

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

DRAGOONS

- counts as Light Infantry/Cavalry mixture with a movement rate of 8
- fear formed units
- cannot charge formed enemy units in the front

CARBINES

- range 16", S3, save modifier -1
- mounted troops (except Dragoons) may not move and shoot

FIELD GUN (75pts)

(See rulesbook page 130)

Each machine has a four man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	3	3	1	7	-
Cannon	-	-	-	-	7	3	-	-	-	75

Equipment: Hand weapon.

The crew may have light armour (+6).

Range 48", S7, no save, D6 wounds per hit

Special Rules: *Cannon*

FIRELOCKS

- foot and mounted troops with firelocks do not suffer the -1 penalty for move and shoot

GALLOPPER GUN (60pts)

Counts as *Light Cannon* with M8.

GRENADOES

- one use only
- for each grenadoe place the 3" template within 8" (90° arc of sight)
- roll artillery and scatter dice, S4 hits
- in case of misfire place the template with the center above the thrower

LIGHT CANNON (50pts)

(See rulesbook page 130)

Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	3	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon. The crew may have light armour (+6).

Range 36", S6, no save, D6 wounds per hit

Special Rules: *Cannon*

MUSKETS

- range 24", S4, save modifier -2
- one rank may fire

- if not moved two ranks may shoot (salvoe), but no shoot including next round, enemy units have to make a panic test immediately if they have casualties

PIKE&SHOT

- units must remain within 2" to support or benefit from this support:
- a unit of shot may use the stand & shoot reaction against enemy units charging a pike unit nearby, enemy must be within the 90° arc of sight during the charge, normal penalty for shooting at chargers apply
- a unit of shot in front of a unit of pike will rally automatically after using fire&flee as charge reaction
- a unit of pike can declare a countercharge to an enemy unit who is charging a unit of shot nearby as long as the enemy is within the 90° arc of sight during the charge, pike unit will be moved in front of the shot unit

PISTOLS

- range 12", S3, save modifier -1
- models armed with pistols count as armed with an additional hand weapon in melee, using a hand weapon and one pistol
- cavalry armed with pistols may fire twice per turn, 180° arc of sight
- do not suffer penalties for move&shoot or long range

STAKES

Stakes must be placed when the unit is deployed on the table. After deployment is finished and stakes placed the stakes are lost as soon as the unit moves or flee. Mounted models hit models behind the stakes with -2, cannot use the *Ferocious Charge* ability and do not gain any weapon strength bonuses.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

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HISTORICAL BACKGROUND



The **Italian Wars**, often referred to as the **Great Italian Wars** or the **Great Wars of Italy** and sometimes as the **Habsburg–Valois Wars**, were a series of conflicts from 1494 to 1559 that involved, at various times, most of the city-states of Italy, the Papal States, most of the major states of Western Europe (France, Spain, the Holy Roman Empire, England, and Scotland) as well as the Ottoman Empire. Originally arising from dynastic disputes over the Duchy of Milan and the Kingdom of Naples, the wars rapidly became a general struggle for power and territory among their various participants, and were marked with an increasing degree of alliances, counter-alliances, and regular betrayals.

Prelude

Following the Wars in Lombardy between Venice and Milan, which ended in 1454, Northern Italy had been largely at peace during the reigns of Cosimo de' Medici and Lorenzo de' Medici in Florence, with the notable exception of the War of Ferrara in 1482-1484.

Spain had promised not to interfere with France's adventures in Italy in return for Roussillon and Cerdagne, which were ceded to Spain under the Treaty of Barcelona of 1493.

The wars

Italian War of 1494–98

Ludovico Sforza of Milan, seeking an ally against the Republic of Venice, encouraged Charles VIII of France to invade Italy, using the Angevin claim to the throne of Naples as a pretext. When Ferdinand I of Naples died in 1494, Charles invaded the peninsula with twenty-five thousand men (including 8,000 Swiss mercenaries), possibly hoping to use Naples as a base for a crusade against the Ottoman Turks.¹ For several months, French forces moved through Italy virtually unopposed, since the *condottieri* armies of the Italian city-states were unable to resist them. Their sack of Naples finally provoked a reaction, however, and the League of Venice was formed against them, effectively cutting off Charles's army from

France. Despite a tactical victory of French armies against the League at the battle of Fornovo, the formation of the League to his rear forced Charles to withdraw to France, Fornovo itself being merely a successful fighting withdrawal. After initial reverses, most notably the disastrous Battle of Seminara, Ferdinand II of Naples, with the able assistance of the Spanish general Gonzalo Fernández de Córdoba, reduced the French garrison in the Kingdom of Naples. Ludovico, having betrayed the French at Fornovo, retained his throne until 1499, when Charles's successor, Louis XII of France, invaded Lombardy and seized Milan, to which he had a claim in right of his paternal grandmother Valentina Visconti.



Italy in 1494.

Italian War of 1499–1504

In 1500, Louis, having reached an agreement with Ferdinand II of Aragon to divide Naples, marched south from Milan. By 1502, a combined French and Spanish force had seized control of the kingdom; disagreements about the terms of the partition led to a war between Louis and Ferdinand. By 1503 Louis, having been defeated at the Battle of Cerignola and Battle of Garigliano, was forced to withdraw from Naples, which was left under the control of a Spanish viceroy, General de Córdoba.

War of the League of Cambrai

Meanwhile, Pope Julius II was more concerned with curbing the territorial expansion of the Republic of Venice, and in 1508 formed the League of Cambrai, in which France, the Papacy, Spain and the Holy Roman Empire

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agreed to restrain the Venetians. Although the League destroyed much of the Venetian army at the Battle of Agnadello in 1509, it failed to capture Padua, and in 1510, Julius, now regarding France as a greater threat, left the League and allied himself with Venice. Following a year of fighting over the Romagna, during which the Veneto-Papal alliance was repeatedly defeated, the Pope proclaimed a Holy League against the French; this rapidly grew to include England, Spain, and the Holy Roman Empire.

French forces under Gaston de Foix inflicted an overwhelming defeat on a Spanish army at the Battle of Ravenna in 1512, but Foix was killed during the battle, and the French were forced to withdraw from Italy by an invasion of Milan by the Swiss, who reinstated Maximilian Sforza to the ducal throne. The victorious Holy League fell apart over the subject of dividing the spoils, and in 1513 Venice allied with France, agreeing to partition Lombardy between them.

Louis mounted another invasion of Milan, but was defeated at the battle of Novara, which was quickly followed by a series of Holy League victories against the Venetians at La Motta, the French at Guinegate, and the Scots at Flodden Field. However, the death of Julius left the League without effective leadership, and when Louis' successor Francis I defeated the Swiss at Marignano in 1515, the League collapsed. By the treaties of Noyon and Brussels, the entirety of northern Italy was surrendered to France and Venice.

Italian War of 1521–26

The elevation of Charles of Spain to Holy Roman Emperor, a position that Francis had desired, led to a collapse of relations between France and the Habsburgs and provided Francis I of France with a pretext for starting a general war. The French were outmatched by the Spanish arquebusier tactics, however, and suffered crippling defeats at Bicocca and Sesia against Spanish troops under Fernando de Avalos. With Milan in Imperial hands, Francis personally led a French army into Lombardy in 1525, only to be defeated and captured at the battle of Pavia. With Francis imprisoned in Spain, a series of diplomatic maneuvers centered around his release ensued, including a special French mission sent by Francis' mother Louise of Savoy to the court of Suleiman the Magnificent that would result in an Ottoman ultimatum to Charles—an unprecedented alliance between Christian and Muslim monarchs that would cause a scandal in the Christian world. Suleiman used the opportunity to invade Hungary in the summer of 1526, defeating Charles' allies at the Battle of Mohács; but, despite these efforts, Francis would sign the Treaty of Madrid, surrendering his claims to Italy, Flanders, and Burgundy.

War of the League of Cognac

In 1526, Pope Clement VII, alarmed at the growing power of the Empire, formed the League of Cognac against Charles V, allying himself, the Republic of Venice, Republic of Florence, and a number of smaller Italian states with France. Venice, however, refused to contribute

troops; with the withdrawal of French forces from Lombardy, Charles V proceeded to subdue Florence, and, in 1527, sacked Rome itself. Clement was imprisoned by Imperial troops, and offered no further resistance to Charles V. With the conclusion of the Treaty of Cambrai in 1529, which formally removed Francis from the war, the League collapsed; Venice made peace with Charles V, while Florence was placed again under the Medici.

Italian War of 1536–38

The third war between Charles and Francis began with the death of Francesco Maria Sforza, the duke of Milan. When Charles's son Philip inherited the duchy, Francis invaded Italy, capturing Turin, but failed to take Milan. In response, Charles invaded Provence, advancing to Aix-en-Provence, but withdrew to Spain rather than attacking the heavily fortified town of Avignon. The Truce of Nice ended the war, leaving Turin in French hands but effecting no significant changes to the map of Italy.

Italian War of 1542–46

Francis, allying himself with Suleiman I of the Ottoman Empire, launched a final invasion of Italy. A Franco-Ottoman fleet under the command of Ottoman admiral Hayreddin Barbarossa captured the city of Nice in August 1543, and laid siege to the citadel. The defenders were relieved within a month. Commanded by the Count d'Enghien, the French defeated an Imperial army at the Battle of Ceresole in 1544, but failed to penetrate further into Lombardy. Charles V and Henry VIII of England then proceeded to invade northern France, seizing Boulogne and Soissons. A lack of cooperation between the Spanish and English armies, coupled with increasingly aggressive Ottoman attacks, led Charles to abandon these conquests, restoring the status quo once again.

Italian War of 1551–59

In 1551, Henry II of France, who had succeeded Francis to the throne, declared war against Charles with the intent of recapturing Italy and ensuring French, rather than Habsburg, domination of European affairs. An early offensive against Lorraine was successful, but the attempted French invasion of Tuscany in 1553 was defeated at the Battle of Marciano. Charles' abdication in 1556 split the Habsburg empire between Philip II of Spain and Ferdinand I, and shifted the focus of the war to Flanders, where Philip, in conjunction with Emmanuel Philibert of Savoy, defeated the French at St. Quentin. England's entry into the war later that year led to the French capture of Calais, and French armies plundered Spanish possessions in the Low Countries; but Henry was nonetheless forced to accept the Peace of Cateau-Cambrésis, in which he renounced any further claims to Italy.

Aftermath and impact

By the end of the wars in 1559, Habsburg Spain had been established as the premier power of Europe, to the detriment of France. The states of Italy, which had wielded power disproportionate to their size during the Middle

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Ages and the Renaissance, were reduced to second-rate powers or destroyed entirely.

The Italian Wars had a number of consequences for the work and workplace of Leonardo da Vinci; his plans for a "Gran Cavallo" horse statue in 1495 were dropped when the seventy tons of bronze intended for the statue were instead cast into weapons to save Milan. Later, following a chance encounter with Francis I after the Battle of Marignano, Leonardo agreed to move to France, where he spent his final years.

In France, Henry II was fatally wounded in a joust held during the celebrations of the peace. His death led to the accession of his 15-year-old son Francis II, who in turn soon died. The French monarchy was thrown into turmoil, which increased further with the outbreak of the French Wars of Religion in 1562.

developments as detached bastions, that could withstand sustained artillery fire.

Source: http://en.wikipedia.org/wiki/Italian_Wars

Arms and armies

The wars saw the introduction of many significant advances in military technology and tactics, including field artillery, muskets, and combined arms tactics.

Infantry

Infantry underwent profound developments during the Italian Wars, evolving from a primarily pike- and halberd-wielding force to a more flexible arrangement of arquebusiers, pikemen, and other troops. While the early part of the Wars continued to see landsknechts and Swiss mercenaries dominate, the Italian War of 1521 demonstrated the power of massed firearms, leading to their increasingly widespread adoption as the basis of all infantry formations.

Cavalry

Heavy cavalry—the final evolution of the fully-armored medieval knight—remained major players on the battlefields of the Italian Wars. Here, the French gendarmes were generally successful against other nations' mounted troops, owing significantly to their excellent horses.

Artillery

The Italian Wars saw artillery—particularly field artillery—become an indispensable part of any first-rate army. Charles VIII, during his invasion of Italy, brought with him the first truly mobile siege train: culverins and bombards mounted on wheeled carriages, which could be deployed against an enemy stronghold immediately after arrival.

Military leadership

The armies of the Italian Wars were commanded by a wide variety of different leaders, from mercenaries and condottiere to nobles and kings.

Fortification

Much of the fighting during the Italian Wars took place during sieges. Successive invasions forced Italy to adopt increasing levels of fortification, using such new

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ARMY LISTS

V/1. ITALIAN CONDOTTA (1500-1553AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CONDOTTIERI OR LANZE SPEZZATE ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, may count rank bonus up to +1

FAMIGLIA DUCALE ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take

partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only Milan

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)

Special Rules: *Light Cavalry*

MOUNTED ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only Milan

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only Venetian

INFANTRY

MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow. May have light armour (+2).

Only after 1521AD: may have handgun instead of crossbow (+2)

Special Rules: *Light Infantry*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow

Only after 1521AD: may have handgun instead of crossbow (+2)

May have light armour (+2) and pavise (+2).

ITALIAN ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

Special Rules: *Light Infantry*

MERCENARY SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only Papacy and Florence, Only Sienna from 1552-1553AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or

heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-1 ORGAN GUN

PIONEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ROMANDIOLE PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only from 1500-1503AD, Only Papacy

MILITIA PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only after 1506AD, Only Florence

ALLIES

Italian Allies, V/1

Only Papacy: Spanish Allies, V/60

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ITALIAN WARS 1494 – 1559AD

V/2. ITALIAN WARS FRENCH (1500-1559AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ORDONNANCE GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.

May have light (+2) or heavy (+3) armour

Only 0-1 per unit of gendarmes

Special Rules: *Light Cavalry*

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)

Special Rules: *Light Cavalry*

ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, may count rank bonus up to +1

ITALIAN MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light crossbow. May have light armour (+2)

Only after 1512AD: May have handgun instead of light crossbow (+3)

Special Rules: *Skirmishers*

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

ARGOULETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have heavy armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Only after 1522AD: May have handgun instead of bow (+3)

Special Rules: *Skirmishers*

INFANTRY

AVENTURIER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).

Only after 1522AD: Have handgun instead of crossbow (free)

Only after 1543AD and with handgun: *Dragoons* (+2)

Special Rules: *Skirmishers*

OLD BANDS OF PICARDY AND PIEMONT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only after 1535AD: May be upgrade to 1/3 armed with handguns placed in the first rank (+2) to *Combined Formation*

FIELD GUNS

Special Rules: *Cannon*

SWISS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

May be *Stubborn* (+2)

Special Rules: Only 1500-1512 and 1522-1559AD

SWISS SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

May have crossbow instead of handgun (free)

0-1 per two units of swiss pikemen

Special Rules: *Skirmishers*, Only 1500-1512 and 1522-1559AD

ITALIAN ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

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ITALIAN WARS 1494 – 1559AD

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only after 1512AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

AVENTURIER OR ITALIAN PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: Only after 1512AD

ALLIES

Only from 1515-1522AD: Venetian Allies, V/4

V/3. SWISS CONFEDERATE (1500-1515AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. Sub-General may ride a horse if Milanese (+8, M8).

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.

May have handgun instead of light crossbow (+2)

May have light armour (+2)

0-1 FAMIGLIA DUCALE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only with a Milanese sub-general

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, pike

May have plate armour (+3). May be *Stubborn* (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow. May have light armour (+2).

May have handgun instead of crossbow (free)

Special Rules: *Skirmishers*

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, halberd

May have plate armour (+3). May be *Stubborn* (+2).

0-2 LIGHT CANNONS

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/4. VENETIAN ITALIAN (1500-1617AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

May be *Veterans* (+2)

Only from 1560AD: Downgrade to WS3 (-3)

Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only until 1606AD

0-1 MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)

Only from 1560AD: Have handgun instead of crossbow (+2)

Special Rules: *Light Cavalry*

MOUNTED ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

PISTOLEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols

May be *Veterans* (+2)

Special Rules: *Light Cavalry*, *Pistols*, Only from 1606AD

INFANTRY

MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Only from 1606AD: Upgrade to BS4 (+3)

Special Rules: *Light Infantry*

MERCENARY FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow

Only from 1560AD: Have handgun instead of crossbow (free)

May have light armour (+2) and pavise (+2).

MERCENARY SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow.

May have light armour (+2).

Special Rules: *Skirmishers*

0-4 FIELD GUNS

MILITARY PIONEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ROMANDIOLE PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, handgun.

May have heavy armour (+3). May be *Veterans* (+2)

Special Rules: *Dragoons*

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/5. GERMAN MINOR STATES (1500-1609AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

GERMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only until 1544AD

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light crossbow, light armour

May have heavy armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

0-1 PETRONELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols

May have Ld6 and handgun instead of pistols (-4)

Special Rules: *Light Cavalry*, *Pistols*

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols

Only before 1555AD: May be *Veterans* (+2)

Special Rules: *Light Cavalry*, *Pistols*, Only from 1544AD

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

OTHER FOOT ARQUEBUSIER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Only from 1555AD: Upgrade to BS4 (+3) and may be *Veterans* (+2)

Special Rules: *Light Infantry*

0-2 ORGAN GUNS OR LIGHT CANNONS

0-2 FIELD GUNS

Special Rules: Only from 1555AD

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/6. VALOIS FRENCH (1500-1561AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ORDONNANCE GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS OR CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour and thrusting spear (+2)
Only 0-1 per unit of gendarmes

Special Rules: *Light Cavalry*

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)

Special Rules: *Light Cavalry*, Only until 1512AD

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

ARGOULETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have heavy armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Only after 1522AD: May have handgun instead of bow (+3)

Special Rules: *Skirmishers*, Only after 1512AD

GERMAN MERCENARY REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols

Special Rules: *Light Cavalry*, Only from 1544AD

INFANTRY

OLD BANDS OF PICARDY AND PIEMONT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Only after 1525AD: May be upgrade up to 1/3 armed with handguns placed in the first rank (+2) to *Combined Formation*

AVENTURIER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).

Only after 1522AD: Have handgun instead of crossbow (free)

Only after 1543AD and with handgun: *Dragoons* (+2, M8)

Special Rules: *Skirmishers*

FRANCS ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

May have light armour (+2).

Special Rules: *Light Infantry*

0-4 FIELD GUNS

Special Rules: *Cannon*

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only after 1512AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/7. MAXIMILIAN IMPERIAL (1500-1518AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BURGUNDIAN AND SIMILAR MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light crossbow, light armour

May have heavy armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

PETRONELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols

May have Ld6 and handgun instead of pistols (-4)

Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Light Infantry*

0-2 ORGAN GUNS

LANDSKNECHT “VERLORENE HAUFEN”

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, halberd

May have double handed weapon (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only before 1507AD

ALLIES

English Allies, V/8

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/8. EARLY TUDOR ENGLISH (1500-1558AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	23
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

BURGUNDIAN AND SIMILAR MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH DEMI-LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH JAVELINS STAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, javelins

May have shield (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*, *Feigned Flight*

INFANTRY

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+2)

May be *Veterans* (+2)

ENGLISH BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour

May have shield (+1), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: 0-1 per two units of longbowmen

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, 0-1 per two units of longbowmen

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-4 ORGAN GUNS

0-1 WAGON TABOR

ALLIES

Maximilian Imperial Allies, V/7

Spanish Imperial Allies, V/64

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/9. OTTOMAN TURK (1500-1645AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

QAPUKULU CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	28

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2) and cloth (+4) or metal (+6) barding. Without barding may be *Expert Horsemen* (+2)

Special Rules: May have a +2 rank bonus

FEUDAL SIPAHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2), heavy armour (+2)

Only until 1595AD: May have WS4 (+2)

Special Rules: May have a +2 rank bonus

AKINJIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	17

Equipment: Hand weapon, throwing spear

May have light armour (+2) and bow (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only until 1595AD

DELIS, KURDS OR BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

DJANBAZAN, TURKOMANS, TARTARS OR SIMILAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only before 1595AD

INFANTRY

JANISSARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	3	4	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, bow

May have handgun (+2). May have *Stakes* (+20) and *Tethered Camels* (+10). May be *Veterans* (+2).

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AZABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins

May have sling instead of javelins (free) or bow (+1).

With bow they may upgrade to *Light Infantry* (+1)

Special Rules: *Skirmishers*

LEVENDAT OR EUROPEAN LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Levies*

0-1 WAGON TABOR

IAYLARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ialyar	5	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield

Special Rules: *Warband*, Only before 1595AD

VOYNUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voynuk	4	4	3	3	3	1	3	1	8	12

Equipment: Hand weapon, light armour

May have shield (+1), heavy armour (+2) and halberd (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only before 1595AD

JANISSARY SKIRMISHERS WITH LONG ARQUEBUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)

Special Rules: *Skirmishers*, Only before 1595AD

WAR WAGONS WITH LIGHT GUNS

Special Rules: Only before 1595AD

0-1 FIRE-LANCE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire lance (count as thrusting spear)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*, Only before 1595AD

SLAV OR ANATOLIAN SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)

May be *Dragoons* (+2, M8)

Special Rules: *Skirmishers*, Only after 1595AD

0-2 CAMEL GUNS

ALLIES

Crimean Tartar Allies, V/36

Only before 1595AD: Wallachian Vassal Allies, V/16

Only from 1533-1629AD: Transylvanian Allies, V/16

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/64. SCOTS COMMON ARMY (1513-1602AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

BORDERERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, throwing spear, javelins

May have light armour (+2)

Special Rules: *Skirmishers*

FRENCH NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)

Dismounted – pike instead of shield (free). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only in 1513AD

INFANTRY

LOWLAND PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2).

May have heavy armour (+3) and then WS4 and *Medieval Phalanx* (+3)

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield.

May have double-handed weapon (+2)

Special Rules: *Warband*

0-4 FIELD GUNS

FRENCH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2).

Special Rules: *Light Infantry*, Only in 1513AD

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WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

V/65. SPANISH IMPERIAL (1519-1558AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SPANISH GENTE D'ARMAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

BURGUNDIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+4) or plate (+6) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ITALIAN ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+4) or plate (+6) barding.

May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, may count rank bonus up to +1

SPANISH GINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, throwing spear, javelins

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only before 1534AD

ITALIAN HORSE ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: Only from 1503AD

GERMAN MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light crossbow, light armour

May have heavy armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only before 1534AD

HERGULETIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, handgun

May have light (+2) or heavy armour (+3)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1534AD

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols

May be *Veterans* (+2)

Special Rules: *Light Cavalry*, *Pistols*, Only from 1544AD

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

UNREGIMENTED ARQUEBUSIER COMPANIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

WAB FORUM SUPPLEMENT

ITALIAN WARS 1494 – 1559AD

SKIRMISHING SPANISH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

“INDIFFERENT” ITALIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

0-4 FIELD GUNS

SPANISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*

SPANISH ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Pike&Shot*, 0-1 per spanish pikemen unit

SPANISH COLUNELA FOOT SWORD-AND-BUCKLER MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

Special Rules: Only before 1534AD and 0-1 per two spanish pikemen units

ALLIES

Venetian Allies, V/4

Catholic German Allies, V/5

English Allies, V/8

Battle of Fornovo



The **Battle of Fornovo** took place 30 km southwest of the city of Parma on 6 July 1495. The League of Venice was able to temporarily expel the French from the Italian Peninsula. It was the first major battle of the Italian Wars.

Antecedents

Charles VIII dreamed of his own crusade against the infidel and of recapturing Jerusalem for Christendom. This was to be preceded by the conquest of the Kingdom of Naples, to which he had a nebulous claim through his paternal grandmother, Marie of Anjou (1404–1463).

To have his hands free in Italy, Charles made ruinous pacts with all his neighbours, so they would not interfere. Henry VII was given cash, Ferdinand II of Aragon was given Roussillon and Maximilian was given Artois and Franche-Comté. This handing out of territory is symptomatic of Charles' lack of foresight. However, Charles was willing to do this in his attempt to establish his Neapolitan base for his crusade.

The fighting between the many independent towns of Italy was done by establishing a contract, *condotta* in Italian, between the town leaders and the leaders of mercenary bands, who came to be called Condottieri. This led to the developing of fighting tactics destined to establish field supremacy, gaining wealthy prisoners to be ransomed, and minimizing casualties, as it was basically a business. These tactics were going to be put to shame when the motivated armies of France and Spain descended upon the Italian peninsula.

Campaign

Charles VIII was on good terms with the two powers in northern Italy, Milan and Venice, and both had encouraged him to make good his claims over the Kingdom of Naples. Thus he assumed he would have their support when he moved against Alfonso II of Naples, especially as the rival claimant was Ferdinand II of Aragon, King of Spain. At the end of August 1494 Charles VIII led a powerful

French army with a large contingent of Swiss mercenaries and the first train of artillery seen in history into Italy. He was granted free passage through Milan, but was vigorously opposed by Florence, Pope Alexander VI, and Naples.

On his way to Naples, Charles crushed every small army that the Pope and Naples could send against him and massacred any city that resisted him. This shocked the Italians, who were accustomed to the relatively bloodless wars of the Condottieri.

On 22 February 1495 Charles VIII, with his general Louis II de La Trémoille, entered Naples almost without opposition. The speed and violence of the campaign left the Italians stunned. Realization struck them, especially the Venetians and the new Duke of Milan, Ludovico Sforza, that unless Charles was stopped Italy would soon be another province of France. On 31 March in Venice the Holy League was proclaimed; the signatories were the Republic of Venice, the Duke of Milan, the Pope, the Spanish King, the English King, and Maximilian I, Holy Roman Emperor. The League engaged a veteran Condottiero, Francesco II of Gonzaga, Duke of Mantua to gather an army and expel the French from Italy. By 1 May this army was threatening the garrisons that Charles had left in a trail down Italy to guard his communications with France. On 20 May Charles left Naples leaving behind a garrison to hold the country and proclaiming that he only desired a safe return to France.

As a footnote, Charles' army had picked up a terrible malady while in Naples. While it is unclear whether it was imported from the New World or a more virulent strain of an Old World disease, the first known epidemic of syphilis had broken out in the city. As the French Army returned north this malady would be spread across Italy, and eventually all of Europe. Spread by the returning soldiers, it would be known through most of Europe as the "French disease".

Besides syphilis, Charles was taking with him both his large siege train and a baggage train that was loaded with the rich booty from Florence, Rome, and Naples. On 4 July the French reached the village of Fornovo and found their passage blocked by the main League army camped just north of the village.

Battle

The battle was described by physician Alessandro Beneditti in his *Diaria de Bello Carolino*⁵

On 27 June the Venetians and their allies established camp near Fornovo di Taro some 30 km southwest of Parma, to wait for the French. They would not have to wait long. But the Venetian Senate was not unanimous on fighting the French. Some members wanted to attack the rear guard of the French to try to seize the bounty, while others cautioned that Italy was risking too much in this battle, while for the French it was only one army.

On 4 July, Ercole d'Este, Duke of Ferrara, Charles' strongest ally in Italy, wrote to Charles to tell him that the Senate had not yet decided. But Charles was anxious, seeing the enemy numbers growing, while he had no hope of reinforcements. When an effort to sway the undecided

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forces of Parma was thwarted by the Venetians, Charles instead sent a messenger to request free passage to return to France, but the Venetians replied that he would have to restore all his conquests before such could be considered. The messenger, having scouted the troops, reported back to Charles. The forty soldiers Charles subsequently sent to reconnoiter were quickly routed by the Stradioti (a mainly Albanian mercenary force), whose ranks consisted of many veterans from the Albanian-Turkish Wars (1443-1478).



Battle of Fornovo, 6 July 1495.

Two days later, 6 July, Charles decided to offer battle because the French were short on provisions. The League armies, mostly Venetians, were at the right side of the Taro river, and the French decided to keep the left side of the river. The French position was deemed to be good for defense because the Venetians had not cleared the field, and the rain had made the river banks slippery and impassable for the cavalry. Charles organized his army in battle groups. The first group, a troop of about 2,500, was led by Gian Giacomo Trivulzio. The second, the largest, was led by Charles himself. The final group, of about 1,400, was led by Francesco Secco, who rode in conversation with prisoner Count Niccolò di Pitigliano. There was in addition a large phalanx of spear soldiers.

Artillery ranged before the first line and protected the second line on the side of the Taro.

Melchiorre Trevisan promised the League soldiers the spoils of battle if they were victorious, igniting their combat ardor. Francesco Gonzaga divided his forces in nine lines. His battle plan was to distract the first and middle groups of the French by two lines while flanking the rear. Once the French groups were disorganized, the rest of the Italian troops would attack.

The light cavalry attack on the French front was impeded by the terrain conditions, as the French anticipated, and its result indecisive. While the battle was at its most delicate point, the Stradioti saw that the French guarding the baggage train were being driven out by the assigned Italian light cavalry, and they immediately left their positions to fell upon the rich baggage to plunder it. What had been a battle slowly evolving towards the Venetian advantage now turned into a bloody exchange. The French artillery did not play a role because the rain wetted the powder. The Venetian reserve entered battle. Niccolò di Pitigliano, managing to reach the Venetians, told them that the French were demoralized. A number of the Italians were fleeing the battle, but Pitigliano and the Venetian providers were instrumental in turning back many by convincing them that the battle was being won or that, even if it were not, it would be better to die in battle than be executed for the loss.

After over an hour of fighting, the French were forced back to a hilltop. Both sides took to camp. The French had lost about a thousand men, while the Venetians lost twice that many. Many nobles had died. The French had lost the booty of the Italian expedition. A day's truce was declared for burial of the dead. The dead and even the wounded were looted by the victorious League infantry and then the local peasantry.

The following evening, Doge Agostino Barbarigo and the Venetian Senate received a report in which they were told that the Venetian army had not been destroyed, but that the result of the battle was uncertain because they had many casualties and deserters, but they did not know the enemy casualties. Due to the lack of details in this and due to other private correspondences, the Italians first believed they were in worse position than before, but the next day's detailed report declared victory. Though expressing dismay at his financial losses, Charles also voiced pride at the conduct of his soldiers and in the limited loss of soldiers.

Consequences

Charles left Italy, without having gained anything. He attempted in the next few years to rebuild his army, but was hampered by the serious debts incurred by the previous one, and he never succeeded in recouping anything substantive. He died two-and-a-half years after his retreat, of an accident — striking himself on the head while passing through a doorway, he succumbed to a sudden coma several hours later.

Charles bequeathed a meagre legacy: he left France in debt and in disarray as a result of an ambition most charitably characterized as unrealistic, and having lost several

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important provinces that would take centuries to recover. On a more positive side, his expedition did broaden contacts between French and Italian humanists, energizing French art and letters in the latter Renaissance.

Charles proved the last of the elder branch of the House of Valois, and upon his death at Amboise the throne passed to a cousin, the duc d'Orléans, who reigned as King Louis XII of France, who would try to make good his clearer claim to the Duchy of Milan.

However, for Italy the consequences were catastrophic. Europe knew now, from the French and German soldiers in Charles' expedition, of an incredibly rich land, divided into easily conquerable principalities, and defended only by mercenary armies that refused to fight at the slightest disadvantage. Italy was to be the scene of a dispute between the main continental powers, where the Italians were left with only a secondary role in their own destiny. Basically only Venice with its exemplary (for the time) system of government was going to survive the invasion of Italy as a completely independent state, but with the greatest difficulties, and at the cost of her strength and impulse.

Source: http://en.wikipedia.org/wiki/Battle_of_Fornovo

Battle of Pavia



The **Battle of Pavia**, fought on the morning of 24 February 1525, was the decisive engagement of the Italian War of 1521-26.

A Spanish-Imperial army under the nominal command of Charles de Lannoy (and working in conjunction with the garrison of Pavia, commanded by Antonio de Leyva) attacked the French army under the personal command of Francis I of France in the great hunting preserve of Mirabello outside the city walls. In the four-hour battle, the French army was split and defeated in detail. The

French suffered massive casualties, including many of the chief nobles of France; Francis himself, captured by the Spanish troops, was imprisoned by Charles V and forced to sign the humiliating Treaty of Madrid, surrendering significant territory to his captor. The outcome of the battle cemented Spanish Habsburg ascendancy in Italy.

Prelude

The French, in possession of Lombardy at the start of the Italian War of 1521-26, had been forced to abandon it after their defeat at the Battle of Bicocca in 1522. Determined to regain it, Francis ordered an invasion of the region in late 1523, under the command of Guillaume Gouffier, Seigneur de Bonnivet; but Bonnivet was defeated by Imperial troops at the Battle of the Sesia and forced to withdraw to France.

Charles de Lannoy now launched an invasion of Provence under the command of Fernando d'Avalos, Marquess of Pescara, and Charles III, Duke of Bourbon (who had recently betrayed Francis and allied himself with the Emperor). While initially successful, the Imperial offensive lost valuable time during the Siege of Marseille and was forced to withdraw back to Italy by the arrival of Francis and the main French army at Avignon.

In mid-October 1524, Francis himself crossed the Alps and advanced on Milan at the head of an army numbering more than 40,000. Bourbon and d'Avalos, their troops not yet recovered from the campaign in Provence, were in no position to offer serious resistance.² The French army moved in several columns, brushing aside Imperial attempts to hold its advance, but failed to bring the main body of Imperial troops to battle. Nevertheless, Charles de Lannoy, who had concentrated some 16,000 men to resist the 33,000 French troops closing on Milan, decided that the city could not be defended and withdrew to Lodi on October 26.³ Having entered Milan and installed Louis II de la Trémoille as the governor, Francis (at the urging of Bonnivet and against the advice of his other senior commanders, who favored a more vigorous pursuit of the retreating Lannoy) advanced on Pavia, where Antonio de Leyva remained with a sizable Imperial garrison of about 9000.

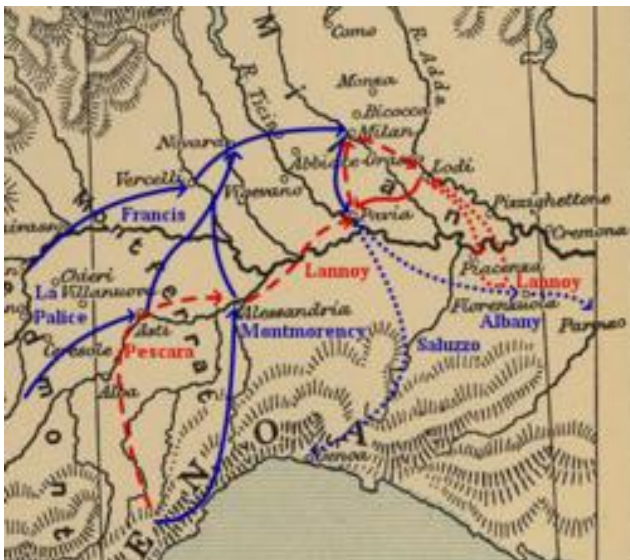
The main mass of French troops arrived at Pavia in the last days of October. By 2 November, Montmorency had crossed the Ticino River and invested the city from the south, completing its encirclement. Inside were about 9,000 men, mainly mercenaries whom Antonio de Leyva was able to pay only by melting the church plate.⁵ A period of skirmishing and artillery bombardments followed, and several breaches had been made in the walls by mid-November. On 21 November, Francis attempted an assault on the city through two of the breaches, but was beaten back with heavy casualties; hampered by rainy weather and a lack of gunpowder, the French decided to wait for the defenders to starve.⁶

In early December, a Spanish force commanded by Hugo de Moncada landed near Genoa, intending to interfere in a conflict between pro-Valois and pro-Habsburg factions in

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the city. Francis dispatched a larger force under the Marquis of Saluzzo to intercept them. Confronted by the more numerous French and left without naval support by the arrival of a pro-Valois fleet commanded by Andrea Doria, the Spanish troops surrendered.⁷ Francis then signed a secret agreement with Pope Clement VII, who pledged not to assist Charles in exchange for Francis's assistance with the conquest of Naples. Against the advice of his senior commanders, Francis detached a portion of his forces under the Duke of Albany and sent them south to aid the Pope.⁸ Lannoy attempted to intercept the expedition near Fiorenzuola, but suffered heavy casualties and was forced to return to Lodi by the intervention of the infamous Black Bands of Giovanni de' Medici, Italian mercenaries which had just entered French service. Medici then returned to Pavia with a supply train of gunpowder and shot gathered by the Duke of Ferrara; but the French position was simultaneously weakened by the departure of nearly 5,000 Grisons Swiss mercenaries, who returned to their cantons in order to defend them against marauding landsknechts.



The French advance into Lombardy and the Pavia campaign of 1524–25. French movements are indicated in blue and Imperial movements in red.

In January 1525, Lannoy was reinforced by the arrival of Georg Frundsberg with 15,000 fresh landsknechts and renewed the offensive. D'Avalos captured the French outpost at Sant'Angelo, cutting the lines of communication between Pavia and Milan, while a separate column of landsknechts advanced on Belgiojoso and, despite being briefly pushed back by a raid led by Medici and Bonnivet, occupied the town.¹⁰ By 2 February, Lannoy was only a few miles from Pavia. Francis had encamped the majority of his forces in the great walled park of Mirabello outside the city walls, placing them between Leyva's garrison and the approaching relief army.¹¹ Skirmishing and sallies by the garrison continued through the month of February. Medici was seriously wounded and withdrew to Piacenza to recuperate, forcing Francis to recall much of the Milan

garrison to offset the departure of the Black Band; but the fighting had little overall effect. On 21 February, the Imperial commanders, running low on supplies and mistakenly believing that the French forces were more numerous than their own, decided to launch an attack on Mirabello Castle in order to save face and demoralize the French sufficiently to ensure a safe withdrawal.¹²

Battle



The Battle of Pavia (Juan de la Corte).

The times given here are taken from Konstam's reconstruction of the battle.

Movements in the dark

On the evening of 23 February, Lannoy's imperial troops, which had been encamped outside the east wall of the park, began their march north along the walls. At the same time, the Imperial artillery began a bombardment of the French siege lines—which had become routine during the extended siege—in order to conceal Lannoy's movement.¹³ Meanwhile, Imperial engineers quickly worked to create a breach in the park walls, at the Porta Pescarina near the village of San Genesio, through which the Imperial army could enter.¹⁴ By 5:00 in the morning, some 3,000 arquebusiers under the command of Alfonso d'Avalos had entered the park and were rapidly advancing on Mirabello Castle, where they believed the French headquarters to be; simultaneously, Imperial light cavalry spread out from the breach into the park, intending to intercept any French movements.¹⁵

Meanwhile, a detachment of French cavalry under Charles Tiercelin encountered the Imperial cavalry and began a series of skirmishes with them. A mass of Swiss pikemen under Robert de la Marck, Seigneur de la Flourance moved up to assist them, overrunning a battery of Spanish artillery that had been dragged into the park.¹⁶ They missed De Vasto's arquebusiers—who had, by 6:30, emerged from the woods near the castle and swiftly overrun it—and blundered into 6,000 of Georg Frundsberg's landsknechts. By 7:00, a full-scale infantry battle had developed not far from the original breach.¹⁷

Francis attacks

A third mass of troops—the Spanish and Imperial heavy cavalry under Lannoy himself, as well as d'Avalos' Spanish infantry—had meanwhile been moving through

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the woods to the west, closer to where Francis was encamped. The French did not realize the magnitude of the Imperial attack for some time; but, by about 7:20, d'Avalos's advance had been spotted by a battery of French artillery, which commenced firing at the Spanish lines. This alerted Francis, who launched a charge against Lannoy's outnumbered cavalry with the entire force of French gendarmes, scattering the Spanish by 7:40.¹⁸

Francis's precipitate advance, however, had not only masked the fire of the French artillery, but also pulled him away from the mass of French infantry, commanded by Richard de la Pole, and by Francois de Lorraine, who led the Black Band of renegade Landsknecht pikemen (not to be confused with the Italian mercenary company of arquebusiers by the same name), which was 4,000 to 5,000 men strong. D'Avalos, left in command of the Spanish forces after Lannoy had followed the retreating cavalry, formed his men up at the edge of the woods and sent messengers to Bourbon, Frundsberg, and De Vasto requesting assistance.¹⁹

Frundsberg had meanwhile mauled the heavily outnumbered Swiss infantry opposing him; Tiercelin and Flourance were unable to hold their troops together, and the French foot began to flee the field.

Endgame



Battle of Pavia by Juan de Orea.

By 8:00, a mass of Imperial pikemen and arquebusiers descended on the French cavalry from all sides. Lacking room to maneuver by the surrounding woods, the French gendarmes were surrounded and systematically killed. Richard de la Pole and Lorraine, advancing to assist Francis, were met by Frundsberg's arriving landsknechts; the French infantry was broken and routed, and de la Pole and Lorraine were both killed. In a particularly bitter contest between Imperial and renegade Landsknechts, the Black Band was surrounded by Frundsberg's pikemen and exterminated where it stood. The French king fought on as his horse was killed from under him by Cesare Hercolani, an Italian Condottiere;²⁰²¹ surrounded by Spanish arquebusiers, he was taken prisoner and escorted from the field.²²

The exact nature of Francis's surrender—in particular, who exactly had taken him prisoner—is uncertain, with a

variety of candidates ranging from Alonso Pita da Veiga, Juan de Urbieta and Diego Dávila²³ to Lannoy himself being put forward by various historians. The fact of the matter was that, as documented in the article for Alonso Pita da Veiga, at the time, no single individual was given credit for the capture of Francis I. The decree granting a coat of arms to Alonso Pita da Veiga for his deeds at the Battle of Pravia, was archived at the General Archive of Simanca (Archivo general de Simancas, legajo 388, rotulado de "Mercedes y Privilegios.") and was issued by Emperor Charles V on 24 July 1529. In that decree, Charles V does not credit a single individual but, rather, a group of individuals that included Alonso Pita da Veiga: "..... and in the same battle, you (Alonso Pita da Veiga) accomplished so much that you reached the person of said King (Francis I of France) and captured him, jointly with the other persons that captured him." (".... y en la misma batalla ficistes tanto que allegastes á la misma persona del dicho Rey, y fuistes en prenderle, juntamente con las otras personas que le prendieron")

Meanwhile, Antonio de Leyva had sortied with the garrison, overrunning the 3,000 Swiss under Montmorency that had been manning the siege lines. The remnants of the Swiss—both Montmorency's and Flourance's—tried to flee across the river, suffering massive casualties as they did.²⁴ The French rearguard, under the Duke of Alençon, had taken no part in the battle; when the Duke realized what had occurred in the park, he quickly began to retreat towards Milan. By 9:00 in the morning, the battle was over.

Aftermath

The French defeat was decisive. Aside from Francis, a number of leading French nobles—including Montmorency and Flourance—had been captured; an even greater number—among them Bonnivet, Le Tremoille, La Palice, de la Pole, and Lorraine—had been killed in the fighting. Francis was taken to the fortress of Pizzighetone, where he penned his famous letter to Louise of Savoy, his mother:

“ To inform you of how the rest of my ill-fortune is proceeding, all is lost to me save honour and life, which is safe...²⁵ ”

Soon afterwards, he finally learned that the Duke of Albany had lost the larger part of his army to attrition and desertion, and had returned to France without ever having reached Naples.²⁶ The broken remnants of the French forces, aside from a small garrison left to hold the Castel Sforzesco in Milan, retreated across the Alps under the nominal command of Charles IV of Alençon, reaching Lyon by March.

Source: http://en.wikipedia.org/wiki/Battle_of_Pavia

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