

All is lost save Honour

Examples of play

EXAMPLE nr. 1

Scenario 5: Struggle for the Duchy of Milan, 1524

This is a comprehensive example of play.

Using the Scenario 5 as a basis, the complete sequence of play is run for a turn.

Dramatis Personae: the French Player (FRE) and the Imperial Player (IMP)

Historical Commentary & Play Notes

The goal for the French is daunting: to beat the Empire before it strikes back with the reinforcements suspected to come from Germany in the late part of the year. But there is an opportunity for the French: with the bulk of their Army at Novara and two smaller contingents at Novi and Asti, the imperial forces of Bourbon and Pescara at Alessandria are seemingly trapped in a deadly vice. The weather is poor and the muddy roads could prevent the two Imperial leaders to escape from encirclement. Voices of impeding pestilence in Milan.

Fig.1

Prepare for play:

The IMP deploys his forces as follows:

Initial APs = 5

At Milano (2624), Cap.Gen. Lannoy, Order: Garrison, with:

- Italian Infantry (Imperial service): 4 SP (1 x 4)
- Landsknecht (Imperial service): 6 SP (1 x 8)

At Pavia (1623), Capitano: De Leyva, Order: Garrison with:

- Landsknecht (Imperial service): 4 SP (1 x 4)
- Imperial Artillery: 2 SP (1 x 2)
- Pontoon Bridge
- Field Engineers

At Cremona (1444), Capitano: Del Vasto, Order: Garrison with:

- Imperial Heavy Cavalry: 4 SP (1 x 4)

At hex 0809, Capitano Pescara with:

- Spanish Infantry: 4 SP (1 x 8)
- Landsknecht (Imperial service): 1 SP (1 x 4)

At Alessandria, (0710) Cap.Gen. Bourbon with:

- Spanish Infantry: 8 SP (1 x 8)

The FRE deploys as follows:

Initial APs = 5

At Novara (2611), Cap.Gen. François I, Order: Manoeuvre with:

- French Gendarmes: 10 SP (1 x 10)
- French Infantry: 8 SP (1 x 8)
- French Artillery: 6 SP (3 x 2)
- Pontoon Bridge
- Field Engineers
- Siege Artillery

With Tremouille, Subordinate to François I:

- Swiss Infantry: 22 SP (3 x 10)

At Novi (0213), Cap. Montmorency, Order: Attack with:

- French Infantry: 2 SP (1 x 4)
- Landsknecht ("Black Band"): 6 SP (1 x 8)
- Italian Light Cavalry (French service): 2 SP (1 x 4)

At Asti (0801), Cap. La Palice, Order: Attack with:

- French Gendarmes: 5 SP (1 x 5)
- French Infantry: 2 SP (1 x 4)
- Landsknecht (French service): 10 SP (2 x 8)

Note: The FRE assigns a initial Manoeuvre Order to François as he thinks he won't be able to attack this turn with his main army. No AP's are spent.

As Lannoy is in Milano, a die is rolled to check for Pestilence (see Scenario Special Rule 4)

- A 4 is rolled and so there is Pestilence in Milano

	<p>Turn 1: October, 6 Weather: the FRE rolls a 6, it is Mud Command Phase: FRE: - this turn no APs are received by either side - the FRE designates hex 2301 (west of Vercelli) as his Supply Source - the FRE does not change any Order or transfer any unit on the map</p> <p>IMP: - this turn no APs are received by either side - the IMP designates hex 2752 as his Supply Source - the IMP does not change any Order or transfer any unit on the map</p>
<p><i>La Palice at Asti, having received notice from his scouts that Pescara is retreating to Alessandria to join Bourbon's force, has the intention to beat on time his enemy, marching east. His scouts did not tell him the composition of Pescara's forces, but he presumes the bulk of the Imperial force is at Alessandria. This may assist him in assaulting Pescara, before he crosses the Tanaro river near the city.</i> <i>La Palice decides to assemble his army of roughly 8.000 men, but the preparations for this take one complete day, also because he had to convince many of his men to leave their "entertainments" in the city.</i> <i>The march finally begins, but it is relented by the rain of the last week and, after some days march, La Palice has to make a temporary camp at Felizzano, some kilometres from Alessandria.</i></p>	
	<p>Activation Phase: - No reinforcements for either player this turn - The FRE indicates La Palice (Initiative=3) and the IMP indicates Pescara (Initiative=4) - FRE rolls a 2: $3 - 2 = 1$ - IMP rolls a 4: $4 - 4 = 0$ One is greater than 0, so the FRE wins and decides to move La Palice from Asti with its full movement allowance (remember though that the Weather is Mud, so Combat Units have their basic MA reduced by 1). - The FRE pays 1 additional MP to exit from the Fortified City of Asti (<i>see rules, par. 7.6.6</i>) - The FRE uses his 3 remaining MPs to move six hexes along the Major Road up to Felizzano. - An activation marker "1" is placed near La Palice on the map</p>
<p><i>La Palice attempts to force march towards Alessandria but Pescara, feeling himself in danger, anticipates his move and joins Bourbon's force.</i> <i>Arrived at Alessandria, Pescara orders to erect field fortifications around the city to prevent a sudden assault from the north-west direction.</i></p>	
	<p>- As the FRE has just activated one of his Capitani, he must then indicate first. - The FRE indicates La Palice again, with the intention to attack Pescara and the IMP indicates Pescara again - FRE rolls a 1: $2 - 1 = 1$ (note that the Initiative of La Palice is reduced by 1, because he already did an Activation) - IMP rolls a 1: $4 - 1 = 3$ The IMP wins and decides Pescara to expend his 4 MPs - Pescara moves into Alessandria, crossing the Tanaro river (this is an allowed move, because Bourbon is a Capitano Generale) - Pescara expends 1 MP to cross the bridge and 1 MP to enter the city hex; then he expends his remaining 2 MPs to build a Level 1 Earthworks in his hex - A "Level 1 Earthworks" pointing north-west is deployed on the map at Alessandria - An activation marker "1" is placed near Pescara on the map</p>
<p><i>La Palice, knowing that it's impossible for him to close the city before the two forces join in, considers a better thing to look at the next move of his opponent.</i> <i>Bourbon promptly reacts to the initiative of Pescara, his envied colleague, and closes the fortifications at the other side of the city of Alessandria. They prepare to be besieged by the enemy forces.</i></p>	
Fig. 2	<p>- As the IMP has just activated one of his Capitani, he must then indicate first. - The IMP does not want to move Bourbon away, because he wants to consolidate the two Capitani in the hex; so he decides to use Bourbon's initiative to try to complete the fortifications around the city - The IMP indicates Bourbon and the FRE indicates La Palice - FRE rolls a 3: $2 - 3 = -1$ (note that the Initiative of La Palice is reduced by 1, because he already did an Activation) - IMP rolls a 5: $3 - 5 = -2$ The FRE wins and decides to let his opponent go, thinking that his reduced Movement allowance won't permit him to freely manoeuvre.</p>

	<ul style="list-style-type: none"> - So the IMP has the move. The basic Movement Allowance of Bourbon's force is 5 MP, – 1 due to Mud Weather, – 2 for the Initiative die roll; this gives Bourbon only 2MPs remaining., but these are just enough to complete the earthworks around the city - A "Level 2 Earthworks" is deployed on the map at Alessandria - An activation marker "1" is placed near Bourbon on the map
<p><i>La Palice sends one of his officer to hurry Montmorency, who, he thinks, is arriving from south and should arrive in time to encircle the enemies in the city. But the officer takes another route and Montmorency does not move from his temporary camp in Novi.</i></p>	
	<ul style="list-style-type: none"> - The IMP thinks has no more move to take, and declares he won't activate any more Capitani. - The FRE indicates Montmorency for his (only) activation - FRE rolls a 6: $2 - 6 = -4$ - The basic Movement Allowance of Montmorency's force is 5 MP, – 1 due to Mud Weather, – 4 for the Initiative die roll; this gives 0 MPs remaining., and Montmorency cannot move - An activation marker "1" is placed near Montmorency on the map - Now The FRE indicates François I for his (only) activation - FRE rolls a 5: $2 - 5 = -3$ - François I has 1 MP remaining which is not enough to exit the City hex and enter the first hex (remember that a Force pays 1 MP when exiting a City hex if it starts in). - An activation marker "1" is placed near François I on the map - The FRE has finished all his Capitani; players must now consolidate all hexes containing more Forces - Capitano Generale Bourbon consolidates with Pescara (this latter becoming Subordinate) - Activation markers are removed from the map
<p><i>Great troubles for the French King: the amassment of his huge army in Novara, together with the bad weather conditions, produce bad sanitary conditions. The most affected are the Swiss and the French foot. Similar problems for La Palice, some miles south.</i></p>	
	<p>Combat and Attrition Phase:</p> <ul style="list-style-type: none"> - No Force is in contact, so there is no combat situation - Attrition Segment: Forces in Hostile regions must check for Attrition, that is: François I and La Palice. - Lannoy in Milano must roll for Attrition with a +2 modifier, as there is Pestilence in Milano - François I rolls a 4 (+1 for Mud weather): more than 43 SPs on the Attrition Table with a net die-roll of 5, give a 2 result. So 1 SP of Swiss Inf. and 1 SP of French Inf. are lost - La Palice rolls a 6 (+1 for Mud): 17 SPs on the Attr. Table with a net die-roll of 7, give a 1 result. 1 SP of Landsknechts in French service is lost - Lannoy rolls a 3 (+1 for Mud, +2 for Pestilence): 10 SPs on the Attr. Table with a net die-roll of 6, give a 0 result. 0 SP are lost - End of Turn 1
<p><i>The weather is still poor, so this prevents wages and supplies from arriving to François, still camped at Novara. Orders are issued to La Palice and Montmorency to close the encirclement around Alessandria, but La Palice's troops, feeling that an attack against the Fortified City of Alessandria could be an insane blood-bath for them, revolt to his Capitano: an entire contingent of Landsknechts (roughly 5,000 men) revolt. While La Palice strives to maintain calm among his ranks, the morale of his force is lowering.</i></p>	
	<p>Turn 2: November, 1 Weather: the FRE rolls a 5, it is Mud again</p> <p>Command Phase: FRE:</p> <ul style="list-style-type: none"> - There are 6 nominal APs arriving to the FRE this turn; François is the Capitano Generale and he is at 13 hexes away from his Active Supply Source. A 3 is rolled on the Administrative Table, which, under the 26-48 column (note: Mud shifts one column right), gives a – 4 result. So $6 - 4 = 2$ APs are actually received. This gives a total of 7 APs for the FRE - Montmorency and La Palice Orders are flipped to show a "Previous Attack" marker. All remaining French Orders are removed. - No French Capitano is transferred on the map - The FRE assigns a Manoeuvre Order to François I (2 APs) and an Attack Order to both La Palice and Montmorency (other 2 APs in all), so expending 4 APs in all and remaining with 3 APs for the FRE on the track - As La Palice and Montmorency have a "Previous Attack" marker and receive a new Attack order, they must

make an immediate Discipline Check (*see rules, par.5.3.5*).

- La Palice rolls a 4 (which is a bad die-roll): French Gendarmes are Reliable and Pass; Landsknechts in French service are Very Sensitive and they are Demoralised; French Infantry are Sensitive and Fail: so, as they are 2 SP, they are Demoralized

- Montmorency rolls a 1 and so all his Subordinate Combat Units Pass

IMP:

- There are 2 nominal APs arriving to the IMP this turn; the IMP decides to trace from the Active Supply Source east of Brescia to the Capitano Generale Lannoy, who is 33 hexes away from his Active Supply Source. A 7 is rolled on the Administrative Table, which, under the 49-72 column (note: Mud shifts one column right), gives a - 3 result. So $2 - 3 = -1$. So 0 APs are actually received. This leaves a total of 5 APs for the IMP

- No Imperial Capitano is transferred on the map

- All Imperial Orders are removed. De Leyva, Del Vasto and Bourbon receive a Garrison Order for a total cost of 0 APs; a Manoeuvre order is assigned to Lannoy to move from Milano and its pestilence (2 APs). 2 APs are expended in all and the IMP remains with 3 APs on the track

This closes the Example n.r 1

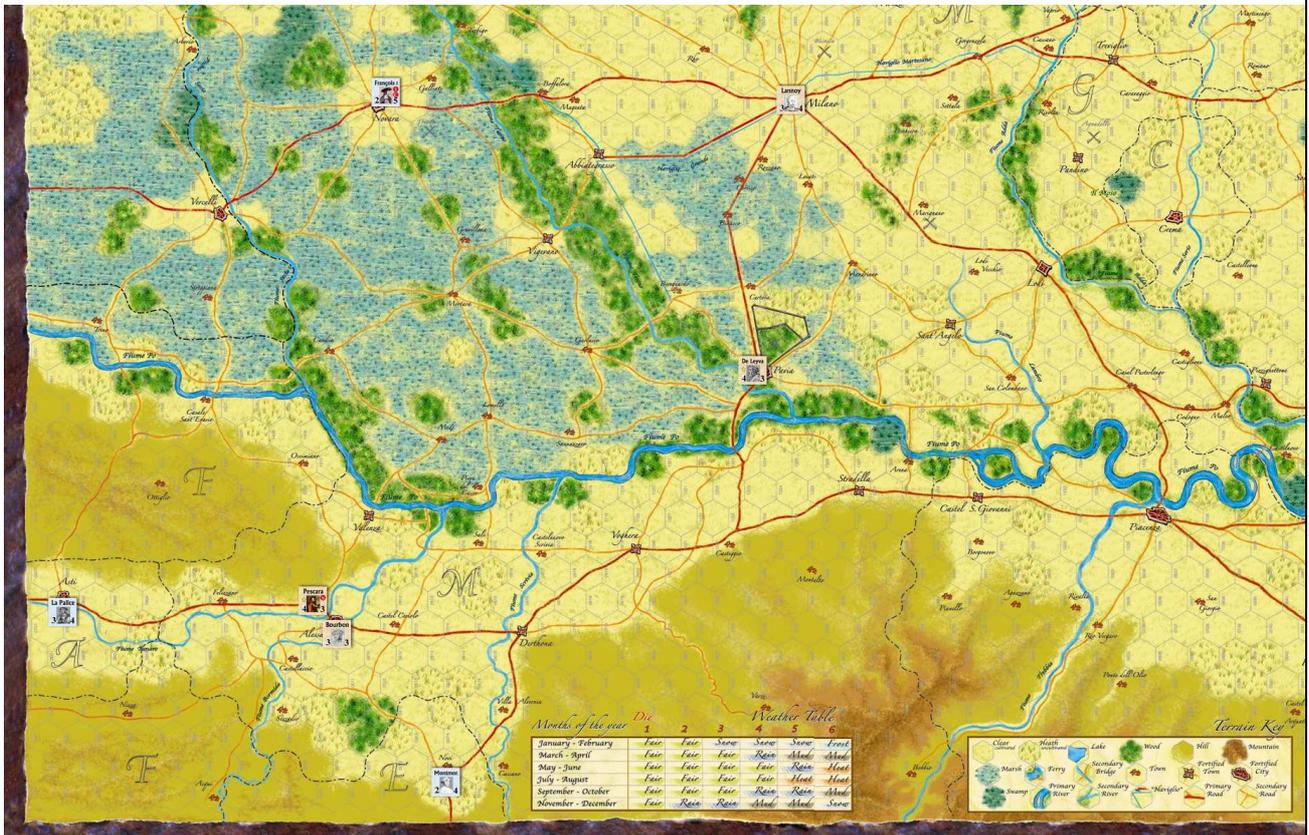


Fig. 1 (Cremona is out of the figure)

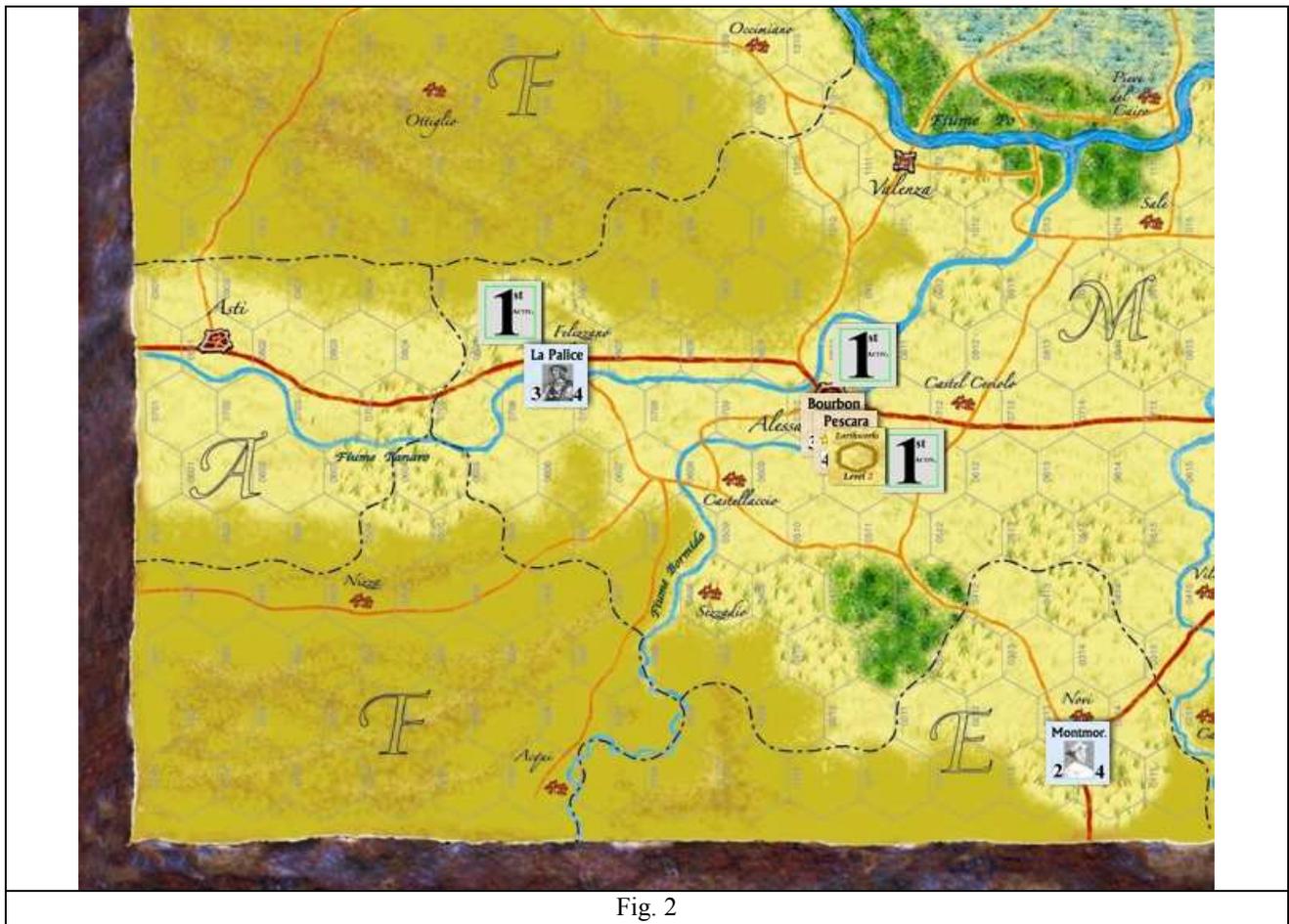


Fig. 2

EXAMPLE nr. 2

The Siege of Pavia

This is a partial example of play, simulating the first stage of the siege of Pavia. Only the Combat Phase of the sequence of Play is played.

Dramatis Personae: the French Player (FRE) and the Imperial Player (IMP)

Historical Commentary & Play notes

François I set his camp in the park around the city of Pavia. The Imperial have a garrison force inside the city, trying to resist until the arrival of the relief force.

Weather: Fair

IMP force:

At Pavia (1623), Capitano: De Leyva, Order: Garrison, Earthworks Level 2, Siege Level 0 with:

- Landsknecht (Imperial service): 4 SP (1 x 4)
- Imperial Artillery: 2 SP (1 x 2)
- Spanish Infantry: 8 SP (1 x 8)
- Militia: 2 SP (1 x 2)

FRE force:

At hex 1724, Cap.Gen.: François I, Order: Attack, Earthworks Level 2, Siege marker with:

- French Gendarmes: 10 SP (1 x 10)
- French Infantry: 8 SP (1 x 8)
- French Artillery: 6 SP (3 x 2)
- Field Engineers
- Siege Artillery

With Tremouille, Subordinate to François I:

- Swiss Infantry: 21 SP (Combat Units: 6 SP, 7 SP, 8 SP)

Combat and Attrition Phase:

a. Intelligence: the two Capitani are faced up and know the composition of opposing enemy forces (they are adjacent from former turns)

b. Battle Resolution:

- The two enemy forces are adjacent and a battle may arise. The Highest Initiative Force (*see rules, par.11.1*) is De Leyva's.

- De Leyva must decide to attack (in this case he may only do a Sortie attack) or compel François I to attack himself.

- He declines to attack: François would be normally be obliged to attack, but as François I is in Earthworks, he is not obliged to attack (*see rules, par.11.2.4*). De Leyva is marked "Attack Finished".

- It's now up to François I to declare his intentions. François I may at this point: do nothing (no battle will take place this turn) or he may attack De Leyva (using a Siege procedure or Storming the Fortress).

- He decides to do a Siege Combat.

Siege Combat resolution:

- Artillery Shell:

- The FRE fires: the FRE rolls for his Field Engineers: a 2 is rolled, no contribution.

- The FRE rolls on the 6-7 column of the Artillery Table. The die-roll is 5, which becomes a 3 because of the Fortified City and the Earthworks: a Discipline Check and (b) result. The (b) is a Breach result because the FRE has Siege Artillery. The results are immediately applied before the IMP shot.

- The IMP makes a Discipline Check: a 4 is rolled, which becomes a 3 for De Leyva has a Bonus star: they all Pass except Militia which are Demoralised.

- The Siege Status Level is set to 1 (for the Breach result)

- The IMP rolls on the 2-3 column of the Artillery Table The die-roll is 6, which becomes a 5 for the Earthworks: François I's force must make a Discipline Check (any "b" result is ignored when the Besieging force fires)

- The FRE rolls a 4 on the Discipline Table:

- All Swiss and French Gendarmes (Quality=3) Pass;

- Artillery (Quality=2) Fail and all units are Demoralised;

- Infantry (Quality=1) Fail and lose 1 SP

- This ends the Artillery shell. As there was a Breach, the FRE may make an In-breach attack

- Siege Breach fight:

- The FRE selects Tremouille as his fighting Capitano; the IMP may only choose De Leyva

- A Skirmish Combat is conducted:

Quality

- FRE: Quality=3 – 1 (for the IMP has Spanish Infantry with Firearms) =2

- IMP: Quality=3 . In fact, the majority of the troops have Q = 3 . We have, in details:

o Landsknecht (Imperial service): 4 SPs at Q = 2

o Imperial Artillery: does not participate

o Spanish Infantry: 8 SP at Q = 3

o Militia: 2 SP Demoralised do not participate

- Forces' Quality differential is –1

Terrain

- This In-Breach attack is affected by the Wood, Fortified City and Earthworks

- The Attack is Affecting

- The IMP has 12 SP. These 12 SP are doubled: up to 14 SPs could be doubled (10 SPs for the Fortified City and 4 SPs for the Earthworks). That gives a total of 24 SP

Die-roll modifiers:

- The FRE are 21 SP. The SP ratio is 1-1, no modifier.

- Other die-roll modifiers:

- – 1 because De Leyva has a Bonus star

- – 1 for the Swiss attacking in a breach, negated by the +1 for the Landsknechts defending in the fortress. The net die-roll modifier is –1.

- A 2 is rolled, which becomes a 1. Consult the Assault Table at the column – 1 , Affecting

- The attacker (FRE) loses with a 2 D result

- The Swiss lose 2 SP (one loss is absorbed by the 6 SP Swiss unit, the other one by the 8 SP unit); one Swiss unit is Demoralised (the now 5 SP Swiss unit) and the entire force of François must take a Discipline Check.

	<p>- Siege Aftermath</p> <ul style="list-style-type: none"> - As the loser is the Besieging Force, both forces remain in place. The siege procedure is over. <p>This closes the Example nr. 2</p>
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EXAMPLE nr. 3

A Major Battle in the Campaign of Novara

This is an example of play of the Major Battle. Using the Scenario 2 as a basis, an imaginary major battle is fought. To well understand this example, it is necessary to deploy the Battle Roster and the Capitano Cards with their Combat Units in front of you.

Dramatis Personae: the French Player (FRE) and the Swiss Player (SWI)

Play notes	
	<p>Weather: Fair</p> <p>SWI force: At Novara (2611), <u>Cap.Gen.</u> Hohensax with:</p> <ul style="list-style-type: none"> - Swiss Infantry: 24 SP (2 x 10 ; 2 x 5) - Swiss Infantry ("Freiknechte"): 2 SP (1 x 2) [Q = 2] - Subordinate/Unemployed Capitani: Mutt, Graff, "Bern", "Basel" <p>Note: Swiss Combat Units are "Reliable"</p> <p>FRE force: At hex 2512, <u>Cap. Gen.:</u> Tremouille, Earthworks Level 1 with:</p> <ul style="list-style-type: none"> - French Gendarmes: 9 SP (1 x 10) - Landsknecht (French service): 12 SP (2 x 8) - French Infantry: 6 SP (1 x 8) - French Artillery: 5 SP (3 x 2) - Subordinate/Unemployed Capitani: Florange, Bourbon, G. Trivulzio <p>Combat Phase: The Initiative of the two Cap.Gen are equal. A die is rolled: the SWI wins and he decides to attack.</p> <p>Step 1 and 2: Hohensax attacks Tremouille in a fortified position (Earthworks Level 1) The only terrain effect is the defensive advantage of the Earthworks for the FRE. For all other combat situations the terrain is Clear (<i>see Standard Rules, par.11.3.3</i>).</p> <p>Step 3-a, Reorganization: Each player reorganizes his force in the following manner:</p> <p>SWI: First Corps: Capitano: Hohensax (Capitano Generale)</p> <ul style="list-style-type: none"> - Swiss Infantry: 13 SP (1 x 8 SP ; 1 x 5 SP) - Swiss Infantry ("Freiknechte"): 2 SP (1 x 2) [Q = 2] - Unemployed Capitani: Graff, "Bern", "Basel" <p>Second Corps: Capitano: Mutt</p> <ul style="list-style-type: none"> - Swiss Infantry: 11 SP (1 x 6 SP ; 1 x 5 SP) <p>FRE: First Corps: Capitano: Tremouille (Capitano generale)</p> <ul style="list-style-type: none"> - French Gendarmes: 9 SP (1 x 10) - Unemployed Capitani: Bourbon

Second Corps:

Capitano: Trivulzio

- French Artillery: 4 SP (2 x 2)
- French Infantry: 6 SP (1 x 8)

Third Corps:

Capitano: Florange

- French Artillery: 1 SP (1 x 2)
- Landsknecht (French service): 12 SP (1 x 5 SP ; 1 x 7 SP)

Step 4-a, Battle Initiative:

SWI: He rolls a 4. Initiative = $3 + (4 / 2) = 5$

FRE: He rolls a 1. Initiative = $3 + (1 / 2)$ rounded up = 4

The SWI may select 5 TOCs (Tactical Options Chits).

The FRE may select 4 TOCs; furthermore, 2 Earthworks chits are added to the FRE, for a total of 6 TOCs in all.

TOCs are secretly distributed by the owning players as follows:

Hohensax: *Fight Coordination, Muster* (this one may only be assigned to a Capitano Generale)

Mutt: *Formation*

Tremouille: *Cavalry Charge, Formation*

Trivulzio: *Earthworks, Artillery*

Florange: *Earthworks, Fight Coordination*

Step 5-a, Deployment of Capitani:

Capitani are deployed on the Battle Roster according the following sequence:

- The SWI plays the Formation chit (from the Mutt's pool) and deploys Mutt in the Main Body
- The FRE plays the Formation chit (from Tremouille's pool) and deploys Florange in the Main Body
- The SWI deploys Hohensax in the Vanguard (he may do that, because he has just played the Formation chit)
- The FRE deploys Tremouille in the Vanguard (he may do that, because he has just played the Formation chit)
- The FRE deploys his remaining Trivulzio in the Main Body

Step 6-a, Vanguard Fight:

- Only Hohensax and Tremouille are active

Resolve Artillery Fire

- No Artillery fire (because no one played the Artillery chit)

Resolve Cavalry Charge

- The attacker (SWI) may not declare any Cavalry Charge, because he has no Cavalry
- The FRE declares a Cavalry Charge:

Tremouille uses his Cavalry Charge chit and deploys the TOC near him on the Battle Roster

- As Tremouille has a single HC Combat Unit, he must use it as a single wave
- The target Corps is necessarily Hohensax's Corps (the only enemy in the Vanguard). The target Combat Unit selected by the FRE is the 8 SPs Swiss Combat Unit
- A die is rolled and the Cavalry Charge table is consulted. A 6 is rolled, +3 (the Quality of HC French Gendarmes), -1 (for charging a Swiss Combat unit), total 8, a "D" result.
- The target Combat Unit is Demoralised and all Hohensax's Corps takes a Discipline Check
- A 3 is rolled and they all Pass
- The SWI decides to let Tremouille engage his own Hohensax's Corps; the two Corps are put in contact in the Vanguard section of the SWI: this indicates that Tremouille is "engaging" Hohensax
- There are no more charges

Declare Vanguard Engagements

- As there are no more Free Corps in the vanguard section, the Vanguard fight is over

Step 7-a, Main Body Fight:

- Only Trivulzio, Florange and Mutt are active

Resolve Artillery Fire

- The SWI has no Artillery and so he may not Artillery fire

- The FRE declares his Artillery fire chit and plays it from Trivulzio's pool. The chit is put aside Trivulzio on the battle Roster to indicate the first shell of Artillery fire
- French Artillery fire, First shell:
Only Mutt may be target of the Main Body French Artillery Fire (there no unengaged Swiss Corps in the Vanguard). As this is a Major Battle, an artillery shell implies rolling *two* times on the Artillery table. With 4 Arty SPs, the first roll is a 3, no effect.
The second roll is 5: Discipline Check, Breach (ignored in Major Battles), Capitano Elimination Check. The SWI rolls a 2 on the Discipline Table, and they Pass.
The SWI rolls for the Elimination Check of Cap. Mutt. He rolls a 4, so there is no effect.

Resolve Cavalry Charge

- No Cavalry Charge is possible, for no Cavalry is present in the Main Body

Declare Main Body Engagements

- Trivulzio has the highest Initiative among the unengaged Capitani on the Battle Roster. He chooses not to engage, to retain his Artillery chit (a Corps which engages, loses its Artillery and Earthworks chits)
- Second highest Initiative Capitano is Mutt: he decides to use his higher initiative to lure Florange and compel him to attack himself. So Mutt passes
- Florange, who has the lowest Initiative, must Engage. He engages Mutt, losing in the process his unplayed Earthworks chit. Florange counter is moved in the Main Body section of the SWI, face to face with Mutt
- There no more Capitani who can Engage and the step is over

Step 8-a, Combat resolution

- The SWI decides to start with the Vanguard engagement (Tremouille vs. Hohesax).
An attack is conducted using the Assault table
- FRE: Quality=3; SWI: Quality=3 (for the majority of the Swiss are Quality 3); Quality differential is 0
- Remind: the Battle hex terrain is Clear, not Affecting
- The FRE have 9 SP; the SWI has 7 SP. The SP ratio is 1-1, no modifier
Other die-roll modifiers: -1 for the Swiss Infantry defending in Clear
- A 5 is rolled, which becomes a 4. Result(FRE / SWI): 1 / --
- The FRE takes a 1 SP loss and a Discipline Check. The SWI have no effect
- The FRE rolls a 2 and they Pass
- The two Corps remain Engaged and will follow on their combat in the next Battle round

Second engagement (Florange vs. Mutt):

- FRE: Quality=2; SWI: Quality=3; Quality differential is -1
- The terrain is Clear, not Affecting
- The FRE have 12 SP (1 Artillery SP is not counted in the Assault); the SWI has 11 SP.
The SP ratio is 1-1, no modifier. Other die-roll modifiers: -1 for the Swiss defending in Clear, which is negated by the +1 of the Landsknechts attacking in Clear
- A 1 is rolled. Result(FRE / SWI): 1 D / --
- The FRE takes a 1 SP loss from the 5 SPs Landsknecht unit and one unit is Demoralized (the same Landsknecht unit)
- The FRE takes the Discipline Check. A 4 is rolled, and a Fail results, as both French Combat Units have Q=2. The 7 SPs Landsknecht unit loses 1 SP and the 1 SP Artillery unit is Demoralised.
- The two Corps remain Engaged and will follow on their combat in the next Battle round

Step 9-a, Rearguard Commitment:

There are no units in Reserve, so this step is skipped. A new Battle round is started.

Step 6-a, Vanguard Fight:

- No Artillery, no Charges, no unengaged Corps. Step skipped.

Step 7-a, Main Body Fight:

Resolve Artillery Fire

- French Artillery fire, Second shell:
Only Mutt may be target of the Main Body French Artillery Fire (there no unengaged Swiss Corps in the Vanguard).
The first roll is a 6, that gives "1" result. As a Swiss combat unit must absorb 1 SP loss from Artillery fire, it must absorb one more loss (see Artillery table). Two SPs are deducted by the 5 SPs unit, leaving it with 3 SPs.

Now the Swiss units take the Discipline Check. A 6 is rolled, FF, and both the Swiss units lose 2 SPs each. Now the Swiss units are 4 SPs and 1 SPs strong.
The second roll is 1, No Effect and one French Artillery SP is lost.
The Artillery chit is removed from the Battle Roster (it has fired two shells).

Resolve Cavalry Charge

- No Cavalry Charge is possible, for no Cavalry is present in the Main Body

Declare Main Body Engagements

- Trivulzio, for there are no unengaged enemy Corps, chooses not to join one of the already settled engagements

Step 8-a, Combat resolution:

- The SWI decides to start with the Vanguard engagement (Tremouille vs. Hohesax).

An attack is conducted using the Assault table

- FRE: Quality=3; SWI: Quality=3 (for the majority of the Swiss are Quality 3); Quality differential is 0

- Remind: the Battle hex terrain is Clear, not Affecting

- The FRE have 8 SP; the SWI has 7 SP. The SP ratio 1-1, no modifier.

Other die-roll modifiers: -1 for the Swiss Infantry defending in Clear

- A 2 is rolled, which becomes a 1. Result(FRE / SWI): 1 D / --

- The FRE takes a 1 SP loss and the one unit is Demoralized: so the whole Corps is Demoralized.

Tremouille's counter is moved in the French side's Demoralised section on the Battle Roster

- Second engagement (Florange vs. Mutt):

- FRE: Quality=2; SWI: Quality=3; Quality differential is -1

- The terrain is Clear, not Affecting

- The FRE have 6 SP; the SWI has 5 SP. The SP ratio 1-1, no modifier. Other die-roll modifiers: -1 for the Swiss defending in Clear, which is negated by the +1 of the landsknechts attacking in Clear

- A 3 is rolled. Result(FRE / SWI): 1 / --

- The FRE takes a 1 SP loss from the 6 SP Landsknecht unit

- The FRE takes the Discipline Check. A 6 is rolled. The Landsknecht unit is Demoralised: so the whole Corps is Demoralised. Florange's counter is moved in the French side's Demoralised section on the Battle Roster

Step 9-a, Rearguard Commitment:

There are no units in Reserve, so this step is skipped. A new Battle round is started.

Step 6-a, Vanguard Fight:

- No Artillery, No Charges.

- Hohensax is alone in the Vanguard (no enemy Corps in the Vanguard) and decides to engage Trivulzio in the Main Body, knowing the highest initiative of Trivulzio would permit him to remain in his position

Step 7-a, Main Body Fight:

- Mutt could stand in his position, because there are no unengaged enemy Corps in the Main Body, but he decides to assist Hohensax in the attack. So he engages Trivulzio in the FRE Main Body section.

Step 8-a, Combat resolution:

- Hohensax plays Fight coordination (the chit is set aside his counter on the Battle Roster)

- Trivulzio plays Earthworks (the chit is set aside his counter on the Battle Roster)

- An attack is conducted using the Assault table

- SWI: Quality=3; FRE: Quality=1; Quality differential is + 2

- The terrain is Affecting (Earthworks)

- The FRE have 6 SP (3 Artillery SP are not counted); the SWI has 12 SP (combining the SP from the two Corps and the "Fight Coordination" chit). The SP ratio 2-1, +1 for the Swiss. Other die-roll modifiers: -1 for the Swiss attacking Earthworks. Net die-roll modifier is 0.

- A 5 is rolled. Result(SWI / FRE): 1 / 1 D

- The SWI takes a 1 SP loss from the 1 SP Mutt unit (which is eliminated).

- The FRE loses 1 SP from the 6 SP Infantry. An unit must be Demoralized: only the Infantry unit may be selected (the others are Art units).

- The FRE takes the Discipline Check. A 4 is rolled, the two Artillery units (Quality=2) Fail. As they are less than 3 SP each, they are Demoralised. Trivulzio's Corps is Demoralised and his counter is moved in the Demoralised Corps section.

- As the SWI is the only side to have Corps in the Main Body, he wins the Battle.

Step 10-a, Pursuit & Recovery

- The SWI rolls a 3 on the Pursuit table. Results: C50, I10, No Capitani elimination check
 - C50 has no effect, because the SWI has no Cavalry
 - I10: 10% of the undemoralized Swiss Infantry (11 SP) may pursue. These are 1,1 rounded to 1 Pursuit Loss. 1 French Artillery SP must be eliminated.
 - Both forces are redeployed on the map. The Swiss force has a “NO Move” marker on it.
- Note: the Swiss would also “loot” half (rounded-up) of the FRE’s Administrative Points*

Step 11-a, Retreat

- The FRE force receive a Retreat Order and retreats its full movement allowance
- The SWI advances in the vacated hex

This closes the Example nr. 3

EXAMPLE nr. 4

Combat resolution procedure

This is an example of resolution of a complex battle situation, depicted in Fig.3. Assume that Bourbon (Imperial Capitano) is Besieged in Pavia, with La Palice (French Capitano) who has an Attack order and is besieging him from north-east. La Palice is in Earthworks Level 2. Montmorency (French Capitano) is south-west of Pavia, adjacent to Bourbon, but without Earthworks. All references are to *Standard Rules*.

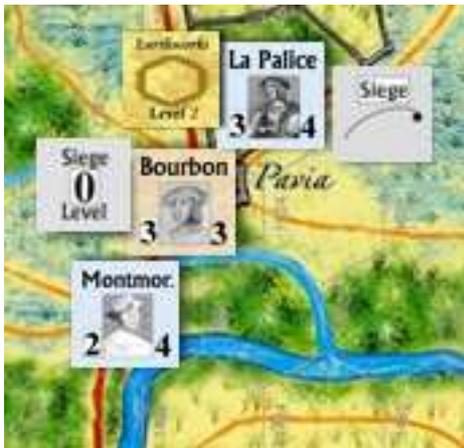


Fig. 3

The Forces in Fig.3 are all adjacent to enemy Forces. The Highest Initiative Force (*see Rule par.11.1*) is determined randomly between Bourbon and La Palice. Suppose Bourbon wins.

Let us consider Bourbon. He is in the ZOC of both Montmorency and La Palice and so, according to *rule 11.2.1*, should decide to attack or be attacked by either opposing Force. Bourbon is in a Fortress hex and so, according to *rule 11.2.4, point 3*), is not obliged to attack. So Bourbon may: a) declare an attack out of the Fortress (using a Sortie procedure) against either La Palice or Montmorency or b) renounce to attack.

According to *rule 11.2.4 point 3*), Bourbon may not compel La Palice to attack, as this latter is in Earthworks, i.e. never compelled to attack. According to *rule 11.2.4 point 2*), Bourbon may not compel Montmorency to attack, as this latter is adjacent to a Force which is *inside* the Fortress (in fact Bourbon himself is Besieged).

Bourbon declines to make the sortie and is marked “Attack Finished”. Now La Palice is considered (Initiative=3). La Palice is not compelled to attack, because he is in Earthworks hex, but he may do so, if he wishes.

La Palice decides to initiate a Siege Combat: he obtains a “Breach” result but, for whichever motivation, he decides not to attack into the Breach. So he is marked “Attack Finished” and Montmorency is considered (Initiative=2).

Montmorency is not compelled to attack (see above). Though he decides to try the fortune and attack anyway. As Bourbon is Besieged, he is *inside* the Fortress. The only way Montmorency may attack Bourbon is by “Storm”. Montmorency is marked “Disrupted” (because it attempts to “storm” the Fortress) and “Attack Finished”. Then a Skirmish procedure is conducted against Bourbon. Note that Montmorency’s attack will suffer both from terrain effects (secondary river, woods), the Fortress effects and Disruption.

Note: Also all Forces which lost a battle in this example are to be marked “Attack Finished”



Fig. 4

In the previous example, let us suppose now Bourbon is not yet Besieged, while the other conditions remain equal (so no Siege Level marker on Bourbon and no Siege marker on La Palice). Suppose Bourbon is the Highest Initiative Force again. See fig. 4

Let us consider Bourbon. Bourbon is in a Fortress hex and so, according to *rule 11.2.4, point 3*), is not obliged to attack. So Bourbon may: a) declare an attack out of the Fortress against either La Palice or Montmorency (as Bourbon is not Besieged, he may not make a Sortie attack, but he can attack by a Skirmish; or by a Major Battle, should the two opposing Capitani be Capitani Generali) or b) renounce to attack.

According to *rule 11.2.4, point 3*), Bourbon may not compel La Palice to attack, as this latter is in Earthworks, i.e. not compelled to attack.

If Bourbon should renounce to attack, Montmorency must attack according to *rule 11.2.1*

Let us suppose Bourbon renounces to attack.

Bourbon is marked "Attack Finished". Then Montmorency must attack. Montmorency too is marked "Attack Finished".

Let us suppose a Skirmish Battle is conducted and Bourbon loses. Bourbon decides to retreat *inside* the Fortress, so suffering an immediate Discipline Check (*see rule 12.2.7. He could also try to retreat out of the Fortress hex*).

Now it's up to La Palice. He could simply renounce to attack, but, on the contrary, he decides to attack Bourbon. An "Attack Finished" marked is placed on La Palice's counter.

Bourbon decides to defend *outside* the Fortress. Let us suppose a Skirmish Battle is conducted and Bourbon loses. Again he decides to retreat inside the Fortress and so takes a new Discipline Check. Should Bourbon have decided to defend *inside* the Fortress, La Palice could renounce to attack, or try to take the Fortress by Storm or Siege the Fortress.

EXAMPLE nr. 5

Combat resolution using the Major Battle Optional Rules (reduced version, par.18.9)

This is the same battle seen in Example nr.3, fought with the MB Optional Rules.

Dramatis Personae: the French Player (FRE) and the Swiss Player (SWI)

Play notes

Weather: Fair

SWI:

First Corps:

Capitano: Hohensax (Capitano Generale)

- Swiss Infantry: 13 SP (1 x 8 SP ; 1 x 5 SP)
- Swiss Infantry ("Freiknechte"): 2 SP (1 x 2) [Q = 2]
- Unemployed Capitani: Graff, "Bern", "Basel"

Second Corps:

Capitano: Mutt

- Swiss Infantry: 11 SP (1 x 6 SP ; 1 x 5 SP)

FRE:

First Corps:

Capitano: Tremouille (Capitano generale)

- French Gendarmes: 9 SP (1 x 10)
- Unemployed Capitani: Bourbon

Second Corps:

Capitano: Trivulzio

- French Artillery: 4 SP (2 x 2)
- French Infantry: 6 SP (1 x 8)

Third Corps:

Capitano: Florange

- French Artillery: 1 SP (1 x 2)
- Landsknecht (French service): 12 SP (1 x 5 SP ; 1 x 7 SP)

Combat Phase:

The Initiative of the two Cap.Gen are equal. A die is rolled: the SWI wins and he decides to attack.

Step O1 and O2: Hohensax attacks Tremouille in a fortified position (Earthworks Level 1)

Step O3: Determine the final combat die-roll modifier

a) **Capitani Generali Initiative** (consult Table 1)

The attacker's (SWI) Cap. Gen. has Initiative = 3. He rolls a 5 and table reads 3

The defender's (FRE) Cap. Gen. has Initiative = 3. He rolls a 5 and table reads 4

Net modifier: $3 - 4 = -1$ (because in favour of the defender)

b) **Bonus Star of Capitani**

No eligible Capitano has a Bonus Star. No modifier.

c) **Combat Ratio**

Larger Force (FRE) = 27 SPs (Note: Artillery Units are excluded)

Smaller Force (SWI) = 26 SPs

Combat Ratio: $27 / 26 \Rightarrow 1 - 1$. Table 2 reads 0. No modifier.

d) **Cavalry Superiority**

The defender (FRE) has a Cavalry Superiority of 9 SPs of French Gendarmes.

As the battle hex is Clear, cross-reference the "Clear: French Gendarmes" with the column 6-10. The table 3 reads 2. As the FRE is the defender, the net modifier is -2 .

e) **Artillery Superiority**

The defender (FRE) has 5 Artillery SPs against 0 Artillery SPs of the attacker. The FRE has Artillery Superiority. Net modifier: -1

f) **Firearms Superiority**

The defender (FRE) has 6 SPs of Infantry with Firearms against 0 SPs of the attacker. The FRE has Firearms Superiority. Net modifier: -2

g) **Elite Units**

The attacker (SWI) has the Swiss Infantry Units as the only unit type with Quality = 3.

The defender (FRE) has the French Gendarmes as the only unit type with Quality = 3.

Net Modifier: $+1 - 1 = 0$

h) **Low Quality**

The attacker's (SWI) Force Quality is 3. The defender's (FRE) Force Quality is 2.

No modifier.

i) **Terrain**

The defending hex is Clear with Earthworks, which make the combat Affecting.

Net modifier: -1

Final die-roll modifier = (a) -1 (d) -2 (e) -1 (f) -2 (i) $-1 = -7$

Step O4: Roll the combat die-roll

The attacker (SWI) rolls a die and a 3 is rolled. $3 - 7 = -4$

The Combat Results Table calls for an immediate reroll with a net modifier of +3

A die is rolled again and a 2 is rolled. $2 + 3 = 5$

The Combat Result Table reads : 15 / 20

The defender (FRE) loses and must absorb 20% of SPs losses from its Force. Then he must Demoralise 40% of the remaining Combat Units.

The attacker (SWI) must absorb 15% of SPs losses from its Force. Then he must Demoralise 30% of the remaining Combat Units

Note: "reroll" results in the Optional Rules CRT are necessary to reflect the uncertainty and casualness of a XVIth major battle, besides improving the game playability and entertainment

Now the following steps are conducted

Step O5: Pursuit and Recovery

Step O6: Retreat

and the battle is over.