

PIKE AND PLUNDER

24 September 2007

AN ITALIAN WARS CAMPAIGN FOR FOUR PLAYERS

By James Roach



A scene from the Battle of Pavia 1525

INTRODUCTION

This is a campaign for four players. The principal combatants are **FRANCE, SPAIN, VENICE AND THE PAPAL STATES**. All other states, Milan, Florence, etc are non-player states. Due to the end date of the campaign, the Holy Roman Empire is not a player state. An umpire is not required.

Some flexibility has been given to the start date (early 16C) and the starting dispositions, especially in The Kingdom of Naples. I have given no chance of The Kingdom of Naples becoming an independent state, rebellions and the like will cause its areas to declare for either France or Spain; they being its chief claimants.

The object of the campaign is to amass victory points (VPs). At the end of the campaign the winner is the player with the most VPs. The campaign ends with the accession of Charles of Spain as Holy Roman Emperor.

Except where stated all dice throws use a d6.

As there is no umpire, and because this campaign takes place in an age of duplicity, players may, during their campaign move, offer any deals regarding money, possessions or strategy, but are not bound to honour them. If deals are to be made, the player must conclude all of them within three minutes on the egg timer.

Where other situations arise that are outside of the rules, or where the rule is vague or contradictory, arguments are best decided in true Machiavellian style: Bid florins, highest bid wins the argument.



Medium Artillery preparing to fire.

THE PLAYER STATES

FRANCE:

France is the most militarily powerful state. It has the best homeland tax base of any of the nations. Initially it has the problem of trying to hold onto its possessions in The Kingdom of Naples, a difficult mission as they are far from France and France's navy is not strong. Because France has the best artillery in Europe, they get a bonus when resolving sieges. The French King may lead an army; if he does he must lead army number 1 and all other armies shifted one army box down.

SPAIN:

Spain is powerful militarily. It has a reasonably good strategic starting position. Its possession of the Kingdom of Sicily (off map) allows it to land troops in the Kingdom of Naples without the need to have control of the seas.

VENICE:

Venice is a rich state gaining much of its wealth from its possessions and trade in the Adriatic and eastern Mediterranean (off map). Being set on an island in a lagoon it is almost impossible to besiege successfully. Venice has the most powerful navy in Europe, and will consequently find controlling the seas easier than other states.

PAPAL STATES:

The Papal States have the worst strategic starting position and fiscal position of any of the player states. However, with the Pope at their head, they are politically powerful (see excommunications below). Due to the Pope's influence 1 is added to all d6 rolls involving a diplomat. To be a "Warrior Pope" and take command of armies in the field he must first roll 5 or 6 on d6.

Furthermore, as Rome is the "Holy City", if it is taken by siege the taker loses 7VPs, and will lose a further 2VPs at the end of each of his turns thereafter until it is vacated. Vacation of the Holy City is a free move provided it does not result in contact with a hostile army. At that point the city automatically reverts to being a Papal possession.

NOTE ON EXCOMMUNICATIONS:

The Pope may attempt to excommunicate any player who acts against any area in the possession of the Papal States. Roll d6. Heads of state are excommunicated on a roll of 4 - 6.

The excommunicated player immediately loses 5 VPs, and loses 2VPs at the end of each turn he remains excommunicated thereafter. The excommunicated player will only be able to draw half of his Italian possession tax revenues and be unable to draw subsidies from allied states. Whilst excommunicated all diplomatic rolls are subject to a -1 modifier.

An excommunicated player may reverse his excommunication in 4 ways:

- Treat directly with the Pope to have the excommunication nullified.
- Take Rome and automatically force the Pope to nullify the excommunication in return for giving it back into Papal possession.
- Miss a campaign turn and call a Council of Cardinals. Roll d6. On a result of 4 – 6 the Cardinals force the Pope to nullify the excommunication. One chance only.
- The Pope or Head of State dies in battle or of natural causes.



The Swiss advance.



The King of France

PIKE AND PLUNDER

VPs

1
2
3
4
5
6
7
8
9
10
20
30
40
50

POLITICAL POSITION TRACKER

	W	N	A
	W	N	A
	W	N	A
	W	N	A
	W	N	A
	W	N	A
	W	N	A

WAR CHESTS

ARMY VALUES

1	2
3	4

1	2	1	2	1	2
3	4	3	4	3	4

Florin

1
2
3
4
5
6
7
8
9
10
20
30
40
50

Isabella is dead

Ferdinand is dead

Maximilian is dead

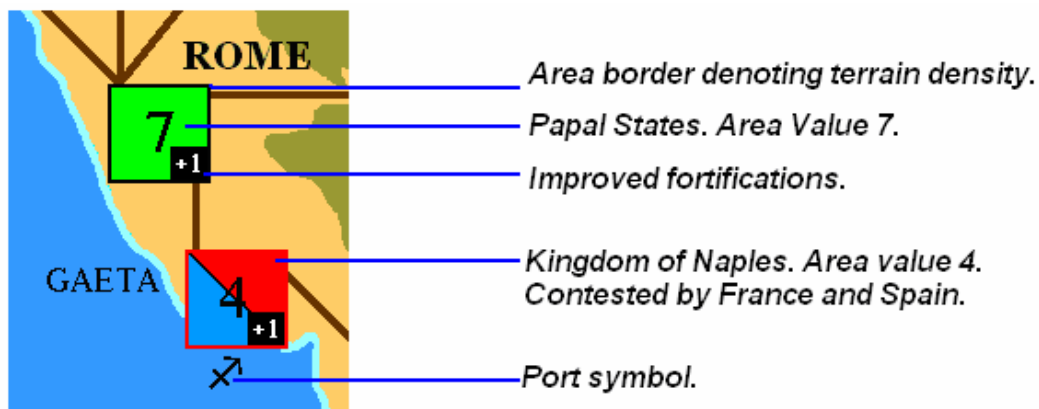
Map by James Roach

THE PLAYING BOARD AND SETTING UP

The board comprises a map of Italy (centre), a political position tracker table (top right), a victory point track, an Italian revenue (florin) track and a campaign end track (all to the left side) and war chest and army value boxes.

THE MAP

The map shows various areas connected by land routes. Each area has a colour (sometimes two colours) denoting its natural allegiance, a large number denoting the VP value of the area and the amount of revenue it produces in florins. Each area is surrounded by a white, black or red border; this denotes the terrain density of the area. Some areas have an improved fortification marker in a small box (lower right corner). Some areas also have an anchor symbol denoting that an army may travel to them, or from them, by sea. (See: Sea Areas below.)



The colours denote the following:

- **Mid blue:** Kingdom of France. (Note: Only France may enter the FRANCE area.)
- **Red:** Kingdom of Spain. (Note: Only Spain may enter the SPAIN area.)
- **Yellow:** Republic of Venice.
- **Mid green:** The Papal States.
- **Mid blue and red:** Kingdom of Naples, contested by France and Spain.
- **Yellow and mid green:** The Romagnol, contested by the Papacy and Venice. (See special rules for these areas).
- **Brown:** Duchies of Saluzzo and Savoy.
- **Dark blue:** Duchy of Milan.
- **Pink:** Republic of Genoa.
- **Orange:** Duchy of Modena.
- **Dark green:** Duchy of Ferrara.
- **Grey:** Republic of Florence.
- **Light blue:** Republic of Sienna.

Starting markers: France places a control marker on Naples and Gaeta. Spain places a control marker on Cosenza, Barletta and Pescara.

SEA AREAS

Naval transport is coastal. (E.g. To transport an army from France to Cosenza will require the control of the Ligurian and Tyrrhenian.) Naval supply requires only the control of the sea area through which the supplies will be delivered, as supply ships may use the Mediterranean to access any sea area. (This is purely a game mechanism.)

- **Ligurian Sea:** Stretching from Nice to Civitavecchia.
- **Tyrrhenian Sea:** Stretching from Gaeta to Cosenza.
- **The Adriatic:** Stretching from Venice to Barletta.
- **Ionian Sea:** Contains the area “SPAIN”. Holding this area does not blockade “SPAIN”.

Starting markers: Initially Venice places a control marker in the Adriatic.

THE POLITICAL POSITION TRACKER TABLE

Each non player state is represented by its colour. Each player must have a marker for each state. “W” indicates that the state is at war or hostile to the player. “N” that the state is neutral. “A” that the state is allied or positively friendly.

The political position of states is changed by diplomats on Machiavelli cards and acts of aggression. Any act of aggression against a non-player state results in it declaring war on the aggressor.

Players are not required to track their political position to each other as they can decide their political position to each other as situations arise.

Starting markers: Initially each player places a marker on each “N”.

THE VICTORY POINTS TRACK

This is used to keep track of each player’s current VP total. When an area is taken the VP total of the area is added to the taking player’s total and deducted from the loser’s (if any) total. VPs are added or deducted for various successful actions carried out when cards are used to play an event. They are also added for winning pitched battles.

Starting markers: Initially each player places a marker on 15 VPs – victory points for past glories.

THE ITALIAN REVENUE (FLORIN) TRACKER

This is used to keep track of each player’s current expected revenue from his Italian possessions. Whenever a player takes possession of an area, the revenue total of the area is added to the taking player’s total and deducted from the loser’s (if any) total. Revenue is collected on the appropriate card.

Note on the Romagna: Ravenna and Bologna. If actively taken possession of by siege they provide 3 florins, otherwise they provide Venice and the Papacy with 2 florins each in revenue.

Each player also receives other revenue. This is a fixed amount that is collected elsewhere. This revenue is **not** tracked on the revenue tracker.

Starting markers: Initially the Papacy places markers for 23 florins, Venice for 20 florins, Spain and France for 10 florins.

THE WAR CHESTS

Whenever revenue is collected it is placed into the appropriate war chest. States with an empty war chest will find it difficult to campaign.

If a loan is taken out (on an event card) a loan marker is placed in the war chest to remind players of outstanding debts.

Starting markers: Initially players deposit the following number of florins into their war chests:

- France 150
- Spain 120
- Venice 120
- Papal States 100

THE ARMY VALUE BOXES

Each player may field up to four field armies. Each has its own box. The value in florins of the army is placed into the box along with a marker showing the ability of its Commander-in-Chief.

Note: Each new army has an initial raising cost of 10 florins unless it is to be led by the King of France or a warrior Pope. This is the cost of setting up the command.

Starting markers: Initially each player may purchase up to **two** armies. France: Up to one army in either Gaeta or Naples. Up to two armies in France.

- Spain: Up to one army in either Cosenza, Barletta or Pescara. Up to two armies in Spain.
- Venice: Up to two armies in any of the Venetian areas outside the Romagnol.
- Papal States: Up to two armies in any of the papal areas outside the Romagnol.

END OF TURN TRACKER

The end of turn tracker is used to count down to the end of the campaign. When all three deaths have been accounted for on event cards the campaign is over.



Gendarmes show off their finery.

PLAYING THE GAME

GENERAL

This is a card driven campaign system using a 61 card communal campaign deck and a 20 card Ruse de Guerre deck. Each campaign turn is played out in the following player sequence:

- France.
- Papal States.
- Spain.
- Venice.




Each player starts his turn by drawing a card from the communal deck. The player may act, or not act, on the card as he sees fit. The player may continue to turn cards until he reaches a **Compulsory** card. At this point his turn ends and the next player in the player sequence is activated, collecting up the turned and unturned cards and reshuffling if the **Compulsory** card requires it.

Note: There is only one **Reshuffle** card.

THE CARDS

Most cards can be used for more than one purpose. When playing a card the player must state for which **single** purpose the card is being used.

Except when card is being used to move into a barred area and initiate a battle, a card can only be used for **one** purpose when it is played. (See “Movement” below.)

CARD USES AND DEFINITIONS.	
Compulsory	COMPULSORY CARD: These cards must be played as events. The current player’s turn ends and the next player in sequence becomes activated.
1 – 3	MARCH: This allows the card to be used to move an army The numbers indicate what command classes can be activated. 1 best – 3 worst.
Revolt.	EVENT: This allows the card to be played as a campaign event. Some events require a dice roll for them to occur, some require the presence of a diplomat or army and some require expenditure of florins. The effects, costs and benefits of each event are described on the card.
	INITIATE BATTLE: This allows the card to be used to force an engagement on another army. (See ARMIES below.)
	SIEGE: This allows the card to be used for taking control of areas which are not defended by an army. (See ARMIES below.)
	DIPLOMAT MOVE: This allows a diplomat to move directly from one location to another without restriction.
Ruse de Guerre	Cards are drawn from this deck by using a campaign card event. They are to be kept and played at the player’s discretion.

ARMIES

ARMY COMMAND AND ORGANISATION

When an army is created it must be the lowest army number (1 – 4) available. All armies must have a C-in-C. When an army is created 10 Florins is paid for the C-in-C (unless he is the King of France or warrior Pope). This 10 florin value is added to the army value.

Each C-in-C has a campaign quality. This has no effect on table top ability. Except by death or event card, a C-in-C may not be voluntarily removed from command. Campaign quality is decided on d6.

Result	Quality
1	1
2 - 4	2
5 - 6	3

When two armies of the same state are in the same area, the army with the greater army number may transfer value to the army with the lesser army number. E.g. Army 4 may shift value to Army 2. When two “allied” armies are in the same area, there is no restriction on transferring army value points. Otherwise armies may only be reinforced by an event card, or from garrisons (See below).

Two or more armies of the same state may be stacked together and moved as one army. In this instance the stack counts the command ability of the army with the lesser army number. E.g. A stack comprising army 2 and army 3 is activated using army 2 regardless of leader ability.

When an army’s value is reduced to less than 10 (the C-in-C value) the army is removed from the map and returned to its army box with its C-in-C.

GARRISONS

At the point that a campaign area is taken, a garrison may be put into it. Garrisons may not exceed three times the area value. The cost of the garrison must come from the occupying army (army value points) or the War Chest (florins).

Garrisons may not move. A garrison may be absorbed into an army on the player’s next turn. To absorb any or all of the garrison’s value into his army box a C-in-C must be present and roll greater than his campaign ability on d4. If the attempt fails, the garrison must be paid a sum equal to its value - when it remains a garrison, or it will disband.

MOVEMENT

To activate an army for movement the card must cover the commander’s ability rating.

E.g. A card with an activation rating of 1 – 2 cannot activate a commander with a quality of 3.

When an army is activated for movement it can move of up to two areas providing an area is not barred by the army of another state. If an army’s movement will bring it into contact with an army of another state, permission must be sought to enter the area. If permission is denied, the area is **barred**. The only way to enter a barred area is to move and initiate a battle on a single card. **This is the only time that the same campaign card can, and must, be used for two purposes at once.** (See “The Cards” above.)

Movement is free unless the army moves into a hostile / at war territory. In this case movement costs the value of the area moved into in florins. These may be paid from the army value box or war chest.

SIEGES

TAKING AREAS AND SIEGES

Each area on the map is considered to have one or more fortified sites. Consequently, and abstractly, to take possession of an area it must first be taken by siege.

To besiege an area the following conditions must be met:

- There must not be a hostile player's army in the area.
- The besieging army must have an army point value at least five times greater than the campaign area value.
- A campaign card with a siege symbol must be played against the campaign area. At this point a siege marker is placed on the campaign area. **The siege has begun.**

Each time a campaign card with a siege symbol is played against the area another siege marker is placed on it. If the number of siege markers exceeds the value of the campaign area, the campaign area falls. Alternatively, to shorten the siege, the campaign area may be stormed immediately after a siege marker is placed. (See below.)

To resolve a siege by storm the besieging army and the campaign area tot up there siege factors as follows:

Attacker:

Army points value divided by ten (rounding fractions) committed.	+1
Each siege marker.	+2
French	+2
Each pip on d6.	+1

Defender:

Each point of campaign area value.	+1
Each point of improved defences.	+2
Garrison points value divided by five (rounding fractions).	+1
Each pip on d6. [Defence dice]	+1

If the attacker's factor is greater than the defender's factor the campaign area falls and the garrison (if any) surrenders / is put to the sword. Otherwise the campaign area holds out. In any event the attacker will take casualties equal to his troops committed factor \times defence dice.

BATTLE

INITIATING BATTLE

Whenever the armies of two different states enter the same area a battle may ensue. To force an engagement a campaign card with a battle symbol must be played. After a battle has been initiated the following sequence should be observed.

- Both players form a Battle Hand.
- Battle postures are disclosed. The postures of each army are compared on the Posture Resolution Table.
- Battlefield terrain is determined using the battlefield deployment and terrain tables.
- Objectives are assigned using the battlefield objectives table.
- Battle advantage points are assigned by each player using the Battle Advantage Table.
- Forces are determined and put into commands.
- C-in-C table top quality is determined.
- Morale cards are dealt.
- Battle duration is determined.

BATTLE HANDS

Once a battle has been initiated each player draws four cards from a standard deck of playing cards including two jokers. This is the player's Battle Hand.

CARD	POSTURE	ADVANTAGE POINTS	OBJECTIVE POINTS
ACE	None	1	10
KING	Any	2	None
QUEEN	Attack	1	None
JACK	Defend	1	None
JOKER	Flank Attack	1	None
NUMERICAL [2 - 10]	None	None	Card Value

POSTURE CARDS (ATTACK / DEFEND / FLANK ATTACK)

Each player must, if possible, play a single posture card. If the player has no posture cards, he must play his highest numerical card, and his default posture is defence. These cards are played face down and turned simultaneously. If one player uses a King to determine posture he may declare his posture after the other player. If both players play a King the default posture is attack.

POSTURE RESOLUTION TABLE			
	ATTACK	DEFEND	FLANK ATTACK
ATTACK	Encounter battle.	Attack Vs Defence battle.	Flank Attack Vs Attack battle.
DEFEND	Attack Vs Defence battle	Encounter battle.	Flank Attack* Vs Defence battle.
FLANK ATTACK	Flank Attack Vs Attack battle	Flank Attack Vs Defence battle.	Encounter battle.

DEPLOYMENT AREAS.

The Battlefield Posture Resolution table determines how the battlefield is divided up.

ENCOUNTER

flank deploy	deploy	deploy	deploy	flank deploy
combat flank	combat	combat	combat	combat flank
combat flank	combat	combat	combat	combat flank
flank deploy	deploy	deploy	deploy	flank deploy

ATTACK VS DEFENCE

flank deploy	deploy	deploy	deploy	flank deploy
combat flank	combat	combat	combat	combat flank
flank deploy	deploy	deploy	deploy	flank deploy
flank deploy	deploy	deploy	deploy	flank deploy

FLANK ATTACK VS ATTACK

flank deploy	deploy	deploy	deploy	flank deploy
deploy	combat	combat	combat	deploy
combat	combat	combat	combat	combat
flank deploy	deploy	deploy	deploy	flank deploy

FLANK ATTACK (LEFT) VS DEFENCE.

deploy	deploy	deploy	flank deploy	flank deploy
combat	combat	combat	combat	flank deploy
deploy	deploy	deploy	combat	deploy
flank deploy	flank deploy	flank deploy	combat	deploy

FLANK ATTACK (RIGHT) VS DEFENCE

flank deploy	flank deploy	deploy	deploy	deploy
flank deploy	combat	combat	combat	combat
deploy	combat	deploy	deploy	deploy
deploy	combat	flank deploy	flank deploy	flank deploy



Landsknechts assault earthworks defended by a Spanish Colunella.

TERRAIN DETERMINATION

The type of terrain that exists in each table area is determined by rolling an adjusted d20 for each table area. The results are cross referenced on the Terrain Determination table below.

Campaign areas have a light, moderate, or heavy terrain density. The border colour around the campaign area box denotes the terrain density. The type of terrain density adjusts the d20 roll:

BORDER COLOUR	TERRAIN DENSITY	D20 MODIFIER
White	Open terrain	-2
Black	Light terrain	NC
Red	Rough terrain	+4

TERRAIN DETERMINATION TABLE			
ROLL	DEPLOY	COMBAT OR COMBAT FLANK	FLANK DEPLOY
4 or less	Open	Open	Open
5	Player's choice	Player's choice	Player's choice
6 -7	Open	Open	Open
8	Open	Open	Type I
9 -10	Type I	Open	Type I
11	Type I	Open	Type II
12	Type II	Open	Type II
13	Type II	Type I	Type II + Type II cover
10	Type II + Type II cover	Type I	Type II + Type II cover
11	Type II + Type II cover	Type I	Type III
12 - 14	Type III	Type II	Type III
15	Type III	Type II + Type II cover	Type III + Type II cover
16	Type III + Type II cover	Type III	Type III + Type II cover
17	Type III + Type III cover	Type III	Type III + Type II cover
18	Type III + Type III cover	Type III	Type III + Type III cover
19 - 20	Type IV	Type III + Type III cover	Type IV
21	Type IV + Type III cover	Type III	Type IV + Type III cover
22	Type IV + Type III cover	Type IV	Type IV + Type III cover
23 - 24	Impassable terrain	Impassable terrain	Impassable terrain

Note: Each army must have a baggage camp. This may be placed in any deploy or flank deploy area. Any earthworks must be placed in a deploy area. A road via which the armies deployed onto the field must cross the deploy area and exit the army's base line.

BATTLEFIELD OBJECTIVES

Winning battlefield victory points determines which side wins an action. Victory points are placed on terrain objectives, each player assigning numerical cards or aces from their battle hand. The location of battlefield objectives is determined by rolling one d10 for each card in the player's hand and consulting the objective location table:

OBJECTIVE LOCATION TABLE			
DICE	ATTACK / ENCOUNTER	FLANK ATTACK	DEFENCE
1	Enemy deployment	Enemy deployment	Enemy deployment
2	Enemy deployment	Enemy deployment	Any combat
3	Enemy flank	Enemy flank	Any combat
4	Any combat	Enemy flank	Any combat
5	Any combat	Any combat	Any combat
6	Any combat	Any combat	Own Flank
7	Any combat	Any combat	Own Deployment
8	Any combat	Any combat	Own Deployment
9	Own deployment	Own deployment	Own Deployment
10	Player's choice	Player's choice	Player's choice

Terrain features which may be objectives are divided into primary and secondary categories. Secondary objectives may not be assigned objective points before primary objectives in a similar area. If it is impossible to assign a card due to a lack of possible objectives in the area, one card may be placed on the enemy's deployment road, one card may be placed on the enemy baggage camp, any other unusable cards are lost.

Primary objectives:

- Earthworks.
- Camp and baggage.
- Hills (Type I / II / III only.)
- Road exits.
- Bridges and fords.

Secondary objectives:

- Road junctions
- Any class II / III terrain features other than water features.

Battlefield objective cards are placed face down. Their value is not shown until all cards have been placed. Cards of different suites cannot be played by the same player onto the same objective. Any objective cards assigned to ones own deployment area (not those assigned to ones own deployment area by the enemy) count as double victory points if captured.

See Post Battle below for the effects of holding battlefield objectives.

BATTLE ADVANTAGE

After Battlefield objectives have been determined each side decides how to spend its Battle Advantage points. The following table gives the possibilities and Advantage points cost.

BATTLE ADVANTAGE POSSIBILITIES		COST	NOTES
A	Add an extra morale card.	1	
B	Add an extra objective (VP) card.	1	
C	Remove an objective (VP) card.	1	
D	Add 1 turn to the battle's maximum duration.	1	2 turns maximum.
E	Deduct 1 turn from the battle's maximum duration.	1	1 turn maximum.
F	Roll one uncontested d20 initiative dice at the start of the game.	1	Once only. Cancels enemy.
G	Reduce or increase the terrain effect of one terrain feature by 1 level.	1	Type IV maximum.
H	Remove one terrain feature. (Not earthworks.)	2	
I	Add one terrain feature. (Not earthworks.)	2	
J	Add 1 to all officer quality rolls.	1	
K	Choose 1 unit from the army roster rather than draw a card.	1	
L	Re-roll one d20 initiative dice during the game.	1	
M	Fortify the army's baggage camp with Type II palisade.	1	
N			
O			
P			

ARMY / FORCE DETERMINATION

The army point value in the army value box is used to buy troops for the battle. Each player draws cards from a standard deck of playing cards and consults his army determination table. The player has the option to reject each card as it is turned.

- If the figures to represent the unit are unavailable the card may be discarded without cost.
- If the figures to represent the unit are available, but the player chooses to reject them (due to whim or the lack of remaining army point value), the card may be discarded at the cost of one florin from the army value box.
- If the troops are taken the full unit cost must be paid from the army value box.

To determine the maximum number of command groups the army may field divide the army point value by ten. On top of this number the C-in-C may be added.

Each commander now rolls for to see if he is a *combat leader*: Roll d6. On a Result of 5 – 6 the commander is a *combat leader*. Add 2 to the roll for C-in-Cs.

(*Note:* If the C-in-C is a combat leader this must be written on his army box "chip". This result is not re-rolled for in later battles.)

DEPLOYMENT

Each player rolls a d10 per command to see where it can be deployed.

Commands are deployed one at a time by each player in turn. The better C-in-C deploys last. Where the commanders are of equal quality, a coin is tossed to see which commander deploys first. Roll d10 per command to see where it can be deployed. Superior commanders add 2 to the roll. Skilled commanders add 1 to the roll. Poor commanders deduct 1 from the roll. Abysmal commanders deduct 2 from the roll.

DEPLOYMENT OPTIONS TABLE	
Up to 6	Deploy area only.
7 or more	Flank Deploy area or Deploy area.



Spanish Genitors and illustrious Commander.

MORALE DECK CARDS AND STRATAGEMS

The *Regular Infantry Morale Up 1* card also applies to Mercenaries.

The *Artillery Morale Up 1* card should be treated as Artillery Up 1 for fire.

STRATAGEM CARD TABLE				
DIE	MOVEMENT	COMBAT	COMMAND	MORALE
1	Charge!	Heroic Charge	Hidden Command	Rally Back!
2	Bad Going	Ineffective Missilery	Confused Withdrawal	Mercenaries Apprehensive
3	Passage	Earthworks	Spies	Sacred Emblem
4	Passage	Earthworks	Divine Inspiration!	Panic!
5	Wild Card	Wild Card	Command Indecision	Wild Card
6	Player Choice	Player Choice	Player Choice	Player Choice

Movement:

Charge!: The player may move all commands double on their first move of the game on appropriate move cards.

Bad Going: The player may increase the terrain type of one terrain feature by one class. (E.g. Type III to Type IV.) This increase will not become apparent to the enemy until he is in contact with it.

Passage: The player has found a passage, with a one unit frontage, across a nominated terrain feature. The terrain counts as one terrain type class less. (E.g. Type III to Type II.)

Wild Card: The player adds a *Stratagem* card to his deck. It is treated as a *Brilliant Leader* card that can be used as a *Move*, *Manoeuvre* or *Deployment* card for one command.

Combat:

Heroic Charge!: The player adds a *Stratagem* card to his deck. On its appearance, the player may move one unit into contact with an enemy unit within one moves distance and arc, and fight a melee with an Up 1 modifier. After its use the *Stratagem* card is discarded.

Ineffective Missilery: Just prior to the battle your troops have, unbeknown to the enemy, ambushed an enemy supply convoy. The player adds a *Stratagem* card to his deck. On its appearance, the player may add an *Ineffective Missilery* card to the enemy sequence deck at the next reshuffle.

Earthworks: You may deploy 24" of Type III earthworks in any of your deploy areas.

Wild Card: The player adds a *Stratagem* card to his deck. It is treated as a *Brilliant Leader* card that can be used as a *Reload* or *Melee Resolution* card for one command.

Command:

Hidden Command: Up to four units may be designated as in or behind any vision blocking terrain. They are revealed when the enemy is in contact with the terrain feature and within 4" of the command, or the vision blocking feature is no longer between the enemy and the command.

Confused Withdrawal: The player adds a *Stratagem* card to his deck. On its appearance the player may add a *Confused Withdrawal* card to the enemy deck at the next reshuffle. When the *Confused Withdrawal* card appears you designate one command group that is in contact with or within one move of your forces to make a withdrawal. All units in the designated command make a rout move away, facing their enemy, unformed and out of command. Once used both cards removed from the respective deck.

Spies: At the start of the game you may force your opponent to disclose the following:

- His morale chip count.
- The nature of any *Stratagem* or sequence deck cards he has added from the morale deck.

Divine Inspiration! The player adds a *Divine Inspiration* card to his deck. On its appearance the player doubles his remaining impetus.

Command Indecision: The player adds a *Stratagem* card to his deck. On its appearance the player may add a *Command Indecision* card to the enemy deck at the next reshuffle.

Morale:

Rally Back: The player adds a *Stratagem* card to his deck. On its appearance the player may add a *Rally back* card to his deck at the next reshuffle. The *Rally back* card must be used in the first impetus phase it appears in, though at any point, then it is removed from play.

Mercenaries Apprehensive: The player adds a *Stratagem* card to his deck. On its appearance the player may add a *Levy Apprehensive* card to the enemy deck at the next reshuffle. On its appearance, all mercenaries, regardless of class must make a standard courage check. Remove the card from play after its use.

Sacred Emblem: The player may add or nominate a revered emblem for his army. Examples would be the King's Banner, Carroccio or Holy Relic. All friendly troops within 12" of the emblem receive an Up 2 for all morale checks.

Panic!: If the enemy reaches zero morale chips you may replace his *Major Morale* card with a *Panic!* card at the next reshuffle. When the *Panic!* card is turned you will roll a d20, and the enemy will be an additional Down 2, when determining the results of Major Morale Checks, regardless of the enemy's losses.

Wild Card: The player adds a *Stratagem* card to his deck. It is treated as a *Brilliant Leader* card that can be used as a *Leadership*, *Heroic Moment* or *Courage* card for one command.

GAME DURATION

The duration of each game (in turns) is determined by rolling d6 and adding eight.

POST BATTLE

VICTORY AND DEFEAT

At the end of each battle, each side adds up the number of battlefield objective victory points in its possession. If both sides contest an objective each will get the victory points. The side with the most victory points is the winner of the action. To determine the level of victory take the losers score.

- If the winner's score is triple that of the loser he has achieved a crushing victory.
- If the winner's score is double that of the loser he has achieved a decisive victory.
- If the winner's score is more than that of the loser he has achieved a marginal victory.
- If the number of victory points is identical the attacking player, if any, a marginal victory; otherwise victory goes to the initiator.

BATTLE RESULT		
VICTORY	WINNER	LOSER
CRUSHING	Add 3 to C-in-C's quality and 2 to unit quality rolls for next battle.	Increase own total army value losses by 33%. Withdraw 3 areas.
DECISIVE	Add 2 to C-in-C's quality and 1 to unit quality rolls for next battle.	Increase own total army value losses by 20%. Withdraw 2 areas.
MARGINAL	Add 1 to C-in-C's quality roll for next battle.	Withdraw 1 area.

CASUALTIES DETERMINATION / ARMY VALUE LOSS

To assess army value loss the condition of the units at the end of the game must be assessed.




VALUE LOSS TABLE	
UNIT CONDITION	UNIT VALUE LOST
Destroyed	Full unit value lost
Unralliably routed	Full unit value lost
Routed	Half unit value lost
Each commander killed or captured.	C-in-C: 5 points. Other commanders: 2 points

CAMPAIGN VICTORY POINTS

The number of campaign victory points gained by the victor is determined by the type of victory achieved and the size of the enemy army in relation to itself.

CAMPAIGN VICTORY POINTS TABLE					
VICTORY	INITIAL ARMY VALUE WINNER TO LOSER ODDS				
	2:1 +	3:2+	3:2 / 2:3	2:3+	1:2+
CRUSHING	2 VPs	4 VPs	6 VPs	9 VPs	12 VPs
DECISIVE	1 VPs	2 VPs	4 VPs	6 VPs	8 VPs
MARGINAL	0 VPs	1 VPs	2 VPs	4 VPs	6 VPs

OTHER BITS

THE CAPAIGN DECK EVENTS					
CARD		#	CARD		#
Brilliant Strategy		2	Naval supremacy		3
Bouno giorno Signore Borgia		3	Plague!		1
Compulsory (Next Player)		10	Plunder		2
Create new army		3	Point d'argent, point de Suisse!		4
Diplomat		3	Prior Savonarola		2
Florence has a rush of blood		1	Reinforce army		3
Hire local mercenaries		3	Ruse de Guerre		7
Improve defences		2	The Cantons <i>aid</i> Maximilian Sforza		1
Learning the lesson		1	The Empire strikes!		1
Loan arranged		2	Trial		1
Machiavelli		6			
ACTIVATION					
CARD	#	CARD	#	CARD	#
1	5	1 – 2	17	1 – 3	29
ACTION					
CARD	#	CARD	#	CARD	#
	16		20		15

MARKERS, COUNTERS AND CHIPS.

Various markers are useful for this game. I use poker chips for florins and army box general quality markers (the latter all red with the generals quality written on with china pencil). In the four player colours – red, blue, yellow and green, I use painted and numbered chequers as army markers; small tiddlywinks for VP, Political Position, and Florin trackers; large tiddlywinks for possession markers; and small plastic “skittle men” for diplomats. Small black tiddlywinks mark improved fortification markers, and large black mark siege cards played. Lastly I use small plastic coins (from a broken Las Vegas fridge magnet) to mark paid armies and for loan markers.



The board set to go