

Villa Creazza, 1512

A Fictional Scenario for *El Gran Capitan*

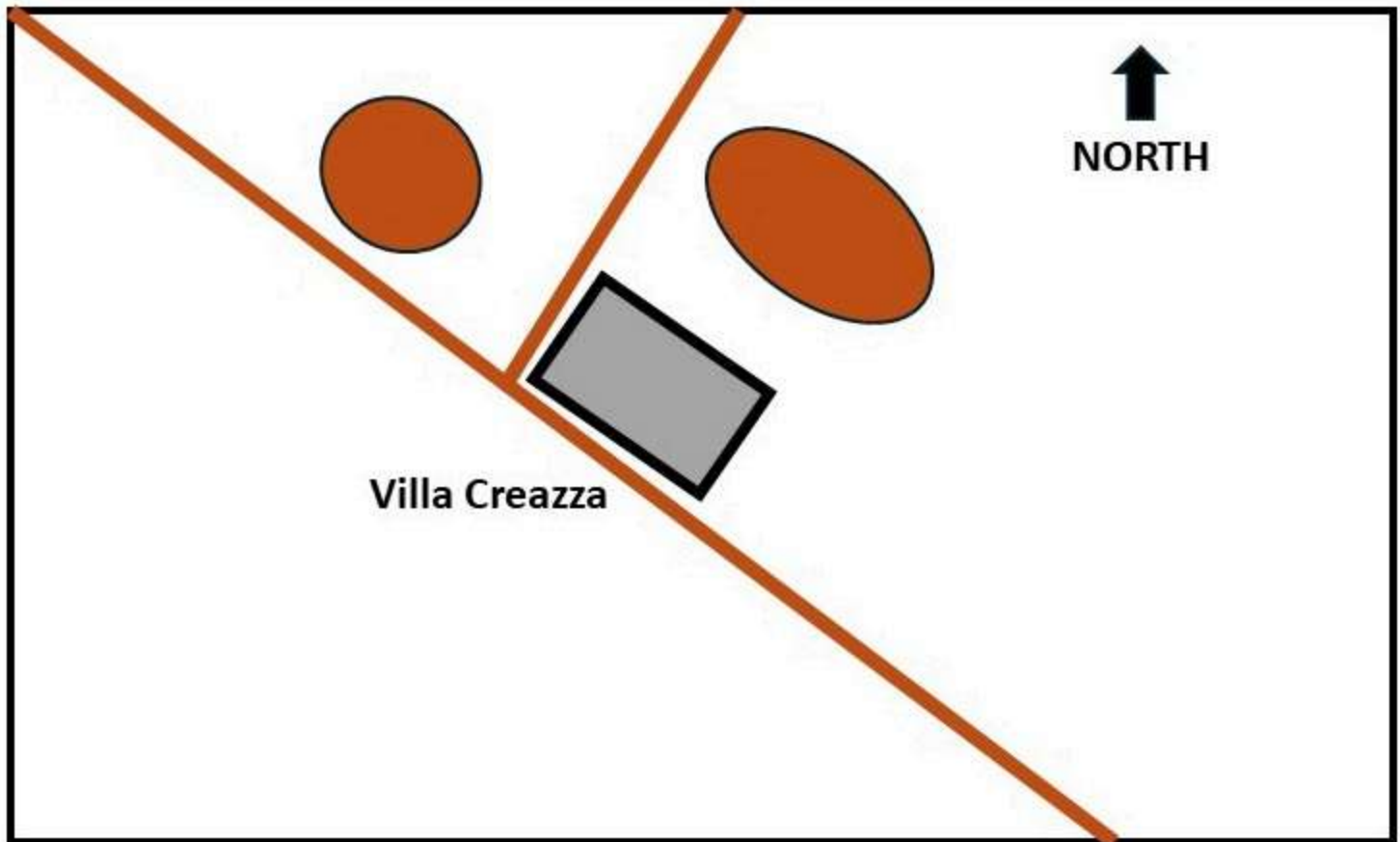


Background

1512: The War of the League of Cambrai is in full swing, with France and Venice facing off against Spain, the Holy Roman Empire, and the Papacy. The French have sacked Brescia, and now the belligerents are maneuvering around northern Italy. At a strategic crossroads near the town of Villa Creazza, they clash. Both sides feel confident of victory, and the battle is joined.

The Tabletop

The map below shows a 4' x 6' table. The hills are both rough and provide soft cover. The town of Villa Creazza is surrounded by a stone wall and will provide hard cover, but is rough for any unit not marching through it.



The League forces will set up anywhere to the west of the western hill. The Franco-Venetian forces set up anywhere to the east of the eastern hill. Deployment is done by alternating wings, or may be done blind prior to the game on the map by player agreement.

Orders of Battle

League of Cambrai (17 Units)

Center: Ramón de Cardona (Overall Commander)

1 Skirmishers (Handgunners) @4 bases

1 Gendarmes on Foot @ 4 bases

2 Cannon @1 base

1 Footmen (Halberdiers) @ 4 bases

Right Wing: Prospero Colonna (Exceptional +1 Commands)

1 Spanish Pikemen @ 3 bases

1 Arquebusiers (Spanish) @ 3 bases

1 Mounted Crossbows/Arquebus (Stradiots) @ 4 bases

1 Skirmishers (Handgunners) @ 4 bases

Left Wing: Georg von Frundsberg (Exceptional +1 Commands)

1 Landsknecht Pikemen @ 3 bases

2 Landsknecht Crossbowmen @ 3 bases

1 Skirmishers (Landsknecht Arquebusiers) @ 4 bases

1 Forlorn Hope (Landsknecht Zweihanders) @ 2 bases

Reserve: Fernando d'Ávalos

2 Gendarmes @ 4 bases

1 Archers (Mercenary Longbows) @ 3 bases

Franco-Venetian (17 Units)

Center: Bartolomeo d'Alviano (Overall Commander - Exceptional +1 Commands)

2 Cannons @ 1 base

1 Swiss Pikemen @ 3 bases

1 Swiss Forlorn Hope (Halberdiers) @ 4 bases

1 Skirmishers (Swiss Crossbows) @ 4 bases

Right Wing: Alessandro Fregoso

1 Mounted Crossbows @ 2 bases

1 French Pikemen @ 3 bases

1 Italian Arquebusiers @ 3 bases

1 Crossbows @ 3 bases

Left Wing: Antonio Pio

1 Gendarmes @ 4 bases

1 Dismounted Gendarmes @ 4 bases

1 Cannon @ 1 base

1 Mounted Arquebusiers @ 4 bases

1 Crossbows @ 3 bases

Reserve: Constanzo Pio

1 Italian Footmen @ 2 bases

1 Gendarmes @ 4 bases

1 Crossbowmen @ 3 bases

Victory Conditions

As a meeting engagement, there is no particular objective other than the destruction of the enemy army. The game is played until one side or the other breaks.