

# Battle of Bellagio

## *A Scenario for A Bloody Dismal Fight*



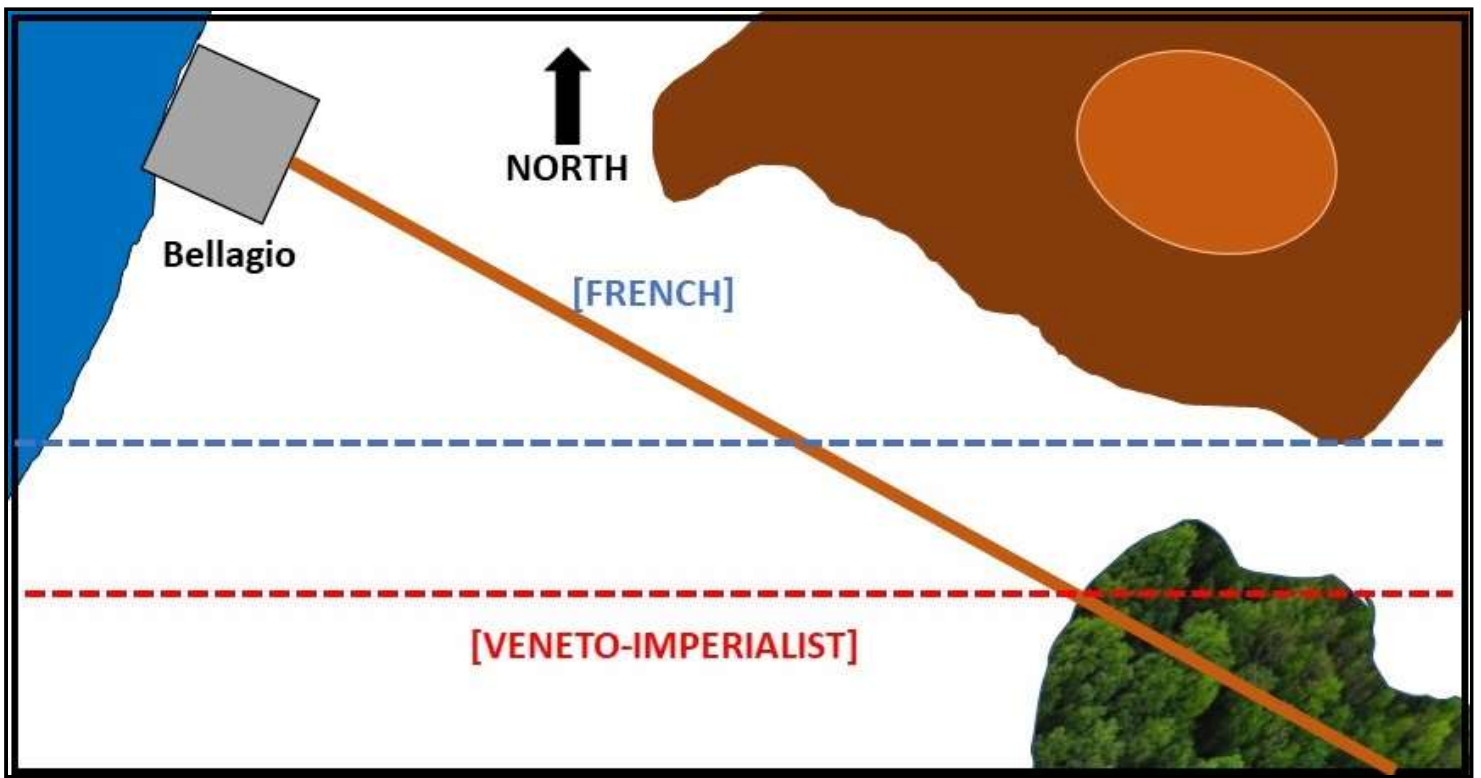
## Background

In the early decades of the 16th century, the Hapsburgs found themselves allied to various combinations of Italian States against the French and their mercenary Swiss soldiers. This battle portrays a fictional combat in which a strong French force is making its way toward Venice, through Lombardy, and is attacked by a force of the local levies and Venetian and Imperial soldiers.

The situation is that the French have found themselves trapped against the mountainous terrain and lakes of the region to the north by the unexpected appearance of a force of Imperial troops, Venetians and local levies. They are cornered, and it is a fight to the finish.

## The Battlefield

The town provides hard cover and is rough for movement. The upper tier of hills is rough and provides cover, but the lower tier is a smooth slope. The woods are rough (except for units marching on the road) and provide cover.



Players will set up with their reserve battle behind the center, and the others in relation to each other as indicated by their names. The French set up to the north of the blue dotted line - the Veneto-Imperialists to the south of the red one. Units in any given battle must set up together: there are no other restrictions within each battle's area.

## Orders of Battle

### Veneto-Imperialist

*Camp*

#### Reserve

*Duke of Schwarzburg* (Overall commander, +1)

*1 Mounted Knights* 4 bases

*1 Crossbows* 3 bases

*1 Pikemen* 2 bases

*1 Irregulars* 3 bases

#### Center Battle:

*Count of Wiessenthal*

*1 Mounted Knights* 4 bases

*1 Pikemen* 2 bases

*1 Crossbows* 3 bases

1 Cannon 1 base

**Leftward Battle:**

*Duke of Pellegrino* - Venetians (+1)

1 Spearmen 2 bases

1 Dismounted Knights 4 bases

1 Archers 3 bases

1 Stradiotti 2 bases light horsemen

1 Handgunners 4 bases

**Rightward Battle:**

*Count of Bergamo*

1 Dismounted Knights 4 bases

2 Levy each 4 bases

1 Crossbows 3 bases

*Total (including camp):* 18 units

**French**

*Camp*

**Reserve:**

*Count of Angouleme* (Overall Commander, +1)

1 Mounted Knight 4 bases

1 Dismounted Knight 4 bases

1 Artillery 2 bases

1 Archers 3 bases

**Center Battle:**

*Duke du Berry*

1 Mounted Knight 4 bases

1 Mounted crossbows 2 bases

1 Archers 3 bases

1 Handgunners irregulars - 4 bases

**Leftward Battle:**

*Count of Grissons - Swiss (+1)*

*1 Swiss Pikes 2 bases*

*1 Swiss Halberds 4 bases*

*2 Swiss irregulars each 3 bases*

**Rightward Battle:**

*Count d'Anjou*

*1 Dismounted Knights 4 bases*

*1 Archers 3 bases*

*1 Halberdiers 4 bases*

*Total (including camp): 16*

**Victory Conditions**

This is an all-out battle - fight until one side or the other breaks.