

# Battle of prova del coniglio (1416-ish)

## briefing army of Braccio de Montone

This scenario is loosely based on the battle of Sant'Egidio on 12 July 1416 that pitted the company of condottieri Braccio da Montone against the army of the city of Perugia.

### *Prelude*

Braccio de Montone was born in Perugia, but his family had been exiled. He has fought against Perugia on a number of occasions as condottiere in the service of others. Eventually he became one of the great condottieri and developed his own tactics, that are currently regarded as one of the two main tactical schools of late-medieval Italian battlefield tactics.

Braccio never gave up on his ambition to return to Perugia and become its lord. In 1416 the moment of truth had come and the army of Perugia now facing him in the field was the only thing between him and his ambition.

### *Situation report*

The company of Braccio de Montone meets the army of Perugia on a battlefield some 30 kilometres to the north of Perugia. It is high summer and very hot.

### *Victory conditions*

In order to take control of Perugia the army it send to confront you must be defeated, and be so thoroughly, clearly and unmistakably.

## Army

Commander in Chief	Braccio de Montone
Coup d'ceil	Gifted
Charisma	Trusted
Army command dice	9

## Avant-garde

Commander: Ludovico de Coniglio

Coup d'ceil: Capable

Charisma: Trusted

Unit	Size (men)	WEAPON	KEYWORDS
Mounted crossbows	200 2 -4 ranks (2x2 elements)	Crossbow Light armour	MTD CROSSBOW SKIRMISHING MERCENARY
Elmeti	200 1 -3 ranks (3 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY
Elmeti	150 1 -2 ranks (2 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY
crossbowmen	300 6 ranks (2x2 elements)	Crossbow Light armour	MERCENARY SKIRMISHING
crossbowmen	300 6 ranks (2x2 elements)	Crossbow Light armour	MERCENARY SKIRMISHING

## Bataille

Commander: Braccio de Montone (C-in-C)

Coup d'ceil: Gifted

Charisma: Trusted

Unit	Size (men)	WEAPON	KEYWORDS
Braccio's Casa	200 1 - 3 ranks (3 elements)	Lance, sword, mace Heavy armour Unbarded horse	CASA MERCENARY

## Bataille

Commander: Braccio de Montone (C-in-C)

Coup d'ceil: Gifted

Charisma: Trusted

Unit	Size (men)	WEAPON	KEYWORDS
Elmeti	200 1 -3 ranks (3 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY
Elmeti	200 1 -3 ranks (3 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY
Elmeti	200 1 -3 ranks (3 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY

## Arrière-garde

Commander: Marcello Avanti

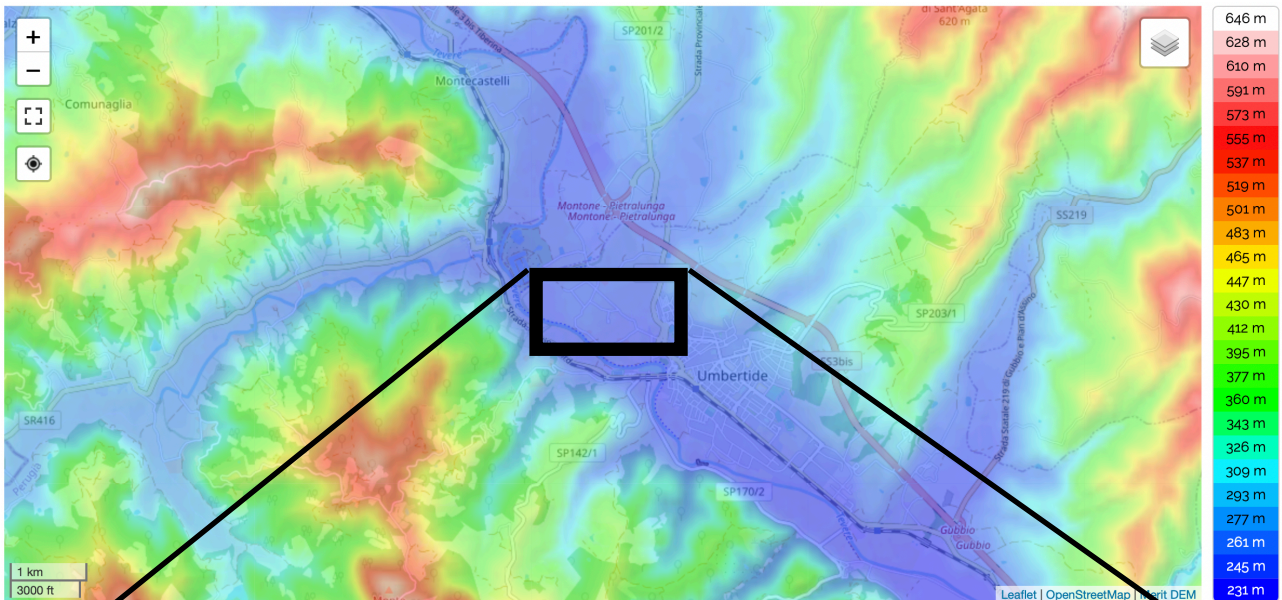
Coup d'ceil: Capable

Charisma: Trusted

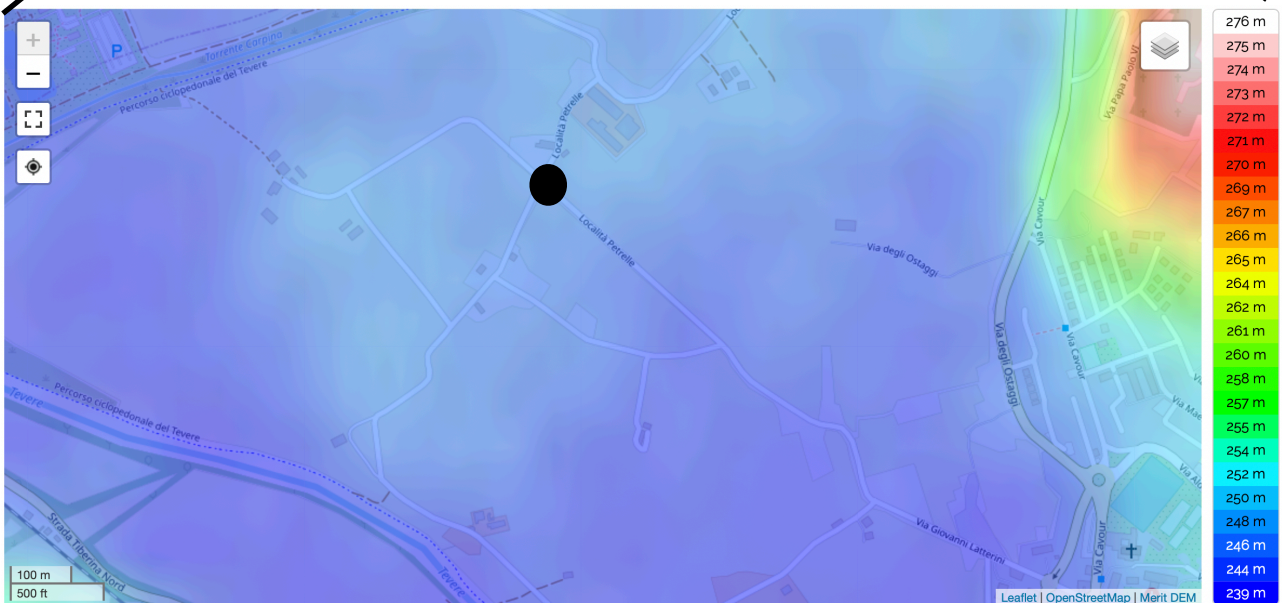
Unit	Size (men)	WEAPON	KEYWORDS
Stradiots	300 2 -4 ranks (3x2 elements)	Javelin, sword, mace Light armour	STRADIOT SKIRMISHING MERCENARY
Elmeti	200 1 -3 ranks (3 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY
Elmeti	150 1 -2 ranks (2 elements)	Lance, sword, mace Heavy armour Unbarded horse	ELMETI MERCENARY
crossbowmen	300 6 ranks (2x2 elements)	Crossbow Light armour	MERCENARY SKIRMISHING
crossbowmen	300 6 ranks (2x2 elements)	Crossbow Light armour	MERCENARY SKIRMISHING

## Terrain

The actual battle of Sant'Egidio on 12 July 1416 took place near Umbertide. Whether to the north, east, west or south of it is unknown. This scenario is placed just to the north on gently rolling agricultural terrain. On the west the battlefield is bounded by the river Tevere, to the east by steep foothills.



Umbertide, Perugia, Umbria, 06019, Italy (43.30564 12.33662)



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