

## **“Calais or Bust”**

### **Sequence of play**

1. English player chooses what type of march (normal, forced or foraging/pillaging) they will make and along which roads.
2. English player turns over a card to see how far they move and any cards lost.
3. If a foraging/plundering march was chosen the English player rolls on the Forage & Plunder table.
4. English player discards one FOOD card (or a substitute card).
5. French player chooses what type of march (normal or forced) they will make and along which roads
6. French player turns over a card to see how far they move and any cards lost.
7. If the two armies are in the same location fight a battle, otherwise go back to phase 1 and continue the game.

### **Start of game**

1. The English player starts with 5 FOOD cards, 4 FRESH cards, two each of HENRY’S LEADERSHIP and TOUGH PROFESSIONALS and three NUMBERS cards. The English army begins at Harfleur.
2. The French start with 7 FRESH cards. The French army begins at Rouen.
3. The English player makes two marches (i.e. repeats steps 1-4 in the sequence of play twice).
4. The French player makes two marches (i.e. repeats steps 5-7 two times).
5. Continue as per the sequence of play.

### **The map**

The map consists of a series of locations connected by lines. Some of the lines are solid, either army may move along these. Some of the lines are broken, only the French army may move along these.

The river Somme runs across the middle of the map. Along it are a series of crossing points – the dumbbell shaped locations. Initially each of these is a single location, however once the French army reaches one of them it may break the bridge at that location and at other crossings one space away assuming these do not have the English army on them. Breaking a bridge converts the crossing point into two locations which are one movement distance apart. In addition the English army may not cross a broken bridge if the location it is crossing to is within one space of the French army.

### **Playing out a battle**

1. French draw three attack cards.
2. French play one attack card face down with any FRESH cards they are using to increase its strength underneath it.
3. English play any cards they going to use against this attack
4. English roll a die (D6) and add the value of the cards played.
 

FRESH	+1
NUMBERS	+3
TOUGH PROFESSIONALS	+2
HENRY'S LEADERSHIP	+2
5. French turn their card over and add +1 for each FRESH card they used.
6. English may play TOUGH PROFESSIONALS and/or HENRY'S LEADERSHIP for an extra +1 each.
7. If the French total exceeds the English total then the French have won the battle and the game. If not, discard all cards played and repeat steps 2 – 7 until all three attack cards have been played. If the French have not won by that point the English win the battle and the game.

### **Winning if no battle is fought**

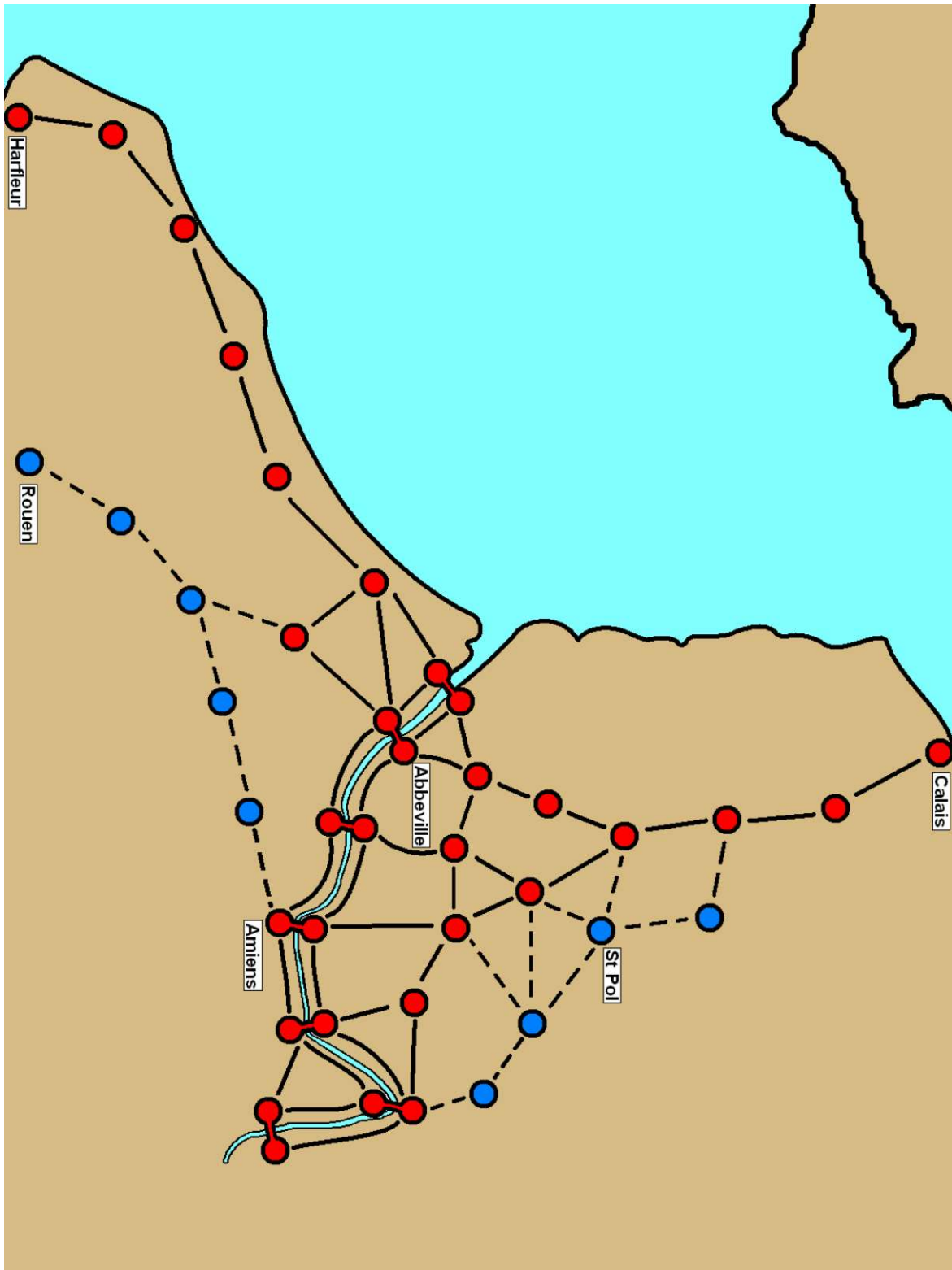
If the English reach Calais Henry has achieved his objective. The level of victory depends on the state of the army and how much plunder they have gained. Add up the number cards and plunder tokens the English have.

- |           |                           |
|-----------|---------------------------|
| 0-3       | No victory at all.        |
| 4-6       | A minor victory           |
| 7 or more | Well done, a real victory |

## Forage & Plunder table

Roll 2 dice

2	Lose a NUMBERS card
3	Gain 1 FOOD card
4	Gain 2 FOOD cards
5	Gain 1 FOOD card and 1 plunder marker
6	Lose a NUMBERS card if within 2 spaces of the French army, gain 1 FOOD card
7	Gain 2 FOOD cards
8	Gain 1 plunder marker
9	Gain 1 FOOD card
10	Nothing
11	Gain 1 FOOD card
12	Nothing








Dotted lines may only be used by the French army, solid lines by either army.

<p>Foraging : 0 Normal march : 0 Forced march : 1</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 0 Normal march : 1 Forced march : 0</p> <p>Lose 1 FRESH card if Forced or Normal marching.</p>	<p>Foraging : 0 Normal march : 2 Forced march : 2</p> <p>Lose 1 FRESH card.</p>
<p>Foraging : 0 Normal march : 1 Forced march : 2</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 0 Normal march : 1 Forced march : 1</p>	<p>Foraging : 0 Normal march : 2 Forced march : 2</p>
<p>Foraging : 1 Normal march : 1 Forced march : 2</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 0 Normal march : 1 Forced march : 1</p> <p>Lose 1 FRESH card if Forced or Normal marching.</p>	<p>Foraging : 0 Normal march : 1 Forced march : 2</p>
<p>Foraging : 1 Normal march : 0 Forced march : 2</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 1 Normal march : 1 Forced march : 1</p>	<p>Foraging : 1 Normal march : 1 Forced march : 2</p>
<p>Foraging : 1 Normal march : 1 Forced march : 1</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 1 Normal march : 1 Forced march : 0</p> <p>Lose 1 FRESH card if Forced or Normal marching.</p>	<p>Foraging : 1 Normal march : 2 Forced march : 1</p> <p>Lose 1 FRESH card.</p>
<p>Foraging : 1 Normal march : 2 Forced march : 1</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 1 Normal march : 1 Forced march : 1</p>	<p>Foraging : 1 Normal march : 2 Forced march : 2</p>
<p>Foraging : 1 Normal march : 0 Forced march : 2</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 1 Normal march : 1 Forced march : 2</p> <p>Lose 1 FRESH card if Forced or Normal marching.</p>	<p>Foraging : 1 Normal march : 1 Forced march : 2</p>
<p>Foraging : 1 Normal march : 2 Forced march : 2</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 1 Normal march : 1 Forced march : 2</p>	<p>Foraging : 1 Normal march : 2 Forced march : 2</p>

<p>Foraging : 2 Normal march : 2 Forced march : 1</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>Foraging : 2 Normal march : 1 Forced march : 2</p> <p>Lose 1 FRESH card if Forced or Normal marching.</p>	<p>Foraging : 2 Normal march : 0 Forced march : 2</p> <p>Lose 1 FRESH card.</p>
<p>Foraging : 2 Normal march : 1 Forced march : 1</p> <p>Lose 1 FRESH card if Forced marching.</p>	<p>+1/0</p> <p><b>FRESH</b> (use in place of FOOD)</p>	<p>+1/0</p> <p><b>FRESH</b> (use in place of FOOD)</p>
<p>+1/0</p> <p><b>FRESH</b> (use in place of FOOD)</p>	<p>+1/0</p> <p><b>FRESH</b> (use in place of FOOD)</p>	<p>+1/0</p> <p><b>FRESH</b> (use in place of FOOD)</p>
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<p><b>FOOD</b></p>	<p><b>FOOD</b></p>	<p><b>FOOD</b></p>
<p><b>FOOD</b></p>	<p><b>FOOD</b></p>	<p><b>FOOD</b></p>

+3/0 <b>NUMBERS</b> (use in place of <b>FOOD</b> )	+3/0 <b>NUMBERS</b> (use in place of <b>FOOD</b> )	+3/0 <b>NUMBERS</b> (use in place of <b>FOOD</b> )
+2/+1 <b>TOUGH PROFESSIONALS</b> (use in place of <b>FRESH</b> )	+2/+1 <b>TOUGH PROFESSIONALS</b> (use in place of <b>FRESH</b> )	+2/+1 <b>TOUGH PROFESSIONALS</b> (use in place of <b>FRESH</b> )
+2/+1 <b>HENRY'S LEADERSHIP</b> (use in place of any card)	+2/+1 <b>HENRY'S LEADERSHIP</b> (use in place of any card)	+2/+1 <b>HENRY'S LEADERSHIP</b> (use in place of any card)

ATTACK : STRENGTH 4 	ATTACK : STRENGTH 5 
ATTACK : STRENGTH 5 	ATTACK : STRENGTH 6 
ATTACK : STRENGTH 6 	ATTACK : STRENGTH 7 