

# Surprise River Crossing

# Age of Discovery Scenario Replay

This scenario was loosely based upon the famous Spanish crossing of the Garigiliano River to defeat a French force. The French had been in winter quarters for a few months and have been rife with desertion and supply problems. The French have built a fortified position across the river from their camp, but after a few initial Spanish attacks, there has been no activity near the river in several weeks.

The Spanish, meanwhile, have constructed a bridge several miles from the river and have now moved the bridge and their forces close to the French position. The Spanish carefully lay the bridge and begin massing on the French left. The French, upon hearing the musketry need to mobilize their forces quickly and crush the bridgehead before they are overwhelmed.

## FRENCH FORCES

3 units of Swiss infantry, 3 crossbow units, 1 unit of musket armed skirmishers, 2 mounted crossbow units, 3 units of fully armored heavy cavalry. There are also 2 heavy guns and a medium gun as well. One heavy gun and a crossbow unit are deployed in the fortified position across from the bridge while the remaining three forces are encamped around the village. Each unit needs a 1 on a D6 to mobilize and move with a +1 modifier each turn to represent the initial confusion.

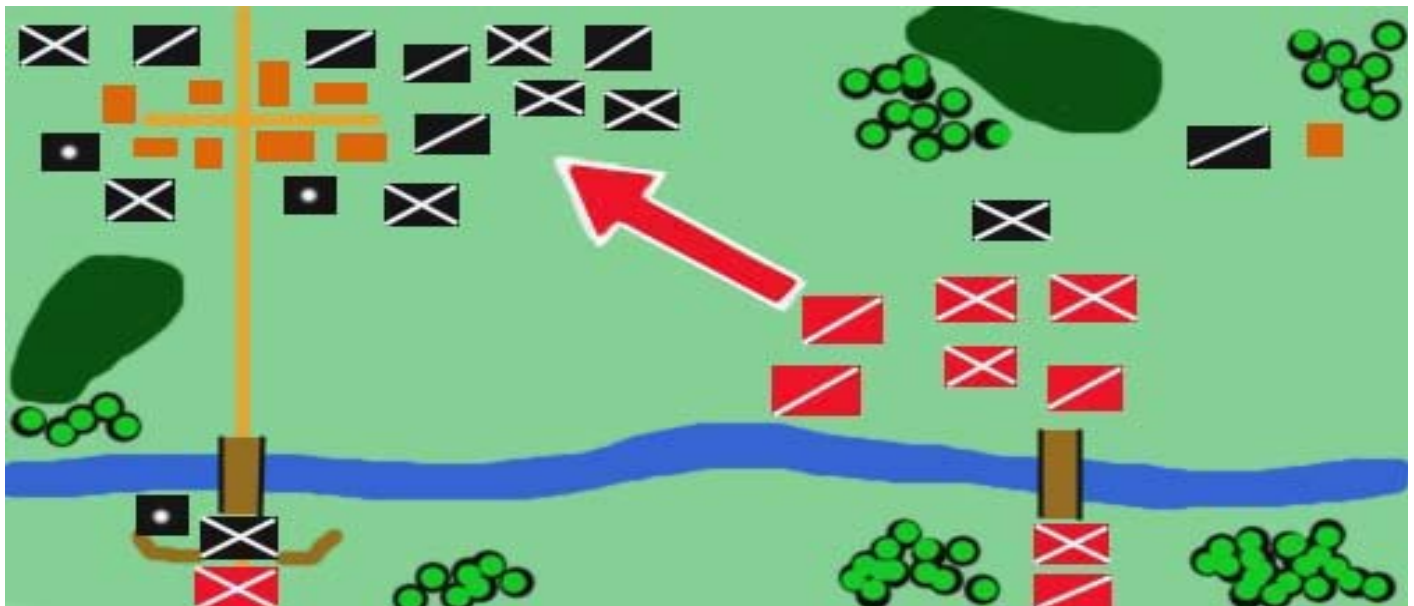
## ITALIAN/SPANISH FORCES:

The Italians and Spanish had 2 units of Spanish pike, 2 units of Italian pike, 2 units of German pike, 2 crossbow armed skirmisher units, three medium guns, one unit of Stradiots, and three fully armored heavy cav units. Although the French



*French forces try to regroup for a counterattack on the river crossing.*

were outnumbered and surprised, they did possess the better quality troops, especially with the class 4 Swiss. The Italians and Spanish were allowed to place the pre-built bridge anywhere along the river with two units already across and the rest formed up in a line behind the bridge.



The Spanish/Italians began to deploy across the bridge, but there was a huge traffic jam with all of the artillery and infantry piled behind the leading elements. The Italian pike units began to advance towards the fortified river position in the hopes of catching the French by surprise.

The French had great die rolls on the first turn, activating over one third of the

army, which immediately began to move out towards the crossing. However, the Spanish pike strike first, driving back the first French units to arrive. By the third turn almost the entire French army is on the move towards the crossing.



*French and Swiss begin to recover and move towards the bridgehead to prevent more troops from crossing. 15mm figures from various manufacturers.*

## Scenario Replay (cont.)



*The cavalry of both sides get ready for a decisive battle.*

The Spanish and Italian cavalry punch through the French center, creating chaos as the French try to form a solid line and preventing a coordinated attack on the units still trying to cross the river. A massive cavalry battle swirls through the center of the board while the remaining Spanish infantry form up for an attack on the Swiss.

Back at the fortified crossing the Italians charge the entrenchments, but can't gain a foothold. After three turns of melee they finally force the French infantry back across the river.

The Spanish and Italians now begin to overwhelm the French forces which have arrived piecemeal. The French are unable to coordinate their counterattacks and get caught up in numerous, smaller fights across the center of the battlefield. The French cavalry, after some initial success, are forced back on to the Swiss who are being pounded on all sides. The remaining French forces are beginning to arrive, but arrive just in time to join the retreat.

Finally, the French cavalry break into headlong flight and the infantry are forced to fall back to the town, effectively ending the battle.

The battle was very challenging for

both sides. The French had to organize an attack after being surprised while the Spanish/Italians had to choose the order of how the units would cross. As with most battles with AOD, it usually goes down to the wire with several push of pike battles. It is definitely a scenario that we will have to revisit, especially once we increase our forces.



*Spanish and Italian forces begin to expand from the crossing.*

## Vatican Enterprises 40/80 Paintier Paint Carousels

Vatican Enterprises has recently come out with two different sized paint carousels. *The Paintier* is available in a 40 and 80 paint bottle size. Made of durable, thick white plastic on a rotating base, these carousels are just what every gamer needs. Both have holes on the top layer to hold brushes as well. Both carousels will hold most brands of paint, including the Games

Workshop and Vallejo brands, but the large bottles sold at most craft stores have a difficult time fitting in the lower levels. All in all they are a tremendous value for the money and are available from their web site at: <http://www.wargamescenics.com/>. Vatican also sells many other gaming items, including accessories and buildings. Highly recommended.

*Pictured at right is the Paintier 80. You can see how it can hold brushes as well as several sizes of paint bottles.*



## Basing House (cont. from p.9)

For the wargamer, Basing House offers endless possibilities- a relief effort, a sortie, or a struggle for an outbuilding to name a few. The main difficulty would be the scenery- coming up with a fairly accurate model of Basing House and its defensive works would be a good idea, and maybe the main barn as well, but the rest of the structures could be filled in with any suit-

able models from that era, as no one knows the layout or appearance of most of the destroyed outbuildings anyway.

The ruins are well worth the visit. History is alive there, and you can easily imagine the scenes which took place so many years ago. I would highly recommend it to anyone with an interest in

the era.

Sources:

*The Oxford Book of Military Anecdotes*- Editor Max Hastings  
*The Domesday Book, England's heritage then and now*- Editor Thomas Hinde

*Basing House- Historic Ruin (pamphlet produced by Hampshire County Council)*