

Battle of Arbedo (1422)

briefing Swiss 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 Ulrich Walker and command a contingent consisting of troops from the cantons Uri, Unterwalden, Luzern and Zug. The total amount of the army is in the order of 6000. Some of the men are out foraging, however. The cantons of Zürich and Schwyz have indicated to send additional units which might arrive at any moment.

You are ordered to retake the stronghold of Bellinzona that was lost to a Milanese army only recently. It is not clear how large that army was. You just passed a small village (Arbedo) on your way to Bellinzona that can now already clearly be seen in the distance. Ahead of you a large Milanese army has appeared and is deploying for battle.

Victory conditions

You must break the Milanese army, then push through and take possession of Bellinzona. Your army may not break and must successfully exit the southern table edge.

Army

VORHUT

Commander: Ulrich Walker

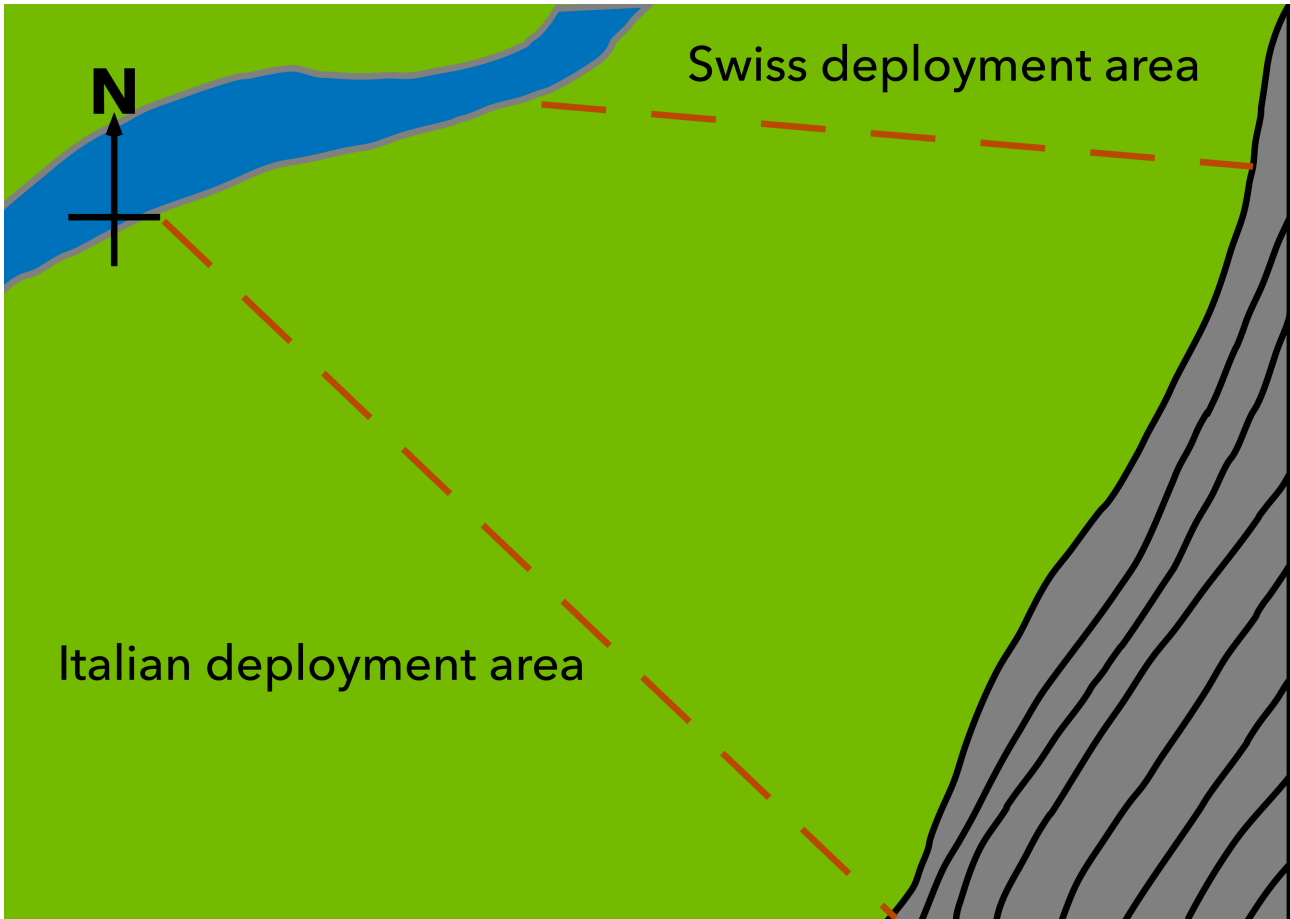
Command dice: 2D6

Special rules: none

Unit	Size (men)	WEAPON	KEYWORDS
Swiss infantry	800	Mostly halberds and a few pikes	DETERMINED GEWALTHUT CLOSE ORDER
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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 met 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.

