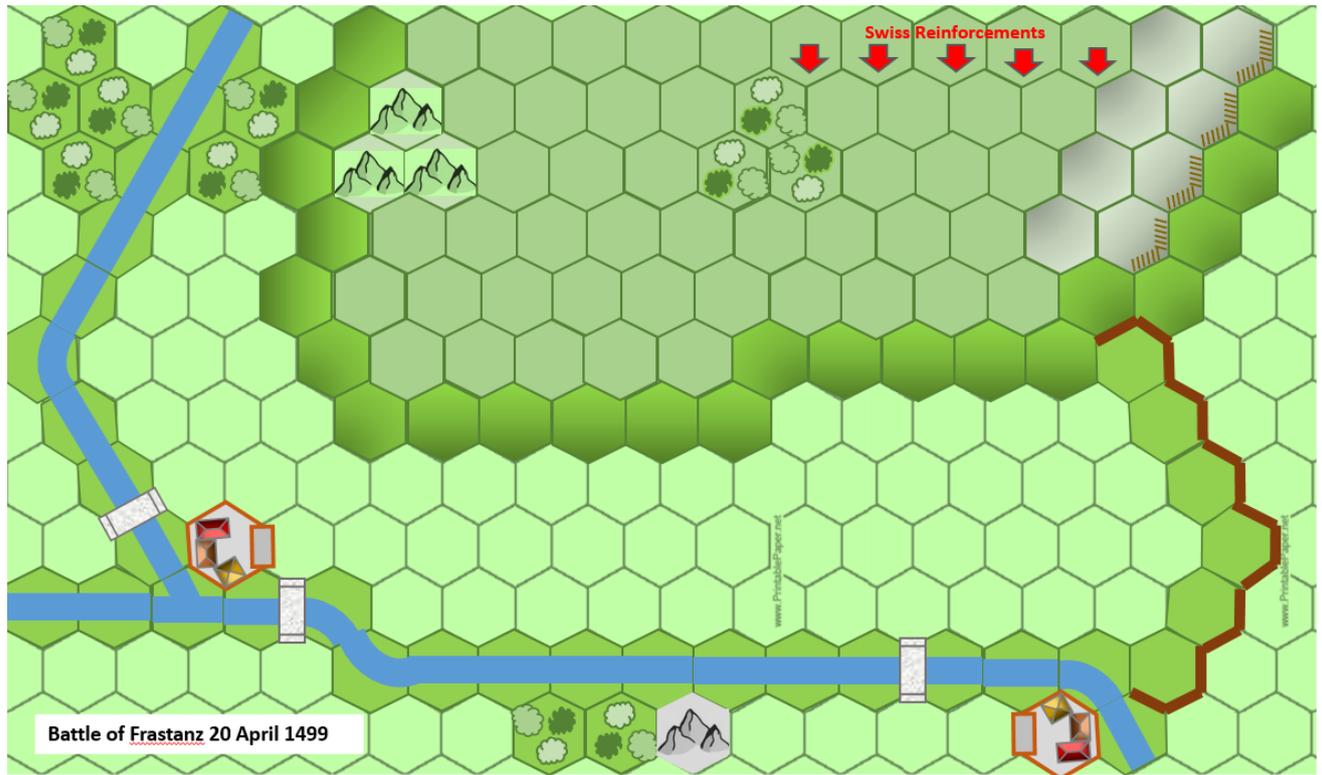


CHARLES THE BOLD SCENARIO

Swabian War - Battle of Frastanz– 20 April 1499



The light grey green block of eight hexes at the upper right of the map is a higher section of the hilltop sloping up to an impassable cliff edge shown by the brown lines.

Standard Map Symbols

	River/stream		<u>Impassible mountains</u>
	Hillside		Woods on a hilltop
	Archers Stakes		Woods on the flat
	Hill top		Towns
	Defensive Trench on a hilltop		Defensive Works
	Trench on the flat		Defensive Stone Tower
	Swamp		Major River

Note: Only full hexes can be entered by stands

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Standard Medieval Unit Symbols

HI 2 nd R	Heavy Infantry with 2 nd rank	LC	Light Cavalry	LSp. 2 nd R	Long Spear with 2 nd rank
MAA 2 nd R	Foot man-at-arms with second rank	MSgt	Mounted Sergeant	Art	Artillery
Bill 2 nd R	Billman with 2 nd rank	MC	Medium Cavalry	LBw	Longbows
LBw 2 nd R	Longbows with 2 nd Rank	Kn	Knights	Pike 2 nd R 3 rd R	Pike Phalanx with 3 ranks
XBw	Crossbows	Bow	Archers	sk	Skirmishers
Bill	Billman	MAA	Men-at-arms on foot	Gun	Handgunners
Pike 2 nd R 3 rd R	Scottish Schiltron	LSp	Long Spear infantry	★	General



The Swiss Confederation revolted against the Hapsburg Empire of Maximilian I. Maximilian responded by invading Swiss territory. At Frastanz the Imperial forces had blockaded a valley against the Swiss. The Swiss moved into the mountains to bypass the Imperial defences in an attempt to surprise the Imperial army.

Swiss Commands			
Forlorn Hope Wolleb +1	Vanguard Pikes	Main Battle Pikes Turn 2	Rear Pikes Turn 3
6 Halberdiers	3 Three rank pile blocks 2 skirmish	4 Three rank pile blocks 2 skirmish	2 Three rank pile blocks 2 skirmish
Imperial Stands			
Letzi Guard	Landsnechts	Knights	Tyrolese
5 Crossbows 2 Double Rank heavy infantry 1 Artillery	4 Triple rank Pikes 1 Crossbow 2 Skirmish 1 Artillery	4 Knights 1 Mtd Crossbow	4 Double Rank long spear stands 1 Crossbow stand 2 Skirmish

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ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a combat or support stand, what kind of unit, what special weapons or missiles does it carry. See the Abbreviation Chart for other categories.

MP – Movement Points, SP – Strength Points, IF – Impact Factor, BP – Break Points

?H – number of D6 added or subtracted at that firing range for stands with missile ability.

ARMY LIST

Swiss Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Halberdiers A	CS, Bill	2	6	6					3
Pikes A	CS, Pike	2	5/5/5	3					3
Skirmish B	SS, Various	2	2	0	0	-1			1

For Swiss Halberd stands Strength Points and Impact are equal. As SPs are lost the impact bonus goes down accordingly. A disordered Halberd stand gets impact as for its non disordered strength. Eg a 6SP Halberd stand that is disordered would get 6D6 minus one D6 for its SP in battle, but still get 6SP impact for a total of 11D6.

Halberds can cause 2SP loss fighting Knights.

Imperial Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Knights B	CS, HC	3/2	6	3					3
Mtd Crossbow B	SS, LC, Crossbow	3	3	1	0	-1			1
Heavy Infantry B	CS, various	1	5/5	1					2
Landsnechts B	CS, Pike	2/1	4/4/4	1					2
Crossbows C	SS, Crossbow	2	3	0	1	0	-2		1
Tyrolese B	CS, Long spears	2	4/4	1					2
Skirmish B	SS, Various	2	2	0	0	-1			1
Artillery B	SS, Art	1	2	0	2	1	1	0	1

Scenario Rules.

- 1.0 All Swiss stands must attempt to pursue if they win a combat.
- 1.1 All Swiss stands can turn more than one face in the hex without disorder. They can turn one hex face and move out in the one move without disorder.
- 1.2 Swiss stands can move to attack HC, they will not get impact but do get depth bonus.
- 1.3 Mounted do not get impetus charging Swiss Halberdiers frontally.
- 2.0 All skirmish infantry and mounted crossbows can move once and fire without a movement penalty.
- 3.0 Bridges can only be crossed by a stand in the hex facing the point of the hex that the bridge departs from.
- 4.0 Only the Swiss move in the first turn. The Forlorn Hope moves first. Swiss Main Battle Pikes arrives turn 2. They are placed on any of the Red Reinforcement Arrows on the map and commence their move from that position. Rear Battle arrives turn 3.
- 5.0 Town hexes are impassable.
- 6.0 Wolleb adds +1 to the dice roll for initiative for his command. He also adds 1D6 to any close combat he is included in. However, if the stand he is with loses and takes 2SP damage he is killed and immediately replaced by a normal Leader who has no additions. Wolleb can still add +1 to the Morale Roll following combat for the stand he is with even if he was not included the fighting.

CHARLES THE BOLD SCENARIO

Victory Point Chart.

No. is the number of this kind of stand in the army. BP is the Break Points for each of those stands. TP is the Total Points for that kind of stand in the army. Keep a tally of each stand lost. Multiply this by the BP to get the number of points lost.

Immediately the points lost tally passes the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

Swiss	No.	BP	TP	Stands Lost	Points Lost
Pikes	27	3	81		
Halberds	6	3	18		
Skirmish	6	1	6		
		45	105		

Imperial	No.	BP	TP	Stands Lost	Points Lost
Knights	4	3	12		
Mtd Crossbow	1	1	1		
Heavy Infantry	4	2	8		
Landsknechts	12	2	24		
Crossbows	7	1	7		
Tyrolese	8	2	16		
Skirmish	4	1	4		
Artillery	2	1	2		
		42	82		