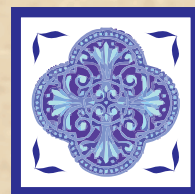




La Seconda Guerra del Monferrato



OBB?	DATE	REINF.?	RSU	RESP.?	TITLE	TEXT
1					Spain recruits	In Novara or Alessandria: 1 Infantry (2) of the Milano Command. With +1 Pro-France PV, 1 Infantry (2) and 1 Artillery (3) of the same Command also enter.
2					Savoia!	In Torino: 1 Infantry (3) of the Savoia Command.
3			RSU		Carlo Emanuele attacks on the flank	If Carlo Emanuele di Savoia moves and attacks in a combat, 1 is subtracted from all die rolls of the combat units of the Savoia Command.
4			RSU		Diplomatic negotiations Savoy-France	For two consecutive turns including the current one: no unit of a French Command may enter the Duchy of Savoy and must remain stationary if already present. No Savoy unit may enter a zone occupied by units of a French Command. France and Savoy may not Raid. "Game End" marker: -1.
5	1628 June		RSU		UXELLES	Place in France (Guillestre) the following units of the French Louis XIII Command: Commander Uxelles, 2 Infantry (3), 2 Infantry ** (3), 1 Cavalry (2). These units are considered to have Attack Supply for only one turn, at the choice of the pro-French player. If Uxelles loses a combat, the entire Command can only move into zones not occupied by the enemy towards Guillestre .
6	1628 August				Gonzaga recruits	Gonzaga Command: in any area of the Duchy of Mantua and Monferrato recruit 3 Infantry (2). +1 VP Pro-Spain.
7	1628 May		RSU		Savoia! Savoia!	In Torino: 1 Infantry (2) of the Savoy Command. With +1 Pro-Spain VP, enter another 2 Infantry (2) of the Savoy Command.
8	OBB 1628 Dec	R	RSU		Venetian Reinforcements	Three Infantry (3) of the Venezia Command enter an area of the Republic. With +1 VP Pro-Spain, 2 more Infantry (3) and a Cavalry (2) from the Venezia Command enter.
9	OBB 1629 March	R	RSU		La Rochelle	After winning the siege of Rochelle , France dedicates itself to Monferrato. In Guillestre: King Louis XIII, 2 Infantry (3/4), 3 Infantry** (3/4), 2 Cavalrys (2), 2 Artillery (4 and 3), 2 Guastatori (3), the Camp. The French Command Louis XIII also receives 4 Replacements (rule 16.6) of Infantry + 1 Cavalry Replacement, to be spent immediately (or they are lost).
10	(OBB)		RSU		Treaty of Susa	Mandatory if the Pro-France faction controls 3 or more Fortified Towns in Savoy; playable if the Pro-France faction controls at least 2 Fortified Towns in Savoy. Effect: Hostilities are interrupted for two turns, including the current one. During this period: the units of the two factions are redeployed towards one of the closest zones of their territory; a French contingent on the map of up to 3 Infantry plus 1 Cavalry, plus any number of units of different types, is moved to Casale. The other French units are redeployed to Guillestre . No combat or offensive action (including Raid) is allowed during the two game turns. Not discardable.
11					Mine warfare	Subtract 1 from the die roll for a Mine or Countermine operation.
12					Bad weather in Italy	Select a random area with a Fortress or Town: no units in that area and in all adjacent areas may move this turn.
13			RSU	Yes	Ambush at the river	Stops an enemy force as it prepares to cross a River.
14					Surprise attack	For a single Field Combat, each attacking cavalry fires twice.
15	OBB		RSU		Famine (note a)	In each zone with 4 or more units, eliminate one unit. In each zone with 2 or 3 units, Disrupt one unit (if already Disrupted, eliminated). Morale: -1 for all armies. Makes the St. Martin 's Riot mandatory.
16			RSU	Yes	The cannons "sboccano"	Eliminate an enemy Artillery unit that has just fired (play immediately after the enemy fires).
17					Extra supplies	Extra supplies arrive for a Command of your faction's choice. Morale +1 for that army.
18					Jenatsch	Venezia supports the fight against Spain for the occupation of Valtellina. Move up to three Venetian units on the map to the Valtellina box. Playable only if Venezia is already in play.

NOTES

LEGEND

OBB = Mandatory Chit

(OBB) = Mandatory chit under condition

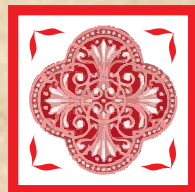
Date = The chit is playable from that date onwards

R = Reinforcement Chit (reg.16.3)

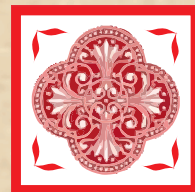
RSU = Remove from game if used

Response = Playable during opponent's move

- Place the indicated units in the listed zones, provided they are free of enemy units of any type. If the unit is not available, it does not enter play.
- The units' Fire Value is shown in brackets.
- The indication (e.g. "+1 PV Pro-France") grants this faction 1 Victory Point, regardless of who plays the chit .
- "Game End" marker: -1", move the End Game marker back one month.
- The symbol ** indicates "major" Infantry units (Reg.14.3)
- a) For "unit" we mean: Garrison, Infantry, Cavalry, Artillery and Guastatori



La Seconda Guerra del Monferrato



	OBB?	DATE	REINF.?	RSU	RESP.?	TITLE	TEXT
19	(OBB)					Riot of St. Martin	Popular anger explodes in Milano over the increase in the price of bread. The riot is suppressed by the Governor if at least 3 Spanish units are present in Milan. Until the riot is suppressed, Milano is no longer a Source of Supply. Mandatory if there has already been a "Famine". Not discardable.
20				RSU		Venetian Reinforcements	In Mantua: a Venetian Infantry (3) and a "Replacement" Artillery (reg.16.6) of the Gonzaga Command.
21						Famine (note a)	In each zone with 4 or more units, Eliminate a unit. In each zone with 2 or 3 units, Disrupt a unit (if already Disrupted, eliminated). Morale: -1 for all armies. Makes the St. Martin 's Riot mandatory. "Game End" marker: -1.
22	(OBB)			RSU		German plague! (note a)	Mandatory after Landsknecht Command enters play. In each zone with 2 or 3 units, Disrupt one unit (if already Disrupted, eliminated). On a 4 or 5, eliminate one unit. On a 6 or more, eliminate two units. For three consecutive turns including the current one, all units are Out of Supply. "Game End" marker: -1. Not discardable.
23	OBB	1629 May		RSU		Peace of Lübeck	The Empire makes peace with Denmark in the Thirty Years' War and enters into the War of Succession of Mantua and Montferrat. Allows play of the chit Landsknechts.
24	OBB	1629 Sept.-Oct.	R	RSU		The Landsknechts' Descent	Playable only after the Peace of Lübeck. The Landsknecht Command enters Valtellina: Comm. Collalto, 3 Infantry (3/4), 4 Infantry ** (3/4), 2 Cavalrys (2), 1 Artillery (4), 1 Artillery (3), 1 Guastatori, the Camp. Valtellina is an additional Supply Source for this Command.
25	OBB	1629 Jul	R	RSU		Spinola	The Spanish Spinola Command enters in Acqui: Comm. Spinola, 2 Infantry (3), 3 Infantry (2/3), 2 Artillery (4 and 3), 2 Guastatori (4 and 3), the Camp. If Casale is not occupied by pro-Spanish troops, Comm. Cordoba or his replacement is withdrawn from the game.
26						Partisans	In Mantua, the peasants defend themselves from the enemy advance. Disorganize two Pro-Spain units in one area (if already Disorganized, eliminate).
27	OBB	1630 Jan.-Feb.	R	RSU		Henry de Montmorency	Richelieu assembles a new army in France: at Guillestre , French command Montmorency : 4 Infantry ** (4), 2 Cavalry (3), 2 Artillery (4), 2 Guastatori (4), the camp.
28	(OBB)			RSU		French plague! (note a)	Mandatory after entering the game of the Louis XIII Command. In each zone with 2 or 3 units, Disrupt a unit (if already Disrupted, eliminated). On a 4 or 5, eliminate a unit. On a 6 or more, eliminate two units. For three consecutive turns including the current one, all units are Out of Supply. "Game End" marker: -1. Not discardable.
29		1630 Jan.-Feb.		RSU		San Marco!	Venezia offers new aid: place 3 Infantry (2) of the Gonzaga Command, anywhere in the Duchy of Mantua and Monferrato with other units of the Command. +1 PV Pro-Spain.
30		1629 May		RSU		Huguenot Revolt	Louis XIII returns to his homeland to suppress the revolt of the Huguenots of Rohan. Turn the counter to the opposite side, the substitute comes into play.

LEGEND

OBB = Mandatory Chit

(OBB) = Mandatory chit under condition

Date = The chit is playable from that date onwards

R = Reinforcement Chit (reg.16.3)

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Response = Playable during opponent's move

NOTES

- Place the indicated units in the listed zones, provided they are free of enemy units of any type. If the unit is not available, it does not enter play.
- The units' Fire Value is shown in brackets.
- The indication (e.g. "+1 PV Pro-France") grants this faction 1 Victory Point, regardless of who plays the chit .
- "Game End" marker: -1", move the End Game marker back one month.
- The symbol ** indicates "major" Infantry units (Reg.14.3)
- a) For "unit" we mean: Garrison, Infantry, Cavalry, Artillery and Guastatori