

CtC: Caesar Scenario: The Battle of Morat, 1476

Historical Context

Duke Charles the Bold of Burgundy was ambitious to expand his territory and establish a kingdom. This ran afoul of the Swiss who in 1474 formed an unusual alliance with Austria, the Habsburgs and regional magnates in response to the Burgundian threat. With a declaration of war against the duke on October 25 the Swiss-Burgundian War was on. The early part of the war featured numerous sieges that revealed the brutality of the conflict. Charles executed vanquished defenders and the Swiss ultimately retaliated in kind. By 1476 Charles decided to strike at Berne, one of the key cantons of the Confederation and one that proved the most threatening to his ambitions. The campaign proved disastrous. The first battle, Grandson, March 2, 1476, was a decisive defeat for the Burgundians who were overwhelmed by the offensive tactics of the Swiss. Despite this set-back the wealth and resources available to Charles were manifest and he soon amassed another impressive army to continue the war. Unfortunately, the mercenaries that populated his force lacked cohesion and motivation. Deadly brawls between the various contingents and demands for payment left the army demoralized as they settled into the siege of Morat, a Swiss held fortress on a lake of the same name, that stood on the road to Berne.

The siege was dynamic with both the Swiss and the Burgundians leveraging the power of artillery. The Bernese defenders under Adrian von Bubenberg were able to resupply the garrison over the lake and actively interdicted the efforts of the Burgundians whose heavy guns quickly opened a breach in the walls. While they successfully repulsed the besieger's assaults, the Swiss garrison needed relief and that arrived on June 22.

The Armies

Burgundian Ordonnance

Commander: Duke Charles the Bold

Brigades and attached Generals: See notes below.

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Map references
Heavy Foot: Pikemen	3	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1	4
Heavy Foot	3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	3
Light Foot: Longbowmen	1	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow (no Massed Archery) Missile Reliant Can be replaced with 1 Massed Foot, Medium: 6-12 [3]; may perform Massed Archery.	7
Heavy Cavalry: Knights (Burgundian and Savoyard)	3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	1
Feudal and Mercenary Heavy Cavalry	3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	2
Light Foot	6	Porous: 1-3 [1]	Brittle: CCV 3	Loose Order Foot	3	Hand Culverins Missile Reliant	6
Light Foot (Burgundian and Savoyard)	6	Porous: 1-3 [1]	Brittle: CCV 3	Loose Order Foot	3	X-Bow Missile Reliant	5
Light Guns	6	Porous: 1-3 [1]	Brittle: CCV 3	Loose Order Foot supported	3 in Melee; Shooting variable	See Artillery Rules	8

Brigades: The spear unit by the siege works, the two cavalry units, and the Savoyard reinforcements are each given a general/Brigade. Charles is the Commander and may "Take Command" of an Out of Command Unit. All units that activate from the camp are considered "Out of Command" and must roll to move. The Light Units along the Grunhag are not Brigaded and operate as independent Light Units.

Light Guns: All the Light guns are Porous Units but considered to have soldiers attached to make them Loose order – in this way the entire garrison of the Grunhag present the same challenge to the Swiss attackers.

Swiss 15th century

Commander: Wilhelm Herter (acts as one of the Brigadiers)

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Map references
Heavy Foot: Pike-Block	9	Deep: 9-18 [4]	Average: CCV 4	Close Order or Close Order (Pike) Foot	4 +2 Aggression	Pike-Block Momentum CT -1 See Special Rules for Swiss Kiel Brigade allowed	B
Heavy Foot: Halberd-Block	1	Deep: 9-18 [4]	Average: CCV 4	Close Order or Close Order (Pike) Foot	4 +2 Aggression	Halberd-Block Momentum CT -1 See Special Rules for Swiss Kiel Brigade allowed	F
Heavy Cavalry: Knights	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	A
Light Foot	4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant Note high CCV	C
Light Foot	4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Hand Culverin Missile Reliant	D
Light Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3		3 in Melee; Shooting variable	See Artillery Rules	E

Scenario Notes

Terrain

The woods: Allow Swiss pike units to move through the woods but consider them unformed during a turn that they occupy or exit the feature. If table space is limited players could assume that the woods are just off the table edge and not represent them.

The Grunhag and the siege works: The Grunhag is a fortified linear obstacle giving a +1 to those defending the feature in melee (including the Loose Order Units and guns) and providing shooting cover. Units on foot become unformed when charging over or crossing the feature. A gap is created when a Swiss pike-block crosses the defences. Mounted units may not cross the Grunhag but may attempt to find gaps (below), follow a pike-block that has crossed the feature, or must bypass it.

There were narrow openings in the Grunhag that the Swiss exploited to further compromise the Burgundian defences. Instead of modeling these in fixed positions, randomise their discovery. When a Swiss or allied unit enters the Box next to the Grunhag roll a D6: a 6 means there is an opening the width of the unit eliminating the effects of the feature on that frontage; remove the obstacle. Roll only once per Box-width section of the Grunhag. Only 2 such openings exist; once both are discovered stop rolling. It is possible that no openings are discovered. Gun positions are never rolled for.

The siege works are also a linear obstacle giving its defenders a +1 and causing foot that cross the feature to be unformed. Mounted Units may not cross the feature.

The Burgundian Camp: In spite of the tents and other camp detritus, treat the area of the camp as open ground in all respects.

Burgundians

With the Swiss skirmish line emerging from the forest, the Burgundians start the game.

Many Burgundian units are committed to their starting positions as noted on the map. The units assigned to the Grunhag and others not in the Burgundian camp are ready for action at the start of play. Most units, however, are assumed to be unready, dispersed in the camp and need to be "activated". See below.

The Burgundian Camp and Unit Activation: A large area of the table is covered by the Burgundian camp. Tents and camp paraphernalia should decorate the area – the position of each tent and feature is unimportant. As noted on the map the camp area is 6 boxes wide by 3 boxes deep. Most of the Burgundian units will activate from this camp area. At the start of each Burgundian turn roll a D6 per un-activated unit in the order noted on the map. On a 6 the unit will activate and its placement will be based on random rolls: 1 D6 is rolled for the grid rows (1-2= 1st row; 3-4= 2nd etc.) and a second D6 roll determines which box of the row (1=1st box, 2=2nd box etc.). An activated unit is placed on the table facing any direction and is considered immediately ready for performing movement, shooting and melee. If the same box is randomly generated for two units re-roll the placement dice. *Once a Swiss pike unit enters the area of the camp no further units can be activated. If Swiss (Lorraine) Knights enter the camp they temporarily eliminate the boxes they occupy as muster points.*

*Once a Swiss pike-block charges the Grunhag, the Burgundians activate units on a 5-6. Once a pike-block crosses past/over the Grunhag the Burgundian continue to activate units on a 5-6, but every failed roll means that unit is removed from play. They have fled. Do not count these as broken with regards to victory conditions, but they are lost to the Burgundian cause.

Savoyard reinforcements: Part of the Burgundian army is positioned off-table poised, hopefully, to enter the north-eastern table edge. Historically these units simply withdrew. There is speculation that the Swiss, who did not attack these forces, had made a deal with them to stay out of the fight. However, for our scenario we will assume that they might have intervened. Each Burgundian turn roll a D6; with a result of 6 the Savoyards arrive in the centre of the north-east edge of the battlefield.

Defenders of the Grunhag and the siege works: Historically it seems that the defenders of these positions were thinly dispersed, terrified and overwhelmed. And yet they did most of what damage was done to the Swiss. Players can either

make these units full-strength light units or represent them as under-strength (Porous?) – I have opted for the latter. Guns deployed in the siege works may not be turned/pivoted to target units coming from the rear.

Swiss

Swiss coordination: Advancing through the woods it is quite possible that the Swiss might have lost a degree of coordination between their small vanguard brigade and the other two brigades that made up the Swiss heavy infantry force. At the start of the game only the vanguard is sure to move. The main body and rearguard must roll to activate needing a 3-6 adding a +1 on each subsequent turn (turn 2 +1, turn 3 they move automatically).

The Swiss Morat garrison: Once a Swiss pike unit crosses the Grunhag the Morat garrison can roll to sally out of the fortress gate: roll a D6 each turn needing a 4-6. On the turn they exit they are considered unformed/disordered. Note that the Swiss have a light gun mounted on the walls of the fortress.

Victory Conditions

An army is defeated when 50 percent of its heavy units are broken. Burgundian heavy units that start the game ready and those activated from the camp contribute to this calculation as do reserves that arrive from off-table (or from Morat for the Swiss).

Map

The map of the battle has been simplified and terrain features reoriented to leverage the long and short dimensions of a typical gaming table. The size of the table depends on the size of your miniature units and their scale. With large units of 28mm figures we played this scenario on a 12/6' table but it could easily be played on a 6/4' table with small scale miniatures. Note that the Grunhag is probably longer than it should be to ensure the Swiss do not easily bypass the feature. The lake can be left off-table or just the shoreline suggested along the long north-western edge of the table.

Morat			Entry Unit 1	Entry Unit 5				
	Unit F							Woods
Unit E	Unit D			Unit 8				
				Unit 5		Unit C	Unit B	
	Siege works			Unit 6		Unit D	Unit B	Unit B
				Unit 8				
Unit 8	Unit 6	Unit 8						
		Unit 3		Unit 5		Unit C	Unit B	Unit B
				Unit 6		Unit D	Unit B	Unit B
				Unit 5		Unit C		
				Unit 8		Unit D	Unit B	
				Unit 6		Unit C	Unit B	
	Camp		Hill	Unit 5				
	Units: 1, 2, 2,		Unit 1	Unit 6				
	3,3,4,4, 4, and 7		Unit 2	Unit 8				
				Unit 5				Unit A
				Unit 6	Grun- hag			Unit A

The lake is off table. Charles' tent is located on the hill; decorative purposes only.