losses during the siege and the subsequent build up of French forces at Rouen, Henry V decided to follow in his ancestor Edward III's footsteps in marching his army to Calais. Finding the Blancetaque ford well-guarded and Pont Remy bridge dismantled, the English were forced to march further and further away from their objective until they finally managed to cross the Somme at Bethencourt.

However, on 24th October, Henry V found a large French army blocking his line of march to Calais. Although the English army may have been outnumbered as much as 6:1, its flanks were protected by dense woods and the French numbers actually worked against them, as men attempting to force their way into the front line caused disruption and confusion. The muddy ground also gave the English a further advantage, as it slowed down the French advance and caused those men in heavy armor to become exhausted even before they reached the English line.

Variant scenario starting an hour earlier before the English archers advanced and deployed their stakes within a bow shot of the unprepared and disorderly French army. The scenario uses a 40m scale map with 10-minute turns and modified OOB and pdt files with reduced stacking and increased weapon ranges.

Note: This scenario follows the most reliable contemporary sources - the Gesta Henrici V and Jehan de Waurin - for the strength of composition of the armies, but with a modified OOB to add a battalion level command structure and additional leaders, rather than just representing the traditional three divisions or "Battles". This OOB restructuring should still favor the English side, since the French leaders are lower quality and the French have more units assigned to each "brigade"

Although the French appear to have at least some gunpowder weapons at Agincourt, they seem to have been of very limited effectiveness. Historically, the cumbersome English siege guns had been left behind at Harfleur, but some have been included in the OOB for possible inclusion in a "what if" scenario.

Recommended Rules: [Default] + Column Movement Restriction ON

Note: Side A = French, Bretons and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or else Head-to-Head.

### **071.Baugé\_a** – 12 Turn – Historical

Date: 22 March 1421 - Size: Small - Location: Baugé, East of Angers, France

Scenario Briefing: Historical - Discovering that an enemy force was nearby on the afternoon of Easter Saturday, Henry V's brother the Duke of Clarence hoped to cross the river and take it by surprise. However, unaware that the Franco-Scottish army seriously outnumbered the troops under his immediate command, Clarence was too impatient to wait for his second in command Salisbury to arrive with the main English army. According to the Journal d'un Bourgeois de Paris, Clarence's attacking force consisted of 1,500 men at arms and 500 mounted archers. If Clarence had waited for Salisbury's reinforcements he would have had about 4000 men and might have had a better chance of defeating the Franco-Scottish army of approximately 5000 men.

In this short scenario there is a small chance that Salisbury's force will arrive. To give Clarence a fighting chance, most of the French and Scottish troops will start out fixed and disrupted to represent the fact that initially only a small force was ready to oppose the English attackers.

Recommended Rules: [Default]

Note: Side A = French and Scottish, Side B = English

Best played as the English against the French / Scottish A/I. If playing Head-To-Head, the more experienced player should take the English side.

### **072.Baugé\_b** – 12 Turn – Variant

Date: 22 March 1421 - Size: Small - Location: Baugé, East of Angers, France

Scenario Briefing: Variant - Discovering that an enemy force was nearby on the afternoon of Easter Saturday, Henry V's brother the Duke of Clarence hoped to cross the river and take it by surprise. However, unaware that the Franco-Scottish army seriously outnumbered the troops under his immediate command, Clarence was too impatient to wait for his second in command Salisbury to arrive with the main English army. According to the Journal d'un Bourgeois de Paris, Historically,

Clarence's attacking force consisted of 1,500 men at arms and 500 archers but, if Clarence had waited for Salisbury's reinforcements, he would have had about 4000 more men and might have had a better chance of defeating the Franco-Scottish army of approximately 5000 men.

This variant scenario give the English a better chance of success with the entire English force already on the map.

Recommended Rules: [Default]

Note: Side A = French and Scottish, Side B = English

Suitable for playing either side but, since the English are attacking across a river, it's probably best played as the English against the French / Scottish A/I.

### **073.Cravant\_a** – 15 Turn - Historical

Date: 31 July 1423 - Size: Small / Medium - Location: Cravant, Burgundy, France

Scenario Briefing: Historical - The sudden death of the English king Henry V gave the supporters of the French Dauphin - now the uncrowned Charles VII since his father died shortly after Henry V - the hope of overturning the Treaty of Troyes by which Charles was disinherited by his mad father and Henry's infant son succeeded his maternal grandfather on the French throne. However, in addition to English invaders on French soil, Charles also had to cope with a French "civil war" with the Burgundian party endeavoring to establish a separate state with English support.

In June 1423, the Constable of France - the Scottish Earl of Buchan - assembled an army of some 8,000 French, Scots and mercenaries at Bourges to attack Burgundian held Cravant. Lacking siege guns, Buchan must have expected to starve the garrison into surrender, since they hadn't had time to bring in supplies. To deal with this threat, the Burgundians and their English allies quickly gathered a combined force of around 4,000 men and some light guns - perhaps as few as 3 or maybe as many as 40 - under the experienced leadership of Salisbury.

After an exchange of fire between the Scottish archers and the Anglo-Burgundian archers and artillery in which the Scots came off worse, Salisbury ordered an attack across the shallow river on the disordered enemy. A well-timed sortie by the Burgundian garrison of Cravant caught the enemy in the rear and caused further panic. While the Scots held their ground and were massacred, their French allies failed to support them and hastily retreated from the battlefield.

Recommended Rules: [Default]

Note: Side A = French, Scottish, Lombard & Aragonese mercenaries, Side B = English and Burgundians

Best played as the Anglo-Burgundian side against the French / Scottish A/I or else Head-to-Head. Can also be played as the French side against the A/I if desired.

#### **074.Cravant\_b** – 20 Turn – Variant

Date: 31 July 1423 - Size: Small / Medium - Location: Cravant, Burgundy, France

Scenario Briefing: Variant - The sudden death of the English king Henry V gave the supporters of the French Dauphin - now the uncrowned Charles VII since his father died shortly after Henry V - the hope of overturning the Treaty of Troyes by which Charles was disinherited by his mad father and Henry's infant son succeeded his maternal grandfather on the French throne. However, in addition to English invaders on French soil, Charles also had to cope with a French "civil war" with the Burgundian party endeavoring to establish a separate state with English support.

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After an exchange of fire between the Scottish archers and the Anglo-Burgundian archers and artillery in which the Scots came off worse, Salisbury ordered an attack across the shallow river on the disordered enemy. A well-timed sortie by the Burgundian garrison of Cravant caught the enemy in the rear and caused further panic. While the Scots held their ground and were massacred, their French allies failed to support them and hastily retreated from the battlefield.

Variant 20 turn scenario with more Burgundian light guns and some French ones too.

Recommended Rules: [Default]

Note: Side A = French, Scottish, Lombard & Aragonese mercenaries, Side B = English and Burgundians Suitable for playing either side against the A/I or else Head-to-Head.

#### **075.Cravant\_c** – 12 Turn – Variant

Date: 31 July 1423 - Size: Small / Medium - Location: Cravant, Burgundy, France

Scenario Briefing: Variant - The sudden death of the English king Henry V gave the supporters of the French Dauphin - now the uncrowned Charles VII since his father died shortly after Henry V - the hope of overturning the Treaty of Troyes by which Charles was disinherited by his mad father and Henry's infant son succeeded his maternal grandfather on the French throne. However, in addition to English invaders on French soil, Charles also had to cope with a French "civil war" with the Burgundian party endeavoring to establish a separate state with English support.

In June 1423, the Constable of France - the Scottish Earl of Buchan - assembled an army of some 8,000 French, Scots and mercenaries at Bourges to attack Burgundian held Cravant. Lacking siege guns, Buchan must have expected to starve the garrison into surrender, since they hadn't had time to bring in supplies. To deal with this threat, the Burgundians and their English allies quickly gathered a combined force of around 4,000 men and some light guns - perhaps as few as 3 or maybe as many as 40 - under the experienced leadership of Salisbury.

After an exchange of fire between the Scottish archers and the Anglo-Burgundian archers and artillery in which the Scots came off worse, Salisbury ordered an attack across the shallow river on the disordered enemy. A well-timed sortie by the Burgundian garrison of Cravant caught the enemy in the rear and caused further panic. While the Scots held their ground and were massacred, their French allies failed to support them and hastily retreated from the battlefield.

This is a variant scenario with an alternative OOB structure with fewer leaders.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Lombard / Aragonese mercenaries, Side B = English and Burgundians

Best played as the Anglo-Burgundian side against the French / Scottish A/I or else Head-to-Head, but also suitable for playing as the French and their allies against the Anglo-Burgundian A/I.

#### **076.Gravelle\_a** – 10 Turn - La Brossinière ou la Gravelle – Historical

Date: 26 September 1423 - Size: Small - Location: La Brossinière, Mayenne Dept, N/W France

Scenario Briefing: Historical - An English raiding force under John de la Pole was returning to English-controlled Normandy after pillaging in Anjou and looting Segré, when it encountered a French force twice as large blocking its line of march. Although the English archers had time to deploy stakes in front of the position, the action was fought on open ground and it was easy for the French to outflank their outnumbered enemy and attack them in the flank.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including, as usual, Welsh, Gascon and other troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or else Head-To-Head.

#### **077.Verneuil\_a** – 12 Turn – Historical

Date: 17 August 1424 - Size: Small / Medium - Location: Verneuil, Eure Dept, Normandy, France

Scenario Briefing: Historical - The decisive English victory at Agincourt, combined with the Anglo-Burgundian alliance, had enabled Henry V to conquer Normandy. After the death of Henry V in 1422, his brother John, Duke of Bedford, continued the conflict on behalf of his infant nephew, Henry VI. The pro-Dauphin Armagnac French sought Scottish military assistance, with Scottish archers hoping to counter the English bowmen. The Scottish contingent had helped secure victory at Baugé in 1421 yet had failed to ward off defeat at Cravant in 1423.

The French had agreed to fight the English at Ivry on 15th August 1424, in order to relieve the besieged fortress, but since their Milanese mercenary cavalry hadn't arrived in time they dishonorably failed to turn up and the fortress promptly surrendered. The angry Bedford led his Anglo-Norman army in pursuit of the enemy, although his Burgundian allies now left him in the lurch and some Normans - realizing that the French army was numerically stronger - now switched sides. Meanwhile, the French had taken Verneuil by a ruse, with Scottish soldiers pretending to be captured English prisoners claiming that the English army had been defeated.

Once the English army approached Verneuil, the French would rely on the Milanese heavy cavalry - on armored horses, giving them protection against arrows - to shatter the English line.

In this scenario, the Milanese are deployed on the right flank, but it's possible that they may have been deployed in front of the army in this battle, although this would have been an unusual deployment. However, the Milanese then attacked the baggage train and pursued the routers off the battlefield, only returning at the end of the battle.

Meanwhile, the English line managed to rally and, after a fierce fight, routed the French wing and then surrounded and massacred the Scots. Casualties were heavy on both sides, but the costly English victory allowed Bedford to consolidate his hold on Normandy and Anjou.

The Milanese cavalry have a potential withdrawal time to represent their pursuit of routers off the battlefield.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Milanese mercenaries, Side B = English and pro-English Normans

Best played Head-To-Head or as the French / Scottish / Milanese side against the English A/I.

**078.Verneuil\_b** – 32 Turn - What If, Dawn Approach

Date: 17 August 1424 - Size: Medium - Location: Verneuil, Eure Dept, Normandy, France

Scenario Briefing: What If, Dawn Approach - The decisive English victory at Agincourt, combined with the Anglo-Burgundian alliance, had enabled Henry V to conquer Normandy. After the death of Henry V in 1422, his brother John, Duke of Bedford, continued the conflict on behalf of his infant

nephew, Henry VI. The pro-Dauphin Armagnac French sought Scottish military assistance, with Scottish archers hoping to counter the English bowmen. The Scottish contingent had helped secure victory at Baugé in 1421 yet had failed to ward off defeat at Cravant in 1423.

The French had agreed to fight the English at Ivry on 15th August 1424, in order to relieve the besieged fortress, but since their Milanese mercenary cavalry hadn't arrived in time they dishonorably failed to turn up and the fortress promptly surrendered. The angry Bedford led his Anglo-Norman army in pursuit of the enemy, although his Burgundian allies now left him in the lurch and some Normans - realizing that the French army was numerically stronger - now switched sides. Meanwhile, the French had taken Verneuil by a ruse, with Scottish soldiers pretending to be captured English prisoners claiming that the English army had been defeated.

Once the English army approached Verneuil, the French would rely on the Milanese heavy cavalry - on armored horses, giving them protection against arrows - to shatter the English line. However, the Milanese then attacked the baggage train and pursued the routers off the battlefield, only returning at the end of the battle. Meanwhile, the English line managed to rally and, after a fierce fight, routed the French wing and then surrounded and massacred the Scots. Casualties were heavy on both sides, but the costly English victory allowed Bedford to consolidate his hold on Normandy and Anjou.

This 32-turn scenario, which has no withdrawal time for the Milanese cavalry and allows archers to deploy stakes, starts in the early morning with the English army about to emerge out of the woods north of Verneuil.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Milanese mercenaries, Side B = English and Pro-English Normans.

Best played Head-To-Head or else as the English side against the French / Scottish / Milanese A/I.

### **079.Verneuil\_c – 16 Turn – What if**

Date: 17 August 1424 - Size: Medium - Location: Verneuil, Eure Dept, Normandy, France

Scenario Briefing: What If - The decisive English victory at Agincourt, combined with the Anglo-Burgundian alliance, had enabled Henry V to conquer Normandy. After the death of Henry V in 1422, his brother John, Duke of Bedford, continued the conflict on behalf of his infant nephew, Henry VI. The pro-Dauphin Armagnac French sought Scottish military assistance, with Scottish archers hoping to counter the English bowmen. The Scottish contingent had helped secure victory at Baugé in 1421 yet had failed to ward off defeat at Cravant in 1423.



The French had agreed to fight the English at Ivry on 15th August 1424, in order to relieve the besieged fortress, but since their Milanese mercenary cavalry hadn't arrived in time they dishonorably failed to turn up and the fortress promptly surrendered. The angry Bedford led his Anglo-Norman army in pursuit of the enemy, although his Burgundian allies now left him in the lurch and some Normans - realizing that the French army was numerically stronger - now switched sides. Meanwhile, the French had taken Verneuil by a ruse, with Scottish soldiers pretending to be captured English prisoners claiming that the English army had been defeated.

Once the English army approached Verneuil, the French would rely on the Milanese heavy cavalry - on armored horses, giving them protection against arrows - to shatter the English line. It seems the Milanese may have been deployed in front of the army rather than on one of the flanks as would be more usual. The sunbaked earth made it too hard to fix stakes in the ground and hundreds of the English archers were quickly cut down or routed. However, the Milanese then attacked the baggage train and pursued the routers off the battlefield, only returning at the end of the battle. Meanwhile, the English line managed to rally and, after a fierce fight, routed the French wing and then surrounded and massacred the Scots. Casualties were heavy on both sides, but the costly English victory allowed Bedford to consolidate his hold on Normandy and Anjou.

15 turn variant scenario with the Milanese cavalry deployed in the front of the army and with no withdrawal time. To compensate for this, archers are able to deploy stakes, but they will not have time to do so before the initial Milanese charge.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Milanese mercenaries, Side B = English and pro-English Normans.

Best played Head-To-Head or as the French / Scottish / Milanese side against the English A/I.

#### **080.Brouwershaven\_a** – 15 Turn – Historical

Date: 13 January 1426 - Size: Small - Location: Brouwershaven, Zeeland, S/W Holland

Scenario Briefing: Historical - The crucial Anglo-Burgundian alliance against France was put in jeopardy by Jacoba van Beieren's bigamous marriage to Humphrey, Duke of Gloucester, brother of the deceased Henry V, since she secured English support against the Burgundian faction in a succession dispute. The English confidently attacked the Burgundians while they were still disembarking, but their Flemish allies were more hesitant and, after an initial success against the enemy crossbowmen, the English archers were cut to pieces out in the open by Burgundian heavy cavalry.

The English troops are given fanatical status to reflect their over-confident enthusiasm.

Recommended Rules: [Default]

Note: Side A = Jacoba Flemish and English allies, Side B = Burgundians

Suitable for playing either side against the A/I or for Head-To-Head play.

### **081.Montargis\_a** – 20 Turn - Relief of Montargis – Historical

Date: 5 September 1427 - Size: Small / Medium - Location: Montargis, Loiret Dept, Loire Valley, France

Scenario Briefing: Historical - Relief of Montargis - The earl of Warwick had been besieging Montargis since mid June with some 3000 men and artillery, but the position was strong and the French garrison determined. On 5th September a small French relief force arrived - a mere 1,600 strong - with the intention of attempting to resupply the garrison rather than defeating the more numerous enemy and lifting the siege. However, the relief force caught the Anglo-Burgundian besiegers unawares and also crucially divided, since the garrison opened the town's sluice gates and washed away one of the bridges that linked the three besieging forces. This allowed the French relief force, supported by a sortie from the garrison, to defeat Pole's third of the English army before help could reach it. The rest of the Anglo-Burgundian army then quickly retreated, abandoning their guns and supplies.

Recommended Rules: [Default]

Note: Side A = French and Scottish, Side B = English and Burgundians

Best played Head-To-Head or as the French / Scottish side against the English / Burgundian A/I.

### **082.Rouvray\_a** – 8 Turns - Rouvray or the Battle of the Herrings - Historical

Date: 12 February 1429 - Size: Small - Location: Rouvray, Loiret Dept, N. France

Scenario Briefing: Historical - Rouvray or the Battle of the Herrings - The English siege of Orléans (12 October 1428 - 8 May 1429) was a key turning point in the Hundred Years' War and the action at Rouvray was a French attempt to intercept a supply convoy and prevent it from reaching the besieging English army outside Orleans. In addition to military supplies, there was also a large supply of herrings, since Lent was approaching - hence the name of the battle.

Observing the approaching French forces, the English leader Fastolf adopted a defensive position using stakes and the wagons to protect themselves from the French cavalry. Initially, the French delayed attacking in the hope of receiving 2,000 reinforcements en route to the battlefield, but with daylight starting to fail, it seemed uncertain there would be sufficient time to overcome the defenders. Nevertheless, the French artillery might have proved decisive if the Scottish troops in French pay hadn't recklessly decided to assault the English position. The French troops joined the

attack, but fell back and retreated after receiving hundreds of casualties. Orleans itself held out and would be relieved, in May, after the appearance of the charismatic Joan of Arc.

Note: The location of the battle is disputed. This scenario follows Steven Cooper's view, in his 2010 book on Sir John Fastolf, that the fight probably took place at Rouvray-Sainte-Croix rather than the traditional site at Rouvray-Saint-Denis.

Recommended Rules: [Default]

Note: Side A = French and Scottish, Side B = English and pro-English French

Best played as the French / Scottish side against the English A/I.

### **083.Rouvray\_b – 18 Turn – What if**

Date: 12 February 1429 - Size: Small - Location: Rouvray, Loiret Dept, N. France

Scenario Briefing: What If - Rouvray or the Battle of the Herrings - The English siege of Orléans (12 October 1428 - 8 May 1429) was a key turning point in the Hundred Years' War and the action at Rouvray was a French attempt to intercept a supply convoy and prevent it from reaching the besieging English army outside Orleans. In addition to military supplies, there was also a large supply of herrings, since Lent was approaching - hence the name of the battle.

Observing the approaching French forces, the English leader, Fastolf, adopted a defensive position using stakes and the wagons to protect themselves from the French cavalry. Historically, the French had initially delayed attacking in the hope of receiving 2,000 reinforcements under Clement en route to the battlefield, but with daylight starting to fail, it seemed uncertain there would be sufficient time to overcome the defenders. Nevertheless, the French artillery might have proved decisive if the Scottish troops in French pay hadn't recklessly decided to assault the English position. The French troops joined the attack, but fell back and retreated after receiving hundreds of casualties. Orleans itself held out and would be relieved, in May, after the appearance of the charismatic Joan of Arc.

This 18 turn hypothetical variant scenario assumes that Clement's 2,000 French reinforcements arrive in plenty of time for the battle.

Note: The location of the battle is disputed. This scenario follows Steven Cooper's view, in his 2010 book on Sir John Fastolf, that the fight probably took place at Rouvray-Sainte-Croix rather than the traditional site at Rouvray-Saint-Denis.

Recommended Rules: [Default]

Note: Side A = French and Scottish, Side B = English and pro-English French

Best played as the French / Scottish side against the English A/I.

#### **084.Orleans\_a – 24 Turn – Variant**

Date: 4 May 1429 - Size: Medium - Location: Orleans, France

Scenario Briefing: Variant - The events of 4 May including the arrival of a French resupply column and the assault on the English-controlled Bastille of St-Loup: After the Franco-Scottish attack on Falstolf's supply convoy at Rouvray on 12 February, the siege of Orleans continued and the English besiegers established further defensive works on the east flank of the northern bank of the city during March and early April. A further, isolated, work - the Bastille of St-Loup - was constructed on the north bank of the Loire on the east side of the city by 10 March.

Meanwhile, the garrison strength had dwindled to around 1,000 regular troops by the end of March, but subsequent reinforcements would bring the strength back up to over 2,000 by late April. The arrival of Jeanne d'Arc with 200 gendarmes on the evening of the 29 April would restore French morale, even though La Hire's sortie against the Boulevard de Saint-Pouair on 30 April 1429 was unsuccessful. A more serious sortie against the isolated Bastille of St-Loup on 4 May, which perhaps started as just a diversionary attack to allow a French resupply convoy to reach the city, would prove more decisive.

This scenario is taken from the Campaign, with the isolated St-Loup objective to the east of Orleans worth 200pts to reflect that the capture of this outpost on 4 May was a key French objective.

Note: The five 200 strong French "Bagages" supply wagons are worth quite a lot of points so ought to be safely moved into Orleans as a high priority.

Recommended Rules: [Default]

Suitable for playing either side against the A/I or else Head-to-Head.

#### **085.Jargeau\_a – 16 Turn – What if**

Date: 15 June 1429 - Size: Small - Location: Jargeau, Loiret Dept, N. Central France

Scenario Briefing: What if - This battle assumes that the French attempt to capture Jargeau by direct assault on 12 June was unsuccessful and that an English relief army arrived a few days later.

Recommended Rules: [Default]

Note: Side A = French, Scottish and Italian mercenaries, Side B = English.

Suitable for playing either side against the A/I or for Head-To-Head play.

#### **086.Beaugency\_a – 65 Turn - Les Valleees "What if"**

Date: 17-18 June 1429 - Size: Large - Location: Les Valleees, between Beaugency and Meung, Loire Valley, North Central France

Scenario Briefing: This "What if" scenario assumes that the brief stand off at Les Valleees on the evening of 17 June developed into a full scale battle the following day. The English leader Talbot has insisted that the cautious Fastolf should join him in marching to the relief of Beaugency. Rather than attacking the French-held bridge at Meung, the English decide to press on towards Beaugency in an effort to break the siege before the garrison surrenders.

Recommended Rules: [Default]

Note: Side A = French, Breton, Scots and Genoese mercenaries, Side B = English, including, as usual, Welsh troops in English service as an integral part of the "English" army.

Best played Head-To-Head, but suitable for playing either side against the A/I.

#### **087.Patay\_a** – 18 Turn – Historical

Date:18 June 1429 - Size: Small - Location: Patay, N. of Orleans, France

Scenario Briefing: Historical - Inspired by the charismatic Jean d'Arc, the French raised the siege of Orleans and then quickly overwhelmed a number of nearby English fortified positions in the Loire valley. Fastolf and Talbot scrapped together an English relief army of some 5000 men to relieve Meung and Beaugency, but found the French forces opposing them too strong to risk an open battle. Leaving Beaugency to its fate at about 7am, the English headed north towards Janville, little expecting that the French vanguard would set off in hot pursuit. About midday, the 1,500 strong French cavalry under la Hire caught the English army strung out and on the march and were able to inflict heavy losses on the unprepared English archers. The battle was effectively over before the main French force led by Jean d'Arc could arrive.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

#### **088.Patay\_b** – 20 Turn – What if

Date:18 June 1429 - Size: Small - Location: Patay, N. of Orleans, France

Scenario Briefing: What if - Inspired by the charismatic Jean d'Arc, the French raised the siege of Orleans and then quickly overwhelmed a number of nearby English fortified positions in the Loire valley. Fastolf and Talbot scrapped together an English relief army of some 5000 men to relieve Meung and Beaugency, but found the French forces opposing them too strong to risk an open battle. Leaving Beaugency to its fate at about 7am, the English headed north towards Janville, little expecting that the French vanguard would set off in hot pursuit. About midday, the 1,500 strong

French cavalry under la Hire caught the English army strung out and on the march and were able to inflict heavy losses on the unprepared English archers. Historically, the battle was effectively over before the main French force led by Jean d'Arc could arrive.

This hypothetical 24 turn scenario assumes that Jeanne d'Arc and the main French force have already arrived on the battlefield at the time when the French cavalry launch their attack on the unprepared English troops.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including, as usual, Welsh and other troops in English service as an integral part of the "English" army.

Suitable for playing either side against the A/I or Head-To-Head, but maybe most fun as the French side against the English A/I.

### **089.Gerberoy\_a – 24 Turn – Historical**

Date: 9 May 1435 - Size: Small - Location: Gerberoy, France

Scenario Briefing: Historical - The French victory at Patay in June 1429 had compelled the defeated English troops to fall back to Paris and enabled the Dauphin to be crowned King Charles VII of France in Reims in July 1429. This legitimizing of the French monarch provided a significant boost to French morale, yet the subsequent failed attempt to capture Paris in September 1429 and capture of Joan of Arc in May 1430 were setbacks that slowed down the momentum of the French offensive to recover lost territory. After several years of relative inactivity and futile attempts at peace negotiations, in 1434 Charles VII began to strengthen French control of the area north of Paris and, in Spring 1435, the experienced French leaders La Hire and Xaintrailles decided that Gerberoy would be a useful location for threatening English held Normandy and they started to strengthen its defenses.

However, a 3,000 strong English force under the earl of Arundel arrived in nearby Gournay in early May and prepared to attack the outnumbered French at Gerberoy. Arundel made the mistake of splitting his forces and advancing towards Gerberoy with a small vanguard while the main English force was still on the way from Gournay. This gave the French an opportunity to ambush the enemy reinforcements while they were on the road. After routing the main English force and pursuing it back to Gournay, the French cavalry then returned to Gerberoy and assisted to defeat Arundel's now outnumbered vanguard, which had remained inactive whilst awaiting the now-defeated English reinforcements.

Recommended Rules: [Default]

Note: Side A = French, Side B = English, including Welsh, Gascons and pro-English French troops in English service as an integral part of the "English" army.

Best played Head-To-Head or as the French side against the English A/I.

#### **090.Formigny\_a** – 20 Turn – Historical

Date: 15 April 1450 - Size: Small / Medium - Location: Formigny, Normandy, France

Scenario Briefing: Historical - In 1449, a well-coordinated French attack on Normandy reconquered most of the duchy in a matter of months. Despite disorder across much of England, the English government managed to raise a small relief army under Thomas Kyriell which joined forces with the remaining English garrisons in Normandy with the intention of bringing the French to battle and reversing the recent losses.

Locating the combined English forces encamped at Formigny, the French commander, de Clermont, was determined to attack. Although the English had adopted a strong defensive position, two French guns were deployed to bombard the enemy from beyond bow range, prompting the English to go onto the offensive to take out the guns.

Recommended Rules: [Default]

Note: Side A = French, Bretons and Scottish, Side B = English

Suitable for playing either side against the A/I or else Head-to-Head.

#### **091.Formigny\_b** – 18 Turn – Variant

Date: 15 April 1450 - Size: Small / Medium - Location: Formigny, Normandy, France

Scenario Briefing: Variant - In 1449, a well-coordinated French attack on Normandy reconquered most of the duchy in a matter of months. Despite disorder across much of England, the English government managed to raise a small relief army under Thomas Kyriell which joined forces with the remaining English garrisons in Normandy with the intention of bringing the French to battle and reversing the recent losses.

Locating the combined English forces encamped at Formigny, the French commander, de Clermont, was determined to attack. Although the English had adopted a strong defensive position, two French guns were deployed to bombard the enemy from beyond bow range, prompting the English to go onto the offensive to take out the guns.

This scenario has more French troops deployed as dragoons or mounted and with most of the English servants and camp followers not represented.

Recommended Rules: [Default]



Note: Side A = French, Bretons and Scottish, Side B = English

Suitable for playing either side against the A/I or else Head-to-Head.

### **092.Formigny\_c** – 12 Turn – Historical, Short

Date: 15 April 1450 - Size: Small / Medium - Location: Formigny, Normandy, France

Scenario Briefing: Historical, Short - In 1449, a well-coordinated French attack on Normandy reconquered most of the duchy in a matter of months. Despite disorder across much of England, the English government managed to raise a small relief army under Thomas Kyriell which joined forces with the remaining English garrisons in Normandy with the intention of bringing the French to battle and reversing the recent losses.

Locating the combined English forces encamped at Formigny, the French commander, de Clermont, was determined to attack. Although the English had adopted a strong defensive position, two French guns were deployed to bombard the enemy from beyond bow range, prompting the English to go onto the offensive to take out the guns.

Shorter 12 turn version of the battle, starting after the French have recaptured their guns and shortly before the Bretons join the fight.

Recommended Rules: [Default]

Note: Side A = French, Bretons and Scottish, Side B = English

Suitable for playing either side against the A/I or else Head-to-Head.

### **093.Castillon\_a** – 25 Turn – Historical

Date: 17 July 1453 - Size: Medium - Location: Castillon, Gironde, Gascony, France

Scenario Briefing: Historical - The rapid French conquest of Gascony in 1451 had given the English government - which was also hampered by unrest at home - insufficient time to respond. However, the heavy taxes subsequently imposed on the Gascons meant that when an English expeditionary force was ready to sail in September 1452, the Gascons were eager to throw off the heavy yoke of their new masters. The initial successes of the aged English general Talbot, led the French king Charles VII to raise four separate armies to reconquer Gascony once and for all.

Learning that one of the French armies was besieging Castillon, Talbot was determined to launch a surprise attack to inflict a decisive defeat on it before reinforcements from one of the other armies could arrive. Advancing southwards towards Castillon through woods, Talbot's men made a surprise dawn attack on the St Florent priory. After this opening success, a dust cloud observed at the French camp led Talbot to mistakenly believe that the enemy were making a hasty retreat. Urging

his men on, Talbot launched a determined, but foolhardy, direct assault on the fortified French camp with its numerous guns.

Recommended Rules: [Default]

Note: Side A = French and Bretons, Side B = Anglo-Gascons

Best played as the English against the French / Breton A/I or else Head-to-Head.