

# Supplying War 1415

Medieval problem-solving  
for Henry V



## MAIN THEMES : Critical Thinking & Education

### Outline

The game is about an important phase of King Henry V's campaign in Northern France in 1415. The situation facing the players is planning the move of the King's Army after the successful storming of the town of Harfleur (“..once more unto the breach ...”) towards the town of Calais. At some point they will encounter the French Army massing to oppose them (in what would become the Battle of Agincourt).

To get there the Army must march a long way through unfriendly territory and carry with it supplies and equipment so that it can arrive fed and armed for battle.

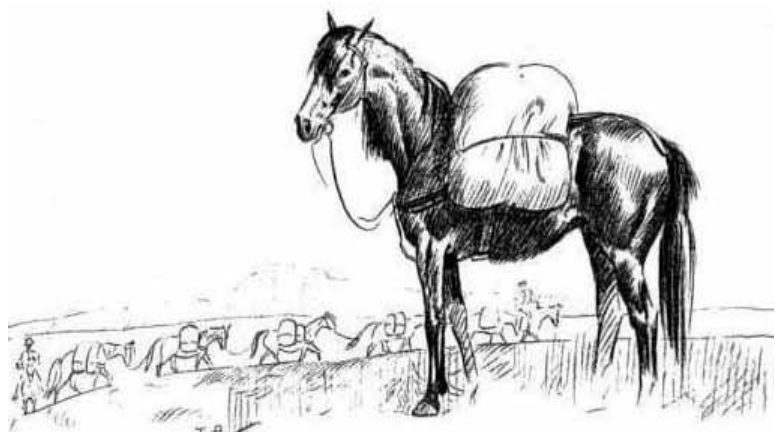
As the history tells us, this was a non-trivial problem given the limitations of medieval transport and logistics.

### Gameplay

Players are the key advisers and nobles in the Army of Henry V. Their job is to agree on the best composition of the Army and the quantities of arms and supplies that need to be taken on the march.

They are given information and can choose the resources they take.

The game then moves into the



March Phase, and they must take critical decisions on the march to Calais as they face unexpected challenges en route.

The Final Phase is a representation of the Battle of Agincourt (or some other location), in which the final decisions are taken and the outcome of the entire campaign determined.

At the end of the game there is a debrief of the process and how negotiation and communications worked both within and between the teams. Teams have the opportunity to reflect on how their decision making was affected by the changing information environment and the time pressure and how this might inform their practice and planning in future.

For younger players, we alter the emphasis to include additional activities such as wagon-making, model building and more physical activities and challenges on the theme.

## Ideal Audiences

- Organisations wishing to practice critical thinking skills.
- Students looking at Medieval Europe, Military History or Shakespeare.

## Example game structure

<b>Supplying War 1415 : For 6 players</b>	
<b>Team</b>	<b>Number in team</b>
The Nobles	2
The Teamsters	2
The Archers	2
<b>Total</b>	<b>6</b>