

All is lost save Honour

“All is lost save Honour”

CAMPAIGNS OF THE ITALIAN WARS
1494 – 1530
Vol. I

RULE BOOK



The Italian Wars

An historical introduction

(prof. M. Galandra)

The period of the so-called Italian Wars is certainly one of the most important and least known of the history of our land (Italy). For nearly half a century, from the invasion of Charles VIII in 1494 until the peace of Cateau-Cambresis in 1559, the long struggle between France and Spain for supremacy in Europe raged. Foreign armies overran the whole country of Italy, from the Alps to Naples. Ancient and famous cities were besieged and sacked (remember Rome as an example). Seignories and principalities fell or changed hands. Bloody battles were fought. Yet even Italian Renaissance scholars sometimes have difficulties in clearly understanding the alternating military events, and prefer to focus their attention on the great personages who lived and worked in those 'stormy' years.

The epoch of the Italian Wars gave birth to artists such as Leonardo da Vinci, Raffaello, Michelangelo, Benvenuto Cellini, historians like Macchiavelli and Guicciardini, great poets like Ludovico Ariosto. One should remember, though, that these great men of art and culture acted within the context of the political and military events of the Italian Wars, and their works were deeply influenced by them. It is enough to consider the writings of Macchiavelli and Guicciardini, to contemplate the stormy relationship between Michelangelo and the great "warrior Pope", Julius II Della Rovere, and to ponder the verses dedicated by Ludovico Ariosto to the arquebus, new and deadly arm, which he described as "maledetto" ("accursed") and "abominoso ordigno" ("abominable device").

The upheaval in the Peninsula, provoked by decades of nearly uninterrupted wars, was enormous. The artillery of Charles VIII of Valois, King of France, spread terror, both by their numbers and by their devastating effect, especially against the walls of the cities that refused to open their gates to these invaders from the other side of the Alps. The ferocity of the battles, let alone the habit of the Swiss and the German Landsknechts to spare no prisoners, provoked horror and reprobation. For the first time since the fall of Rome, the increasing use of portable firearms, placed in doubt the role of cavalry on the battlefield and started not only a revolution in military science, but also a political awakening (as cavalry was a prerogative of aristocracy). At the same time, it became clear that the Italian seignories, small and divided amongst themselves, were no longer able to successfully oppose armies of the "big powers" of the era: Spain, France and the Holy Roman Empire.

After the battle of Fornovo (1495), the last in which an exclusively Italian army would tackle a foreign monarch, it seemed that the foreign danger had passed, but Charles VIII's successor, Louis XII, had never renounced his designs upon the South of Italy (which he claimed as a legitimate Angevin heir) and the Duchy of Milano, governed then by the Sforzas (through direct descent from Valentina Visconti).

First in the summer of 1499, and then in the spring of 1500, a French army entered Italy to overthrow the Sforza seignory. Ludovico il Moro, the man commonly said to be

responsible for calling the French into Italy, paid the penalty with his Duchy: captured at Novara while trying to escape disguised as a Swiss soldier, he was sent as a prisoner to France, where, sadly, he died, some years later, in the Castle of Loches, in Turenne.

The first French dominion of Lombardy lasted twelve years, bringing peace to this region, while nearly all the rest of Italy was aflame with fighting. In the south, up to 1504, the French and the Spanish confronted each other for possession of Naples, which, in the end, remained in Spanish hands. They in turn transformed the region, into a "Viceroyalty", dependant of Madrid and lasting 200 years. In central Italy, the vermilion star of Cesare Borgia, the "Valentino", the dissolute son of Pope Alexander VI, rose and then set. Macchiavelli took inspiration from the Valentino to write one of his most famous works, the "Prince". After seizing, with deception and treachery, the largest part of the small seignories of Central Italy, with the help of his father and King Louis XII of France, the "Valentino" saw his dreams fade away with the sudden death (poisoning, it was said) of Pope Alexander VI.

Alexander VI's successor to the papal throne was Giuliano della Rovere, who named himself Julius II. He was an old and tough fighter, determined to defend and increase the temporal power (and also the earthly dominions) of the Church while also opposing the expansionist aims of the foreign Powers in Italy. In 1509, Julius II officially signed the League of Cambrai, stipulated in December 1508 by the emperor Maximilian of the Hapsburgs, Ferdinand the Catholic, King of Spain, and by Louis XII (who had just put down the Genova revolt) to counteract Venetian expansion. Venice, the Serenissima, utterly beaten at Agnadello (14 May 1509) risked losing all their territorial land possessions, but the Pope, worried by the increasing French power, altered alliances and gave birth to the so-called Holy League, with Venice, Spain and the Empire.

"Throw the Barbarians out" (the French, in this case), the bellicose Julius II would declare. But, by this time, expelling a foreign invader from Italy was possible only by opening the gates to another foreign landlord. Louis XII won a brilliant victory at Ravenna (11 April 1512) against the Spanish who were allied with the Pope, thanks to the military genius of Gaston de Foix, who died in the battle. The French army, however, was compelled to retreat in front of large enemy forces, swollen by as many as 20,000 Swiss mercenaries recruited in the Cantons of the Swiss Confederation. After futile attempts to resist at Pavia, the French army re-crossed the Alps. Maximilian Sforza, first son of Ludovico il Moro, entered Milan where he was received with joy and festivities.

Under the sullen guardianship of the Swiss, the seignory of Maximilian Sforza survived only three years. Although a first attempt by the French to conquer it back was repelled near Novara (6 June 1513), the Swiss Confederates were soundly beaten at Marignano two years later (13-14 September 1515) by another army coming

from France, this time commanded by the new French king, François I, Valois-Angouleme. Maximilian Sforza lost his Duchy and was sent to France, where he died in golden captivity 10 years later.

The second French encroachment in Lombardy lasted only a few years. In 1519, Charles of the Hapsburgs, king of Spain from 1516, became Holy Roman Emperor of the German Nation. Anxious about the menace weighing on his kingdom, François I resorted to arms once again. As usual, the main theatre of operations was Italy, where France on the one side, allied with the Republic of Venice, confronted a league composed of Spain, the Empire and the Pope. The Spanish-Papal allies seized Milan in November, 1521, and two subsequent French expeditions sent by the king of France to regain the capital of Lombardy ended in disaster, with the defeats of Bicocca (1522) and Romagnano Sesia (1523). Finally, in autumn 1524, François I decided to personally invade Italy at the head of a powerful army. Inferior in numbers, Charles V's army left Milan (and nearly all of Lombardy) without a fight, leaving a strong garrison in the city of Pavia, which the French troops besieged from October, 1524. After several months, an Imperial relief army came close to the city. At dawn of 24 February 1525, near the large Visconteo Park, which stretched from Pavia to the Certosa, the French and Imperial armies clashed in a short and confused battle which ended in the complete French rout, and capture on the field, of the King of France.

Notwithstanding this defeat which endangered the very existence of the French kingdom let alone a year of harsh imprisonment in Spain, François I, promptly restarted his personal war against Charles V. In May, 1526, he entered into a league with those Italian States which most felt the weight of Spanish dominance upon them: the Papacy, Venice and Milan. The last was now under the leadership of the same Francesco II Sforza, second son of Ludovico il Moro, just placed on the throne, once again by imperial arms. It was a new, unusual "Holy League", supported by the super-Christian king of France against the Catholic King of Spain, Charles V!

The first tragic consequence of this resumption of hostilities was the coming into Italy, in November 1526, of

a new Imperial army composed of thousands of German Landsknechts, which, after some hesitation, made its way to Rome, "pursued but not molested" by the League army. By the first days of May 1527, the Eternal City, which refused to open its gates to Charles V's soldiers, was assaulted and submitted to a horrendous sack. The result outraged all of Christendom due to the brutalities and the sacrileges which took place. The pope himself, Clemente VII, barely survived by taking shelter in Castel Sant'Angelo, where he was compelled by the victors to submit to an humiliating truce, which, as a first step, envisioned his immediate departure from the League. Two months after the Sack of Rome, a French army, once again commanded by viscount Lautrec, came to Italy and marched towards Lombardy. Antonio de Leyva, governor of the Duchy of Milan, rallied his few forces in the capital, leaving nearly unguarded the rest of the Duchy. The city of Pavia, defended only by a weak imperial garrison, was seized, and brutally sacked by the French army, which, afterwards, headed south in a late and useless attempt to "free" Rome. Lautrec's army decimated by disease, dissolved at the gates of Naples, while besieging it in the summer of 1528. Another French army, this time commanded by François de Bourbon, count of Saint-Pol, was utterly defeated in June 1529 at Landriano in the Milanese country, by de Leyva's Spanish forces.

The defeat of Landriano and the ensuing treaty of Cambrai, together with the siege and surrender of Florence, which opened its gates to the Imperial troops in August, 1530, returning it to the Signory of the Medici, are the last important events of the Italian Wars. In November 1535, Francesco II Sforza died and Milan became in all respects a Spanish province. The following military campaigns waged by François I and by his son and successor, Henry II, did not substantially change the situation. The peace of Cateau-Cambresis, signed on the 3rd of April 1559, where France renounced all its claims on Naples and Lombardy, may truly be considered the last, definitive victory of Charles V of the Hapsburgs and the confirmation of Spanish supremacy in Italy for many years to come.

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for further and up-to-date information.

Dedicated to the lovely Nicola's wife: Grace

STANDARD RULES

1 INTRODUCTION

All is lost save Honour is a game about the campaigns of the so-called Italian Wars. The game system has been focused on the period when the most interesting and mobile campaigns were fought, that is between 1494 and 1530.

All is lost save Honour is supposed to be the first volume in a series of games covering the Italian Wars and it covers the period between 1509 and 1525. In this period some climatic campaigns and battles were fought among the biggest European nations.

These Standard Rules are the basic rules to play the game. Optional Rules follow in this booklet, to add some more historical details to the game (at the cost of an increasing playing complexity). Specific Scenario Instructions will guide players to play each of the campaigns.

1.1 GENERAL CONCEPTS

The game is designed for two players. The game map represents a central portion of Northern Italy where all the campaigns of this game were fought. The playing pieces represent the military forces which operated in that theatre, coming from France, Spain, Italy, Switzerland, Germany etc., and will be controlled by one of the two sides. The modality in which the opposing sides interact is dictated by the Sequence of Play.

Forces are deployed on the game map according to the Leadership rules. Each Force is composed of Military Units, commanded by a "Capitano". (*Historical Note: we preferred to use the original Italian term for captain: "Capitano", plural "Capitani", instead of the natural term "leader", as a simple way to remember that modern warfare was born here in Italy, in these times.*)

Capitani counters are deployed on the map. A Capitano may also command other Capitani in his own hex. Capitani are assigned the following ratings: Initiative (important in movement and combat) and Rank (which relates to the command capacity of the Capitano). Capitani may also have Special Features, indicating peculiar abilities of the commander.

1.2 GAME SCALE

Each hexagon represents an area 3.2 kilometres (2 miles) across. Each Strength Point roughly represents *five* hundred infantry men, from *seventy to ninety* Cavalry lances (each comprising a variable number of heavy and light cavalry men, depending from nationality and historical period) or *1* artillery "camerata" (10 pieces). Game-Turn length is *five* days.

1.3 GAME EQUIPMENT

All is lost save Honour contains the following components:

One Game Map, 22" x 34"

Three sheets of die-cut counters (360)

1 Rule Book

1 Military Units Legend

36 backprinted Capitano Cards

1 Battle Roster

1 Turn Record Track Card

Charts and Tables

(Two six-sided dice are also needed to play the game.)

1.3.1 The Game Map. The Game Map depicts the territory of the Duchy of Milano at the end of XVth Century as well as some parts of the adjoining States. The map is divided into Regions, roughly representing the single Italian States or Principates in existence at that time. Regions on the map are bordered to identify them. The main states represented are: the Duchy of Milano, the Duchy of Savoie, the Marquisate of Monferrato, the County of Asti, the Republic of Genova and the Republic of Venice. Other regions, which, during the period covered by the game switched hands between one state and the other, are: the city of Crema, the city of Cremona, the cities of Parma and Piacenza (the countryside around these cities is also comprised) and the so-called "Ghiaradadda". A reduced map is included in this game to assist in identifying the different regions on the map. Note that the extension of some Italian states varied during the period covered by the game (particularly the Duchy of Milano). Scenario instructions incorporate these variations into the Regional Alignment section, specifying which regions belong to each state and their status of Allegiance.

The terrain has been conformed to a hexagonal grid. Each hexagonal cell, or "hex," represents a discrete location which may be entered by a Force through the expenditure of Movement Points. Different terrain features require a different Movement Point cost to enter. Each hex has a four-digit identification number.

1.3.1.1 Map Special features. The concentric double lines depicted north-east of the city in hex 1623 are the walls around the park of Pavia. This feature is for "historical flavour" only, and has no effect on play. The canals depicted on the map are the "Navigli" around the city of Milano. When no other road is already present in the hex, the Navigli are considered a Secondary Road (in particular, the Naviglio running from Bereguardo, hex 1921, to hex 2418 and then to hex 2914 is a Secondary Road). Navigli are never considered Rivers.

1.3.2 The Playing Pieces. The playing pieces come in five general types: *Military Units*, comprising *Combat Unit* and *Auxiliary Unit* counters; *Capitano* counters; *Chits* and *Informational* markers. Military Units are not placed on the game-map; they are placed on the Card of the Capitano they are assigned to. Combat Units strength is shown by the space they occupy on the Card. They remain on this Card as long as they have at least one Strength Point. If at any time their strength drops to zero, they are removed from the game. A Capitano may either be on the game map or on the Card of the Capitano to which he is attached. The use of the various chits and informational markers will be explained later in this rulebook.

Markers and Chits are usually on a neutral background. Background colour for Combat Units and Capitani (leaders) represents their Nationality.

Combat Units background:

Blue: French

Light Green: Italian (any service)

Red: Swiss

Orange: Spanish, Imperial

Brown: Landsknecht (German mercenaries), (any service)

Purple: Venetian

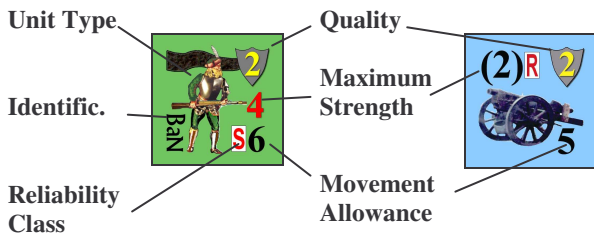
White: Papal

Auxiliary Units background: Pale Yellow

Capitani background:
 Blue: French
 Beige: Spanish, Imperial
 Light Beige: Papal
 Purple: Venetian
 Red: Swiss

Flags on the background of the Combat Units counters are provided for “historical flavour” only (*but you can recognize the Giovanni de Medici’s “Bande Nere” from the “Black Flag” on the unit counter, for example*).

SAMPLE COMBAT UNITS



1.3.3 Combat Units. The **front** side of a Combat Unit counter represents the good-order (or undemoralised) side of the counter. The icon represents the Combat Unit Type which may be: Infantry, Landsknecht, Heavy (armoured) Cavalry (or Gendarmes), Light Cavalry, Stradiots, Artillery, Siege Artillery, Militia, Field Engineers and Pontoon Bridge.

The front side of Combat Units displays the following numerical values: **Maximum Strength** (Upper value) and **Movement Allowance** (lower value). A parenthesised Strength value represents Artillery Strength Points.

Printed on each counter is its Maximum Strength, as the actual strength of the unit will vary due to losses or the incorporation of other Forces. During play the current strength of a Combat Unit will be indicated by the space it occupies on the Capitano Card (e.g.: if in the “3” space the unit has three Strength Points). When a unit takes losses or receives (i.e., adds) Strength Points (“SPs”), the counter is moved left or right on the track to reflect this new value. No unit may exceed its Maximum Strength. Once a Combat Unit is eliminated, or has zero Strength Points, it may never be reformed.

Troop Quality is shown in the upper right corner of the counter as a yellow number on a grey shield. This represents the unit’s morale level, training, presence of good lower rank officers etc. This value ranges from 1, the minimum, to 3, the most (Elite units)

Combat Units also have a **Reliability Class**, which measures the willingness of the Combat Unit to respect the “contract for war” in relation to the wages they receive (especially important for mercenary units).

Reliability Class is normally indicated on the lower right corner of the counter as a red letter in white background, (except for the Swiss Combat Units which have a variable Reliability Class, in which case nothing appears on the counter; artillery units have this letter on top).

The Reliability Class may assume the following values:
 - **V**: Very Sensitive; **S**: Sensitive; **N**: Normal; **R**: Reliable

Some Combat Units have a **red** Max. Strength; this indicates they can make effective use of Firearms. These units are indicated as “**Infantry with Firearms**”.

Military Units on a pale yellow background are called “**Auxiliary Units**”. Some Combat Units bring an abbreviation on the lower left corner of the counter: these are termed “**Named Units**”. Infantry with Firearms, Auxiliary Units and Named Units are described in par.15, “Special Military Units”.

The back of a Combat Unit counter is the **Demoralised** side of the Unit. Note that Movement Allowance is reduced by 1 when Demoralised.

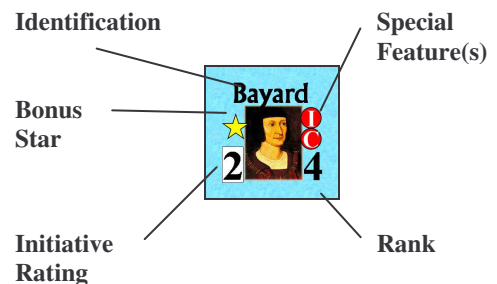
The **Military Units Legend** lists all Units Types, if they use Firearms, their Quality and Reliability Class.

1.3.4 Breakdown Units. Some Combat Unit types have a number of counterpart counters with lower Maximum Strength. These additional Combat Units are “Breakdown Units” and may be used to divide a Combat Unit into smaller components. Each Scenario specifies the exact number and type of Breakdown Units available to each side. Combat Units may be broken down or reformed *only* during the Command Phase.

1.3.4.1 Create Breakdown Units. A Combat Unit may be replaced by any number of breakdown Units whose total SPs are equal to the original Unit, provided these breakdown units are available in the Scenario and are of the same type, Nationality, Reliability and Quality as the original Unit. No new, additional breakdown units beyond those listed as available in the Scenario may be created. Breakdown Units inherit the Demoralisation Status of the original Unit.

1.3.4.2 Reassemble Breakdown Units. Breakdown units may be reformed into a single, larger Combat Unit of the same type, Nationality, Reliability, Quality and SPs. Replace the breakdown units with the larger Unit, adding up all SPs. The reformed unit will be Demoralised if any of the breakdown Units were Demoralised.

SAMPLE CAPITANO UNIT



1.3.5 Capitani. The front side of Capitano counters displays the name of the Capitano, his **Initiative Rating** (in the lower left portion of the counter), the Capitano’s **Rank** (in the lower right); maybe a **Bonus Point** (indicated by a star); maybe one or more **Special Features** of the Capitano (indicated by a red circle with a white letter). The front side background colour of a Capitano counter represents the Capitano’s Nationality. The back side of the counter will display an Army symbol.

1.3.6 Capitano Cards. *Players must tear off by themselves the Capitano cards provided in the game, along the perforated lines.* Before play begins, each player must select the Cards of the Capitani belonging to his Army (we encourage you to keep Capitano Cards sorted for easy selection). A Capitano Card has a Capitano box, a Subordinate Capitani box and an Unemployed Capitani box. The use of these boxes is explained in the rules.

Under the boxes is the Subordinate Units Track where Combat Units which belong to the Force are placed during play. The Combat Units are placed in the space corresponding to their current strength.

Capitano Cards must be arranged by players for easy reference and according to Intelligence rules (*see "Intelligence", par.1.4*).

1.3.7 Game Charts, Tables. A Turn Record Track and other charts and tables are printed on separate sheets for ready access by the players.

1.3.8 Note on Counters. French Capitano St. Pol is not used in this game: he is included for future Scenarios.

1.4 INTELLIGENCE

The information on the Capitano Cards should be concealed from one's opponent. All Military Units, Subordinate and Unemployed Capitani on a Capitano's Card are considered to occupy the same hex as the Capitano. Capitani starting the Scenario on the map always remain with their front side UP. Newly dropped off Capitani (*see par.6.3*) are deployed face down, hidden from the opposing player. Hidden Capitani are only revealed at the beginning of the Combat and Attrition Phase, if adjacent to an enemy Force (*see Sequence of Play, Step D.1*). After revealing, Capitani of both sides remain visible for the rest of the Scenario, while they remain the map. Die-roll results on Attrition, Combat or Discipline Table and their effects are open to the opposing side (players will say which specific units are affected and how).

2 SEQUENCE OF PLAY

2.1 SETTING UP THE GAME

Set up units on the Capitano Cards according to the Scenario Instructions. The location of counters on the Capitano Cards is confidential and for the owning player only; position the Cards in the playing area with this in mind. Deploy those Capitano counters which begin the Scenario on the map.

2.2 THE SEQUENCE

The game is played in a series of consecutive turns called Game-Turns. The Game-Turn marker must begin the game on the Turn Record Track as indicated in the Scenario Instructions. As a Game-Turn ends, advance the Game-Turn marker to the next space on the Turn Record Track. This process continues until the last Game-Turn ends, or until one player achieves a Victory Condition that ends the game sooner. All activities must take place in the order outlined below. During the Activation Phase, Activations of both sides' Capitani take place. The "Active Player" is the player whose Capitano has been Activated. The other is the "Inactive Player".

The First Player in each Scenario will be designated in the Scenario Instructions. Each Game-Turn is composed of six Phases.

A) WEATHER PHASE

Weather and its effects on Movement, Combat and Attrition is determined in this phase by a die always rolled by the First Player. (*See "Weather", par.17*).

B) COMMAND PHASE

The First player conducts the following two Segments; then the opposing player does the same:

1. Administrative Segment

a. At the scheduled turns (indicated in the Scenario Instructions and in yellow on the Turn record Track), the Capitano Generale receives Administrative Points and all Orders are removed.

b. Designate a Supply Source.

2. Organization Segment

a. Activate or deactivate Minor Capitani.

b. Transfer Combat Units between Capitani which occupy the same hex on the map. Transfer Subordinate or Unemployed Capitani on the map.

c. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality, unit type, Quality and Reliability. Create or Reassemble Breakdown Units.

d. Issue or re-issue Orders to Capitani on the map.

C) ACTIVATION PHASE

1. Deployment of Reinforcements

All reinforcements Forces available to both players this turn are placed on their indicated entry hex. Then both players mutually conduct the following Segments:

2. Activation of Capitani

a. Both players indicate the Capitano on the map (including Reinforcements Capitani) they wish to activate. The First Player indicates first in the first activation of each turn.

b. Each player rolls a die, subtracting the result from the indicated Capitano's Initiative Rating. The Capitano's Initiative Rating may be modified by his Order or adjacent enemy Forces. Furthermore, if the Force has already been activated this turn, it will have a -1 modifier to its Initiative. The player obtaining the higher result determines which of the two Capitani Activates (*see "Determine the Activating Capitano", par.7.2.2*). The Activated Capitano performs his actions (*see "What an Activated Capitano may do", par.7.2.4*). An Activation marker is then placed on (or near) the Capitano counter, of value corresponding to the number of Activations that the Capitano undertook. If this is a second Activation, the Force will now check for Attrition.

c. This process is repeated from Step **a.** and the player who has just terminated the activation of his Capitano will indicate first his next Capitano. This process will end when: a) one player's Capitani are all Finished (at most, two Activations for each Capitano) or b) one player declines to activate any more Capitani.

d. The other player may now make one activation (only) for each Capitano which was not previously activated in this Turn, in any order he wishes. For each Capitano the die is rolled and the Activated Capitano performs his actions (*see "What an Activated Capitano may do", par.7.2.4*).

3. Joint Consolidation

Both players now consolidate any hexes that have two or more Capitani on the map, so that only one Capitano counter occupies each hex. Capitani in the same hex as their Capitano Generale are removed from the map and placed on the Capitano Generale's Card, in the appropriate box. Activation markers are removed from the map.

D) COMBAT AND ATTRITION PHASE

1. Intelligence

Capitani adjacent to enemy Forces with their front side up (name visible) reveal the composition of their Forces. Then, Capitani adjacent to enemy Forces with their front side down (hidden), are turned face up. *Note: adjacent is enough (not ZOC).*

2. Battle Resolution

Battles are resolved (*see* “*Combat Procedures*”, par.11.2)

3. Joint Consolidation

Both players now consolidate all Multi-Force hexes according to C.3, above.

4. Remove the Disruption markers

5. Attrition Segment

Forces check for Attrition if in an enemy ZOC, under Siege, in a Hostile region or in a Barren or Unhealthy Land (*see Attrition Table*).

E) VICTORY PHASE

Determine if the game ends due to Victory Conditions indicated in the Scenario Instructions.

F) ADVANCE GAME-TURN

Move the Game-Turn marker to the next space on the track and begin the next Game-Turn. Phases A) through F) are repeated in the same sequence as above.

3 LEADERSHIP

Before any activity can take place in the Activation Phase, the troops to be moved must be constituted into “Forces.” Capitani make this possible. Forces on the map are represented by their Capitani only.

3.1 RANK

A Capitano may command a number of Combat Units equal to his Rank **plus** any number of Auxiliary Units. The Rank is the right-hand number printed on the Capitano counter. It is also displayed on the Capitano’s Card. **Example:** A Capitano with a Rank of “3” could possibly command 1 Artillery, 1 Infantry, 1 Cavalry plus any number of Auxiliary units.

3.2 CAPITANI GENERALI

A **Capitano Generale** is a Capitano who may command other Capitani (who, in turn, command Military Units). Capitani that are under the command of a Capitano Generale are called Subordinate Capitani and are placed in the “Subordinate Capitani box” of the Capitano Generale’s Card.

A Capitano Generale may command **any number** of Capitani, in addition to a number of Combat Units equal to his Rank, **plus** any number of Auxiliary Units.

The initial Capitani Generali will be listed in the Scenario Instructions for each campaign; other Capitani Generali may be created during play due to combat effects, special rules, etc.

Example: A Capitano Generale with a Rank of “4” could command any number of Subordinate Capitani **and** four Combat Units of any type, **plus** any number of Auxiliary Units.

3.2.1 Candidate Capitani Generali. The Capitano in play whose Rank is higher than any other in his army is always a Capitano Generale for that Army.

3.2.2 Rank Limitations. No Capitano may be subordinate to another Capitano (Generale) with a lower Rank.

3.2.3 Joining Capitani Generali. During a Consolidation Segment, if two Capitani Generali of the same Army coexist in the same hex, the one with a lower Rank immediately and permanently loses his status of Capitano Generale. If the Ranks are equal, select randomly one of them as the new Capitano Generale. If the two Capitani Generali are of different Armies

belonging to the same coalition, the Forces will consolidate as well but both Capitani Generali will maintain their status; Scenario Instructions will say which Capitano may lead the Force in these cases.

3.3 PRIMO CAPITANO

The Primo Capitano is the Capitano commanding the Force: he may be the Capitano Generale or not and he is always deployed on the map. (*Note:* “*Primo Capitano*” is a term used to simplify the reading of some rules).

3.4 UNEMPLOYED CAPITANI

A Capitano without any Subordinate Capitani or Combat Units at the beginning of the Activation Phase, is an Unemployed Capitano. After an activation of a friendly Primo Capitano, up to two unemployed Capitani of the same side already on the map may automatically move up to 9 Movement Points. Unemployed Capitani need no Orders (*see* “*Orders*”, par.5.3), may move *only once* in an Activation Phase and pay Terrain costs normally. Unemployed Capitani **ignore** enemy Zones of Control (“ZOCs”—*see* par.7.8) **and** do not exert a ZOC themselves. When moving an Unemployed Capitano the Active Player must immediately inform the Inactive Player that he is doing so. Unemployed Capitani cannot cut Lines of Communication (*see* “*Lines of Communication*”, par.4.2).

An Unemployed Capitano may not take command of a Force until the next Command Phase. **Exception:** after a Capitano is eliminated, *see* par.3.6.1.

Unemployed Capitani may move, and retreat as part of a Force they are stacked with.

Note: Unemployed Capitani are not Subordinate and so may accompany any Primo Capitano (not only a Capitano Generale); they may be used to replace an eliminated Primo Capitano or to detach a new Force. However a Capitano Generale cannot be present in a Force as an Unemployed Capitano.

3.5 MINOR CAPITANI

Minor Capitani are generic Capitani with ratings of 1 - 2 (Initiative - Rank) which may be used in all respects as other Capitani. A Minor Capitano may be voluntarily activated or deactivated (so returning available for future use) during the Command Phase. He can also be activated when a Capitano is eliminated as a result of Combat. A Minor Capitano: may be activated only if available in the Initial set-up as noted in the Scenario’s Instructions; may be activated into any kind of Force: Minor or Major (*see* “*Kinds of Forces*”, par.6.1); if eliminated, he is permanently removed from the game.

3.6 ELIMINATION OF CAPITANI

Captured Capitani are removed from the game. A Capitano may be captured under one of three different circumstances.

- When all of a Force’s SPs are removed as a result of Combat or Pursuit.
- When an enemy Force which includes cavalry enters the hex of an unemployed Capitano. In order to avoid capture, the owning Player must roll a die no higher than the Capitano’s unmodified Initiative Rating. If the Capitano avoids capture he may move as he would in a retreat. (*See* “*Execute the Retreat*”, par.12.2).
Note: A capturing Force is not required to reveal its Strength, whether successful in its capture attempt or not.
- When a combat result asks for a Capitano Elimination Check (*see* par.3.6.1)

3.6.1 Capitano elimination Check. A Capitano elimination check may be required as result of various forms of combat. When required, roll a die for the affected Capitano: he is eliminated on a die roll **less than or equal to 2**. If a Capitano is eliminated as a result of a check, his Subordinate Units become Subordinate to other eligible Capitani in the Force, following these priorities in this order: 1) Unemployed Capitani in the Force; 2) Minor Capitani (created for the task and if available in the Scenario Instructions); 3) Other Subordinate Capitani (*this option is not available during a Major Battle*).

If there is no Capitano in the Force eligible to command an Unit subordinate to the eliminated Capitano, the subordinate Unit is eliminated also.

3.6.1.1 Constraints for Major Battles. During a Major Battle if a Capitano is eliminated as a result of a check, his Subordinate Units may be reallocated only according to priorities 1) or 2) of rule 3.6.1, regardless of the location of the Unit and that of the receiving Capitano (Vanguard, Main Body, Rearguard). The Unemployed or Minor Capitani are moved in place of the eliminated Capitano, arranging Subordinate Units to form new Corps, at the owning player's wish.

3.6.2 Capitani Generali elimination. When a Capitano Generale is eliminated as result of Combat, the Capitano with the highest Rank **in the same Force** is promoted to Capitano Generale. If more Capitani share the highest Rank, select one randomly, unless the Scenario Instructions specifically dictate otherwise (*see also "Capitano Elimination Check", par.3.6.1*).

(**Note:** this promoted Capitano Generale may be one in addition to that with the highest Rank in play for that Army, see rule 3.2.1. So, when a Capitano Generale is eliminated, first promote another Capitano in the Force as the new Capitano Generale; then check all other Capitani in the same Army to see if another Capitano must be promoted also to Capitano Generale, according to rule 3.2.1. In the end, two new Capitani Generali could be created).

There may be only one Capitano acting as Capitano Generale per Force, but several per Army.

3.6.3 Consequences of the elimination of a Capitano. When a Primo Capitano (whether or not a Capitano Generale) of a Force is eliminated, the Force immediately receives a "Stand" (or "Garrison") Order (which substitutes the current Force's Order) (*see "Orders", par.5.3*) and an "Attack Finished" marker, indicating that the Force may not attack until the next Combat and Attrition Phase. Note that the Force may be attacked, though.

3.7 LEADERSHIP BONUS POINT

The Leadership Bonus is shown by a star on the Capitano counter.

Effect of Bonus Point on Combat

The Capitano's Leadership Bonus (if any) is added (attacking) or subtracted (defending) when rolling the die on the Assault Table (AST) (*see "Execute an Attack on the Assault Table", par.12.1*).

Effect of Bonus Point on Pursuit

The Primo Capitano's Leadership Bonus (if any) is added to the Pursuit die-roll (*see "Major Battle", par.11.4, Step 10-a*).

Effect of Bonus Point on Discipline and Recovery Check

The Primo Capitano's Leadership Bonus (if any) is subtracted when rolling on the Discipline Table (*see "Discipline Check", par.9.1*).

Effect of Bonus Point on Attrition

The Primo Capitano's Leadership Bonus (if any) is subtracted from the Attrition die roll (*see "Attrition", par.8*).

3.8 LEADERSHIP SPECIAL FEATURE

The Leadership Special Feature is indicated by a red circle with a white letter on the Capitano counter. The letter indicates the kind of Special Feature assigned to the Capitano. **Example:** An "I" indicates *Impetuosity*.

3.8.1 Special Features Effects

Capitano "Impetuoso" (I)

If the Capitano has the "Impetuosity" Special Feature, he must select and use the **Cavalry Charge** tactical option as his first option during a Major battle, whenever possible. During a Major Battle, if Cavalry Units are present in the Force, this Capitano must command at least one of them.

Siege Ability (S)

During Siege Combat, if a Capitano with the Siege ability is in the firing Force when executing Artillery Fire, the owning player **adds one** to Artillery Shell die rolls on the Artillery Fire Table.

Artillery Ability (A)

During a Major Battle, if a Capitano with the Artillery ability plays an Artillery chit, he may fire an **unlimited** number of fire shells, provided that no more than one shell is fired per Battle round.

Capitano "Cavaliere" (C)

The Capitano is a Chivalrous hero. Once per Major Battle, he may convert a "F" (only) result on the Discipline Table in a "P" result, for one Combat Unit. He may never attack any enemy Force with a Retreat Order.

Capitano "Temporeggiatore" (W)

The Capitano is indecisive. The cost in Administrative Points (*see par.4.3*) to issue an Attack Order to him is augmented by 1.

4 SUPPLY

4.1 SUPPLY SOURCES

Armies are supposed to receive all provisions from off-map depots, ideally represented by "Supply Sources".

Supply sources are normally mapedge road hexs. Note that specific Supply Sources are listed in each Scenario and may be elsewhere than on the mapedge. There are generally several possible Supply Source hexes for each army. The Supply Source marker designates which Supply Source is active at any given time for an army.

4.1.1 Changing the Supply Source. The Active Supply Source may be changed to another eligible supply source hex. During the Administrative Segment of a turn, flip the Supply Source marker over (to signify that the process has begun). During the next Administrative Segment, the Supply Source marker may be flipped over at any eligible supply source hex. While the Supply Source marker shows the "changing" side, no Force of the corresponding Army may trace a valid LOC (*see par.4.2*) nor receive any Administrative Points (*see par.4.3*).

4.1.2 Capture of a Supply Source. If the Active Supply Source hex is occupied, the Active Supply Source marker is removed from play. While the Supply Source marker is out of play, the army suffers the same interim effects as under "Changing the Supply Source," above.

A Supply Source marker may be returned to play at any Supply Source hex free of enemy units (or ZOC's) during the Admin Segment of the *second turn* after the turn of removal (put the Supply Source marker two turns ahead on the Turn Record Track as a reminder). Supply Source hexes cannot be permanently destroyed. You can return a Supply Source marker to play in a hex adjacent to an enemy unit, if and only if such enemy unit does not exert a ZOC in that hex.

4.2 LINES OF COMMUNICATION

A **Line of Communication** (LOC) is composed of two consecutive segments. The first segment runs from an active supply source hex along a connected line of road (**primary or secondary**) hexes. The second segment runs from a road hex, cross-country to the receiving Force. The first segment may be of unlimited length (though the longer is the LOC, the less will be the probability to receive Administrative Points). The length of the second segment may not exceed 5 hexes (excluding the road hex and including the Force hex).

An LOC may not be traced through enemy Forces. A LOC may be traced into but not through or out of enemy Zone of Control's (ZOC, *see par.7.8*), unless those hexes are occupied by friendly Forces. A Force beyond, or cut off from, such a Line of Communication during the Command Phase may not receive Administrative Points (*see par.4.3*). Apart from the last five hexes, the LOC may *not* depart from roads. The LOC may never be traced through uncontested Enemy Zones of Control or impassable hexsides. There is no additional MP cost for an LOC to cross bridges (*also Pontoon bridges*) or ferries.

4.3 ADMINISTRATIVE POINTS

Administrative Points in this game function mainly as money for troops' wages.

Administrative Points (AP's) are mainly used to issue Orders, which the player must exert for each Force if he wants them to undertake any military operation; APs may also be used to perform special tasks, as indicated in the Scenario Instructions. Administrative Points are received by the **Capitano Generale** of each Army and used by him to issue Orders. Each Army is provided an AP marker, retained on the Admin Points Track, indicating the current amount of APs accumulated by the Army. As an Order is issued, the corresponding AP cost is deducted from the accumulated Administrative Points of the Army to which the Capitano receiving the Order belongs.

4.3.1 How APs are received. New Administrative Points are received at scheduled turns during the Administrative Segment of the Player-Turn. Turns when APs are received by each Player are indicated in the Scenario Instructions and in yellow on the Turn Record Track. The **nominal** quantity of APs received by each Army is indicated in the specific Scenario instructions, which designate a schedule of Administrative Points. The player refers to the Administrative Points Table to determine the **actual** quantity of APs he receives. Calculate the LOC distance from the active Supply Source to the Capitano Generale; roll two dice and cross-reference the LOC distance with the dice result.

Note: Some Weather conditions will affect the amount of APs which may be received by the Capitano Generale (*see the Administrative Points Table for details*).

The number resulting from the table will modify the nominal quantity of APs to be received; the final result (which may never be negative; if it is, treat as 0) will be added to the accumulated total of the Army.

Example: a Capitano Generale has a LOC of 38 hexes from his active Supply Source (included the last five out of the road). Five APs are the nominal quantity of APs scheduled to arrive this turn. Two dice are rolled and a 7 results. The Administrative Points Table reads -2, so 3 APs are actually received ($5 - 2 = 3$).

4.3.2 Multiple Capitani Generali. There is usually one Capitano Generale per Army. In the case where on the map there is more than one Capitano Generale for an Army, the owning player selects the one farthest, in LOC distance, from the Active Supply Source, to trace the LOC.

4.3.3 How to mark the Administrative Points. Each Army accumulates APs by means of its Capitano Generale. Use an Admin Point marker provided to indicate the number of Administrative Points accumulated by the Army on the Administrative Points Track. When more than one Capitano Generale is on the map for an army, only one will receive the APs. If the Capitano Generale changes, there will be no modification to the accumulated Administrative Points. Adjust the marker on the track to record the level as it ebbs and flows. Flip the marker to indicate more than 10 APs accumulated. There is no limit to the number of APs which may be accumulated by an Army. APs of one Army may only be used by the Capitano Generale of that Army and never by another Army, even if belonging to the same coalition.

5 ARMY ORGANIZATION AND ORDERS

5.1 REORGANIZING ARMIES

Unit Transfer

During the friendly Organization Segment a unit may be transferred to the track of another Capitano who is currently in the same hex. Subordinate Capitani (and also Unemployed Capitani) may be removed from the Capitano Generale's Card and placed on the game map alone or as new Forces. An Order must be issued to the new Force on the map at the end of the Organization Segment (*see "Issuing or Re-issuing Orders", par.5.2*).

Strength Transfer

SP's from one Combat Unit may be transferred to another Combat Unit on the same Capitano Card, or on the Card of another Capitano, as long as they are in the same hex. You may **not** increase the strength of a unit beyond its Maximum Strength. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality, unit type, Quality and Reliability class. Any unit whose strength is reduced to zero in this process is permanently removed from the game.

A Combat Unit receiving Demoralised SPs becomes Demoralised. A Demoralised Combat Unit receiving undemoralised SPs remains Demoralised.

5.2 ISSUING OR RE-ISSUING ORDERS

Orders are used by Forces to accomplish the various game actions for a series of turns, until a new Order is issued.

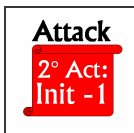
Each turn, the Capitano Generale may distribute Orders to himself and other Primi Capitani (*see par.3.3*) on the Map. During turns when Administrative Points are received, Orders **must** be removed and then reissued to Primi Capitani. To issue

an Order, a Command Path must be traced from the Capitano Generale to the receiving Capitano. A Command Path is a contiguous path of hexes of *unlimited length*, free of enemy Forces or ZOC (unless occupied by friendly Forces), and traced only through passable hexsides. When more than one Capitano Generale is present on the map, the owning player freely selects the one from which to issue all Orders.

Each Order issued has a cost which depends upon the kind of Force (Minor or Major, *see par.6.1*) receiving the Order. The *Orders Table* specifies the cost and allowable actions for each Order. Pay the appropriate Order cost, deducting APs from the accumulated Army Administrative Points and put an Order marker of the appropriate kind on the Capitano's box. **Exception:** Retreat Order is placed near the Capitano on the map.

Only a Primo Capitano may receive Orders; unemployed or subordinate Capitani may not receive Orders (*see also "Unemployed Capitani", par.3.4*). A Force may never remain without an Order. If an Order must be issued to a Force and the Force is not with a valid Command Path from the Capitano Generale, the Force will automatically receive a "Forced" Order (*see "Forcing Orders", par.5.3.1*).

5.3 ORDERS



Orders have no effect on the ability of a Force to conduct combat. For example a Force with a Stand Order might attack if it is in an enemy ZOC during the Combat Phase. **Exception:** A Siege Combat may not be declared unless the Force has an Attack Order.

The available Orders are:

“Garrison”

Forces using a “Garrison” order must be located in a Town, City or Fortress hex. The Force must remain in its hex, inside or outside the Fortress, if any. The Force may expend Movement Points (*ex.: to build Earthworks, see par.7.5*), but may not exit its hex. The basic Initiative Rating of the Primo Capitano is temporarily reduced to **0**. This Order may be used to Recover Demoralised Combat Units (*see "Recovery Check", par.9.2*)

“Stand”

“Stand” is equal to “Garrison”, except that the Force may be located in any kind of hex.

“Manoeuvre”

Forces using a “Manoeuvre” order may conduct Regular March (*see "Actions", par.7.3*) and Administrative March (*see "Administrative March", par.7.7*).

“Attack”

Forces using an “Attack” order may conduct Regular March and March to Contact (*see "Actions", par.7.3*). The Attack Order may not be selected by a Force with half or more of its Combat Units Demoralised. An Attack Order is required for Siege Combat.

“Retreat”

Forces using a “Retreat” order may expend their Movement Allowance only to retreat. Use the rules and priorities governing Retreat after combat (*see "Execute the Retreat", par.12.2*). A Force with a “Retreat” Order may end its Retreat in an owned Fortress hex. Once issued, this Order is inherited by any Force which splits from the original Force. The basic Initiative Rating of the Primo Capitano is temporarily augmented by **1**.

5.3.1 Forcing Orders. When an Order is issued, if a player does not want to or cannot pay the necessary amount of APs for the selected Order, or if the receiving Capitano does not have a valid Command Path from his Capitano Generale, the Order is assigned anyway. This is termed a “Forced” Order. If the Order is “Forced”, the Force must make an immediate Discipline Check (*see par.9.1*): modify the Discipline Check die-roll by +1.

5.3.2 Changing Orders. An Order may be changed during any Command Phase. To change an Order, consult the Orders Table. Read the AP cost under the “Change to” column, in the line corresponding to the Order the player wants to select. **Example:** *changing from Manoeuvre to Attack for a Major Force costs 4–2 = 2 APs.*

5.3.3 New Forces’ Orders. When a new Force is created during the Command or Activation Phase, an Order must immediately be issued to the Force, paying the necessary APs from the accumulated Army APs (or Forcing the Order). Furthermore, during the Activation Phase, the new Force will inherit an Activation marker of the same value as the parent Force (*See also: "Reinforcements", par.7.1*)

5.3.4 Removing Orders. During the Administrative Segment of the turns when new Administrative Points are received (*these turns are explicitly marked in yellow on the Turn Record Track*), Orders of all Forces (including that of the Capitano Generale) **must** be removed. New Orders will be issued in the next Organization Segment (*see "Issuing or re-issuing Orders", par.5.3*).

Procedure to remove Orders:

- First, all "Previous Attack" marker are removed.
- Then, all Orders are removed, except the Attack Order; this latter is turned face down to show the "Previous Attack" marker. The "Previous Attack" marker remains on the Capitano's Card until the next turn when APs are received and Orders are removed. (*See also: "Continuous Attack", par.5.3.5*).

5.3.5 Continuous Attack. If a "Previous Attack" marker is present on a Capitano's Card and an Attack Order is received by that Capitano, that Force must make an immediate Discipline Check. This Discipline Check is in addition of that possibly required for a Forced Order. (*Note: This prevents unhistorical abuse of an offensive strategy*).

5.3.6 Order of joining Forces. When a Force enters a hex to join another Force, the Order of the highest Rank Capitano takes precedence; the other Order is removed (during next Consolidation segment).

6 THE FORCE

A Force consists of one Capitano in one hex of the map and at least one Combat Unit on that Capitano Card. More than one Capitano may be in a Force but he must be Subordinate to the Capitano Generale (or be Unemployed). If more than one Capitano is in a Force, Combat Units may be transferred among the Capitano Cards during the Command Phase.

6.1 KINDS OF FORCE

Forces whose Primo Capitano is a Capitano Generale are called Major Forces. All other are called Minor Forces.

Note (*see Orders Table for details*): Minor Forces pay 1 AP for Manoeuvre and Attack Orders. Minor Forces composed solely

of Light Cavalry Combat Units or **composed of 1 SP** (any type) always pay 0 AP for Orders.

6.2 MULTI-FORCE HEX

Two Forces may occupy the same hex under the following circumstances:

- 1) Two Forces are moved into the same hex for the purpose of combining them into a single Force. A Force may not end its movement in a hex with another Force if neither Force contains a Capitano Generale.
- 2) During the Command Phase, Subordinate Capitani may be removed from the Capitano Generale's Card and placed on the game map. The instant these Capitani are on the game map they constitute new Forces and are no longer Subordinate to the Capitano Generale.
- 3) During the Command Phase (only), Unemployed Capitani occupying the same hex of a Primo Capitano may be assigned Combat Units. These new Primi Capitani are placed on the game map, and, from this moment on, they constitute new Forces.

6.3 CREATION OF A FORCE DURING MOVEMENT

A Force is normally defined during the Command Phase, but a Capitano Generale may drop off a Subordinate Capitano at any time during the Activation Phase, in any hex passed through by the Capitano Generale. This must be done, however, at the instant the Capitano Generale passes through the hex. To do so simply remove the Subordinate Capitano from the Card and place it on the map. This new Force may not continue moving and must remain in the drop-off hex for the rest of the Phase. The new Force will immediately be issued an Order and will inherit the Activation marker of the same value as the parent Force.

A Force must stop moving when any unit in that Force runs out of MPs, unless it has been dropped off. Thus a Capitano Generale can march with a mixed Force of Infantry and Cavalry, drop a Subordinate Capitano off with the Infantry (if there already is a Subordinate Capitano on the Capitano Generale's Card), and continue moving with the Cavalry. A Force being dropped-off still determines its attrition with the rest of the Force, and the number of SPs is the number that started the movement with the Capitano Generale.

7 ACTIVATION

Forces must be activated to perform the various game actions. Orders will restrict what Forces may do. The Force could eventually suffer Attrition during its Activation.

Note: strictly speaking, not all the actions imply Movement.

7.1 REINFORCEMENTS

Reinforcements are Capitani and Combat Units which do not begin the game on the map. Reinforcements enter on the Turn, at the hex and strength indicated for them, per Scenario instructions. Arriving Reinforcements enter during the Activation Phase and are usually given a free Manoeuvre Order, unless the Scenario Instructions specify a different Order (no APs are spent for this Order).

Reinforcements never pay the Movement Point cost for the first hex (only) entered on the map. If two Forces enter as Reinforcements at the same hex in the same Turn, the second Force to move (owning player's option) is considered to have

paid one (if on a Primary road) or two full Movement Points before reaching the first hex of the map.

Scenario Rules may specify reinforcements that appear directly in another Force. In order to receive the reinforcements the receiving Force must be able to trace a valid LOC, otherwise the reinforcements are forfeited.

7.1.1 Delaying Reinforcements. If the entry hex is blocked or controlled by an enemy Force, the owning player may try to enter Reinforcements on the map by the closest map-edge hex, free of enemy Forces or ZOC. A player may, however, delay the entry of his Reinforcements indefinitely, even if a designated entry hex is free of enemy occupation or control.

7.2 ACTIVATION OF CAPITANI

Activations of Capitani are carried out in the Activation Phase of each game turn, following the process outlined below. Further details are given in the subsequent rules paragraphs.

1. Both players indicate the (one) friendly Primo Capitano that each wants to activate now (see par.7.2.1)
2. Each player calculates and applies modifiers to the Initiative ratings of the indicated Capitano for: Order, adjacent Enemy Forces, second Activation (see. par.7.2.3)
3. Each player rolls a die and subtracts the die-roll result from the modified Initiative Rating of his own Capitano (see par.7.2.2) The result will...
 - a) determine who activates, and
 - b) tell you the modified Movement Allowance
4. Activate/Move (see par.7.2.4)
5. Check Attrition (only if this is a Second Activation) (see par.8)

7.2.1 Indicating Capitani to activate. Both players indicate one friendly Primo Capitano on the map (including Reinforcements Capitani) they intend to activate. The First Player indicates first in the first activation of each turn. During each turn, the player who activated a Capitano in a given activation, indicates first in the next activation.

A player may always decline to indicate a Capitano, but in doing so, he will not be able to activate any more Capitani for that Game-Turn (*the activation process is interrupted, see Sequence of Play C.2.c case b) and rule par.7.2.5).*

Note: Unemployed Capitani may not be "indicated". Up to two of them may be moved after the activation of a Primo Capitano (*see "Unemployed Capitani", par.3.4).*

7.2.2 Determine the activating Capitano. Each player rolls a die, the result is subtracted from the Initiative Rating of the indicated Capitano and the modifiers to Initiative are applied (see below). The player obtaining the higher total result may decide which of the two Capitani Activates: that is to say, the winning player may decide to go himself or let the opposing Capitano go.

Play Note: *the winning player must carefully evaluate if it's better to let his opponent go (and maybe compel him to a poor activation) or go himself for an activation.*

If the two results are equal, the Capitano with the higher printed Initiative rating decides. If the two Capitano share the same printed Initiative Rating and one has a Bonus star, this latter one decides. If still undecided, re-roll on the same Capitani and repeat the process. Non-activating Capitani are still eligible for activation later in the same turn.

7.2.3 Modifications to Initiative. The Initiative used to activate a Capitano may be modified by many conditions:

- **Orders:** some Orders imply a modifier to the Initiative Rating (see the Orders Table)

- **Adjacent Enemy Forces:** the Initiative of two adjacent Primo Capitani affect each other (see the Initiative Modifier table and par.7.8.2)

- **Second Activation:** If the Force has already been activated this turn, it will have a -1 modifier to its Initiative.

Note: the modified Initiative may be less than zero.

7.2.4 What an Activated Capitano may do. The Activated Capitano may do any action allowed by his current Order (see the Orders Table). The Activation die roll is subtracted from the Capitano's modified Initiative Rating. If the result is greater than or equal to 0, the Activated Force may move its full MA. If the result is a negative number, that number is a penalty to the Force's Movement Allowance (that is, the number is subtracted from the Force's movement allowance).

Example: One player attempts to move a Primo Capitano with an Initiative Rating of 3 (supposing no Initiative modifiers), commanding Infantry Units with Movement Allowance of 5. If the Activation die-roll is less or equal "3", the Force may expend up to 5 Movement Points; If, say, a "4" is the die roll result, "4" is subtracted from the Initiative of 3 and a -1 results. This -1 is a penalty to the Force's movement allowance, which so can only move 4 Movement Points in that march.

A Capitano with a Manoeuvre, Attack or Retreat Order may be Activated **two times** in a single Game Turn. A Capitano with a Garrison or Stand Order may be Activated only **one time** in a Game Turn and has its Initiative temporarily **reduced to 0**. A Capitano with a Retreat Order has his Initiative temporarily increased by +1.



When a Capitano activates, an Activation marker is placed on (or near) the Capitano counter, indicating if this is the first or the second of his Activations. After the Capitano has completed his Activations, he is Finished. Forces with a Garrison or Stand Order cannot move, but may use their activation to perform other actions (i.e.: Recover, see par.7.3).

7.2.5 Remaining Capitani' Activations. When one player's Capitani are all Finished (at most, two Activations for each Capitano) or after one player declines to activate any more Capitani, the opposing player may make one activation (only) for each of his remaining Capitani which have not been activated in the current Game-Turn, in any order he wishes.

7.3 ACTIONS

Orders allow specific game actions (see Orders Table for details):

"Regular March"

A Regular March allows a Force to move normally along roads and other terrain; however, the Force **cannot enter** any hex adjacent to an enemy Force (even if separated by an impassable hexside). This is the usual way Forces move and no specific marker is provided.

"Administrative March"

An Administrative March doubles the Force's Movement allowance on roads (see "Administrative March", par.7.7 for details). A specific marker is provided.

"March to Contact"

A March to Contact allows a Force to move normally; the Force may enter any allowable hex, even adjacent to an enemy Force. No specific marker is provided.

"Recover"

This action allows a Force with a "Stand" or "Garrison" order to recover from Demoralisation and may be declared by an eligible Force as an additional action to other actions performed with the same Order (see "Recovery Check", par.9.2 for details).

7.4 MOVEMENT

Forces of both sides normally move during the Activation Phase (Note: A Force may also move when advancing or retreating as a result of Combat). Forces move one at a time, from hex to contiguous hex in any direction or combination of directions. A Force may move no farther than its slowest unit (Note: Militia Units are excluded from this computation), taking into account the differing costs of terrain. Note that the Movement Allowance of the Force may be reduced due to the Activation die-roll (see par.7.2.4) and by certain Weather conditions.

Not every Force must move. Movement is optional and dependent upon the Primo Capitano's Initiative. Unused Movement Points may not be saved from turn to turn or given to other Forces; they are lost. A Force may not be activated a number of times greater than allowed by its current Order, nor may it change its move.

Once it has been determined that a given Force may move, that Force is moved immediately. A Force may continue to move until any unit in the Force uses its last Movement Point. The full Movement Allowance may be expended in every Activation of a Capitano in the Activation Phase. A Force may never enter a hex unless every Combat Unit in the Force has sufficient Movement Points to cross the hexside and pays for the terrain in the hex (Old hands note: there is no "One hex minimum move").

7.5 EARTHWORKS

"Earthworks" have effects, generally on Combat, and particularly on Sieges.



Forces with any Order except Retreat, composed at least of 2 Infantry SPs may expend Movement Points to set up Earthworks (fortifications) in any hex. A Force in a Earthworks hex (that is, an hex with an Earthworks marker in it) is *not compelled* to attack an enemy Force projecting a ZOC through a fortified hexside. Earthworks allow Sieges, in that the Siege procedure may be initiated only by a Force in an Earthworks hex.

A Force may put a "Level 1" Earthworks marker in the hex it occupies at the cost of 2 MP. Note that the "Level 1 Earthworks" marker distinguishes among the hexsides which are protected by the fortifications. Place the marker in the hex oriented in the desired manner; the marker is fixed in that position until the hex is vacated by the owning player (see below). Earthworks effects are active only through hexsides indicated by the marker.

A "Level 2" Earthworks marker can be placed in a hex by a Force expending 4 MP, or 2 MP if the hex already contains a

Level 1 marker; in this latter case the Level 1 marker is replaced by the Level 2 marker, as a hex may contain only one Earthworks marker. A Level 2 Earthworks marker has all its hexsides protected by fortifications.

If the occupying Force ever vacates the Earthworks hex, the Earthworks marker is immediately removed from the map.

Note1: Forces only composed of Cavalry and/or Artillery may not build Earthworks. **Note2:** Earthworks may be built in any kind of terrain hex (including a Fortress). **Note3:** Earthworks may be built in an enemy ZOC.

7.5.1 Combat Effects of Earthworks. If a Force is attacked through a fortified hexside, up to 4 of the defender's SPs are doubled when calculating odds on the Assault Table. **Note:** if Earthworks are set up in a Fortress, this is in addition to the combat effect of the fortress (for example: in a Fortified Town with Earthworks, up to $4 + 4 = 8$ SPs are doubled. So a Force with, say, 10 SPs would total $8 * 2 + 2 = 18$ SPs in this case).

Cavalry Charges, Artillery Fire and certain Unit Types (when an attack is resolved on the Assault Table), suffer a penalty if Earthworks are present (see the Cavalry Charge Table, the Artillery Fire Table and the Assault Table for details).

7.6 TERRAIN AND MOVEMENT

There are two categories of terrain types: those which apply to the area inside a hex and those which apply to the hexside shared by two hexs. The basic Movement Point cost for entering a Clear Terrain hex is one (1) MP. The MP cost to enter non-clear terrain and/or to cross non-clear hexsides varies as shown on the Terrain Effects Chart.

7.6.1 Roads. Marching from one road hex to another contiguous road hex (of the same road) enables a Force to pay the road cost instead of the terrain cost for the hex. Roads do pass through a Fortress but the hex cost for the Fortress is paid, rather than the cost for the road. **Example:** A Force passing through a Fortified City by means of a road pays 1 MP.

7.6.2 Rivers. The only Primary River in the game is the Po River ("Fiume Po"). The Po River is impassable, except on a Ferry (Ferries are explicitly indicated on the game map with a special dotted symbol) or by deploying a Pontoon Bridge.

If crossing any river via bridge or ferry, the cost to enter the hex on the other side of the river would be the same as for that type of road (plus hexside cost for the bridge or ferry).

Some kind of physical crossing (bridge, ferry, or ford) is assumed to be present when any kind of road crosses a secondary river: Forces always pay Secondary Bridge cost. Secondary rivers may also be crossed far from roads hexs, but a different terrain cost is paid. Pontoon bridges may also be built on Secondary rivers.

On-map crossings or ferries may neither be built nor destroyed. There is no additional effect to an LOC for crossing rivers.

7.6.2.1 Effects of crossing rivers. A Major Force crossing a primary or a secondary river by **any** means becomes Disrupted (see "Disruption", par.9.3) after crossing the river, if it expended 2 or more additional MP's to cross the river.

Example: A Major Force crossing a secondary river at a bridge during Rain weather pays +2 MP, and becomes Disrupted.

7.6.3 Fortress. A **Fortress** is any hex containing a Fortified Town or a Fortified City. A limited number of Strength Points may receive the benefit of a Fortress hex (see par.16, "Fortresses"). A Force may freely enter an enemy unoccupied Fortress hex (i.e. without besieging it).

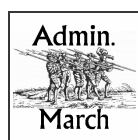
7.6.4 Map Edge. A Force may not voluntarily move off the map (Exceptions, where applicable, are given in the Scenario Instructions).

7.6.5 Entering Occupied Hexs. A Force may never enter a hex occupied by an enemy Force (however, see "Attack from March", par.7.9). A Force may pass through any Friendly Force during Movement or Retreat, without any effect.

7.6.6 Exiting Cities. XVIIth century Italian proverb: "Chi poggia la libbarda, non alza più la farda.", "He who lays down his halberd, will never lift his sack anymore". When soldiers entered a city, they didn't like to leave it easily. Cities were splendid places for "hungry" soldiers; so Capitani often set up the camp in the suburbs.

A Force which starts its move in a Fortified City hex pays 1 additional MP to exit the hex.

7.7 ADMINISTRATIVE MARCH



An Activated Capitano with a Manoeuvre Order may use an Administrative March. This augments his Force's Movement Allowance on roads (but leaves it more vulnerable to attacks). The Force may declare Administrative March at any moment during its move, paying 1 additional MP to begin the action (put an "Administrative march" marker on the Force to indicate it is in Administrative March mode). The Force exerting an Administrative March doubles its remaining Movement Allowance and may move only on roads (Primary or Secondary). Such a Force may not expend MP's other than to move along roads. If the Force voluntarily leaves Administrative March, the "Administrative march" marker is removed and the Force forfeits all its remaining MP's. There is no MP cost to voluntarily remove the marker. The Force cannot enter any hex which is within five (5) hexes of an enemy Force (regardless of impassable terrain or other units or ZOC). If a Force is attacked while in Administrative March, the **Quality** rating of all its Combat Units is **reduced by 1**, in addition to any other possible reduction. An attacked Force automatically exits from Administrative March mode.

Note: Any modification to the Movement Allowance of the Force (see par.7.2.3 and par.7.2.4) takes place before the doubling for Admin March, not after.

7.8 ZONES OF CONTROL

The **Zone of Control** is the hex occupied by a Force and the six hexes immediately surrounding it. All Forces exert a Zone of Control (ZOC) at all times (**Exception:** see "Effects of Demoralisation", par.9.1.1). A hex in the ZOC of a Force is referred to as a Controlled hex. Adjacent opposing Forces are equally and mutually affected by each other's ZOC. There is no additional effect if a hex is controlled by more than one enemy Force exerting control from different hexs. Any Force in an enemy ZOC at the beginning of the Battle Resolution Segment of the Combat and Attrition Phase will be involved in a battle (see Combat, par.11 for details).

7.8.1 Entering ZOCs. Upon entering an enemy controlled hex, a Force must cease movement (**Exceptions:** An advancing Force may ignore enemy ZOCs, and the retreating Force may move

through enemy ZOCs. See par.12.2.1, "Priorities of Retreat"). A friendly Force cannot enter an enemy ZOC if half or more of the friendly Combat Units are Demoralised. There is no extra cost to enter an Enemy ZOC. Artillery Units may never enter an enemy ZOC unless part of a mixed Force, with cavalry and/or infantry.

7.8.2 Exiting ZOCs. A Capitano may try to exit an enemy ZOC during an Activation. The standard procedure for Activation outlined in par.7.2 is followed but the indicated Capitano's Initiative will be modified by the Initiative of the adjacent enemy Capitano for Activation purposes (see "Modifications to Initiative", par.7.2.3).

Consult the Initiative Modifier Table using the adjacent enemy Capitano's Initiative. The resulting number will modify the indicated Capitano's Initiative.

If the indicated Capitano is in the ZOC of more than one enemy Capitano, the highest enemy Initiative Rating is used to determine the Initiative Modifier.

Example: A Capitano with an Initiative Rating of "2" wishes to exit the ZOC of an enemy Capitano whose Initiative Rating is "3". The Initiative Modifier Table reads a "-4". This "-4" is then added to the Initiative of the indicated Capitano (2-4=-2). If he rolls a "3", "3" is subtracted from "-2" and a "-5" MP penalty results.

7.8.2.1 Pursuit after exiting from a ZOC. If a Force obtains enough Movement Points, it may always try to exit an enemy ZOC. Exiting from an enemy ZOC does not cost additional MP's per se but it causes automatic Pursuit by the enemy Force exerting the ZOC. The exiting Force may use Movement Points to reduce Pursuit effects.

If a Force does not obtain enough MP's to exit, it remains in the hex with no further effect.

After a Force exits an enemy ZOC, the enemy Force applies the Pursuit procedure as it would pursue in a Major Battle (see "Pursuit", par.11.4, Step 10-a). The Pursuit die roll is modified by -1 for each full Movement Point voluntarily expended by the exiting Force (if any are available), in addition to those used to enter the hex out of the ZOC. **Exceptions:** 1) A Force occupying a **Fortress hex** or attempting to exit an enemy ZOC projected through a **secondary river hexside** will not suffer Pursuit, if, before leaving, it is able to drop off a Force in the starting hex (Note: this Force will function as a rearguard). 2) A Force will avoid Pursuit when exiting an enemy ZOC projected through a **primary river ferry**.

7.8.2.2 Limitation in exiting from ZOCs. A Force may never move directly from one enemy ZOC to another (except due to retreat or advance). To exit an Enemy ZOC costs no extra Movement Points (but see par.7.8.2.1).

7.8.3 Terrain Influence on ZOCs. Terrain affects the extent of control exerted by a Force in some situations.

Impassable Terrain

A ZOC does not extend through impassable hexsides (ex.: primary river hexsides with no ferry).

Fortress

A ZOC extends out of **and** into a Fortress or Earthworks hex; however a Force in a Fortress hex or in a Earthworks hex is never compelled to attack.

A Besieged Force retains its ZOC

River

A ZOC does not extend across a Primary River hexside without a ferry. A ZOC extending across a ferried Primary River hexside is modified in that:

1. Combat is not mandatory between two adjacent Forces across the ferry and
2. A Force may avoid Pursuit when exiting the enemy ZOC (see "Exiting ZOCs", par.7.8.2), although all other effects remain the same.

(See also "Forces that are REQUIRED to Attack", par.11.2.3)

7.9 ATTACK FROM MARCH

During the Activation Phase, a Force with an Attack Order may attempt to attack an enemy Force on its path. This is called "Attack from March" and it is an exception to the standard rule that all combats take place during the Combat and Attrition Phase. A Force in a Fortified City hex or on the opposite side of a ferried Primary River hexside may not be Attacked from March.

PROCEDURE:

The Force moves into the ZOC of the Force to be attacked. The owning player declares "Attack from March". Hidden Capitani are revealed and a Skirmish procedure is immediately applied (always, even if conditions for other Battle procedures should exist according to par.11.2.2), with the attacking Force using the **Affecting** row on the Assault Table (see "Skirmish", par.11.5).

Exception: Forces composed solely of Light Cavalry Combat Units use the **Not-Affecting** row on the Assault Table.

After resolving the attack on the Assault Table, the winning and the losing Forces behave as in a Skirmish battle (except that there is no Skirmish advance). Then, if the Attack from March was successful, the Active Force may continue its move; otherwise, the Active Force must end its move.

If the attacked Force does not Retreat before Combat (as for rule in par.11.3.2), a successful Attack from March which vacates the defending hex requires the expenditure of **1** Movement Point on the part of the Active Force, in addition to the cost to enter the hex vacated by the successfully attacked Force (the winner is mandated to enter the hex). **Note:** you cannot Attack from March if you haven't enough MP's to enter the enemy hex + 1.

7.9.1 Single Hex Attack from March. An Attack from March attempt must be made upon only one hex at a time.

7.9.2 Repeated Attacks from March. The number of successful Attacks from March a Force may initiate is limited only by the number of Movement Points the Force has available to it (it can attempt another Attack from March if the need arises during its move).

8 ATTRITION

Military losses due to non-combat motivations (scarce or poor food, diseases, desertions, etc.) historically have been often the main cause of the creeping of an army's efficiency. The Italian Wars make no exception (but read also the Design Notes).

A Force will check for Attrition ~~only~~ under the following circumstances:

1. At the end of a "second" Activation, even if it did not expend Movement Points during its Activation
2. During the Attrition Segment of the Combat and Attrition Phase, if one or more of the following conditions applies:
 - the Force is in a Hostile Region
(see "Regional alignment", par.14)
 - the Force is in a Barren or Unhealthy Land
(see the Attrition Table)
 - the Force is in an enemy ZOC

- the Force is currently under Siege (a Siege Level marker on it).

PROCEDURE:

In the first case indicated above, after a Force completes its move and before any other Force activates, attrition for that move must be determined. Attrition is determined separately for each Force, and is based upon the size of the Force at the beginning of its movement. Consult the Attrition Table and roll a die, taking into account any modifiers (*see below*); cross-reference the modified die roll with the size of Force (the total number of Strength Points (all types, good-order and Demoralised) in the Force at the start of the move). The result is the number of Strength Points lost by the Force. Adjust the Combat Unit counters of the Force to reflect this loss. Attrition losses must be distributed as evenly as possible among the Combat Units of a Force.

In the other case above the procedure is similar, but Attrition doesn't depend upon MP's expended.

Modifiers of the Attrition Die Roll:

- Certain conditions of weather (*see the Attrition Table*).
- If the Primo Capitano has a Bonus Star, reduce the die roll by one.
- Add one to the die roll for each full MP spent in a second Activation (add up to four to the die roll).
- Add two if the Force is Besieged with No LOC.

9 DISCIPLINE

9.1 DISCIPLINE CHECK

During the Command or Combat and Attrition Phase, Forces currently in play may be subject to Discipline Check, to verify that they are able to sustain command or combat fatigue. Every Combat Unit has a pre-determined Troop Quality, indicated on the counter, which may range from 1 to 3. Every Combat Unit also has a Reliability Class which is usually indicated on the counter.

PROCEDURE:

During the Command Phase, this procedure is required when a Force is issued a Forced Order and/or for Continuous Attack (*see "Orders", par.5.3*); during the Combat and Attrition Phase it may be required as a result of Combat (*as indicated on the Assault Table and other combat tables*). A Discipline Check is always made once for all Units in a Force. A single die is rolled for the entire Force by the owning player, taking into account any modifier (*see below*). The result is cross-referenced on the Discipline Table with the Troop Quality (during the Combat Phase) or Reliability Class (during the Command Phase or Activation Phase) of each Combat Unit of the Force. The results are explained below the Discipline Table. If a Combat Unit becomes Demoralised, flip it on the reverse side to indicate this fact.

Modifiers to the Discipline Check Die Roll

- 1) **-1**, if the Primo Capitano (in a Major Battle: the Capitano commanding a Corps) has a Bonus Star
- 2) **+1**, for a Forced Order

9.1.1 Effects of Demoralisation. Demoralised Combat Units have their Movement Allowance **reduced by 1** (as indicated on the back of the counters). They may be rallied through Recovery (*see par.9.2*).

Demoralised Combat Units cannot be used in Combat. Combat Units demoralised during a Step of Major Battle or Siege (ex.: Vanguard Fight, Main Body Fight, Artillery Shell) may not be used further in the current combat, nor may they be selected to absorb losses or any other result during combat (during Major battles, they *will* absorb Pursuit losses, however).

A Force composed of half or more Demoralised Combat Units suffers the following effects:

- it may not select an Attack Order (and must change the Attack Order if it already has it)
- it may not enter an enemy ZOC (though if already in ZOC, it may initiate combat)
- it does not exert a ZOC

In addition, when all Combat Units in a Force become Demoralised, the Force:

- If attacked, it must Retreat before Combat after the Step 2 of the Combat Sequence (*see also par.11.3.2*)
- receives an immediate "Retreat" Order (regardless of the game situation), which substitutes the current Order
- after its initial Retreat order, it may only select a Retreat, Stand or Garrison order
- may not initiate any form of Combat

9.2 RECOVERY CHECK

Combat Units may recover from Demoralisation during the Activation Phase. When a Unit recovers, flip it back to its front side on the Capitano Card.

To recover a Combat Unit, its Force must have a "Garrison" or "Stand" Order and **cannot be in an enemy ZOC**. When the Force Activates, it may make the Recovery Check, after and in addition to other actions performed by the Force (e.g.: build Earthworks): roll one die on the Discipline Table for the entire Force, cross-reference with the Reliability Class and determine the effects on each **Demoralised** Combat Unit of the Force (explained below the table).

Modifiers to the Recovery Check Die Roll

- 1) **-1**, if the Primo Capitano has a Bonus Star
- 2) **"Extra wages"**. A player may spend 2 APs (and no more) to modify the Recovery Check die roll by -1.
- 3) **+1**, if the Force has expended any MP's during its Activation.

9.3 DISRUPTION



A **Major** Force may become **Disrupted** when crossing a River (*see par.7.6.2.1*); any Force becomes Disrupted when Storming a Fortress (*see par.11.5*). During the game, whenever a Force becomes Disrupted, immediately put a "Disrupted" marker on the Force. Two (2) additional MP's may be expended, in the current or following Activations, to remove the Disrupted marker from the Force. Disruption markers are anyway removed from the map in the segment D.4 of the Sequence of Play. While a Force is Disrupted, the Quality rating of all its Combat Units is reduced by 1, in addition to any other possible reduction. No additional effect if a Disrupted Force becomes Disrupted again.

10 STACKING AND CONSOLIDATION

There is no limit to the number of Strength Points which may occupy a single hex at the end of a Phase or Segment or to the number of Friendly Forces that may pass through a single hex during either the Activation Phase or the Combat and Attrition Phase. Capitani in the same hex must be moved onto the Subordinate or Unemployed Capitani box of the Capitano Generale's Card during the Consolidation Segment of either the Activation Phase or the Combat and Attrition Phase. (See also "Stacked Minor Forces", par.10.1 and "Multi-Force Hex", par.6.2).

10.1 STACKED MINOR FORCES

During a Consolidation Segment, two or more Minor Forces still coexisting in the same hex (because, for example, they did not manage in exiting form the hex during the Activation Phase) must consolidate as well: the highest Rank Capitano (if two or more have equal Rank, freely select one of them) becomes Primo Capitano (Attention: not Capitano Generale); all other Capitani become Unemployed; all Combat Units in the hex are transferred to the Primo Capitano, up to his Rank capacity. All Combat Units in excess are lost and removed from the game.

11 COMBAT

11.1 DEFINITIONS

Adjacent Forces

For combat purposes, two Forces are adjacent if they are not separated by impassable hexsides.

Highest Initiative Force

The Highest Initiative Force (HIF) in a group of adjacent Forces is the Force whose Primo Capitano has the highest printed Initiative among all other (friendly or enemy) Capitani. If many Capitani share the same maximum printed Initiative Rating, that with a Bonus star represents the HIF. If still undecided, determine the HIF randomly.

11.2 COMBAT PROCEDURES



11.2.1 Generalities.

Combat will be one of four types: **Major Combat**, **Skirmish**, **Siege** and **Sortie** conducted between adjacent Forces. Each Force adjacent to an enemy Force at the beginning of the Combat and Attrition Phase checks to determine if it is involved in a combat this turn. Determine the initiative for each Force adjacent to an enemy Force, then beginning with the HIF determine if combat occurs:

a. If the Force is in the ZOC of the enemy Force, the owning player must decide to attack, or renounce and be attacked by any one enemy Force projecting the ZOC. If the owning player renounces to attack, he must select any one enemy Force projecting a ZOC and that enemy Force is compelled to attack.

b. If the Force is NOT in an enemy ZOC, the attack is not mandatory, but may be conducted.

This process is repeated for every Force adjacent to an enemy Force (beginning from the HIF and descending in Initiative order).

Forces which:

- renounced to attack (*see par.11.2.4*) or
- made an attack or
- compelled an opposing Force to attack or
- lost a battle

are marked "Attack Finished" and may not attack further in the current Game Turn. A Force may be attacked any number of times in a single Game Turn.

11.2.2 Types of Combat.

a. **Major Combat.** A battle in which the Primo Capitano is a Capitano Generale for **both** the attacker and defender. All combat units in the attacker's and defender's hex will be involved in the combat.

b. **Skirmish.** A battle in which only one Force, or neither Force, has a Capitano Generale involved. A skirmish is limited to one Capitano from each side that is involved in the combat. Artillery is not included in the battle.

c. **Siege.** A battle in which the defender is *inside* a Fortress. The attacking Force must be in Earthworks with an Attack Order at the moment of declaration of the combat. Artillery is included in the battle.

d. **Sortie.** A battle in which the attacker is *attacking out of* a Besieged Fortress. A sortie is not allowed across a ferried Major River hexside. Artillery is not included in the battle.

11.2.3 Forces that are REQUIRED to Attack. Generally, a Force must attack or compel to attack one *enemy* Force projecting a ZOC to it. **Exceptions:** *see par.11.2.4.*

11.2.4 Forces that are NOT required to attack. Forces in the following four conditions are never required to attack nor may be compelled by an enemy Force to attack. If a Force is not required to attack and renounces to do so voluntarily, place an "Attack Finished" marker on that Force.

- 1) two Forces separated by Primary River ferry hexsides
- 2) a Force solely adjacent to enemy Forces which declare to be *inside* a Fortress
- 3) a Force in a Fortress hex or protected behind an Earthworks hexside (*see "Terrain Influence on ZOCs", par.7.8.3*)
- 4) a Force composed of half or more Demoralised Combat Units or with an "Attack Finished" marker may not attack.

11.2.5 Battle Procedure Steps. All battle types share the same first two steps (see below). The following steps are executed by each eligible Force during the Battle Resolution Segment of the Combat and Attrition Phase.

Step 1: Designate the attacking Force. The owning player reveals the composition of his Force in the attacking hex.

Step 2: Designate the defending hex. The owning player reveals the composition of his Force in the defending hex.

Now select the applicable type of combat (*see par.11.2.2*). Each further battle step in explained later in the rules.

11.3 FIRST STEPS

DESIGNATE THE ATTACKING FORCE (Step 1)

The Force choosing to attack or which has been compelled to attack is the Attacking Force, and its hex is the attacking hex.

No Force may attack more than once per Combat and Attrition Phase. **Note:** *Many Attacks from March are possible during movement.* A Force may be attacked more than once in a

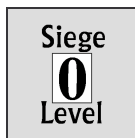
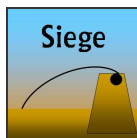
Combat and Attrition Phase, but only from different enemy Forces.

DESIGNATE THE DEFENDING HEX (Step 2)

The defending hex is the hex under attack.

If the defending Force occupies a Fortress hex, the owning player must decide if he intends to defend inside or outside the Fortress. If he defends *outside*, the battle procedure continues with a Major Battle or Skirmish, considering the combat effects of the other terrain in the hex. If he defends *inside*, the attacking player may interrupt the battle procedure *or* he may begin a Siege procedure (if he is in a position to do so, see "Declaring a Siege", below) *or* he may "Storm" the Fortress, using a Skirmish procedure (see "Skirmish", par.11.5, "Determine the Fighting Force", case b). The defending Force will benefit from the Fortress effects only if it defends *inside* the Fortress (see TEC). The attacking player may not switch the target hex, once the defending player has decided to defend *inside* the Fortress.

Note: to be *inside* or *outside* a Fortress is relevant only during Combat (from Step 2 of the Sequence of Battle). At the other times, the Force is simply thought to occupy the hex as a whole.



11.3.1 Declaring a Siege. A Force intending to begin a Siege Combat must be in a Earthworks hex at the moment of declaration (see also "Earthworks", par.7.5) with an Attack order. If not already present, a Siege Status Level 0 marker is placed over the defending Force and a Siege marker on the declaring Force during Step 2 of the Battle Sequence. From this moment on, the defending hex is **Besieged**. The Siege Status Level marker will reflect the current level of Siege status and will be removed as soon as all the besieging Forces (those with a Siege marker) leave their Earthworks hexes around the Fortress or the Fortress is conquered (the marker is not removed even if the Besieged Force attacks out of the Fortress or leaves the hex). An Attack Order is necessary to initiate a Siege Combat procedure. If a Besieging Force changes its Order from Attack to another Order, it may not conduct Siege Combat; however the Besieging Force retains its Siege marker, the enemy Force remains Besieged and the Status Level marker is not removed.

11.3.2 Retreat before Combat. A Force composed of solely Demoralised Combat Units if attacked must Retreat before Combat after the Step 2 of the Combat Sequence, unless it defends *inside* a Fortress.

This Retreat follows the rules and priorities of Retreat after Combat (see "Execute the Retreat", par.12.2), except that the Retreating Force will be Pursued by the attacking adjacent Force, just as if it retreated into an enemy ZOC (see Priority 4 in par.12.2.1).

Combat is over and the winner may advance in the vacated hex (as in "Skirmish", par.11.5, Advance).

11.3.3 Terrain effects in Combat. All Battle types are considered to take place in the hex occupied by the defending Force, called the Battle hex. During a Skirmish (see par.11.5, "Skirmish"), a Siege Combat (see par.11.6, "Siege") or Sortie (see par.11.7, "Sortie"), the terrain of the Battle hex is taken into account when resolving an Attack on the Assault Table (see

par.12.1, "Execute an attack on the Assault Table"), as dictated by the Terrain Effect Chart.

Fortress effects are awarded and are in addition to those of the other terrain in hex, only if the Force defends *inside* the Fortress. During Siege Combat, Artillery fire is affected by the terrain of the hex occupied the Force subject to fire.

Major Battle

The terrain of the Battle hex is always taken into account: a) *by the Engaging player* when resolving Engagements on the Assault Table; b) for Artillery Fire; c) when executing Cavalry Charges (see par.11.4.1, "Tactical Options"). **Major Battle Exception:** When attacking through a Secondary River hexside or into a hex occupied by a Force in Earthworks, the defending Force **only** will receive the benefits from Earthworks/River (by means of "Earthworks/River" chits, see par.11.4.1, "Tactical Options").

11.4 MAJOR BATTLE

Important play note: this paragraph presents the Major Battle rules in their full version and are dedicated to those of you who pretend to play the game for the intents for which has been created. One of these is to give a grand-tactical view of a XVIth century major battle. If you do not like to read some five pages of rules, do not worry: we have prepared for you a reduced version of the major battle in the Optional Rules section.

REORGANIZATION (Step 3-a)

Both players may reorganize their Forces, as in an Organization Segment (Segment C.2 of the Sequence of Play). Each Force is reorganized into a number of "Corps", which is defined as a Capitano with his direct subordinate Combat Units. A Corps is entirely resident on one Capitano Card. The counter of each Capitano commanding a Corps is placed on his own Card. All Unemployed Capitani are placed with the Capitano Generale. Corps will act independently during the battle. No Capitano commanding a Corps may remain subordinate to the Capitano Generale in this Step. The Capitano Generale may not remain unemployed; he must command some Combat Units.

Both players arrange their Capitano Cards in order that only Cards of Capitani commanding Corps are visible to one's opponent.

BATTLE INITIATIVE (Step 4-a)

Before the Battle begins, both players are assigned a complete and identical set of Tactical Options Chits (TOCs). The number and type of TOCs in this set is indicated in the Tactical Options table and it is a strict design limit.

Each player rolls a die, dividing the result by 2 (rounding up), and adds the result to the Initiative rating of his own Capitano Generale. The result is the number of TOCs which may be selected by the player for the present battle.

Earthworks

"Earthworks" chits are an exception in that **four** Earthworks chits are freely assigned to a defending Force which is in a Level 2 Earthworks. **Two** chits are assigned if the defending Force is a Level 1 Earthworks. These free Earthworks chits are in addition to those obtained via the Battle Initiative die roll.

Secondary River

If a Force is attacked behind a Secondary River hexside, **two** further River chits are freely assigned to the attacked Force (in addition to those obtained by the Battle Initiative die roll and for Earthworks).

(Note: Secondary River TOC is depicted on the back of the Earthworks TOC, as they have comparable effects, see par.11.4.1.)

TOCs are secretly selected and distributed by the owning player among his Capitani (Note: “Earthworks/River” chits may not be selected, because they are only freely assigned by the provisions of the rules above), placing them on the corresponding Capitano Card. **No more than 2 TOCs may be placed on a single Capitano.** TOCs in excess of this limit may not be used and are set aside. The Tactical Options table summarizes the effects and features of all the Tactical Options. See “*Tactical Options*”, par.11.4.1 for a detailed explanation of their functions.

DEPLOYMENT OF CAPITANI (Step 5-a)

The Battle Roster is divided in two parts, one for each side. Each part consists of a Vanguard, Main Body and Rearguard section which a player uses to deploy his own Corps and give battle to the enemy.

Both players, beginning with the attacker, alternate putting their Capitani counters on the Battle Roster, in the desired section (Vanguard, Main Body, Rearguard) of their own side. Each Capitano represents its own Corps (that is: himself, all his Subordinate units and his TOCs). Subordinate Combat Units remain on the Card of the Capitano who commands them. “**Formation**” chits must be played during this Step (or not at all) and allows a player to place Corps in the Vanguard or Rearguard sections. Friendly Corps may be put in their own Rearguard, but, unless they have a “Reserve” chit, they won’t be able to take part to the combat (see “*Rearguard Commitment (Step 9-a)*” for details). The number of corps which may be placed in the Rearguard is limited to no more than the Initiative rating of the Capitano Generale.

VANGUARD FIGHT (Step 6-a)

During the Vanguard Fight, only the Corps placed in the two Vanguard sections are active. They may use Artillery Fire, execute Cavalry Charges or engage in Melee combat, playing the required TOCs. Friendly Corps in the Vanguard must fight against enemy Corps in the Vanguard. If the enemy player has no Corps in his Vanguard, friendly Corps in the Vanguard may fight against enemy Corps in the Main Body. Corps in the Main Body are inactive, but they can be subject to Artillery Fire, Charges or be engaged in Melee combat by the Corps in Vanguard. Corps in the Rearguard are inactive and cannot attack or be attacked in any way.

- **Resolve Artillery Fire.** Corps with an “Artillery” chit may play it at this time. “Artillery” chits are declared one at a time, beginning from the attacking player. The played Artillery chit is removed from the Capitano Card and put beside the Capitano counter on the Battle roster, signifying that the first shell of Artillery Fire is being executed (after the second shell, Artillery Fire is over and the chit is removed). After the target Corps of the Artillery Fire is declared, an “Earthworks/River” chit may be played by the target Corps to counteract the Fire. After declaration of “Artillery” chits, Artillery Fire is executed and results are immediately applied (See “*Artillery*” in “*Tactical Options*”, par.11.4.1, for details).
- **Resolve Cavalry Charges.** Corps with a “Cavalry Charge” chit may play it at this time. “Cavalry Charge” chits are declared one at a time, beginning from the attacking player, and then alternating between the opposing sides (if one side passes, he won’t be allowed to declare any more Charges in this Step). If the defender plays a Charge chit after the

attacker has played one, resolve the two charges one against the other (see “Countercharge” for details). The Cavalry Charge chit is removed from the Capitano Card and placed on the battle Roster, beside the Capitano playing the chit. It is removed after the Charge is executed. After the target Corps of the Charge is declared, “Firearms” or “Earthworks/River” chits may be played by the charged Corps to counteract the Charge. After declaration of “Cavalry Charge” chits, Charges are executed and their results immediately applied. (See “*Cavalry Charge*”, “*Firearms*” and “*Earthworks/River*” in “*Tactical Options*”, par.11.4.1, for details).

- **Vanguard engagements.** Corps in the Vanguard declare Melee engagements, according to the provisions of rules in “*Engagement Declaration*”, par.11.4.2.

MAIN BODY FIGHT (Step 7-a)

During the Main Body Fight, only the Corps placed in the two Main Body sections are active and may use Artillery Fire, execute Cavalry Charges or engage in Melee combat, playing the required TOCs. Friendly Corps in the Main Body must fight against enemy Corps in the Main Body. If the enemy player has unengaged Corps in his Vanguard, friendly Corps in the Main Body may fight against enemy Corps in the Vanguard (and so Corps in the Vanguard may be subject to Artillery Fire, Charges or be engaged in Melee combat by the Corps in the Main Body). Corps in the Rearguard are inactive and cannot attack or be attacked in anyway.

- **Resolve Artillery Fire.** Just as in “*Vanguard Fight (Step 6-a)*”
- **Resolve Cavalry Charges.** Just as in “*Vanguard Fight (Step 6-a)*”
- **Main Body engagements.** Corps in the Main Body declare Melee engagements, according to the provisions of rules in “*Engagement Declaration*”, par.11.4.2.

If no Corps is engaged in the Main Body at the end of this Step, the battle is a draw. Proceed with Step 11-a, Retreat.

COMBAT RESOLUTION (Step 8-a)

Vanguard and Main Body engagements are resolved one at a time, at the attacking player’s option. To resolve an engagement, execute an attack using the *Assault Table* (see “*Engagement Resolution*”, par.11.4.3). Both sides apply the combat results immediately, before proceeding to another engagement combat. If one player has no Corps in the Main Body (because all eliminated or Demoralised) or played the “Muster” chit (see “*Tactical Options*”, par.11.4.1), he loses the battle, go to Step 10-a, Pursuit & Recovery. At the end of this Step 8-a, if both players have no Corps in the Main Body (or both played “Muster”), the battle is a draw, go directly to Step 11-a, Retreat. If neither of the two former cases applies, proceed with the following Step 9-a, Rearguard Commitment.

Note: Having no Corps engaged at the end of a Main Body Fight Step 7-a (see above), having no Corps in the Main Body or playing the “Muster” chit in a Combat Resolution Step 8-a are the only ways to “exit” from a Major Battle.

REARGUARD COMMITMENT (Step 9-a)

Rearguard Commitment will be executed if either or both players have Corps in their Rearguard. Beginning with the attacker, each player may commit his Corps from the Rearguard to the Main Body, expending a “Reserve” chit from the Capitano’s provision of the committed Corps. From there, the committed Corps will fight enemy Corps during next battle round. After both players have had the opportunity to commit their Rearguard Corps, Major Battle proceeds to the next round

with Step 6-a, Vanguard Fight (a series of sequences 6a-9a will follow, until, in Step 7-a no Corps is engaged in the Main Body or in Step 8-a, one player has no more Corps in the Main Body or played "Muster").

PURSUIT AND RECOVERY (Step 10-a)

The winning side rolls one die and consults the Pursuit Table to determine the casualties inflicted upon the losing side (*see the Pursuit Table for details*). Then half (rounded up) of the accumulated Administrative Points of the pursued Capitano's Army are transferred to the pursuing Capitano's Army (*Note: this simulates loot of the enemy field by the winning army*).

Select the Combat Units to absorb losses due to Pursuit in the following order: Artillery units before any other unit; Infantry units; and finally, Cavalry Units as the last ones. In each of the above categories, Demoralised units are selected first. The Pursuit Table gives results in Pursuit Losses: Demoralised SPs count 1 Pursuit Loss; undemoralised SPs count 2 Pursuit Losses.

Redeploy both Forces on the map and put a **No Move** marker on the **winning** Force to remind players that this Force cannot move during next player turn (though it can expend MP's). During the next turn Command Phase, the No Move marker is removed and replaced with either a "Stand" or "Garrison" Order.

Modifiers to the Pursuit Die Roll

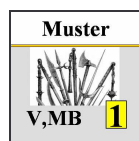
Add one to the Pursuit die roll for each of the following conditions:

- Pursuing Capitano Generale with a Bonus symbol (star).
- Pursuing Force has undemoralised Stradiots Light Cavalry

RETREAT (Step 11-a)

The player with no Corps in the Main Body or who played "Muster" is the loser and must retreat. If this happens to both players in the same round (or if no Corps is engaged in the Main Body at the end of a Main Body Fight Step), both are losers and the attacker may elect to retreat first. If they have not already done so, both Forces are redeployed on the map; the losing Force receives an immediate "Retreat" Order and retreats its full Movement Allowance. Execute the retreat according to the rules governing Paths and Priority of Retreat. See "Execute the Retreat", par.12.2. If the winning side is the attacker, he may advance into the defending hex.

11.4.1 Tactical Options



Tactical Options are capabilities used by Capitani during a battle and are represented by Tactical Options Chits (TOCs). The Tactical Options Chart summarizes, for each option, the features, duration (expressed in battle rounds) and available number of chits in the countermix for each player. The total number of chits assigned to each side is determined during the Battle Initiative Step of the Major Battle sequence of play. No more than 2 TOCs may be assigned to each Capitano in a battle. Within these limitations, each player is free to select and assign chits to his own Capitani as he wishes.

The available Tactical Options are:

"FORMATION"

This option allows a player to create a Vanguard and a Rearguard for the battle, and to place his own Corps there (one

chit "opens" both the Vanguard and the Rearguard). No Capitano may be placed in his own Vanguard or Rearguard section, if the owning player has not also played "Formation". "Formation" may be selected from the set of any Capitano, even of one not placed in the Vanguard or the Rearguard, and must be played during Step 5-a "Deployment of Capitani" (only).

"ARTILLERY"

This option allows a Corps to fire its Artillery Units and may be played both in the Vanguard and in the Main Body Fight. When played in the Vanguard Fight, Artillery Units must fire against enemy Corps in the Vanguard; if there are no enemy Corps in the Vanguard, Artillery Units may fire against Main Body Corps. When played in the Main Body Fight, Artillery Units must fire against other Corps in the Main Body (or against unengaged enemy Corps in the Vanguard).

The "Artillery" chit is removed from those on the Capitano Card and placed on the Battle Roster, beside the Capitano playing the chit, to indicate the first shell of Artillery Fire. The second shelling may be run by the owning player in a subsequent battle round. After the Corps has completed the second shelling, the chit is removed from play. During a single battle round, only **one** Artillery chit *for each Fight* (Vanguard, Main Body) may be played by each side, (and only if that Corps has not already another Artillery chit on the Battle Roster). The chit allows all Artillery Units of the Corps to fire one shell in a single round. In a Major Battle, a shell consists of firing **two times** on the Artillery Fire Table. The firing player may select a single different enemy Corps as its target each time. Artillery Units may not fire unless playing this option.

Execute Artillery Fire

To execute Artillery Fire, first select the enemy Corps target of the fire and determine the total amount of firing Artillery SPs in the firing Corps; then consult the Artillery Fire Table. Note that the Artillery Fire Table is based solely upon the number of Artillery SPs firing, and is not based on an odds ratio.

If both players use Artillery options in the same Fight (Vanguard Fight or Main Body Fight), players will alternate rolling on the Artillery Fire Table until they have fired **two times** for each Corps with a played Artillery option.

Beginning from the attacking player, each player alternatively rolls one die; the result from the Artillery Fire Table is implemented in this order: SPs lost; Discipline Checks; Capitani elimination check. Apply the result immediately. Artillery Fire results are applied to the Corps selected by the firing player, while the target player selects the specific Combat Units to absorb fire results. Artillery Units never suffer SP losses from Artillery fire in Major Battles, unless there is no other unit type among the target Combat Units (in that Corps). However, Artillery Units must pass each required Discipline Check, as dictated by the Artillery Fire Table.

Rearguard Corps may never be targeted by Artillery Fire. Demoralised Artillery Units may not fire.

Reaction Charge

A Corps containing Cavalry Units targeted by successful enemy Artillery Fire receive an automatic "Cavalry Charge" chit, if currently available in the countermix of the targeted player. This chit is in addition to the total number of chits that the player may receive and may be in excess of the maximum (2) number of chits of a Capitano. It is not necessary for the Cavalry Units to absorb all or any losses from Artillery Fire; it is sufficient that Artillery fire produces some losses or Discipline Check on some Units. This "reaction" Cavalry Charge chit forces the use of Cavalry in the Fight and must be executed after the effects of

Artillery fire have been applied. This Reaction Charge may not necessarily be against the Corps who triggered it.

Defending Terrain

Certain terrain features may impede artillery fire (*see the Terrain Effect Chart*).

Artillery Engagements

Corps possessing an "Artillery" chit may engage in melee, but, in doing so, they immediately lose their "Artillery" chit, even if unplayed. Nothing happens if these Corps are engaged by the enemy side, however, and Artillery Units are compelled to fire against the enemy Corps which engaged them in this case.

"CAVALRY CHARGE"

This option may be played either in the Vanguard or Main Body Fight and allows a Corps to have its Heavy or Light Cavalry Units charge an opposing enemy Corps. When played in the Vanguard Fight, the Cavalry Charge must be against an enemy Corps in the Vanguard; if there are no enemy Corps in the Vanguard, Cavalry Charge may be against a Main Body Corps. When played in the Main Body Fight, Cavalry Charge must be against another Corps in the Main Body (or against an unengaged enemy Corps in the Vanguard).

The "Cavalry Charge" chit is removed from those on the Capitano Card and placed on the battle Roster, beside the Capitano playing the chit. It is removed after the Charge is executed. **More than one** "Cavalry Charge" chits may be played by each side per Fight, per battle round, but always from different Capitani, and a single chit allows cavalry Units of the Corps to charge.

Execute a Cavalry Charge

Cavalry units of a Corps playing "Cavalry Charge" may be freely regrouped into a number of "waves". A wave is a group of cavalry combat units of similar type: each wave may be composed of Heavy or Light Cavalry, but never both. To execute a "Cavalry Charge" option, the charging player selects a single eligible enemy Corps and designates a specific single Combat Unit to be target of the charge of **each wave**. Displace the Charging Corps near the charged Corps, not in contact; then count all the SPs of the charging Cavalry Units in the wave and consult the Cavalry Charge Table taking into account: SPs, Cavalry Quality (*see provisions of rule 12.1, "1) Quality" to determine the Quality of the Charging wave, if this latter should have Combat Units with different Troop Qualities*), Heavy or Light Charge, Terrain & Capitani. The player rolls one die; the result is implemented in this order: SPs lost; Demoralisation; Discipline Checks; Capitani elimination check. Apply the results immediately for each wave.

One enemy Corps may be the target of many different friendly Charges, with each charge resolved separately. Different waves must charge different enemy Units, whenever possible.

Artillery Units may be the target of a Charge (and so become Demoralised, if the Charge is successful); in addition, they must pass each required Discipline Check, as dictated by the Cavalry Charge Table.

Rearguard Corps may never be the target of a Cavalry Charge. Demoralised Cavalry Units may not charge.

Countercharge

If the defender plays a Charge chit after the attacker has played one, a Countercharge is being resolved. The two charges are resolved one against the other (that is, the target Corps of each Charge must be the opposing Charging Corps). First, the Capitano between the two with the highest Initiative rating

executes his Charge and applies the results (if the two Capitani share the same Initiative, the Capitano with a Bonus star charges. If still undecided, a die is rolled). Then, if the target Corps survives, it may execute his Charge against the first Charging Corps.

One side's charging Corps which is not countercharged may freely charge any enemy Corps.

Terrain effects on Charge

Certain terrain features may impede Cavalry Charge (*see the Terrain Effect Chart, "Major Combat Effects" column*). Cavalry SPs during charge are never modified for the terrain.

Charging from Earthworks

Corps possessing a "Earthworks/River" chit may Charge but, in doing so, they immediately lose their "Earthworks/River" chit even if the chit was un-played.

Engagement after Charge

A Corps which issued a charge may be obliged to engage the charged Corps, immediately after the Charge is resolved, at discretion of the charged Corps' player. If the charged Corps' player declines to do so, nothing happens and the charging Corps is repositioned in its section of the Battle Roster. If the charged Corps' player requires it, the charging Corps is placed in contact with the charged Corps, to indicate the Engagement. An Engaged Corps may play a Cavalry Chit only against the Corps with which is engaged.

After a Countercharge, the first player who executed the Charge is mandated to Engage the opposing target Corps (*see par.11.4.2 "Engagements Declarations"*).

Flank Charge

A Cavalry Charge declared by a Corps which is not *Engaged* (*see par.11.4.2 "Engagement Declaration"*) against an enemy Corps which is already Engaged, is termed Flank Charge.

A Flank Charge gives an advantage to the Charging side (*see Cavalry Charge Table for details*).

Cavalry Units "Lost in Plundering"

Some cavalry Units may be lost to Plundering as effect of a Charge. These Units are marked with an appropriate marker indicating they cannot take part to any combat activities (fire, charge, melee) for the rest of the battle. They cannot take part to Combat or Pursuit and are considered Demoralised when determining if a Corps is Demoralised. These units will return to the Force after the battle, if the Force still exists. Otherwise they are eliminated from play.

"FIREARMS"

This option may be played in the Vanguard or Main Body Fight and allows a Corps to "screen" the bulk of the corps with Firearms equipped troops, protecting it from Cavalry Charges or Melee combats. This option may be played only if the Corps contains an undemoralised Infantry Unit with Firearms (*see par. 15.4*); it must be played at any instant **before** the Charge die roll or Assault Table attack die roll.

The "Firearms" chit is removed from those on the Capitano Card and placed on the Battle Roster, beside the Capitano playing the chit, to indicate the first use of Firearms. The second use may be run by the owning player in a subsequent battle round. After the Corps has used Firearms for the second time, the chit is removed from play. **More than one** Firearms chits may be played by each side per Fight (Vanguard or Main Body), per battle round. A single chit allows the Corps to receive

benefits from Firearms. Infantry Units with Firearms are simple Infantry units unless playing this option.

The “Firearms” option modifies the Cavalry Charge resolution die roll and causes charging side losses to double (*see the Cavalry Charge Table*). The Firearms option reduces the Quality of the attacking Corps by 1 in an attack on the Assault Table.

Demoralised Combat Units may not use the “Firearms” option.

Weather effect on Firearms

The Firearms option is not available during **Rain turns**.

“COMBINED ARMS”

This option may be played in the Vanguard or Main Body Fight and allows a Corps to employ the terrific power of combined cavalry and infantry shock.

“Combined Arms” may be played by an Engaging Corps which has undemoralised Heavy or Light Cavalry and Infantry Units among its units and which is going to attack an Engaged Corps (no use in defence). It must be played *before* a Assault Table attack die roll.

The “Combined Arms” chit is removed from those on the Capitano Card and placed on the Battle Roster, beside the Capitano playing the chit. It is removed after the attack is executed. **More than one** “Combined Arms” chits may be played by each side per fight, per battle round and a single chit allows all Heavy or Light cavalry with Infantry Units of the Corps to benefit from the chit.

The effect of “Combined Arms” is to increase the SPs in the ensuing attack on the AST: Cavalry SPs x 1,5; Infantry SPs x 2.

Example: 2 SPs of Heavy Cavalry and 3 SP of Infantry will render 9 SPs in the Odds determination.

Demoralised Combat Units may not be selected for use in “Combined Arms”.

“RESERVE”

This option may be only played during Rearguard Commitment and allows the player to commit a Corps from the Rearguard to the Main Body. It may only be played if the “Formation” option was also played during Deployment of Capitani. Corps in the Rearguard are not taken into account for any reason in combat.

Corps are committed during Rearguard Commitment. Each Corps committed must spend a “Reserve” chit from its own allotment and the Corps is placed in the Main Body section of the owning player. From there, the Corps will Engage (or be Engaged by) enemy Corps in the next round of the Battle. If a Corps is committed, all its Combat Units are; none may be withdrawn.

Only a number of Corps at most equal to the Initiative Rating of the Capitano Generale may be placed in the Rearguard. Artillery units may be put in the Rearguard, but they may not fire until their Corps is committed. Corps with Demoralised Combat Units may be put in Reserve, but if the Corps is committed, those units may not take part to the Combat in any way.

“MUSTER”

This option may be played **only by the Capitano Generale** in the Vanguard or Main Body Fight and only after the completion of the first round of battle. The chit may be played after the resolution of any Engagement. It allows the player to end, and consequently, lose the battle. It should be used when one side sees more advantages in giving up the fight than in going on.

The side playing “Muster” must roll a die for each Capitano of a Corps belonging to his side. The Corps may be Engaging, Engaged, Free or Demoralised (*see “Engagement Declaration”, par.11.4.2*). The Initiative Rating of the Corps’ Capitano and the Initiative rating of the Capitano Generale are added to the

die roll. A Demoralised Corps adds -1. A Free Corps adds +1. If the final result is greater than or equal to **10**, the Corps disengages (if it is taking part to an Engagement) and retires in good order. This means that the Corps won’t suffer any Pursuit effect in the ensuing Pursuit & Recovery Step. If the final result is less than 10, the Corps will be subject to Pursuit.

The side playing “Muster” always loses the Battle, even if all Corps manage to retreat in good order. If both players should play Muster at the same time, both are losers and there is no Pursuit.

“FIGHT COORDINATION”

This option may be played in the Vanguard or Main Body Fight and allows *two* Corps to make a joint attack in an Engagement. “Fight Coordination” may be played by a Corps which is going to attack an Engaged Corps with the support of another Engaging friendly Corps.

The two Corps will attack together and will sum up the SPs of both involved friendly Corps; only one attack on the Assault Table will be executed. The chit may be played at any instant *before* the Assault Table attack die roll.

The “Fight Coordination” chit is removed from those on the Capitano Card playing it and placed beside the Capitano counter on the Battle roster. It is removed after the attack is executed.

“EARTHWORKS/RIVER ”

This option may be played in the Vanguard or Main Body Fight. It allows a Corps to use protection from the Earthworks its Force is in, or exploits the benefits from being attacked behind a Secondary River.

Earthworks chits are received only if a defending Force is in an Earthworks hex.

River chits are received only if a defending Force is attacked behind a Secondary river.

It must be played the instant *before* the Artillery or Charge die roll or Assault Table attack die roll.

The “Earthworks/River” Tactical Option Chit must be placed on the Battle Roster, beside the Capitano playing the chit, to indicate protection from Earthworks/River. The chit is never removed unless the Corps Engages (*see “Engagements from Earthworks/River”, below*). **More than one** Earthworks/ River chits may be played by each side per fight (Vanguard or Main Body), per battle round.

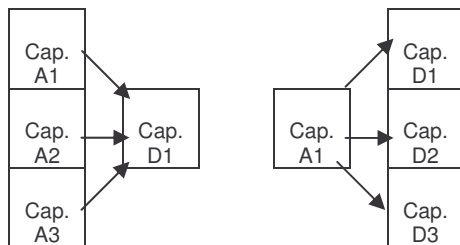
The “Earthworks/River” option protects from Artillery Fire, Cavalry Charges (*see Artillery Fire Table and Cavalry Charge Table*) and allows the playing Corps to force the opposing Engaging Corps to use the **Affecting** line on the Assault Table (*in Major Battles, do not consider other effects described in the TEC for Earthworks*).

Engagements from Earthworks/River

Corps possessing an “Earthworks/River” chit may engage in melee, but, in doing so, they lose immediately their “Earthworks/River” chits, even if unplayed.

11.4.2 Engagement Declaration. An Engagement is a contest between opposing Corps, where one can distinguish between attacking (“Engaging”) Corps and defending (“Engaged”) Corps. The simplest way to show this difference is to advance the Engaging Corps face to face and in contact with the Engaged Corps in the section of the Battle Roster where the Engaged Corps stands. In every Engagement one side’s Corps are Engaging or Engaged, but never both. A Corps in a battle may be Engaging, Engaged or Free (not in an Engagement). Corps in a battle are represented by the Capitani commanding them, deployed on the Battle Roster.

11.4.2.1 Engagement General Rule. As a general rule, every Engagement is always composed of *one Corps engaging one or many Corps; or many Corps engaging a single Corps*. If a situation arises where many friendly Corps are to engage many enemy Corps, it must be resolved immediately in any of the forms described above and depicted in the figure below.



11.4.2.2 How Engagements are declared. Beginning with the Capitano with the highest Initiative rating and then descending from him, the Capitani commanding **Free** Corps decide whether to engage any enemy Corps. If more Capitani share the same Initiative, the Capitano with a Bonus star decides. If still undecided, a die is rolled. An Engaged Corps may not Engage other Corps. If a Capitano cannot or doesn't want to Engage, it passes, and the next eligible Corps is considered. The Corps with the lowest Initiative must Engage, if it can and there are **Free** enemy Corps. A friendly Corps may Engage one or more enemy Corps: however the total amount of undemoralised SPs of the Engaged Corps must not be greater than *two times* the amount of undemoralised SPs of the Engaging Corps.

Free Corps may join other Engagements in attack, but the Corps may not attack together (unless a Corps plays a "Fight Coordination" option, see above). **Free** Corps may join other Engagements in defence of a friendly Corps.

In order to fulfil the General Rule 11.4.2.1, an Engagement must be broken down into smaller Engagements, if there are multiple attacking Corps against multiple defending Corps: the Corps which joined the Engagement and created the abnormal situation, selects an enemy Corps and forms a separate Engagement.

A Corps may not voluntarily disengage. It must remain in the Engagement until it (or its opposing Corps) becomes Demoralised (or completely eliminated) or it Musters (see "Muster", par.11.4.1).

A Corps possessing an "Earthworks/River" or "Artillery" chit may Engage, but, in doing so, it loses all its "Artillery" or "Earthworks/River" chits, even if unplayed.

11.4.3 Engagement Resolution. Engagements are resolved one at a time, at option of the player who attacked in Step 1 of the Battle Sequence. In every engagement, Engaging Corps will attack Engaged Corps using the Assault Table (**Important Note: during a Major Battle, each reference to the Attacking/Defending Force in the Assault Table is to be intended to the Engaging/Engaged Corps respectively**). When multiple Engaged Corps are present, the Engaging Corps attacks each Engaged Corps one at a time, in the order selected by the engaging player. The same Engaged Corps may be attacked by many Engaging Corps, but the Corps may not attack together, unless a Corps plays a "Fight Coordination" option (see "Fight Coordination", "Tactical Options", par.11.4.1). Therefore, when more than one Engaging Corps are present, a single Engagement will **usually** imply the execution of many attacks on the Assault Table.

Before resolving the attack on the Assault Table, each player may play any allowable Tactical Options (see the Tactical

Option Chart) to assist his attack or defence, with the engaging player declaring first. Then the engaging player rolls a die, applies all appropriate modifiers and cross-reference the result on the Assault Table (see "Executing an Attack on the AST", par.12.1). Results from the Assault Table are applied in the following order: SPs losses, Combat Unit Demoralisation (these two results need not necessarily be applied to the same Combat Unit), Corps Discipline Check, Corps Demoralisation.

Combat Units Demoralised after an attack are flipped to their reverse side and may not participate in combat for the rest of the battle. These Units are not used for combat purposes under any situation for the remainder of the battle, until the Pursuit step (see "Effects of Demoralisation", par.9.1.1).

11.4.4 Corps Demoralisation. A Corps becomes Demoralised when all its Combat Units are Demoralised. A Demoralised Corps is immediately disengaged and set in the proper section of the Battle Roster. Corps Demoralisation in the Main Body affects the outcome of the Battle. Corps whose opposing Corps are Demoralised become **Free** and are eligible to enter new Engagements in the next Battle round.

11.5 SKIRMISH

DETERMINE THE FIGHTING FORCE (Step 3-b)

Only the Fighting Force will take part to the Skirmish Combat. Two different situations may arise, depending on the ability of the attacker to locate the defending Force:

Attacking a located Force

This procedure is followed under two cases:

case a) if the attacking player has not exited from its starting hex during the Activation Phase or to resolve an In-Breach Attack (see "Siege", par.11.6)

case b) if a Skirmish is declared against a Force in a Fortress hex and the defending player declares his intention to defend *inside*, so benefiting from the Fortress defensive advantages (the Fortress is being "Stormed").

In case a), both players select one Capitano (not Unemployed) whose Combat Units are not all Demoralised or all Artillery (**Exception:** the defending player may select a Capitano with only Artillery Combat Units, if this is the only eligible Capitano). A Capitano Generale may be selected too, if he has direct Subordinate Combat Units. The selected Capitano and all his undemoralised Combat Units will make up the Fighting Force (for each side).

Case b) is the same, except that the whole defending Force is always the Fighting Force. Also, a Force always becomes **Disrupted** when declaring the attempt to storm the Fortress, **before resolving the Attack** (see "Disruption", par.9.3).

Encounter Attack

Follow this procedure when the conditions for "Attacking a located Force", see above, do not apply. Players take their Capitani (not the Unemployed ones), and randomly select one of them to be the fighting Capitano. Both Subordinate Capitani and the Capitano Generale may be selected, if these have Subordinate Combat Units. Neither player may select as fighting Capitano a Capitano whose Subordinate Combat Units are all Demoralised. Don't put these Capitani among those to be selected. The defending player must also include Capitani with only Artillery Combat Units among those Capitani to be selected (while the attacking player must exclude them). Only the fighting Capitano and his subordinate Combat Units will make up the Fighting Force (for each side).

Note: in both the above situations (Attacking a located Force, Encounter Attack) a Force composed only of Demoralised or Artillery Combat Units may not attack using a Skirmish Battle.

SKIRMISH COMBAT (Step 4-b)

Undemoralised Combat Units of the Fighting Force of each side, as determined in Step 3-b above, may now combat. Execute an attack using the *Assault Table* (see “Execute an attack on the AST”, par.12.1).

Roll the die. The result in reverse on the Assault Table indicates which side loses. Results from the Assault Table are applied in the following order to the Fighting Forces: SPs losses, Combat Units Demoralisation (these two results may not be applied to the same Combat Unit); then the loser takes a Discipline check (on the whole Force). Artillery SPs are **not** included in this odds determination unless defending alone (see “Tactical Options”, “Artillery”, par.11.4.1)

SKIRMISH COMBAT RETREAT (Step 5-b)

The Force (the whole original Force, not the Fighting Force) whose Combat Units total the most unmodified SPs (good order and demoralised; Artillery included; terrain effects not considered) represents the Larger Force. The other is called the Smaller Force. In case of a tie, the Attacking Force is considered to be the Larger Force.

If the losing side was the Smaller Force, this Force retreats **using its complete Movement Allowance**, while the Larger Force may advance (Step 6-b). If the losing side was the Larger Force, this Force must stop where it is; in this case, the Smaller Force may **retreat up to** its full Movement Allowance (it may retreat at least 1 hex, no matter what the terrain cost). All Combat Units belonging to the attacking or defending Force will follow the path of the fighting Forces (advancing or retreating), even if they were not part of the Fighting Forces and so didn’t take part to the combat.

If a Force was attacked *inside* a Fortress and lost the battle, it cannot retreat. Instead, if all Combat Units are Demoralised, the Force surrenders (otherwise, nothing happens).

Execute the retreats according to the rules governing Paths and Priority of Retreat (see “Execute the retreat”, par.12.2).

ADVANCE (Step 6-b)

The winning Force may advance into the hex formerly occupied by the losing Force. Advance is not Movement, so the Force doesn’t pay any MPs to advance into the hex. A Force may not, however, advance into an enemy ZOC unless exerted by the Retreating Force.

11.6 SIEGE

ARTILLERY SHELL (Step 3-c)

Both players resolve their Artillery Fire. Artillery fire is directed at the opposing Force as a whole. Artillery Units sum up their undemoralised SPs and use them to fire **just one** time on the Artillery Fire Table.

Beginning from the attacking player, each player rolls one die; the result is implemented in this order: SPs lost; Discipline Checks; Capitani elimination check. Apply the result immediately, after firing each roll on the Artillery Fire Table. The owning player selects the specific Combat Units to absorb fire results.

Artillery Units in Sieges may suffer SP losses from Artillery bombardment.

After both players have fired their Artillery, the attacking player may want to break off the Siege, in which case the Siege is over (the Siege procedure is interrupted and there is no loser).

Siege Status Level increments

If a Breach is obtained as result of the Artillery shell, the Siege Status level is increased by 1. Put an appropriate Siege Status marker on the besieged Force to indicate the current level. The Siege Status level may not be raised over 3. The attacking player shifts a number of columns to the right for each Siege Status level when rolling on the Artillery Fire Table during Artillery Shell.

SIEGE BREACH FIGHT (Step 4-c)

In-breach Attack. If attacking Artillery Fire has produced a Breach result (“b”) on the Artillery Fire Table, non Artillery, undemoralised, besieging Combat Units may now launch an attack. Conduct the attack as in Skirmish Combat when Attacking a Located Force (see par.11.5, “Determine the Fighting Force”, case a).

Execute the attack using the *Assault Table* (see “Execute an attack on the AST”, par.12.1).

Roll the die and always resolve like in Skirmish Combat (Step 4-b), even if both Forces contain a Capitano Generale (a Major Battle is never applicable). In-breach attack is not allowed across a ferried primary river hexside.

SIEGE AFTERMATH (Step 5-c)

If the loser of the In-breach attack was the Besieging Force, both sides’ Forces remain in place. The Siege procedure is over and the winner Force may not Pursue.

If the loser of the In-breach attack was the Besieged Force (or all Combat Units have been eliminated or Demoralised by Artillery Fire) then the defending Force is eliminated. The Attacker may now enter the hex and conquer the Fortress; the Fortress benefits may be used by the new occupying Force. A Fortress may not be destroyed.

11.7 SORTIE

A Force **Besieged** in a Fortress (see “Declaring a Siege”, par.11.3.1) may declare an attack out of the Fortress (regardless of its current Order or being in Earthworks) against one enemy adjacent Force (even not Besieging). The player who makes the Sortie chooses his Fighting Capitano, while the other player randomly selects his Fighting Capitano (see “Determine the Fighting Force”, par.11.5).

Sortie attack is not allowed across a ferried primary river hexside.

Roll the die and always resolve like in Skirmish Combat (Step 4-b), even if both Forces contain a Capitano Generale (a Major Battle is never applicable). At the end of Combat, both sides’ Forces remain in place (no advance or retreat).

Note: in effect, the only effect which a Sortie may cause is attrition or demoralisation of adjacent enemy Forces. Note, however, that a Demoralised besieger will likely abort the Siege.

12 COMBAT COMMON PROCEDURES

12.1 EXECUTE AN ATTACK ON THE ASSAULT TABLE

This procedure is used in Major Battle, Skirmish, Siege Breach and Sortie Attacks.

Demoralised Combat Units are never considered for neither the attacker or the defender to resolve an attack on the Assault Table (AST).

1) Quality. Determine the Quality of the attacking and the defending Force. The Force must be logically divided in Quality groups, each comprising all the Combat Units sharing the same Troop Quality. The Quality of a Force is that of the Quality group comprising half or more SPs of the whole Force, before applying any SP modifiers. You can always (or you must if necessary) “downgrade” the Quality of a group to create a Quality group whose size is half or more the total SPs of the Force. *Do not consider Artillery Combat Units in determining the Quality of a Force (unless defending alone).*

Example: a Force is composed of 4 SPs with Quality=3, 2 SPs with Q=2 and 5 SPs with Q=1. The owning player may downgrade the 4 SPs with Q=3 to Q=2, so obtaining a group of 6 SPs with Q=2. As this group contains more than half SPs of the whole Force, the Force has Q=2.

Apply any modifier to the Force’s Quality. Due to reductions, the Quality of a Force may drop below 0:

Firearms: Reduce the Quality of the attacking Force by 1 if the defending Force played “Firearms” (Major Battle) or the most defending SPs are Infantry with Firearms (Skirmish, Siege)

Disruption: Reduce the Quality of the Disrupted Force by 1

Admin March: Reduce by 1 the Quality of Forces attacked while in Administrative March.

Subtract the defending Force’s Quality from the Attacker Force’s Quality and locate the result on the heading of the columns of the *Assault Table* (AST).

2) Terrain Effects Chart (TEC). Check the Terrain Effects on the TEC, according to the hex type where Combat takes place (*see par.11.3.3 for details*). The resulting effects may be: multipliers for attacking or defending SPs, Affecting/Non Affecting row on the Assault Table (*see “Affecting Terrain”, par 12.1.2*).

Major Battles: “Combined Arms” or “Earthworks/River” chits effects must be taken now into consideration.

3) Die-roll modifiers: All the following modifiers are cumulative.

SP Ratio. Determine the SP ratio; this is expressed as a ratio between the Forces’ modified SP totals (the larger Force’s strength divided by the smaller Force’s strength) and is rounded down to one of the odds ratios shown below the AST. You may never voluntarily reduce combat odds. **Example:** Three SPs attacking seven SPs would be 2.3 to 1, rounded down to a 2 to 1 against the attacker.

Leader Bonus. *See par. 12.1.5*

Weather: *See description below the Assault Table and par.17*

Unit type: *See description below the Assault Table and par.12.1.6*

4) Roll. Roll the die and modify it by die-roll modifiers.

12.1.1 Artillery SPs in Combat. Artillery is never included when determining the SP ratio, unless the defending Force is composed completely of Artillery SPs; it may then shell as an artillery Force (in Sieges or Major Battles) but must defend as one SP of infantry as a whole. It may never Pursue. During Major Battles, Artillery Units do not suffer SP losses from Artillery shell unless there is no other unit type among the bombarded Combat Units.

Artillery Units cannot absorb losses or Demoralisation results from attacks on the Assault Table (unless there is no other unit type among the attacked Combat Units); however they must pass each required Discipline Check, as dictated by the Assault Table.

12.1.2 Affecting Terrain. Some types of terrain affect the Quality differential column on the AST. This terrain is known as **Affecting Terrain**. When attacking into an Affecting Terrain hex, or across an **Affecting** hexside, the Quality differential is located on the Affecting Terrain line at the top of the *Assault Table*.

The Terrain Effects Chart states which terrain affects Combat. In general, the following is considered Affecting: Units defending across *Bridge, Ferry or Secondary River hexsides; Fortified City and Earthworks hexs; Woods, Swamp, Hill, Mountain hexs.*

12.1.3 Fortress Effects. A Fortress allows a limited number of SPs to double their strength when defending *inside*. See par.16, “Fortresses” for details.

12.1.4 Other Terrain Effects. Other types of terrain affect Combat in the manner described on the Terrain Effects Chart.

12.1.5 Leadership Bonus. Add one to the combat result die-roll if the attacking Capitano has a Bonus star on the counter (the fighting Capitano in Skirmish, Siege and Sortie combat; the Capitano commanding a Corps in Major Battles). Subtract one if the defending Capitano has a Bonus star.

12.1.6 Unit Type. Some Combat unit types have special abilities or deficiencies which may affect Combat. These effects are described in the Assault Table and in the Unit Type Effects Table. All Special abilities are always forfeited if the owning Combat Unit is demoralised.

12.1.7 How to apply Combat Results.

Strength Points

At least half of the SPs losses must be absorbed by Combat Units belonging to the Quality group used to determine the Quality of the Force (including “downgraded” Combat Units). Distribute losses in Strength Points suffered by a Force throughout the Combat Units in the Force as evenly as possible. In Major Battles, combat losses are absorbed by units of the Corps involved in the Engagements, as dictated by the rules in this paragraph (*par.12.1.7*) and those governing the playing of Tactical Options.

Demoralisation

A “Demoralisation” result may also be applied to a Combat Unit **not** belonging to the to the Quality group used to determine the Quality of the Force.

12.2 EXECUTE THE RETREAT

When a combat result requires the Force to Retreat, it must move **its full Movement Allowance**, paying the Terrain cost as in normal movement. However, Retreat is **not** Movement, and the retreating Force does not consider effects of Rule 7.8.2 (“Exiting ZOC”) for retreating out of ZOCs. A retreating Force may not expend MP’s other than to retreat. It may stop its retreat if it enters an owned Fortress hex.

The Path of Retreat is the path of hexes passed through by a Retreating Force. This path must conform to the Priorities of Retreat (*see par.12.2.1*). Retreating Forces may not go through impassable hexsides or enter enemy occupied hexs. If the Path of Retreat is blocked by impassable hexsides or Enemy Forces, which in turn prevent the Force from retreating the full distance, the Retreating Force retreats as far as possible. If a friendly Force cannot retreat and an enemy Force advances into its hex, the friendly Force surrenders and is eliminated. Retreating

Forces may not attempt to Attack from March during their retreat.

12.2.1 Priorities of Retreat.

The following retreat path priorities are given in descending order. This list governs all retreats due to Combat and Attack from March. "Descending Priority" means that the lower-numbered items should be observed first, and never broken to accommodate higher numbered items. Generally, after observing all of the following priorities, there will be only a few possible retreat destinations.

- 1) The Retreating Force must retreat **its full Movement Allowance**. It must end its movement the maximum possible number of hexes away from the hex in which it began its retreat.
- 2) No hex of the Path of Retreat may be adjacent to more than one hex already passed through by the retreating Force.
- 3) The path may be through Friendly Forces without any effect for both Forces.
- 4) This path may include enemy ZOCs. There is a penalty for each enemy ZOC the Force must retreat into: for each enemy Force projecting a ZOC, one Capitano (selected randomly) with all his Subordinate Combat Units (only, not other Capitani) will pursue the retreating Force using the Pursuit Table. Always apply Pursuit table results as in Pursuit after a Major battle.
- 5) Retreats must be made towards the active Friendly Supply Source or an owned Fortress, and must shorten the distance between the Retreating Force and the Friendly Supply Source or Fortress as much as possible.
- 6) If two or more paths are open to the Retreating Force, then it must move along the one that would cost the least MPs during normal movement.

12.2.2 Retreat of Capitani. All Capitani in a Force must retreat together. No Capitano may be dropped off.

12.2.3 Retreat off the Map. A Force may retreat off the map if there is no other alternative Path of Retreat. Forces that retreat off the map are removed from the game as if captured (eliminated).

12.2.4 Retreat out of Earthworks. If a Force in an Earthworks hex is compelled to retreat and leaves the hex, the Earthworks marker is immediately removed from play. Enemy Forces may not conquer friendly Earthworks.

12.2.5 Retreat across Rivers. A Force may never retreat through an unferried primary river hexside.

12.2.6 Retreat and Garrison. A Force with a Garrison Order which ends its retreat out of a Town or City hex receives a Retreat Order if it lost a Major Battle (see "Major Battle, RETREAT", par.11.4) or a Stand Order in the other cases.

12.2.7 Retreat into a Fortress. Retreats may be also made towards an owned Fortress (see "Priorities of Retreat", Standard Rule 12.2.1, priority 5). Forces may end their retreat in an owned Fortress. They may do this regardless of the remaining retreat distance (this also applies to Forces losing a Battle *outside* a Fortress: these Forces may retreat *inside* the Fortress; in doing so, they suffer an immediate **Discipline Check**).

12.2.8 Retreat Order. Activated Forces with a Retreat Order follow the same restrictions on movement as Forces retreating after combat (see *previous paragraphs*) with the following exceptions:

- a) the activated Force **does** consider effects of Rule 7.8.2 ("Exiting ZOC") for retreating out of ZOCs
- b) the activated Force may not enter enemy ZOCs.
- c) an activated Force cannot be entered by an Enemy Force (so it can never be eliminated in this way)

13 VICTORY PHASE

Each Scenario indicates specific Victory Conditions. Follow the rules in the Scenario Instructions to determine the winner of the Scenario.

14 REGIONAL ALIGNMENT



A Region may be in one of the following alignment status: **Aligned**, **Not-aligned** or **Neutral**. In addition, if a Region is Aligned with one side, it is said to be **Hostile** to the opposing side.

Design Note: Synthetically, Aligned means allied to one side and so hostile to the other one. Not-aligned is associated with a Region which has not a clear allegiance status to either side. Neutral is for a Region which firmly stands out of the war.

Not-aligned and Neutral Regions are neither Aligned nor Hostile to either side. Scenario Instructions specify Region Alignment at start, and, when applicable, the events that trigger Alignment alteration during the game. The Alignment status of Towns and Cities in a Region reflects that of the Region in which they reside, and does not change even if the Town or City is Conquered (see par.14.2 and par.14.3) by the opposing side. Fortresses in Aligned or Not-aligned Regions grant Militia to occupying Forces (see "Militia", par.15.1.1). Forces in Hostile Regions suffer Attrition (see "Attrition", par.8).

Forces may freely enter hexes in Regions with any kind of alignment status. They can also enter and stop in a Neutral City hex (they are always considered to be outside the City, though), but they cannot benefit from Road cost when entering that City hex. Combat may take place in a Region with any kind of alignment status.

A friendly LOC or Command Path may be feely traced through a Region with any **kind of** alignment status, except **they** may not be traced through Fortresses owned by the enemy side (*in terms of par.14.1*).

14.1 Ownership of Towns and Cities. Each side owns all Towns and Cities in Aligned Regions, except those Conquered (see par.14.2 and par.14.3) by the enemy side. Each side also owns all Towns and Cities in Not-aligned or Hostile Regions which are Conquered by his side. The only way a Town or City may change ownership is by Conquering it. Town and Cities in Not-aligned Regions are not owned by any side, until they are Conquered by either side.

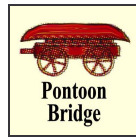
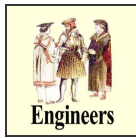
14.2 Conquering a Fortress. A Fortress hex which contains no enemy Force is Conquered when a friendly Force stops in the hex (passing through is not enough), and places one of his "Conquered" markers there. All Fortresses may be Conquered, except those in Neutral Regions. The "colour" of the Conquered marker used is that of the Primo Capitano which commands the Force entering the Fortress. The Conquered marker is removed

as soon as the side to which the Fortress is Aligned reenters and stops in the hex.

14.3 Conquering a Town. A Town hex is conquered, and a Conquered marker is placed, when a friendly Force passes through the hex. All Towns may be Conquered (even if this is relevant only in certain Scenarios: use the marker only if this applies). The “colour” of the Conquered marker used is that of the Primo Capitano which commands the Force entering the Town. The Conquered marker is removed as soon as the side to which the Town is Aligned passes through the hex.

15 SPECIAL MILITARY UNITS

15.1 AUXILIARY UNITS



Militia, Siege Artillery, Field Engineers and Pontoon Bridges are Auxiliary Units. These units are placed on the Card of the Capitano to whom they are Subordinate. They are not counted toward the limit number of Combat Units (dictated by Rank) which may be Subordinate to a Capitano (see “Rank”, par.3.1). They always remain in the Subordinate Capitani box (Engineers, Siege Artillery, Pontoons) or Units (Militia) track. They may be transferred to another Capitano during a Command Phase, only if the resulting Force has at least 1 SP, and are treated as Combat Units when the Capitano commanding them is eliminated. Siege Artillery and Field Engineers may affect only Siege Combat (see *Combat Tables*); they cannot take part in any way to other types of Combat. Militia Units in defensive combat may be used in all respects as Combat Units. Siege Artillery, Field Engineers and Pontoon bridges cannot be used to absorb losses or other Combat results or Attrition losses.

15.1.1 Militia. Militia are Units which may join a Force which is attacked in an Aligned or Not-aligned Fortress hex (see “Region Alignment”, par.14). During the Combat and Attrition Phase, if a Force (not an unemployed Capitano) is attacked while in an Aligned or Not-aligned Fortress hex (inside or outside the Fortress), the defending player has an opportunity to generate Militia. Militia of both sides remain on the map for the entire Combat and Attrition Phase. They are removed from play at the end of the Combat and Attrition Phase if there are no enemy Forces adjacent to the occupying Force.

They are also removed during the Activation Phase if the occupying Force leaves the Fortress hex (unless, obviously, a Capitano is dropped off in the Fortress hex to command the Militia units). No new Militia may be generated in a given Activation Phase, if Militia Units are already present in the Fortress hex. If their strength drops to 0 SP, they cannot regenerate.

Immediately after Step 2 of Combat procedure, the defending player rolls a die. If the Fortress hex is **not** a City hex, the result is divided by 2 (rounded up). The final result is the number of Militia Strength Points which are added to the defending Force. These SPs are arranged using the minimum possible number of Militia Units from the counter-mix. They are placed on the Subordinate Units track of the Primo Capitano of the Force occupying the Fortress.

Militia Units have no Movement Allowance, so they can never leave the Fortress hex (note, however, they do not affect the Force’s Movement Allowance, read par.7.4). Militia Units cannot attack if the occupying Force attacks out of the Fortress; they always defend, however, whenever the occupying Force is attacked in the Fortress hex. If the attacked Force retreats out of the Fortress hex, any Militia in the hex is eliminated. In defensive Combat, Militia Units are treated just like Combat Units and may be used to absorb losses or other Combat results or Attrition losses. Militia Units may be Recovered from Demoralisation.

15.1.2 Field Engineers. In defence: If a Besieged Force has Field Engineers, it may try to lower the Siege Status level. The Force may have any Order. At the end of its Activation, in addition to any other undertaken action, the Besieged player rolls one die. If the result is **5 or 6**, lower the Siege Status Level by 1 level (to a minimum of 0). If the result is 1, eliminate the Field Engineers counter from the game.

In Attack: If the Besieging player has Field Engineers, he may use them to improve the Force’s Artillery fire. Roll one die, before Artillery Fire. If the result is **5 or 6**, add 2 Artillery SPs when determining the column on the Artillery Fire Table. If the result is 1, eliminate the Field Engineers counter from the game.

15.1.3 Siege Artillery. Siege Artillery is represented by a marker. It remains with the Force until this latter has at least 1 Artillery SP. Siege Artillery may not be transferred to a Force without Artillery SPs. Siege Artillery helps in Sieges and its effects are detailed under the Artillery Fire Table.

15.1.4 Pontoon Bridges. It costs **1 MP** to deploy a pontoon bridge. Place the Pontoon Bridge marker on the hex occupied by the deploying Force, pointing towards the desired hexside. Pontoon bridges may only be deployed, but not dismantled, destroyed or captured by the opposing player. A Pontoon bridge may be deployed only if available in the Initial set-up and may not be deployed if an Enemy Force or ZOC occupies the other hex adjacent to the bridge hexside. Once a pontoon is deployed, it may be used by both players.

15.2 NAMED COMBAT UNITS

Combat Units with a name in the lower left portion of their counter are called Named Units. These units, with their abbreviations, are listed below:

Picr = Picardie French Infantry units

Sch = Schiner Swiss Infantry units

Fre = Freiknecht Swiss Infantry units

BB = Black Band Landsknecht Inf. units (in French service)

Fru = Frundsberg Landsknecht Inf. units (in Imperial service)

BaN = Bande Nere Italian Infantry and Cavalry units

Some Named Units have a corresponding commanding Capitano (indicated in parenthesis), that is to say: Sch (Schiner), Fru (Frundsberg), BaN (Giovanni).

Named Units must always be Subordinate to the corresponding commanding Capitano, if existing and still in play. Otherwise they may be Subordinate to any other friendly Capitano, as any other Combat Unit.

15.3 BANDE NERE

Giovanni dalle Bande Nere (de Medici) (1498 – 1526) was one of the last Condottieri of his time. A true mercenary leader with a solid command capacity and a well trained company with him.

“Bande Nere” are named combat units and “Giovanni” is their commanding Capitano. A Force, whose Primo Capitano is “Giovanni” and composed solely of “Bande Nere” combat units, which attempts an Attack from March uses the **Not-Affecting** row on the Assault Table when resolving the attack. (Note also the Bonus Star on the “Giovanni” counter.)

15.4 INFANTRY UNITS WITH FIREARMS

These Combat Units are indicated with red Strength Points and are of Spanish, French or Italian nationality. The advantages of Firearms are cabled in the game Charts and Tables.

15.5 SWISS FORCES COMMAND

When acting independently, Swiss troops were not commanded by a Capitano Generale. Instead, the elected council of Capitani made all the war decisions.

Scenario Instructions specify if this rule is in effect. If not in effect, Swiss Forces are treated like normal, subordinate units. When a Swiss Primo Capitano joins a Force hex containing another Swiss Primo Capitano or when Scenario Instructions dictate it, one Capitano is elected among all Swiss Capitani in the Force as the new temporary Capitano Generale for that Force (select one using a random die roll). The Rank of the new Capitano Generale is irrelevant and the Standard Rule 3.2.2 *Rank Limitations* does not apply. The Force may be re-organized after the election; all other Capitani become Subordinate to the new Capitano Generale. Should the Capitano Generale be killed / captured, a new Capitano Generale in the Force must be elected in the same way as above. The election of the Capitano Generale must be undertaken whenever conditions apply as stated, regardless of named or generic Capitani present in the Force.

16 FORTRESSES

The only Cities and Towns on the map which have an effect on the game are Fortress hexes (there are also named Towns on the map, but, as they were not Fortified, they have minimal effect on play). Relevant citadels and castles on the map are treated as Fortified Towns.

Defensive Benefits

A limited number of Strength Points (4 for a Fortified Town; 10 for a Fortified City) is doubled when a Force *defends inside* a Fortress hex. For Example, a 3 SP Force in a Fortified Town hex would defend at 6 SPs while a Force of 10 SPs would defend at 14 (8+6). During In-breach attacks, Forces inside a Fortress will benefit from both the Fortress effects and the other terrain in hex, while Forces conducting Sortie attacks use only other terrain in hex.

Besieged Forces

A Force is considered Besieged if it has a Siege Status marker (any level) on it. Besieged Forces may receive APs and/or Orders if they can trace a valid LOC / Command Path. They may attack out of the Fortress using a Sortie attack (Note that, as for Rule 11.3.1 “Declaring a Siege”, the Force remains Besieged even if attacking out of the Fortress). They can leave an enemy ZOC using standard rules.

Attrition to Besieged Forces

Each turn at the end of the Combat and Attrition Phase each besieged Force must roll on the Attrition Table.

Surrender

A besieged Force will automatically surrender at the end of any Combat and Attrition Phase in which all its Combat Units

(included Militia Units) are Demoralised (the besieged Force is eliminated, in game terms).

17 WEATHER

There are six different types of weather, one of which must be in effect during each Game-Turn. The six types are Frost, Snow, Mud, Rain, Fair, and Heat. At the beginning of each Game-Turn, the First Player must roll the die and consult the Weather Table to determine the weather for the coming turn. Place the Weather marker in the appropriate space on the Weather Track.

17.1 Weather Effects on Movement, Attrition and Supply.

March Attrition. Most weather conditions increase the severity of March Attrition. Add **one** to the die roll when rolling for Attrition when the Weather is anything other than **Fair**.

Mud, Snow. Subtract 1 from the Movement Allowance of each Combat Unit. Shift one column right when rolling on the Administrative Points Table.

Rain. Crossing a Secondary River during Rain costs +2 MP’s on a bridge (or +3 MP’s if not on a bridge).

17.2 Weather Effects on Combat

Heat, Fair, Frost. No effects.

Rain. Subtract **two** from the Artillery fire die roll. “Firearms” modifier and special abilities may not be used. Subtract **one** from any Combat roll on the Assault Table.

Mud. Subtract **one** from the Artillery fire die roll and Cavalry Charge die-roll. Subtract **one** from any Combat roll on the AST.

Snow. Subtract **one** from the Artillery fire die roll. Subtract **one** from any Combat roll on the AST.

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Los tres amigos

Major Battle Procedure:

Step 3-a: Reorganization. Both players may reorganize their Forces, as in an Organization Segment (*Segment C.2 of the Sequence of Play*).

Step 4-a: Battle Initiative. Each player determines the number of Tactical Options chits which will be available to his side during next Steps of Battle resolution (*see "Tactical Options", par.11.4.1*). Tactical Options chits are deployed on each respective Capitano Cards, no more than 2 per Capitano.

Step 5-a: Deployment of Capitani. Both players, beginning from the attacker, alternate putting their Capitani on the Battle Roster, in the selected position (Vanguard, Main Body, Rearguard). Each Capitano represents his own Corps. "Formation" chit must be played now (or never).

Step 6-a: Vanguard Fight. Corps in the Vanguard may fight against enemy Corps in the Vanguard or, if the enemy Vanguard is unoccupied, in the Main Body. Artillery Fire and Cavalry Charges are executed. Melee Engagements are declared.

Step 7-a: Main Body Fight. Corps in the Main Body may fight against enemy Corps in the Main Body (or in the Vanguard, if there are unengaged enemy Corps in it). Artillery Fire and Cavalry Charges are executed. Melee Engagements are declared.

If there are no Melee Engagements in the Main Body at the end of this Step, the battle is over; proceed with Step 11-a, Retreat.

Step 8-a: Combat resolution. All melee Engagements are resolved one at a time, in the order chosen by the attacker. If one player has no Corps in the Main Body or played the "Muster" chit, he loses the battle, go to Step 10-a, Pursuit & Recovery. At the end of this Step, if both players have no Corps in the Main Body (or both played "Muster"), the battle is a draw. Go directly to Step 11-a, Retreat.

Step 9-a: Rearguard Commitment. If a player has played the "Formation" option, Capitani placed in Reserve may now commit to battle via the "Reserve" option, by entering the Main Body. They will eventually engage enemy Corps in the following round.

A new round of the battle is now played, starting from Step 6a.

Step 10-a: Pursuit & Recovery. Consult the Pursuit Table and apply the result to the losing side. Then the winner recovers.

Step 11-a: Retreat. The player with no Corps in the main Body or who played "Muster" is the loser and must retreat. If this happens to both players in the same round, both are losers and the attacker may elect to retreat first. The losing side retreats his full Movement Allowance. Execute the retreat according to the rules governing Paths and Priority of Retreat.

Skirmish Procedure:

Step 3-b: Determine the fighting Force. One of the Force's eligible Capitani is the fighting Capitano. Only this Capitano with all his attached Combat Units will take part to the battle.

Step 4-b: Skirmish Combat. Determine which is the larger Force. Then Execute the attack by revealing the Force Quality and the number of SPs in each Force. Artillery SPs are **not** included in this odds determination unless defending alone. Roll the die. The result in reverse on the Assault Table indicates which side loses.

Step 5-b: Skirmish Combat Retreat. Either Force may be required to execute retreat. If the losing side was the smaller Force, this Force must retreat, while the larger Force may advance. If the losing side was the larger Force, this Force must stop, while the smaller Force may retreat.

Step 6-b: Advance. If the winning Force advances, it may do so in the hex formerly occupied by the losing Force. No Pursuit is allowed in Skirmish.

Siege Procedure:

Step 3-c: Artillery Shell phase. Both players Artillery fire. The Attacker player may break off the Siege.

Step 4-c: Siege breach fight. If attacking Artillery Fire produced a Breach, eligible attacking Combat Units may now launch an attack. Resolve the attack, absorb losses and roll for Discipline Check.

Step 5-c: Siege Aftermath. The result in reverse on the Assault Table indicates which side loses. If an attack is made inside the breach and won, the Fortress is conquered and the siege is over.

OPTIONAL RULES

The following rules have been thought to add a bit more historical flavour to the game or to simplify some procedure. Feel free to add them to your play at your discretion. We feel to recommend the “Interphase Turns” rule for the longer Scenarios.

18 OPTIONAL RULES

18.1 QUARTERS

Each of a player’s Forces may either be “On Campaign” or “In Quarters”. A Force is normally considered on Campaign unless otherwise specified by the owning player.

How to Enter Quarters

During the Command Phase each player may declare any Force or Forces of his army with a “Stand” or “Garrison” order to enter Quarters. There is no cost to do this. The Force enters Quarters immediately. Place a “Quarters” marker on the Force. Once declared in Quarters a Force remains in Quarters until it again goes “on Campaign”.

In Quarters Requirements

In order to be in Quarters, a Force must be in a Fortress or Earthworks hex. Note: A Force without a LOC or Command Path is not automatically prevented from entering Quarters. A Besieged Force may **not** enter Quarters. A Besieging Force may enter Quarters, but, in doing so, the Siege is broken, and the Siege Status level is removed from the besieged Force.

Effects of Quarters

ON MOVEMENT: Forces in Quarters may not voluntarily move. They may Recover and/or expend MP’s to build Earthworks (*see Standard Rules*).

ON COMBAT: Forces in Quarters may not attack; if attacked, the Quality of the Force is reduced by 1 (in addition to any other modifier); and at the end of that combat they become on Campaign. When attacked, Forces in Quarters resolve any kind of Combat normally.

ON ATTRITION: Forces will benefit for being in Quarters when calculating Attrition losses. There is –1 modifier to the Attrition die-roll if a Force is in Quarters in a Fortified Town or Earthworks; the modifier is –2 when the Force is in a Fortified City (whether with Earthworks or not).

ON DISCIPLINE: Demoralisation does not prevent a Force to enter Quarters. Discipline/Recovery checks, and results implemented, are made as on Campaign.

ON COMMAND: Forces on Campaigns may not consolidate with Forces in Quarters.

How to Leave Quarters

A player may change the status of his Force to On Campaign during any Command Phase. There is no cost to make this change. Simply declare the specified Force On Campaign.

If a Force is attacked or unable to fulfil the requirements for entering quarters, it is immediately placed ‘On Campaign’ (*for example: a Force is Besieged while in Quarters*). Its Quarters marker is removed.

18.2 SWISS CONSOLIDATION

Swiss armies used to combat in very large squares of soldiers, to enhance shock capacity, their main ability during battle.

Using this rule, Swiss combat units must be reformed into combat units of larger size during Step 3-A, “Reorganization” of a Major Battle (*see Standard Rules*). Replace all Swiss combat units with the minimum possible number of Swiss combat units of larger size available in the Initial set-up,

following the provisions of *par.1.3.4.2 “Reassemble Combat Units”*. Distribute SPs among the consolidated combat units as evenly as possible.

18.3 CAPTURING ARTILLERY

Using this rule, Artillery Units may be captured by the player winning a Major Battle. During Step 10-a of the Battle Sequence, losing Artillery Units are exempted from Pursuit. Instead, up to half (rounding up) of the Artillery SPs of the losing side are transferred to the winning Force (the remaining Artillery Units are eliminated). The Artillery Units are restored to their front (good order) side, if necessary, and may be transferred only if the Capitano Generale, or any of his Subordinate Capitani, has a Rank large enough to command them (otherwise, they are eliminated). *Note: captured Artillery Units are physically transferred to the winning Force.*

18.4 INTERPHASE TURNS

At the beginning of a turn when players will receive APs (the turns when APs are received are indicated in yellow on the Turn Record Track), before rolling for Weather, each player may offer an Interphase Turn, beginning from the First player of the Scenario. If the opposing player accepts, an Interphase turn follows and both players must select a Stand or Garrison order for all their Forces for the current Game Turn. If the opposing player refuses, a normal Turn follows, but the refusing player will **shift two columns right** when rolling on the Admin Points Table, during the current turn (use a spare marker on the Turn record Track as a reminder). If the opposing player refuses, the offering player must anyway select Stand or Garrison orders for the current Turn.

When there is an Interphase Turn, players will skip the series of four next consecutive turns. The collapsed four turns are then called an Interphase turn and the following Sequence of Play is observed. At the end of an Interphase turn, a normal turn necessarily follows, and both players will receive, as a benefit, their full Nominal APs scheduled to arrive that turn (no rolling on the Admin Points Table).

Interphase turn Sequence of Play:

- A) Weather Phase.
- B) Attrition segment.
- C) Victory Phase.
- D) Adjust game-turn.

These Phases are conducted as in the standard Sequence of Play, except that a standard +1 modifier is always applied to the Attrition Segment die-roll.

Note that all Reinforcements due to arrive at skipped turns are blocked in their starting hexes (or are kept out of the map if they are due to arrive directly into another Force): they will be activated in the next regular Turn. Any other effect indicated in the Scenario Special Rules due to happen in specific turns is forfeited and forever lost if it falls during an Interphase Turn.

18.5 RECRUITING ITALIAN MERCENARIES

During the Deployment of Reinforcements Segment (C.1), both players, beginning with the First player, have the opportunity to

recruit Italian mercenary combat units. To recruit, a Capitano must have a Rank greater than or equal to 3, belong to an Army with at least 1 AP and be in a Fortress hex which is not Hostile (see par.14). Then a die is rolled and the result is read in the table below; APs are deducted from the AP track of the army to which the recruiting Capitano belongs and, when required, Italian mercenary units are randomly selected from the countermix. Whatever the table result, put a **No Move** marker on the Capitano as a reminder that he cannot move during the next Activation of Capitani Segment (C.2) (the No Move marker will be removed during the next Command Phase). Each side may do many attempts but may recruit at most one unit per Reinforcement Segment.

The number of Italian mercenaries units in the countermix is a design limit and no new unit may be recruited after every unit has been recruited. If an Italian mercenary unit is reduced to 0 SP, it is permanently eliminated from the game and may not be recruited again. Once a unit is recruited, it is placed on the Turn record track, one turn ahead. It will appear on the recruiting Capitano's card at its maximum strength during the next Reinforcements Segment and, from that moment, will be treated just like any other friendly combat unit for any purpose.

Italian Mercenary Recruits Table

Dr	Result
1	No recruit, pay 1 AP
2	No recruit, no AP spent
3	Pay 1 AP and randomly select one mercenary unit
4	Randomly select one mercenary unit: if you like it, pay 1 AP, otherwise put it back (and do not pay)
5	Pay 1 AP and randomly select two mercenary units: keep the one you prefer
6	As result 3; keep the unit you select, if you already have other Italian mercenary units, one of them returns into the pool

Note: for the scope of this rule, Italian mercenary Units are only those combat units with a green background, without a flag in the upper left portion of the counter.

18.6 TAKING FORTRESSES BY TREACHERY

Enemy occupied Fortresses may be taken by **Treachery** (instead of by Siege Combat or Assault), if a friendly Capitano Generale with any Order is adjacent to a Fortress hex occupied by an enemy Force (the enemy Force needs not to be Besieged). A Treachery attempt may not be attempted against an enemy Force containing a Capitano Generale.

During the Activation of Capitani Segment (C.2), if the friendly Capitano Generale is activated, the owning player may declare one Treachery attempt, before doing any other action. Put a **No Move** marker on the Capitano Generale to remind that he cannot move during the current Activation Segment. Then the Active player pays **2 APs**, deducting them from the administrative points total of the Capitano Generale attempting the Treachery and decides how to make the attempt:

- against the inactive Capitano occupying the Fortress
- by means of the population's support
- by trying to subvert troops relying on their (scarce) reliability

A die is rolled and the result of the attempt is determined depending on the case chosen above. If the attempt succeeds the enemy Fortress is taken and Surrenders (in game terms; see "Fortresses", par.16). Otherwise play resumes normally.

18.6.1 Treachery against the inactive Capitano. This case is applicable only if the inactive Capitano has a Rank 2 or less. The Rank of the inactive Capitano is subtracted from the die-roll. The attempt succeeds if the final die roll result is **4 or more**.

18.6.2 Treachery by means of population's support. This case is applicable only if the Fortress hex was aligned to the player making the Treachery attempt at the start of the Scenario. No die-roll modifier. The attempt succeeds if the die roll result is **5 or 6**.

18.6.3 Treachery by trying to subvert the troops. This case is always applicable. The inactive player makes a Discipline Check, checking against the Reliability Class and using the modifiers indicated in the Discipline Table; in addition, a standard -1 modifier is applied and a +1 modifier is added if the Active player decides to spend **1 more AP**. Combat Units obtaining a **D** or **D*** result are immediately removed from play. If all the Combat Units fly away, the Treachery attempt succeeds.

18.7 PILLAGING & DEVASTATION

Pillaging

During the Activation Phase, a Force may enter a Hostile Fortress hex, free of Enemy Forces, in order to Pillage it. Pillaging a hex costs 2 extra MP's and grants some advantages (and consequences) to the pillaging Force. After moving into the hex and expending the extra MP's, the Pillaging Force rolls a die. The die-roll result is divided by 2 (rounded down) if the hex is a Fortified Town. The result is the amount of APs which are added to the Army's accumulated Administrative Points of the pillaging Force. Place a "Pillaged" marker on the pillaged hex as a reminder. After that, the Force *may* make a Recovery Check to restore some units from Demoralisation. Then the Force becomes Disrupted (see *Standard Rules par.9.3*).

A hex may be Pillaged as a result of Advance after a Battle or following a successful Siege. The Force does not have to expend the extra 2 MP's in these cases.

During the game, due to Discipline Check results, a Force may be required to pillage (**D* result on the Discipline Table**). A **Minor Force not Besieged containing a combat unit affected by a D***, regardless of Orders or ZOC, is immediately displaced ("flies") to the nearest unoccupied Fortress hex (which is not Neutral) and pillages it (the Force may not fly through impassable hexsides or other units; if it cannot reach an eligible hex, it remains where it is with no further effect. If two or more Fortresses are equidistant, select randomly one of them). **A combat unit belonging to a Major Force, or to any kind of besieged force, affected by a D* is eliminated instead.**

A hex may be Pillaged only once during a game. Once placed, a "Pillaged" marker may never be removed.

Devastation

Clear hexes (only) may be Devastated in order to destroy countryside forage. The procedure and consequences are similar to Pillage, the only difference being that no AP is ever awarded for Devastation. A "Devastated" marker is provided.

18.8 THE FATE OF THE CAPITANO

When a Capitano is killed/captured during the game, roll a die at the end of the Scenario to determine his fate.

Dr Result

- Killed by an arquebus shot
- Killed by a pike
- Wounded and dead after three days agony
- Captured on his horse riding away

- 5 Captured after two hours fighting
- 6 Captured by the enemy Primo Capitano

18.9 MAJOR BATTLE OPTIONAL RULES (reduced version)

These Major Battles rules are intended for those players who do not have time to play the game with the original, full version of the rules. This will remarkably reduce the game complexity and playing time, and for these reasons, they are especially suited to the longer Scenarios.

These rules completely substitute Standard Rule in par.11.4 relating to the Major Battle.

When using these Major Battle Optional Rules, follow the indications below:

- a) Tactical Options Chits are not used; set them apart.
- b) Any reference to the Major Battle in the following paragraphs must be discarded, as it's not applicable: *par.3.6.1, "Capitano Elimination Check"; par.3.8, "Leadership Special Features"; par.9.1, "Discipline Check"; par.12, "Execute an Attack on the AST"*
- c) The first two Steps of Combat are as in Standard Rules.
- d) After the above Steps, the Optional Rules Major Battle Sequence is followed (*see below*)
- e) Players must consult the Optional Rules Major Battle Tables (printed on a separate cards) to resolve the battle.
- f) As usual, Demoralised Combat Units do not take part to Combat in any way

Optional Rules Major Battle Sequence

Step O1: Designate the Attacking Force (*as in Standard rules*).

Step O2: Designate the Defending hex (*as in Standard rules*).

Step O3: Determine the final combat die-roll modifier

All die-roll modifiers are determined, following the instructions in the Optional Rules Major Battle Tables card.

All die-roll modifiers indicated in the tables will be positive, if in favour of the attacker; negative, if in favour of the defender.

Add together all modifiers and determine the final combat die-roll modifier.

Step O4: Roll the combat die-roll

The attacking player rolls the die, applying the die-roll modifier calculated at Step O3. Read the result on the Optional Rules Combat Result Table. The result will say: which side is the loser, who will have to Retreat; the number of SPs lost by each side, calculated as a percentage of the initial Force's strength; the number of Combat Units which have to become Demoralised (*see also "How to apply Combat results", par.18.9.1*).

Step O5: Pursuit and Recovery

Consult the Pursuit Table and apply the result to the losing side. Then the winner recovers. This Step is conducted exactly as in Standard Rules, *see par.11.4, "Pursuit and Recovery (Step 10-a)"*

Step O6: Retreat

The loser, as determined in Step O4, receives an immediate "Retreat" Order and must retreat according to the rules governing Paths and Priority of Retreat (*see "Execute the Retreat", par.12.2*). If the winning side is the attacker, he may advance into the defending hex.

18.9.1 How to apply Combat results

The number indicated in the Optional Rules Combat Results Table, represents the percentage (rounded down) of the affected Force's SPs which are lost (excluding Artillery Units). Distribute losses in Strength Points suffered by a Force throughout the Combat Units as evenly as possible. Regardless the table result, the winner cannot lose more SPs than the loser.

The same number, **multiplied by 2**, is the percentage of Combat Units of the affected Force which must become Demoralised (owning player's choice; the attacker *may* have more Demoralised units than the defender in this case; both may include Artillery Units).

SCENARIO INSTRUCTIONS

In the following paragraphs, information for playing the single Campaign Scenarios are provided. For each Scenario, the following information are listed:

- Start date
 - o Dates are provided in the form <Month>, # following the notation used in the Turn Record Track.
- Turns: maximum number of turns to play
- Sides: the opposing Sides, with their own relative Armies
- Victory Conditions
- AP Scheduling (for each Army: APs “at Start” are Actual; while those received at indicated turns are Nominal)
- Supply sources
- Capitani Generali
 - o Definition and constraints on Capitani Generali
- Initial Set-up, Minor Capitani and Breakdown Units
 - o Capitano Cards used in the Scenario (the number between parenthesis is the number identifying the Capitano on top of the Card)
 - o Combat Units are listed in the following form: <Nationality and type>: <Number of SPs> (<Counters>) [<Quality>] [<Reliability Class>] [Additional notes, if any]
 - o Players must select the indicated <Number of SPs> of that <Nationality and type> using the <Counters> indicated. <Counters> is indicated in the form <number of units> x <maximum strength>. Within these limits players are free to distribute SPs among Combat Units as they wish.
 - o Quality is optionally indicated in the form Q = <number>, only if the Quality rating differs from standard (see Combat Units Legend) or different unit types exist.
 - o Reliability Class is optionally indicated in the form R = <class>, only if the Reliability class differs from standard (see Combat Units Legend) or different unit types exist.
 - o Cap. means “Capitano”; when underlined he is a Capitano Generale
 - o Ex.: Italian Infantry (French service): 12 SP (2 x 8) [Q = 2] means 12 SP of Italian Infantry in French Service (Q = 2), using 2 combat units with 8 Max. Strength value.
- Reinforcements
- Troops Reliability
 - o Instructions to determine the Reliability of Combat Units involved in the Scenario
- Special Rules and Events
- Regions Alignment
 - o Please refer to inset map included as a quick reference to the location of regions on the map
 - o Note on the Duchy of Milano: the borders of this crucial state varied several times during the period represented in the game. Read well under this section which specific Regions compose the Duchy of Milano in the Scenario.
- First Player

Five Scenarios are provided at different levels of complexity; they are listed in chronological order.

Scenario 1 (Agnadello) is a complete, short and playable scenario.

Scenario 2 (Novara) is the introductory Scenario, allowing players to test basic game mechanics and combat procedures.

Scenarios 3, 4, 5 are of greater complexity and allow players to exploit all game subsystems; they are longer and need a detailed strategy to master.

Scenario 1: Venice at bay, 1509

Recent military success and territorial expansion served to create fear and envy among all other European powers towards Venice. By the end of 1508, a large coalition, composed of the Kingdom of France, the Empire, the Kingdom of Spain and the Church, entered a secret contact at Cambrai. Their intention: to blot Venice from the map of Europe once and for all.

King Louis XII of France quickly assembled a huge army and marched toward the Republic by mid of April, 1509. The Venetian army was led by two poorly matched Capitani, with largely different ideas on what to do. Pitigliano, the Venetian Capitano Generale, preferred delaying tactics, while his subordinate Alviano lusted for an immediate assault on the Duchy of Milano, which was French at that time. A disastrous, equivocal strategy resulted.

Some small Venetian detachments were deployed near the Adda river to protect the Republic's western border. King Louis crossed the river north of the Venetians and the two armies began manoeuvring to cut the enemy lines while at the same time avoiding a direct fight. In spite of this, contact did occur by chance when the French vanguard encountered Alviano's rearguard which was passing near them. A major battle resulted with Pitigliano unable (or unwilling) to intervene. This led the Venetian army to a glorious disaster. The battle was lost, and so, it seemed, was the Republic. But Venice had still to demonstrate its full value (and power) to her enemies, and, at the end, some months later, managed to keep its foes out of the land.

Note: due to map limitations, only the first part of the campaign is treated in this scenario, that regarding the French objectives.

Start date: April, 4 (1509)

Turns: 9 turns

Sides

- **French:** the Kingdom of France
- **Venetian:** the Republic of Venice

Victory Conditions:

- French side wins a Standard Victory at end of the Scenario, if Cremona (hex: 1444) and three of the following four towns are owned by the French and not Besieged: Treviglio (2834), Caravaggio (2736), Rivolta (2632) and Pandino (2433).
- French side wins a Strategic Victory at the end of the Scenario if a Standard Victory is obtained and Crema (2236), Brescia (2849) and Bergamo (3436) are Conquered by the French and not Besieged.
- Venetian side wins a Standard Victory at the end of the Scenario, if no French Force occupies a Fortress east of the Adda river and north of the Po river, unless besieged by a Venetian Force.
- Any other result is a draw

AP Scheduling:

Turn	French Army	Venetian Army
At Start	5	4
May, 1	4	5
May, 5	4	4

Supply Sources:

Note: only the right portion of the map is used. For this reason, the French player must add a fixed amount of 30 hexes to the length of his LOC, whichever Supply Source is chosen.

- French: all the following primary and secondary roads hexes (1227, 1527, 2027, 2327, 2727, 3027).
- Venetian: all primary and secondary roads exiting east, north of the Po river (1152, 1552, 2552, 2752).

Cap. Generali:

- French: King Louis XII
- Venetian: Pitigliano

Initial set-up, Minor Capitani and Breakdown units:

French Army:

Capitano cards: Imbault (1), French Minor (4), Chaumont (7), Lorraine (13), LouisXII (29), Roquebertin (32), G.Trivulzio (33)

At hex 2728, Cap. Gen. King Louis XII, Order: Stand with:

- French Gendarmes: 19 SP (2 x 10)
- French Infantry ("Picardie"): 2 SP (1 x 2) [Q = 2][R = Sensitive]
- French Infantry: 14 SP (2 x 8)
- Swiss Infantry: 16 SP (2 x 10)
- French Artillery: 5 SP (3 x 2)
- Field Engineers
- Subordinate/Unemployed Capitani: G.Trivulzio, Lorraine, Imbault
- Note: French Infantry unit "Picardie" may be subordinate to any French Capitano.

At Cassano (2832), Cap. Chaumont, Order: Attack with:

- French Gendarmes: 6 SP (1 x 10)
- Italian Infantry (French service): 12 SP (2 x 8) [Q = 2]

At Monticelli (1242), Cap. Roquebertin, Order: Manoeuvre with:

- Italian Heavy Cavalry (French service): 2 SP (1 x 2)
- Italian Infantry (French service): 6 SP (1 x 8) [Q = 1]
- Pontoon Bridge

Minor Capitani: 1 French, not deployed

Breakdown Units available:

- French Gendarmes: (4 x 5)
- Swiss Infantry: (4 x 5)
- Italian Infantry (French service): (2 x 4) [Q = 2]

Venetian Army:

Capitano cards: Venetian Minor (9), Pio (20), Saccoccio (21), Alviano (23), Dal Monte (24), Pitigliano (27), Naldi (30), Vitelli (36)

- At Orzinuovi (2342), Cap.Gen. Pitigliano, Order: Garrison, with:
- Venetian Heavy Cavalry: 20 SP (3 x 8)
 - Venetian Infantry: 12 SP (2 x 8)
 - Italian Infantry (Venetian service): 12 SP (2 x 8)
 - Venetian Artillery: 2 SP (1 x 2)
 - Subordinate/Unemployed Capitani: Pio, Dal Monte, Saccoccio

At hex 1552, Cap. Alviano, Order: Manoeuvre, with:

- Venetian Light Cavalry: 3 SP (1 x 4)
- Stradiots Light Cavalry: 3 SP (1 x 3)
- Venetian Infantry: 8 SP (1 x 8)
- Italian Infantry (Venetian service): 8 SP (1 x 8)

At Treviglio (2834), Cap. Vitelli, Order: Garrison, with:

- Italian Infantry (Venetian service): 2 SP (1 x 4)
- Stradiots Light Cavalry: 1 SP (1 x 3)

At Rivolta (2632), Cap.: Naldi, Order Garrison with:

- Italian Infantry (Venetian service): 1 SP (1 x 4)

Minor Capitani: 1 Venetian, not deployed

Breakdown Units available:

- Venetian Heavy Cavalry: (2 x 4)
- Venetian Infantry: (2 x 4)
- Italian Infantry (Venetian service): (2 x 4)

Reinforcements:

No reinforcements

Troops Reliability:

Swiss Combat Units are "Very Sensitive".

Special Rules and Events:

Note: Only the right portion of the map is used.

1) Movement Limitations. Venetian Forces cannot enter any hex west of the Adda river ("Fiume Adda") and south of the Po river ("Fiume Po"). There is no limitation for French Forces.

2) Venetian Attack Limitation.

Precise orders were issued to the Capitani of the Republic of Venice not to take an offensive role, unless "with high hopes [to win] and under strict necessity". These instructions were obeyed (and welcomed) by Pitigliano.

A Force whose Primo Capitano is Pitigliano may not enter a hex adjacent to an enemy Force, until two of these four towns (Treviglio (2834), Caravaggio (2736), Rivolta (2632) and Pandino (2433)) or any City in Regions C, V, R are owned by the French side. At that time, this limitation is lifted for the rest of the Scenario.

Regions Alignment:

Please refer to the Inset for regions' codes.

The "core" of the Duchy of Milano (M) and the Ghiaradadda (G) are French aligned. Crema is Venetian, as well the "core" of the Republic of Venice. All other regions are Not-Aligned.

Region	Alignment
M	French
G	French
C	Venetian
R	Not-aligned
V	Venetian

Region	Alignment
PP	Not-aligned
F	Not Applic.
A	Not Applic.
S	Not Applic.
E	Not Applic.

Important note:

At the start of the scenario, Treviglio (2834), Caravaggio (2736), Rivolta (2632), Pandino (2433), Cremona (1444), Pizzighettone (1639) and Soncino (2341) are Conquered by the Venetian side.

Historical Note: in 1509 the Duchy of Milano was historically composed of regions M, the Cities of Parma and Piacenza and formally in French hands. Though formally subject to the Republic of Venice, the cities of Cremona and the region of Ghiaradadda felt a strong link with the Duchy of Milano, and so with the French. That's the reason for their alignment.

First Player: French

Scenario 2: The last triumph of the Swiss, 1513

Massimiliano Sforza had been governing the Duchy of Milano since 1512 by means of the military support of the Swiss Confederation. The Swiss were a formidable "war machine", a well trained, skilled infantry army, with a unique sense of nationality and internal cohesion for that time. They were also real mercenary troops, with a strong concept of war as a business affair. The Sforza could barely stand these "hungry" and unreliable allies. At the beginning of 1513, Louis XII, King of France, had to bow to the treaty of Blois with Venice, with the intention to promote reciprocal ambitions on the territories of the Duchy of Milano. By the beginning of June the French army marched toward Novara, occupied by a Swiss force and set up the siege fortifications. When the Swiss reinforcement columns finally arrived, the French army was struck by a sudden attack in a marshy area near Novara. The Swiss won the day; 'their last great victory of the time.' But they had to demonstrate their value many other times after this battle.

Start date: May, 6 (1513)

Turns: 4 turns

Sides

- **French:** the Kingdom of France
- **Swiss:** the Swiss Confederation (*)

(*): The Duchy of Milano was formally Sforza, but the Swiss were the real masters of the State.

Victory Conditions:

Note: This is an introductory scenario, well suited to learn the basics of Activation and Major Battle. Spanish and Venetian armies were purposely left out to simplify the Scenario.

- French side wins if it occupies Novara (2611) at the end of any turn
- Either side wins by winning a Major Battle.
- Any other result is a draw

AP Scheduling:

- APs are not used in this Scenario (Capitani Generali may consider to have unlimited supply of APs for game purposes)

Supply Sources:

- French: Asti (0801)
- Swiss: Milano (2624)

Cap. Generali:

- French: Tremouille
- For creating Swiss Cap. Generali see **Special Rules**, below

Initial set-up, Minor Capitani and Breakdown units:

French Army:

Capitano cards: French Minor (4), Tremouille (6), Bourbon (28), Florange (31), G.Trivulzio (33)

At Sale (1014), Cap. Gen.: Tremouille, Order: Manoeuvre, Administrative March, with:

- French Gendarmes: 9 SP (1 x 10)
- Landsknecht (French service): 12 SP (2 x 8)
- French Artillery: 2 SP (2 x 2)
- Siege Artillery
- Field Engineers
- French Infantry: 8 SP (1 x 8)
[initially subordinate to G. Trivulzio]
- French Artillery: 1 SP (1 x 2)
[initially subordinate to G. Trivulzio]
- Subordinate/Unemployed Capitani: G. Trivulzio, Florange, Bourbon

Minor Capitani: 1 French, not deployed

Breakdown Units available:

- French Gendarmes: (2 x 5)
- Landsknecht (French service): (2 x 4)

Swiss Army:

Capitano cards: Swiss Minor (1), "Basel" (11), Hohensax (12), "Bern" (13), Graff (14), Mutt (16)

At Novara (2611), Cap.Gen. (see Special Rules), Order: Garrison with:

- Swiss Infantry: 8 SP (1 x 10)
- Swiss Infantry ("Freiknechte"): 2 SP (1 x 2) [Q = 2]
- Subordinate/Unemployed Capitani: Mutt, Graff
- Note: Swiss Infantry unit "Freiknechte" may be subordinate to any Swiss Capitano.

Minor Capitani: 1 Swiss, not deployed

Breakdown Units available:

- Swiss Infantry: (2 x 5)

Reinforcements:

June, 1 turn:

Swiss:

Entering the map from hex 4010, Swiss Capitano ("Bern"), Order: Manoeuvre, Administrative March, with:

- Swiss Infantry: 5 SP (1 x 5)

At Varese (3917), Swiss Capitano ("Basel"), Order: Manoeuvre, Administrative March, with:

- Swiss Infantry: 5 SP (1 x 5)

Breakdown Units available:

- Swiss Infantry: (1 x 10)

June, 2 turn:

Swiss:

At Como (3822), Cap. Hohensax, Order: Manoeuvre, Administrative March, with:
 – Swiss Infantry: 6 SP (1 x 10)

Troops Reliability:

Swiss Combat Units are "Reliable"

Special Rules and Events:

Note: only the left portion of the map is used.

1) Swiss Forces Command. *Swiss Forces Command rule is in effect (see par.15.5)*

2) Swiss Activation Limitation.

The Swiss Force in Novara (2611) may not change its Order for the first two turns. At the beginning of the third turn it receives an Attack Order. During the first two turns, if the Swiss side passes during the Activation Phase, French Forces are not limited to one Activation; they may activate twice (*see Sequence of Play, C.2, in the Standard Rules*).

Regions Alignment:

Regional Alignment is not relevant in this Scenario. Players must ignore Standard Rule in par.14 and its consequences on calculating Attrition in Hostile regions.

First Player: French



Scenario 3: François I's first time, 1515

François I had recently been crowned King of France. He held the same lust for the Duchy of Milano as did his predecessor. He was the typical Renaissance king: heroic, chivalric and hedonistic. In this campaign, he also demonstrated a genuine aptitude for military strategy, as he initially tried to purchase the Duchy of Milano from the Swiss who occupied it, before revealing his huge army. Then he divided his powerful enemies, exploiting their inertia, and compelling the Swiss alone to attack him in a defended position at Marignano, near Milano. François won a mythical battle (the Battle of Marignano will be remembered as the Battle of the Giants), grabbed the Duchy and secured the perpetual alliance of the Swiss. The night of the victory at Marignano, François had himself dubbed "chevalier" by the famous Bayard, as did he himself with many distinguished noble men who had fought in the battle.

Start date: August, 4 (1515)

Turns: 12 turns

Sides

- **French Coalition:** the Kingdom of France, the Republic of Venice
- **Anti-French Coalition:** the Swiss Confederation (controlling the Duchy of Milano forces), the Kingdom of Spain, the Papal States.

Victory Conditions:

- French side may declare a Standard Victory at the end of **any** turn, if Milano (2624) is occupied by an un-besieged

French Force and there are no Swiss Forces in the following cities/towns: Alessandria (0710), Derthona (0716), Novara (2611), Vigevano (2117), Pavia (1623), Lodi (2032)

- French side wins a Strategic Victory at the end of **any** turn, if it fulfils the conditions for a Standard Victory *and* Conquers Parma (0251) and Piacenza (1136)
- The Anti-French side wins a Standard Victory:
 -at the end of the Scenario if the French side did not win
 -at the end of **any** turn, if King François I is killed or captured
- Draw is not possible

AP Scheduling:

The listed Nations (only) receive APs according to the following schedule:

Turn	French Army	Venet. Army	Spanish Army	Papal Army
At Start	10	4	1	2*
September, 1	6	2	3	2
September, 5	4	1	2	2
October, 3	4	1	1	2

Note (*): Papal APs may be used only for Swiss Alignment (see special rule 6)) until Cap. Urbino enters the map.

Supply Sources:

- French: all primary and secondary roads exiting west (0401, 0801, 1801, 2301, 3201) and hex 0114 (*the road to Genova*).
- Venetian: hexes 1152, 1552
- Spanish: hexes 2552, 2752
- Papal: hex 0252 only
- Swiss Forces are always controlled by one of the two players; Swiss Forces never pay APs for Orders. If the case, they trace the LOC to the Supply Source of any Army of the controlling side.

Cap. Generali:

- French: François I
- Venetian: Alviano
- Spanish: Cardona
- Papal: Urbino
- See also **Special Rule 3**, below

Initial set-up, Minor Capitani and Breakdown units:

French Coalition Army:

Capitano cards: Navarro (4), Bayard (5), De Prie (6), Gelderland (8), La Palice (9), Alençon (10), Ceri (19), Alviano (23), Orsini (26), Bourbon (28), Florange (31), G.Trivulzio (33), François I (34)

French:

At Vercelli (2206), Cap.Gen. François I, Order: Garrison with:
 – French Gendarmes: 26 SP (3 x 10)
 – French Infantry: 16 SP (2 x 8)
 [initially subordinate to Navarro]
 – Landsknecht ("Black Band"): 11 SP (1 x 8; 1 x 4)
 [initially subordinate to Gelderland]
 – Landsknecht (French service): 3 SP (1 x 4)
 – French Artillery: 7 SP (2 x 4)
 – Siege Artillery
 – Field Engineers

- Subordinate/Unemployed Capitani: Navarro, Gelderland, Bayard, G.Trivulzio, Alençon, La Palice, Bourbon
- Note (1): One of the above Capitani, at the owning player's choice, is kept aside and entered as the Capitano commanding the *September, 1* French reinforcement Force (use a Capitano with a sufficient Rank to command those troops).

At Novi (0213), De Prie, Order: Manoeuvre with:

- French Gendarmes: 4 SP (1 x 5)
- Italian Infantry (French service): 8 SP (1 x 8) [Q = 2]
- French Infantry: 8 SP (1 x 8)
- Subordinate/Unemployed Capitani: Florange

Venetian:

At Crema (2236), Ceri, Order: Garrison with:

- Venetian Infantry: 2 SP (1 x 4)

Minor Capitani: none

Breakdown Units available:

French:

- French Gendarmes: (4 x 5)
- Landsknecht ("Black Band"): (2 x 4)

Anti-French Coalition Army:

Capitano cards: Swiss Minor (1), Spanish Minor (7), Rhan (12), Anglard (14), Schiner (15), Von Stein (17), Roist (18), Urbino (22), Cardona (25)

Swiss:

At Novara (2611), Cap.Gen. (see Special Rules), Order: Retreat with:

- Swiss Infantry: 16 SP (2 x 10)
- Swiss Infantry ("Schiner"): 8 SP (1 x 8)
- Subordinate/Unemployed Capitani: Schiner, Rhan, Von Stein

At Milano (2624):

Swiss Minor Capitano, any Order, with:

- Italian Heavy Cavalry (Milanese service): 2 SP (1 x 2)

Spanish:

Within one hex from Brescia (2849),

Cap.Gen. Cardona, Order: Manoeuvre with:

- Spanish Heavy Cavalry: 4 SP (1 x 4)
- Spanish Light Cavalry: 1 SP (1 x 4)
- Spanish Infantry: 12 SP (1 x 8 ; 1 x 4)
- Pontoon Bridge

At Brescia (2849), Spanish Minor Capitano, Order: Garrison with:

- Landsknecht (use Imperial service): 2 SP (1 x 4)

Minor Capitani: 1 Swiss and 1 Spanish, already set-up.

Breakdown Units available:

Swiss:

- Swiss Infantry: (2 x 5)
- Swiss Infantry (Schiner): (2 x 4)

Spanish:

- Spanish Infantry: (2 x 4)

Reinforcements:

August, 5 turn:

Venetian:

Enter the map at hex 1552:

Cap.Gen. Alviano, Order: Manoeuvre with:

- Venetian Infantry: 18 SP (2 x 8 ; 1 x 4)
- Stradiots Light Cavalry: 3 SP (1 x 3)
- Venetian Heavy Cavalry: 6 SP (1 x 8)
- Subordinate/Unemployed Capitano: Orsini

Papal States:

At Parma (0251):

Cap. Gen. Urbino, Order: Manoeuvre, Admin. March, with:

- Papal Heavy Cavalry: 4 SP (1 x 4)
- Papal Light Cavalry: 2 SP (1 x 2)
- Italian Infantry (Papal service): 8 SP (1 x 8)

September, 1 turn:

French:

Entering the map at hex 2301:

See note (1) above, Order: Manoeuvre, Admin. March, with:

- Landsknecht (French service): 32 SP (4 x 8)

Breakdown Units available:

- Landsknecht (French service): (4 x 4)

Troops Reliability:

Swiss Combat Units are "Reliable"

Special Rules and Events:

1) Movement Limitations.

French Coalition Forces cannot enter any hex of the Papal States (region PP) as long as the Papal Army does not enter any hex in the Duchy of Milano (regions M, G and R). French Coalition Forces cannot enter the city of Milano, if the current Allegiance Status of the Swiss is Pro-French or Neutral (*see Special Rule 6), Swiss Alignment*).

2) Swiss Forces Command. *Swiss Forces Command rule is in effect (see par.15.5). Roist is the Capitano Generale of the reinforcement Swiss Force without election.(see Special Rule 5).*

3) Multinational stacks. Only François I may be Cap.Gen. of a multinational French coalition Force. Similarly only Cardona may be Cap.Gen. of a multinational anti-French Force.

Forces of different Nationalities belonging to the same Coalition may freely stack if there exists a Capitano Generale who may command all other Capitani. **Exception:** Papal and Spanish Forces may not stack together, unless the commanding Capitano Generale has an Attack Order.

4) Subordinate Combat Units. Spanish, Venetian, Papal and Swiss Combat Units may only be directly subordinate to a Capitano of the same nationality. All other combat units may be directly subordinate to a Capitano of different nationality in the same coalition.

5) Swiss Reinforcements. Beginning from *August, 5* turn, the Anti-French player rolls a die after completing his Command Phase. The die roll result is modified by +1 for each turn after *August, 5*. A natural (unmodified) die roll of 6 is always ignored. If the modified result is less than 5, nothing happens. If the modified result is 5 or more, the following (one time) Swiss reinforcements are received:

Swiss:

Entering the map at hex 4029 (one hex north of Lecco):

Cap. Gen. Roist, Order: Manoeuvre, Admin. March, with:

- Swiss Infantry: 40 SP (4 x 10)

- Subordinate/Unemployed Capitani: Anglard
- Breakdown Units available:
- Swiss Infantry: (2 x 5)

6) Swiss Alignment.

The alignment of the Swiss was shifting. Until a few days before the battle, the Swiss were divided as to whether to renounce to the Duchy of Milano, going back home with immense amounts of French gold and a treaty of perpetual allegiance, or stand and give battle to François. The Swiss Cardinal Mattheus Schiner constantly harangued his people to respect their honour as warriors and give fight to the enemy. Nevertheless, many Swiss found their way home.

At the end of the Weather Phase of each turn, the Anti-French player rolls a die to determine the allegiance status of the Swiss. This die roll may be modified as follows:

- +1 if 2 APs are spent by the French player
- +2 if 5 APs are spent by the French player
- 1 if 2 APs are spent by the Anti-French player
- 2 if 5 APs are spent by the Anti-French player
- 1 if Mattheus Schiner is in a Force composed of at least 40 SPs Swiss Infantry

Only French APs may be used by the French player. Either Spanish or Papal APs may be used by the Anti-French player (but not both).

The APs are immediately spent before rolling the die. The French player declares first how many APs he intends to spend. The modified result is read on the table below to determine the new status of the allegiance.

Modified Die-roll	New Swiss Status
2 or less	Anti-French
3 , 4	Neutral
5 or more	Pro-French

The French player may interrupt the negotiations and decide to give battle from the beginning of the second turn, before the Weather phase. In this case the Swiss immediately become Anti-French (follow point c), below).

If any French Coalition Force enters any hex in the region M, east of the Tesino River (“Fiume Tesino”) and north of Po River, the Swiss immediately become Anti-French (follow point c), below) in the same game turn.

Depending upon their allegiance status, the Swiss behave as follows:

a) Pro-French:

The Swiss Army is controlled by the French player, but its actions are restricted as indicated below.

One Swiss Combat Unit is selected by the French player among those present on the map as desired (**Exception:** "Schiner" Combat Units cannot be selected); the selected combat unit is permanently eliminated from the game.

Swiss Forces cannot move (see also Special rule 7).

b) Neutral:

The Swiss Army is controlled by the Anti-French player. Swiss Forces may be freely moved (but see Special rule 7).

c) Anti-French:

The Swiss Army is controlled by the Anti-French player. Swiss Combat Units and Capitani are treated in all respects as any other unit of the Anti-French Coalition. When the Swiss become Anti-French, this same rule (“Swiss Alignment”) is no more in effect for the remainder of the Scenario.

7) Combat limitations

French Coalition Forces may not enter any hex adjacent to any Anti-French Force (and vice-versa) while the Swiss are Pro-French or Neutral. These limitations are lifted once the Swiss become Anti-French.

Regions Alignment:

Please refer to the Inset map for regions' codes.

The Duchy of Milano is composed of regions M, G and R. The Duchy of Milano is aligned with whatever allegiance status the Swiss hold: Not-Aligned if the Swiss are Pro-French or Neutral, Hostile to the French side, if the Swiss are Anti-French.

Region	Alignment
M	Not-aligned/ Anti-French
G	Not-aligned/ Anti-French
C	Not-aligned
R	Not-aligned/ Anti-French
V	Not-aligned

Region	Alignment
PP	Anti-French
F	Neutral
A	Not-aligned
S	French
E	Not-aligned

Important note:

At the start of the scenario, Brescia (2849) is Conquered by the Spanish.

Historical Note: One can explain why the majority of the states on the map were Not-Aligned with the special and critical situation regarding the Italian States in those years, which saw undesired foreign armies overrunning their home country.

First Player: French

They wrote:

“ ... A Milano gli Svizzeri, esaltati dalle parole del comandante supremo Schiner, ruppero ogni indecisione. Partirono verso Porta Romana, uscirono sulla Via che conduce a San Donato; erano più che convinti che le glorie passate, la loro fama di invincibilità, il loro tipo di combattimento, la loro esperienza, la capacità provata dei loro capi potessero, ancora una volta, battere i Francesi. La massa degli Svizzeri era ormai surriscaldata: sarebbe stata non più una scaramuccia tra compagnie di ventura, ma una guerra nazionale. Marciarono in disordine fino a contatto con il nemico. Poi si riordinarono e ripiegarono verso la campagna oltre San Donato. Si schierarono in tre corpi. Al centro era il borgomastro di Zurigo, Marco Roist, con il grosso delle truppe. La battaglia era dunque imminente, ma la sera si avvicinava. Si inginocchiarono a pregare: “Nel nome del Padre, del Figlio e dello Spirito Santo, questo sarà il nostro cimitero”: era la formula tradizionale tipica degli Svizzeri prima di ogni battaglia. Risuonò il grido di guerra feroce, suonarono i corni delle Alpi, partirono le prime cannonate francesi. La battaglia era iniziata. ... “

(from www.melegnano.net)

Scenario 4: The French lose the Duchy, 1522

Odet de Foix, visconte de Lautrec, had managed to lose nearly all the Duchy of Milano in the disastrous campaign of 1521. Only some cities at the margins of the Duchy were firmly in his

hands, while the rest of the Duchy was occupied by the Imperial Army. In 1522 François I committed Lautrec once again in a last attempt to regain the Duchy, while the Imperial army, led by the famous Capitano Prospero Colonna, was defending it.

Both Capitani were well known for their caution in attempting any major battle against the enemy; but while Prospero was awaiting his moment, Lautrec demonstrated no clear determination of what to do. In the end this long wait proved fatal for the French army, as Lautrec's Swiss allies forced him to battle: they hadn't been paid in a long time and therefore, preferred to give battle rather than stall. Had action not been taken, these difficult but valuable men would have gone home (this was the Swiss personality!). Lautrec reluctantly agreed to accept battle and in turn, attacked a fortified Imperial position at the Bicocca, some miles north of Milano. He lost and was repulsed. Though he managed in retreating in good order to Monza, his army soon fled. The French lost the Duchy of Milano, and Lautrec his reputation as a good Capitano (at least temporarily).

Start date: March, 1 (1522)

Turns: 16 turns

Sides

- **French Coalition:** the Kingdom of France, the Republic of Venice
- **Imperial:** the Holy Roman Empire under Charles V

Victory Conditions:

- **Each side** wins at end of **any** turn, if every of the following cities/towns: Alessandria (0710), Novara (2611), Vigevano (2117), Pavia (1623), Como (3822), Lodi (2032), Cremona (1444), Derthona (0716), Soncino (2341), Trezzo d'Adda (3032) is owned by that side and not besieged.
- If victory is not assigned before, play proceeds until the end of the Scenario. At this point both sides total the Victory Points obtained by owning the cities/towns listed above. Each player gains 1 VP for each owned and not besieged Town; for each owned and not besieged City, a die is rolled and the result is divided by 2 (rounded up): the final result is added to the VP total. The player obtaining the highest VP total is the winner.
- If VPs are equal, the result is a draw

Design note: Milano is not included among the victory cities, as its importance is already expressed in its strategic position; that allows a better scenario balance.

AP Scheduling:

The listed Nations receive APs according to the following schedule:

Turn	French	Venetian	Imperial
At Start	9	4	7
March, 1	0*	2	2
March, 5	4	2	4
April, 3	3	2	4
May, 1	3	2	2

Note: the Imperial player receives 1 actual AP (in addition to the final result obtained by the Administrative Table) if Cap. Sforza is in Milano at the turns indicated in the table above.

Historical note: Francesco II Sforza was the beloved prince the Milanese people expected as the saviour from the foreign dominance (French, especially).

Note (*): This army has no LOC at start.

Supply Sources:

- French: all primary and secondary roads exiting west (0401, 0801, 1801, 2301, 3201) and, possibly, hex 0114 (see Special Rules).
- Venetian: Crema (2236); hex 2752 (east of Brescia)
- Imperial: Boario (4049)

Cap. Generali:

- French: Lautrec (see note below)
- Venetian: T. Trivulzio
- Imperial: Colonna, Sforza

Note: Only Lautrec may be Cap.Gen. of a multinational French coalition Force.

- See also **Special Rules**, below

Initial set-up, Minor Capitani and Breakdown units:

French Coalition Army:

Capitano cards: Lautrec (2), Montmorency (3), Navarro (4), Bayard (5), Von Stein (17), Giovanni (30), Lescun (33), T. Trivulzio (35)

French:

At Trezzo (3032), Cap.Gen. Lautrec, Order: Garrison with:

- French Gendarmes: 2 SP (1 x 5)
- French Infantry: 14 SP (2 x 8)
- French Artillery: 4 SP (2 x 2)
- Field Engineers
- Pontoon Bridge
- Swiss Infantry: 9 SP (1 x 10)
[initially subordinate to Von Stein]
- Swiss Infantry: 9 SP (2 x 5)
[initially subordinate to Von Stein]
- Subordinate/Unemployed Capitani: Von Stein, Lescun, Bayard, Navarro, Montmorency

Venetian:

At hex 3033, Cap.Gen. T. Trivulzio, Order: Stand with:

- Venetian Infantry: 8 SP (1 x 8)
- Venetian Heavy Cavalry: 2 SP (1 x 4)
- Venetian Light Cavalry: 2 SP (1 x 4)

Minor Capitani: None

Breakdown Units available: None

Imperial Army:

Capitano cards: Imperial Minor (8), Pescara (19), De Leyva (21), Colonna (22), Frundsberg (23), Gonzaga (25), Del Vasto (26), Adorno (27), Visconti (29), Torriello (32), Sforza (36)

At Milano (2624), Cap.Gen. Colonna, Order: Garrison,

Earthworks Level 1, with:

- Imperial Heavy Cavalry: 3 SP (1 x 4)
- Imperial Light Cavalry: 2 SP (1 x 4)
- Spanish Infantry: 5 SP (1 x 8)
- Italian Infantry (Imperial service): 2 SP (1 x 4)
- Italian Infantry (Milanese service): 12 SP (1 x 8 ; 1 x 4)
- Landsknecht (Imperial service): 8 SP (1 x 8)
- Pontoon Bridge
- Field Engineers

- Subordinate/Unemployed Capitani: Pescara, Del Vasto, Adorno

At Alessandria (0710), Cap. Visconti, Order: Garrison, with:

- Italian Infantry (Milanese service): 3 SP (1 x 4)

At Pavia (1623), Cap. De Leyva, Order: Garrison, with:

- Landsknecht (Imperial service): 4 SP (1 x 4)
- Italian Infantry (Imperial service): 3 SP (1 x 4)

Within 3 hexes from Novara (2611), Cap. Tornielo, Order: Stand or Garrison, with:

- Italian Infantry (Imperial service): 4 SP (1 x 4)

Minor Capitani: 1 Imperial, not deployed

Breakdown Units available:

- Spanish Infantry: (2 x 4)

Reinforcements:

March, 3 turn

French:

Appearing in the same hex as the French Cap. Gen.:

Cap. Giovanni (Bande Nere) with:

- Italian Light Cavalry ("Bande Nere"): 1 SP (1 x 4)
- Italian Infantry ("Bande Nere"): 4 SP (1 x 4)

March, 5 turn

Imperial:

At Parma (0251), Cap. Sforza, Order: Manoeuvre, Administrative March, with:

- Landsknecht("Frundsberg"): 12 SP (1 x 8 ; 1 x 4)
- Italian Light Cavalry (Mantova service): 2 SP (1 x 2)
- Subordinate/Unemployed Capitano: Frundsberg, Gonzaga

Troops Reliability:

Swiss Combat Units are "Very Sensitive".

Special Rules and Events:

1) Movement Limitations. French Coalition Forces cannot enter any hex of the Papal States (region PP). Cap. T. Trivulzio and Venetian Combat Units may never enter any hex of the Duchy of Milano west of the Adda river.

2) Multinational stacks. Forces of different Nationality belonging to the same Coalition may freely stack if there exists a Capitano Generale who may command all other Capitani.

3) Subordinate Combat Units. Venetian Combat Units may be subordinate only to T. Trivulzio and T. Trivulzio may command Venetian combat units only. Swiss Capitani may command Swiss Combat units only. Apart from the limits above, all combat units may be subordinate to a Capitano Generale of different nationality in the same coalition.

4) Special French Reinforcements from Genova. During *April, 2* and *April, 3* turns (only), the French player may possibly receive special, one time only, APs and replacements. During the Administrative Segment of these turns, if any French Coalition Force may trace a valid LOC to the map-edge hex of the road leading to Genova (0114), then three (3) extra APs are actually received by the French Player. These APs may be received by mean of any French Coalition Force, but via the

Genova road only, and only in these turns (the APs are accumulated by the French Cap. Generale as usual). If the APs are not received in either of the two turns, they are permanently lost. If any AP is received in the first turn, no more extra APs are received in the following turn; additionally, if APs are received, four (4) SP French Infantry reinforcements are received also. These reinforcement SPs may be used to increase the current strength of any Infantry combat unit of any French Coalition Force which can trace a valid LOC to hex 0114. If not used at once, the reinforcement SPs are lost.

5) Venetian Automatic Retreat.

The Republic of Venice was a very reluctant ally of the French king.

During turns when Orders are issued, if an Order *different from Stand or Garrison* is issued to a Venetian Force, the French player rolls a die. If the die-roll result is greater than 3, follow the normal rules to assign Orders.

If the die roll result is less or equal 3, the Venetian Force *must* be issued a Retreat Order. That Venetian Force will retreat in the ensuing Activation Phase. This Order may not be changed until the Venetian Capitano becomes subordinate to a French Capitano Generale. The Venetian Force retains its Retreat order and continues retreating until it reaches Bergamo (3436), Brescia (2849) or Crema (2236) (if these cities are owned by the Venetian) or a map-edge (active, if possible) supply source hex.

6) Venetian Force Removal.

If T. Trivulzio is eliminated, the Venetian Force is immediately removed from the game.

7) Contested Milano

Milano, the capital of the Duchy, was in Imperial hands, but a French garrison was still in the Castle Sforzesco, "in" the city. There were serious reasons to fear that the French could regain the city, if the Imperial Forces fled.

Should the Imperial player leave Milano unoccupied, the city immediately reverts to French possession and a French Conquered marker is placed on it.

Regions Alignment:

Please refer to the Inset map for regions' codes.

The Duchy of Milano is composed of regions M, G and R. The Duchy of Milano is always Imperial Aligned.

Region	Alignment
M	Imperial
G	Imperial
C	Not-aligned
R	Imperial
V	Not-aligned

Region	Alignment
PP	Neutral
F	Neutral
A	Not-aligned
S	Neutral
E	Not-aligned

Important note:

The following cities are French Conquered at start: Cremona (1444), Pizzighettone (1639), Soncino (2341), Trezzo (3032), Arona (3610).

Historical Note: V e C regions were actually the Republic of Venice's territories. However, as already said, Venice was a very reluctant French ally and the populations of these regions were not hostile to the Imperial side.

First Player: French

Scenario 5: Struggle for the Duchy of Milano, 1524

François I, king of France, never forgot his intentions upon the Duchy of Milano, following his victory at Marignano. After the unsuccessful campaign of 1523, he managed to rally a strong army and marched into Italy once again. The Imperial Army had to withdraw in front of the powerful advancing enemy. Still, a bunch of good Capitani were in its ranks, among them the old Capitano De Leyva.

After restoring the French flag in Milano (François did not stop in Milano, as there was a strong pestilence in the city), he besieged the city of Pavia, which was strongly defended by the De Leyva garrison. More than three months would pass during which the Imperial Force frustrated all French attempts to take the city. Finally an Imperial relief Force broke on the scene.

In the first hours of February 24, 1525 the Imperial army breached the walls of the park and assaulted the French. After some hours of hard fighting, the French army was defeated and a number of valiant noble French "chevaliers" were captured or wounded, struck by the shot of the Spanish arquebuses. François I was captured while bravely fighting alongside his men. That night the bell of Chivalry tolled for the last time. François I lost Italy forever and was temporarily imprisoned in the fortress of Pizzighettone, where he wrote to his mother, Louise de Savoie, claiming "son malheur", his doom, the legendary: "de toutes choses, ne m'est demeuré que l'honneur et la vie qui est sauve" (hence the title of our game).

Start date: October, 6 (1524)

Turns: 25 turns

Sides

- **French:** the Kingdom of France
- **Imperial:** the Holy Roman Empire under Charles V

Victory Conditions:

- French side wins a Standard victory at end of **any** turn, if Milano (2624) is occupied by an unbesieged French Force and there is no Imperial Force in the following towns/cities of the Duchy of Milano: Alessandria (0710), Novara (2611), Vigevano (2117), Pavia (1623), Como (3822), Lodi (2032), Cremona (1444), Derthona (0716), Soncino (2341), Trezzo (3032).
- Imperial side wins a Standard victory:
 - at the end of the Scenario if no town or city in the Duchy of Milano listed above (included Milano) is occupied by a French Force unless Besieged by an Imperial Force
- Imperial side wins a Strategic victory:
 - at the end of **any** turn, if King François I is killed or captured
- See Special Rules and Events for conditions for a French Strategic Victory.
- Any other result is a draw

AP Scheduling:

Turn	French	Imperial
At Start	5	5
November, 1	6	2
November, 5	5	1
December, 3	5	4
January, 1 (1525)	5	5

January, 5	3	2
February, 3	3	2

Supply Sources:

- French: all primary and secondary roads exiting west (0401, 0801, 1801, 2301, 3201) and hex 0114.
- Imperial: all primary and secondary roads exiting east (0252, 1152, 1552, 2552, 2752) and hex 4029 (north of Lecco).

Cap. Generali:

- French: François I
- Imperial: Lannoy, Bourbon

Initial set-up, Minor Capitani and Breakdown units:

French Army:

Capitano cards: Suffolk (2), Montmorency (3), French Minor (4), Albany (5), Tremouille (6), La Palice (9), Lorraine (13), Bonnavet (16), Giovanni (30), Florange (31), François I (34)

At Novara (2611), Cap.Gen. François I, Any Order with:

- French Gendarmes: 10 SP (1 x 10)
- French Infantry: 8 SP (1 x 8)
- French Artillery: 6 SP (3 x 2)
- Swiss Infantry: 22 SP (3 x 10)
- Field Engineers
- Pontoon Bridge
- Siege Artillery
- Subordinate/Unemployed Capitani: Florange, Suffolk, Lorraine, Bonnavet, Tremouille, Albany

At Novi (0213), Cap. Montmorency, Order: Attack with:

- French Infantry: 2 SP (1 x 4)
- Landsknecht ("Black Band"): 6 SP (1 x 8)
- Italian Light Cavalry (French service): 2 SP (1 x 4)

At Asti (0801), Cap. La Palice, Order: Attack with:

- French Gendarmes: 5 SP (1 x 5)
- French Infantry: 2 SP (1 x 4)
- Landsknecht (French service): 10 SP (2 x 8)

Minor Capitani: 1 French, not deployed

Breakdown Units available:

- French Gendarmes: (2 x 5)
- Swiss Infantry: (2 x 5)
- Landsknecht (French service): (2 x 4)

Imperial Army:

Capitano cards: Imperial Minor (7 and 8), Pescara (19), Lannoy (20), De Leyva (21), Frundsberg (23), Bourbon (24), Del Vasto (26), Sittich (28)

At Alessandria (0710), Cap. Gen. Bourbon, Order: Manoeuvre.

At hex 0809, Cap. Pescara, Order: Manoeuvre

With Bourbon and/or Pescara (the owning player arranges these combat units as he wishes):

- Spanish Infantry: 12 SP (2 x 8)
- Landsknecht (Imperial service): 1 SP (1 x 4)

Anywhere in the Duchy of Milano east of Tesino river ("Fiume Tesino"). The owning player arranges them in Forces as he wishes:

- Capitani: Lannoy, De Leyva, Del Vasto (Any Order)

- Imperial Heavy Cavalry: 4 SP (1 x 4)
- Imperial Artillery: 2 SP (1 x 2)
- Italian Infantry (Imperial service): 4 SP (1 x 4)
- Landsknecht (Imperial service): 10 SP (1 x 8 ; 1 x 4)
- Pontoon Bridge
- Field Engineers

Minor Capitani: 2 Imperial (they enter as reinforcements)

Breakdown Units available:

- Spanish Infantry: (2 x 4)
- Landsknecht (Imperial service): (2 x 4)

Reinforcements:

December, 1 turn:

Imperial:

Minor Capitano, at hex 2752 (east of Brescia), Order: Manoeuvre with:

- Landsknecht (Imperial service): 12 SP (1 x 8 , 1 x 4)

December, 2 turn:

French:

Appearing in the same hex as the French Cap. Gen.:

Cap. Giovanni (Bande Nere) with:

- Italian Light Cavalry ("Bande Nere"): 4 SP (1 x 4)
- Italian Infantry ("Bande Nere"): 4 SP (1 x 4)

January, 2 turn:

Imperial:

Appearing with any Imperial Capitano Generale inside the Duchy of Milano:

- Italian Infantry (Imperial service): 4 SP (1 x 4)
- Spanish Light Cavalry: 4 SP (1 x 4)

Troops Reliability:

Swiss Combat Units are "Sensitive".

Special Rules and Events:

1) Imperial Expedition to Genova. During turns when APs are received excluding *February, 3* (see AP scheduling), a die is rolled at the end of the Weather Phase. If the result is 1, 2, 3 or 4 nothing happens. If the result is 5 or 6, the Imperial side has disembarked his expeditionary Force in the port of Genova (off-map). If a disembarkation took place, the road to Genova map-edge hex (0114) is no longer a Supply Source for the French player; the die is not rolled for this rule for the remainder of the scenario. In addition, during the Activation Phase, two dice are rolled and the following table is consulted to determine the size, composition and scheduling of the reinforcement Imperial Force entering the map, at hex 0114.

Dice	Result
2 - 9	No reinforcements
10	3 turns after disembarkation: Min. Cap., Spanish Infantry 4 SP (1 x 4), Spanish Light Cavalry 2 SP (1 x 4)
11 - 12	2 turns after disembarkation: Min. Cap., Spanish Infantry 8 SP (1 x 8), Spanish Light Cavalry 4 SP (1 x 4)

2) Special Imperial Reinforcements. Beginning with the *December, 6* turn, an Imperial Capitano Generale may be sent to Tirolo (off-map) to recruit new Imperial units. The Capitano Generale must exit and re-enter from any road hex on the

eastern edge of the map. After exiting the map, he may re-enter two turns later (that is, during the third Activation Phase from whence he exited). He may postpone his re-entry until desired.

The returning Capitano Generale brings with him the Combat Units indicated below. In addition, as soon as the Capitano Generale re-enters the map, if he has a valid Command Path to another friendly Capitano Generale, a number of APs equal to a die roll are immediately received by the Imperial Army.

The accompanying Combat Units are:

Cap. Frundsberg with:

- Landsknecht ("Frundsberg"): 12 SP (2 x 8)

Cap. Sittich with:

- Imperial Heavy Cavalry: 2 SP (1 x 4)

Breakdown Units available:

- Landsknecht ("Frundsberg"): (2 x 4)

3) Expedition of the Duke of Albany. Before the *December, 6* turn the French player may commit an Expeditionary Force to Kingdom of Napoli (*Naples*, off-map) in order to obtain a larger victory. The Expeditionary Force must be composed of at least one Capitano, 12 Infantry SP, 1 Artillery SP and 5 (Heavy or Light) Cavalry SP. The Force is created during either the Command or Activation Phase and must exit from hex 0252 (east of Parma). This Force will be ineligible for return for the remainder of the Scenario. If the Scenario ends with a French victory or a draw, one die is rolled. If the result is **5** or **6** that will increase the level of victory: a draw will become a French Standard Victory; a French Standard Victory will become a French Strategic Victory.

4) Pestilence in Milano. If a Force starts the Scenario in Milano, or the first time a Force enters the hex of Milano, immediately roll a die. On a result of 1,2,3 or 4 there is Pestilence in Milano. Use a spare marker to indicate it. While there is Pestilence, a Force in Milano hex must roll for Attrition each turn with an additional +2 modifier to the die roll (only +1 if the Force is in Quarters). The Pestilence ends and the marker is removed after a Force in Milano rolls a natural 1 on the Attrition Table.

Regions Alignment:

Please refer to the Inset map for regions' codes..

The Duchy of Milano is composed of regions M, G and R. The Duchy of Milano is Aligned at start to the Imperial side. If Milano is ever occupied by a French Force, the Duchy of Milano becomes Not-aligned (that implies that all Fortresses in the Duchy may generate Militia to both sides. Note: in this case, the Imperial player should put a Conquered marker on all his owned towns or cities of the Duchy as a reminder) for the rest of the Scenario.

Region	Alignment	Region	Alignment
M	Imperial/Not-aligned	PP	Neutral
G	Imperial/ Not-aligned	F	Neutral
C	Neutral	A	Not-aligned
R	Imperial/ Not-aligned	S	Neutral
V	Neutral	E	Not-aligned

Historical Note: *The population of the Duchy of Milano had walked through a very long period of war and (relative) famine. That explains its easy attitude towards both pretenders, hoping this could prevent further disasters.*

First Player: French

19 Design Notes

by Nicola Contardi

Acknowledgments

"Historians have recognized in the Italian Wars the beginning of modern warfare. Europa Simulazioni have made that clear by creating an operational simulation of the campaigns, using the OSG System "Campaigns of Napoleon" as a starting point. In fact, a lot of the system had to be changed to reflect the state of the art in the 16th century. Wars were not so mobile, and sieges were still prominent. Much was learned in the attempt. I think this design will be very enlightening to students of the period."

- Kevin Zucker

This game would have never been created without Kevin Zucker and his Operational Studied Group. We wish to express our gratitude for all his contributions, especially for having created the "Campaigns of Napoleon" game system, to which this game was inspired so much (those who have played it know what I mean; sorry for the others).

Our primary intent in this game was to bring to light the contrasting fascination of this unique era. The choice was to create an operational level game on the Italian Wars, because, at least in the first period, these wars brought dramatic innovations in the art of war, as the accounts of Macchiavelli and Guicciardini emphasize.

Infantry

There are some key points which must be pointed out, when studying this period of warfare history. The main point is the growing influence of infantry, with respect to heavy cavalry, on the battlefield. This tendency was already apparent during the previous century; but the advent of the Swiss pikeman in the second half of the XVth century made it clear that a mass formation of well organized and trained men on foot, fighting with their pikes (a six meters long lance), could afford to stand even the best charging cavalry.

In the game Swiss pikemen have many abilities: their Quality rating is the 3, the most, which helps in any situation; they have an edge in hand-to-hand combat in an open field, and this explains their +1 on the Assault Table, and if charged by cavalry. They show their deficiencies when attacking a fortified position, because they tended to lose their compact formation; and they are much more exposed to artillery, because of their very large square formation (these factors are reflected in the relative modifiers in the Assault and Artillery Fire Table).

Heavy Cavalry

Heavy cavalry (that kind of armoured cavalry with a man bringing a lance as his primary arm) will be still in use for nearly a century, but its role on the battlefield was strongly reconsidered. Its shock power, the main value of the heavy cavalry, was seriously limited by the "weigh" of the couple "man and horse", and, in the end, could not compete with direct fire, especially if this fire was brought by men on horse. But this was a decline which took a long time, especially because of the resistance of cavalry men to abandon the old, and noble, way of make war.

In the game French Heavy cavalry have the best Quality rating, as these were the most formidable cavalry men of the era. Trained for years, they had no fear at all of attacking in an

exclusively linear formation and die in the attempt, perhaps shot by a musket ball fired by one of those sordid infantry men. Though even the best Heavy Cavalry has strong limitations when facing firearms in a charge (see the bad modifier on the Charge table) or when compelled to fight in broken terrain (see the Terrain Effect Chart). As for the use of Heavy Cavalry in the game, you cannot avoid to use it, but you know that you have a twofold arm in your hands: strong but very faint in certain situations.

Firearms

It is correct to see this period as the first which saw an extensive use of portable (or nearly) firearms among infantry, only defensively at first and the offensively later too. Firearms soon demonstrated their lethality and relative low cost; with time, this caused their progressive diffusion among infantry ranks, and, in the end, the substitution of the pikes for their role on the battlefield.

The player who is capable of bringing firearms in the right place in the right moment will have a sound edge. Firearms infantry (there were not yet mounted firearms in the Italian Wars) should be in every force which is going to be Assaulted or Charged, better if protected by fortifications (Earthworks).

Artillery

Achievements in firearms technology also generated an impulse to artillery building techniques. New technology cannons were firstly built and transported to Italy by the French. In some years the presence of valid artillery batteries on the battlefield became natural.

The improvement in the artillery building techniques made obsolete the medieval methods of building city fortifications, with high and thin walls. New studies on the art of fortification were accomplished by the most brilliant minds of the era, to overcome the problem of aggression by besieging artillery of the new type. These studies went on and gave concrete results with the ideation of the bastioned type of fortification (the so called "trace italienne"), capable of resisting to the artillery bombardment. By 1530, most of the most important European fortresses were being adapted to the new style of city walls and the old balance between means of aggression and means of defence in sieges was going to be established once again.

The possibility of an offensive strategy

So, from the first years of 1500 until about the first three decades of the century, a period was opened in which an offensive art of war, enforced by all the new technologies and techniques, was possible and a number of pitched battles was fought. After that, also due to the immense number of provoked casualties, pitched battles became a rare event, and a more defensive strategy of war was normally conducted by most leaders. Only in the XVIIth century the situation had to change again, with the evolutionary reform of Gustavus Adolphus from Sweden.

In the game artillery has a limited but not irrelevant role. In a Major Battle it may cause notable casualties especially among massed formations. During formal sieges it is necessary to open a breach in the walls, otherwise the besieging army is compelled to try to take the stronghold by starvation (or other means).

Leadership

The game clearly distinguishes between the Army commander (the Capitano Generale) and the simple commander (the Capitano). At those times the command of an army was entitled to a single personage, who was usually held in a superior esteem by the king (or the prince), or had managed in gaining a strong

influence at court. This is reflected in the Rank of the Capitano. The jealousy of the Capitani Generali to personally having overall command of troops was generally strong enough to leave the inferior rank commanders out of the strategic decisions. There were temporary exceptions to this rule, but this rigid structure of command was widespread among nations, and largely contributed to reduce an army's efficiency.

Manoeuvre

The sequence of play and the limited density of counters on the map, allow players to concentrate on the manoeuvre. It will be noted that not always armies march at the pace players desire to perform the intended action. King Francis Ist, entering Italy once again in 1524, in the campaign which would lead to his defeat at Pavia, stooped many times during the march, to go hunting in the estates of his princes friends. Generals had maps of the country, but the exact route was always determined on basis of information collected on the path. So often the way was lost and march was relented. The turn duration is five days and the game excludes the details of what an army did in those five days. The net result is that only leaders with superior initiative rating will allow their army to march at a desirable nearly constant rate. It may frequently happen that players manoeuvre quite a lot until they put one in front of another, entrenched. If this happens, players will follow their ancient counterparts, in that generals were used to have their men march for a while, than stop in a defensive position. It was a frequent tactics to entrench one in contact with the other army in the open field, and wait until the other's exhaustion due to lack of supply or wait until the other tried to escape, turning his back to the enemy and exposing himself to an high danger.

We think that the game well reproduce the swinging movements of manoeuvring armies of late XVth and XVIth century. What really distinguishes the two periods in Italy was the research for a decisive (and often bloody) battle after 1500.

March

In the game, infantry forces have an administrative (that means "march formation") movement allowance of 5 MP, that's to say, with 5-days turns and hex of Km 3.2 across, about Km 12 per day, marching at a normal pace on main road (presumably in good conditions). To say it all, the model implies a sequence of 4 days of real march, and a fifth day mainly devoted to set up an organized camp (during the days of march armies set up temporary camps), to collect and cook the food, to commit to non-military matters. The administrative march is normally performed in territories void of impending dangers of contacting the enemy. When approaching the enemy, armies marched at an inferior speed, namely about Km 5 per day or a bit more. That was due to the army assuming a march formation much slower but more suitable to exert a military action in case of need. When forcing the march, the covered distance grew, together with attrition losses. We got a fine example of administrative march (because enough long), and partly forced march, in the episode of the retreat of Charles VIII's army toward France in 1494. It was about Km 580-600 (from Napoli to Pisa) marched in about 30 days. In game terms this means 30-31 main road hexes per turn. That is very close to the speed of an army marching on main road, using administrative march and sometimes forcing the march, like that of Charles VIII. So slow march rates, compared to earlier times, should not astonish. Armies were very large, heavy mobs, slowed by huge trains, non-military personnel, limited discipline. The camp followers were often comparable in numbers to the soldiers. We have compared these numbers with those of the Napoleon's era,

derived from CoN series games. After reading Guicciardini accounts, one can realize that these differences are quite reasonable.

Battle

Battles have always been a matter of casualness. A tactics is a plan to have things happen more or less in a certain place, at more or less a certain moment. Each leader knows that this plan is subject to events of every nature, but that he has to have a plan. This simple affirmation was not so widespread during the Middle Ages. When armies belonging to different nations began to clash during the Italian Wars, the first applications of strategy and tactics in battles saw the light. Players should feel the difficulty to see their plans for battle applied, especially if their Capitano Generale is a poor one. For this reason they will be tempted to reduce the battle to a linear confrontation of raw force. If this happens they are not applying the new concept of war, but the old concept of "winning by the mass" of the Middle Ages. We hope that players will strive to exploit the many subtleties in the use of TOCs and to face with their limitations. The battle is subdivided in three fights (Vanguard, Main Body, Rear), which represent three different and contemporary situations: The Vanguard fight should be considered a side front, being the Main Body the centre where the Army wins or loses.

Supply

Contrary to a diffuse opinion, pillaging was not the main source of supply for armies of the XVIth century (at least in Italy). These men, and especially their leaders, could not simply take the liberty to devastate a country where they probably had to stay for a long time (the duration of the campaign) or where they wanted to assert their own authority as beloved masters. So pillaging was often a punishment action, or a scorched-earth tactics to press political decisions, or a demonstration of authority. Supply was obtained by the land, but, as a rule, was purchased, even if at "convenient" prices for soldiers. Some supplies, especially "dry" supplies (such as ammunitions, dresses, etc.), were transported along the lines of supplies. But, more relevantly, "money" was convoyed along these routes to pay troops and to purchase food and materials. The wage for an infantry soldier was typically close to the minimal subsistence and soldiers went at war mainly for their expectations from a winning campaign, than for their low wages. Offensive operations required a superior amount of money for wages and for the logistic setting, especially during sieges. To cope with problems of retrieving food, armies were accompanied by huge and slow "trains" of supply (even living supply, such as cattle, or flocks). The camp was a moving village in itself, always at a close distance from the main army.

In the game, the above form of supply is abstracted in APs flowing from the supply source to the receiving army, in a way that the more distant the Army is, the less probability it has to receive something. Lack of APs would mean that the soldiers could not be paid and any offensive strategy is doomed in the long period. We decide to omit the camp moving with an army, as this added unnecessary complexity. Instead, players will find that cutting line of communications will put the enemy side at bay.

Attrition

Also at those times, the "Pianura Padana" (the plan of the Po river, in the north of Italy) was one of the richest and most fertile parts of the country. So it is normal that armies had little problems to get food in a way or another. The music changed when the army stayed in a region with voluntary or imposed hostility from the local inhabitants or when the environmental conditions were adverse (bad weather, insalubrious lands,

prolonged sieges, etc.). The Attrition Table tries to reflect all this and players will note that the main causes of attrition are: forced marches (a sort of “mechanical” attrition, mainly due to dispersion of ill-disciplined troops) and hostile lands.

Combat Units Strength values

The basic equivalence for a SP is 1 SP = 500 infantry men or light cavalry men (light cavalry is considered equivalent to infantry for this purpose). The calculation for heavy cavalry is more complex. The sources often give us the numbers of soldiers in "lance" (plural of "lancia"). Often, but not always: sometimes only Men-At-Arms are cited. This was the main difficulty to determine exact numbers and only confrontation among sources allowed us to reach the target. A "lancia" was the typical formation of the heavy cavalry, composed of one mounted man-at-arm and generally from one to six other soldiers. The number of accompanying soldiers varied from nation to nation and from time to time. During the Italian Wars, for example, the French lancia was typically composed of one man-at-arm, three mounted light man-at-arm, two servants (non-combatant). The three light man-at-arm were usually equipped with a lighter armour for themselves and their horses. The lancia often fought as a whole; light cavalry was not separated from heavy cavalry during combat. We had to create a formula to take into account contributions of both kind of cavalry into a lancia, obtaining values comparable with infantry SPs. We stated an hypothesis about the numerical equivalence between men-at-arms strength and infantry strength. Then we used historical information for composition of lance to generate the right numbers. Following the example above, a French Heavy Cavalry SP turns out to be about 80 lance. Troops of different nationalities may have different lancia/SP ratios. Sometimes the light cavalry acted as independent force with respect to heavy cavalry (especially during later campaigns or in Spanish armies). In these cases we extracted light cavalry from the lancia and formed independent units; a lancia is reduced to mounted men-at-arms solely in these cases.

Combat Units Quality and Reliability

Combat Units Quality rating is basically a numerical extrapolation of Taylor's evaluations of troops. His book examines all combat units present in the game, giving us their relative forces and weaknesses. We assumed his considerations trustful. We compared them with Pieri, Oman and others. We reached a reasonable certitude about relative Qualities. I personally think that the game would need variable Quality rating for troops depending on time. For example Swiss pikemen quality rating should be 2 after the Bicocca. After that in fact they never showed the same attitude to large scale attacks and indifference to high losses. This is an open issue, after all Quality is a matter of discussion: there is no physical law allowing to assign exact values to fighting men. But combat in the game is structured as a “clash of qualities” instead of a clash of raw numbers (even if huge numbers, in the end, will probably win).

Reliability is independent from Quality, reflecting the sensitiveness of troops to have their contract for war be respected. For mercenary troops, this is trivial; noble chivalric men fought for other reasons than money: it might be for the honour, for the glory and for their deep belief in the superiority of Cavalry against all arms. These wars showed us fine warriors both among the mercenary (the Swiss above all other) and the chivalric nobles (the French man-at-arms for example).

20 Notes on map design

by Alessandro Gardini

The game map shows the main area of the Duchy of Milan and parts of the surrounding countries at the beginning of the 16th century. It describes the Po Valley from the city of Asti to the city of Parma in the west-east direction and from Alps to Appennines in the north-south. We chose two different scales horizontally (1:200000) and vertically (1:240000) in order to preserve the distances in hexes in these directions. The top of the map deviates from north by some degrees.

In order to define the features of the territory, we compared the today's military maps with maps of the past centuries and other bibliographic sources. Even if military cartography was at its very beginning at the time of the Italian Wars, we consider that most of the territory should not have changed so much until the Napoleonic era. So we examined some hundred maps and town plans from 16th up to 18th century, and in particular we used a very accurate map of the Austrian Lombardy made by the astronomers of Brera (Milan) at the end of the 18th century.

Another extremely interesting source was a manuscript written for military purposes at the time of the Italian Wars by a nobleman of Lodi for King Francis I of France. It is now preserved at the National Library of Brera, Milan (ref. A. Vignati, *Itinerario Militare*, AG XI 42). In this book, cities and towns and almost every village in northern Italy are described, together with the roads connecting them and the related distances, and the number of horses that could have been supposedly housed in it. According to this manuscript, we discovered that even the majority of the small villages and big farm houses ("cascine") that existed in the 16th century, do still exist today, while few ones have been added since then.

The demography of the period is not very well known: it was based mostly on families (or "fuochi") and performed for ecclesiastic and fiscal purposes. Emperor Charles V ordered to take a census of the Duchy of Milan in 1545-1546, but its results are not considered very reliable by the historians. To get an idea, we report here a list of the population of many of the largest cities on the map in year 1500:

Asti	8000
Bergamo	15000
Brescia	48000
Como	10000
Cremona	40000
Milano	100000
Parma	18000
Pavia	16000
Piacenza	25000

(ref. Carlo M. Cipolla, "Before the industrial revolution : European society and economy, 1000-1700").

It has to be remembered that the Italian population was severely affected by wars and related events like famine or plague during the Italian Wars. As example, the city of Treviglio counted about 13000 people in year 1499, while it did not reach 4500 souls in 1529, after a sack and many hand changing.

In general, cities were surrounded by a wall and contained also one or more strong castles ("cittadella"), usually connected to the

wall; smaller castles afforded defence to town and villages. Actually, so many small or not so small castles were scattered on the countryside that almost each hex on the map should contain one. On the other hand, most of these castles were ineffective, due to loss of maintenance and to the recent development of artillery. It was indeed during the Italian Wars that was developed a new kind of fortress, with low and thick walls, armed with guns and defended by bastions. Known as the "trace italienne", it will become common all over Europe and overseas in the following centuries. In the map, we defined cities and town taking in account their relevance, population and level of fortification.

The road net in the game was defined cross-referencing the maps of today with the old ones and the references in the manuscript above. Again we observed that almost each hex should contain a road of some kind, while on the other hand, the road maintenance was so bad that in some occasion, in winter, it was impossible to move guns along roads. So again, we decided to represent only the major communication axis with some relevant (and used) alternative.

The Po river altered its course many times in the past centuries until it was finally embanked. We described its lower course according to a map drawn in 1583 by an engineer of Piacenza, named Bolzoni, and preserved in the state archive of Parma. Again we checked that it is fairly consistent with the manuscript.

River crossing was performed mainly by ford or ferries, while bridges of boats were available on the mayor roads and close to the cities. Stone bridges were rare and usually fortified. We detected a few only: the bridge on the Ticino river at Pavia and the bridge on the Adda river at Trezzo. A third one, at Bobbio, is not very relevant to the game.

Rice cultivation started in Lombardy in the 15th century and spread rapidly in the 16th century. However, the rice fields on the map represent the status of this cultivation at later times. So they comprises indeed not only the actual rice-fields, but also some other kind of terrain that was converted later to rice-field. We think that it should not induce too big mistakes in the terms of the game.

The authors wish to thank many people that helped in this very interesting and amusing work. First of all, we wish to thank the Prof. Pasquale Tucci of the Astronomical Observatory of Brera, who lent us his copy of the map of the Austrian Lombardy. Then we thank Marco Galandra for his suggestions and information on the period, and a kindly visit to the battlefield of Pavia. Finally, we wish to remember here some friends that supplied us with maps, books, CDs and suggestions. In rigorous alphabetic order, namely, Alessandro Albanese, Alessandro Beretta, Chiara Marmo, Andrea Mazzolini, Giovanni Peroni and Livio Pinto. Once more, thanks to you all.

21 SELECT BIBLIOGRAPHY

This is a very concise bibliography on the subject, that is to say: the books we read to create this game.

Main sources:

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Storia d'Italia

Firenze, 1561

This is the main original source for the Italian Wars, covering all the period from 1492 to 1534, mainly from a political and military point of view. A fascinating, huge work.

Marino Sanuto

I Diarii 1496-1533

Venezia 1879

A complete, very detailed account of the campaigns. A difficult but informative source.

Paolo Giovio

Le vite del Gran capitano e del Marchese di Pescara

Bari, 1931

Another primary source, describing the lives of two of the most pre-eminent capitani of the era.

Reference works:

F.L. Taylor

The Art of War in Italy 1494-1529

London, 1920

A must. You should begin from this book to learn about Italian Wars and Renaissance warfare.

Ferdinand Lot

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A very detailed and accurate account of French Armies, and their enemies, during the XVth century.

Piero Pieri

Il Rinascimento e la crisi militare italiana

Torino, 1952

The most complete study about Renaissance warfare in Italy; a sound basis for historians and newcomers

Bert S. Hall

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Johns Hopkins University, 1997

Really useful book on technological aspects of XVth century warfare.

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Very interesting book about fortifications and siege warfare.

Sir John R. Hale

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Cambridge, 1984

What everyone should read to fully understand what war was meant to be in a renaissance state .

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Angous Konstam

Pavia 1525

Osprey Military Campaign Series n.44

A very pleasant reading for English readers.

Mario Troso

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Gorizia, 2002

A fresh study about the campaign and the battle of Novara

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Mario Troso

Italia! Italia!

1526-1530

La Prima Guerra d'Indipendenza Italiana

Parma, 2001

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Pisa, 2005

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Christopher Duffy

Siege Warfare; the Fortress in the early modern war 1494 – 1660

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Most comprehensive work on fortifications and siege warfare

Music:

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All is lost save Honour Sequence of Play

The game is played in a series of consecutive turns called Game-Turns. The Game-Turn marker must begin the game on the Turn Record Track as indicated in the Scenario Instructions. As a Game-Turn ends, advance the Game-Turn marker to the next space on the Turn Record Track. This process continues until the last Game-Turn ends, or until one Player achieves a Victory Condition that ends the game sooner. All activities must take place in the order outlined below. During the Activation Phase, Activations of both sides' Capitani take place. The "Active Player" is the Player whose Capitano has been Activated. The other is the "Inactive Player".

The First Player in each Scenario will be designated in the Scenario Instructions. Each Game-Turn is composed of six Phases.

A) WEATHER PHASE

Weather and its effects on Movement, Combat and Attrition is determined in this phase by a die always rolled by the First Player. (See "Weather", par.17).

B) COMMAND PHASE

The First player conducts the following two Segments; then the opposing player does the same:

1. Administrative Segment

a. At the scheduled turns (indicated in the Scenario Instructions and in yellow on the Turn record Track), the Capitano Generale receives Administrative Points and all Orders are removed.

b. Designate a Supply Source.

2. Organization Segment

a. Activate or deactivate Minor Capitani.

b. Transfer Combat Units between Capitani which occupy the same hex on the map. Transfer Subordinate or Unemployed Capitani on the map.

c. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality, unit type, Quality and Reliability. Create or Reassemble Breakdown Units.

d. Issue or re-issue Orders to Capitani on the map.

C) ACTIVATION PHASE

1. Deployment of Reinforcements

All reinforcements Forces available to both Players this turn are placed on their indicated entry hex. Then both players mutually conduct the following Segments:

2. Activation of Capitani

a. Both players indicate the Capitano on the map (including Reinforcements Capitani) they wish to activate. The First Player indicates first in the first activation of each turn.

b. Each player rolls a die, subtracting the result from the indicated Capitano's Initiative Rating. The Capitano's Initiative Rating may be modified by his Order or adjacent enemy Forces. Furthermore, if the Force has already been activated this turn, it will have a -1 modifier to its Initiative. The player obtaining the higher result determines which of the two Capitani Activates (see "Determine the Activating Capitano", par.7.2.2). The Activated Capitano performs his actions (see "What an Activated Capitano may do", par.7.2.4). An Activation marker is then placed on (or near) the Capitano counter, of value corresponding to the number of Activations that the Capitano undertook. If this is a second Activation, the Force will now check for Attrition.

c. This process is repeated from Step a. and the player who has just terminated the activation of his Capitano will indicate first his next Capitano. This process will end when: a) one Player's Capitani are all Finished (at most, two Activations for each Capitano) or b) one Player declines to activate any more Capitani.

d. The other Player may now make one activation (only) for each Capitano which was not previously activated in this Turn, in any order he wishes. For each Capitano the die is rolled and the Activated Capitano performs his actions (see "What an Activated Capitano may do", par.7.2.4).

3. Joint Consolidation

Both Players now consolidate any hexs that have two or more Capitani on the map, so that only one Capitano counter occupies each hex. Capitani in the same hex as their Capitano Generale are removed from the map and placed on the Capitano Generale's Card, in the appropriate box. Activation markers are removed from the map.

D) COMBAT AND ATTRITION PHASE

1. Intelligence

Capitani adjacent to enemy Forces with their front side up (name visible) reveal the composition of their Forces. Then, Capitani adjacent to enemy Forces with their front side down (hidden), are turned face up. *Note: adjacent is enough (not ZOC).*

2. Battle Resolution

Battles are resolved (see "Combat Procedures", par.11.2)

3. Joint Consolidation

Both Players now consolidate all Multi-Force hexs according to C.3, above.

4. Remove the Disruption markers

5. Attrition Segment

Forces check for Attrition if in an enemy ZOC, under Siege, in a Hostile region or in a Barren or Unhealthy Land (see Attrition Table).

E) VICTORY PHASE

Determine if the game ends due to Victory Conditions indicated in the Scenario Instructions.

F) ADVANCE GAME-TURN

Move the Game-Turn marker to the next space on the track and begin the next Game-Turn. Phases A) through F) are repeated in the same sequence as above.