The Thirty Years' War in Italy
La Seconda Guerra del Monferrato

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1. INTRODUCTION

La Seconda Guerra del Monferrato is a historical simulation game designed for two players: the Pro-France Faction (Pro- Fr) and the Pro-Spain Faction (Pro- Sp). Players govern the units on the map, facing and trying to solve all the problems faced by the general commanders of the time, their historical counterparts, and trying to reach the victory conditions.

The Scenario Instructions specify which sides are in play and which nations and/or dynasties they are composed of.

2. GAME COMPONENTS

2.1. Units

The game's units are divided into Commanders and Combat Units.

Commanders represent themselves and their armed retinue. Their marker features a Leadership Value at the bottom right.

Command

Leadership

Commander   Rear

Combat Units are divided into the following types and distinguished by the type of icon represented on the marker:

- ⊃ **Garrisons**: units intended to guard areas or fortresses
- ⊃ **Infantry**: regulars or mercenaries equipped with arquebuses, muskets or pikes
- ⊃ **Cavalry**: the so-called "Corazze", medium cavalry of the 17th century
- ⊃ **Artillery**: including the personnel assigned, then called "bombardieri"
- ⊃ **Guastatori**: the equivalent of today's engineers

All combat units have a **Fire Value** printed at the bottom left. For Guastatori it is in square brackets [ ]. Artillery has an asterisk *.

Command

Fire

Infantry   Rear
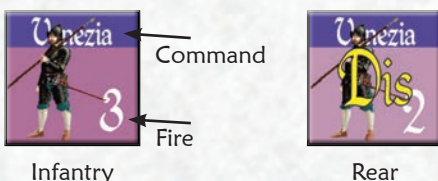
Commanders and Combat Units have a colored stripe at the top that identifies the Corps (or **Command**)

to which they belong. Each type of combat unit has unique characteristics explained below. Many combat units have their "**Disorganized**" side on the back (7.4).

Some Commanders feature their Replacement Commander on the back (7.4).

Each Faction in the game controls one or more nationalities (or dynasty). Each nationality has an army that can be composed of one or more Commands. The morale of an army is the morale of all the Commands in play for that nationality.

The background color of the units represents the nationality they belong to:

PRO-FRANCE FACTION

- ⊃ Blue: Kingdom of France (2 Commands)
- ⊃ Antique Rose: Duchy of Mantua and Monferrato, House of Gonzaga-Nevers (1 Command)
- ⊃ Purple: Republic of Venice (1 Command)

PRO-SPAIN FACTION

- ⊃ Green: Kingdom of Spain (3 Commands)
- ⊃ White: Duchy of Savoy (1 Command)

2.1.1. Markers

The game also includes several types of markers. The use of these markers in the game is explained in this rulebook. There are markers for many activities: Forts, (current) Fort Level, Corps Marker, etc.

2.2. The "chits"

The game includes a set of action tokens ("chits") that are used to generate special game events and assist player actions. The use of chits is explained in Rule 16.

2.3. The map

The map is divided into three sections: the main section, namely **Monferrato** and surrEach section is divided into zones. Each zone is characterized by the type of terrain present. There are zones of: **open terrain**, **difficult terrain** (their name is on a brown background), **fortified village** (indicated by the symbol of a castle), **Fortress** (Casale and Mantua).

Open terrain   Difficult terrain

Fortified village   Fortress

The Fortress zones share with the other zones numbered borders, the fortress walls.

Note: The Fortresses of Mantua and Casale are also reproduced on the map edge to facilitate siege operations.
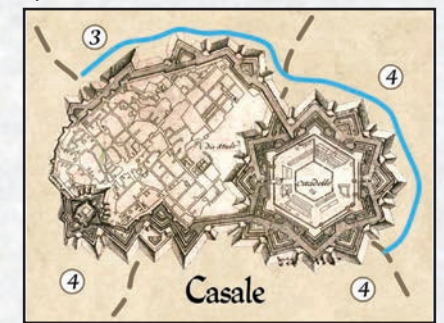
Some borders between adjacent zones are impassable and are marked with an "**X**" on the map.

The borders between adjacent areas colored in blue are stretches of river (some of them have **bridges**).

Impassable   Bridge
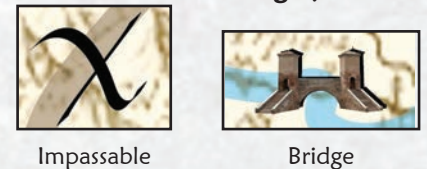
All zones have a name label.

Two zones are considered adjacent if they share an edge, not a vertex.

Zones are used to regulate the movement of troops. Only their borders and the type of terrain are important for this purpose, the background of each zone is shown only for historical-geographical interest.

The background color of the map areas indicates the nationality they belong to, similar to the background color of the units.

2.3.1. Move between boxes and zones

It is possible to transit from the Valtellina area to Milan and vice versa, at the cost of the entire movement capacity.

Similarly, it is possible to transit from the Milan area to Cremona and vice versa.

Units spend 1 of their Movement allowance to move from the Moncalvo area to Mencucco and vice versa (they do not pass through Col d'Asti).

Between the areas of Ivrea and Col d'Asti on the River Po there is a bridge.

2.3.2. Sources of Supply

Each nationality has its own Supply Sources which are areas on the map marked with a coat of arms representing the nationality.

2.4. Turn Table and other tables

The map features printed tables for the progression of the Turn (one or two months) and the Year of the game. Also is printed a table that serves to memorize the number of Victory Points accumulated and the Morale of the armies and a box to put the Commands already activated.

3. GAME SCALE

Each turn represents a period of time of 1 or 2 months.

Each combat unit can represent a variable number between 2000 and 4000 foot soldiers; between 1200 and 1500 mounted soldiers; a train of several dozen artillery pieces; a detachment of Guastatori.

4. HOW TO PLAY

Divide all units according to the corps they belong to (colored band at the top). Then place the "Command" marker of each corps in play in an opaque container, following the instructions in the Scenario rules.

During the game, remove from the game the "Command" markers of the corps that have no units on the map and insert into the game, in the "Activated Commands" box on the map, those whose units enter the map (Reinforcements, see 16.3).

Place the "Turn", "Game Year" and "Game End" markers on the position on the Timeline (on the map) indicated in the Scenario Instructions.

The number of turns to be played can be modified by the play of certain chits.

Place the units of the various corps on the map according to the Scenario Instructions. The remaining units go to the edge of the map, divided by Command (colored band at the top): they will enter as Reinforcements through the play of chits .

Set aside the chits with a "red" symbol on the front, they are used in the second part of the game.

Shuffle the remaining chits and deal four (4) face down to each player, starting with the starting player (see Scenario). The remaining chits are placed in an additional opaque container.

Finally, place the Victory Point (VP) markers of both players on the "0" position of the corresponding table on the map.

The game consists of a sequence of consecutive turns where players activate their Commands and perform military actions using their owned units and possibly playing chits.

4.1. Game Sequence

Each turn consists of the following steps:

a) Command Selection. A Command marker is randomly drawn from the opaque container

b) Command Activation
  b.1) Supply. The Supply status (Rule 13) of the units of the selected Command is checked
  b.2) Activating units and playing chits. Command units are activated and/or chits are played (Rule 5)

Note: At this step the opponent can also play some types of chit ("Response").

  b.3) Command activated. The Command marker extracted is placed on the map in the "Activated Commands" section

c) Repeat. Repeat the sequence from point a) until all Command markers have been drawn

d) Stacking and new Turn
  d.1) Stacking Check. Once the Command markers are exhausted, check whether any zones have combat units in excess (Rule 12).
  d.2) New Turn. Advance the current Turn and/or Year marker to the next space on the Timeline.

e) New Turn Preparation. If the current Game Turn has passed the End Game Turn, the game ends and both players' Victory Points are checked to determine the winner. Otherwise:

- Only if this is <u>the first turn of a new year</u>, remove the "Raid" markers from the map
- "Activated" markers are removed from the map
- the "Camp" marker is turned over, if it was moved (14.5) in the previous turn
- If the current turn's box indicates so ("**Morale -1**"), one is subtracted from the Morale of all armies.
- If any army has a Camp marker Out of Play, decrease that army's Morale by 1
- If there are groups of Reinforcements on spaces from previous Turns, roll a die for each group to check if it enters as a Reinforcement (16.3)
- Put the Command markers back in the opaque container and start the sequence again with a new turn from point a)

The game ends at the conclusion of the final Turn indicated in the Scenario rules.

5. ACTIVATING CORPS UNITS AND PLAYING CHITS

When a Command marker is drawn, first the Supply status of all units in the Corps is checked (Rule 13). Then, the player may:

1) Play up to **two chits** and activate the extracted Corps units present **in a single zone** or
2) Draw **a chit** and do not activate any units, nor play chits . Each player can never have more than four (4) chits in his hand. If this

happens, he must discard one of his choice (first draw, then discard). A chit can only be discarded if he has five in his hand.

Additionally, only if the Corps has a **Commander** in play:

3) You can play up to **one chit** and activate the units of the extracted Corps present <u>in a number of zones equal to the Leadership value of the Commander.</u>
Each zone must be within the Command Radius of the Corps commander, equal to 2 zones from the zone in which the commander is located (maximum one interspersed zone). The path from the Commander to the unit must not cross impassable terrains, nor zones containing enemy units.

5.1. Playing the Chits

The played chits are placed in the discard pile. When players have used up all their chits, they take the discards and put them back in the opaque chit container. Playing a chit is not mandatory, unless explicitly indicated (16.1).

OBB = Mandatory Chit

RSU = Remove from Game if Used

R = Reinforcement Chit
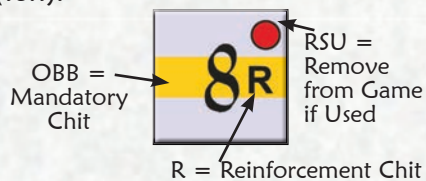
Subject to the guidelines indicated, non-Mandatory chits may be played before, or after the activation of units, unless special instructions are written in the rules relating to the chit itself.

The chits RSU ("Remove If Used , " indicated by a red dot on the corresponding token) do not end up in the discard pile. They are permanently removed from the game.

The Events table lists all available chits and their characteristics.

Note: Some chits can be played, under certain conditions, during an activation by the opposing player, they are called "Response" on the Events Table. The opponent can play one or two of these chits at any time he deems appropriate during the active player's activation.

5.2. Activate the units

To activate units, select an area containing one or more units of the extracted Corps. All units present belonging to the extracted Corps, and only that one, can be activated individually or in groups. Proceed for all the affected areas, one at a time.

Once operations with the units are finished, the selected Command marker is placed in the "Activated Commands" section on the map: all units of the Command are considered activated, regardless of whether they have been moved or performed other actions.

5.3. Unit Actions

When one or more units in a zone are activated, each of them can do **one and only one** of the following actions:

➲ Move into adjacent zones and possibly enter zones containing enemy units. This last action immediately generates a **Battle**.

➲ **Bomb adjacent Fortress zones** (Artillery only) (8.1)

➲ **Bombard units in adjacent zones** (besieged Artillery only) or through a Breach (8.2)

➲ Perform one of the following operations: **Mine**, **Countermine** or **Repair Fortress Walls** (Guastatori only) (9.1, 9.2, 9.3)

➲ **Building** or **Destroying Forts** (Guastatori only) (Rule 10)

➲ **Raid** (Rule 11)

➲ **Recovering** from Disorganization (7.4)

Mark activated units with the "Activated" marker, as a reminder when it may be useful to remember.

6. MOVEMENT

Units have a maximum movement capacity expressed in zones (not printed on unit counters):

➲ Garrison, Infantry, Artillery and Guastatori: **3 zones**

➲ Cavalry and Commanders: **5 zones**

➲ Camp: **1 zone**

Units move from zone to adjacent zone, normally spending 1 point of their movement allowance, up to their maximum capacity. Each zone of difficult terrain entered costs two points of movement allowance.

You may not cross impassable sections. You are never allowed to pass at a crossroads between zones (vertex).

Unbridged river sections are impassable to Artillery and Camp (14.5) and **block unit retreat** (7.5), the tracing of the **Line of Supply** (Rule 13) and the **Command Radius** (Rule 5). They may be crossed during movement (except Artillery and Camp), but a **unit uses its entire movement allowance** to do so.

Supply lines and Command Radius may be traced across a Bridged River without penalty. Retreat may be made across a Bridged River.

Whenever a unit enters a zone containing enemy units, it must stop and cannot move forward that turn.

Exception: See Rule 11 "Raid".

Units can move individually or as a group. If they move as a group, the group's movement allowance is the lowest value of the movement allowance of the units in the group.

Friendly units along the path cannot be picked up. Units in a moving group may be left behind in areas they pass through.

Commanders, Guastatori, Camp and Artillery units cannot enter a zone containing enemy units unless accompanied by friendly combat units. If a combat unit enters or finds itself in a zone containing one or more enemy Commanders and/or Guastatori and/or Camps alone, they are eliminated from the game.

No unit may normally enter a Fortress zone occupied by enemy units unless there is already a Breach (9.1) in the walls.

Units in a Fortress may exit it, even if they enter an area occupied by enemy units. No unit may ever cross an impassable area (indicated by an "X" on the map). All units that exit the map, whether voluntarily or not, are eliminated.

7. FIELD COMBAT

In Field Combat, the combat units of the attacking player (the one whose

units have entered the opponent's zone) and those of the defending player fire at each other.

7.1. Recall support units

When a Commander accompanied by friendly units enters a zone containing enemy units, before combat is resolved, the attacking Commander (and only he) can recall, and therefore activate, friendly support units (both Commanders and Combat units) **not already activated**, in a number equal to his Leadership Value, present in zones within his Command Radius. The path from the Commander to the recalled unit must not cross impassable terrains, nor zones containing enemy units.

Recalled units may also belong to Corps other than that of the Commander. Units activated in this way cannot be activated in a future activation of their Corps in the same Turn. Mark these units as "Activated". Commanders eventually recalled in this way cannot recall units in turn. All recalled units, if moving, must have sufficient movement capacity to reach the Combat zone. If there is no Commander present at the time of the Combat, it is not allowed. recall support units.

7.2. Perform the combat

All attacking Commanders and combat units fire, as do all defending Commanders and combat units (the latter regardless of the Corps they belong to).

Exception: Guastatori cannot fire in a Field Combat, but can be hit.

If both players have a number of combat units, excluding Guastatori, in the battle **equal to or greater than six (6)**, the battle is considered **Major** and can be fought over multiple rounds. Otherwise the battle is considered Minor and can be fought over only one Round.

MINOR BATTLE:

Roll a die for each unit and compare it to the unit's fire rating (or Leadership rating in the case of a Commander).

If the die roll is less than or equal to the unit's fire value, the unit has hit (it is said to have scored a Hit). All die rolls are considered simultaneous. The attacker must consider the effects of Difficult Terrain (7.2.1), Fortified Villages and Forts (9.4 and 10). These effects are cumulative.

MAJOR BATTLE:

Players must keep track of how many effective Hits each inflicts on their opponent.

1) You fight a Round as in a Minor Battle and apply the results, applying the effects of the terrain (Difficult Terrain, Forts, Villages)

2) If the number of Hits actually suffered is the same for both players, another round is continued (point 1.), but only if both players want it. Otherwise the battle is over (go to point 4. below)

3) If a player wins the round, that is, inflicts more hits on the other, he can choose whether to end the battle (point 4. below) or continue it. In the latter case, the battle starts again from point 1. above.

4) The battle is over. If the total number of hits is equal, the attacker must retreat, otherwise the one who has suffered more hits has lost the battle and must retreat.

7.2.1. Terrain Effects on Field Combat

Difficult terrain has a negative effect on the attacker in field combat. All attacking units with a **fire value of 3 or more** suffer a one (1) reduction to their fire value (3 becomes 2, 4 becomes 3, etc.). All terrain effects are cumulative.

The reduction in Fire values for Difficult Terrain also applies to attacking Commanders.

Example: combat units with a fire value of 3 attack in a difficult terrain area with a Fortified Village and a Fort; they have a fire value of 2 and the defender suffers two fewer Hits.

7.2.2. Valtellina

Valtellina is a **Difficult terrain area** for Combat purposes.

Defeated units in Valtellina are eliminated from the game.

7.2.3. Conquest of Fortresses

Combat inside a Fortresses following a Breach is conducted as a normal Field Combat. The Fortresses is not conquered if at least one enemy unit, even a single Commander, remains inside the Fortresses. If the Fortresses is conquered, the Fortresses Levels **are not** restored, while the Mines are eliminated.

7.3. Loss Allocation

The owning player decides how to assign losses due to opponents' hits. If all enemy units are eliminated, the excess hits are lost. See Rule 7.4 for the effects of hits on different types of units.

Commanders cannot suffer enemy hits. However, at the end of the Combat, each side that has suffered at least one hit must make a survival check for each of its Commanders present in the combat area. A die is rolled: **if the result is 1 or 2, the Commander is hit**.

Once both players have applied the results of the rolls, if one side has completely eliminated the other, it can remain in the occupied zone. Otherwise, the player who has suffered the most hits (not considering the Commanders) must retreat to an adjacent zone (7.5). In the case of an even number of hits, the attacker must retreat.

7.4. Disorganization, elimination and recovery of units

7.4.1. Disorganization

When a combat unit suffers a hit in combat or from other causes (events, attrition, etc.), it is **turned to its "Disrupted" side**. Combat units that do not have a "Disrupted" side are eliminated from the game on the first Hit.

Commanders that are hit are flipped to their opposite side to be replaced by their Replacement Commander, if any. Otherwise, they are eliminated from the game. The Replacement Commander may appear in the same zone or in another zone containing friendly units, at the player's choice. A Replacement Commander cannot be replaced.

A Disrupted unit sometimes has reduced combat capability, but retains other functions intact.

7.4.2. Elimination

If a Disrupted unit receives another hit or damage from other causes (events, attrition, etc.), the unit is removed from the game.

Eliminated units are set aside outside the map (they do not mix with reinforcement units).

7.4.3. Recovery

Activated combat units can recover from disorganization and are flipped to their good order side if they are supplied. Out-of-supply units cannot recover from disorganization.

When they recover they cannot take any other actions, move, or combat.

7.5. Retreat

In a field battle, the side that has suffered the most hits (minus any missed hits due to Forts or Fortified Villages), or the attacker if the hits are even, has been defeated and its units must retreat to one, and only one, adjacent zone.

Note: Hit Commanders are never considered.

Retreat cannot occur within zones containing enemy units or through impassable tracts. Attacking units must always retreat to the zone from which they entered the combat zone. If a unit must retreat and cannot, it

is eliminated. A force that is attacked inside a Fortresses may decide to take an additional loss, rather than retreat out of the Fortresses. In this case, the attacker retreats.

8. BOMBARDMENT

Artillery can be used like any other combat unit in a Field Combat, furthermore Artillery can bombard Fortresses or enemy units, but cannot move to perform a Field Combat through a Breach.

The following rules apply to any type of combat in which an Artillery unit is engaged:

➲ If there is one or more **Guastatori** units in the area from which they fire, the Artillery fires using their fire value **printed** on the counter (Note: this does not make the Guastatori unit(s) "Activated"). **Otherwise** they have a fire value equal to **1** (one).

➲ On a dice roll of **6** (six), they are always immediately **eliminated**.

NdA: The cannons of the time "sboccavano" easily.

8.1. Bombardment of Fortresses

Activated Artillery units can bombard an adjacent Fortress zone (the fire is actually against the Fortress walls). For each Artillery that Fires, if the die roll is successful, the Level of the Fortress side adjacent to the unit is decreased by one (1) (the initial Level of the Fortress side is printed on the map).

When the Level of a Fortress side reaches zero (0), a Breach has been created on that side and from this moment it is possible to enter the Fortress zone from that side to engage in Field Combat with enemy units located in the Fortress itself.

Exception: You cannot enter a Fortresses through a Breach if in the border there is a river without a Bridge.

The current Level of a Fortress side is marked with a special numbered marker placed on the side itself and can never be lower than zero (Breach).

A Breach can be closed by rebuilding the walls and recovering the Fortress Level (9.3).

8.2. Bombardment of besieging units or through a Breach

Activated Artillery units occupying a Fortress zone can fire on enemy units in adjacent zones.

Artillery units can also fire through a Breach against enemy units located in an adjacent Fortress zone, and in this case their Fire Value is reduced by 1 (one).

In the two cases above, units in the area receiving fire cannot fire back, but they do not have to retreat if one of them suffers a hit, although they can do so if

5

they want. The side that has suffered at least one hit must make a survival check for any of its Commanders present in the bombing area (7.3).

9. FORTRESSES AND FORTIFIED VILLAGES

9.1. Undermining the fortresses

Guastatori units activated in a zone adjacent to a Fortress can attempt to mine the Fortress side, provided that the border between the two zones is not a river (with or without a Bridge). Roll a die for each Guastatori unit and if this is less than or equal to the Guastatore's fire value, a mine is placed. Mark the mined Fortress side with a special marker ("Mine"). Multiple mines can be placed on the same Fortress side. On a subsequent activation of the zone, a Guastatori unit can attempt to detonate a mine. A Guastatore cannot detonate a mine in the same activation in which it was placed, nor attempt to place a mine after attempting to detonate one. Roll a die for each Guastatore-Mine pair. If the die roll is 1, 2 or 3, the mine explodes and a Breach is created. If the die roll is 6, the mine is lost and removed from the map. If the die roll is 4 or 5, no effect. If at any time the zone adjacent to a Mined Fortress side is left empty of friendly units, all placed mines are immediately removed.

Guastatore   Mine

9.2. Countermine

Guastatori units activated inside a Fortress may attempt to clear the adjacent Fortress side, if it contains mines. A die is rolled for each unit and if this is less than or equal to the Guastatore's fire value, a mine is removed from the map. Otherwise, no effect.

9.3. Reconstruction of Fortress Walls

Guastatori units activated inside a Fortresses may attempt to rebuild an adjacent edge that has a Fortresses Level marker (or even a Breach). A die

is rolled for each Guastatore and if this is less than or equal to the Guastatore's fire value, one Fortresses Level is restored (up to the maximum printed on the map). Otherwise, no effect.

9.4. Fortified villages

Areas marked with (fortified) Villages grant units defending themselves in them the same benefit as Forts.

If enemy units win a Field Combat in a zone with a (fortified) Town, the victorious player **may** decide to destroy the Town. In this case, its effects disappear for the entire game. Use a Breach marker to mark the destroyed Town.

If there is also a Fort in the area with the Fortified Village and the units defending it are defeated in a Field Battle, only the Fort is destroyed.

10. FORT

When a Guastatore is activated, it can spend its entire Movement Allowance to build a Fort in an area free of enemy combat units.

When a Guastatori unit is activated it can spend its entire movement allowance to destroy a friendly Fort in the activation zone (usually to prevent it from falling into enemy hands).

A Command can build or alternatively destroy only one Fort per zone in a single activation.

The effect of the Fort is to decrease by one the Hits made by enemy units attacking the area, with any form of combat possible. **Up to two Forts** can be present in a given area at the same time.

You can build up to two Forts in a zone with a Fortified Village (9.4) and their effects are cumulative. You cannot build a Fort in a Fortresses zone.

The number of Fort markers in the game is intentionally limited for each player. Once a player has placed all of his Fort markers on the map, he cannot place any more.

If combat units enter an area with enemy forts alone or win a Field Combat in the area, they have the

option to destroy the enemy forts, or to convert some or all of the forts to friendly ones, destroying any they do not wish to convert.

Removed Forts cannot be recovered, they are eliminated from the game.

11. RAID

One or more activated Infantry or Cavalry units may declare a Raid when they enter or are in a non-Fortress zone. The Raid zone may also contain enemy units.

Each **Raid attempt**, regardless of the result, **consumes one point of movement allowance** from each unit.

When a player declares a "Raid" a die is rolled:
- If the value rolled on the unmodified die is **one** (1), the Raid is **successful**;
- If the value obtained (unmodified) is **six** (6), the Raid **fails**, all units that attempted it are Disrupted (if already Disrupted no effect) and can no longer move in the turn.
- If the die roll is less than or equal to the number of units attempting the Raid, the Raid is successful. The die roll in this case is modified by +1 for each enemy unit or Fort present.

If the Raid was successful, remove any Out of Supply markers on the raiders, **increase the Morale of the raiders' army by one**, and place a Raid

 marker in the area. The area cannot be raided again for the current year. Remove all Raid markers at the end of the last turn of the current year. If the Raid is successful **in an area with an enemy Camp**, the Morale of the army that carried out the Raid increases by **+2**.

If the Raid does not fail (the natural die roll is not a six), but is unsuccessful, units may continue to move/raid, if they have any movement allowance remaining. The only time they must stop is when a 6 is rolled, meaning the Raid fails.

Within the limits above, any number of raid attempts may be made in the same (or different) zones, per activation.

Regardless of whether the Raid was successful or not, at the end of the Raid if there are units from both sides in the area this causes a Combat.

Various nationalities may have political limits on the areas of possible Raid, see the Scenario Instructions for details.

12. STACKING

There is no limit to the number of units that can occupy a zone during a game turn. However, at the end of the turn, in each zone where there are more than six (6) Infantry and/or Cavalry (all other units do not count), the number of Infantry and/or Cavalry beyond **six** (6) corresponds to the number of units in good order that are **"Disrupted"**. If all units in a zone are Disrupted, there is no further effect.

13. SUPPLIES

A unit is supplied if it is in an area from which an unbroken sequence of areas of any length, called a **Line of Supply**, can be traced from the unit to **its Supply Source** (there are some Exceptions, however; see below).

When tracing the sequence of zones, you cannot cross impassable terrains, river without bridges, and zones with enemy units.

Each army has its own Supply Sources. These are areas on the map marked with a coat of arms of its nationality. The presence or absence of the supply line must be checked only at the beginning of the activation of the units of a zone.

Exceptions:
- Units in a zone with their own Supply Source are always supplied
- Pro-French units occupying Casale are always considered supplied

13.1. Out of Supply

A unit without a supply line is said to be out of supply and is marked with an "Out of Supply" marker. The marker is removed if the unit returns in Supply on its next activation.

Out-of-Supply Commanders have their **Leadership Value reduced to 1**, for all purposes. All out-of-Supply combat units have their **Movement Allowance reduced by one**, **cannot recover** from Disruption, and **cannot have Attack Supply**.

Some game events may require units to be in supply.

13.2. Attack Supplies

Historical note: Offensive military operations required a substantial depot of food and material supplies of various types in the immediate vicinity of the active units.

Units intending to perform the following operations must have **Attack Supply** in the zone in which they are activated: Field Combat, Raid with 3 or more combat units, Bombardment, placing Mines, building Forts.

Units recalled by a Commander do not require attack supply.

A unit has attack supply if it is in a zone from which **a supply line of no more than three (3) zones** (Difficult Terrain counts as 2) can be traced to the **Camp** (14.5) (excluding the zone with the units and including the one with the Camp) and from the Camp for any length to its Supply Source.

*Exception: Units **inside a Fortresses** not requiring attack supply for any operation.*

Units without Attack Supply can:
a) Move into areas with no enemy units;
b) Be recalled to battle by a commander (7.1);

c) "Raid" with fewer than three units in an eligible area with no enemy units;

d) Recover from Disruption;

e) Conduct Countermine, Wall Rebuilding and Fort Destruction operations.

14. SPECIAL UNITS

14.1. Commanders and Guastatori

Commanders and Guastatori cannot enter a zone containing enemy units alone and are eliminated by enemy units in the zone they occupy unless accompanied by other friendly units. Commanders can assist in combat (7.1) and in maneuvering large Corps.

Guastatori have the following special abilities: Mining Fortresses (9.1), Countermining (9.2), Rebuilding Fortresses (9.3), Building and Destroying Forts (Rule 10).

14.2. Infantry with 2 values

Some infantry units have two fire values separated by a "/". The one on the left is used when the unit is attacking, the one on the right when defending.

14.3. "Major" Infantry Units

Some Infantry units, identified by a double star, are "major units". They represent a group of regiments capable of above-average cohesion. For the purposes of Combat and stacking, they always count **as one unit**. During Combat, they roll **two dice** (instead of one), even when Disrupted. If a "major" unit in good order suffers a Hit, it is Disrupted; if already Disrupted, it is eliminated.

14.4. Cavalry in Winter

All **Cavalry** units in the Jan.- Feb. Turn of each year have a movement capacity **reduced to 4 zones**.

Note: The Cavalry was very sensitive to the rigors of winter.

14.5. The Camp

Each army has one or more counetrs called "Camp", whose purpose is to allow Attack Supply (12.1). The Camp can move only one zone per turn,

during an activation of units of any Command of the army to which it belongs, in the zone where the Camp is located. Once moved, it is **turned** to the **"Moved"** side. It has no effect on stacking or combat. The Camp cannot retreat in a Field Combat.

If the Camp is the last counter remaining in a zone after a combat or after a Raid or is the only counter present in a zone entered by an enemy force, it is eliminated: decrease by one (1) the Morale of the Army to which it belongs, at the end of each Game Turn in which the Camp is not in play. It reappears as a reinforcement in its Supply Source, provided that there are friendly units in the zone, during the activation of any of the Commands of the same army.

14.6. Garrisons

Garrisons are minor units with two fire values (1/2), without the Demoralized back. They are therefore eliminated in Combat at the first hit.

A single Garrison occupying a Fortified Town is considered Supply.

15. ARMY MORALE

Each army has a Morale value that can change during the game, even with the play of chits.

The initial morale value of each army is given in the Scenario Instructions and the current morale value is marked on the map with a special marker.

Army morale can go up with Raids and goes down as time goes by. It can go up or down as certain chits are played. When it is written on the timeline (**Morale -1**) the morale of each army goes down by one.

When the army's morale is **High** (green zone on the track), there are no effects. When the army's morale is **Medium** (yellow zone), each Command of that army can activate units from only one zone. Commanders cannot recall support units from other zones in a combat.

When morale is **Low** (red zone), **no** unit in that army can have **Attack Supply** (12.1), each Command can activate units in only one zone and no more than one chit can be played per activation.

The Morale value can never be lower than 1 or higher than 9.

0	1	2	3	4
5	6	7	8	9

16. CHIT

The Chits included in the game are used for generating random events and assisting players in war operations. Follow the instructions for each Chit listed in the table, paying attention to the conditions (temporal or otherwise) for playing it. The rules indicate the instructions that apply to only one or both players. Unless otherwise specified, the effects of the chit apply to the player of the chit.

Subject to the guidelines below, non-Mandatory chits may be played before, or after, unit activation, unless otherwise specified in the rules for the chit itself.

Chit Table summarizes the number, title and characteristics of each Chit.

16.1. Mandatory chits

Some chits have a yellow stripe that implies MANDATORY. These chits cannot be held or discarded and, respecting the limits described in the rules, must be played at the first possible opportunity. If a player has a Mandatory chit in his hand, he cannot draw other chits, he must take an action that allows him to play the Mandatory chit. This must also be the first action taken during the activation of his Command. If he has more than one Mandatory Chit in his hand, the player can choose which one to play (he is forced to play only one per activation of a Command).

Some Chits are mandatory "under certain conditions" (lighter yellow stripe): they cannot be discarded and are mandatory only if the condition is met, otherwise they are optional.

19
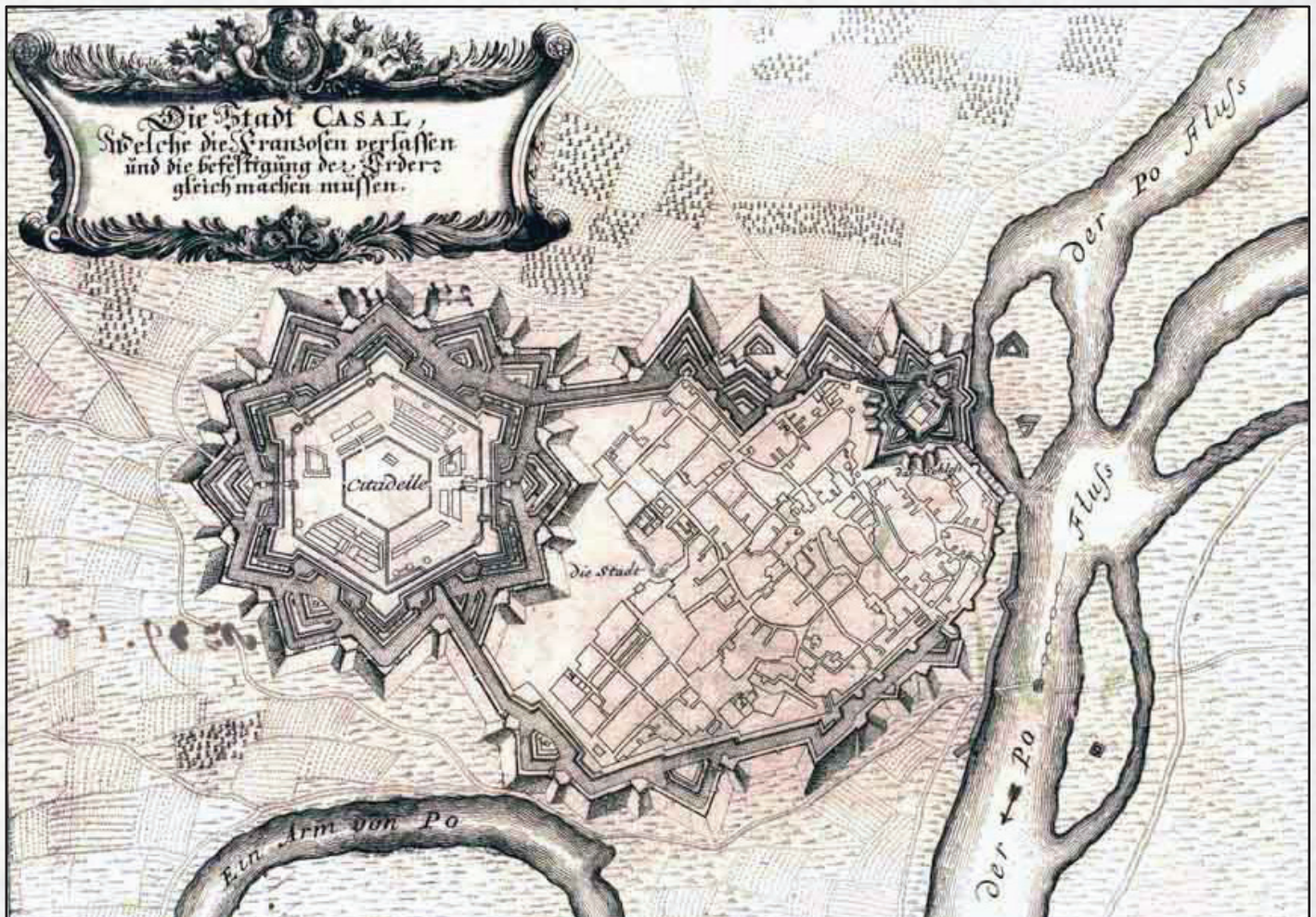
16.2. Chit with date

Chits associated with a date, or game turn (e.g. 1628 APR, corresponding to the April turn of 1628), can only be played on or after the indicated date. Before that date/turn they can be discarded (if not Mandatory).

16.3. Reinforcement Chits

Chits that bring Reinforcements (indicated by an "R") cannot be discarded. They are mandatory on or after the indicated date, they are optional before. If one of these chits is played before the date, the reinforcements listed on the Chit Table must be placed on the Timeline, corresponding to the game turn corresponding to the indicated date (placement turn), to form a group. At the beginning of each turn starting from the placement turn, roll a die for each group of reinforcements present on the Timeline **and subtract one**. If the result is greater than or equal to the difference, in game turns, between the current turn and the placement turn, the group of reinforcements is placed on the map where the chit indicates.

16.4. Chit to remove

Some chits have a red circle that stands for "REMOVE WHEN USED". These chits, once played, are permanently removed from the game and can no longer be played.

At the beginning of the **MARCH 1629** game turn, the opaque chit container must be emptied of the remaining blue chits (which are placed in the discard pile) and replaced with red chits . When the red chits are exhausted, all the discarded chits (of both colors) are taken and returned to the container.

16.5. New units entering the map

When a chit brings in units belonging to a corps that is not already present on the map, place the corresponding "Command" marker in the **"Activated Commands"** box: it will be placed in the container and will be available for extraction from the next turn.

When a chit brings units onto the map in an area where enemy units are present, this immediately generates a Combat. If the attacking units are defeated and must retreat, they are eliminated from the game.

Units that a chit brings onto the map are usually taken from reinforcements, unless otherwise stated in the chit 's description.

16.6. Replacements

Some chits generate Replacements for specific Commands. The indicated Replacements can be spent to bring back into play previously eliminated units of the type covered by the Replacements (Infantry, Cavalry, etc.). The units are brought back in good order to zones on the map containing units of the same Command, maximum 4 units per zone (per replacement chit). The Replacements indicated by the chit cannot be accumulated and must be spent when playing the chit, or they are lost.

17. END OF THE GAME AND VICTORY POINTS

The moment the Game Turn marker passes the Game End marker during a turn, the

game ends immediately and Victory Points are counted.

Victory Points can be accumulated by players during the game by playing certain chits . Victory Points are marked with appropriate markers on the map.

Additionally, the Scenario Instructions specify how many Victory Points are awarded to each player for holding certain geographic objectives. Victory Points for geographic objectives are awarded if a player's units occupy the objective at the end of the game. At the end of the game, whoever accumulates the most Victory Points is the winner. A tie is possible.

SCENARIO: THE WAR OF MANTUA AND MONFERRATO 1628-1630

Initial setup

FACTION: PRO-FRENCH (set up first)

Gonzaga Command:

⮑ In **Mantua**: 1 Infantry (3/4); 1 Horse (2); 1 Artillery (choice: 3 or 4); 1 Guastatore (choice: 3 or 4); Camp

⮑ In **Casale**: 1 Infantry (3/4); 1 Artillery (4)

⮑ In **Mantua or Casale**: Com. Carlo Nevers (2), 3 Infantry (3/4), 1 Artillery (choice: 3 or 4); 1 Guastatore (choice: 3 or 4)

⮑ In **Trino, Alba, Moncalvo, Nizza**: 1 Garrison each. Deploy even just one Fort in one of these four zones

⮑ **Everywhere in the Mantua box**: 1 Fort

FACTION: PRO-SPANISH

Milan Command:

⮑ **Everywhere in the Duchy of Milan**, stacked according to preference: Com. Cordoba (2); 1 Infantryman (3); 3 Infantrymen (2); 1 Horse (2); 2 Artillery (3); 2 Guastatori (3); Camp

⮑ In **Milan, Cremona, Novara, Alessandria, Lomellina**: 1 Garrison each

Savoy Command:

⮑ **Everywhere in the Duchy of Savoy**, stacked according to preference: Com. Carlo Emanuele (3); 2 Infantry (3/4); 1 Horse (3); 1 Artillery (4); 1 Guastatori (3); Camp

⮑ In **Susa, Monginevro, San Pietro**: 1 Garrison and 1 Fort each

⮑ In **Turin**: 1 Garrison

INITIAL COMMANDS: Gonzaga, Milan, Savoy

STARTING MORALE: All armies enter play with **Morale = 7**

STARTING CHITS: The Pro-French player starts with chit 5 (UXELLES) in hand plus 3 more randomly drawn; the Pro-Spain player draws the 4 randomly drawn chits

SUPPLY SOURCES:

⮑ French Commands: **Guillestre**

⮑ Gonzaga Command: **Casale** and **Mantova**

⮑ Venice Command: every area of the Republic of Venice (**Bresciano, Monte Chiaro, Veronese**)

⮑ Spanish Commands: **Milan**

Note: Landsknecht Command, also Valtellina

⮑ Savoy Command: **Turin**

RAID AREAS:

The areas of possible raiding depend on the nationality/dynasty of the troops:

⮑ French Commands: Duchy of Savoy

⮑ Gonzaga Command: Duchy of Savoy, Duchy of Milan

⮑ CCommands Milan and Spinola: Duchy of Monferrato, Duchy of Mantua

⮑ Landsknecht Command: all areas

⮑ Savoy Command: Duchy of Monferrato

Valtellina can be raided by any army.

Victory Points for Geographic Objectives

Casale: 10 PV

Mantua: 10 PV

Trino, Moncalvo, Nizza, Alba: 1 PV (each)

Special Rules

1) **The Lakes around Mantua.** Artillery firing through the sides of Mantua Fortress have their Fire value decreased by 1, to a minimum of 1.

2) **French Caution**. The first time a unit of a French Command enters any area of the Duchy of Milan, the PRO-Spain player gains 8 VP.

3) **Spanish Caution**. The first time a unit of a Spanish Command enters any area of the Republic of Venice, the PRO-France player gains 2 VP.

4) **Venetian Caution**. The Venetian army (Venice Command) does not have a Camp. This prevents this Command from autonomous offensive operations, however Venetian units can be recalled into combat by Commanders of the same faction (13.2)

5) **Republic of Venice**. You cannot enter any area of the Republic of Venice until it enters the game with the appropriate chit.

6) **Forts**. Each Command of the two factions can use all the Forts available to their faction: 3 Pro-French (blue); 3 Pro-Spanish (green). No more than this number of Forts per player can be on the map at any one time.

Historical note: The Lansquenet Command was in fact composed of imperial troops. For the purposes of this game it is assimilated to a Spanish command in all respects.

First turn

January-February 1628

End of the Game

November-December 1630

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Editors' Note: The map design, battle scenes and events depicted in this game are based on reliable historical sources; they have been carefully reworked to suit the needs of the game.