

THE BATTLE OF CRÉCY

August 26, 1346

Although out-numbered, the English held a strong defensive position with King Edward's longbowmen deployed along the crest of the hill.

The first attack was delivered by King Philip's Genoese crossbow troops, followed quickly by the French Men-at-Arms. Thrown into confusion by the superior rate of fire of the English longbows, they soon retreated.

Seeing the crossbow troops in disarray, the French cavalry charged. A curtain of arrows filled the sky and the French were repelled. Over and over, they tried and failed to break the English position that day. By nightfall, exhausted and suffering from massive casualties, the French retired from the battlefield.

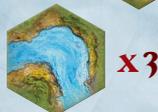
Setup Order



x15



7x



x3



2x



BRIEFING

Edward III
of England

1



x6

Victory
Conditions

6

Philip VI
of Valois

x5

Victory
Conditions

6

Special Rules

- The River Maye is a fordable river.
- The Green Banner Irregular Infantry units must retreat 2 hexes for each flag they cannot ignore, and must check for panic losses for each hex they retreat.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow

Weapon type:
Melee (Point Blank),
and Ranged - up to 4 hexes.
Damage: Per Unit's Banner color.
Bonus Strike: Yes - on 1, except
at Point Blank.
Special: Do not collect Lore tokens.
When used on the move, reduce
the number of dice rolled by 1.

THE BATTLE OF POITIERS

40



Setup Order

-  x8
- 4x 
-  x5
- 2x 

September 19, 1356

After leading a Grand Chevauchee throughout southern France, Edward the Black Prince was finally chased down southwest of Poitiers by John II who was set on avenging the French defeat at Crecy. Edward deployed his men between the River Miausson and Nouaille Wood.

At the start of the battle the English left flank feigned a retreat that provoked a hasty charge from the French cavalry. For their efforts, the attackers were disrupted with a shower of arrows. Close on the heels of the charge the French infantry followed, but could not throw the English from the hills. The English assaults might have eventually broken the English, had it not been for a flank march by the English cavalry which hit hard at the French left. Fearful of being encircled the French army attempted to flee, but was routed and even King John himself was captured.

BRIEFING

Special Rules

- The River Miausson is impassable.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow



Weapon type: Melee (Point Blank), and Ranged - up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes - on , except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce the number of dice rolled by 1.



Edward of Woodstock the Black Prince

 x6



Victory Conditions

 6



John II of France, the Good

 x4



Victory Conditions

 6

5

THE BATTLE OF COCHEREL

May 16, 1364

The Navarran army, commanded by Jean de Grailly, followed the standard English tactic of taking a defensive position and waiting for the French to attack.

Bertrand du Guesclin advanced and achieved some early success against the English defensive positions but then ordered his troops to withdraw. Believing the French were in disarray, the English charged down from their hill positions. This played directly into du Guesclin's hands, as he quickly ordered his cavalry reserve to hit the Navarran left flank, which broke and ran.

BRIEFING

Charles II
of Navarre

1

x5

Victory Conditions

5

Bertrand
du Guesclin

x5

Victory Conditions

5

Setup Order



x10

8x



x2

1x



x1



Special Rules

- The Eure is impassable except at the bridge.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow

Weapon type:
Melee (Point Blank),
and Ranged - up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes - on , except at Point Blank.

Special: Do not collect Lore tokens.
When used on the move, reduce the number of dice rolled by 1.

THE BATTLE OF PATAY

42



Setup Order



x18

June 18, 1429

Eager to uncover the English position, French patrols scouted the countryside along an old Roman road. By accident, they flushed a stag, which bolted into an open field where the English just happened to be preparing for battle. The English archers raised a hunting cry, which alerted the French vanguard of their presence.

Seizing the opportunity, the French cavalry moved quickly through the woods and rode full force into the English. The momentum of the attack continued as the French infantry also rushed into the field. In a few minutes, every Englishman with a horse fled under the assault, while the English archers were cut down in droves. The French had their victory.

BRIEFING

Special Rules

- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow



Weapon type: Melee (Point Blank), and Ranged - up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes - on ♠, except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce the number of dice rolled by 1.

Sir John Falstof



x4

Victory Conditions

6

Etienne de Viçnonles,
called La Hire



x5

Victory Conditions

6

7

THE EPIC BATTLE OF AGINCOURT

43

October 25, 1415

Tradition holds that the two armies faced each other through the morning, each waiting for the other to make the first move. Finally, Henry sent his archers forward and began to loose arrows upon the French line. The mounted knights on the wings of the English frontline charged but the archer stakes disorganized the attack. The French foot soldiers then marched forward in the face of a hail of arrows. The English Men-at-Arms bested the French first line in a hard fought melee. The second French line suffered the same fate and the third line seeing the slaughter fled without a fight.

The only success for the French that day was a sally from Agincourt Castle behind the English lines where Henry's baggage was captured.

Setup Order



1X



3X



BRIEFING

Henry V
of England

1

Constable
Charles d'Albret

x4

Victory
Conditions

7

Special Rules

- English Camp (Use the Rogue's Den hex to represent the camp.) The camp has no movement or battle restrictions. A unit on a Camp hex may ignore one flag. A French unit that captures (occupies) the English Camp gains one Victory Banner and the camp is removed.
- Treat Agincourt Castle as impassable terrain.
- All Pennant Archer units are Long Bow units.
- Medieval Lore and Epic rules are in effect.

Long Bow

Weapon type:
Melee (Point Blank),
and Ranged – up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes – on , except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce the number of dice rolled by 1.

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