# Saint-Omer to Saint Crispin

Tactical Battles of the Hundred Years War (1337–1453)

Game Design by
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### Tactical Battles of the Hundred Years War (1337–1453)

*Saint-Omer to Saint Crispin* is a wargame depicting tactical battles during the Hundred Years War. The game is an evolution of a previous design called Sun of York from GMT Games, LLC. Unlike most other wargames, this game system does not use a standard map depicting a specific battlefield for the purpose of maneuver. Forces move back and forth through columns (or wings) of a battlefield. These columns are referred to as "battles" in the parlance of the age. Each of these battles is divided into several areas used to indicate range between opposing forces occupying these battles. Combat units and leaders move from area to area, engaging the enemy with the goal of controlling the battlefield when the fight is over.

Within this manual you'll find the instructions on how to set up and play the game. If you have any questions concerning how the game should be played, you can post questions to dedicated areas on ConsimWorld or BoardgameGeek.

## 1.0 GAME COMPONENTS

The following is a list of components included with the game. Additional details concerning these components follow.

- 1 x Rules Manual
- 1 x Battle Map
- 2 x Flank Panels
- 1 x Tracking Card
- 2 x Player Aid Cards
- 4 x Die Cut Unit Sheets, 2 x 55 Card Decks
- 3 x Die Cut Terrain Sheets
- 6 x Six-Sided Dice

## 1.1 THE GAME BOARD

The game board included with the *Saint-Omer to Saint Crispin* is in three sections. The largest section is the battle map. The battle map is organized into three columns (or "battles"), each with five areas that progress from a friendly rear area, a friendly approach area, a middle ground, an enemy approach area, and an enemy rear area. The battle area is positioned so that a player sits with his or her side's rear battle areas nearby.

In addition to the battle map, there are two flank panels. These are placed to the left and right of the battle map, positioned so that the arrows on the battle map and the flank panels meet. This results in each side having a Reserve area and a Routed area to the left and right, respectively, with shared flank areas to either side of the left and right battles.

Note the diagram below that indicates the proper game board setup.

There is also a Tracking Card that should be placed within arms reach of the battle map. This card is used to keep track of the current turn as well as losses sustained as the fight progresses.

## 1.2 TERRAIN TILES

In order to make the battle map more representative of the terrain actually fought over during a battle, each scenario indicates the types of terrain located within specific areas. Terrain tiles representing these types of terrain are placed on top of the areas specified.
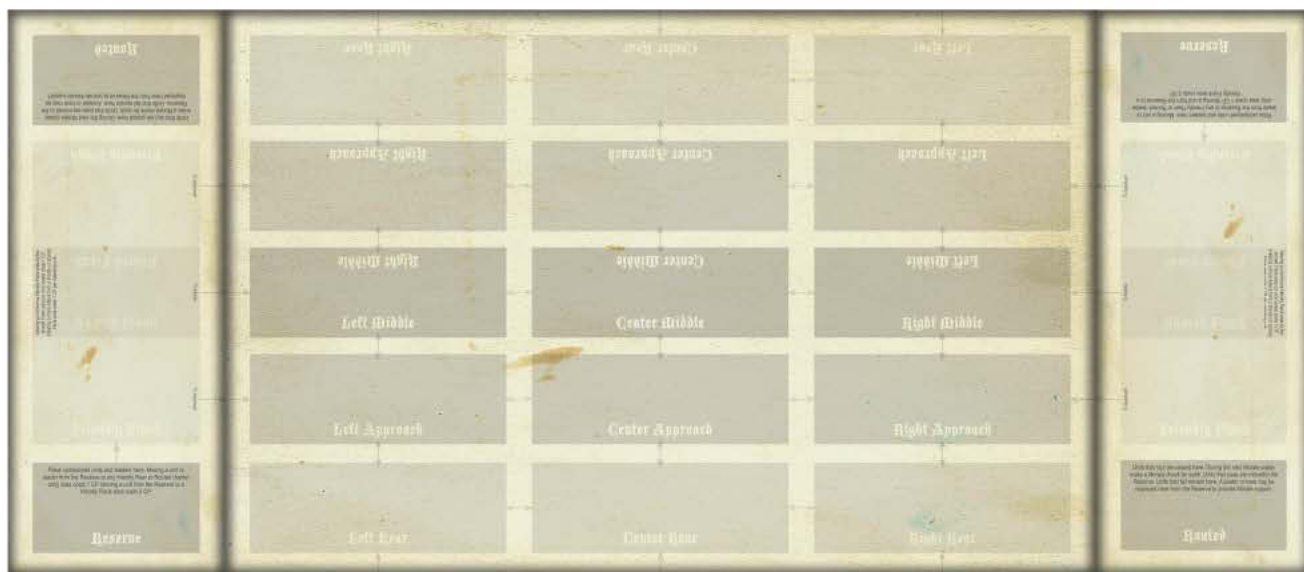
Terrain tiles are marked with a series of arrowheads that point toward one side of the battle map. These arrowheads indicate which army "controls" that terrain when occupied and thereby gains the benefit of that terrain. Terrain tiles that are not occupied are considered uncontrolled. As soon as a combat unit enters an area containing a terrain tile, that tile must be rotated (if necessary) to properly orient the controlling arrows. This is simply for clarity during the heat of combat.

As noted below in the section on the specifics of terrain, the only exception to terrain control is "Bad Going" terrain. Neither player controls Bad Going. It may affect either force in different ways and therefore does not include control indicators. The scenario special rules indicates how to treat Bad Going.

## 1.3 GAME PIECES

In addition to the map and terrain tiles, there are several different types of game pieces required for play. These are described below.

### 1.3.1 STRATAGEM CARDS

Stratagem cards are used to drive game play. Each player receives a hand of these cards at the beginning of the game. Hand size may vary, depending upon the scenario being played. Note the scenario's special rules and set the appropriate cards aside. The remaining cards are placed face-down in a draw pile.

There are three types of Stratagem cards:

1) **Command**: these cards indicate a number of command points that can be used to move combat units and activate events. Any number of command cards may be discarded to create a pool of command points. All command stratagems must be discarded before any points are spent during a turn.

2) **Event**: these cards are used to trigger special events during play. Triggering an event costs a number of command points indicated on its marker. If the number of points in the pool of command points is insufficient to trigger an event, that event stratagem may not be triggered. See the rules section on Events to learn of their individual effects.

3) **Hesitation**: these cards have no use. If drawn, they may only be discarded. Until discarded, these cards limit a player's ability to issue commands.

See the section on Stratagem Play to learn how these cards are obtained and managed.

### 1.3.2 LEADERS

These units represent the nobles and lords who commanded the troop on the battlefield. Red units are English (or allied) leaders, while blue units are French (or allied) leaders.
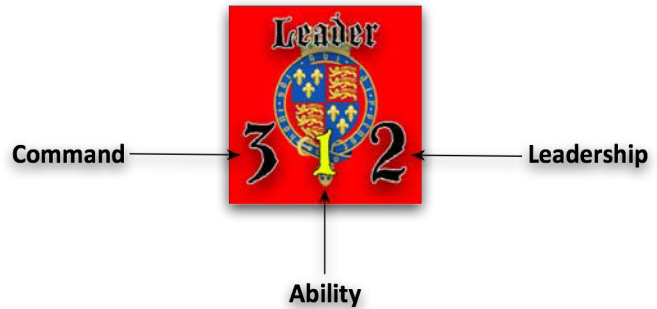


Each leader is annotated with three values. From left to right, these are:

1) **Command**: this value indicates the number of stratagem cards a leader provides to a player. The leader with the highest command rating provides that number of stratagems, while each additional leader provides one stratagem.

2) **Ability**: this value indicates the value (or less) that the leader must roll in combat to achieve a hit.

3) **Leadership**: this value indicates a bonus provided to the morale value (see below) of any unit occupying the same area as the leader.

Although not indicated on the leader unit, leaders may move two areas on the battlefield without the expense of a command point.

The scenario description lists which leaders are available to each side during setup or as reinforcement.

### 1.3.3 COMBAT UNITS

These units represent the troops involved in the battle. Red units are English (or allied), while blue units are French (or allied).

Like leader units, combat units are annotated with several values as noted below:
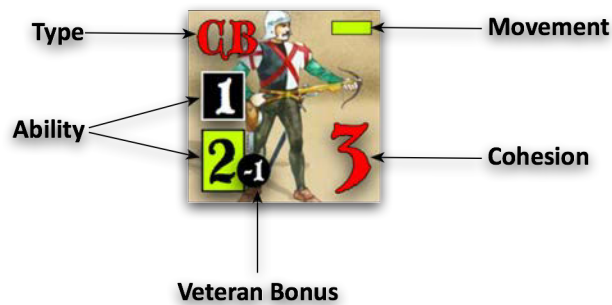
1) **Ability**: this value indicates the highest result on a combat die roll that results in a hit on an enemy unit. This value may be adjusted by a variety of modifiers. Units that can fire at long range have an additional ability value noted in a black box. This additional value is the unit's long-range combat ability.

2) **Cohesion**: this value indicates the number of hits a unit can take before it is destroyed and removed from the game. Additionally, it is the number of dice rolled in when attacking an enemy unit. This value changes as a unit takes (or recovers from) damage.

3) **Movement**: this value indicates the number of spaces a unit may move when activated by a leader or through the play of command points (or both). Foot units have a single bar indicating that they may only move a single area. Mounted units have two bars, indicating that they may move two areas.

4) **Veteran Bonus**: this value indicates a modification to a units morale rolls. Not all units have this value.

Each combat unit also carries a two-letter code in its upper left corner that indicates what type of unit the piece represents. The picture on the piece also indicates the unit type. The types of units available are as follows.

- **Artillery** (AY): Although it would take a couple of centuries before the ability to mill gunpowder in quantity and quality, it began to make its appearance on European battlefields during the 14$^{th}$ Century. These units represent bombards with minimal but powerful use.

- **Bills** (BL): Relatively inexpensive to field, these were the most common type of trained infantry. They were armed with short spears with tips that included axe heads and hooks that could unhorse a rider.

- **Cavalry** (CV): These units represent mounted forces. Given the nature of combat during the period, most units equipped with horses preferred to fight dismounted (see

Men-at-Arms). Unlike Knights, this type of unit represents mobile, but lightly armed and armored formations.

- **Crossbowmen** (CB): Highly disciplines archers trained in the use of armor piercing weapons. Due to the expense of training and maintaining these forces, they were typically for hire from other nations (particularly Burgundy).

- **Knights** (KT): Noblemen, highly trained and experienced, complete with retinues and the best equipment. These were men who directly offered their service to a nobleman or house for political gain.

- **Levies** (LV): Mostly farmers, tradesmen, and other locals gathered together under the flags of local gentry. These were often little more than mobs with only the most rudimentary weapons

- **Longbows** (LB): The most prevalent type of unit during the period, given the ease of training and cost effectiveness. The English excelled at properly deploying these units effectively.

- **Men-at-Arms** (MA): These are the most professional of the soldiers fielded in battle. They often constituted dismounted units that were not properly trained or armed to fight on horseback.

- **Pikes** (PK): Highly trained and drilled infantry armed with long pikes rather than bills. The formations were not very mobile and were therefore much more effective on the defense and were particularly effective against cavalry units.

### 1.3.4 MARKERS

- In addition to leaders and combat units, there are also a variety of markers used to indicate various statuses during play. These are as follows:

- **Army Loss**: Use these markers on the Army Loss Track to note how many leaders or combat units an army has lost.

- **Cohesion**: When a combat unit suffers losses, use these markers to indicate its current cohesion. Place the marker beneath the unit in question.

- **Dummy**: These markers are used during initial setup to mask the number of combat units initially deployed.

- **Fatigue**: Place these markers on any combat units suffering from Fatigue as a reminder of its effects on the unit.

- **Hero**: If the play of a Hero stratagem results in the creation of a Hero, place this marker on a combat unit to indicate its enhanced status.

- **Hits**: Use these markers to note the number of hits a combat unit has sustained during an attack. The value of these markers is also used to determine the unit's status during its next Disengagement check.

- **Leader Committed**: Use these markers to note leaders that are committed to combat during the Leader Commitment phase. Committed leaders increase the abilities of combat units under their command, but become vulnerable to injury.

- **Momentum**: A player earns one of these markers every time he or she wins the Initiative at the beginning of a turn. The number of Momentum markers held reduces a player's Initiative die roll. All of these markers are forfeited once the Initiative is lost.

- **Turn**: Use this marker on the Turn Track to note the current turn.

- **Weather**: These markers are used if a scenario takes place during other than "normal" weather conditions. Set the appropriate marker in the weather box on the Tracking Card as a reminder.

## 1.4 DICE

The game comes equipped with six dice (the most that would have to be rolled for any one combat unit type). Players may add additional dice if desired.

When rolling dice, there is no such thing as an "automatic hit." Regardless of how a die roll might be modified, a six (6) result is always a failure. There is, however, an "automatic miss." Any modified die roll that is greater than a six (6) is always a failure.

# 2.0 SEQUENCE OF PLAY

*Saint-Omer to Saint Crispin* is played through a series of steps that constitute a sequence of play. Steps may not be expressly skipped during this sequence. However, unit status during play may not allow for anything to happen during a specific step. The sequence of play is as follows.

## 2.1 INITIATIVE CHECK

Both players roll a die. Each player adds the command value of an active leader within a battle or the reserve. A player

holding a number of momentum markers deducts the number of these markers from his or her roll.

The player with the higher modified roll wins the initiative for the turn. If the modified die roll results are tied, the player who held the initiative the previous (or the scenario designated "attacker" during the first) turn has won the initiative.

The player who won the initiative draws one momentum marker. The player who lost the initiative roll discards all held momentum markers.

## 2.2 INITIATIVE HOLDER SUB-SEQUENCE

The initiative holder now completes a series of sub-steps. Each of these sub-steps is explained in greater detail in separate rules sections.

1) **Discard Decision**: Some or all of the player's stratagem cards are discarded and new ones drawn.

2) **Disengagement Check**: Combat units that have sustained hits check to see if they must disengage.

3) **Leader Commitment Decision**: The player decides whether to commit or withdraw commitment from a leader in a battle area.

4) **Combat Phase**: Combat units may attack. A unit that attacks is flipped to its reverse side as a reminder of this action.

5) **Movement Phase**: Combat units that did not attack may move if under command.

## 2.3 NON-INITIATIVE PLAYER SUB-SEQUENCE

Once the initiative player has completed all of the above sub-steps, the non-initiative player completes the same series of steps.

## 2.4 STATUS CHECK

During this phase, both players check to see if the game is over through automatic victory. If this is not the case, flip any units that attacked during the turn to their front sides and remove fatigue if possible.

## 2.5 GAME END CHECK

Advance the turn marker into the next box on the Turn Track. If this new box includes an "end of game" indicator, make a die roll. If the roll is less than or equal to the value of the indicator, the game is over and a victor determined.

# 3.0 STRATAGEM PLAY

Each player holds a hand of stratagem cards. These cards are used to activate combat units and to initiate events.

## 3.1 STRATAGEM HAND

The number of stratagem cards a player can hold is limited to the highest command rating of a leader located in a battle or in reserve, plus one for each additional leader located in a battle or in reserve.

## 3.2 DISCARDING AND DRAWING

During the Discard Decision step of the sequence of play, a player may discard a number of stratagems up to the command rating of a leader located in a battle or in reserve. Following any discards, a player may draw a number of stratagems equal to the command rating of a leader located in a battle or in reserve. A player may not draw a number of stratagem markers that would exceed the maximum size of his or her stratagem hand size.

If there are insufficient stratagem cards in the draw deck to redraw the necessary amount, a player may only draw those cards. If there are no stratagem cards in the draw deck after discarding, reshuffle the discarded cards to create a new draw deck.

## 3.3 PASSING

Rather than discarding and drawing stratagem cards as noted above, a player may opt to "pass" and thereby discard and drawn all of his or her stratagems, thereby creating a new hand of options. When doing this, the player must skip the combat and movement steps in the sequence of play.

## 3.4 COMMAND POINTS

Command points are used to move combat units and initiate events. When used to move units, sufficient command points to move the desired number of units must be played at the beginning of the movement phase. When used to initiate events, sufficient command points are played at the same time as the event. More command points than are required to be spent to can be played, but the excess points are lost.

# 4.0 DISENGAGEMENT

During the disengagement check of the sequence of play, all friendly units that are marked with Hit markers must check for disengagement. Additionally, any committed leader must check for injury.

A unit marked with Hit markers must roll a die for each hit sustained. Each roll is reduced by the Leadership value of a leader in the same area as the checking unit. Each roll may also be modified by terrain in the unit's area.

If any of the modified rolls are greater than the unit's current Cohesion value, the unit must disengage. Otherwise, the unit stands fast.

## 4.1 STANDING FAST

A combat unit that stands fast reduces its current Cohesion value by the number of hits it sustained. Place (or replace) a Cohesion marker with a new one of the appropriate value beneath the combat unit and discard the Hit marker(s).

If the number of hits sustained equals or exceeds the unit's current cohesion value, the unit is eliminated. When a unit is eliminated, move the Army Loss marker up one box on the Army Loss track.

## 4.2 DISENGAGING

A combat unit that disengages discards all hits sustained, and then moves from its current area one area closer to or into the rear area of its battle.

If the area entered while disengaging is fully stacked (occupied by four combat units), the disengaging unit must exit that area into the next area closer or into the rear area of its battle. Additionally, all units in the fully stacked area must also make disengagement checks as if they were marked with a single hit.

If, as a result of disengaging, a unit must exit the battlefield it is considered routed and placed in the Routed box on the map. When a unit is placed in the Routed box, move the Army Loss marker up one box on the Army Loss track.

## 4.3 LEADER STATUS

After checking for combat unit disengagement, check the status of each leader.

**4.3.1 Leader Injury**: Roll a die for a leader in an engaged area that has been committed to combat. Roll an additional die if the leader sustained a hit in combat from an enemy leader's attack. On any die roll of six (6) the leader is injured and removed from play.

**4.3.2 Leader Commitment**: A leader in an engaged area may be committed to combat (place a Leader Committed marker under the leader). Alternatively, a Leader Committed marker may be removed from a committed leader.

**4.3.3 Recovery**: A leader subject to the Terror event might recover. Roll a die. If the roll is less than or equal to the leader's Leadership value, flip the leader over. This roll may be reduced by spending any number of command stratagem points prior to the roll as a die roll modifier. Each point spent reduces the roll by one (1).

# 5.0 COMBAT

In order to defeat the enemy, they must be engaged in combat. Combat during the Hundred Year's War was not subtle. Armies lined up, and went at it with the victors being the last ones standing on the field.

The combat process is described in detail here.

## 5.1 COMBAT TYPE

Combat takes two basic forms: melee and ranged. Only missile units can engage in the latter form. This ability is noted by the presence of a "Long Range Combat" ability value printed above the standard ability value. Units that do not have this value cannot engage in ranged combat.

Regardless of the type of combat taking place, both are resolved in essentially the same fashion:

A unit is selected to attack. A number of dice are rolled equal to the unit's current Cohesion value. Any of these rolls whose modified results are less than or equal to the unit's appropriate Ability value are considered hits. The die rolls are modified and the Hits applied to enemy units depending on the type of attack occurring (melee or long range).

## 5.1.1 MELEE COMBAT

Melee occurs between opposing forces that occupy the same area within a battle. When units are moved in to an area occupied by enemy units, they are assigned a target unit if one is available (unassigned). In melee, this assignment determines which enemy units can be attacked:

1) An assigned unit may attack the enemy unit to which it is assigned.

2) An unassigned unit may attack an adjacent enemy unit. If an unassigned unit is adjacent to more than one enemy unit, it can split its attack dice between those two units as the player sees fit.

3) An assigned unit may attack an adjacent, unassigned enemy unit with a number of dice in excess of those required to match the cohesion value of the unit to which it is engaged. For example, if unit with a cohesion value of 5 is assigned to a unit with a cohesion value of 3, it may

attack that unit with three dice while attacking an adjacent, unassigned enemy unit with the two extra dice. Alternatively, it can attack the assigned unit with four dice while throwing a single die at the unassigned unit.

Prior to rolling any dice, the attacking unit must determine its effectiveness versus the enemy unit. A unit's effectiveness may be modified by a variety of factors:

1) Cross reference the attacking unit with the defending unit on the Clash of Arms table and apply the noted Cohesion rating modifier.

2) Increase the unit's Ability by one if a committed leader is in the same area as the attacking unit.

3) Modify the attacking unit's Ability per any terrain occupied.

4) Apply any additional modifiers per special scenario rules.

## 5.1.2 RANGED COMBAT

Crossbow and Longbow combat units have the ability to attack units in an adjacent area through ranged combat. Ranged combat is resolved somewhat differently than melee. All enemy units in the adjacent area are targeted as a whole and no friendly units may occupy the targeted area

Combat units attack individually. After rolling attack dice, hits are applied evenly across the defending enemy units according to the following restrictions:

1) Each enemy unit must receive the same number of ranged combat hits, if possible. In other words, no enemy unit can receive a second hit until all units have received a first hit. No enemy units may receive a third hit until all units have received a second hit, etc.

2) An exception to the latter point is that no unit can receive hits in excess of its current Cohesion value unless all units have acquired a number of hits equal to their respective Cohesion values.

3) In each case, the defending player assigns hits on his or her own units. In doing so, the defending player also dictates which units are routed if the sustained hits equal or exceed one or more units' current Cohesion value.

4) Any pre-existing hits on a defending unit are taken into account when assigning hits, particularly with regards to point #2.

5) The above restrictions are in effect for all long range hits sustained, regardless of the number of units attacking.

Consider all of the ranged attacks on an area occurring simultaneously.

Prior to rolling any dice, the attacking units must determine their Cohesion and Ability ratings for ranged combat. These values may be modified by a variety of factors:

1) Cross reference the attacking unit with the preponderant type defending unit on the Long Range Fire table and apply the noted Cohesion modifier. The defending unit type must make up at least half of the units in the targeted area.

2) Modify the attacking unit's Ability per any terrain occupied.

3) Apply and additional modifiers per special scenario rules.

### 5.1.3 LEADER COMBAT

Leaders that have been committed to combat in an engaged area may attack by rolling a single die and comparing it to their Ability value. The roll is subject to the same modifiers as in melee combat. Since leaders are not assigned to enemy units, they may target any enemy unit prior to attacking, including enemy leaders in the same area. This is the only way a leader can receive a hit while in combat.

### 5.1.4 ARTILLERY COMBAT

Artillery is used differently in combat than other units. First of all, it may only fire ranged attacks. Secondly, since artillery is not an assigned unit (like leaders), it may target a specific unengaged enemy unit in an adjacent area within the same battle. Finally, its attack dice (six in all) may be divided among different enemy units as a player sees fit.

Once an area containing an artillery unit is engaged, the artillery unit is immediately eliminated. This elimination does not count as an Army Loss.

## 5.2 COMBAT EFFECTS

Combat results affect combat units and leaders differently.

### 5.2.1 COMBAT UNITS

Unless the number of Hits sustained equals or exceeds a unit's current Cohesion value, hits applied to enemy units have no immediate effect. During that side's next Disengagement Check phase, units that sustained hits must check to see if they must disengage. The more hits a unit sustains, the more likely that it will disengage and eventually rout from the battlefield.

If the number of hits sustained equals or exceeds a unit's current cohesion, that unit routs from the battlefield. Place the unit in the Routed box and reduce its Cohesion value by the amount its current Cohesion was exceeded.

For example, if a unit with a current Cohesion value of '2' sustained three hits, it would rout and its Cohesion value would be reduced by one (three hits less the current value of two).

In the unlucky event that a unit sustained a number of hits that equal or exceeded twice its current cohesion (i.e. the rout reduction would decrease the unit's cohesion to less than '1'), that unit is eliminated instead, and removed from the game.

Note that a unit routs as soon as its current cohesion is exhausted. It does not wait around to sustain additional hits that would cause its outright destruction.

### 5.2.2 BREAKTHROUGH ATTACKS

A unit that causes an enemy unit to rout (or eliminates it outright) may perform an immediate "breakthrough" attack upon an adjacent enemy unit. This is a normal attack, but the number of dice rolled is equal to half of the attacking units' current cohesion value (rounding up).

### 5.2.3 REALIGNMENT

A unit that causes an enemy unit to rout (or eliminates a unit) must be assigned (see 6.2) to any unassigned enemy unit if possible. This new assignment need not be the same as the target of a Breakthrough Attack.

### 5.2.4 LEADERS

During the combat process, an enemy leader may only target a leader. Any hits sustained result in additional checks for leader death during the Disengagement phase.

If a leader is left alone in an engaged area due to the routing or destruction of friendly units in that area, the leader must immediately disengage. A leader disengaging for this reason may retreat toward his rear area or may be placed in the Rout box. If a leader in this instance is under committed status, he must make an immediate survival check and then the commitment marker is removed.

A committed leader in an engaged area that becomes free of enemy units immediately loses his committed status (but does not have to make a survival check).

A committed leader may not leave an engaged area. The leader must either see that all enemy units have been elimi-

nated (and thus remove the committed status), or must opt to remove the status during his next Disengagement phase.

# 6.0 MOVEMENT

At its heart, *Saint Omer to Saint Crispin* is a game of maneuver. It's one thing to have troops hack away at each other. Actually getting them into the position to do so as well as push the enemy to flight is another story. This rules section describes how to move combat units into and around the battlefield.

## 6.1 BASIC MOVEMENT

Each combat unit is noted with a movement rate represented by one or two bars in its upper right corner. A single bar indicates a unit may only move on area. Two bars indicate that a unit may move two contiguous areas.

All movement is orthogonal (forward, backward, left, or right). A cavalry unit (two bars) can combine forward or backward and left or right movement to simulate diagonal movement.

Although not marked with a movement indicator, Leaders move as if they were cavalry units.

## 6.2 ENGAGING

Moving a combat into an area occupied by enemy combat units is referred to as "engaging." When engaging, assign the moving unit to any enemy unit that is currently unassigned. A unit is assigned by positioning it so that it directly faces an enemy unit. If there are multiple enemy units that are unassigned, the moving can be placed in front of any of them at the moving player's option.

## 6.3 STACKING

There is a limit to the number of combat units that can occupy an area. This is referred to as an area's stacking limit. A maximum of four combat units (from each player) can occupy an area at the same time. This limit is in effect at all times. Therefore, a cavalry unit may not move through an area that already contains four friendly units.

Leaders, Artillery, and markers do not count towards an area's stacking limit.

## 6.4 COMMAND

In order to move a combat unit, it must receive a number of commands depending on how it intends to move. Commands come from two sources: Command Stratagems and Leaders.

**6.4.1 Commands Stratagems**: At the beginning of the movement segment a player may play any number of Command Stratagems to create a pool of commands. These commands may be used to pay for combat unit movement anywhere on the map.

**6.4.2 Leader Commands**: Leaders may provide commands in one of two mutually exclusive ways. A leader located in battle area may provide one command to each unit within the area where the leader resides. Alternatively, a leader located on the battle map, the reserve, or the routed areas may provide a number of commands to any units equal to the leader's Command value. In this latter case, a leader is limited to applying command where the leader is located. For example, consider an area with four combat units and a leader with a Command value of '2.' The leader could issue one command point to each of the four combat units in the area, or two command points to units anywhere on the battle map (not the reserve or routed areas).

**6.4.3 Combining Commands**: Leader commands and commands derived from stratagem play can be combined. Note that the stratagem command pool must still be determined prior to Leader commands.

## 6.5 MOVEMENT ORDERS

There are a variety of ways in which a combat unit can move. Each requires a specific number of command points. The various movement orders and their (parenthetical) command costs are listed here. Command costs noted with an asterisk are described within the movement order rule itself.

**6.5.1 Advance** (1): The combat unit moves forward within its current battle. The unit must stop when entering an area occupied by one or more enemy combat units.

**6.5.2 Retreat** (1): The combat unit moves backward within its current battle. A combat unit may only retreat from an area unoccupied by enemy combat units. A unit may retreat to the reserve area.

**6.5.3 Withdraw** (2): The combat unit exits an area occupied by enemy combat units. This movement may only be toward the unit's friendly rear area. A unit may not disengage to the reserve area.

**6.5.4 Change Battle** (2): The combat unit moves sideways into an adjacent battle area. A cavalry unit may combine this with a move forward or backward prior to the sideways move. A combat unit may not move into an area occupied by enemy units. A combat unit may not move into an area behind enemy units.

**6.5.5 Deploy** (1): The combat unit moves from the reserve area to any friendly rear area.

**6.5.6 Regroup** (*): Two or more units in the reserve area of the same type that have suffered Cohesion hits may combine to restore one of them up to its full strength. It costs one order per unit to regroup. When combining units with different printed (not current) Cohesion values, either can be restored. When combining units with different Ability values, only the unit with the lowest Ability value can be restored. A combat unit may not be eliminated as part of a regroup.

**6.5.7 Rally** (*): A routed unit may be moved to the reserve area. To rally, a unit makes a disengagement check, with its current Cohesion value modified by a leader in the routed area. If the roll succeeds, the unit is moved to the reserve area. If the roll fails by one point, nothing happens. If the roll fails by more than one point, the unit is permanently eliminated. It costs one command point to make a rally roll. If two command points are spent on a single unit, the roll automatically succeeds. When a unit is moved to the reserve area, move the Army Loss marker down one box on the Army Loss Track.

**6.5.8 Charge** (*): This order may only be played on Knight (KT) and Cavalry (CV) units. This order costs two command points for Knights and four for Cavalry. These values are halved if the unit begins its movement on Hill terrain. A unit that charges must move into an area occupied by enemy units. After moving, the unit immediately attacks the unit to which it is assigned. In addition to a Flank Attack, this is the only way to attack outside of the combat step of the turn sequence.

**6.5.9 Flank Move** (1): Combat units may be moved from the reserve area to either of a side's Friendly Flank area at the cost of two command points. It also costs two command points to move a unit in its own Friendly Flank area to the Shared Flank area or from the latter to the enemy's Friendly Flank area (as well as moving back toward or into a unit's Friendly Flank area). Note the rules section on Flanks for more details on these areas.

**6.5.10 Flank Attack** (1): A combat unit may initiate a Flank attack at the cost of two command points. Note the rules section on Flanks for more details on how to initiate these attacks. A Flank attack may not be initiated into an adjacent battle area that is behind enemy units.

**6.6 LEADER MOVEMENT**

Leaders may move at no cost in orders. They move as if they were cavalry units. A leader that moves may only provide leader command before it moves.

A leader that exits a rear area may move to the reserve area or the routed area. A leader may move from the reserve or routed area to a rear battle area. A leader may move from the routed area to the reserve area or vice-versa. A leader may never enter a Flank area.

**6.7 ARTILLERY MOVEMENT**

Artillery units have a star rather than a bar symbol in their upper right corner. This indicates that their movement is handled differently.

At the beginning of a scenario, they may be only placed in the reserve or a rear battle area. The only movement command an artillery unit may receive is to advance. Artillery units may only move one area at a time.

# 7.0 FLANKS

Flanks are areas that bound the left and right edges of the battlefield. Units that are deployed to the flanks (either as part of a scenario setup or through the expenditure of command points) may have an opportunity to launch surprise attacks against the enemy on the battlefield. These can be devastating, but they are difficult to mount. This section of the rules indicates how combat units operate within the Flank areas.

**7.1 ORGANIZATION**

Each Flank area is organized into three locations. The locations nearest to a player's edge of the map are is "friendly" to that side. Between these two areas is a "shared" flank area. Each friendly area is considered adjacent to a side's Approach area. The shared area is considered adjacent to the middle ground. Arrows on the Flank cards and the battlefield indicate this adjacency.

**7.2 MOVEMENT**

A combat unit may only enter a Flank area from its reserve. Units move from the reserve into their Friendly Flank area. Once in a Flank area, a unit cannot be recalled to the reserve. Units in a Flank area may only receive Advance and Retreat orders for movement purposes.

A combat unit within a Flank area may only receive commands through the play of stratagems, as leaders may not enter Flank areas.

A combat unit's movement value applies within the Flank areas. That means that Knights and Cavalry units may move from the reserve to the shared flank area if desired (or from friendly flank area to the other friendly flank area), while other combat units may only move one area within a flank at a time.

Both friendly and enemy units may occupy the same Flank area with no other effects. Opposing units in the same area

are not considered engaged and may move "through" each other without hindrance.

## 7.3 COMBAT

Combat does not occur within a Flank area between opposing combat units.

The only means a combat unit might exit a Flank area is by attacking out of it. Flank attacks are initiated through the issuing of a Flank Attack order to a combat unit during the Movement phase of the turn sequence.

Note that a Flank attack may not be initiated against an area that is behind enemy combat units. Additionally, a Flank attack may only be initiated against an area that contains enemy combat units.

If issuing Flank Attack orders to units in the same Flank area, all orders must be issued simultaneously and each step of a Flank Attack is resolved for each unit simultaneously. Those steps are as follows:

1) Issue a Flank Attack order to each unit attempting the attack.

2) Roll a die for each attacker. Modify this roll by the unit's Veteran bonus if available. If the modified result is a six (6), the unit is lost and eliminated. Increase the Army Loss marker one box on the Army Loss track. If the modified roll is a one (1), two (2), or three (3), the attack for that unit continues.

3) Move the attacking unit from its Flank area to the adjacent area on the battlefield. This movement may temporarily exceed the staking limit of the battle area.

4) Immediately attack any enemy unit (regardless of assignment) normally. If multiple units are attacking in this fashion, select the target of each attaching unit prior to resolving each attack.

5) If there are any unassigned enemy units in the attacked area, an attacking unit may be optionally assigned to one of these enemy units. This does not have to be the unit that was attacked. Any units that are not assigned are return to the Flank area from which they attacked.

## 7.4 FLANK EXPANSION

When a left or right battle is captured (see Victory), that battle becomes part of its adjacent Flank area. To simplify this, move the Flank panel and place it on top of the captured battle with the adjacency arrows aligned with the approach and middle ground areas of the center battle. Any units in the

Flank area are now available to attack the center battle as described above.

# 8.0 EVENTS

Events are special stratagems that a player can take advantage of at various times during a game turn. Initiating an event takes a specific number of commands as noted on the stratagem card itself. Paying for an event may only be done with Command Stratagems. Any number of events may be played at a time, provided that sufficient command is available to do so.

Each event and its (parenthetical) cost are noted below.

## 8.1 AMBUSH (2)

Play this event following a friendly or enemy movement phase. Select an eligible combat unit to initiate an immediate Flank attack. No attempt die roll is required.

## 8.2 CHARGE (2)

Play this event during a friendly movement phase. Select any unit to move and immediately attack.

## 8.3 CONFUSION (3)

Play this event at any time during a friendly turn. Select two adjacent, unengaged enemy areas in different battles. The combat units in one of those areas immediately attack the units in the other battle. The "attackers" may be temporarily "assigned" to the defenders in any fashion, but the assignment must be determined prior to any attacks.

Confusion may only be played once. After it has been played, set the card aside so that it is not returned to the stratagem draw pile.

## 8.4 EXTEND (2)

Increase the range of all longbow units in a single area by one area or increase the long-range ability of all crossbow unit in a single area by one.

## 8.5 FATIGUE (3)

Play this event at the end of a friendly turn. The enemy must make a disengagement die roll for each engaged combat unit. If a roll fails, mark that unit with a Fatigue marker.

Fatigue increases the command cost of any activity performed by that unit by one and decreases the unit's Ability value by one. A fatigued unit remains so until it begins a movement phase unengaged (and unused during combat, if capable of ranged combat). During that movement phase, the

Fatigue mark is removed in lieu of moving the unit. Removing Fatigue does not cost any commands (the combat unit simply does nothing for a turn).

### 8.6 HERO (1)

Play this event and place the friendly army's Hero marker on any friendly combat unit. Doing so increases the unit's Cohesion value by one. A unit with a Hero never routs. If forced off the battlefield due to disengagement, place the unit in the reserve area.

Until the unit with the assigned Hero is destroyed, the Hero stratagem becomes a "hesitation" marker. Once the unit is destroyed, playing the Hero stratagem again reassigns the Hero.

### 8.7 IMPETUOUS (2)

Play this event prior to the friendly combat segment. Select an unengaged area and advance any of the enemy units within it forward their full movement. If any of the units engage, assign them to friendly units as desired.

### 8.8 INSIGHT (3)

Play at the beginning of the opposing player's sub-sequence. The opposing player must reveal all of their stratagems for the duration of that sub-sequence.

### 8.9 RALLY (1)

Play this event at any time to move a combat unit from the routed area to the reserve area.

### 8.10 REACT (2)

Play this command following an opponent's movement of a unit into an engaged area. Any friendly units in that area may immediately receive commands to move or attack. The play of this stratagem activates one friendly unit. Play of an additional stratagem command activates an additional unit (so, this stratagem plus two additional command stratagems would activate three friendly units).

### 8.11 REINFORCE (1)

Select a unit and roll a number of dice equal to the difference between its printed and current Cohesion value. Reduce the result of each die by one if the unit is a Veteran. Each modified roll equal to one (1) restores a Cohesion hit to the unit.

### 8.12 RESET (0)

Play this event during the Discard Decision step after discarding. Shuffle all discarded stratagems with the remainder of the draw deck. Redraw normally. Note that this stratagem may be played for free when held.

### 8.13 STORM (2)

Roll twice the cohesion value of any longbow or crossbow units during a long-range attack. Reduce the selected unit's cohesion value by one following this attack.

### 8.14 TERROR (3)

Play this event at any time on an enemy leader. Flip that leader over. If the leader is committed, discard the committed marker. The leader may not move or provide any commands until he recovers during the Disengagement step.

### 8.15 TREASON (3)

Play on an enemy leader and roll a die. If the roll is a five (5) or six (6), remove the leader from play. If the leader is in an area that contains veteran combat units, deduct one from the die roll. If the leader is discarded from a battle area, make a disengagement roll for each unit remaining in that area, adding the Leadership value of the leader to the die roll (rather than subtracting it). Any unit that fails this roll is eliminated. Move the Army Loss marker up one box per eliminated unit.

Treason may only be played once. After it has been played, set the card aside so that it is not returned to the stratagem draw pile.

## 9.0 VICTORY

There are several ways to win *Saint-Omer to Saint Crispin*. Below are the various levels of victory that might be achieved.

### 9.1 DECISIVE VICTORY

An army wins decisively if it captures the central battle or both the left and right battles on the battlefield prior to the end of the last turn of the game. A battle is captured at the end of a turn where at least one friendly combat unit occupies an enemy rear battle area alone.

When the left or right battle is captured, any friendly units are removed from the battle and set aside. This removal does not result in Army Losses (they're looting the enemy camp). Additionally, the loss of the left or right battle results in the expansion of the adjacent Flank areas.

### 9.2 SUBSTANTIAL VICTORY

If a decisive victory has not occurred by the end of the game, check the current Army Loss levels for both armies. If the loss level of one army is higher than its stated loss level while the

other has not, the army with fewer losses has won a substantial victory.

### 9.3 MARGINAL VICTORY

If neither side has won a substantial victory, the side that has sustained the fewest losses has achieved a marginal victory. If still tied, the scenario defender has squeaked out a tactical victory.

# 10.0 THE BATTLES

This section includes the historical battles that can be refought by the players. They are listed in historical order.

Each indicates the sides involved in the battle and the army make-up. The initial setup locations for each combat unit and leader are noted by battle (left, center, and right) and the reserve. Units are noted by type and (parenthetically) the unit's values presented as Ability-Cohesion. In the case of ranged combat units, the values are Long Range Ability/Melee Ability-Cohesion. Veteran units are noted with an asterisk (*).

The first army listed is the scenario attacker and wins initiative ties during the first turn. Each army is noted with its loss level and its value for design purposes if players would like to tweak a historical army's makeup for "what-if" purposes.

Terrain is noted along with unit setup where initially controlled by a particular side. Uncontrolled terrain is noted within special rules.

Special weather effects are listed within the Special Rules section. Place the appropriate marker on the Tracking Chart as a reminder. Fog conditions reduce Ranged combat abilities by one. Heat increases all Orders costs by one. Rain reduces Ranged combat abilities by one and increases Orders costs by one. Winter reduces Ranged combat abilities by one and increases all morale rolls by one.

Special rules for each battle are noted after the individual units setups. These rules may "break" standard rules.

### 10.1 SAINT-OMER

***26 July 1340*** – *Following his success at the naval battle of Sluys, Edward III of England remained in Flanders to build a large army. While waiting, he ordered Robert of Artois (a pretender to the title Count of Artois) on a raiding party into France in order to goad the French into early action and possibly capture the fortified town of Saint-Omer. The French King, Philip VI, did respond by ordering a small force to occupy Saint-Omer before Robert could get there. Realizing he could not tarry in the area or be over run by Philip's approaching*

*army, Robert offered battle to the garrison at Saint-Omer. Unfortunately, the French garrison commanders could not keep their own knights at bay, who rode out to engage Robert's forces that included a large number of English archers. The French knights were held up by the Flemish defenses and withdrew. The Flemish infantry followed the retreating French, the latter that turned to engage creating a melee that lasted most of the afternoon. The French took advantage of the confusion to launch another charge that overran the Flemish flanks, cutting off the center. This forced Robert to withdraw with his remaining forces. During the battle Robert lost nearly 80% of his army and in the process left southern Flanders vulnerable to a French counter attack.*

**Flemish**

*Army Loss: 8; Army Value: 85*

**Left Rear**: Wall, MA (2-3), BL (1-3), BL (1-3), BL (1-3), LDR (1-1-1)
**Center Rear**: Wall, MA (2-3*), MA (2-3*), LB (3/1-2), LB (3/1-3), LDR (3-1-1)
**Right Rear**: Wall, MA (2-3), BL (1-3), BL (1-3), BL (1-3), LDR (1-1-0)
**Reserve**: BL (1-2), BL (1-2), BL (1-2), BL (1-2)

**French**

*Army Loss: 8; Army Value: 101*

**Left Rear**: Town, BL (1-2), BL (1-2), MA (2-3), MA (2-3), LDR (2-1-1)
**Center Rear**: Town, BL (1-3), BL (1-3), MA (2-4), LDR (1-1-0)
**Right Rear**: Town, MA (2-3), MA (2-3), BL (1-2), BL (1-2), LDR (1-1-1)
**Reserve**: LV (1-1), LV (1-1), KT (3-4*), KT (3-4*)

**Special Rules**

The Flemish begins with the "Impetuous" stratagem plus four randomly drawn stratagems. Each time the "Impetuous" stratagem is played, roll a die. If the roll is greater than the current turn, return the stratagem to the Flemish player's draw. As long as sufficient command stratagems exist to play it, the "Impetuous" stratagem may be played more than once during the same turn. The "Impetuous" stratagem can be discarded, but doing so cancels this special rule and the stratagem is treated normally going forward.

### 10.2 MORLAIX

***30 September 1342*** – *In order to establish a location where the English could freely land troops on the continent, Edward the III ordered the Earl of Northampton and a small force to capture the town of Morlaix, which had a port that would suit English needs. The garrison of the town proved too much for Northampton and the latter settle down for a siege. Charles of Blois set out with a reduced force (due to expectations of a large army under Edward landing at or near the Pas-de-Calais) to relieve the siege. Northampton was warned of Charles approach and decided to advance toward Charles rather than be trapped between the approaching French army and the Morlaix garrison. Northampton set up a defensive position across the French line of approach, hiding trenches and pits in front of their position. The French charged the English position and promptly fell into the concealed trenches where they were massacred. Northampton did not take ad-*

*vantage of this victory and instead retreated and was eventually besieged himself with heavy losses.*

#### French

*Army Loss: 8; Army Value: 141*

**Left Rear**: KT (3-5*), KT (3-3*), MA (2-3), BL (1-3), LDR (1-1-0)
**Center Rear**: MA (2-3), MA (2-4), MA (2-4), MA (2-3), LDR (2-1-0)
**Right Rear**: KT (3-5*), KT (3-3*), MA (2-3), BL (1-3), LDR (1-1-0)
**Reserve**: BL (1-3), BL (1-3), BL (1-3), BL (1-3)

#### English

*Army Loss: 9; Army Value: 92*

**Left Rear**: Woods
**Left Approach**: LB (2/1-3), LB (3/1-2), LB (3/1-1), MA (2-4), LDR (1-1-1)
**Center Rear**: Woods
**Center Approach**: MA (2-3), MA (2-3), MA (2-3), LB (3/1-3), LDR (3-1-1)
**Right Rear**: Woods LDR
**Right Approach**: LB (2/1-3), LB (3/1-2), LB (3/1-1), MA (2-4), LDR (1-1-1)

#### Special Rules

Place Marsh terrain in each Middle area. This terrain only has a negative impact upon the French army.

### 10.3 AUBEROCHE

***21 October 1345*** *– The Earl of Derby was sent into Gascony to defend Gascon nobles loyal to the English crown as well as to divert French forces away from Normandy where Edward III planned to attack. A French force that was more than five times the size of Derby's army tried to run the English down, but it moved much too slowly. Derby was able to scamper out of the French army's way and initiate a surprise attack on their encampment. The surprise was so complete that the French could do nothing but retreat in poor order, leaving a wake of dead behind.*

#### English

*Army Loss: 6; Army Value: 118*

**Left Rear**: LB (3/1-3), LB (3/1-2), LB (3/1-2), LB (3/1-1), LDR (1-1-1)
**Center Rear**: MA (2-3), MA (2-3), MA (2-3), MA (2-3), LDR (3-1-1)
**Right Rear**: CV (3-3), CV (3-3), CV (3-3), CV (3-3), LDR (1-1-2)

#### French

*Army Loss: 9; Army Value: 157*

**Left Rear**: BL (1-3)
**Center Rear**: BL (1-3)
**Right Rear**: BL (1-3)
**Reserve**: BL (1-2), BL (1-2), BL (1-2), MA (2-5), MA (2-4), MA (2-4), MA (2-4), MA (2-3), MA (2-3), MA (2-3), MA (2-3), KT (3-4*), KT (3-4*), KT (3-5*), KT (3-5*), LDR (2-1-1), LDR (1-1-1), LDR (1-1-0)

#### Special Rules

- Place Woods terrain in the English Left Approach and Left Middle. Place Hills in the Center Middle.

- The English automatically win the Initiative on the first turn.

### 10.4 BLANCHETAQUE

***24 August 1346*** *– Following a victory at Caen a month earlier, the Edward III and his army marched east between the Seine and Somme rivers, following the remains of the defeated French forces. This advance stretched the English supply lines thin. The English would have to establish a crossing over the Seine to reestablish supply. Unfortunately, all of the crossings over both rivers were strongly held by the French and Philip VI was approaching with a much larger army. The one option Edward had was a little known crossing called "Blanchetaque" named for the white gravel on the riverbed. When the tide was in, the ford was usable. However, at low tide, twelve men abreast could cross in knee-deep water. According to English scouts, this location was not defended. The scouts were wrong, as Sir Godémar du Fay (a baron from Normandy) had occupied the area prior to Edward's arrival. The French were formed near the crossing and harassed the English during their crossing with crossbow fire. The English answered with longbows that managed to disorganize the French sufficiently to allow a group of knights to successfully cross the ford and establish a bridgehead. The remainder of the battle involved a melee at the river's edge, with the French unsuccessfully attempting to shove the English back across the river. Eventually enough English forces managed to cross and the French force retreated.*

#### English

*Army Loss: 9; Army Value: 166*

**Left Rear**: Stream
**Center Rear**: Bridge, KT (3-3*), MA (2-5*), LDR (3-1-2)
**Right Rear**: Stream
**Reserve**: MA (2-5), MA (2-4), MA (2-4), MA (2-4), MA (2-3), MA (2-3), MA (2-3), MA (2-3), KT (3-3*), KT (3-3*), LB (3/1-3), LB (3/1-2), LB (3/1-2), LB (3/1-1), LB (3/1-1), LB (3/1-1), LDR (1-2-2), LDR (1-1-0)

#### French

*Army Loss: 6; Army Value: 74*

**Left Rear**: BL (1-3), BL (1-3), BL (1-3), MA (2-3)
**Center Rear**: MA (2-3*), MA (2-3*), MA (2-4*), MA (2-5*), LDR (3-1-0)
**Right Rear**: BL (1-3), BL (1-3), BL (1-3), MA (2-3)

#### Special Rules

- During setup, roll a die for each French unit and check the result as follows: 1 (no effect), 2 (move forward one areas), 3 (move forward two areas), 4 (move forward one area and apply one cohesion hit), 5 (move forward two areas and apply one cohesion hit), 6 (move forward one area and apply two cohesion hits).

- The English automatically win the Initiative on the first turn.

## 10.5 CREÇY

*26 August 1346* – *The French never expected that the English army would be able to ford the Seine, and therefore took no precautions concerning forage in the area. The English advanced into a lush, fertile area where they were able to resupply. King Philip set out in swift pursuit with a much larger army. Knowing that he would be overrun before he could reach the coast, Edward located good ground, turned, and awaited Philip's approach near the town of Creçy. As the French approached late in the afternoon, rain began to fall, slowing their advance and limiting the effectiveness of the French crossbows. The French tried to balance this loss with a cavalry charge, but muddy terrain and prepared positions slowed them sufficiently to allow the English longbows to do their work. Additionally, the English were armed with early artillery ("Ribalds") whose explosive effects added to the confused advance. The cream of French chivalry was cut down in swaths. King Philip himself may have taken an arrow to the jaw, and had two horses killed from under him during the battle. With the loss of the "Oriflamme" (the royal banner), Philip abandoned the field with the remains of his army. It would take a decade for Philip to rebuild his army before facing the English again.*

### French

*Army Loss: 8; Army Value: 161*

**Left Rear**: CB (1/2-4), CB (1/2-3), KT (3-3*), KT (3-4*), LDR (1-1-0)
**Center Rear**: CB (1/2-3), KT (3-3*), KT (3-3*), KT (3-4*), LDR (2-1-0)
**Right Rear**: CB (1/2-4), CB (1/2-3), KT (3-3*), KT (3-4*), LDR (1-1-0)
**Reserve**: KT (3-3*), KT (3-4*), KT (3-5*), KT (3-5*)

### English

*Army Loss: 8; Army Value: 114*

**Left Rear**: Hill, MA (2-3*), LB (2/1-3), LB (3/1-2), LB (3/1-1), LDR (2-1-1)
**Center Rear**: Hill, LB (2/1-2), LB (2/1-3), LB (3/1-3), LB (3/1-1), LDR (3-1-1)
**Right Rear**: Hill, MA (2-3*), LB (2/1-3), LB (3/1-2), LB (3/1-1), LDR (1-1-1)
**Reserve**: LB (2/1-2), (KT 3-4*), BL (1-3), BL (1-2)

### Special Rules

- Weather conditions are "Rain."

- The English receive an AY (artillery) unit that can be placed in any rear area.

- Place Marsh terrain in each English Approach area. This terrain only affects KT units.

- French units that are eliminated (not routed) are placed to one side. At a cost in stratagem command points equal to the cohesion value of an eliminated unit, place that unit into the French reserve following a die roll less than or equal to three (3). Reduce the Army Losses by one for each unit restored.

## 10.6 NEVILLE'S CROSS

*17 October 1346* – *Following the loss at Creçy, King Philip needed a way to reduce the pressure of the marauding English King Edward. To do so, Philip reached out to King David II of Scotland to open up a second front in the north of England. David opted to wait until the fall when he believed the English forces would be at their weakest to invade. David charged into England with 12,000 men, sacking and pillaging their way to Durham and Yorkshire. So eager were the Scots to rampage across England that they did not take the time to scout the English strength in the area. Unfortunately, it was not as weak as expected. 15,000 men assembled to a call by the Archbishop of York, roughly half of who marched north to confront the Scots. The two armies met on the eastern edge of a ravine cut out by the River Browney, west of Durham. The Scots initiated the attack when contacting the English left while attempting to avoid the ravine. The forces in each English battle included a smattering of longbowmen that harassed the Scots into action. The Scottish forces in the center and left battles managed to push the English back, but the latter were reinforced by a surprise cavalry charge that turned the tables. Both Scottish wings retreated and the center was outnumbered and overrun. King David was captured while trying to escape the battlefield during the rout. He was reputedly to have been hiding under a bridge over the River Browney and his reflection was spotted by a passing detachment of soldiers. David remained in captivity for eleven years. The year following the battle, Henry, Lord Percy mounted a campaign into Scotland that met with little resistance.*

### Scottish

*Army Loss: 9; Army Value: 81*

**Left Rear**: MA (2-4), BL (1-3), BL (1-3), BL (1-2), LDR (1-1-2)
**Center Rear**: MA (2-4), BL (1-3), BL (1-3), BL (1-2), LDR (3-1-1)
**Right Rear**: MA (2-4), BL (1-3), BL (1-3), BL (1-2), LDR (1-1-0)
**Reserve**: BL (1-2), BL (1-2), BL (1-2), LV (1-1), LV (1-1), LV (1-1)

### English

*Army Loss: 8; Army Value: 101*

**Left Rear**: MA (2-3), BL (1-2), BL (1-2), LB (2/1-2), LDR (3-1-0)
**Center Rear**: MA (2-3*), BL (1-2), BL (1-2), LB (2/1-2), LDR (2-2-2)
**Right Rear**: MA (2-3), BL (1-2), BL (1-2), LB (2/1-2), LDR (2-2-1)
**Reserve**: CV (3-3), CV (3-3), LV (1-1), LV (1-1)

### Special Rules

The Flank areas to the left of the English and the right of the Scots may not be entered. The Scots may not enter any Flank area (in addition to the ravine to their right, there was a bog to their left).

## 10.7 POITIERS

*19 September 1356* – *Like the beginning of the Creçy campaign, Gascon nobles friendly to the English called for aid against French hostility against their territory. Assistance came in the form of Edward III's son Prince Edward (otherwise known as the "Black Prince") organizing a "grand chevauchée" – a particularly hostile raid – into French territory. This raid was slowed by bad weather at Tours, allowing King John II (Philip VI's predecessor), to intercept Edward near Poitiers. The leaders of the two armies met to resolve differences peacefully, but they were unsuccessful. The two armies drew up into battles on the morning of 19 September. While organizing his forces Edward decided to relocate his baggage camp. This action led the French to believe that the English were retreating and launched their attack. Edward positioned his forces well and in well defensible terrain. The initial charge came apart under the weight of English longbows. Although the French Knights were mostly invulnerable to the archer fire, their horses were not. Following the failure of the charge, the French infantry advanced. The clash between the French and English men-at-arms lasted for nearly two hours with heavy casualties on both sides. The final assault of the battle had narrowed down to the remains of both armies going head-to-head. By now, the French had suffered losses so substantial that the remains of their army was outnumbered by the English. The battle was effectively over when, like at Creçy, the French Oriflamme fell. In the final crush of men, King John was captured. The king was returned to England where his ransom was set at three million crowns. He was allowed to return to France to raise the ransom while his son Louis was held hostage. While the king was in France, Louis managed to escape, but honor being what it was at the time, John returned to captivity in England until the ransom could be raised. Unfortunately, John died in captivity in April 1364.*

### French

*Army Loss: 8; Army Value: 164*

**Left Rear**: KT (3-5 *), KT (3-4 *), BL (1-3), BL (1-3), LDR (1-2-2)
**Center Rear**: BL (1-3), CB (1/2-4), CB (1/2-4), BL (1-3)
**Right Rear**: BL (1-3), BL (1-3), KT (3-5 *), KT (3-4 *), LDR (1-1-1)
**Reserve**: MA (2-4), MA (2-4), MA (2-4), MA (2-5), LDR (2-1-2)

### English

*Army Loss: 12; Army Value: 124*

**Left Rear**: LB (3/1-2), LB (2/1-2), LB (2/1-3), MA (2-3), LDR (2-2-2)
**Center Rear**: Hill, MA (2-4), MA (2-3*), MA (2-3*), MA (2-4)
**Right Rear**: Hill, MA (2-3), LB (2/1-2), LB (2/1-3), LB (3/1-2), LDR (1-1-2)
**Reserve**: BL (1-3), BL (1-3), BL (1-3), KT (3-5*), LDR (3-2-2)

### Special Rules

- Place Marsh in each center area.

- French MA units (only) that are eliminated (not routed) are placed to one side. At a cost in stratagem command points equal to the cohesion value of an eliminated unit, place that unit into the French reserve following a die roll less than or equal to three (3). Reduce the Army Losses by one for each unit restored.

## 10.8 COCHEREL

*16 May 1364* – *During the period of John's captivity, the Treaty of Calais was signed, granting the English control of significant French territory with the understanding that English forces in French controlled territory would leave. Of course, it didn't quite work out. These remaining forces continued to raid French territory against the wishes of King Edward (or so it would seem). The chaos provided the opportunity for Charles II of Navarre (aka "Charles the Bad") to lay claim to dukedom of Burgundy. In response, the French King Charles V ordered a force under Bertrand du Guesclin (who had has some previous troubles with the English raiders in the area) to return the area around Cocherel to French control. Here, Guesclin ran into a force of raiders under Jean de Grailly, the Captal de Buch. Being essentially an English army, de Grailly followed standard procedures in positioning his forces with the intent of employing the longbow against the advancing du Guesclin. Fortunately for the French, du Guesclin was able to take advantage of the impetuousness of the English forces to draw them out of their defensive position with a false retreat. A follow-up attack along with a well-timed flank attack by the French reserve successfully put the raiders to flight. For his efforts, du Guesclin was granted the county of Longueville, which had previously belonged to Navarre's brother.*

### French

*Army Loss: 6; Army Value: 130*

**Left Rear**: KT (3-3*), KT (3-3*), MA (2-3), BL (1-2), LDR (2-1-0)
**Center Rear**: KT (3-3*), KT (3-3*), MA (2-3), BL (1-2), LDR (2-1-2)
**Right Rear**: KT (3-3*), KT (3-3*), MA (2-3), BL (1-2), LDR (1-1-0)

### Navarrese

*Army Loss: 8; Army Value: 119*

**Left Rear**: KT (3-3*), MA (2-3), BL (1-3), LB (3/1-1), LDR (1-1-1)
**Center Rear**: KT (3-3*), MA (2-3), BL (1-3), LB (3/1-1), LDR (2-1-1)
**Right Rear**: KT (3-3*), MA (2-3), BL (1-3), LB (3/1-1), LDR (1-1-0)
**Reserve**: BL (1-3), BL (1-3), BL (1-3), MA (2-5)

### Special Rules

The French begin with the "Impetuous" stratagem as part of their initial pool (not in addition to it). The first time it is played, if the French have sufficient command stratagems, they may play it against more than one Navarrese area at cost of two (2) command points per area.

## 10.9 AURAY

***29 September 1364*** *– Following the battle of Cocherel, du Guesclin joined with Charles of Blois to recapture Brittany. In response, the Black Prince sent John de Montfort (the English governor of Brittany) an army under John Chandos, a knight and good friend of the prince. The armies met near the town of Auray. By this time, the French had grown wise to the effects of the English longbows and had thickened their armor and begun using raised shields as additional protection. However, the hubris of the French knights had not diminished. Following a mostly ineffective archery contest, the French knights charged and became disordered in the process. Chandos took the opportunity to fall upon the French flank. Charles was killed and du Guesclin was captured. Not long after the battle, the remainder of the French forces in Brittany surrendered to de Montfort.*

### French

*Army Loss: 8; Army Value: 138*

**Left Rear**: KT (3-3*), MA (2-3), CB (1/2-3), CB (1/2-3), LDR (1-1-1)
**Center Rear**: KT (3-3*), MA (2-3), CB (1/2-3*), CB (1/2-3*), LDR (2-1-1)
**Right Rear**: KT (3-3*), MA (2-3), CB (1/2-3), CB (1/2-3), LDR (1-1-0)
**Reserve**: BL (1-2), BL (1-2), BL (1-2), BL (1-2)

### English

*Army Loss: 8; Army Value: 129*

**Left Rear**: KT (3-3*), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (1-1-1)
**Center Rear**: KT (3-3*), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (3-1-1)
**Right Rear**: KT (3-3*), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (2-1-1)
**Reserve**: MA (2-3), BL (1-3), BL (1-3), BL (1-3)

## 10.10 NAJERA

***3 April 1367*** *– A struggle for the throne of Castile in Spain led to the pretender Henry of Trastamara appealing to the French King Charles V for an army to support his challenge. In light of this support, the legitimate king – known as "Pedro the Cruel" – escaped to the court of the Black Prince. Following his successful usurpation, Henry released all but the elite corps of his army (under the now ubiquitous du Guesclin). Prince Edward quickly snapped up these mercenaries. While the Black Prince moved south, his camp was raided by a detachment from Henry's army. This raid introduced the English to the Spanish "jinetes," quick-moving, unarmored cavalry that specialized in hit-and-run tactics. Apart from this raid, both armies mostly glared at each other from a distance until Edward decamped and moved southeast toward Burgos, the capital of Castille. Henry quickly did the same, moving to block Edward's movement at Najera. The battle began with the French infantry and jinetes charging forward. The latter were chased from the field by English longbow fire. This left the French army with one last chance to break through the English center. Several charges were unsuccessful and eventually the French forces*

began to peel away in routs. Eventually the English outnumbered the remaining French by four to one. The remainder of the French forces was cut down as they ran. Pedro was restored to the throne soon afterwards, but refused to pay the Black Prince for the army he as had hired. This led to the loss of Edward's support and Pedro's eventual capture in battle by Henry's restored forces. An argument between the two half-brothers led to Pedro's death. Edward, the Black Prince, died five years later having nearly bankrupted the English treasury by his campaigning in France. His attempts to restore the treasury through taxation of French vassals let to their changing of allegiance to the French crown that resulted in the loss of much of the territories he has previously secured.*

### French

*Army Loss: 8; Army Value: 135*

**Left Rear**: KT (3-4*), KT (3-4*), BL (1-3), BL (1-2), LDR (1-1-0)
**Center Rear**: MA (2-4), CV (3-3), CB (1/2-4), BL (1-3), LDR (2-1-0)
**Right Rear**: CV (3-3), CV (3-3), CB (1/2-3), CB (1/2-4), LDR (1-1-0)
**Reserve**: BL (1-2), BL (1-2), BL (1-2), BL (1-3)

### Spanish

*Army Loss: 8; Army Value: 111*

**Left Rear**: LB (2/1-3), LB (3/1-2), BL (1-2), BL (1-2), LDR (3-2-2)
**Center Rear**: MA (2-4), MA (2-4), LB (3/1-3), LB (2/1-3), LDR (2-1-1)
**Right Rear**: MA (2-3), MA (2-3), LB (2/1-3), LB (3/1-2), LDR (1-1-1)
**Reserve**: BL (1-2), BL (1-2), MA (2-3*), MA (2-3*)

## 10.11 ROOSEBEKE

***27 November 1382*** *– In 1379, Louis II of Flanders began an effort to centralize control over Flemish industrial cities. This led to a weaver's revolt in Ghent that devolved into a siege of that city by Louis. The populace of Ghent rallied around Philip van Artevelde who managed to sally forth and sent Louis' army to flight. Naturally, once the conflict over Flanders began to heat up, the two leaders appealed to France and England for assistance. The French fell in with Louis, while the English supported van Artevelde. The French army led by King Charles and Philip the Bold, Duke of Burgundy approached van Artevelde while he was sieging the town of Oudenaarde. He quickly broke the siege and made camp on a nearby hill. On the morning of 27 November, van Artevelde planned to assault the French in a thick fog. Unfortunately, the fog cleared before the assault could take place. The lifting of the fog is attributed to the raising of the mythical French oriflamme that had not been raised since Poitiers. The Flemish forces held off an initial French assault, and decided to charge. This was van Artevelde's undoing has he has improperly secured his flanks and the French took advantage with cavalry. The Flemish forces were surrounded and van Artevelde was killed in the crush. The French had earned a decisive victory. Despite this victory, the revolt of Ghent carried on for several more years, until the peace of Tournai was signed in 1383.*

**French**

*Army Loss: 7; Army Value: 140*

**Left Rear**: KT (3-3*), KT (3-3*), KT (3-3*), LDR (1-1-1)
**Center Rear**: CB (1/2-3), MA (2-3), MA (2-3), CB (1/2-3), LDR (3-1-0)
**Right Rear**: KT (3-3*), KT (3-3*), KT (3-3*), LDR (1-1-1)
**Reserve**: BL (1-2), BL (1-2), BL (1-2), BL (1-2)

**Flemish**

*Army Loss: 8; Army Value: 139*

**Left Rear**: PK (2-4*), BL (1-3), BL (1-3), CB (1/2-4), LDR (1-1-0)
**Center Approach**: PK (2-4*), PK (2-4*), PK (2-5*), PK (2-5*), LDR (2-1-2)
**Right Rear**: CB (1/2-4), BL (1-3), BL (1-3), PK (2-4*), LDR (1-1-0)
**Reserve**: KT (3-5*), CB (2/1-4*), BL (1-3), BL (1-3)

## 10.12 AGINCOURT

***25 October 1415*** *– It was roughly fifty years following the signing of the Treaty of Brétigny that had promised the hand-over of several French territories to England. Additionally, the ransom for King John, who had been captured following the battle of Poitiers, had never been paid. These failures, and no small amount of disrespect, eventually led to young King Henry V to invade France to continue to Hundred Years War. Henry's first target was the town of Harfleur, whose siege took longer than expected and took a great toll on the English forces. Following that victory, Henry marched toward winter quarters at Calais. A formidable French army under Charles d'Albert, the Constable of France, intercepted the English near the town of Agincourt (Azincourt). The French army vastly outnumbered the English, and had a number of mounted knights that may have outnumbered the entire English army. Henry used the terrain to his advantage, setting his army between two thick woods that would funnel the French attack and thereby minimize its frontage. Once again, the French underestimated the English army and its condition. Choosing again to charge with knights first, the English longbowmen shot down the French horses, causing panic and devastation as they tried to escape the onslaught. The French followed with dismounted knights in full armor that had to slog through mud, dead, and another arrow storm before they could engage the English. Essentially blinded and suffocated by their own visors, the English cut them down by the hundreds. The only success the French had on that bloody day was a small force that managed to flank the battle to attack the English baggage train. Thinking this might be part of a renewed assault, Henry ordered the killing of prisoners. The casualty count following the battle is unknown, but based upon available accounts it can be estimated at a ratio of nine or ten dead French to each English soldier killed. Henry continued to Calais following the battle and eventually returned to England a conquering hero. France, with its nobility decimated, fell into chaos that allowed Henry to regroup and return to France eighteen months later to renew his campaign.*

**French**

*Army Loss: 8; Army Value: 168*

**Left Rear**: CB (1/2-3), MA (2-3), MA (2-3*), KT (3-3*), LDR (1-1-0)
**Center Rear**: MA (2-3), MA (2-4), MA (2-4), MA (2-4), LDR (1-1-0)
**Right Rear**: KT (3-3*), KT (3-3*), MA (2-3), MA (2-3), LDR (2-1-2)
**Reserve**: KT (3-3*), KT (3-3*), KT (3-3*)

**English**

*Army Loss: 9; Army Value: 99*

**Left Approach**: Wall, MA (2-3*), LB (3/1-2), LB (3/1-1), LB (2/1-1), LDR (3-2-1)
**Center Approach**: Wall, MA (2-4*), LB (3/1-3), LB (3/1-1), LB (2/1-1), LDR (3-1-2)
**Right Approach**: Wall, MA (2-3*), LB (3/1-2), LB (3/1-1), LB (2/1-1), LDR (3-1-1)

**Special Rules**

No units from either side may be deployed to a Flank area.

## 10.13 DESIGN YOUR OWN

In addition to the dozen scenarios included with ***Saint-Omer to Saint Crispin***, you can also create your own scenarios using the values indicated below. Both players should agree on an army value and then select a number of units whose total value does not exceed that amount.

In the listing below, each combat unit type is noted with its variations based upon agility, cohesion, and veteran status (if any). Note that Crossbows and Longbows have their agilities listed as long/short range. To the right of each entry is the cost of that variation followed by the number of available units in parenthesis. Following the combat units is a list of leaders available. Leaders are defined by the command, ability, and leadership values. The cost and availability of each unit is also noted to the right of each leader.

When designing a scenario where one side is clearly a defender and the onus is on the attacker to force its rout, the defender's army value should not exceed 60% of the attacker's army value. An army's Loss Level is typically 50% (rounded down) of its size in units. However, a defending army's Loss Level is 75% of its size.

If less than 16 units are purchased in an army, use a number of dummy units equal to the difference during initial deployment to mask the setup.

## Artillery

2/0-6 ............................................................................. 8 (3)

## Bills

1-2 ................................................................................. 2 (6)
1-3 ................................................................................. 3 (6)

## Cavalry

| | |
|---|---|
| 3-3 | 12 (6) |
| 3-4 | 15 (4) |
| 3-5 | 18 (2) |

## Crossbows

| | |
|---|---|
| 1/2-3 | 7 (4) |
| 1/2-3 (veteran) | 8 (2) |
| 1/2-4 | 9 (2) |
| 1/2-4 (veteran) | 10 (1) |

## Knights

| | |
|---|---|
| 3-3 (veteran) | 14 (6) |
| 3-4 (veteran) | 17 (4) |
| 3-5 (veteran) | 20 (2) |

## Levies

| | |
|---|---|
| 1-1 | 1 (12) |

## Longbows

| | |
|---|---|
| 2/1-1 | 3 (9) |
| 3/1-1 | 4 (3) |
| 2/1-2 | 4 (6) |
| 3/1-2 | 5 (2) |
| 2/1-3 | 5 (3) |
| 3/1-3 | 6 (1) |

## Men-at-Arms

| | |
|---|---|
| 2-3 | 6 (4) |
| 2-3 (veteran) | 7 (2) |
| 2-4 | 8 (3) |
| 2-4 (veteran) | 9 (1) |
| 2-5 | 10 (1) |
| 2-5 (veteran) | 11 (1) |

## Pikes

| | |
|---|---|
| 2-3 (veteran) | 7 (6) |
| 2-4 (veteran) | 9 (4) |
| 2-5 (veteran) | 11 (2) |

## Leaders

| | |
|---|---|
| 3-2-2 | 17 (1) |
| 3-2-1 | 13 (1) |
| 3-2-0 | 11 (1) |
| 3-1-2 | 14 (1) |
| 3-1-1 | 12 (1) |
| 3-1-0 | 10 (1) |
| 2-2-2 | 12 (1) |
| 2-2-1 | 10 (1) |
| 2-2-0 | 8 (1) |
| 2-1-2 | 11 (1) |
| 2-1-1 | 9 (1) |
| 2-1-0 | 7 (1) |
| 1-2-2 | 9 (1) |
| 1-2-1 | 7 (1) |
| 1-2-0 | 5 (1) |
| 1-1-2 | 8 (1) |
| 1-1-1 | 6 (2) |
| 1-1-0 | 4 (2) |

## 11.0 SUN OF YORK CONVERSION

**Designer's Note**: Likely the largest complaint I received about *Sun of York* following its publication by *GMT Games* was that it did not come with a map. Unfortunately, once you start to play the game, you realize that the map would have to be over four feet wide and two to three feet deep. *Sun of York* was designed to work without a map. The purpose of these rules is to appease the "where's the map" crowd by allowing *Sun of York* to be played using the map and components included with *Saint-Omer to Saint Crispin*.

### 11.1 REQUIREMENTS

In order to play *Sun of York* with *Saint-Omer to Saint Crispin* components, you'll need copies of each game. Additionally, you'll require an opaque container like a coffee mug or plastic cup (although a box top will do in a pinch).

### 11.2 SETUP

After deciding which scenario to play, deal out the initial deployment cards according to the scenario setup rules. Once both players have created their initial deployments, reveal the cards and replace them with matching units (and possibly terrain) from the *Saint-Omer to Saint Crispin* counters and tiles. Place these counters and tiles on the map board per the initial deployment. Do the same with leader cards. If there is not a leader counter that matches a leader card being played, approximate the leader card as closely as possible and make a note as to the differences. Discard the initial deployment cards played.

### 11.3 STRATAGEM CARDS

When using this variant, the card deck from *Saint-Omer to Saint Crispin* is not used. Set it aside. All card play uses the decks from *Sun of York*.

### 11.4 REINFORCING

When a player needs to move a combat unit card from his or her hand to the battle board, discard the unit and place a matching piece on the battle board. There is a chance that

the unit type being deployed to the battle board is unavailable due to the available mix of game pieces. In these instances, place the remaining units of that class into an opaque container along with two Dummy markers. Draw a unit at random. If the unit is not a Dummy, deploy the unit normally. If a Dummy is drawn, no unit is deployed. In either case, the unit card is discarded.

When playing a late arriving leader to the battle board, select a leader marker that matches the leader's value as closely as possible. If a matching leader marker is unavailable, make a note as to the differences (or place the leader card at the foot of the battle where he's been placed for easy reference.

### 11.5 GAME PLAY

Other than the necessary swapping of cards for counters and the movement of those counters on the battle board, continue to play the game according to the **Sun of York** rules.

## 12.0 REFERENCES

Below is a listing of various sources used to define the scenarios included in **Saint-Omer to Saint Crispin**.

- **DeVries, Kelley** (et. al.); "*Battles of the Medieval World (1000-1500)*"; Barnes & Noble; 2006
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- **Froissart, Jean**; "*Chronicles*"; Longman, Hurst, Rees, and Orme; 1808
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- **Vaughn, Richard**; *"Philip the Bold: The Formation of the Burgundian State"*; Boydell Press; 2002
- **Wikipedia**

## 13.0 CREDITS

Noted here are the individuals who helped bring **Saint-Omer to Saint Crispin** to life. The game would not have been published without their involvement.

**Designer**: ............................................................. Mike Nagel
**Developer**: ............................................................ Mike Nagel

**Playtesting**

**NOTES**

John Chandos before Auray: "As God is my help, it appears to me that all the flower and honor of chivalry is there, most wisely and expertly drawn up."

Make this a block game?

Other stratagem events: