

Scenario 2-bis: The last triumph of the Swiss, 1513 (extended version)

Massimiliano Sforza had been governing the Duchy of Milano since 1512 by means of the military support of the Swiss Confederation. The Swiss were a formidable “war machine”, a well trained, skilled infantry army, with a unique sense of nationality and internal cohesion for that time. They were also real mercenary troops, with a strong concept of war as a business affair. The Sforza could barely stand these “hungry” and unreliable allies. At the beginning of 1513, Louis XII, King of France, had to bow to the treaty of Blois with Venice, with the intention to promote reciprocal ambitions on the territories of the Duchy of Milano. By the beginning of June the French army marched toward Novara, occupied by a Swiss force and set up the siege fortifications. When the Swiss reinforcement columns finally arrived, the French army was struck by a sudden attack in a marshy area near Novara. The Swiss won the day; ‘their last great victory of the time.’ But they had to demonstrate their value many other times after this battle.

Design Note: this is a scenario with an historical set-up, as it includes Venetian and Spanish armies, which, actually, were present but did not take part to the campaign, being much more worried about protecting their own possessions, than conquering the Duchy of Milan. This scenario yields a limited possibility of Venetian and Spanish interventions, provided a more decisive French strategy is applied

Start date: May, 3 (1513)

Turns: 10 turns

Sides

- **French Coalition:** the Kingdom of France, the Republic of Venice
- **Anti-French Coalition:** the Swiss Confederation (*), the Kingdom of Spain.

(*): The Duchy of Milano was formally Sforza, but the Swiss were the real masters of the State.

Victory Conditions:

- French Coalition side wins at the end of **any** turn, if **all** the following conditions are verified:
 - Milano (2624) is occupied by an un-besieged French Coalition Force **and**
 - There are no Anti-French Forces in the following cities/towns: Alessandria (0710), Novara (2611), Vigevano (2117), Pavia (1623), Derthona (0716) **and**
 - The following cities/towns are owned by the Venetian Army: Lodi (2032), Cremona (1444), Soncino (2341) and Pandino (2433)
- French Coalition side wins at the end of **any** turn, also if the Duke of Milan, (Massimiliano) Sforza, is killed or captured
- The Anti-French side wins:
 - at the end of the Scenario if the French side did not win
- Draw is not possible

AP Scheduling:

The listed Nations receive APs according to the following schedule:

Turn	French Army	Venet. Army	Swiss Army	Spanish Army
At Start	6	4	1	0
May, 5	5	3	3	2
June, 3	4	3	3	2

Supply Sources:

- French: all primary and secondary roads exiting west (0401, 0801, 1801, 2301, 3201)
- Venetian: hexes 2752 (*), 1552, 1152
- Swiss: Milano (2624)
- Spanish: hex 0252

Note (*): if the Venetian army traces its LOC by hex 2752, the road portion of the LOC may not extend beyond hex 2850

Cap. Generali:

- French: Tremouille
- Venetian: Alviano
- Swiss: for creating Swiss Cap. Generali see **Special Rules**, below
- Spanish: Cardona

Initial set-up, Minor Capitani and Breakdown units:

French Coalition Army:

Capitano cards: French Minor (4), Tremouille (6), Venetian Minor (9), Ceri (19), Alviano (23), Bourbon (28), Florange (31), G.Trivulzio (33)

At Alessandria (0710), Cap. Gen.: Tremouille, Order: Manoeuvre, with:

- French Gendarmes: 9 SP (1 x 10)
- Landsknecht (French service): 15 SP (2 x 8)
- French Artillery: 2 SP (2 x 2)
- Siege Artillery
- Field Engineers
- Subordinate/Unemployed Capitani: Florange, Bourbon

At hex 0711, Cap. G. Trivulzio, Order: Attack, with:

- French Infantry: 8 SP (1 x 8)
- French Artillery: 1 SP (1 x 2)

At hex 2649, Cap. Gen.: Alviano, Order: Manoeuvre, Administrative March, with:

- Venetian Heavy Cavalry: 12 SP (2 x 8)
- Venetian Light Cavalry: 3 SP (1 x 4)
- Stradiots Light Cavalry: 1 SP (1 x 3)
- Venetian Infantry: 16 SP (2 x 8)
- Pontoon Bridge
- Subordinate/Unemployed Capitani: Ceri, Venetian Minor

Minor Capitani: 1 French (not deployed) and 1 Venetian (deployed)

Breakdown Units available:

- French Gendarmes: (2 x 5)
- Landsknecht (French service): (2 x 4)

Anti-French Coalition Army:

Capitano cards: Swiss Minor (1), Spanish Minor (8), “Basel” (11), Hohensax (12), “Bern” (13), Graff (14), Mutz

(16), Colonna (22), Cardona (25), Pescara (use a blank card or use Del Vasto's card (26); sorry), Sforza (36)

At Cremona (1444), Swiss Minor Capitano, Order: Garrison, with:

- Italian Infantry (Milanese service): 2 SP (1 x 4)

At Novara (2611), Cap.Gen. (see Special Rules), Order: Garrison with:

- Swiss Infantry: 8 SP (1 x 10)
- Swiss Infantry ("Freiknechte"): 2 SP (1 x 2) [Q = 2]
- Subordinate/Unemployed Capitani: Mutt, Graff, Sforza
- Note: Swiss Infantry unit "Freiknechte" may be subordinate to any Swiss Capitano.

At Piacenza (1136), Cap.Gen. Cardona, Order: Garrison, with:

- Spanish Heavy Cavalry: 4 SP (1 x 4)
- Spanish Light Cavalry: 1 SP (1 x 4)
- Spanish Infantry: 16 SP (2 x 8)
- Pontoon Bridge
- Subordinate/Unemployed Capitani: Colonna, Pescara

At Derthona (0716), Spanish Minor Capitano, Order: Garrison, with:

- Spanish Infantry: 1 SP (1 x 4)

Minor Capitani: 1 Swiss and 1 Spanish (deployed)

Breakdown Units available:

- Swiss Infantry: (2 x 5)

Reinforcements:

June, 1 turn:

Swiss:

Entering the map from hex 4010, Swiss Capitano ("Bern"), Order: Manoeuvre, Administrative March , with:

- Swiss Infantry: 5 SP (1 x 5)

At Varese (3917), Swiss Capitano ("Basel"), Order: Manoeuvre, Administrative March, with:

- Swiss Infantry: 5 SP (1 x 5)

Breakdown Units available:

- Swiss Infantry: (1 x 10)

June, 2 turn:

Swiss:

At Como (3822), Cap. Hohensax, Order: Manoeuvre, Administrative March, with:

- Swiss Infantry: 6 SP (1 x 10)

Troops Reliability:

Swiss Combat Units are "Reliable"

Special Rules and Events:

1) Swiss Forces Command. *Swiss Forces Command rule is in effect (see par.15.5)*

2) Movement Limitations. When any of the following limitations is lifted, it is lifted for the remainder of the Scenario. **Venetian:** At the beginning of the Scenario, Venetian Forces can only enter hexes in Regions G, C, R, V or hexes adjacent to these Regions (but not in Region PP). This limitation is immediately lifted if a French Force enters an hex in Region M east of the Tesino river. **French**

Coalition: French Coalition Forces cannot enter any hex of the Papal States (region PP). This limitation is immediately lifted if a Spanish force enters an hex outside Region PP.

Spanish: At the beginning of the Scenario, Spanish forces cannot enter any hex outside region PP. This limitation is immediately lifted when **all** of the following conditions are verified: 1) A French Force enters an hex in Region M east of the Tesino river; 2) A Venetian force commanded by Cap.Gen. Alviano enters an hex west of column xx33; 3) Game Turn is May, 5 or after.

3) Multinational stacks. Only Tremouille may be Cap.Gen. of a multinational French coalition Force. Similarly only Cardona may be Cap.Gen. of a multinational anti-French Force.

Forces of different Nationalities belonging to the same Coalition may freely stack if there exists a Capitano Generale who may command all other Capitani.

4) Subordinate Combat Units. Spanish and Venetian Combat Units may only be directly subordinate to a Capitano of the same nationality. All other combat units may be directly subordinate to a Capitano of different nationality in the same coalition.

5) Spanish reluctance. The Initiative rating of the Spanish Cap.Gen. Cardona is reduced to 0 until a French Force enters an hex in Region M east of the Tesino river. At that instant, Cardona's Initiative rating is re-established as printed, for the remainder of the Scenario.

6) Swiss supply source. If Milan (2624) is ever occupied by a French coalition force, the Swiss supply source is immediately redeployed in hex 4013 or 4010, on its "Changing" side. The Swiss supply source may be moved again into Milan, if Milan is taken again by an Anti-French coalition Force. While the Swiss supply source is in out of Milan, no AP's may be received by the Swiss Army.

Regions Alignment:

Please refer to the Inset map for regions' codes.

Region	Alignment	Region	Alignment
M	Not-aligned	PP	Anti-French
G	Not-aligned	F	Neutral
C	French	A	Not-aligned
R	Not-aligned	S	French
V	French	E	Not-aligned

Important note:

At the start of the scenario, Vigevano (2117), Pavia (1623), Lodi (2032), Soncino (2341) and Pandino (2433) are Conquered by the Swiss (put a Swiss Conquered marker on them).

First Player: French

Credits:

Many thanks to the guys who helped to create this scenario: Stephen Crane who had the idea, Alessandro Gardini who researched it, and Roberto Miselli who helped in playtesting.