el Gran Capitán
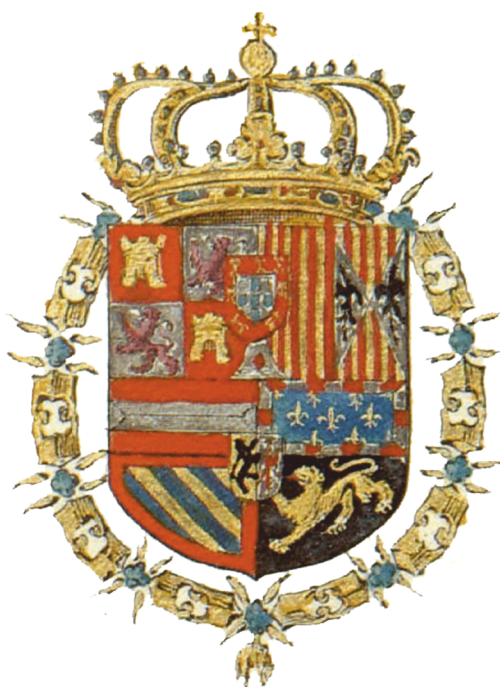
CAMPAIGNS OF THE ITALIAN WARS
1494 – 1530
Vol. II

RULE BOOK

El Gran Capitán

Who was Gonzalo Fernández de Córdoba y Enríquez de Aguilará?

He was one the greatest leaders in the history of warfare, mostly known to serious students of military history. A man of the middle nobility from the province of Cordoba, he gained his reputation fighting, and winning, all over Europe. He was as a protagonist in the Spanish "Reconquista", becoming expert in sieges and guerrilla warfare. Then he was ordered by Fernando and Isabel to fight in Southern Italy against the French crown. During these campaigns he devised his main innovations in the art of warfare, which announced a dramatic change in strategy and tactics to all of Europe.

Gonzalo believed that a battle should be sought only when a commander wants, not when his opponent wants. While such concepts seems natural, by the end of XV century the medieval style of waging war was still largely in use. Gonzalo was cruelly mocked by his enemies for his refusal to accept battle during the long period when he was besieged with his army in Barletta, just as long as he decided the moment was right for himself to exit from the fortress and deliver a safe attack and a sound setback to the same enemies at the battle of Cerignola (28th April 1503).

His innovations were in the field of tactics, with more effective use of firearms, separation of heavy and light cavalry, with limited employment of heavy cavalry and use of light cavalry to cut enemy lines, for pursuit and for guerrilla warfare; with regard to army organization, he reorganised his troops into structured formations, called "tercios", which were to dominate the battlefields of Europe for more than one and half centuries. But Gonzalo's innovations in tactics were not an end in itself: in the view of El Gran Capitán, tactical innovations were the means to introduce a completely new strategy in war, the final goal of a commander being to prepare and deliver the "final crushing blow" to the enemy. With Gonzalo, the military experience of command definitively left the Middle Ages and entered the Modern Era. In the words of Taylor, the great, unsurpassed historian of the Italian Wars "His campaigns have a unity of purpose, a machine-like progression, a careful fitting of means to ends, which raise him to a high place among the commanders of his own time. His care for men, the attention he paid to the interior economy of his army, and his practice of making thorough reconnaissances of the theatre of operations also show him to be a pioneer in the development of modern scientific warfare" (F.L.Taylor, "The Art of War in Italy", 1921)

This very synthetic account of the enterprises of a man of the XV century, whose life was rich, noble and fertile as no other, whose only enemy he did not manage to beat was the envy of other men, should be enough to explain why it is not only important, but also enriching and edifying, to remember him and his men. Today, as centuries ago, we still need examples of life to follow, not because we want war, but because everyone should strive with all his power to fulfil his potential, while at the same time upholding his own values of love for peace, loyalty, temperance and wisdom.

As El Gran Capitán did in the course of his entire life.

Nicola Contardi

The Italian Wars

Since Norman times, southern Italy had always been a unit in its own right, relative to the rest of the peninsula, which included the temporal patrimony of the Church and a series of Municipalities and Republics, and subsequently of Lordships. The South had always been a state, essentially monarchical, in need of strong central power and relative peripheral autonomy; it mattered little whether the king was foreign or local.

Although after the Vespers the island part of the reign (Sicily) had not always been consistent with the peninsular part, the Kingdom of Naples had been "French" (under the Anjou) for 153 years, from 1290. The small Mediterranean state, dispersed between Catalonia, Sicily and Sardinia will become strategically determinant, with the marriage (1469) between Queen Isabel de Castella and King Fernand II de Aragón. The two monarchs, both Catholic Kings, did not merge the two kingdoms immediately, but planned for unification to be completed after the final expulsion of the Muslims from Granada, which was accomplished upon their death. Thus the nation of Spain was born.

The birth of another strong European nation could only alter the precarious balance of power on the Italian peninsula. The young Spanish nation, eager to become a continental power (and soon to be a world power), found, in a weak and divided Italy, fertile ground to test its new economic power (it will grow even more with the discovery of America) and ideal lands to expand their territories. History gave her the casus belli: it was the crisis of Milan that triggered the storm on the South. The Lombard Duchy was led by Ludovico il Moro, uncle of the duke Gian Galeazzo II Sforza, who was not considered suitable for government, but was married to a grandaughter of the king of Naples, Ferrante or Ferdinando I of Aragón. Concerned by a possible Aragonese offensive, it was up to Ludovico il Moro (as the Pope had done with Charles of Anjou in the thirteenth century) to rescue the king of France, Charles VIII, inviting him to assert the claims of the Anjou over the

kingdom of Naples,who had, as mentioned, been driven out fifty years earlier. So, two years after Columbus' expedition, in September 1494, Charles VIII went to Italy. He arrived in Naples unmolested, while the enraged Ferrante was sheltering in Sicily. The "walk" of Charles VIII had worried Europe; Ludovico il Moro himself established an anti-French League which Venice, the Pope, Maximilian I of Habsburg and the Spanish sovereigns Ferdinand of Aragon and Isabella of Castile joined. The King of France was defeated at Fornovo and returned home, at which point everything seemed to end in a "Status quo ante". The French army invaded Italy with ease and this fueled the French and Spanish expansionist aims.

Charles VIII's successor, Louis XII, took Milan and made an agreement with Spain in 1500 with the secret treaty of Granada; Spain would have Calabria and Puglia, France, Campania and Abruzzo. The then king of Naples, Federico III, who was betrayed by his own house, abdicated in favor of the king of France, who granted him the Duchy of Anjou in exchange. This spark created the fire that moved the Spanish against the French again. It is with Louis XII that our protagonist came into play: Gonzalo Fernández de Córdoba, known as "the Great Captain"- "El Gran Capitán". His victories forced the French to sign the armistice of Lyon (1504) which assigned the Kingdom of Naples to Spain and left the French with control over the Duchy of Milan. The wars continued with Louis XII's successor, Francis I, who returned to Milan and challenged Charles V, the heir to the Spanish throne, who reigned over the empire "over which the sun never set". After various ups and downs and the imprisonment of Francis I (battle of Pavia), the king of France created, in 1526, the League of Cognac (France, Florence, Venice, Duchy of Milan, England). Pope Clement VII, one of the greatest supporters of Charles V for his defense of Catholicism on German soil in times of the Reformation, also joined the League. The move of the pope provoked a harsh reaction by the Spanish Habsburgs, with the gathering in Tyrol of 12,000 Landsknechts ready to make their descent to Italy. However, exasperated by the non-payment of their wages, the German mercenaries stormed Rome and occupied it, driven among other things by their hatred of the Church. In those countries where the Reformation had triumphed, the sack of Rome by the landsknechts was seen as a sign of the deliverance of divine justice.

It was the peace of Cateau-Cambrésis in 1559 that ended that sixty years of uninterrupted wars for dominion over Italy and hegemony in Europe. The balance that existed since the 13th century was effectively maintained: the South to Spain and the North to the Empire, instead of France, with no attempt to reunite the peninsula. Perhaps this is why it is somewhat misleading to define those conflicts as "Italian" Wars.

Enrico Acerbi

In memory of my beloved friend Donald Katz, who loved life, friends, wine and games. You had been longing for this game: wherever you are now, Don, I know you are smiling. I miss you.
Nicola

STANDARD RULES

1   INTRODUCTION

El Gran Capitán is the second installment in the "Campaigns of the Italian Wars" series, this time covering the wars in the south of Italy at the turn of XV and XVI centuries.

There are several differences in the game system with respect to vol. I, *All is lost save Honour*, so all players are encouraged to read this booklet thoroughly before starting to play the game. This booklet begins with the game's Standard Rules. Optional Rules follow, which add some more historical details to the game at the cost of an increasing playing complexity. Specific Scenario Instructions will guide players in how to play each of the campaigns.

1.1   GENERAL CONCEPTS

The game is designed for two players or sides. The game map represents Southern Italy where the campaigns covered by game were fought. The playing pieces represent the military forces which operated in that theatre, coming from France, Spain, Italy, Switzerland, Naples, etc., and will be controlled by one of the two sides. The way 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 neutral term "leader", as a simple way to remember that modern warfare was born here in Italy during this period).*

Capitani counters are deployed on the map, while the forces they command are placed on their off-map cards. 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 specific abilities of the commander. All types of Combat always take place "in" hexes and never between adjacent hexes.

1.2   GAME SCALE

Each hexagon represents an area *10* kilometres (about 6 miles) across. Each Strength Point represents roughly *five* hundred infantry men, from *seventy to ninety* Cavalry lances (each comprising a variable number of heavy and light cavalry men, depending upon nationality and historical period) or *1* artillery "*camerata*" (10 pieces). Game-Turn length is *fifteen* days.

1.3   GAME EQUIPMENT

El Gran Capitán contains the following components:
One game map, 22" x 34"
One and half sheets of die-cut counters
1 rulebook
7 backprinted charts with game tables and aids
24 backprinted Capitano Cards
2 dice

1.3.1 The Game Map. The Game Map depicts the territory of the Kingdom of Naples at the end of XV Century as well as some parts of the adjoining Papal States. The territory of the Kingdom of Naples is subdivided into the States which comprised the realm at that time. The Papal States and the States of the Kingdom of Naples are called "Regions" in game terms. The terrain conforms 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. *Note*: the city of Benevento is a Papal enclave, part of Lazio region (Papal States), "outside" the territory of Principato Ultra for all the game purposes.

1.3.1.1 Map Special features.
Fortress. A Fortress is a Fortified Town or a Fortified City. A Town is not a Fortress.
Port. Any "named location" on the map with an anchor symbol is a Port.
Full sea hexside. A full sea hexside is always impassable. Exceptions may exist in some Scenarios' Special rules.
State cards and boxes. For each State of the Kingdom of Naples, a State card is printed on the map to contain Baron units; moreover, double and single square boxes, to be used only in certain Scenarios, are connected to each State territory.

1.3.2 The Playing Pieces. The playing pieces come in some general types: military units, comprising *Combat Unit* and *Auxiliary Unit* counters; *Capitano* counters; *Baron* counters; *Informational* markers and *Tactical Chits (optional)*. Military Units are not placed on the game-map; they are placed on the Card of the Capitano they are assigned to. A Combat Unit's 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 tactical chits and informational markers will be explained later in this rulebook.

Markers and Chits are usually on a neutral background. The background colour of Combat Units and Capitani (leaders) represents their Nationality.
Combat Unit background:
  Blue: French
  Light Green: Italian (any service)
  Red: Swiss
  Orange: Spanish or Imperial
  Brown: Landsknecht (German mercenaries) (any service)
  Purple: Venetian
  White: Papal
  Red/Yellow: Aragonese
Auxiliary Unit background: Pale Yellow

Capitani background:
  Blue: French
  Beige: Spanish
  White: Papal
  Purple: Venetian
  Red/Yellow: Aragonese

Flags on the background of the Combat Units counters are provided for "historical flavour" only.

SAMPLE COMBAT UNITS

Nationality — Quality

Unit Type — Maximum Strength

Reliability Class — Movement Allowance

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, Field Engineers, Pontoon Bridge (see the Unit Chart).

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 is 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 loses 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.

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"**.

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, the presence of good lower rank officers etc. This value ranges from 0, 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 left corner of the counter as a red letter on white background.

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

Military Units on a pale yellow background are called "**Auxiliary Units**". Infantry with Firearms and Auxiliary Units are described inn detail in section 16, "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 and that Troop Quality is not present.

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

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

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

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

SAMPLE CAPITANO UNIT

Identification — Special Feature(s)

Bonus Star

Initiative Rating — Rank
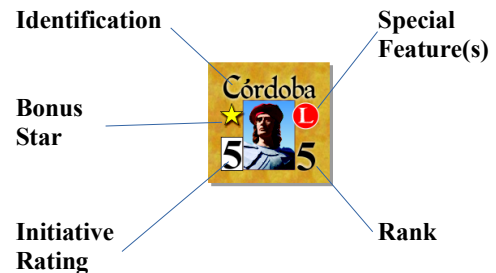
1.3.5 Capitani. The front side of Capitano counters displays the name of the Capitano, his **Initiative Rating** (in the lower left portion of the counter), the Capitano's **Rank** (in the lower right); maybe a **Bonus Point** (indicated by a star); maybe one or more **Special Features** of the Capitano (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. 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 Baron units. Baron units represent armies of local potentates and they can operate both as combat units or as individual Forces on the map. Their features and use are explained in section 16.3.

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

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 may be set up with their front side down. Newly dropped off Capitani *(see 7.3)* are deployed face down, hidden from the opposing player. Hidden Capitani are only revealed at the beginning of the Combat and Attrition Phase, if in the same hex as 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 on the map. Die-roll results on the Attrition, Combat or Discipline Table and their effects are visible 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 known only to the owning player; 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 and the Year 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, and the Year marker if necessary, 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' Capitano 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 the following 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.3).

B) COMMAND PHASE
1. Administrative Segment
a. At the scheduled turns (indicated in **yellow** on the Turn record Track), Capitani Generali *(see par.4.2)* of **both sides** receive **Administrative Points** (*par.6.3*) and all **Orders are removed**.
b. At the scheduled turns (indicated by a **sheep** on the Turn

record Track), Administrative Points for "**la Regia Dogana della Mena delle Pecore**" (*see par.20*) are received.
c. At the scheduled turns (indicated with a **crown** on the Turn Record Track), **Baron units** of **both sides** are replaced *(see par.16.3.1)*.
d. Both players designate their active **Supply Source** *(see par.6.1),* beginning with the First player.

Now the First player conducts the following Segment; then the opposing player does the same:
2. Organization Segment
a. Activate or deactivate Minor Capitani *(see par.4.5)*
b. Transfer Combat Units between Capitani which occupy the same hex on the map, including Baron units. Transfer Subordinate, Unemployed Capitani or Baron Forces *(see par.16.3.1)* on the map *(see par.7.1)*.
c. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality, Type, Quality and Reliability. Use Substitute Units to break down or regroup Combat Units *(see par.7.1)*.
d. Issue or re-issue **Orders to Capitani** *(see par.7.2)* **and Baron Forces** *(see par.16.3.1)* 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 *(see par.8.1)*. Then both players mutually conduct the following Segments:
2. Activation of Baron Forces *(see 16.3.1 for definition)*
a. Beginning from the First player, both players alternate activating **one** friendly **Baron Force** on the map at a time. The owning player rolls a die, subtracting the result from the indicated Baron's Initiative Rating. The Baron's Initiative Rating may be modified by his Order or enemy Forces in the same hex. Furthermore, if the Baron Force has already been activated this turn, it will have a –1 modifier to its Initiative. The Activated Baron Force performs his actions *(follow the prescriptions from par.8.2.3 to par.8.2.7 included)*. An Activation marker is then placed on (or near) the Baron counter, of value corresponding to the number of Activations that the Baron undertook. **If this is a second Activation, the Force will now check for Attrition** *(it is considered to have force marched)*.
b. This process will end when: a) one player's Baron Forces are all Finished (at most, two Activations for each Baron Force) or b) one player declines to activate any more Baron Force.
c. The other player may now make **one activation** (only) for each Baron Force which was not previously activated in this Turn, in any order he wishes.
3. Activation of Capitani
Note that activation procedure is different between Capitani and Barons.
a. Both players indicate one friendly 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 enemy Forces in the same hex. 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.8.2.2). The Activated Capitano performs his actions *(see "What an Activated Capitano may do", par.8.2.4)*. 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** *(it is considered to have force marched)*.

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.

4. Joint Consolidation
Both players now consolidate any *uncontested (see par.8.8)* hexes that have two or more friendly Capitani, or one Capitano with one or more Baron units *(see par.16.3)*, on the map, so that only one Capitano counter occupies each hex. Capitani in the same hex as their Capitano Generale *(see par.4.2)* 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 in **Contested** *(see par.8.8)* hexes (name visible) reveal the composition of their Forces.
2. Battle Resolution
All Battles are resolved *(see "Combat", par.12)*
3. Joint Consolidation
Both players now consolidate all Multi-Force hexes according to C.4, above. If a Capitano Generale is not present in the hex, excess Forces are displaced one hex, owning player's choice.
4. Remove the Disruption and Opposing River crossing markers
5. Attrition Segment
Forces check for Attrition if in a Hostile region, in a Barren Land, in a **Contested** hex, or under Siege *(see par.9)*.

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, and the Year marker if necessary, 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   WEATHER

There are **four** different types of weather, one of which must be in effect during each Game-Turn. The types are Fair, Rain, Mud 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.

3.1 Weather Effects on Movement, Attrition and Supply.
Attrition. Most weather conditions increase the severity of Attrition. Add *one* to the die roll when rolling for Attrition when the Weather is anything other than **Fair**.

Rain. Crossing a River during Rain costs **+1 MPs on a Bridge** (or +2 MPs if not on a bridge). During Rain weather also **Heath, Hill, Marsh and Mountain** terrains are considered Barren Land *(see the Attrition Table)*.

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

3.2 Weather Effects on Combat
Fair, Heat. No effect.

Rain. Subtract *one* from the Artillery fire die roll. Infantry units cannot use "Firearms" (disregard modifiers on the Assault Table; Firearms Tactical Option cannot 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.

4   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.

4.1   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.*

4.2   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.

4.2.1 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.

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

4.2.3 Joining Capitani Generali. During a Consolidation Segment, if two Capitani Generali of the same Army coexist in the same **uncontested** 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.

4.3   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).*

4.4   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.7.3),* may move *only once* in an Activation Phase and pay Terrain costs normally. 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.4.6.1.*

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.

4.5   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 de-activated (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; he may be activated from any kind of Force: Minor or Major *(see "Kinds of Forces", par.5.1)*; if eliminated, he is permanently removed from the game.

4.6   ELIMINATION OF CAPITANI

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

a)   When all of a Force's SPs are removed as a result of Combat or Pursuit *(see par.7 "The Force")*.

b)   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 less or equal 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.13.2).*

Note: A capturing Force is not required to reveal its Strength, whether successful in its capture attempt or not.

c)   When a combat result asks for a Capitano Elimination Check *(see par.4.6.1)*

4.6.1 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 a unit subordinate to the eliminated Capitano, the subordinate unit is also eliminated.

4.6.1.1 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 4*.6.1* ([**Major Battle Optional Rule O1.1**] 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 a new Corps.

4.6.2 Capitani Generali elimination. When a Capitano Generale is eliminated as result of Combat, the Capitano (never a Minor 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.4.6.1)*.

(**Note**: this promoted Capitano Generale may be one in addition to that with the highest Rank in play for that Army, see rule 4.2.1. 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 4.2.1. 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.

When a Capitano Generale is eliminated because of all of his Force's SPs are removed as a result of Combat or Pursuit (rule 4.6 case a), all of his AP's are lost and half of this amount (rounded up) are transferred to the opposing side.

4.6.3 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.7.3)*, the Force may not attack until the next Combat and Attrition Phase. Note that the Force may be attacked, though.

4.7 LEADERSHIP BONUS POINT

The Leadership Bonus is shown by a yellow 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.13.1)*.

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.12.4, 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.10.1)*.

Effect of Bonus Point on Attrition

The Primo Capitano's Leadership Bonus (if any) is subtracted from the Attrition die roll *(see "Attrition", par.9)*.

4.8 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***: A *"L" indicates strategic Leadership.*

4.8.1 Special Features Effects

Strategic Ability (L)

No APs are spent to issue an Order to a new Force which is created by a Force whose Primo Capitano has the Strategic Ability *(see par.7.3.3)*. Subsequently, the newly created Force(s) will have to pay for Orders as other Forces *(see 7.2)*.

As an exception to standard rule in par.11, a Capitano Generale with the Strategic Ability can consolidate with other friendly Forces also in a Contested hex, except Besieged Forces, just before the battle Resolution. Furthermore a Capitano with the Strategic Ability always uses the **Not-Affecting** line on the **Assault Table** when attacking and does **not** place a No Move marker on his force, after winning a Major Battle.

Capitano "Impetuoso" (I)

As a Subordinate leader or in a dropped-off Force, if a Capitano has the "Impetuosity" Special Feature, its Force must include at least one SP of Heavy Cavalry/Gendarme unit, if any of them are available. A Force containing a leader with the "I" must do at least one Charge during a Major Battle. During a Major Battle, if Cavalry Units are present in the Force, this Capitano must command at least one of them.

[Major Battle Optional Rule O1.1]: The leader must select and use the Cavalry Charge tactical option as his first option during a Major battle, whenever possible.

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 Fire die rolls on the Artillery Fire Table. Further, If the Capitano with the Siege ability is in the Besieged Force, **subtract one** from the opponent's Artillery die-roll.

Artillery Ability (A)

As an exception to Standard Rules, Artillery SPs can always be included in the odds determination in the Assault table if the Capitano with the Artillery Ability is involved in an Assault. This is also true for Major Battles: Artillery units fire and then are calculated in the odds determination (Step 7-a).

[Major Battle Optional Rule O1.1]: During a Major Battle, if a Capitano with the Artillery ability plays an Artillery chit, he may fire an ***unlimited*** number of rounds of fire, provided that no more than one round of fire is fired per Battle round.

Capitano "Cavaliere" (C)

The Capitano is a Chivalrous hero. Once per 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.6.3)* to issue an Attack Order to him is augmented by 1.

5 THE FORCE

A Force consists of one Capitano in one hex of the map and at least one Combat Unit on that Capitano's 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.

5.1 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. *Exception*: Minor Forces composed solely of Light Cavalry Combat Units, **composed of 1 SP** (any type) or Baron Forces always pay **0 AP** for Orders. Baron Forces are a special kind of Minor Forces *(see par.16.3)*.

5.2 MULTI-FORCE HEX

More than one friendly Force may end their movement in the same hex under the following circumstances:

1) Friendly Primi Capitani are moved into the same hex for the purpose of combining them into a single Force. In this case a Capitano Generale must be present in any Force in order to command the whole Force.

2) Forces are moved into a hex containing enemy Forces. The hex becomes a "**Contested**" hex *(see par.8.8)* and combat will follow in the ensuing Combat and Attrition Phase.

3) 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.

4) 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.

5) A **Baron unit(s)** *(see par.16.3)* enters a hex with a friendly Capitano who has not yet depleted his command capacity (or vice versa a Capitano enters a hex with a Baron unit(s)), as per *par.4.1,* who will consolidate the Baron unit(s) in his own Force.

5.3 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 Activation *(see par.8)*. The new Force will immediately be issued an Order *(see par.7)* 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 is already a Subordinate Capitano on the Capitano Generale's Card), and continue moving with the Cavalry. A Force being dropped-off still determines its attrition *(see par.9)* with the rest of the Force, and the number of SPs is the number that started the movement with the Capitano Generale.

6 SUPPLY

6.1 SUPPLY SOURCES

Eligible Supply Sources are listed in each Scenario and may be City or Port hexes **not Owned** *(see par15.1)* by the enemy side. There are generally several possible Supply Source hexes for each army. The Supply Source marker designates which one Supply Source is active at any given time for an army.

6.1.1 Changing the Supply Sources. The Active Supply Sources 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 to that Supply Source** *(see par.6.2)* **nor receive any Administrative Points from it** *(see par.6.3)*.

6.1.2 Capture of a Supply Source. If the Active Supply Source hex is occupied by an enemy Force (unless the hex is **Contested**, *see par.8.8 and 6.2*), 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 eligible Supply Source hex free of enemy units 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). You can return a Supply Source marker to play in a hex adjacent to an enemy unit.

6.2 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 **2** (two) hexes (excluding the road hex and including the Force hex). Apart from the last two hexes, the LOC may *not* depart from roads.

An LOC may not be traced through enemy Forces. It may be traced into, but not through, a Contested hex, with limitations *(see the Administrative Points Table)*. An **LOC** (or Command Path, *see par.7.2*) may **not** be traced **through Fortresses** owned by the **enemy** side *(see par.15)*. An LOC may never be traced through impassable hexsides. There is no additional MP cost for an LOC to cross bridges *(also Pontoon bridges)*. A Force beyond, or cut off from, such a Line of Communication during the Command Phase may not receive Administrative Points *(see par.6.3)*.

6.3 ADMINISTRATIVE POINTS

Administrative Points in this game function mainly as money for troops' wages and any form of tools and facilities for combat units. Food was normally purchased (sometimes stolen) from local population.

Administrative Points (AP's) are mainly used to issue Orders, which the player must exert for each Force if he wants it to undertake any military operation; APs may also be used to perform special tasks, as indicated in the Optional rules and 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***.***

6.3.1 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, counting **regions** crossed by the LOC, not hexes *(see the Administrative Points Table for details)*; roll two dice and cross-reference the LOC distance with the dice result.

Note: Some Weather conditions will affect the amount of APs that 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 4 Regions length from his active Supply Source. Five APs are the nominal*

quantity of APs scheduled to arrive this turn. A 3 is rolled, so 2 APs are actually received (5 – 3 = 2).

6.3.2 Multiple or no 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 to trace the LOC to. In the case where there is no Capitano Generale in play for an Army, the Capitani may trace their Command Path *(see 7.2)* to its Active Supply Source.

6.3.3 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. *No more than 19 APs may be accumulated by each 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 *(exceptions are given in the Scenario Instructions)*.

7 ARMY ORGANIZATION AND ORDERS

7.1 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 ***uncontested*** hex. This includes Baron units *(see par.16.3.1)* which can be consolidated in a Force. Subordinate Capitan, Unemployed Capitani and Baron units 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.7.2)*.

Strength Transfer
SP's from one Combat Unit may be transferred to another Combat Unit in the same Force or in another Force in the same hex, if the hex is ***uncontested***. 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, 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.

7.2 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.4.3)* 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 and traced only through passable hexsides. A Command Path may be freely traced into and through a Contested hex. When more than one Capitano Generale is present on the map, the owning player freely selects the one from which to issue every Order that Turn.

Each Order issued has a cost which depends upon the kind of Force (Minor or Major, *see par.5.1*) 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 or a Baron Force may receive Orders; unemployed or subordinate Capitani may not receive Orders *(see also "Unemployed Capitani", par.4.4)*. A Force may never remain without an Order. If an Order must be issued to a Force and the Force does not have a valid Command Path from the Capitano Generale, the Force will automatically receive a "*Forced*" Order *(see "Forcing Orders", par.7.3.1)*.

7.3 ORDERS

Orders have **no effect** on the ability of a Force to conduct *combat*. For example, a Force **in a Contested hex** with a Stand Order might attack. ***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 in an Owned (see 15.1) Fortress hex. The Force must remain in its hex, inside or outside the Fortress. The Force may expend Movement Points (ex.: to build Earthworks, see par.8.5), 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.10.2)*

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

"Manoeuvre"
Forces using a "Manoeuvre" order may conduct Regular March *(see "Actions", par.8.3)* and Road March *(see "Road March", par.8.7)*.

"Attack"
Forces using an "Attack" order may conduct Regular March and March to Battle *(see "Actions", par.8.3)*. 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.13.2)*. A Force with a "Retreat" Order may end its Retreat in an owned Town or 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**.

7.3.1 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 do an immediate Discipline Check (see par.10.1): modify the Discipline Check die-roll by +1.

7.3.2 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.*

7.3.3 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.8.1)

7.3.4 Removing Orders. During the Administrative Segment of 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.7.2).*
Procedure to remove Orders:
- First, all "Previous Attack" markers 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.7.3.5).*

7.3.5 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 to the one possibly required for a Forced Order. *(Note: This prevents unhistorical abuse of an offensive strategy).*

7.3.6 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).

8 ACTIVATION

Forces must be activated to perform the various game actions. Orders will restrict what Forces may do. The Force could possibly suffer Attrition during its Activation.
Note: strictly speaking, not all the actions imply Movement.

8.1 REINFORCEMENTS

Reinforcements are Capitani and Combat Units which do not begin the game on the map. Reinforcements composition, their entry hex and timing are dictated by 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 must comply to the stacking rules *(see par.11)* and the provisions of *rule 5.2 (Multi-force hex).*
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.

8.1.1 Delaying Reinforcements. If the entry hex is occupied by an enemy Force, Reinforcements cannot enter the map (unless differently specified in the Scenario Instructions). The owning player may delay the entry of his Reinforcements indefinitely, whether the designated entry hex is free of enemy occupation or not.

8.2 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.8.2.1)
2. Each player calculates and applies **modifiers to the Initiative** ratings of the indicated Capitano for: **Order**, **Enemy Forces** in the same hex, **second Activation** (see. par.8.2.3)
3. Each player rolls a die and subtracts the die-roll result from the modified Initiative Rating of his own Capitano (see par.8.2.2) The result will...
   a) determine who activates, and
   b) tell you the modified Movement Allowance
4. **Activate/Move** (see par.8.2.4)
5. **Check Attrition** (only if this is a Second Activation) (see par.9)

8.2.1 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.3.c case b) and rule par.8.2.7).*
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.4.4).*

8.2.2 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.

8.2.3 Modifications to Initiative.
The Initiative used to activate a Capitano may be modified by the following conditions:
- **Orders:** some Orders imply a modifier to the Initiative Rating *(see par.8.2.5 and the Orders Table)*
- **Enemy Forces:** the Initiative is affected by enemy Forces in **the same hex** *(see the Initiative Modifier table and par.8.8.2)*
- **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.

8.2.4 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 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), **to a minimum of –3**.
If the result is greater than 0, 1 is added to the Force's Movement Allowance.
Example: One player attempts to move a Primo Capitano with an Initiative Rating of 2 (supposing no Initiative modifiers), commanding Infantry Units with Movement Allowance of 5. If the Activation die-roll is equal to "2", 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 2 and a –2 results. If a "6" would be rolled, 2–6 = –4 , but the maximum penalty is –3. This –3 is a penalty to the Force's movement allowance, which so can only move 2 Movement Points in that march. If a "1" would be rolled, the Force could move 6 Movement Points.

8.2.5 Influence of Orders on Activation.
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**.

8.2.6 Marking Activations.
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.8.3)*.

8.2.7 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.

8.3 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 with an enemy Force. This is the usual way Forces move and no specific marker is provided.

Road March
A Road March doubles the Force's Movement allowance on roads *(see "Road March", par.8.7 for details)*. A specific marker is provided.

March to Battle
A March to Battle allows a Force to move normally; the Force may enter any allowable hex, *even into* an enemy Force hex. 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.10.2 for details)*.

8.4 MOVEMENT

Forces of both sides normally move during the Activation Phase *(Note: A Force may also move when 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, 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.8.2.4)* 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")*. Only a Force with an Attack Order can enter a hex occupied by an enemy Force.

8.5 EARTHWORKS

Note: Scenario Instructions may specify limitations to this rule.
Historical note: El Gran Capitán was the first leader in the Italian Wars who succeeded to make effective use of earthworks combined with firearms in battle. The occasion was the battle of Cerignola, 28 April 1503, where he smashed a square of Swiss troops and the famous French heavy cavalry (the greatest soldiers of the era),

defending effectively by means of firearms and then counter-attacking from a well defended position protected by earthworks.

Forces (**but not Baron Forces**) with any Order except Retreat, composed of at least 2 **Infantry** SPs may expend Movement Points to set up Earthworks (fortifications) in any, even **Contested**, hex. A Force with an Earthworks marker is *not compelled* to attack *(see 12.2.4 point 2)*. Earthworks allow Sieges, in that Siege procedure may be initiated only by a Force with an Earthworks marker.

A Force may place an Earthworks marker on itself at the cost of **1 MP**. After an activation, if there is no Force in the hex capable of building Earthworks, the Earthworks marker is immediately removed from the map.

When multiple friendly forces coexist in the same hex, each one retains (or has not) its own Earthworks marker. If any Earthworks marker is present on any of these Forces, if and when they will Consolidate, the resulting Force will have an Earthworks marker.

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).

8.5.1 Combat Effects of Earthworks. If a Force under an Earthworks marker is attacked, **two more** of the defender's SPs are doubled when calculating odds on the Assault Table; furthermore the attack will be **Affecting**. *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 2 + 2 = 4 SPs are doubled. So a Force with, say, 10 SPs would total 4 * 2 + 6 = 14 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 the **defending** Force has an Earthworks marker *(see the Cavalry Charge Table, the Artillery Fire Table and the Assault Table for details)*. An attacking Force with an Earthworks maker never benefits from it in combat.

8.6   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 hexes. The basic Movement Point cost to enter 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.

8.6.1 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 Fortified City 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.*

8.6.2 Rivers. If crossing a River on a Road (that is, via a Bridge), the cost to enter the hex on the other side of the River would be the same as for the road (plus hexside cost for the Bridge).

A Bridge (in game terms) is assumed to be present when any kind of Road crosses a River. Rivers may also be crossed far from Roads hexes, but a different terrain cost is paid. Pontoon bridges may also be built on Rivers.

Pontoon Bridges may be deployed, but no other Bridge may be built nor any Bridge may be destroyed.

There is no additional effect to an LOC for crossing rivers.

8.6.2.1 Effects of crossing rivers. A Major Force crossing a River by **any** means becomes Disrupted *(see "Disruption", par.10.3)* after crossing the river, if it expended **2** or more additional MP's to cross the river.

Example: *A Major Force crossing a River at a Bridge during Rain weather pays +2 MP, and becomes Disrupted.*

8.6.3 Fortress. A **Fortress** is a hex containing a Fortified Town or City. A limited number of Strength Points may receive the benefit of a Fortress hex *(see par.17, "Fortresses")*. A Force may freely enter a Fortress hex free of enemy Forces.

8.6.4 Map Edge. A Force may not voluntarily move off the map.

8.6.5 Entering Occupied hexes. A Force entering an enemy occupied hex must stop in the hex and may not move further in that Activation. A Force may pass through any friendly Force during Movement or Retreat, without any effect.

8.7   ROAD MARCH

An Activated Capitano with a Manoeuvre Order may use Road March. This augments his Force's Movement Allowance on Roads (but leaves it more vulnerable to attacks). The Force may declare Road March at any moment during its move, paying 1 additional MP to begin the action (put a "Road March" marker on the Force to indicate it is in Road March mode). The Force exerting a Road March doubles its remaining Movement Allowance and may move only on Roads. Such a Force may not expend MP's other than to move along roads. If the Force voluntarily leaves Road March, the "Road 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 two **(2)** hexes from an enemy Force (regardless of impassable terrain or other units). A Force in Road March may never stack with another friendly Force in Road March.

If a Force is attacked while in Road 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 Road March mode.

Note: Any modification to the Movement Allowance of the Force *(see par.8.2.3 and par.8.2.4)* takes place before the doubling for Road March, not after.

8.8   CONTESTED HEXES

Forces of both sides in a single hex are said to contest the hex, and the hex is said "Contested". Otherwise the hex is said "uncontested".

8.8.1 Contesting a hex. A Force can enter a hex with an enemy Force(s) under the following conditions:

1. **half of more the Force's Combat Units are in "good order"** *and*
2. **it has an Attack Order (see par.7.3) and**
3. **it has enough Movement Points to enter the hex**

A Force must stop when entering a hex with an enemy Force and may move no further in that Activation, though it may **expend Movement Points to build Earthworks (see 8.5).**

There is no extra cost to enter a hex with an enemy Force. Artillery Units may never enter such hexes, unless part of a mixed Force, with cavalry and/or infantry. Capitani are revealed (counter front side visible) when entering a hex with an enemy Force, but not the composition of their Forces, which is revealed only at the beginning of the Combat and Attrition Phase (Segment **D.1** of the Sequence of Play).

8.8.2 Exiting Contested hexes.
A Force **may try to exit** a Contested hex at the beginning of an Activation. **It costs one additional MP to exit a Contested hex.**

The standard procedure for Activation outlined in par.8.2 is followed and the indicated Capitano's Initiative will be modified by the Initiative of the enemy Primo Capitano(s) for Activation purposes. If there are more enemy Capitani in the Contested hex, the highest enemy Initiative Rating is used to determine the Initiative Modifier (and the subsequent Pursuit effects). Consult the Initiative Modifier Table using the enemy Capitano(s)'s Initiative and apply other applicable modifiers indicated there. The resulting number will modify the indicated Capitano's Initiative.

Note that when a besieging Force tries to exit from a Besieged hex, consider also enemy Capitano/i in the Besieged Fortress. Forces departing from a Siege suffer Pursuit normally by the Besieged Force (as for par.8.8.2.1). A Besieged Force may try to exit from a Contested hex, but there is a penalty in the form of an Initiative modifier (see the Initiative Modifier Table).

A Force **must exit** a Contested hex at the first occasion, if conditions 1) of rule 8.8.1 is not satisfied during a Turn. The Force will suffer Pursuit effects as of 8.8.2.1

Example: *A Capitano with an Initiative Rating of "2" wishes to exit a hex with 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" results. Though the resulting MP penalty is –3, see 8.2.4*

8.8.2.1 Pursuit after exiting Contested hexes.
If a Force obtains enough Movement Points during an Activation, it can exit from a Contested hex. This move causes automatic Pursuit by the enemy Force(s) in the Contested hex. The moving Force may use Movement Points to reduce Pursuit effects.

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

If a Force obtains enough MPs to move, before it moves the enemy Force(s) applies the Pursuit procedure using the Pursuit Table *(see "Pursuit", par.12.4, Step 10-a)*. Pursuit die roll is **modified by –1 for each full Movement Point** voluntarily expended by the moving Force (if any are available), in addition to those used to enter the hex. The moving Force may resume movement after Pursuit, if it is possible to do it.

When more than one enemy Forces are in the Contested hex, each of them will roll on the Pursuit Table, in the order chosen by the owning player, using the same die-roll cumulative modifier.

Exception 1: A Force occupying a **Fortress** will not suffer this kind of Pursuit, if, before leaving, is able to drop off a Force in the Contested hex *(Note: the dropped-off Force will function as a rearguard)*. ***Exception 2:*** A Force retreating after combat is not subjected to this rule. ***Exception 3***: A Force composed of only Demoralized combat units cannot Pursue.

Exception 4: An Ambushing Force *(see par.16.4.2)* can exit from a Contested hex, but it cannot use Movement Points to modify the Pursuit die-roll

8.8.2.2 Limitation in exiting from Contested hexes.
A Force may never move directly from a Contested hex to a hex with an enemy Force.

8.9 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.

An Attack from March requires the expenditure of **1** Movement Point on the part of the Active Force, in addition to the cost to enter the hex of the attacked Force.

Note: you cannot Attack from March if you haven't enough MP's to enter the enemy hex + 1.

The Force enters the hex with the enemy Force to be attacked (it must comply to the conditions indicated in 8.8.1 to enter the enemy occupied hex). 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.12.2.2*), with the attacking Force using the **Affecting** row on the Assault Table *(see "Skirmish", par.12.5)*. The attacked Force might Retreat before Combat *(see par.12.3.2)*.

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. Then, if the Attack from March was successful, the Active Force may continue its move; otherwise, the Active Force must end its move.

8.9.1 Limitations.
A Force in a Fortified City hex may not be Attacked from March.

8.9.2 Attack from March limitations.
An Attack from March attempt may be performed only if there is just one enemy Force in the hex. The hex may also be already Contested, any friendly Forces there do not take part in the attack and are ignored.

8.9.3 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 (it can attempt another Attack from March if the need arises during its move).

9   ATTRITION

Military losses due to non-combat conditions (scarce or poor food, diseases, desertions, etc.) historically have been often the main cause of the reduction of an army's efficiency. The Italian Wars was no exception, though undoubtedly the nicer climate in Southern Italy played a healthy role.

A Force will check for Attrition under the following circumstances:

1. At the end of a "second" Activation, even if the Force 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.15)
- the Force is in a Barren Land *(see the Attrition Table)*
- the Force is in a Contested hex or 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.

In any case, if a Force obtains a modified die-roll result of **9 or more,** a "Plague" marker is placed on the hex. If this hex is a Town or City, the marker remains until the end of the Scenario. Otherwise, the marker is removed at the end of the current Game Turn. Any Force in a hex with a "Plague" marker rolling for Attrition in the Combat and Attrition Phase (only) receives a **+4** modifier to the Attrition die-roll.

Modifiers of the Attrition Die Roll*:*

1) Certain conditions of weather *(see the Attrition Table)*.
2) **–1 , if the Primo Capitano has a Bonus Star**
3) **+1** for each full MP spent in a second Activation (add up to four to the die roll).
4) **+2** if the Force is Besieged with No LOC (+0 with a LOC).
5) **+4** if the hex as a "Plague" marker

10 DISCIPLINE

10.1 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 indicated on the counter.

During the Command Phase, this procedure is required when a Force is issued a Forced Order and/or for Continuous Attack *(see "Orders", par.7.3);* 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

10.1.1 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 Fire) may not be used further in the current combat, nor may they be selected to absorb losses or any other result during combat (after the Major battle, 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). So it cannot Contest a hex.

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

- 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
- if attacked, it must Retreat before Combat after the Step 2 of the Combat Sequence *(see also par.12.3.2)*
- may not initiate any form of Combat

10.2 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 a Contested hex**. 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.

10.3 DISRUPTION

A *Major* Force may become **Disrupted** when crossing a River *(see par.8.6.2.1);* any Force becomes Disrupted when Storming a Fortress *(see par.12.5)* or as affect of *Pillaging (see par.19)*.

During the game, whenever a Force becomes Disrupted, immediately put a "Disrupted" marker on the Force. While a Force is Disrupted, the Quality rating of all its Combat Units is reduced by 1, in addition to any other possible reduction. Disruption markers are removed from all the combat units in the segment D.4 of the Sequence of Play. No additional effect if a Disrupted Force becomes Disrupted again.

11 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 and to the number of Friendly Forces that may pass through a single hex during the Activation Phase *(Exception: "Road March")*.

Though, **no more than three Forces** of any kind (including Baron Forces, *see par.16.3*) **per side** may ever occupy the same hex. Capitani in the same uncontested 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 "Stacking Minor Forces", par.11.1 and "Multi-Force Hex", par.5.2).* Baron Forces must be consolidated as combat units. Consolidation is normally not allowed in Contested hexes.

11.1 STACKING MINOR FORCES

During a Consolidation Segment, two or more friendly Minor Forces, including Baron forces, still coexisting in the same uncontested hex (because, for example, they did not manage to exit from 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. Voluntarily stacking Baron forces alone is not allowed.

12 COMBAT

12.1 DEFINITIONS

Highest Initiative Force in a Contested Hex

When more than one Force, friendly and/or enemy, coexists in the same hex, the Highest Initiative Force (HIF) is the Force whose Primo Capitano has the highest printed Initiative among all other (friendly or enemy) Capitani. If more than one Capitano shares the same maximum printed Initiative Rating, that with a Bonus star represents the HIF. If still undecided, roll a die and determine the HIF randomly..

12.2 PROCEDURE

12.2.1 Generalities.

Each Force in a Contested hex at the beginning of the Combat and Attrition Phase may take part in the Battle in that hex. A Battle consists of one or two combats in a contested hex, each combat being one of four types: **Major Battle, Skirmish, Siege** and **Sortie** (see 12.2.2) conducted only by Forces in the Battle hex. The "Battle Resolution" Segment of the Sequence of Play is resolved as follows:

a) **Select a Contested hex**. The Scenario's First Player decides the order with which all Contested hexes are considered to resolve combats.

b) **Sort Forces**. Mark the Contested hex with the "**Battle**" marker and transfer all involved Capitani in a big hex of the Battle Roster. Sort all Capitani according to their Initiative, then …

c) **Occupying the Fortress**. If the Battle hex contains a Fortress, the owning player can have any **one** of his Forces in the Battle hex occupy the Fortress and defend *inside* of it: this Force can be attacked (see *par.12.3* Step 2) and can do a **Sortie** (see *par.12.7*). Otherwise, all of his Forces will fight *outside* of it.

d) The **HIF** (see *par.12.1*) **must decide to attack or be attacked** by any one enemy Force. **If the owning player decides to be attacked**, he must select any one eligible enemy Force in the Battle hex and that enemy Force is **compelled** to attack. *Exceptions*: see *par.12.2.4*

e) **Determine the Type of combat** *(see par.1.2.2)* **and resolve the Combat** *(see par.12.3)*

f) **Counterattack.** If the Battle hex is still Contested, the Primo Capitano with the highest Initiative of the side **opposing to the HIF** (when undecided select this one as in *par.12.1*) now performs the step exactly as in d) above. Then another Combat (step e) is resolved (see *par.12.3*)

g) **Repeat the process**. Move to another Contested hex and repeat the whole process from Step a) above until all battle situations are resolved.

12.2.2 Types of Combat.

a. **Major Battle**. A Combat in which the Primo Capitano is a Capitano Generale for *both* the attacker and defender. All combat units of both Forces will be involved in the combat.

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

d. **Sortie**. A Combat in which the attacker is *attacking out of* a Fortress. Artillery is not included in the battle.

12.2.3 Forces that are REQUIRED to attack.
Generally, a Force must attack or compel to attack one enemy Force in the Battle hex. *Exceptions*: see *par.12.2.4*

12.2.4 Forces that are NOT required to attack.
Forces in the following conditions are never required to attack nor may be compelled by an enemy Force to attack:

1) a Force is not required to attack, nor may be compelled to attack, an enemy Force defending *inside* the Fortress (*see Step (c) above, Occupying the Fortress*)

2) a Force *inside* a Fortress (*see 12.2.1 Step (c) above*) or protected behind **Earthworks** (*see par.8.5*)

3) a Force composed of half or more Demoralised Combat Units may not attack.

Important: A Force cannot compel to attack an enemy Force whose Primo Capitano has **an equal or higher** Initiative rating.

12.3 COMBAT RESOLUTION

All types of combat share the same first two steps (see below). Each further step depends on the type of combat applicable and it is explained later in the rules.

DESIGNATE THE ATTACKING FORCE (Step 1)
The Force deciding to attack or which has been compelled to attack is the Attacking Force. If there are more than one enemy

Force in the Battle hex which can be compelled to attack, the friendly Force may choose which one is the attacking Force.

A Force may be compelled to attack and then Counterattack in the same Battle.

DESIGNATE THE DEFENDING FORCE (Step 2)

If a Force decides to attack and there is more than one enemy Force in the Battle hex, the attacking player may choose which one enemy Force is the defending Force.

If a friendly Force compels an enemy Force to attack, the friendly Force will be the defending Force.

If the defending Force is *outside the Fortress (see par.12.2.1 Step c above)*, the combat procedure continues with a Major Battle, Skirmish or Sortie, considering the combat effects of the other terrain in the hex.

If the defending Force is *inside the Fortress,* the attacking player may:

a) begin a **Siege** procedure (if he is in a position to do so, *see "Declaring a Siege", below)* or

b) "*Storm*" the Fortress, using a Skirmish procedure *(see "Skirmish", par.12.5, "Determine the Fighting Force", case b)*. The defending Force will benefit from the **Fortress effects only** if it defends *inside* the Fortress *(see TEC)*.

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

12.3.1 Declaring a Siege.
A Force intending to begin a Siege Combat must be in **Earthworks** at the moment of declaration *(see also "Earthworks", par.8.5)* with an **Attack order**. If a Siege Status Level marker is not already present, a Siege Status Level **0** marker is placed over the defending Force and a Siege marker on, or beside, the declaring Force during Step 2 of the Combat resolution. From this moment on, the defending Force will continue to Occupy the Fortress (in terms of *par.12.2.1 Step c*) and is **Besieged**. The Siege Status Level marker will reflect the current level of Siege status and will be removed as soon as the besieging Force (that with a Siege marker) leaves the Contested hex or the Fortress is Conquered, *see par.15.2* (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.

12.3.2 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, using its full Movement Allowance, unless it defends *inside* a Fortress.

This Retreat follows the rules and priorities of Retreat after Combat *(see "Execute the Retreat", par.13.2),* except that the Retreating Force will be pursued by the attacking Force, just like when exiting from Contested hexes *(see par.8.8.2.1)*. Combat is over and the winner remains in the hex.

12.3.3 Terrain effects in Combat.
For all types of Combat, the terrain of the Battle hex is taken into account when resolving an Attack on the Assault Table *(see par.13.1, "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 the hex, only if the Force defends *inside* the Fortress.

Siege Exception: During Siege Combat, Artillery fire from the **Besieged Force only** is affected by the Battle hex terrain.

Earthworks: an Attacking Force (see Designate the Attacking Force (Step 1)) loses the advantages of being in Earthworks for all the duration of the Battle. Note: such a Force might be "compelled to attack" during Counterattack.

12.3.3.1 Opposing river crossing.
if a Force enters an enemy occupied hex by crossing a directly adjacent River hexside, the Force receives an Opposing River Crossing marker and will be subject to the effects indicated in the various game tables. The marker is removed at the end of the Combat Phase.

[When using "Major Battle Optional Rule O1.1", the "River" chit is received by the defending Force, see "Tactical Options"].

12.4   MAJOR BATTLE

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. 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. Each player deploys the Capitani involved in one of the two sections of the "Major Battle" box of the Battle Roster.

RESERVE (Step 4-a)

Each player, beginning with the Attacker, may designate one or more Corps as Reserve, deploying them in their own section of the Battle Roster. Designated Reserves are not involved in the battle and are ignored during the following steps, up to and including Step 8-a. Not all Corps can be placed in Reserve, at least one Corps must fight.

ARTILLERY FIRE (Step 5-a)

Each player selects one Corps with Artillery units, totals the number of undemoralised Artillery Strength Points available and resolves artillery fire using the **Artillery Fire** Table *(see par.13.3 for details)*. Artillery Fire consist of **two rounds of fire**. The firing player decides which one enemy Corps is the target of Artillery Fire. After the first round of fire is mutually executed and results are applied, both players proceed with the second round of fire on the same target Corps.

CAVALRY CHARGE (Step 6-a)

Each player, beginning with the attacker, selects one Corps with undemoralised **Cavalry** units, decides which Cavalry units he wants to commit to the charge, which one enemy Corps and

which specific undemoralised enemy combat unit is the target of his Cavalry Charge, sums up the attacking Strength Points and resolves the Cavalry Charge using the **Cavalry Charge Table**. If both players decide to charge, charges are executed simultaneously and one against each other. Mark Charging units with a "Charge!" marker.

To execute a Charge, count all undemoralized SPs of the charging Cavalry units and consult the Cavalry Charge Table taking into account: SPs, Cavalry Quality, Heavy Cavalry Charge, Terrain any other indicated die-roll modifier. The player rolls one die; the result is implemented in this order: SPs lost; Demoralisation; Discipline Checks; Capitani elimination check. Apply the results of the Charge immediately.

MAIN BODY ENGAGEMENT (Step 7-a)

Beginning with the Capitano with the highest Initiative in his Force (the owning player decide ties) and descending, the attacking player declares an Engagement (see below) against one or more enemy Capitani. In turn each attacking Capitano must engage an enemy Corps (or more) and each enemy Capitano must be engaged by some attacking Capitano.

Corps with half or more Demoralized Combat units cannot engage enemy Corps, but can be engaged by the enemy side.

Once two opposing Corps become involved in an Engagement, they are stuck with their opponent, unless this latter is eliminated, in which case the now "free" Corps may join another, already existing, Engagement (see below).

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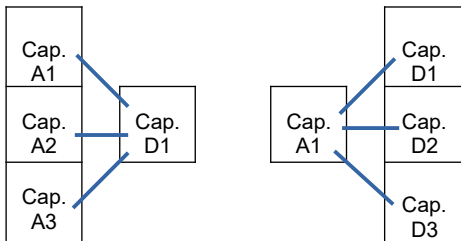
In order to fulfil the General Rule above, an Engagement must be broken down into smaller Engagements, if there are multiple attacking Corps against multiple defending Corps: the Corps which joined the Engagement and created the abnormal situation, selects an enemy Corps and forms a separate Engagement.

ENGAGEMENT RESOLUTION (Step 8-a)

When all engagements are defined, resolve each individual engagement as an assault on the **Assault Table** *(see par.13.1)*, following the prescriptions below. No assault can be omitted after it is declared in Step 7-a.

Total the Attacking Force strength (possibly composed of more than one Corps) by summing up Infantry and Cavalry Strength Points only. Cavalry Strength Points which took part to a Cavalry Charge in the same round of combat are included in the

sum, but are counted half (rounded up). Total the Defending Force strength the same way.

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 affected Force: SPs losses, Combat Units Demoralisation (these two results may not be applied to the same Combat Unit); then the loser takes a Discipline check (one die-roll applied to all Corps). Artillery SPs are **not** included in this odds determination unless defending alone.

Mark defeated Corps with a "Defeated" marker. If one player has **lost all Engagements** at the end of this Step the combat may end, see Reserve Commitment below.

RESERVE COMMITMENT (Step 9-a)

Beginning with the attacker, each player may commit any of his Corps from the Reserve into the battle. The committed Corps will fight enemy Corps during the next battle round.

After both players have had the opportunity to commit Reserve Corps, if one player has in the battle only Corps which were defeated in the Engagement resolution step, the **combat is over and he is the loser. Go to Step 10-a, Pursuit and Recovery**.

Otherwise the Major battle proceeds to the next round with **Step 7-a, Main Body Engagement**: if one side has more Corps in the battle than the opponent, then it becomes the (new) attacker, while the enemy side becomes the (new) defender.

PURSUIT AND RECOVERY (Step 10-a)

The side which had all of his Corps Defeated in the Engagement Resolution is the loser and all of of his Combat Units (including Reserves) are subject to Pursuit.

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 lost. Then half of that amount (again, rounded up) 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.

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)

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.

The losing Force receives an immediate **"Retreat" Order** and must retreat its full Movement Allowance. Execute the retreat

according to the rules governing Paths and Priority of Retreat. See "Execute the Retreat", par.13.2.

12.5   SKIRMISH

DETERMINE THE FIGHTING FORCE (Step 3-b)
Only the Fighting Force will take part in 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.12.6)*

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) 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*").

Case b) is the same, except that the whole defending Force is always the Fighting Force. Also, all combat units of the Fighting Force become **Disrupted** when declaring the attempt to storm the Fortress, before resolving the Attack *(see "Disruption", par.10.3)*. A defending Force is automatically eliminated, if it is composed of solely Demoralized combat units.

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 fight. Execute an attack using the *Assault Table (see "Execute an attack on the AST", par.13.1)*.
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, not only the Fighting Force). Artillery SPs are **not** included in this odds determination unless defending alone.

SKIRMISH COMBAT RETREAT (Step 5-b)
The Force (the whole original Force, not the Fighting Force) whose Combat Units at the start of Combat 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 the Larger Force.
If the losing side was the Smaller Force, this Force must retreat out of the Battle hex **using its complete Movement Allowance**. If the losing side was the Larger Force, this Force must **retreat at least 1 hex from the Battle hex** and up to its maximum Movement Allowance; afterwards, the Smaller Force may also **retreat up to** its full Movement Allowance.
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 in the fight.
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)*

12.6   SIEGE

ARTILLERY FIRE (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.
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 Fire, 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 Fire.

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.12.5, "Determine the Fighting Force", case a)*. A Breach ("b") result last for the duration of the Battle.
Execute the attack using the *Assault Table (see "Execute an attack on the AST", par.13.1)*. 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).

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 winning 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 conquer , and optionally, Pillage the Fortress (*see par.19*); the Fortress benefits may be used by the new occupying Force in a subsequent Combat. A Fortress may not be destroyed.

12.7 SORTIE

A Force **Occupying a Fortress** *(see par.12.2.1 Step c)* may declare an attack out of the Fortress (regardless of its current Order or being in Earthworks) against one enemy Force (even not Besieging) in the same hex. 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.12.5)*.

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 retreat).

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

13 COMBAT COMMON PROCEDURES

13.1 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 most defending SPs are Infantry with Firearms [***Major Battle Optional Rule O1.1***: if the defending Force played "Firearms"].

Disruption: Reduce the Quality of the Disrupted Force by **1**

Road March: Reduce by **1** the Quality of Forces attacked while in Road 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.12.3.3 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 13.1.2)* (Note: if some SPs must be halved and doubled, first halve and then double)

[***Major Battle Optional Rule O1.1***: "Combined Arms", "Earthworks" and "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 1 to 2.3, rounded down to a 2 to 1 against the attacker.

Leadership Bonus. *See par. 13.1.5*

Weather: *See description below the Assault Table and par.3*

Unit type: *See description below the Assault Table and par.13.1.6*

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

13.1.1 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 fire 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 Fire 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.

13.1.2 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, River hexsides; Woods, Swamp, Mountain, Fortified City, Earthworks hexes.*

13.1.3 Fortress Effects. A Fortress allows a limited number of SPs to double their strength when defending *inside*. See par.17, "Fortresses" for details.

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

13.1.5 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.

13.1.6 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.

13.1.7 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.13.1.7)* [**Major Battle Optional Rule O1.1**: and those governing the playing of Tactical Options].
Demoralisation
A "Demoralisation" result may also be applied to a Combat Unit **not** belonging to the Quality group used to determine the Quality of the Force.

13.2   EXECUTE THE RETREAT

When a combat result requires the Force to Retreat, it must normally move using **its 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 8.8.2 ("Exiting Contested hexes") for retreating out of a Battle hex. 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.13.2.1)*. Retreating Forces may not go through impassable hexsides or enter enemy occupied hexes. 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 remains in the Battle hex, the friendly Force surrenders and is eliminated. Retreating Forces may not attempt to Attack from March during their retreat.

13.2.1 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) When 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 hexes adjacent to enemy Forces with no limitation.
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.

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

13.2.3 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).

13.2.4 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.

13.2.5 Retreat across Rivers. A Force cannot Retreat through a River hexside, if it should expend **2** or more additional MP's to cross the River.

13.2.6 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.12.4)* or a Stand Order in the other cases.

13.2.7 Retreat into a Fortress. Retreats may be also made towards an owned Fortress *(see "Priorities of Retreat", Standard Rule 13.2.1, 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**).

13.2.8 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 8.8.2 ("Exiting Contested hexes") for retreating out of a Battle hex
b) an activated Force cannot be entered by an Enemy Force (so it can never be eliminated in this way)

13.3   EXECUTE ARTILLERY FIRE

This procedure is used in Siege combat and Major Battle Artillery Fire.
Demoralised Combat Units are never considered for neither the attacker or the defender for Artillery fire.
Artillery Units sum up their undemoralised SPs and use them to fire one (for Siege) or two (for Major Battles) rounds of fire using 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. Artillery Fire is considered

simultaneous. Apply the result immediately, after firing each round of fire on the Artillery Fire Table.

The owning player always selects the specific Combat Units to absorb fire results. Though, during **Major Battles**, the firing player decides which one enemy Corps is the target of enemy Artillery Fire. Artillery Units may suffer SP losses from Artillery bombardment.

14 VICTORY PHASE

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

15 REGIONAL ALIGNMENT

The map is divided in the twelve ancient States of the Kingdom of Naples and the Papal States around Rome. Note that the Papal States, here represented by "Lazio" region only and the city of Benevento, are not part of the Kingdom of Naples, are always Not-Aligned and players can never Conquer (*see par.15.2 and 15.3*) nor Pillage (*par.19*) their Town or Cities. Each of these States is called a "Region" in game terms.

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

Design Note: In few words, Aligned means allied to one side and so hostile to the other one(s). Not-aligned is associated with a Region which has not a clear allegiance status to either side.

Not-aligned Regions are neither Aligned nor Hostile to any side. Scenario Instructions specify Region Alignment at start, and, when applicable, the events that trigger Alignment alteration during the game. Region Alignment is identified by placing a correct control marker on the square box connected to each State.

When Region Alignment switches to either side (from Not-Aligned to one side, or from one side to the other side), that side immediately gains **Ownership** (*see 15.1*) of all Fortresses, except those which are occupied in that moment by an enemy Force, which remain Owned by the enemy side. Note that a Supply Source marker alone in the hex does not "occupy" the hex in the previous terms, so it does not prevent the switch of Region Alignment, even if it may continue to work as an enemy Supply Source.

Forces in Hostile Regions suffer Attrition (*see "Attrition", par.9*). Forces may freely enter and Combat may take place in Regions with any kind of alignment status.

A friendly **LOC** or Command Path may be feely traced through a Region with any alignment status, except they may **not** be traced **through Fortresses** owned by the **enemy** side (*in terms of par.15.1*).

15.1 Ownership of Towns and Cities. Each side owns all Towns and Cities in Aligned Regions, except those Conquered (*see par.15.2 and par.15.3*) by the enemy side. Each side also owns all Towns and Cities in Not-aligned or Hostile Regions which are Conquered by his side. Towns and Cities change ownership if unoccupied when the belonging Region changes Alignment or when Conquered. Town and Cities in Not-aligned Regions are not owned by any side, until they are Conquered by either side.

15.2 Conquering a Fortress. A Fortress hex which contains no enemy Force is Conquered when: a friendly Force enters the hex and spends 1 additional MP (passing through is not enough), ends its movement in the hex or after a successful Combat. All Fortresses may be Conquered. Place a "Conquered" marker on the Fortress of the same "colour" of the Primo Capitano which commands the Force conquering the Fortress. By default, a Fortress with no "Conquered" marker is owned by the side to which the belonging Region is Aligned.

Scenario Instructions may specify Conquered cities at start.

15.3 Conquering a Town. Conquering a Town (relevant only in certain Scenarios) is similar to conquering a Fortress, except that no additional MP is expended to conquer the Town during movement.

16 SPECIAL MILITARY UNITS

16.1 AUXILIARY UNITS

Field Engineers, Siege Artillery 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.4.1*). They always remain in the Subordinate Capitani box. 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. Siege Artillery, Field Engineers and Pontoon bridges cannot be used to absorb losses or other Combat results or Attrition losses.

16.1.1 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.

16.1.2 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.

16.1.3 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 occupies the opposed hex adjacent to the bridge hexside. Once a pontoon is deployed, it may be used by both players.

16.2   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 described in the game Charts and Tables.

16.3   BARONS

In the ancient states of the Kingdom of Naples real power was in the hands of local potentates with a strong influence on nearby population. Many of them were Barons, but also other noble titles were involved. We have used the term "Baron" to identify them all. Also the great European powers of the era needed support of local Barons to win the war.

Barons are represented by Baron units. When controlled by either side, players must use double-sided Baron units, each side corresponding to the player side controlling it. A controlled Baron unit may be used as a **Force** or as a **combat unit**.

When it is not consolidated into another Force, a Baron is a special autonomous Minor Force, with the Initiative printed on the counter, no Rank and an implicit unique combat unit of 1 Infantry SP (unless otherwise specified on the counter, 2x meaning 2 SPs) with no Firearms. The Troop Quality of this SP is also printed on the counter. Reliability Class is not printed on the counter, it is always "N" (Normal). Baron units Movement allowance is 5 MP. When activated as autonomous Forces, Baron units must be issued Orders just like other Forces on the map. Place the Order under the Baron counter on the map.

During any Command Phase, each player can issue Orders to a number of allied Baron Forces up to the number of friendly Capitani (excluded Unemployed and Minor Capitani and of course Baron Forces) **already on the map, with a minimum of 2 Baron Forces**.

When treated like autonomous **Forces, Barons always pay 0 APs** for Orders (regardless of how many SPs are composed) and, while they remain in their State's territory, are always considered in Supply and, in the Combat phase, they do not check for Attrition, nor they can suffer Attrition losses. Outside their home territory, Baron Forces are normal Forces, they must receive an Order (they still don't pay for it) with a valid Command Path to the Capitano Generale of their side and are subject to Attrition.

When consolidated into a Force (a Minor or Major Force is allowable), Baron units are treated in all respects as other combat units, they can never be Subordinate Forces (Initiative Rating is disregarded in this case). A Baron unit which takes a SP loss or a Demoralization result for any reason is eliminated,

regardless of its actual strength (but it can be brought back into play, see *par.16.3.1*).
A Baron unit may be dropped off by a Force during Movement or the Command Phase, and from that moment it is treated like an autonomous Force.
Scenario Instructions specify States' Alignment at the start of the Scenario, how many Barons each State produces in total and which Barons off this total, if any, are controlled by each side and where they must be deployed on the map at start. The difference between the total number of Barons produced by a State and the total number of Barons actually on the map at start in that State are the number of **available Baron units** to be brought into play in the same State and must be initially placed on the State card printed on the map.

Scenario Instructions Special Rules describe the specific conditions by which available Baron units can be obtained by each player during the Scenario.

16.3.1 Replacement of Barons. **At scheduled turns** indicated on the Turn record Track**, one of the available Baron units in each State** can be brought into play in the same State. They will be controlled by the player to whom the State is currently Aligned. Eliminated Baron units are placed on the corresponding State card on the map as Available.

16.3.2 Deployment and use of Barons. Obtained Baron units can be immediately placed in their belonging State, in eligible City or Town hexes, one unit only per hex. If there are not enough eligible hexes, the excess Barons cannot be deployed. To be eligible, a hex must be **Owned** *(see par.15.1); further, it must be empty or occupied by a friendly Force which can absorb the Baron unit (see par.5.2 point 5)*

Baron units of Aligned States may act as autonomous Forces by the controlling player (when on the map), or can be consolidated into a friendly Force, which will use them as combat units.

Barons in Not-Aligned States are placed randomly in any eligible hex, but respecting these priorities: Fortified City, Fortified Town, Town. Not Aligned Barons cannot be moved or consolidated in friendly Forces by either player, nor they may attack, though they defend (always *inside* the Fortress when possible) if attacked. They are always considered in Supply and, if eliminated, they cannot be replaced. If their belonging Region becomes Aligned, they are removed from play. Specific generic Not-Aligned Baron units counters are provided.

16.4   SPECIAL TACTICS UNITS

Spanish combat units were not the best combatants at the times of this game, but they were master of "guerrilla" warfare, which they learnt from the campaigns against the Moors in southern Spain ("La Reconquesta") by the end of XV century.

16.4.1 Spanish Light Cavalry evasion tactics. A Force solely composed by Spanish Light Cavalry unit(s) has always the option to Retreat before Combat, after the Step 2 of the Combat Sequence, using **up to its full** Movement Allowance. The opponent side cannot Pursue in this case.

16.4.2 Ambush tactics. Any Force whose Primo Capitano is a Spanish Capitano and any Baron Force, provided these forces have an "**Attack**" **Order**, is an Ambush-capable Force.

Anytime a Force moves from a hex adjacent to an Ambush-capable Force to another adjacent hex of the same Force, the Ambush-capable Force may declare an Attack in the second hex. The attacking Force is automatically moved (regardless of other Forces or any terrain hex or hexside, unless the hexside crossed is impassable) into the enemy hex and a Skirmish Combat is immediately executed, where the Ambushing Force is the attacker. Resolve the Ambush Combat always as a Skirmish, even if conditions for other Battle procedures should exist according to *par.13.2.2.*

An Ambushing Force can leave a Contested hex, but in doing so it will suffer Pursuit and it cannot use Movement Points to modify the Pursuit die-roll *(see 8.8.2.1 Exception 4).*

This peculiar type of Combat will benefit by a **+4** (four) die-roll modifier on the Assault Table, in addition to any standard modifier. *Exception*: disregard the presence of other Forces or Fortress in the hex, but take into account other terrain.

17 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 (2 for a Fortified Town; 5 for a Fortified City) is doubled when a Force *defends inside* a Fortress hex. For Example, in a Fortified Town hex a 3 SP Force would defend at 5 SPs, while a Force of 6 SPs would defend at 8 (2*2+4). 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. While a Force is Besieged, it remains *inside* the Fortress and no other Force may enter the Fortress. A Besieged Force may try to exit the hex by the standard procedure in *Rule 8.8.2,* but it cannot combat *outside* the Fortress (during Sortie, the Force remains *inside* the Fortress). Note that, as for *Rule 12.3.1* "Declaring a Siege", the Force remains Besieged even if attacking out of the Fortress.

Attrition to Besieged Forces

Each turn at the end of the Combat and Attrition Phase each Besieged Force must roll on the Attrition Table. A Besieged Force with **No LOC** (*see LOC, par.6.2*) suffers a +2 when rolling for Attrition.

Surrender

A besieged Force will automatically surrender at the end of any Combat and Attrition Phase in which all its Combat Units are Demoralised (the besieged Force is eliminated, in game terms).

18 WINTER 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.

19 PILLAGING

Pillaging

During the Activation Phase, a Force composed of **at least 2 SP** of Infantry and/or Cavalry units (but not a Baron Force) may enter (or if it is already in) a 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 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.10.3).*

Note that it is feasible to Pillage also a Fortress in a friendly Aligned or Not-Aligned State. **If the Fortress being Pillaged belongs to a friendly Aligned or Not-Aligned State, the Alignment of the State immediately switches to the side opposed to that of the Pillaging Force.**

A hex may be Pillaged as a result of 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). An unbesieged Minor Force containing a combat unit affected by a D*, regardless of Orders or ZOC, is immediately displaced ("flies") to the nearest unoccupied Fortress hex 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.

Pillaging of Towns

Town hexes may also be Pillaged. The procedure and consequences are similar to pillaging of a Fortress, the only difference being that **1 AP** only is awarded.

20 REGIA DOGANA DELLA MENA DELLE PECORE

The main sources of wellness in the Italian medieval times were sheep-farming and agriculture. The ancient practice of transhumance from the green pasturages of Abruzzo to the plains of Puglia dates back to Roman times.

Some hexes on the map (indicated by a sheep) represent the "Regia Dogana della Mena delle Pecore", RDMP (Royal Customs for the Transhumance of the Sheep): **Foggia, Lucera, Troia** (in "Capitanata" region). **During the Game Turns of October and May** (only), the side owning at least two of these hexes, while the enemy side does not own any, controls the RDMP and, during the Administrative Segment of the Game Turns indicated on the Turn Record Track, receives **+1 additional AP per Game Turn, for every region adjacent to the Capitanata** which is **Aligned** to the player controlling the RDMP. These APs are actual and not nominal *(see par.6.3.1)*

Example: the French player controls the RDMP and Molise, Principato and Basilicata are French-Aligned. The French player receives +3 AP per eligible Game Turn.

Scenario Instructions indicate if this rule is in effect.

(self-portrait of Raffaello, ca. 1506, Palazzo Pitti - Firenze)

"Ille hic est Raffael, timuit quo sospite vinci, rerum magna parens et moriente mori."

"Here lies that famous Raphael by whom Nature feared to be conquered while he lived, and when he was dying, feared herself to die."

Inscription by Pietro Bembo on the tomb of Raffaello Sanzio da Urbino
Born in Urbino March 28, 1483
Died in Rome April 6, 1520

OPTIONAL RULES

O1.1 MAJOR BATTLE

Important play note: this paragraph presents the Major Battle rules in their full version and are dedicated to those of you who want to have a grand-tactical view of a XVIth century major battle.

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 and River chits
"Earthworks" and "River" chits are an exception in that **two of each kind** are assigned to a defending Force which is attacked while in **Earthworks** or which is attacked by a Force with an **Opposing River Crossing** marker *(see par.12.3.3.1)*. The Earthworks/River chits are in addition to those obtained via the Battle Initiative die roll.

TOCs are secretly selected and distributed by the owning player among his Capitani *(Note: the "Earthworks/River" chit may not be selected, because they are 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.1.1.1* 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 ino 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 round of fire of Artillery Fire is being executed (after the second round, Artillery Fire is over and the chit is removed). After the target Corps of the Artillery Fire is declared, an "Earthworks" or "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.1.1.1, 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" or "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.1.1.1, for details)*.

- **Vanguard engagements**. Corps in the Vanguard declare Melee engagements, according to the provisions of rules in *"Engagement Declaration", par.1.1.2*.

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.1.1.2.

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.1.1.3)*. Both sides apply the combat results immediately, before proceeding to another engagement combat.

REARGUARD COMMITMENT (Step 9-a)
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, if one player has no Corps in the Main Body (because all eliminated or Demoralised) or played the "Muster" chit *(see "Tactical Options", par.1.1.1)*, he loses the battle, go to Step 10-a, Pursuit & Recovery. At the end of this Step 9-a, if both players have no Corps in the Main Body (or both played "Muster"), the battle is a draw, go to Step 11-a, Retreat.

If neither of the two former cases applies, 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 9-a, one player has no more Corps in the Main Body or played "Muster").

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 Rearguard Commitment Step 9-a are the only ways to "exit" from a Major Battle.

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 lost. Then half of that amount (again, rounded up) 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.13.2. If the winning side is the attacker, he may advance into the defending hex.

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.

Historical note: careful readers will note that Tactical Options are sorted in a different manner with respect to the illustrious predecessor game "All is lost save Honour", due to enhancements in tactics experimented "after" the first Italian Wars.

O1.1.1 Tactical Options.
The available Tactical Options are:

"FORMATION"
This option allows a player to place his own Corps in the Vanguard or in the Rearguard section (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 played by any Capitano involved in the Battle 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 round of of Artillery Fire. The second round of fire may be run by the owning player in a subsequent battle round. After the Corps has completed the second round, 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 round of fire in a single battle round. In a Major Battle, a round of fire 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 receives 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"
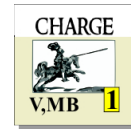
This option may be played either in the Vanguard or Main Body Fight and allows a Corps to have its Heavy or Light Cavalry Units charge an opposing enemy Corps. When played in the Vanguard Fight, the Cavalry Charge must be against an enemy Corps in the Vanguard; if there are no enemy Corps in the Vanguard, 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 13.1, "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 should be 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 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 executes 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/River

Corps possessing an "Earthworks" or "River" chit may Charge but, in doing so, they immediately lose their "Earthworks/River" chit even if the chit was unplayed.

Engagement after Charge

A Corps which issued a charge can 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 it is engaged.

After a Countercharge, the first player who executed the Charge is mandated to Engage the opposing target Corps *(see par.1.1.2 "Engagements Declarations")*.

Flank Charge

A Cavalry Charge declared by a Corps which is not *Engaged (see par.1.1.2 "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 in Plundering as effect of a Charge. These Units are marked with an appropriate marker indicating they cannot take part in any combat activities (fire, charge, melee) for the rest of the battle. They cannot take part in 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. 16.2)*; 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* an 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 the 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 in 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.1.1.2)*. 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 in 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.

"EARTHWORKS/RIVER"

 These chits may be played in the Vanguard or Main Body Fight. Each chit allows a Corps to use protection from the Earthworks its Force is in, or exploits the benefits from being attacked behind a River.

Earthwork chit is received only if a defending Force is in an Earthworks hex. River chit is received only if a defending Force is attacked by a Force with an Opposing River Crossing marker *(see par.12.3.3.1)*

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

The "Earthworks" or "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)*.

The "Earthworks" or "River" option protects from Artillery Fire and Cavalry Charges *(see Artillery Fire Table and Cavalry Charge Table)*, granting the benefits due to River hexside or Earthworks indicated on the TEC *(in Major Battles, do not consider other effects described in the TEC)*. Further*,* the opposing Engaging Corps must use the **Affecting** line on the Assault Table.

Engagements from Earthworks/River

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

O1.1.2 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.

O1.1.2.1 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.
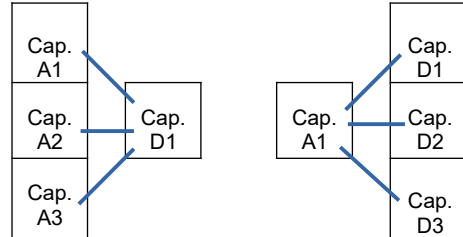
(multiple Corps engaging one Corps, and vice versa)

O1.1.2.2 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. In the Main Body Fight, 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 1.1.2.1, 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.1.1.1).*

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

O1.1.3 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, applying results sequentially. The Engaged Corps must use different chits (one Corps cannot benefit from the chits played by the other one). If one attack

completely Demoralises the Engaging Corps, the remaning attacks are not done.

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.1.1.1)*. 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.13.1)*. 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.10.1.1)*.

O1.1.4 Corps Demoralisation. A Corps becomes Demoralised when all its Combat Units are Demoralised. A Corps becomes Demoralized also when more than half of its Combat Units are Demoralized and its Combat Units in good order have all Morale level equal or less than 1. 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.

O1.2   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 AP**s (*Exception*: **0** APs are paid for Baron Forces), deducting them from the administrative points total of the Capitano Generale attempting the Treachery and decides how to make the attempt:

    a) against the inactive Capitano occupying the Fortress
    b) by means of the population's support
    c) 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.17). Otherwise play resumes normally.

1.2.1 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**.

1.2.2 Treachery by means of population's support. This case is applicable only if the Fortress hex is located in a State aligned to the player making the Treachery attempt. No die-roll modifier. The attempt succeeds if the die roll result is **5 or 6**.

1.2.3 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.

O1.3   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, have a Command Path to his Capitano Generale *(see par.7.2)*, belong to an Army with at least 1 AP and be in a Fortress hex. 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.

SCENARIO INSTRUCTIONS

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

- Start and End dates
  - Dates are provided in the form <Month>, # following the notation used in the Turn Record Track.
- 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: list of all available Supply Sources
- Initial Capitani Generali
- Initial Set-up, Minor Capitani and Substitute Units
  - Capitano Cards used in the Scenario (the number between parenthesis is the number identifying the Capitano on top of the Card)
  - Combat Units are listed in the following form: <Nationality and type>: <Number of SPs> (<Counters>) [<Quality>] [<Reliability Class>] [Additional notes, if any]
  - 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.
  - 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.
  - 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.
  - Cap. means "Capitano"; when underlined he is a Capitano Generale
  - 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
- Special Rules and Events
- Regions Alignment
  - Each row of the table indicates:
    - Name of the State in the Kingdom of Naples
    - Alignment of the State at start (see par.15)
    - Barons: three numbers: total number of Baron units available in that State, number and alignment (French or Spain) of baron units deployed on the map at start, number of available Baron units which go on their respective State Cards on the map.
- First Player, who always deploys first

Scenario 1: Otranto, 1481

With a daring and completely unexpected maneuver, the Turkish troops of Sultan Mohammed II landed near Otranto at the end of July 1480 and prepared the siege of the town of Otranto. The sultan's fleet and his army were impressive, about 18,000 well-trained men equipped with all the means necessary to take control of the town, garrisoned by no more than 800 Aragonese militia troops. Otranto surrendered after 15 days of harsh siege and what followed was one of the most atrocious looting that Italian soil remembers, with thousands of dead. Eight hundred men who refused to convert to the Islamic faith were beheaded a few steps from the town, to set an example. The Kingdom of Naples did not remain helpless in the face of the massacre and, after an initial inertia due to the fear of facing an army of this size and quality, as well as the intrigues of the remaining Italian states, including Pope Sixtus IV, more interested in rivalling among them, than to face the Turkish threat, managed to form a fleet and an army to counter the enemy. What saved the Kingdom of Naples, and perhaps the whole of Italy from Turkish domination, was not so much the courage of the warlike allies, as the fact that the sultan Mehmed II, already seriously ill, died in May 1481. In August, the Turkish garrison of Otranto, exhausted for months without reinforcements and supplies, suffered a very violent attack by the Christian army, with huge losses on both sides. The Turks withdrew to Otranto and in September 1481 were forced to accept an honourable truce: they could have returned to Valona in Albania, but they kept their lives.
Note: this is an introductory scenario, aimed at the basics of the game.

Start date: June, I (1481)
End date: October, II (1481)
Sides:
- **Allied:** the Kingdom of Naples (Aragonese), the Papal States
- **Turks:** the Sublime Porte
Note: only the portion of the map comprising **Terra d'Otranto** *is playable*

Victory Conditions:
- The Turk side immediately wins if it occupies **Taranto** at the end of any **Turn**
- The Allied side wins if no Turkish force occupies a Fortress in **Terra d'Otranto** by the **end** of the Scenario
- Any other result is a formal **Draw** (but a very dangerous Draw for the Christian nations in Italy)

AP Scheduling:

	Allied Army	Turkish Army
At Start	4	1
Each eligible Turn	3	*

*Note: * : If the Turk player occupies his Supply Source hex, roll a die. If 1,2 results then 1 actual AP is received; else, 0 AP.*
Historical note: the Turkish army was left alone in Puglia, after the death of the Sultan Mehmed II, with no supply or reinforcement able to sustain the campaign. In the scenario there is a slight chance that the reinforcement army prepared by Mehmed in Albania is anyway scheduled to arrive in Puglia to reinforce the Turkish garrison.

Supply Sources available:
- Allied: **Taranto**
- Turkish: **Otranto, Brindisi**

Initial Cap. Generali:
- Allied: **Alfonso**
- Turkish: جيدك احمد باشا (Gedik Ahmed Pasha) (*)

Note (*): the Turkish player may not have a Capitano Generale in play. In this case Turkish Forces may trace a Command Path from the Active Supply Source hex (as per rule 6.3.2), otherwise Turkish forces cannot receive Orders (see par.7.2).

Initial set-up, Minor Capitani and Substitute units:

Allied Army:
Capitano cards: **Alfonso (24), Aragonese Minor (8) and (15)**

Anywhere in "Terra d'Otranto", Cap. Gen. **Alfonso**, Order: <any> with:
- Aragonese Infantry: 16 SP (2 x 8)
- Aragonese Light Cavalry: 4 SP (2 x 2)
- Aragonese Artillery: 3 SP (1 x 3)
- Siege Artillery
- Field Engineers

Allied Barons: 4, each one deployed in any Fortress in Terra d'Otranto

Minor Capitani: 2 Aragonese, not deployed

Substitute Units available:
- Aragonese Infantry: (2 x 3)

Turkish Army:
Capitano cards: **Gedik Ahmed Pasha (22), Sabech (23), Turkish Minor (7)**

At Otranto ["Terra d'Otranto"], Cap. **Sabech**, Order: Garrison with:
- Janissary: 3 SP (1 x 3)
- Turkish Infantry: 4 SP (1 x 4)
- Turkish Light Cavalry: 2 SP (1 x 2)
- Turkish Heavy Cavalry: 1 SP (1 x 1)
- Turkish Artillery: 2 SP (1 x 2)

Minor Capitani: 1 Turk, not deployed

Substitute Units available:
- none

Reinforcements:
There are no scheduled reinforcements, though see Special Rules.

Special Rules and Events:
1) First Turn. The Administrative segment of the Sequence of Play is omitted for both players in Game Turn 1.

2) Turkish Special Reinforcements.
Beginning from the Reinforcement Step of Game Turn July 1, each Game Turn the Turkish player may try to convince the new Sultan Bayezid to have his relief army in Albania to help the Turkish garrison in Otranto.
Roll a die, on a 1 the Turkish player may deploy the following force. On a roll of 2, 3 nothing happens. On a roll of 4, 5 or 6, the relief force will never arrive and the present rule is cancelled. The Turkish player is never mandated to roll the die.
   Turks:
   At any Owned Port hex in "Terra d'Otranto", Cap. **Gedik Ahmed Pasha**, Order: Attack with:
   – Janissary: 3 SP (1 x 3)
   – Turkish Infantry: 8 SP (1 x 8)
   – Turkish Light Cavalry: 4 SP (1 x 4)
   – Turkish Heavy Cavalry: 4 SP (1 x 4)
   Nota: the Turkish player also immediately receives a one-time provision of **6 actual APs**

If and when the Turkish relief force arrives, immediately deploy the following force in any Fortress in Terra d'Otranto owned by the allied player. The Papal States Minor Capitano can be subordinate to an Aragonese Capitano Generale. Papal States Combat Units may only be subordinate to Papal States Capitani:
   Papal states:
   Minor Capitano, Order: <any> with:
   – Papal Light Cavalry: 2 SP (1 x 2)
   – Italian Infantry: 6 SP (1 x 6) [use an Italian Mercenaries counter, R= "V", Q=1]

3) Rule 20 (RDMP) is not in effect.

4) Region Alignment: Terra d'Otranto is and always remains Aragonese during the Scenario. Barons **cannot** be replaced.

5) Turkish Pillaging: When Pillaging, a Turkish Force pays 1 additional MP only and does not become Disrupted.

First Player: Aragonese, deploys first

Scenario 2: Ferrandino's War, 1495-96

In 1494 Charles VIII, King of France, invaded Italy aiming at the reconquest of the Kingdom of Naples, whose rights he claimed by the former Anjou dinasty. Alfonso II of Aragon sought to ensure greater stability to the throne and descent by deciding to abdicate in favor of his firstborn son, Ferdinand II of Naples-Aragon, also known as Ferrandino (Naples, 26 August 1469 - Somma Vesuviana, 7 September 1496). This latter was crowned in January 1495 but Alfonso's move did not reach the desired effects. The Aragonese lineage was now

dangerously wavering and the imminent arrival of the French king pushed many Neapolitan nobles to take the side of the invader, facilitating the imminent fall of the royal family. Aragonese commanders starting to defect, the defence of Naples became impossible and the new king had no other choice than taking refuge to the island of Ischia. The French entered Naples on 22 February 1495 and Carlo took his residence in Castel Capuano, the ancient fortified palace of the Norman rulers. Despite having many supporters among the Neapolitan nobles, largely nostalgic of the Anjou period, and almost total control of the kingdom, Charles was unable to exploit these conditions in his favour and imposed French officials at the top of all administrations.

The weakness of his choices, dictated perhaps by the belief that he was the undisputed master of the realm and perhaps of the entire Peninsula, gave time and strength to the other Italian states to join forces against him and to Ferrandino to reorganize the Neapolitan armies. In May, the King of France, realizing the pro-Aragonese sentiment of the people, and fearing to be trapped in the south of Italy with all his Army, decide to return back to France, leaving half of his Army in the reign to defend what he rated were his possessions. Ferrandino, now fled to Messina in temporary exile, joined his cousin King of Sicily and Spain, who offered him assistance in regaining the Kingdom. The Spanish general Gonzalo Fernández de Córdoba, El Gran Capitán, arrived from Spain with a small army made up of 600 Spanish cavalry spearmen and 1,500 infantrymen: he had been chosen by Queen Isabel to lead the Spanish contingent both because he was a court favourite and also as a soldier of considerable renown despite the young age. El Gran Capitán arrived at the port of Messina on May 24, 1495, only to find that Ferdinand II of Naples had gone to Calabria with the army, bringing with him the fleet of Admiral Requesens, and had seized Reggio. So even de Córdoba went to Calabria two days later.

Ferrandino was the Capitano Generale of the allied army and he brought all the army on the plain of Seminara on June 28 and took a position along a stream. Initially the fight turned in favor of the allies with the Spanish "jinetes" who prevented the French-Swiss gendarmes from fording, by throwing their javelins and retreating, the same methods used in Spain against the Moors. At this point of the battle, however, the Calabrian militia, panicked, turned back; although Ferrandino tried to block their escape, the Calabrian retreat was pursued by the gendarmes who had managed to cross the water. The situation soon became desperate for the allied forces: the king, easily recognized by his luxurious clothing, was severely wounded, but managed to escape. Despite the victory that French and Swiss forces collected on the battlefield, Ferrandino, thanks to the loyalty of the people, was soon able to retake Naples. Córdoba, using guerrilla tactics and carefully avoiding any clash with the fearsome Swiss battalions, slowly regained the rest of Calabria. Many of the mercenaries in service of the French mutinied because they were not paid and returned to their homeland. The remaining French forces were trapped in Atella by the combined forces of Ferrandino and Córdoba and forced to surrender. In July, Ferrandino was able to return to Naples, defeat the last French garrisons and restore his authority, welcomed with enthusiasm by the Neapolitans.

Start date: June, I (1495)

End date: August, II (1496)

Sides:
- **French**: the Kingdom of France
- **Allied**: the Kingdom of Naples (Aragonese), Spain, the Papal States, the Republic of Venice

Victory Conditions:

- The Allied side wins a Standard Victory at the end of the Scenario if it meets ALL of the following conditions:
  1. it owns the following Cities/Towns: **Gaeta** and **Napoli** [Terra di Lavoro], **Salerno** [Principato Citra]
  2. there are **no French-controlled Forces** (including Baron Forces) in the following States of the Kingdom of Naples: **Calabria Citra**, **Calabria Ultra**, **Basilicata**
  3. there are **no French-controlled Forces** (excluding Baron Forces) in **Terra di Bari**
- The Allied side wins a Strategic Victory at the end of the Scenario if it meets the conditions for a Standard Victory AND:
  1. it owns the following Cities/Towns: **Solmona** and/or **Lanciano** [Abruzzo Citra], **Campobasso** and/or **Isernia** [Molise] *(Note: historical result)*
- The French side wins a Standard Victory at the end of the Scenario if the Allied side does not win
- The French side wins an automatic immediate Standard Victory if **Ferrandino** is captured or killed **OR** at the end of any Turn when **Riggo** is **Conquered** by the French side
- A draw is not possible

AP Scheduling:

	French Army	Aragonese Army	Spanish Army	Papal Army (*)	Venetian Army
At Start	4	4	3	1	3
Each eligible Turn	3	2	3	1	1 (**)

Notes:
(*): Papal APs are always fully received (no die-roll for LOC) and, when received, they can be accumulated by the Spanish or the Aragonese army
(**): Apart from initial APs, Venetian APs are received only if and when the Venetian Army is in play (see Special Rules).

Supply Sources available:

- French: any **one** among **Napoli** [Terra di Lavoro], **Salerno** [Principato Citra], **Bari** [Terra di Bari]
- Spanish: **Riggio** [Calabria Ultra]
- Aragonese: any **one** Fortified City in an Allied Aligned State
- Papal States: **Rome** [Lazio]
- Venetian: any **one** of the following locations in Terra di Bari, Terra d'Otranto: **Trani, Brindisi or Otranto** used to land Venetian units (see Special Rule 4); any **one** Port hexes in "Terra di Bari" or "Terra d'Otranto" Conquered by the Allied side

Initial Cap. Generali:

- French: **Montpensier**

- Allied: **Ferrandino, Gonzaga**

Note: the Spanish and the Papal States armies do not have a Capitano Generale in play. Capitani of these nations may be Subordinate to Ferrandino, and in this case they don't spend their own APs, but they use Aragonese APs. Or, when not subordinate to Ferrandino, they may trace a Command Path from their respective active Supply Source hex (as per rule 6.3.2), otherwise they cannot receive Orders (see par.7.2).

Initial set-up, Minor Capitani and Substitute units:

French Army:

Capitano cards: **Montpensier (1)**, **Aubigny (2)**, **Precy (3)**, **Guerra (4)**, **Alviano (5)**, Orsini (6), French Minor (7) and (8)

Note: the French player has the option to create one or more Forces and deploy it/them in the territory of the States indicated below.

Anywhere in "Terra di Lavoro", Cap. Gen. **Montpensier**, Order: <any> with:

- French Infantry: 3 SP (1 x 3)
- French Gendarmes: 5 SP (1 x 5)
- Subordinate/Unemployed Capitani: **Alviano**

Anywhere in "Basilicata", Cap. **Precy**, Order: <any> with:

- French Gendarmes: 5 SP (1 x 5)
- Italian Light Cavalry (French service): 2 SP (1 x 2)
- Italian Heavy Cavalry (French service): 2 SP (1 x 2)

At **Nicastro** [Calabria Ultra], Cap. **Aubigny**, Order: <any> with:

- Swiss Infantry: 4 SP (1 x 4)
- Italian Light Cavalry (French service): 2 SP (1 x 2)
- Italian Heavy Cavalry (French service): 2 SP (1 x 2)
- Scottish Guards: 1 SP (1 x 1)

Anywhere in "Abruzzo Ultra", Cap. **Guerra**, Order: <any> with:

- Italian Infantry (French service): 4 SP (2 x 2)

French Barons:

- "Abruzzo Ultra" (1): at Avezzano
- "Terra di Lavoro" (1): at Fondi
- "Principato Citra" (1): at Salerno
- "Terra di Bari" (2): at Bari and Altamura
- "Terra d'Otranto" (2): at Castellaneta and Francavilla
- "Basilicata" (2): at Tursi and Potenza
- "Calabria Citra" (2): at Bisignano and Rossano
- "Calabria Ultra" (2): at Catanzaro and Stilo

Minor Capitani: 2 French: 1 not deployed, 1 entering as Reinforcement

Substitute Units available:

- French Gendarmes: (1 x 10)
- Swiss Infantry: (2 x 2)
- Italian Light Cavalry (French service): (1 x 4)
- Italian Heavy Cavalry (French service): (1 x 4)

Allied Army:

Capitano cards: **Ferrandino (9)**, **Córdoba (10)**, Francesco II **Gonzaga (11)** (Marchese di Mantova), **Fabrizio Colonna (12)**, **Spanish Minor (13) and (14)**, **Aragonese Minor (15)**, **Papal Minor (16)**, Venetian Minor (17)

Aragonese:

At Riggio or Tropea, Cap.Gen. **Ferrandino**, Order: <Any> with:

- Aragonese Infantry: 3 SP (1 x 3)
- Aragonese Light Cavalry: 2 SP (1 x 2)
- Aragonese Artillery: 2 SP (1 x 2)

Within one hex of Riggio, Cap. **Córdoba**, Order: <any> with:

- Spanish Infantry (Rodoleros): 3 SP (1 x 10)
- Spanish Light Cavalry: 2 SP (1 x 2) [R = N]
- Filed Engineers

Allied Barons:

- "Abruzzo Citra" (2): at Solmona and Lanciano
- "Molise" (2): at Campobasso and Isernia
- "Terra d'Otranto" (2): at Ostuni and Gallipoli
- "Calabria Citra" (1): at Amantea
- "Calabria Ultra" (3): at Riggio, Tropea and Squillace

Minor Capitani: 2 Spanish, not deployed; 1 Aragonese, not deployed; 1 Papal, entering as Reinforcement; 1 Venetian, entering as optional Reinforcement

Substitute Units available:

- Spanish Infantry: (Rodoleros) (2 x 2), (1 x 5)
- Venetian Infantry: (1 x 4)
- Aragonese Infantry (1 x 8) (1 x 3)
- Aragonese Light Cavalry: (1 x 2)
- Aragonese Artillery: (1 x 3)

Reinforcements:

***One Game Turn after an Allied Force occupies Naples** for the first time, deploy the following Allied Reinforcements:*
> **Papal States**:
> At Terracina or Sermoneta:
> Papal **Minor Capitano**, Order: Manoeuvre with:
> - Papal Light Cavalry: 2 SP (1 x 2)

*The same Game Turn when an Allied force (not a Baron force) enters **"Terra di Lavoro"** for the first time, immediately deploy the following units in any Allied eligible Major force (or as an autonomous Force in Terra di Lavoro if there is not a Major Force on the map):*
> **Spanish**:
> Cap.: **Fabrizio Colonna**, Order: <any> with:
> - Italian Heavy Cavalry (Spanish service): 2 SP (1 x 2)

Each Game Turn APs are received, if Cap. Córdoba has a valid LOC, he also receives the following Reinforcements:
> **Spanish**:
> - Spanish Infantry (Rodoleros): +1 SP
> *Note: Reinforcements cannot be received over the Maximum Strength of the receiving unit(s) or if the unit(s) is eliminated.*

May, II (1496) turn:

French:

At any northwest border map hex between Rome and Teramo in Abruzzo Ultra,
Cap. **Orsini**, Order: Manoeuvre, with:
– Italian Light Cavalry (French service): 4 SP (1 x 4)
– Italian Heavy Cavalry (French service): 4 SP (1 x 4)

At any Port hex in "Terra di Lavoro" or "Principato Citra",
French Minor Capitano, Order: Manoeuvre, with:
– Landsknecht (French service): 2 SP (1 x 2)
– French Infantry: 2 SP (1 x 2)

Special Rules and Events:

1) First Turn. The Administrative segment of the Sequence of Play is omitted for both players in Game Turn 1.

2) Activation Limitations. Baron Forces cannot receive Orders in the first Game Turn.

3) Movement by Sea.

After his defeat at Seminara, 1495 Ferrandino landed at Salerno in order to gain sustain from population. And he succeeded in this quite well. Cap. Gen. Montpensier was compelled to escape from Naples siege to Salerno to avoid capture.

A Force (not a Baron Force), or an unemployed Capitano, activated in a Port hex in "Terra di Lavoro", "Principato Citra", "Calabria Citra" or "Calabria Ultra" can move by sea to another Port hex, whose Fortress in not occupied by enemy units, in the same States above. The size of the force is limited: 8 SPs for an Allied Force; 4 SPs for a French force. Furthermore French Movement by Sea is limited to another Port in the same State or in an adjacent State to the starting State. Landing in a friendly contested Port hex is allowed, provided that the Fortress is owned by the moving player. Movement by sea of a Force does depend on the activation die-roll result, in the form that a limited number of SPs can be transported by sea, related to the number of MPs obtained by the Force: 1 SP requires 2 MPs | 2 or 3 SPs : 3MPs | 4 or 6 SPs : 4 MPs | 7+ SPs : 5 MPs. Movement by Sea is the only movement that a Capitano can do for that Game Turn (that is, one Activation only).

4) Venetian Special Reinforcements.
Beginning from the Reinforcement Step of Game Turn 1, each Game Turn the Allied player may pay any number of APs to convince Venice entering the war. Aragonese and Spanish APs only can be used for this reason. After expending the APs, the Allied player rolls a die, adding the total number of spent APs. If the result is **5 or 6**, the Allied player receives the following Reinforcements, **two Game Turns after** the current Turn:

Venetian:
At any **one** of the following Port hexes: **Trani**, **Brindisi** or **Otranto** (Note: if the "landing" location is enemy-occupied, the Venetian Force lands anyway, the hex will become Contested and Combat will follow. If the Venetian Force loses the combat, it can retreat on the land, but it cannot deploy its Supply Source in the landing hex):
Cap. Gen. **Gonzaga**, Order: Attack with:
– Venetian Heavy Cavalry: 8 SP (2 x 4)
– Stradiots Light Cavalry (Venetian service): 2 SP (1 x 2)
– Venetian Infantry: 6 SP (1 x 6)

Note that the "landing" location above becomes an Active Venetian Supply Source, if free of enemy occupation.

5) Multinational stacks. Venetian Capitani cannot be subordinate to an Allied Capitano Generale. Venetian Combat Units may only be subordinate to Venetian Capitani. Apart from the limits above, all combat units may be subordinate to a Capitano of different nationality in the same coalition.

6) Guerra. When Forcing an Order (see 7.3.1) Capitano **Guerra** has a standard die-roll modifier of -1 instead of +1.

7) Earthworks. In this scenario Earthworks are not **Affecting** (see TEC). Further, disregard any Earthworks effect when resolving any type of Combat on the Assault Table.

8) Barons.

Re-alignment of French-Aligned States. During the Scenario, the first time (only) an Allied **Capitano** (not a Baron unit) enters a Town or City hex in a French Aligned State of the Kingdom of Naples a die is rolled in the ensuing Victory Phase. Subtract 1 (-1) if any French Force (not a Baron Force) is present in the State's territory. Ferrandino always adds +2 to the die-roll. The result is the number of Allied Baron units which the Allied player receives, which cannot be higher than the number of Baron units available for that State (see Standard Rules). The State switches Alignment to the Allied side if the **modified die-roll is higher than** the number of French Barons present in the State territory at the moment the die is rolled (**as autonomous Forces or combat units in other Forces**). Otherwise the Alignment remains French. French Aligned States can switch Alignment once per game. When aligned to the Allied side, they cannot switch back anymore, unless by a full conquest (see below).

Example: Terra di Lavoro (it produces a total of 5 Baron units) is French Aligned and two French Forces are there. One (French) Baron Unit is deployed on the map at start. So 4 Baron units are available. Cap. Gen. Ferrandino moves for the first time to Naples and so he rolls a die, resulting, say, a 4. One is subtracted because there any French Forces in Terra di Lavoro, so 3 results. Two is added for Ferrandino, so 5 is the final result. All four available Barons are awarded to the Allied side and, because 5 is higher than 1 (the only French Baron unit), the Aligment of Terra di Lavoro is now Allied.

Ferrandino mustering Barons. The Allied player has the option to deploy Barons as per Standard Rules 16.3.2 or to directly deploy them with Capitano Generale **Ferrandino**, if this is present in the State where replacement takes place. In this case, Baron units can be immediately converted into the same number of SPs of Aragonese regular Strength Points, adding to existing Combat Units or forming new units using any type of Aragonese substitute units available in the Scenario. Ferrandino cannot muster Barons on the island/port of Ischia.

Barons in Not-Aligned States. During the scenario, the first time (only) a hex of a Not-Aligned State of the Kingdom of Naples is entered by a Capitano of either side, a die is rolled and the result is the number of friendly Baron units obtained by the Player entering the State (again, this number cannot be higher than the total number of available Barons). The State Alignment is automatically and immediately conformed to that of the entering player.

Example: Capitanata is not-aligned at start, it is entered first by the French player who can so settle the French alignment and, say, get one Baron unit. The Allied player then enters the now French-aligned Capitanata and can try to switch alignment. He rolls a modified die-roll of 2 and Capitanata becomes Allied-aligned.

State Re-alignment for full conquest. A State of the Kingdom of Naples can switch back to a friendly side, if, during the Victory Phase, no enemy Force of any kind (including Baron forces) occupy any hex in the State, and all the Fortresses in the State are Conquered by the friendly side.

Regions Alignment

Region	At Start Alignment	Total	Barons At Start	Available
Abruzzo Ultra	French	2	1 Fr.	1
Abruzzo Citra	Allied	2	2 Al.	0
Molise	Allied	2	2 Al.	0
Terra di Lavoro	French	5	1 Fr.	4
Capitanata	Not Aligned	3	0	3
Principato Ultra	French	3	0	3
Principato Citra	French	4	1 Fr.	3
Terra di Bari	French	4	2 Fr.	2
Terra D'Otranto	French	4	2 Fr. 2 Al.	0
Basilicata	French	2	2 Fr.	0
Calabria Citra	French	5	2 Fr. 1 Al.	2
Calabria Ultra	Allied	6	3 Al. 2 Fr.	1

Historical Note: *The alignment of the States of the Kingdom of Naples at the beginning of the war marked the path of Charles VIII's descent in the south of Italy.*

First Player: French, deploys first

Scenario 3: The fight for the Kingdom of Naples, 1502-1504

After Ferrandino's war, Spain, moved by El Gran Capitán, reorganized its army after the drawbacks in the first campaign of the Italian Wars, basing these changes upon those within the army of their main opponent, France. The main force on the battlefield of this rich and powerful nation was the heavy cavalry, which has evolved to a modern armed, terrifying, disciplined and well organized tool in French hands, capable of winning the longest war of all, the Hundred Years War.

The most important elements of the Spanish military revolution, mostly based on Infantry, were: the reorganization of infantry troops in specialized companies; the introduction of the pike as the main arm for infantry; the employment of different types of firearms. Another crucial element on the battlefield was the adoption of massed infantry attacks, a tactics learnt from the Swiss, who were masters and (re)inventors of this.

These innovations led to the creation of the "tercio", which de facto came to dominate the European military scene for the subsequent 150 years.

The treaty of Granada in 1500 had to stipulate the partition of the Kingdom of Naples between France and Spain. The terms of the agreement were that Abruzzi and Terra di Lavoro became French possession, while Puglia (composed by Terra di Bari and Terra d'Otranto) and Calabria ended in Spanish hands. The treaty said nothing of Basilicata and Capitanata, two of the richest regions in between the two zones of influence. This was intentional, because the two major powers, exploiting the vagueness of the signed treaty, intended to make claims on those regions. This did not lead to immediate state of war, for diplomatic reasons neither power wanted to be indicated as "the cause of war".

But in the end, the military confrontation between the two most powerful European nations was inevitable. Neither nation tried to hide its aims on the richest and politically important Italy and, furthermore, possession of southern Italy was essential to preserve Spanish commercial sea routes.

The two main theathers of this war were Puglia, where Gonzalo retreated at first with his army and defended against the French attacks led by Louis D'Armagnac, Duke of Nemours. And Calabria, where both sides brought in more and more reinforcements. Gonzalo adopted at first a wait-and-see strategy, just because he thought his army was not strong enough to compete with the enemy. Though he was not completely action-less, because he continued disturbing actions on the enemy lines and employed all his energy to keep the morale of his troops high. This period saw many episodes of war, which seem to come from medieval times, the most famous of all was the Challenge of Barletta in 1503.

It was only when Gonzalo received enough reinforcements and supplies that he decided to go to war, after refusing many challenges to a major battle from the French side. He said:"I go to war when it's the right moment for us, not for the enemy.". This was a dramatic change in vision for an European army leader at those times, one which said a definitive farewell to the anachronistic chivalric way of waging war.

The great improvements studied and implemented by Gonzalo proved decisive at the first battle of the modern era, Cerignola (1503), where the new Spanish Infantry soundly defeated the greatest arms of the time, the French heavy cavalry and the Swiss.

This was a somewhat articulated campaign which led to two great victories of Gonzalo Fernández de Córdoba, Cerignola and Garigliano, and finally decided the destiny of the Kingdom of Naples to Spain for the centuries to come.

Start date: June, II (1502)
End date: January, II (1504)
Sides

- **French**: the Kingdom of France
- **Spanish**: the Kingdom of Spain

Victory Conditions:

- Each side wins a **Strategic Victory** and the Scenario ends at the end of any Turn, if no State in the Kingdom of Naples is Aligned to the enemy side
- If a Strategic Victory is not achieved, at the end of the Scenario each side makes an addition of: the number of Aligned States and the number of not Aligned States where at least one friendly Force is present with no enemy Force (Baron Forces do count) in the Kingdom of Naples. French total is subtracted from Spanish total to determine the level of victory. If the result is:

    5 or more: **Standard Spanish** Victory
    between 2 and 4: **Spanish Marginal** Victory
    between –2 and 0: **French Marginal** Victory
    –3 or less: **French Standard** Victory
    If the result is "1", the side Owning **Naples** wins a **Standard** Victory

- A draw is not possible

AP Scheduling:

	French Army	Spanish Army
At Start	7	3
Each eligible Turn up to and including Oct, I (1502)	4	*
From Feb I, (1503) to July I (1503)	3	3
From Aug I, (1503) to End	4	2

Note: Additional APs may be granted through "Disfida", see Special Rules

* : Roll a die. If 1,2,3 results then 1 nominal AP is received; else, 0 AP.

Supply Sources:

- French: any **one** among **Roma** and **any Port hex in "Terra di Lavoro"** or **"Principato Citra"**
  [Historical Note: Tyrrenian ports are considered Supply Sources because of sea supplies by the French Fleet]
- Spain: any **one Port hex on the Adriatic Sea**, **Taranto or Riggio**

Initial Cap. Generali:

- French: **Nemours, Saluzzo**
- Spanish: **Córdoba**

Initial set-up, Minor Capitani and Breakdown units:

French Army:
Capitano cards: **Nemours (1)**, **Aubigny (2)**, **La Palice (3)**, **Alegre (4)**, **Bayard (6)**, Marchese di **Saluzzo (9)**, Francesco II **Gonzaga (11)** (Marchese di Mantova), **French Minor (7)** and **(8)**

Note: the French player has the option to create one or many Forces and deploy it/them in the territory of the States indicated below:

Anywhere in any of the following regions: "Terra di Lavoro", "Abruzzo Citra", "Abruzzo Ultra", "Principato Citra", Principato Ultra":
Cap. Gen. **Nemours**, Order: <any> with:

- French Gendarmes: 10 SP (2 x 5)
- French Infantry: 8 SP (2 x 4)
- Swiss Infantry: 4 SP (1 x 4)
- French Artillery: 4 SP (2 x 2)
- Siege Artillery
- Subordinate/Unemployed Capitani: **Aubigny, Bayard, La Palice, Alegre**

In any Fortress or Port in their respective States, unless otherwise indicated:
French Barons:

- "Terra di Lavoro" (2)
- "Principato Citra" (1): at Salerno
- "Terra di Bari" (1)
- "Terra d'Otranto" (1)
- "Calabria Citra" (2): at Corigliano and Rocca Imperiale
- "Calabria Ultra" (2): at Catanzaro and Opido

Minor Capitani: 2 French, entering as Reinforcements

Substitute Units available:

- Swiss Infantry:(1 x 12)

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Spanish Army:
Capitano cards: **Córdoba (10)**, **Navarro (16)**, **Moncada (18)**, **Benavides (19)**, **De Andrade (20)**, **De Leyva (21)**, **Paredes (22)**, **Fabrizio Colonna (12)**, **Prospero Colonna (23)**, **Pineiro (24)**, **Alviano (5)**, **Spanish Minor (13)** and **(14)**

Anywhere in "Terra di Bari" and/or "Terra d'Otranto":
Cap. **Córdoba**, Order: <any> with:

- Italian Heavy Cavalry (Spanish service): 3 SP (1 x 3)
- Spanish Infantry: 10 SP (2 x 5) [FA]
- Spanish Light Cavalry: 2 SP (1 x 2)
- Stradiots Light cavalry (Spanish service): 1 SP (1 x 1)
- Spanish Artillery: 3 SP (1 x 3)
- Siege Artillery
- Field Engineers
- Pontoon Bridge
- Subordinate/Unemployed Capitani: **Navarro, F.Colonna, P.Colonna, Paredes**

Note: the Spanish player has the option to create one or more Forces and deploy it/them in the territory of the States indicated above.

Anywhere in "Calabria Citra" or "Calabria Ultra":
Cap. **Pineiro**, Order: <any> with:

- Spanish Infantry: 3 SP (1 x 3) [FA]
- Stradiots Light cavalry (Spanish service): 1 SP (1 x 1)

In any Fortress or Port in their respective States:
Spanish Barons:

- "Terra di Bari" (3)

– "Terra d'Otranto" (3)
– "Calabria Citra" (1): at Cosenza or Amantea
– "Calabria Ultra" (1): at Riggio or Tropea or Monte Leone

Minor Capitani: 2 Spanish, not deployed

Substitute Units available:
– Spanish Light Cavalry: (1 x 6)
– Spanish Infantry: (1 x 10) [FA]
– Stradiots Light Cavalry (Spanish service):(1 x 3)

Reinforcements:

August, II (1502) turn:
   Spanish:
   Entering the map in any Port hex in "Calabria Citra" or "Calabria Ultra", Cap. **Moncada**, Order: <Any>, with:
   – Spanish Infantry: 2 SP (1 x 2) [FA] [Q = 3]

October, I (1502) turn:
   Spanish:
   At Riggio ("Calabria Ultra"), Cap. **Benavides**, Order: Manoeuvre, optionally Road March, with::
   – Spanish Heavy Cavalry: 2 SP (1 x 2)
   – Spanish Light Cavalry: 2 SP (1 x 2)
   – Spanish Infantry (Rodoleros): 4 SP (1 x 5)
   – Subordinate/Unemployed Capitani: **De Leyva**
   Note that Calabria Citra and Ultra switch to French alignment this turn (see Region Alignment, below)

October, II (1502) turn:
   French:
   Appearing in any French force with a Capitano Generale or inside a city of a French Aligned State occupied by a French Force:
   French Minor Capitano, Order: <any> with:
   – French Gendarmes: 4 SP (1 x 5)
   – Swiss Infantry: 3 SP (1 x 4)

February, II (1503) turn:
   French:
   Appearing in any French force with a Capitano Generale or inside a city of a French Aligned State occupied by a French Force:
   – Swiss Infantry: 3 SP (1 x 4)

March, II (1503) turn:
   Spanish:
   Entering the map in any Port in "Terra di Bari" or "Terra d'Otranto" occupied by a Spanish Force:
   – Landsknecht (Spanish service): 4 SP (1 x 4)

April, I (1503) turn:
   Spanish:
   At Riggio ("Calabria Ultra"), Cap. **De Andrade**, Order: Manoeuvre, optionally Road March, with:
   – Spanish Infantry: 4 SP (1 x 6) [FA]
   – Spanish Infantry (Rodoleros): 2 SP (1 x 2)
   – Spanish Heavy Cavalry: 2 SP (1 x 2)
   – Spanish Light Cavalry: 2 SP (1 x 2)

June, I (1503) turn:
   French:
   Appearing in any Port hex in "Lazio", "Terra di Lavoro", "Principato Citra":
   French Minor Capitano, Order: <any> with:
   – French Arquebusiers: 6 SP (1 x 6)

August, I (1503) turn:
   French:
   Appearing in any Port hex in "Lazio", "Terra di Lavoro", "Principato Citra":
   Cap. Gen. **Marchese di Saluzzo**, Order: <any> with:
   – French Arquebusiers: 8 SP (1 x 9)
   – French Artillery: 2 SP (1 x 2)

September, II (1503) turn:
   French:
   In Rome:
   Cap. **Gonzaga**, Order: Manoeuvre, Road March, with:
   – French Gendarmes: 10 SP (1 x 10)
   – French Arquebusiers: 6 SP (1 x 6)
   – Swiss Infantry: 4 SP (1 x 4)
   – Italian Light Cavalry (French Service): 3 SP (1 x 4)

October, II (1503) turn:
   Spanish:
   Appearing with a Spanish Capitano Generale:
   Cap. **Alviano**, Order <any> with:
   – Italian Infantry (Spanish service): 8 SP (1 x 8)
   – Italian Heavy Cavalry (Spanish service): 3 SP (1 x 3)

Special Rules and Events:

1) First Turn. The Administrative segment of the Sequence of Play is omitted for both players in Game Turn 1.

2) Movement of Capitani by Sea.
During an Activation, if a Force composed of at most one combat unit is in a Port hex, it can be activated (even an unemployed Capitano, but not a Baron unit) to move by sea to another eligible Port hex free of enemy units. French forces can freely move from and to any Port in the Tyrrhenian Sea. Spanish forces can freely move from and to any Port in the Ionian and/or Adriatic Sea.
This movement by sea does not depend on the activation die-roll result and can always be done once the Capitano is activated, though it is the only movement he can do for that Game Turn (that is, one Activation only).

3) Earthworks. All French forces use Scenario 2 Special Rule 6) for the duration of the Scenario. Spanish forces use Standard rule 8.5 with no limitations.

4) Re-Alignment of the States of the Kingdom of Naples
Each State of the Kingdom of Naples has a **Dominance Factor** (a number printed on the map in the double square box of each State) and an initial set-up alignment (French/Spanish/Not Aligned). The alignment of a State switches to one side, during the Victory Phase when the side **owns** (see 15.1) a number of Fortresses (Fortified Cities and Fortified Towns) which allows to **match or exceed** the State's Dominance Factor. Count two for each Fortified City and one for each Fortified Town. The alignment Status is changed to the controlling player (adjust the

"Conquered" marker in the State box consequently), who will be able to deploy "available" Baron units in the State during the eligible game turns. Baron units already on the map remain controlled by the original player (do not change or turn their counters upside down) or remain Not Aligned if they were. New Baron units will be controlled by the player to whom the State is currently Aligned (as per Standard Rule 16.3.1)

5) "Disfida" (Challenge)

When a Force including **Heavy Cavalry** units is occupying a **Fortress** and is within two hexes from an enemy **Heavy Cavalry** unit, **either side** may declare a "Disfida" against the opposing unit (active player first). A Disfida can only be declared **at the end of the Activation of a Force. Neither Force can have an Attack order**. Players must reveal if any of their Forces within two hexes of a declaring Force is eligible; if more than one unit is eligible, the declaring Force chooses the enemy unit.

If the enemy side refuses the Disfida, the declaring player immediately gains **1 APs** and the challenged Force must do an immediate **Discipline Check**. Otherwise both players roll a die, with a +1 modifier for the declaring player. Both players also add the **Quality** of their unit to die-roll result. If the modified die results are equal, the Disfida ends with no result. The player with the highest result is the winner, who gains **3 APs**, while the losing Force must do an immediate **Discipline Check with a +1 modifier**. Furthermore, permanently grant a +1 to the winner and −1 to the loser of a Disfida towards the total number of Owned Fortress in the State where the Disfida takes place, with reference to Special Rule 4 of this Scenario.

No more than **one Disfida** may be declared **per Turn** (for both sides together).

After the first Major Battle is fought in the game, this rule is no more in effect for the remainder of the game.

Historical motivation: it is supposed that the Chivalric spirit in waging war coming from medieval times is swept away by the first real massacre on the battlefield.

6) Venetian ports

Trani, Brindisi [Terra di Bari] and **Otranto** [Terra d'Otranto] are Venetian controlled ports. Place a Venetian control marker in there. Force of both sides may enter, but never stop, or change Control of any such Port hexes. The Spanish side can use any of these ports as Supply Sources.

7) Terra di Bari has a Dominance Factor of 7 in this scenario.

Regions Alignment

Region	At Start Alignment	Barons		
		Total	At Start	Available
Abruzzo Ultra	French	2	0	**2**
Abruzzo Citra	French	1	0	**1**
Molise	Not Aligned	1	1	(*)
Terra di Lavoro	French	5	2 Fr.	**3**
Capitanata	Not Aligned	3	1	(*)
Principato Ultra	French	1	0	**1**
Principato Citra	French	4	1 Fr.	**3**
Terra di Bari	Spanish	4	1 Fr. 3 Sp.	**0**
Terra D'Otranto	Spanish	4	1 Fr. 3 Sp.	**0**
Basilicata	Spanish	2	0	**2**
Calabria Citra	(**)	5	2 Fr. 1 Sp.	**2**
Calabria Ultra	(**)	6	2 Fr. 1 Sp.	**3**

(*): If and when a Not-Aligned State becomes Aligned to either side, the indicated Total number of Baron units of that side becomes available to the controlling player.

(**): Both Calabria Citra and Ultra are Spanish-Aligned at start. They immediately become **French-Aligned** whenever Spanish reinforcements Cap. **Benavides** and his troops come into play (normally on **October I, 1502**).

First Player: French

Scenario 4: Lautrec's last chance, 1528

After his disastrous defeat at Pavia in 1525, François I was compelled to sign the Treaty of Madrid and to remain in captivity in Spain. After he was freed in 1526 by the Emperor Charles V, he soon forgot his claims to eternally preserve peace with Spain and looked forward to revamp his personal war against the Habsburg dynasty. The occasion was yielded by Pope Clement VII who proposed an alliance between the Republic of Venice, the Kingdom of England, the Duchy of Milan and the Republic of Florence. The purpose of the League of Cognac, named after the place where the agreement was signed, was an attempt to put together the powerful enemies of the Empire for a fight which intended to contain the expansionist aims of Charles V. This effort resulted in the War of the League of Cognac (1526-1530), which was fought all over Italy. The two sides confronted in a long, attritional war on the territory of Italy, with no major battle, perhaps remembering the bloodbath at Pavia. In 1527 Rome, left unprotected by any major League force, was brutally sacked by the German landsknechts in Imperial service commanded by Frundsberg. The Pope had to escape, take refuge in Castel Sant'Angelo and pay 400,000 ducats, an incredible amount for that time. The Catholic emperor Charles V allowed this to happen in retaliation for the Pope's supporting role in the League. This event shocked the hearts and the minds of all the Catholic world. France, which until then had showed an uncertain strategy, created one big army with the intent to retake the initiative in the Italian theater. This army entered Italy on the 23rd July 1527 by the Val di Susa. But, Odet de Foix

(1485 - Naples, 16 August 1528), Viscount of Lautrec, who was assigned the command of the French Army, adopted a once again uncertain strategy and waited five months before deciding to go south attacking the Kingdom of Naples. This apparently had two objectives: first to conquer once again the Kingdom of Naples, which the French considered theirs but was firmly in Spanish hands, and second to free Rome from the Landsknechts, who still occupied the city after the sack. The second objective was in effect achieved, but overall the Lautrec's expedition was a complete disaster and ended forever the French aims on the Peninsula Italica. The same Lautrec died of the plague which broke in the French army while besieging Naples, the capital of the kingdom.

At the time of the campaign, El Gran Capitán was already dead since many years, but we decided to include this campaign because this marks the end of the Italian.Wars in Southern Italy.

Start date: February, I (1528)
End date: October, II (1528)
Sides
- **Allied**: the Kingdom of France, the Republic of Venice
- **Empire**: the Holy Roman Empire

Victory Conditions:
- The Imperial side wins an automatic an immediate victory at the moment that no French Capitano Generale with Rank 4 or 5 is present on the map
- At the end of the Scenario each side makes an addition of the number of friendly Aligned States. The side with the highest sum is the winner
- If a Standard Victory is not achieved, the side owning Naples and the end of the Scenario is the winner

AP Scheduling:

	Allied Army	Imperial Army
At Start	8	4
Each eligible Turn	5	4

Supply Sources:
- Allied: Teramo
- Imperial: Roma, Napoli, Riggio

Initial Cap. Generali:
- Allied: **Lautrec**
- Imperial: **Orange**

Initial set-up, Minor Capitani and Breakdown units:

Allied Army:
Capitano cards: **Lautrec (2), Navarro (16), Vaudemont (5), Saluzzo (9), Baglioni (15), French Minor (7), Venetian Minor (17)**

At Teramo ("Abruzzo Ultra"):
Cap. Gen. **Lautrec**, Order: Manoeuvre, Road March with:

- French Gendarmes: 6 SP (1 x 10)
- French Arquebusiers: 12 SP (2 x 6) [FA]
- Swiss Infantry: 3 SP (1 x 4)
- Landsknecht (French service): 11 SP (2 x 6)
- French Artillery: 4 SP (2 x 2)
- Field Engineers
- Siege Artillery
- Subordinate/Unemployed Capitani: **Navarro, Vaudemont**

At L'Aquila ("Abruzzo Ultra"):
Cap. **Saluzzo,** Order: Manoeuvre, Road March with:
- Italian Heavy Cavalry (French service): 4 SP (1 x 4)
- Italian Infantry (French service): 2 SP (1 x 2) [FA]

At Teramo ("Abruzzo Ultra"):
Venetian Minor Capitano **,** Order: Manoeuvre with:
- Stradiots Light Cavalry (Venetian service): 1 SP (1 x 2)
- Venetian Infantry: 2 SP (1 x 4)

At Sora ("Terra di Lavoro"):
Cap. **Baglioni,** Order: Manoeuvre, Road March with:
- Italian Infantry (Bande Nere): 8 SP (2 x 4) [FA]

Minor Capitani: 1 French, 1 Venetian (already on map)

Substitute Units available:
- Landsknecht (French service): (1 x 12)

Imperial Army:
Capitano cards: **Orange (10), Del Vasto (20), Ferrante I (11) (Gonzaga), Moncada (18), Maramaldo (19), Imperial Minor (13)**

At Roma (Pillaged marker):
Cap. Gen. **Orange**, Order: Manoeuvre with:
- Landsknecht (Imperial service): 20 SP (2 x 10)
- Spanish Infantry: 2 SP (1 x 2) [FA] [Q = 3]
- Subordinate/Unemployed Capitani: **Del Vasto, Ferrante, Moncada**

At Napoli ("Terra di Lavoro"):
Imperial Minor Capitano [use a Spanish Minor Capitano counter], Order: Garrison with:
- Spanish Light Cavalry: 2 SP (1 x 2)

Spanish Barons:
- "Terra di Lavoro" (2): at Naples and Gaeta
- "Capitanata" (1): at San Severo
- "Principato Ultra" (1): at Ariano
- "Principato Citra", "Terra di Bari", "Terra d'Otranto" , "Basilicata" (1) for each Region
- "Calabria Citra", Calabria Ultra": (2) for each Region

Minor Capitani: 1 Imperial, see setup

Substitute Units available:
- Landsknecht (Imperial service): (2 x 5)

Reinforcements:

Any turn after May, II (1528):

Spanish:

Entering the map in any hex in "Principato Ultra" occupied by a Spanish major Force:

Cap. **Maramaldo**, Order: <Any>, with:

– Italian Light Cavalry [No flag]: 2 SP (1 x 2)
– Italian Infantry (Spanish service): 4 SP (1 x 8)

Special Rules and Events:

1) First Turn. The Administrative segment of the Sequence of Play is omitted for both players in Game Turn 1**.**

2) Earthworks. Basic game rule 8.5 is in effect for both sides.

3) Re-Alignment of the States of the Kingdom of Naples
Rule 4) of Scenario 3. is in effect.

4) Plague
Plague breaks out with a modified die-roll of **8** (not 9).
Historical Note: it was a heavily hot summer, big armies marched through the land for long periods, food supplies were poor. The plague decimated the French army.

5) Firearms. On every assault on the Assault Table, add the following condition: increase the Quality of the Attacking Force by 1 if the most attacking SPs are Infantry with Firearms or if the attacking Force played "Firearms" (Major Battle Opt. Rule).
Historical Note: this rule takes into account the evolution in the development of portable firearms during the later years of the Italian Wars.

6) Multinational stacks. The Venetian Minor Capitano can be subordinate to a French Capitano Generale. Venetian Combat Units may only be subordinate to Venetian Capitani.

7) Terra di Bari has a Dominance Factor of **8** in this scenario.

Regions Alignment

| | | | Barons | |
Region	At Start Alignment	Total	At Start	Available
Abruzzo Ultra	Imperial	2	0	2
Abruzzo Citra	Imperial	2	0	2
Molise	Imperial	2	0	2
Terra di Lavoro	Imperial	5	2 Imp.	3
Capitanata	Imperial	3	1 Imp.	2
Principato Ultra	Imperial	3	1 Imp.	2
Principato Citra	Imperial	3	1 Imp.	2
Terra di Bari	Imperial	3	1	2
			Imp.	
Terra D'Otranto	Imperial	3	1 Imp.	2
Basilicata	Imperial	2	1 Imp.	1
Calabria Citra	Imperial	5	2 Imp.	3
Calabria Ultra	Imperial	5	2 Imp.	3

First Player: French

<div style="background:#9b1b1b;color:white">

Scenario 5: The crusade of Charles VIII (a what-if scenario), 1495-96

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Historically Charles VIII, King of France, left Naples on the 20th May 1495 after having reigned for only a few months over the Kingdom of Naples. Many were the reasons why he decided to leave: the first and foremost was the French king had his center of affairs and worries in Paris, and he could not permit himself to leave his throne for a longer period of time. His decision was undoubtedly accelerated by the formation of an anti-French league composed of Venice, the Empire, the Pope, Milan and Spain.

Charles reacted with great disappointment receiving the news of the new created league, which was only formally formed to fight against the Turks. In effect, he feared that all his enemies were about to join forces against him. And he was right, on his way back to France, his army was intercepted in the valley of Taro and the big battle of Fornovo (6th July 1495) resulted. Due to the incompetence of the Allied side, he managed to win a minor victory.

Historians have been debating for a long time on the decision of Charles VIII to divide his whole armies in two parts and come back to France with one of them. This is especially weird thinking of the vastness of the Kingdom of Naples and the relatively scarce size of the force left behind to garrison such a territory. Though he did it, we are now confronted with the results of his choice.

This scenario explores to possibility that Charles decided not to leave the Kingdom of Naples, but instead decided to remain and fight against Spain for the dominance of the kingdom. The assumption here is that the army of the league would not try to descend into southern Italy, because of the fear that, in case of a probable defeat, they would lose all their precious and vital northern territories in Italy. Another consequences would be that the French army would have soon consumed all its stockpiled resources to supply itself. This would mean that the victory conditions should have achieved in the shortest period of time.

This Scenario is played as Scenario 2, with the following differences:

End date: See Special Rule 2) of this Scenario.

Initial Cap. Generali:

- French: <u>Charles VIII</u>

Note: Montpensier is not a Capitano Generale while Charles VIII is in play

Victory Conditions:

- The French side wins an automatic Victory at the end of any turn, if no **un-besieged** Spanish or Venetian Force (Baron Forces are excluded) occupies the Kingdom of Naples (the port of Ischia does not count) **OR** all States of the Kingdom of Naples are French aligned **OR** **Ferrandino** is captured or killed.
- The Allied side wins an automatic **immediate** Victory if **Charles VIII** is captured or killed
- The Scenario may end and the Allied side automatically wins in virtue of Special Rule 2)
- A draw is not possible

AP Scheduling:

Change the French AP scheduling as follows:

	French Army
At Start	10
Each eligible Turn	6

French Army:

Add the following force to the French setup:

Capitano cards: **Charles VIII (18),** Gian Giacomo **Trivulzio (21)**

Anywhere in "Terra di Lavoro", Cap. Gen. **Charles VIII**, Order: <any> with:

– Swiss Infantry: 4 SP (1 x 4)
– Italian Light Cavalry (French service): 2 SP (1 x 2)
– French Artillery: 8 SP (4 x 2)
– French Arquebusiers: 9 SP (1 x 9) [FA]
– French Gendarmes: 10 SP (2 x 5)
– Siege Artillery
– Field Engineers
– Subordinate/Unemployed Capitani: **G.G.Trivulzio**

Reinforcements:

French reinforcements as of May, II (1496) turn are not received (supposing Charles VIII was employing all his resources to sustain his main effort)

Special Rules and Events:

1) Realignment of Barons. *"Re-alignment of French-Aligned States" and "State Re-alignment for full conquest" of Special Rule 8) of Scenario 2 are not in effect. Use instead Special Rule 4) of Scenario 3). Other sections of Rule 8) are in effect.*

2) Charles VIII return to France. Beginning from **April, 1 (1496)** game turn, and again every **two** game turns, the French player rolls a die at the beginning of the Weather phase. On die-roll result of **6**, Charles VIII decides it's time go back home, the

Scenario ends and the Allied side wins. A cumulative modifier of +1 is added to die-roll every time the die is rolled.

Historical note: it is supposed that Charles VIII sooner or later should come back home to face his destiny. Having not reached his objectives implies an Allied victory.

3) Ferrandino. During the Scenario, the first time (only) **Ferrandino** enters a Town or City hex in a French Aligned State of the Kingdom of Naples a die is rolled in the ensuing Victory Phase. Always adds +2 to the die-roll and subtract 1 (-1) if any French Force (not a Baron Force) is present in the State's territory. The result is the number of Allied Baron units which the Allied player receives, which cannot be higher than the number of Baron units available for that State (see Standard Rules).

4) Terra di Bari has a Dominance Factor of **8** in this scenario.

Regions alignment: same as Scenario 2.

<div style="background:#8B0000;color:white;text-align:center;">DESIGN NOTES</div>

Creating El Gran Capitán was a long journey. At one point I wanted to give up: historical research was too tiring and long. But then, what other historical period offers the same challenges for a wargame designer? And what's more, everyone who asked me about the sequel to the first one had a weight. Of the toughest part, the map, I speak separately. Here I'm only talking about the differences with the first game in the series, from which this one derives.

The first difference is the 3x scale, for both space and time, here 15 days per turn and km10 per hex. This has involved reviewing a series of elements such as the impact of attrition, the definition of lines of communication, the ability to move activated forces. Most of all, the difference in scale made it necessary to fight within the hex and not between hexes. All this refactoring made anyway feasible to maintain the essential elements of the original game system, without upheavals.

El Gran Capitán remains focused on the maneuverability of the armies, which in turn depends on the availability of Administrative Points. But these ultimately depend on the ability of the commanders-in-chief, the players, to keep their lines of communication open, while maneuvering to attack enemy positions or defend their own.

Southern Italy is a hot place and this factor, heat, is decisive in military operations, especially for the logistical aspects, much more yesterday than today. There is little evidence of forced marches in the campaigns covered in this game, and players will note the difficulty in executing them.

Stacking is limited to only three forces per hex, which simulates the difficulty faced by armies of the time in coordinating multiple forces simultaneously in the theater of war. Similarly, there are numerous types of combat, but the number of engagements in a contested hex is effectively limited to one attack and one counterattack.

The major battle has undergone a makeover to make it smoother. The scenarios are long and the decisions to be taken are strategic, so it seemed normal to reduce the impact of this game module, also given the rarity of this type of combat. The major battle in its original style, which has so many passionate players, remained as an optional rule.

In a difficult context like that of medieval southern Italy, looting in this game can become an essential weapon for survival, due to the overall scarcity of supplies.

Now as then, even for the major military powers it is difficult to maintain control of a vast nation without the support of local powers. The Barons represent precisely these powers, and their role is eminently defensive and protection of the long lines of communication. The Barons are therefore not a decisive tool in offensive operations, but crucial for the control of the territories. We have provided a specific step in the game sequence for movement of barons on the map, which makes it faster and more interesting to take turns.

Studying these campaigns through the game, it will be natural to wonder, as we did, how France and Spain could think of controlling such vast territories with such small forces and resources and in the meantime even conduct offensive operations! But that's what happened, which posed interesting design challenges and what makes this specific game so special. We are aware that not all of those ancient campaigns is understood, but perhaps we have made a very small step forward in understanding.

NOTES ON MAP DESIGN

Designing the map was the most difficult task in creating the game. This was due to the difficulty in retrieving good contemporary sources. This was the same problem as in the previous game, but this time it was reinforced by the sheer absence of maps depicting roads, size of towns, strength of fortresses, type of terrains existing in that period in southern Italy. So the work on the map stalled for years, with minimal advances.

Sometimes, though, "natura facit saltus" and I encountered by pure chance a copy of the "Atlante delle Province del Regno di Napoli", Stigliola Nicola Antonio (1546-1623), Napoli. This was revolutionary for my work, in that this atlas, drawn about in 1550, so not many years after our campaigns, depicted the main roads in the Kingdom of Naples. Even more striking, the map beared the term ("fuochi") and I wondered what the meaning could be. Mumble, mumble for weeks... then, Eureka! which other easy method could a man of the XV century use to count the population? each fire is a family, then the number of fires gives the size of the location (which was unknown to me). I had finally discovered the exact size size of towns, cities and other locations on the map.

Another stroke of luck was to encounter the work of A.Mauro (op.cit.), which outlines the main fortifications in the Kingdom of Naples and addressed my work on them. A number of online sources were then consulted to determine the state of conservation of the primary and secondary fortresses existing at the time.

Most of the terrain in southern Italy is mountain, or high mountain, and hill. These are mostly wooded hills, especially in Calabria, but full of dirty roads also at the present time. So it is assumed that a force from the XVth century can negotiate those terrains, but with difficulties.

The two main plains were in Puglia and Campania, which in fact were the richest regions, though most of the terrain here was uncultivated. Some of the roads flowing from Campania to Puglia were traced on the path of the ancient Roman roads, which were still existing and visible, and in part covered with ground or interrupted.

There are two interesting secondary roads (from Teramo In Abruzzo region to Puglia region) and from Castel di Sangro to Lucera. The interest lies in that they are traced on the path of ancient "tratturi" (sheep track), which allowed the practice of transhumance from the green pasturages of Abruzzo to the plains of Puglia, which dates back to Roman times.

The work on the map lasted many many years, I believe that with this map we have a fairly rare, graphic representation of what Southern Italy in XVIth century looked like.

Finally, let me add two words to thanks both Sergio Schiavi, who drew the map, and Marino Salimbeni, who wrote all the writings on the map as an "amanuensis", which makes this map for me so special.

Nicola Contardi

Weather Effects Summary

Weather	Movement	LOC & AP	Attrition	Combat
Fair	--	--	--	--
Heat	--	--	+1 to the Attrition die-roll (*)	--
Mud	-1 to Movement Allowance for all combat units	Shift 1R when rolling on the AP Table	+1 to the Attrition die-roll (*)	-1 Artillery Fire -1 Cavalry Charge -1 on the Assault Table
Rain	+1/(+2) to cross a Bridged/(Unbridged) River	--	+1 to the Attrition die-roll (*) Also Heath, Hill, Marsh, Mountain are Barren Land	-1 Artillery Fire -1 on the Assault Table No Firearms

(*) : Whenever an Attrition die-roll is required (see Rule 9.)

SELECT BIBLIOGRAPHY

This is a very concise bibliography on the subject, that is to say: the books we read to create this game.

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La Capella Reial de Catalunya HESPERION XXI, Dir.: J. Savall
Mille Regretz: La Cancion del Emperador
Divine songs and music exactly from the times of our campaigns.

GENERAL INDEX

SEQUENCE OF PLAY

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.3).

B) COMMAND PHASE

1. Administrative Segment

a. Administrative Points. At the scheduled turns (indicated in **yellow** on the Turn record Track), Capitani Generali *(see par.4.2)* of **both sides** receive **Administrative Points** *(par.6.3)* and all **Orders are removed**.

b. Regia Dogana della Mena delle Pecore. At the scheduled turns (indicated by a **sheep** on the Turn record Track), Administrative Points for "**la Regia Dogana della Mena delle Pecore**" *(see par.20)* are received.

c. Barons replacement. At the scheduled turns (indicated with a **crown** on the Turn Record Track), **Baron units** of **both sides** are replaced *(see par.16.3.1).*

d. Designate Supply Source. **Both players** designate their active **Supply Source** *(see par.6.1),* beginning with the First player.

Now the First player conducts the following Segment; then the opposing player does the same:

2. Organization Segment

a. Minor Capitani. Activate or deactivate Minor Capitani *(see par.4.5)*

b. Transfer Capitani and combat units. Transfer Combat Units between Capitani which occupy the same hex on the map, including Baron units. Transfer Subordinate, Unemployed Capitani or Baron Forces *(see par.16.3.1)* on the map *(see par.7.1).*

c. Transfer Strength Points. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality, Type, Quality and Reliability. Use Substitute Units to break down or regroup Combat Units *(see par.7.1).*

d. Orders. Issue or re-issue **Orders to Capitani** *(see par.7.2)* and **Baron Forces** *(see par.16.3.1)* 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 *(see par.8.1)*. Then both players mutually conduct the following Segments:

2. Activation of Baron Forces *(see 16.3.1 for definition)*

a. Move Barons. Beginning from the First player, both players alternate activating **one** friendly **Baron Force** on the map at a time. The owning player rolls a die, subtracting the result from the indicated Baron's Initiative Rating. The Baron's Initiative Rating may be modified by his Order or enemy Forces in the same hex. Furthermore, if the Baron Force has already been activated this turn, it will have a –1 modifier to its Initiative. The Activated Baron Force performs his actions *(follow the prescriptions from par.8.2.3 to par.8.2.7 included).* An Activation marker is then placed on (or near) the Baron counter, of value corresponding to the number of Activations that the Baron undertook. **If this is a second Activation, the Force will now check for Attrition** *(it is considered to have force marched).*

b. Repeat. This process will end when: a) one player's Baron Forces are all Finished (at most, two Activations for each Baron Force) or b) one player declines to activate any more Baron Force.

c. Remaining Barons. The other player may now make **one activation** (only) for each Baron Force which was not previously activated in this Turn, in any order he wishes.

3. Activation of Capitani

Note that activation procedure is different between Capitani and Barons.

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

b. Determine Activation. 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 enemy Forces in the same hex. 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.8.2.2).* The Activated Capitano performs his actions *(see "What an Activated Capitano may do", par.8.2.4).* 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** *(it is considered to have force marched).*

c. Repeat. 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. Remaining Capitani. 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.

4. Joint Consolidation

Both players now consolidate any *uncontested (see par.8.8)* hexes that have two or more friendly Capitani, or one Capitano with one or more Baron units *(see par.16.3)*, on the map, so that only one Capitano counter occupies each hex. Capitani in the same hex as their Capitano Generale *(see par.4.2)* 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 in **Contested** *(see par.8.8)* hexes (name visible) reveal the composition of their Forces.

2. Battle Resolution

All Battles are resolved *(see "Combat" , par.12)*

3. Joint Consolidation

Both players now consolidate all Multi-Force hexes according to C.4, above. If a Capitano Generale is not present in the hex, excess Forces are displaced one hex, owning player's choice.

4. Remove the Disruption and Opposing River crossing markers

5. Attrition Segment

Forces check for Attrition if in a Hostile region, in a Barren Land, in a **Contested** hex, or under Siege *(see par.9)*.

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, and the Year marker if necessary, 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.