

Pisa, 1502

A Scenario for *El Gran Capitan*



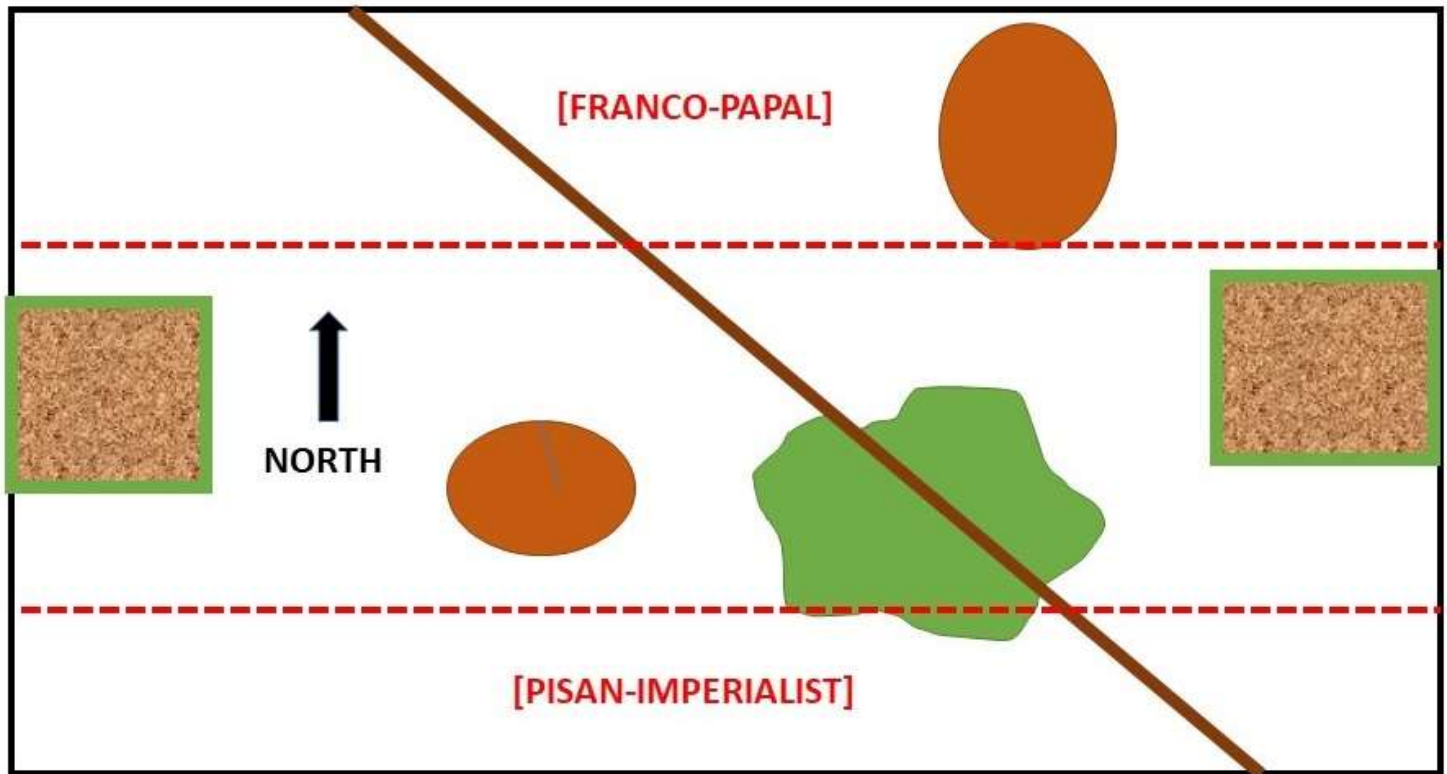
Background

Cesare Borgia - the model for Machiavelli's *Prince* - conducted a series of campaigns (the three "Impressas") in his seizure of control of much of northern Italy in the name of Pope Alexander VI during the period between the First Italian War and the Second Italian War. Combining statecraft and military power - both wielded with admirable duplicity - he managed to assert control over a wide range of small principalities and city-states. He manipulated the French, the Milanese, the Florentines, and the Venetians to achieve his ends, stabbing a lot of friends in the back along the way. During the course of these campaigns, he laid siege to Pisa, a Tuscan city which was at the time independent of Florentine control, and a city which had ties to the Holy Roman Empire.

This fictional scenario depicts a battle between the Pisans, with support from the Imperialists and Spanish, and the Papal-French forces, taking place during the Second Impresa. In this scenario, the Pisans have learned of an impending attack on their city, and have managed to obtain the services of both Imperialist and Spanish contingents, at this time both opposed to the French plans for Italy, which included backing the Borgia popes in order to obtain support for their coming invasion of Naples. Instead of waiting for a siege, the Pisans have taken the field and confront their Papal foes in the open field.

The Tabletop

The map below shows the table. The northern hill is rough and provides soft cover - the southern hill is smooth and open. The woods are rough and provide soft cover. The fields at the eastern and western edges of the table are rough ground, but only the hedges and low walls at their edges will provide cover (soft cover).



The two opposing sides will set up according to map deployments made blind, without knowledge of their opponent's dispositions. Each must stay behind the dotted lines to the north and south of the map, respectively.

Orders of Battle

Each side has four commanders, all Average. One is the overall commander and may command any unit on their side. Units may be divided into battles as desired, but no more than 4 (one per commander). Each side will also have a base camp which they can deploy anywhere within their set-up area.

Franco-Papal

Condottieri Cavalry: 4 bases Gendarmes

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Stradiotti: 4 bases Mounted Crossbows/Arquebusiers

Italian Light Horse: 2 bases Mounted Crossbows

Provisionatti Crossbowmen: 3 bases Crossbows

Provisionatti Crossbowmen: 3 bases Crossbows

Provisionatti Crossbowmen: 3 bases Crossbows

Swiss Pikemen: 3 bases Swiss Pikemen

Swiss Halberdiers: 2 bases Forlorn Hope

Swiss Crossbows: 4 bases Skirmishers

Artillery: 1 base Light Cannon

Artillery: 1 base Medium Cannon

Cernide Infantry: 4 bases Footmen

Cernide Crossbowmen: 4 bases Skirmishers

Pisan-Imperialist

Pisan Nobles: 4 bases Gendarmes

Italian Heavy Cavalry: 4 bases Gendarmes

Italian Light Horse: 4 bases Mounted Arquebus

Spanish Arquebusiers: 3 bases Arquebusiers

Spanish Pikemen: 3 bases Spanish Pikemen

Landsknecht Pikemen: 3 bases Landsknecht Pikemen

Landsknecht Shot: 3 bases Crossbows

Landsknecht Shot: 3 bases Crossbows

Landsknecht Zweihanders: 2 bases Forlorn Hope

Landsknecht Skirmishers: 4 bases Skirmishers

Pisan Provisionatti: 2 bases Footmen

Artillery: 1 base Light Cannon

Italian Handgunners: 4 bases Skirmishers

Victory Conditions

The winner is the side which first breaks the enemy army.