

Scenario: The Battle of Agnadello, 15 May 1509

Historical Context

Having renewed the French campaigns in Italy, Louis XII marched against Venice. The Venetians amassed a large army as part of a larger alliance called the Holy League. While prepared to confront the French they were inclined to avoid battle preferring to skirmish and delay the French advance. Strung out on the march, the Venetian rearguard found themselves pressed by the French vanguard pursuing them. The Venetian commander, Bartolomeo d'Alviano turned and fought drawing in the forces of both armies into this major, if unexpected, battle.

This scenario represents those forces actually committed to battle except for the French rearguard. In fact, much of the Venetian army did not turn to fight the French and this presents another option for those wanting to explore that "what if."

I would like to encourage *CtC*: *Maximilian* players to consider purchasing the Helion books on the Italian Wars by Massimo Predonzani and Vincenzo Alberici and the gaming guide to the Italian Wars *All is Lost, Save Honour* by Conrad Cairns and Colin Ashton. The latter is rules agnostic and provides wonderfully concise and gaming relevant information that has provided inspiration for many of my Italian Wars games.

The Armies

While there are ample records concerning the composition of both armies, the types of infantry and their arms are less clear. By 1509 the pike was more common amongst the Italian armies than it had previously been and this is represented in the Orders of Battle that follow. Crossbowmen and arquebusiers are also present but spear and javelin armed infantry have been omitted.

French: Agnadello

Initial French force

Commander: Charles d'Amboise

Brigades and Attached Generals: 3 Heavy Brigades

Victory Conditions: This contingent is defeated with the loss of 4 Heavy Units Broken

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Morale Value	Order Density	Base Combat Dice and Shock(?)	Notes
Heavy Foot: Swiss Pike-Block	2	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks and Swiss. Keil Brigade allowed
Heavy Foot: French/Gascon Crossbowmen	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Crossbow Missile Reliant
Heavy Cavalry: Gendarmes	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)
Heavy Cavalry: "Archers" and Men at Arms (French or Italian)	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)
Light Foot	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant
Artillery: Light Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant
Artillery: Field Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Gun Missile Reliant

French Reinforcements**Commander: Louis XII**

Brigades and Attached Generals: 3 Heavy Brigades

Victory Conditions: This contingent is defeated with the loss of 5 Heavy Units Broken

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Morale Value	Order Density	Base Combat Dice and Shock(?)	Notes
Heavy Foot: Swiss Pike-Block	3	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks and Swiss. Keil Brigade allowed
Heavy Foot: French Pikemen	1	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1
Heavy Foot: French/Gascon Crossbowmen	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Crossbow Missile Reliant
Heavy Cavalry: Gendarmes	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)
Heavy Cavalry: "Archers" and Men at Arms (French or Italian)	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)
Light Cavalry	3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Crossbow Missile Reliant
Light Foot	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant
Artillery: Light Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant
Artillery: Field Gun	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Field Gun Missile Reliant

Holly League Venetians: Agnadello**Initial Venetian Force****Commander: Bartolomeo d'Alviano**

Brigades and Attached Generals: 3 Heavy Brigades

Victory Conditions: This contingent is defeated with the loss of 5 Heavy Units Broken

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Morale Value	Order Density	Base Combat Dice and Shock (?)	Notes
Heavy Foot: Pike-Blocks (Provisionati)	1	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks
Heavy Foot: Italian Pikemen (Cenite Milita)	2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1
Heavy Foot: Italian Crossbowmen	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Crossbow Missile Reliant
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 (-1 Shooting target)
Heavy Cavalry: Men at Arms	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)
Light Cavalry: Stradiots	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow and Spear Not Missile Reliant
Light Cavalry: Mounted	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Crossbow Missile Reliant
Light Foot	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant
Artillery: Light Gun	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant

Venetian Reinforcements

Commander: Antonio di Pij

Brigades and Attached Generals: 4 Heavy Brigades

Victory Conditions: This contingent is defeated with the loss of 3 Heavy Units Broken

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Morale Value	Order Density	Base Combat Dice and Shock (?)	Notes
Heavy Foot: Pike-Blocks (Provisionati)	1	Deep: 9-18 [4]	Average: CCV 4	Close Order (Pike) Foot	4	Pike-Block Momentum CT +1 See Special Rules for Pike-Blocks
Heavy Foot: Italian Pikemen (Cenite Milita)	2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1
Heavy Foot: Italian Crossbowmen	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Crossbow Missile Reliant
Heavy Cavalry: Knights	1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)
Heavy Cavalry: Men at Arms	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured (-1 Shooting target)
Light Cavalry: Mounted	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Crossbow Missile Reliant
Light Foot	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Arquebus Missile Reliant
Artillery: Light Gun	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant

Scenario Notes

Terrain

The battlefield was crossed by irrigation ditches. Treat the ditches as streams.

The farm of Mirabella may be occupied or moved through only by Open Order Foot applying the rules for Villages.

Other features are noted on the map and treated as per the rules.

There was a berm or embankment of some sort but the record seems to indicate that its tactical importance was limited; the Italians sheltering behind it were still suffering from French artillery fire and decided to attack rather than endure the losses. Clearly the feature was not significant and is not represented here.

The French Army

The reinforcements under King Louis XII arrive on French Active Turn 6 at the location noted on the map. Note that the width of the entry zone will not accommodate all units entering at once. Players will have to choose the order that units enter the field each Active Turn after Turn 6.

Option: roll a D6: on a result of 1-2 the reinforcements are delayed to the Active Turn 7.

Note that all types of artillery may move before firing/emplacing after which they may no longer move.

The Holy League (Venetian) Army

The reinforcements under Antoine di Pij arrive on the Venetian Active Turn 8 at the location noted on the map. Note that the width of the entry zone will not accommodate all units entering at once. Players will have to choose the order that units enter the field each Active Turn after Turn 8. Option: roll a D6: on a result of 1-2 the reinforcements are delayed to the Active Turn 9.

Note that all types of artillery may move before firing/emplacing after which they may no longer move.

Victory Conditions

Each contingent of an army (initial forces and reinforcements) is defeated with Heavy Unit losses. See the scenario Army Lists. When a contingent is defeated remove all surviving units. Any friendly SHAKEN Unit of a different contingent in an adjacent box to a Unit removed because the contingent was defeated must take a Catastrophe Test. If the initial Venetian contingent is defeated prior to the arrival of the

Venetian reserves or if both Venetian contingents are broken the game is a French Victory. The Venetians only win if they defeat both French Contingents. If both sides lose one contingent the game immediately concludes and is a draw.

The Map

Venetians								French
Pij Entry Zone								
	Light Foot						Light Foot	
	Light Foot						French Heavy x-box	
	Venetian Heavy x-bow						French Heavy x-box	
	Provisionati Pike-Block	Cernite Pikemen				French Light Gun	Swiss PB	
	Venetian Heavy x-bow	Cernite Pikemen				French Field Gun	Swiss PB	
		Venetian Light Gun					Light Foot	
Men at arms	Knights					Gendarmes	Archers HC	
Men at arms	Knights					Ditch (Stream)	Gendarmes Archers HC	
		Mounted x-bow						
	Stradiots							
								Louis entry zone
				Mirabella Farm				