

The battles of Montecuccoli

1643 Nonantola, 1648 Zusmarshausen, 1664 Raab

Serie rules



1.0 INTRODUCTION

The battles of Montecuccoli serie is the first of the Battles and Leaders serie.

Rules are divided in this general rules manual and a single scenario rules.

2.0 GAME EQUIPMENT

Usually, each game in the serie includes:

- A map
- A sheet of 96 die-cut cardboard counters;
- Game rules manual (this book);
- Terrain effects chart;
- 2 Reference tables: a combat results table and an artillery fire table.

Notice to players: a 6-sided dice (not included) is required to play this game.

2.1 Game map

The A2 game map represents the area where the main battle occurred, reproducing all the types of terrain present on the battlefield. On the side of the board there is the turn track bar, which will be used for turns recording. The board is divided into hexes to better regulate units placement, movement and combat. Each hex is

also numbered for ease of reference.

2.2 Game charts and tables

A terrain effects chart, a combat results table and an artillery fire table are also available for players' quick reference and consult during the game.

2.3 Game counters

The game includes a countersheet representing the following:

- Combat Units (CU), either infantry or cavalry;
- Commanders;
- Artillery units;
- 1 Double-sided turn indicators marker.

Every counter has a picture and numbers representing unit type, combat strength, movement range for CU, command range (commanders only). The artillery counters have no value, to resolve a combat with the artillery, players have to refer to the artillery firing table.

2.4 How to read counters

On the CU counter there are two numbers: the one on the left is its combat strength value in attack and in defense, the one on the right is its movement points (MP).

Commanders are represented by their portrait, while the numbers are their Command Points (CP) which are the ability for each commander to regain control of disrupted units (see para. 9.0) and combat modifier to CUs under his command range. The other number on the right is its movement points (MP).

3.0 GAME SETUP

After having removed all the counters from the diecut cardboard, players will choose which side to take and place their units as for scenario rules, the first player places the turn marker showing his side symbol on the track present on the map. He is the first player to start in the game.

4.0 GAME TURN

The game turns are played always in the same order: the Attacker player first, followed by the Defender player. In each turn the players do their moves and resolve combats. The game ends by achieving the victory conditions of one of the two sides or at the end of the last turn as for scenario rules.

4.1 Turn sequence

Each turn is composed by the following phases:

- Attacker player phase
- Defender player phase.
- End of game turn

The active player turn is regulated by the following phases:

4.1.1 Reorganization Phase - The active player will try to reorganize his disrupted CUs as described in paragraph 9.0.

4.1.2 Artillery Fire Phase - In this phase the active player will fire with artillery in accordance with rules in paragraph 5.0.

4.1.3 Movement Phase - In this phase the active player may move all, some or none of his CU and Commanders in accordance with the movement rules and restrictions (6.0).

4.1.4 Combat Phase - In this phase combats are resolved by the active player (8.0).

4.1.5 End of player phase - The turn marker will be move forward and turned on the side of the next active player.

5.0 ARTILLERY

Artillery units are a characteristic combat unit,

they are not subject to a Zone of Control (7.0) because they do not move once being placed on the map; they cannot be disorganized nor destroyed; although they can be captured by the enemy during his move (5.3). When firing with the artillery, the active player targets the enemy units with the following limitations:

- Each artillery unit fires individually;
- The range of fire must be counted starting from the hex immediately after the one with the artillery counter and ending to the hex of the enemy CU.

Then, the active player throws a dice (1D6) and crosses the result with the distance column on the artillery fire table applying immediately the results.



Example: The artillery unit is firing against the Fugger Regiment which is distant 3 hexes. The active player rolls a die crossing the result with the 3-5 range column in the artillery fire table: if the die result is a "1" or a "2", then the targeted counter will be turned onto its disorganized side; with values of "3" or more the artillery fire has no effect.

Example: in the example above, the Ottoman artillery cannot fire at the Pleitner Regiment because between them there is the town of Mogersdorf. The town is a terrain obstacle that breaks the LoS between the attacking artillery unit and its target.

5.1 Line of Sight (LoS): To verify if an artillery unit can target an enemy unit in a specific hex, the active player shall draw a straight line starting from the hex centre where the artillery unit is placed to the hex where its target is located. If along this line, named Line of Sight (LoS), there are any terrain obstacles (such as forest, city, hills, etc) then firing is not possible.

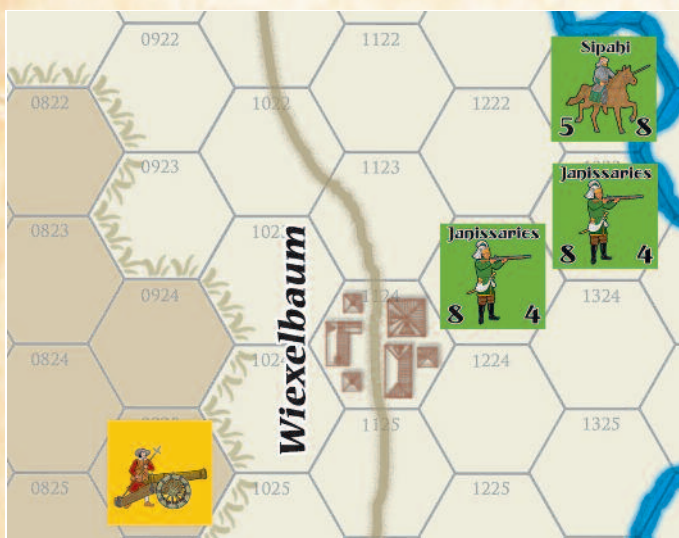
5.1.1 Blocking hexes - All the hexes with hills, woods, towns, cities, or containing any enemy

or friendly CU, Commander or any hex above the one where artilleries are firing from are blocking the LoS. The type of terrain of the hex where the artillery is and the one of its target's position do not block the firing.



Example: If the Pleitner Regiment were in the position shown above, the Ottoman artillery could fire at them, because only one of the bordering hex (the one with the village) is an obstacle to the LoS. On the other hand, if the Flugger Regiment were still in the same position (of the previous example) it would be considered blocking the Los and preventing fire against the Pleitner Regiment.

5.1.2 Exceptions - An exception to the above rules are those artillery units placed on a higher level hex (such as a hilltop) all the hexes with any type of obstacle present Artillery unit (front) Artillery unit (back) between the artillery and its target are ignored if those obstacles hexes are in a lower position on map. The LoS between the two CUs is not blocked. Furthermore, in case both CUs (artillery and targeted unit) are both on a hilltop hex, they are in LoS regardless of any obstacle hex presence between them if in a lower position. Reasonably, an obstacle hex at the same level blocks the LoS.



Example: The Imperial artillery cannot fire against the Ottoman Janissaries units because

they are both behind a hex with an obstacle (the village). The Ottoman Spahi unit is also protected by the village. However, due to the fact that the artillery unit is on a higher level and the distance between Ottoman Spahi and the village (2 hexes) is greater than the one between the artillery unit and the obstacle (1 hex) the line of fire is considered free. Summarizing the three LoS examples for this rule we have that:

- The Janissaries unit right behind the village is at a 1-hex distance MINOR to the one existing between the obstacle and the artillery and consequently the Janissaries unit cannot be attacked.
- The distance of the second Janissaries unit is 2 hexes which is the SAME distance between the artillery and the obstacle. Also this Janissaries unit cannot be attacked.
- The Spahi unit is located at a distance of 3 hexes from the obstacle, which is GREATER than the distance between the artillery and the obstacle. The Spahi unit can be attacked..

5.2 Capture of artillery units: during the game it's possible to capture the enemy's artillery units if CU or a Commander enters in the hex occupied by the artillery unit.

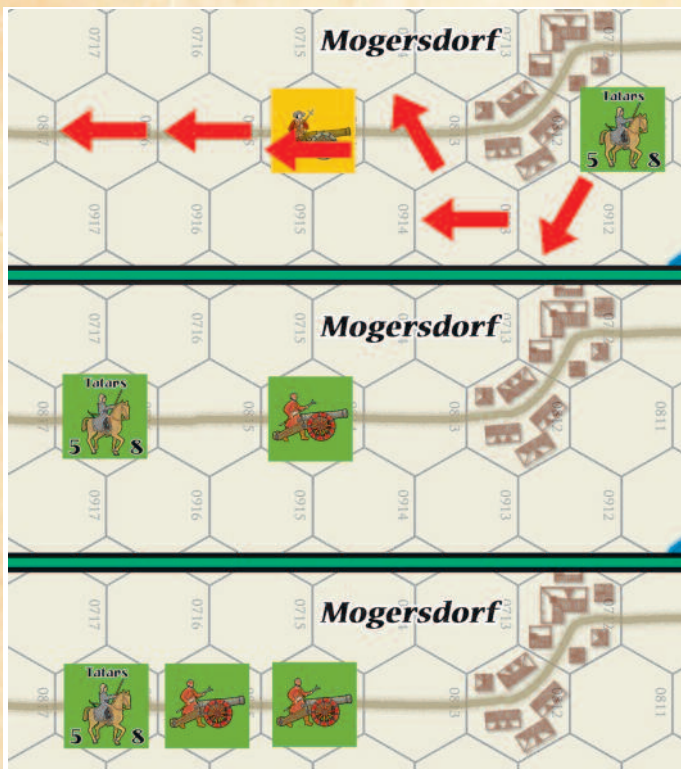
The artillery units counters then are turned to show the color of the capturing faction (either Ottoman or Imperial) and starting from the next artillery phase of the capturing player, they can be used to target any enemy unit while the capturing CU can, if it has not yet used all its MP, continue its move capturing other artillery units and fight during the combat phase of the turn. Artillery units can never be disorganized nor destroyed as a result of a combat phase and they can be captured and freed an unlimited number of times.

Example:

• **Top picture** - The Ottoman Spahi unit starts moving (by going around the town, then enters the hex containing the Imperial artillery unit and continuing on its movement.

• **Central picture** - As soon as entering in the hex with the Imperial battery, the artillery is captured and the counter is immediately turned to show the color of the Ottoman side while the Ottoman cavalry unit goes on to finish its movement.

• **Below picture** - If during its movement the



Ottoman cavalry unit had met other Imperial artillery units, these would have been captured too and turned to match the Ottoman side's color.

6.0 MOVEMENT

Movement is not mandatory. During his Movement Phase, the active player can move any units and Commanders counters he wants in any direction he desires. The units are moved one at a time, tracing a continuous line of hexes: it's not allowed to jump hexes. When a CU enters a particular hex, it must pay the required movement points to pass it reducing the total of its movement points for that turn.

6.1 Movement restrictions: Except when specified, all of the movement restrictions are applied to both units to the Commanders and can never be made outside of the player's movement phase. A unit can never enter in a hex containing an enemy unit if it's not an artillery unit to be captured (5.2). As soon as the active player starts to resolve the combats by throwing a dice, the movement phase is over and begins the combat phase (8.0).

The number of movement points spent by a unit during a single movement phase cannot exceed the total MPs of that unit.

It's possible that a unit spends only a part of its MPs available, bearing in mind that the unused MPs cannot be accumulated for the next turn or transferred to another unit.

Once the active player has finished to move a unit it cannot be moved any further and any

changes to the move are not allowed unless agreed by the opponent player.

Once deployed during the initial setup of the game, artillery units cannot be moved.

6.2 Terrain effects: in order to enter each hex, all units spend a certain number of MPs. This may change on the type of terrain the unit is going to enter. In some cases, moving a unit in a particular hex can be prohibited.

The terrain effects chart helps the players to quickly find all the MPs costs for entering each type of terrain present on map and the effects they have during movement and/or combat.

The required MPs costs for a unit to cross any obstacle are added to those needed to enter in a new hex. if the MPs of a unit are less than the cost needed to enter a particular hex, the unit cannot enter it.

6.2.1 Exceptions: - The presence of a bridge in a hex denies the need to spend additional MPs to cross a river.

On the same principle, the additional MPs costs are needed to climb a slope not to descend it.



Example: in order to cross the river and enter in the hex with woods, the Imperial unit in the picture will spend all its MPs (2 for crossing the river and 2 for entering the hex with woods). In case there was a bridge between hex 1221 and hex 1321, the Imperial unit would have spent only 2 MPs.



Example: to move from hex 0922 to hex 0823,

units will spend 2 MPs (1 to move in the hex + 1 for climbing); on the other way, to move from hex 0822

to hex 0921 units do not have to spend any additional MPs because the movement is downhill.

6.2.2 Cavalry units and Wood hexes - Cavalry units are only allowed to enter a wood hex or a wooded hill hex by road.

6.3 Stacking: A maximum of one CU counter may stay in a hex.

Stacking limit does not apply to Commanders because these are non-combat units. Players may have on a hex only one CU counter and as many commanders and artillery units they may want.

6.4 Effects of friendly units: A friendly unit is not allowed to move in or cross a hex containing another friendly CU unit.

6.5 Villages and towns: hexes with villages and towns cannot be entered with any counter if there is no road connection on map. If a CU counter is already in one of these hexes, it ignore the enemy ZoC and, if decide to attack apply a +1 modifier to the die roll. However, in case a Commander is in a town or village hex, it can be captured by enemy CU entering in the hex.

7.0 ZONES OF CONTROL (ZoC)

The six hexes around the one with an undisrupted CU counter in it represent the unit's Zone of Control (ZoC). The hexes where the unit applies its ZoC are called controlled hexes.

The ZoC exercised by any friendly or enemy unit do not preclude the movement in any possible way.

All undisrupted units exercise a ZoC during the whole game turn despite of the phase or of the active player.

The ZoC does not inhibit the presence of other ZoC applied by other friendly or enemy units. If on a same hex are applied different ZoC of other units (either friendly or enemy) this hex is considered a controlled hex by both units without any further effects.

7.1 Exceptions: The ZoC do not extend across a hex bordering a river without a bridge. Cavalry units do not exercise a ZoC over wood hexes.

Artillery, Commanders and disrupted CU counters do not apply any ZoC at all.

7.2 Effects of the ZoC: combat is mandatory between undisrupted units when one of them moves into an enemy unit's ZoC hex (8.0). During the reorganization phase, Commanders are not allowed to reorganize any disrupted unit which is in an enemy ZoC (10.2).

8.0 COMBAT

Combat between adjacent enemy undisrupted units is mandatory so, the active player has to

attack all those enemy units located in adjacent hexes where they exercise their ZoC.

CU can only attack if nearby attacking units.

If an undisrupted unit of the active player is located in ZoC of multiple enemy units it has to attack all those enemy units that are not engaged by other friendly units.

Units located in two or more hexes may attack the same hex provided that they are all adjacent to it. In this case the combat force of the attacking units is calculated by adding their combat values.

Friendly Commanders counters, which are stacked with attacking CUs or reach the attacked hex with their combat range, can or cannot participate to the attack by applying their modifier value, depending on the active player's choice (10.0).

An attacking unit cannot attack more than one time in the same combat phase and no defending unit can be attacked more than one time, however a hex occupied by a unit in a controlled hex of the attacker can be attacked from many surrounding hexes; furthermore, the combat value of a single unit can never be divided on or against more opponents.

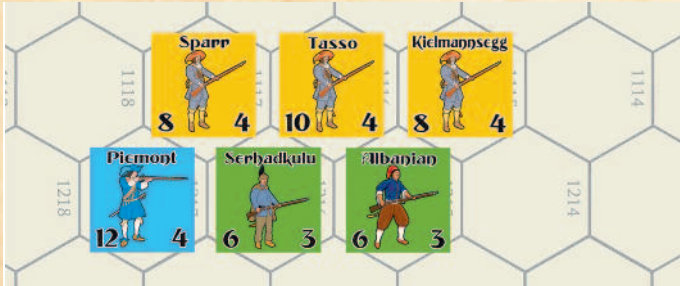
All combats can be resolved in any preferred order until all involved units have been attacked. A hex occupied by a unit in the attacker's ZoC can also be attacked by all six surrounding hexes.

Undisrupted units must be all involved in the attack provided that they will be near to one or more enemy units. The active player has to choose which of his units will attack the enemy units and their breakdown in the attacks, provided that at the end of the attacks all units that were in enemy ZoCs attacked all those units.



Example: if the situation in the picture above shall occur during the Imperial player's combat phase, both units have to attack the Ottoman unit. Viceversa, if the above situation occurred during the Ottoman player's combat phase, the Ottoman unit will attack both enemy units.

In the picture below, the Imperial player must perform the same attack and another one with Kielmansegg Regiment against the Albanian units, but he can decide if use the Tasso Regiment and against which of the two enemy units attack with it (the Tasso Regiment in fact is in both enemies ZoCs and therefore must engage combat).



The active player is always identified as the attacker, while the opponent is the defender. All the combats are solved separately in an order chosen by the attacker. The Combat Phase will finish when all the combats have been solved. To resolve every combat, the following procedure shall be used:

- 1) Sum all the combat strength values of each unit attacking the targeted enemy unit(s);
- 2) Divide the resulting value obtained with the combat value of the unit(s) present in the targeted hex rounding down the result;
- 3) Roll a die and check the result by crossing the die-roll value with the corresponding column of the combat result table.

Example: *the Imperial player attacks with two units a hex where is present an Ottoman unit. The total combat value of the 2 attacking units is "20" (Sparr Regiment 12 and Piedmont Regiment 8); this value of 20 is divided by "8" (the Ottoman unit's combat value) giving the result of a force rate of 2,5/1 and rounding it down to have a 2/1 force rate. The Imperial player (the attacker) now throws a die and gets a "3", this value crossed with the 2/1 force rate column in the combat result table gives the result of disrupting the enemy unit which is turned to show its new status.*

8.1 Terrain effects: Defending units can increase with a bonus their combat value if they are located in hexes with a specific terrain. This bonus is added to the combat value of the defending unit. These bonuses are listed in the terrain effects chart where the defending player will

pick and apply the most favorable bonus.

9.0 DISRUPTION

The units involved in a combat or targeted by artillery fire can be "disrupted". This condition reduces the unit's combat capability and increases its vulnerability. Players may attempt to recover any disrupted unit during the Reorganization Phase of their turn.

Soon after a unit is disrupted, its counter has to be turned to show this status. If a unit, which is already disrupted, suffers another disruption during a combat phase is destroyed and removed from the game. Disruption is applicable only to combat units. Commanders and artillery units are not subject to disruption even if stacked with disrupted units.

9.1 Disruption effects: disrupted units, in addition to having a lower combat value, cannot attack and cannot exercise any ZOC; therefore any enemy combat unit adjacent or passing near them cannot be attacked. Disrupted units can move only two hexes per turn, they can't cross any river without bridges nor enter in wooded or town hexes. Despite these restrictions, disrupted units can always move for two hexes no matter on which type of terrain they're passing through.

9.2 Reorganization Phase: During the Reorganization Phase, the active player rolls a die for every disrupted unit which is outside any enemy ZoC. The result can be modified by commanders value if it is in the same hex or within its command range (10.0).

Any disrupted unit is considered reorganized with a die result of "5" or "6". The counter is turned to show the front side and the reorganized unit is free to move and fight in the next Combat Phase of that same turn.

10.0 COMMANDERS

Unlike Combat Units, Commander counters do not exercise ZOC nor have any combat value. Every Commander has Command Points (CPs) that can be added to the combat value of a unit involved in a combat to "help" the reorganization of a disrupted unit during the Reorganization Phase; terrain has no effect on commanders command range.

- Value 1 commanders can add their value to a CU in their hex or adjacent.
- Value 2/3 commanders can add their value to

a CU in their hex or within 2/3 hexes.

Commanders are never subject to disruption, but they can be eliminated if they are the only counter present in an enemy ZoC.

10.1 Effects on disruption: during the Reorganization Phase, the CPs of a Commander can be added to the die result in order to recover a disrupted unit stacked in the same hex or within the command range. However, not even the presence of a Commander nearby a disrupted friendly unit inside an enemy ZoC can allow the reorganization of that unit (9.2).

***Example:** A Commander counter with "2" CPs adds this value to the die result for the reorganization of a disrupted unit present in the same, near or within two hexes of distance from the COM counter. If the die result is a "3" it will be modified to a "5" and the disrupted unit is successfully reorganized.*

10.2 Effect on combat: the player, either attacker or defender, is allowed to add CPs from only one of his Commanders to the combat value of a unit involved in a fight whether this unit is stacked with the Commander or it's within the command range.

The CPs are added to the combat value of the selected CU before applying all the necessary modifications due to the terrain effects. For this reason, all the modifications are applied both to the CU and the Commanders.

10.2.1 Limitations - No more than one Commander per side can be used/activated for each combat whether is occurring between single or multiple CUs.

***Example:** a 3 value CU adjacent to a value 1 commander, attack and defend itself with value 4; if in wood, its value is not 7 (3x2+1) but 8 (3+1x2).*

10.3 Capture of Command units: during the game it's possible to capture the enemy's commanders; if a CU enters in the hex occupied by an enemy commander, it is "captured" and removed by the game.

11.0 DEMORALIZATION

Collecting losses of units (each eliminated CU or commander CP gives 1 victory point to the enemy, artillery has no value) can reach a value

that will provoke the demoralization of the entire army (see scenario booklet).

11.1 Effects of demoralization: as soon as the demoralization level is reached by one of the two armies, the movement capability of all the CUs in the entire army (either infantry or cavalry) is set to 2 PM for infantry and 4 MP for cavalry. During the Reorganization Phase, disrupted cavalry units can be reorganized only with a die result of "6" or more (regular or modified by the presence of a Commander) while disrupted infantry units can no longer be reorganized.

12.0 VICTORY CONDITIONS

Each battle ends when a side is demoralized they are reported on the scenario booklet.

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4.1 SEQUENCE OF PLAY	
A	Reorganization phase
B	Artillery fire phase
C	Movement phase
D	Combat phase

5.1 ARTILLERY PHASE

Die	Range in hexes			
	1	2	3-5	6-10
1	Dd	Dd	Dd	Dd
2	Dd	Dd	Dd	Ne
3	Dd	Dd	Ne	Ne
4	Dd	Ne	Ne	Ne
5	Ne	Ne	Ne	Ne
6	Ne	Ne	Ne	Ne

Dd - Defender disrupted
Ne - No Effect



TERRAIN EFFECT CHART

Hex	Terreno	PM	Eff. sul Mov.	Eff. sul Cbt.	Hex	Terreno	Eff. sul Mov.	Eff. sul Cbt.
	Clear Level 1	1	No one	No one		Clear Level 2	1	+1 Climbing No one
→	Clear Level 2	1	+1 Climbing	No one	←	Slope (climbing)	1	+1 Climbing Def. on high ground x2
	Stream	+1	No one	Defender doubled		Camp	1	No one No one
	River	P	Only traversable by bridge	P		Town	1	Only enter by road Defender doubled
	Main river	P	Only traversable by bridge	P		Walled Town	1	Only enter by road Defender doubled
	Wood	2	No one	No Cavalry attacks		Ramparts	1	No one Defender doubled
	Road	1*	No one	No one		Bridge	1	No one No one

Note:

* Take a look to the scenario special rules

COMBAT RESULTS TABLE

Die	Attacker/Defender Odds									
	<1/4	1/4	1/3	1/2	1/1	2/1	3/1	4/1	5/1	>5/1
1	Ad	Ne	Ne	Dx	Dd	Dd	Dd	De	De	De
2	Ad	Ad	Ne	Ne	Dx	Dd	Dd	Dd	De	De
3	Ad	Ad	Ad	Ne	Ne	Dx	Dd	Dd	Dd	De
4	Ad	Ad	Ad	Dx	Ne	Ne	Dx	Dd	Dd	Dd
5	Ae	Ae	Ad	Ad	Dx	Ne	Ne	Dx	Dd	Dd
6	Ae	Ae	Ae	Ad	Ad	Dx	Ne	Ne	Dx	Dd
Ae	All attackers CU are eliminated									
Ad	All attackers CU are disorganized									
Dx	Defender CU, and attacker CU with a total combat value equal or greater than the defender one, are disorganized.									
Dd	attacker CU are organized									
De	which total combat value									

