

# Battle of Arbedo (1422)

## briefing Milanese army

This scenario is based on the battle of Arbedo that took place on June 30 in 1422. It pitted an Italian condottieri army against the Swiss who at that time had already asserted their independence against the Hapsburgs, but had, as of yet unknown to them and the world, the Burgundian wars against Charles the Bold still ahead of them.

### *Prelude*

The small village of Arbedo is just a few kilometers to the north of the stronghold Bellinzona. In 1419 two Swiss cantons had bought this from the Sacco Barons. However they weren't able to do much with it and in 1422 the Visconti's of Milan proposed to buy it. The Swiss rejected. Not taking no for an answer the Visconti's send a condottieri army under the Count of Carmagnola to take possession of Bellinzona. This he did and the Swiss soon reacted by sending an army to reconquer it.

### *Situation report*

You are Francesco Bussone da Carmagnola. Your paymaster, the Visconti's of Milan, have hired your company for taking Bellinzona. Additional condottieri companies have been hired, but you are given the overall command.

Taking Bellinzona turned out to be easy. However, you soon received reports that the Swiss have send an army to retake it. This is now approaching from the north and you have decided not to sit and wait, but to advance and meet them head-on. The first Swiss are encountered just a few kilometers to the north. Only one single block of infantry. Having heard of the Habsburger's experience you know that a Swiss army is typically deployed in three such blocks, so where are the other two?

Ahead of your army is a flat open field with to the left the river Ticino and to the right the steep slopes of Alpine mountains. Perfect terrain for a sweeping charge by your Elmeti. The Swiss have no way to go and you better strike before any of the other two blocks arrive on the field.

### *Victory conditions*

You must stop the Swiss and prevent them from reaching Bellinzona. No Swiss unit may exit the southern table edge.

## Army

### Avant-garde

Commander: Angelo della Pergola

Command dice: 3D6

Special rules: Angelo is a MERCENARY captain hired by the Visconti of Milan

Unit	Size (men)	WEAPON	KEYWORDS
Elmeti	600	Lance, heavy armor	MERCENARY ELMETI
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Crossbowmen	800	Crossbow	MERCENARY
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### Bataille

Commander: Count of Carmagnola

Command dice: 3D6

Special rules: Carmagnola is a MERCENARY captain in service of the Visconti of Milan

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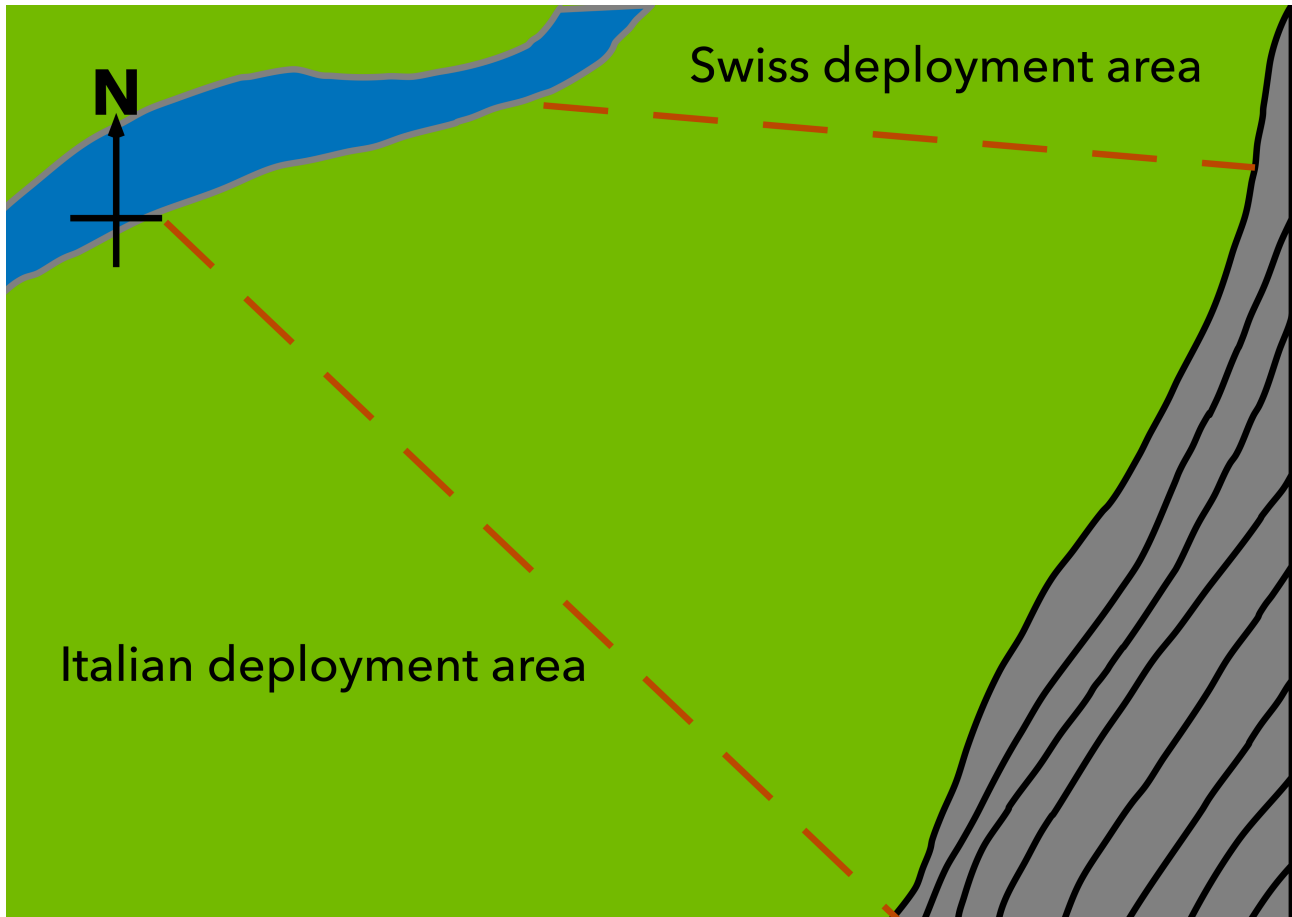
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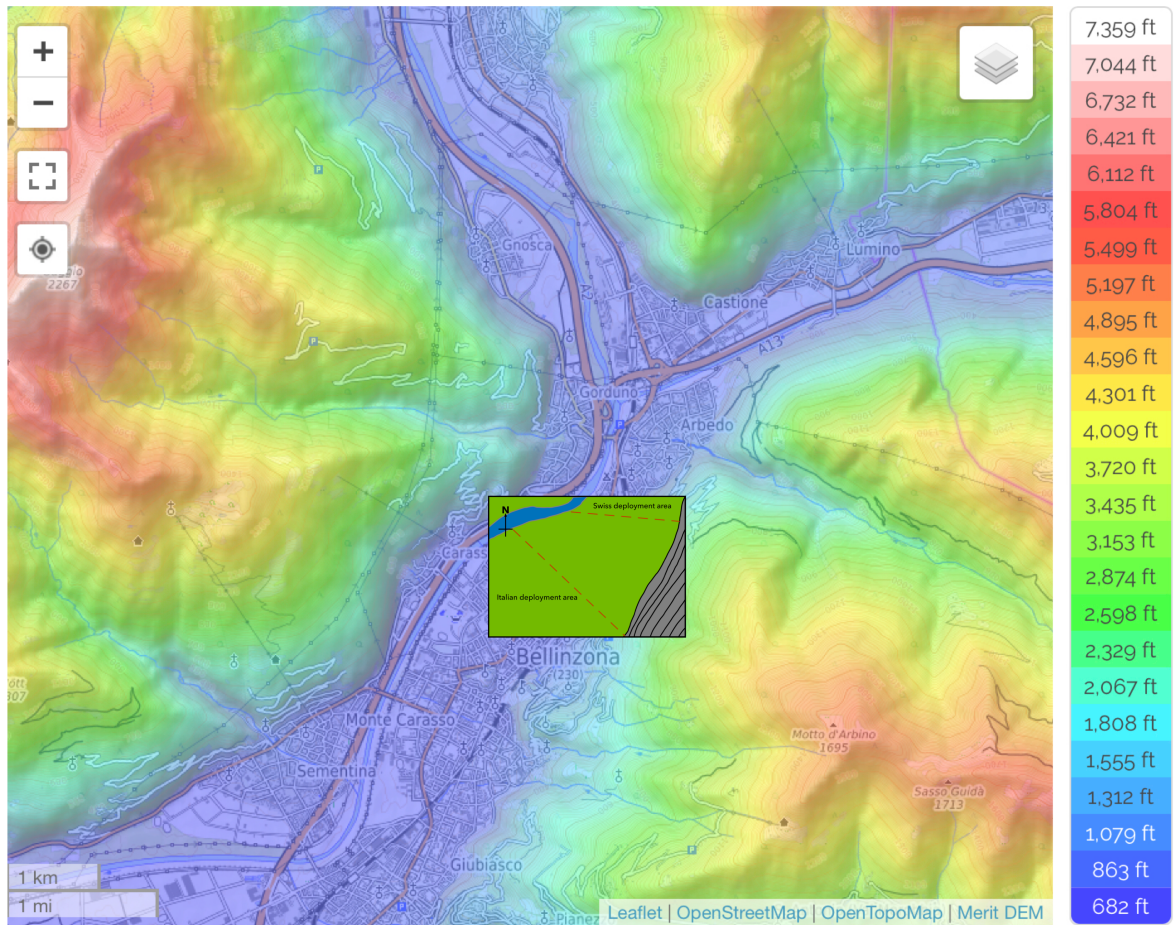
## Battlefield

The river is unfordable and the mountain slopes too steep to be of any use. The rest are flat open fields.

N.B. de Tabletop is 50 x 70 cm. We spelen meet 1 cm = 50 paces.



Today the battlefield is located in the Swiss canton of Ticino and hemmed in between



the Alpine foothills of southern Switzerland. To the south is Bellinzona, to the north the valley splits towards the north and east.