

The Genoa-Savoy War of 1625

Ottaggio

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GAME: Ottaggio

INTRODUCTION

1. COMPONENTS

- 1.1. Game map
- 1.2. Game scale
- 1.3. Counters
- 1.4. Tables and dice

2. INITIAL PLACEMENT

3. TURN SEQUENCE

- 3.1. Fatigue of the troops

4. MORALE AND STRESS

- 4.1. Units in Rout
- 4.2. Rout Unit Test
- 4.3. Surrender of Routed Units

- 4.4. Stress Recovery

- 4.5. Morale Test

5. MOVEMENT

- 5.1. Terrain Effects
- 5.2. Stacking

6. COMBAT

- 6.1. Fire
- 6.2. Melee



7. SPECIAL AND OPTIONAL RULES

- 7.1. Double units
- 7.2. Lercaro and Adorno Companies
- 7.3. Terzo Guasco
- 7.4. Guardie Regiment
- 7.5. Cavalry
- 7.6. Saint Renan Regiment
- 7.7. Terzo Cattaneo (optional rule)

8. VICTORY CONDITIONS

9. CREDITS

10. BIBLIOGRAPHY

INTRODUCTION

Ottaggio 1625 is a two-player game that simulates the battle fought on 9 April 1625 in Ottaggio during the First Savoy-Genoese War between the forces of the Duchy of Savoy, allied to the Kingdom of France, and those of the Republic of Genoa, allied to the Kingdom of Spain.

1. COMPONENTS

The game includes:

- ➔ these rules,
- ➔ an A2 map,
- ➔ 38 counters.

1.1. Game map

The game map depicts the area north of Ottaggio (now Voltaggio province of Alessandria, in 1625 part of the Republic of Genoa), where the battle was fought. The terrain on the map has been adapted to a hexagonal grid used to regulate the movement and fire of units. Various tables are also present on the map.

1.2. Game scale

The game scale is about 100 meters per hex, about 100 men per combat point. One turn simulates about 60 minutes.

1.3. Counters

There are three types of counters: Combat units, Leaders, Stress Indicators. There is also a game turn indicator.

1.3.1. Combat units

Combat units represent infantry or cavalry units present at the battle, whose type is defined by the printed image: infantryman (it does not matter if pikeman or musketeer) and cavalrman (indicated as Cavalry).



Infantry



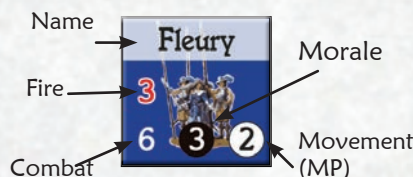
Cavalry

These are regiments for the Savoy and companies, regiments or tercio for the Genoese and Spanish.

The army is indicated by the main color of the counter (white for Genoa, yellow for Spain, blue for Savoy) and by the name of the unit.

Note: In the rules, when referring to the Genoese, the Spanish units are also included.

Each combat unit has a Movement Capacity, expressed in Movement Points (MP) in the white background circle, a Combat Value on the left, a Fire Value at the top left, a Morale Value in the black background circle: higher the value, more resistant is the unit to the Stress of battle.



Back

The reverse side of combat units (with inverted colors) shows units with zero morale (routed).

Exception: The Guasco, De Savines, Cheynez and Guardie units.

1.3.2. Leaders

The Leaders represent the gentlemen in command of the two sides: Tommaso Caracciolo and the Duke of Savoy Carlo Emanuele I.

They have their name and the Morale Modifier that is applied to units they are stacked with or adjacent to.

Leaders have a Movement Value of 3.



If a Leader is stacked with a combat unit eliminated in Melee, it is also eliminated; if it is stacked with a routed unit, it must remain with that unit; if an opposing combat unit enters a hex with only the Leader, it is captured and eliminated from the game.

1.3.3. Stress Markers

Stress Markers represent the Stress resulting from the fighting sustained by Combat units during the battle.



They are placed under the combat units on the map. If the Stress value reaches or exceeds the Morale Value, the combat unit Routs.

1.4. Tables and dice

The use of the tables is explained in the rules; to play you need two six-sided dice.

2. INITIAL PLACEMENT

The Genoese units are placed in Ottaggio, inside the walls, except the two units Lercaro and Adorno, which are placed in the fortifications on the road from Carrosio (1303, 1403). The Savoy Guard units and one Cavalry enter the map on the first turn, the others enter the map on the third turn (08:00).

All Savoy units enter from the road from Carrosio (1301).

Place the Turn marker on the first turn (06:00).

3. TURN SEQUENCE

The Savoino player starts the Turn Sequence first; once all the steps from A to E have been completed, it is the turn of the Genoese player; finally the Turn marker is moved forward one space and a new turn begins.

A) Test rout units

B) Movement

C) Combat (Fire or Melee, with Morale Test before Melee)

D) Stress Recovery

E) Check victory conditions

After both players have completed the previous steps, advance the **Time Marker** one space and a new Turn begins.

3.1. Fatigue of the troops

Starting from phase F of the 18.00 (6.00 pm) turn, the Genoese player rolls a dice; with a result of 1 or 2 the game is over.

4. MORALE AND STRESS

The Morale Level of combat units is influenced by the evolution of the battle. The distance from their

comrades in arms, the fire they have received and the results of the Combat influence the cohesion and endurance of the units which tend to tire and become demoralized during the battle; in the game this is calculated in Stress Points (with the relative markers) which can be suffered following the results of Fire and Melee.

Morale Level influences Melee resolution: units engaged in Melee compare their respective Morale and any difference is the number that will modify the Melee resolution column (cumulative modifier) in favor of the side with the better Morale.

Whenever a Unit suffers Stress, place a marker of the appropriate value on it.

Example: If a unit suffers 2 Stress Points, place a Stress 2 Marker on the Unit.

When the Stress suffered is equal to or greater than a Unit's Morale, the Unit Routs.

4.1. Units in Rout

Each Routed Unit moves 2 hexes away from enemy units; this Movement is performed during its own Movement phase before that of other units, towards Ottaggio for the Genoese and towards Carossio for the Savoini.

Routed units do not fire and in Melee can only defend themselves.

4.2. Rout Unit Test

It is possible to try to recover your Routed Units; the player rolls 1d6 and with the result of 6 the Unit is recovered with a Morale/Stress difference of 1 (place the Stress marker as necessary); for that turn the Unit will remain stationary and can only fight in Melee.

4.3. Surrender of Routed Units

If a Routed unit is surrounded by at least 2 enemy units, BEFORE the resolution of the first Melee or the first fire of enemy units, it takes a Morale Test with Morale 0. If it fails, the routed unit surrenders and is eliminated. If the Rout Test is passed, the Combat or fire takes place normally for the rest of the Turn.

4.4. Stress Recovery

A Unit that at the time of the Stress Check phase is at least two hexes away



from any enemy unit and is not Rout, can, by passing a Morale Test (see table on the map), reduce the Stress suffered by 1.

4.5. Morale Test

When a Morale Test is required, the player rolls a d6 and adds the Morale Modifier if stacked or adjacent to the Leader; to pass the Test the value the roll must be equal to or greater than the difference between the Unit's Morale and the Stress suffered by it.

Example: A Guardia Unit (Morale 5, Stress 2) must take a Morale Test; the difference between Morale and Stress is 3 and the dice roll is 2; the Test is failed.

If a Unit has no Stress markers, it automatically passes the Morale Test.

The Morale Test must be taken:

- Before entering a hex occupied by an enemy unit, the unit intending to engage in melee must take a Morale Test; if passed, it enters the occupied hex and engages in melee; if failed, the unit stops in the hex it is in and cannot engage in melee.
- If a Routed unit is surrounded by at least 2 enemy units, BEFORE the resolution of the enemy Combat (fire or Melee), it takes a Morale Test with Morale 0; if it fails, the unit surrenders and is eliminated.
- When a cavalry unit decides to refuse a Melee against an opposing

infantry unit; if it fails, the cavalry unit suffers 1 Stress and the Melee takes place; if it passes, the cavalry unit can move 2 hexes at the moment an infantry unit enters its hex.

- When an engaged unit wants to move away from the Melee hex; if passed, the unit can move 1 hex, returning to its own lines (Carossio for the Savoini and Genova for the Genoese); if failed, the unit cannot move, remaining engaged and suffering 1 Stress.

5. MOVEMENT

Movement Allowance is the ability of each combat unit or Leader to move; such a unit may move up to its maximum movement allowance. A unit moves from one hex to another by paying the terrain cost of each hex it enters. A unit's movement must be completed before another unit may move. A unit may move in any direction or combination of directions; there is no Facing of the unit.

Before entering a hex occupied by an opposing unit, the unit intending to perform the Melee stops and the Player takes a Morale Test; if passed, the unit enters the hex occupied by the opposing unit and the two units are ENGAGED; if failed, the unit stops in the hex it is in. It may eventually perform the fire.



During the friendly Movement Phase, the friendly Routed Units move before all other units, towards Genoa for the Genoese and towards Carossio for the Savoini; then the other friendly Units can move.

5.1. Terrain Effects

A unit spends movement points from its Movement Allowance for each hex it enters (see the Terrain Table). A unit can never enter a hex unless it has enough Movement Points to pay the Terrain cost of the hex.

If a unit moves exclusively on Road it has one more MP.

5.2. Stacking

Stacking refers to the ability to have multiple combat units in the same hex. Only one unit from a side can be present in a hex. The maximum number of combat units that can be present in each hex at any time is 2, but only in Melee hexes.

Leaders and markers do not count against stacking limits.

6. COMBAT

There are two types of combat: FIRE and MELEE.

6.1. Fire

A combat unit can perform a FIRE against adjacent enemy units. It is possible to perform a FIRE against enemy combat units engaged with its own units (in this case if the FIRE fails, 1 Damage Stress is inflicted on the friendly engaged combat unit); engaged combat units cannot perform any FIRE.

6.1.1. Effect of the FIRE

The Fire Table is used to determine the effect of the roll.

Each time you roll, find the exact Column on the Table based on the Fire Value. The player rolls 1d6; if the result of the roll of 1d6, after all possible modifiers, is equal to or greater than the number indicated on the table, the target suffers a Stress of value 1. For some Fire Values it is possible, in the event of a hit, to roll a second d6 to be able to verify if a further Stress 1 is inflicted. If the result is lower than the number indicated on the table, nothing happens, unless the FIRE was made against an engaged enemy combat unit: in this case a Stress 1 is inflicted on your own engaged unit!

The Fire Value can never be higher than 3.

6.2. Melee

Combat units that are in the same hex as opposing units are ENGAGED and can conduct a Melee.

The player checks the strength ratio between the engaged units (rounded in favor of the defender), adds any DRMs that may modify the Melee resolution column (terrain or Morale difference for example), rolls 1d6 and applies the Melee result.

Example: Fleury unit (Combat Value 6, Morale 5, Stress 2) is engaged with the Corsa unit (Combat Value 2, Morale 4, Stress 2) on Flat Terrain; the difference between the two modified Morales is 1 (Fleury 3, Corsa 2); the Melee resolution column should be 3:1 (6 vs 2), but with the Morale difference in favor of Fleury the column becomes 4:1; the terrain has no DRM and the Savoy player can roll 1d6; the result is 3; Fleury must pass a Morale Test or receive 1 Stress; Corsa must retreat from the hex and receives 3 Stress, going into Rout (flip the counter).

6.2.1. Melee Results

- # Stress received by Attacker or Defender.
- R Indicates Retreat 2 hexes.
- M Indicates the need for a Morale Test; if it fails, the unit suffers 1 Stress.
- E Indicates the elimination of the Attacker or Defender unit (see also double units rule).

If a unit routs due to Stress received, it immediately retreats 2 hexes.

Please remember that the maximum number of combat units that can be present in each hex at any time is 2, one per side.

Units that remain engaged after the Melee can move during their Movement phase only one hex, moving towards their own lines (Carossio for the Savoini and Genova for the Genoese), passing a Morale Test. If the test is failed, the unit suffers 1 Stress and remains engaged.

7. SPECIAL AND OPTIONAL RULES

7.1. Double units

The Guasco, De Savines, Cheynev and Guardie units have their reduced value on the reverse.

If they are eliminated as a result of a melee, they are not removed from the game, but are turned onto their back and retreated two hexes (if already reduced, they are eliminated).

If they are routed they do not turn around, but take a R(out) marker.



7.2. Lercaro and Adorno Companies

These two elite companies, commanded by Lercaro and Adorno, two Genoese noblemen, can have a different Morale value. The two Leaders, shortly before the battle, sent to defend the fortifications near Carossio, had a fight to decide who should keep command of the position. In the following duel Lercaro was hit by a harquebus shoot and died within a few hours. During the initial placement, the Genoese player rolls a

die for each of the two units; the one with the lower result has lost its Leader during the duel and receives 2 Stress.



7.3. Terzo Guasco

This Genoese unit, formed by Spanish soldiers (from Parma and Modena) sent as reinforcements by the Governor of Milan, can be deployed with two units (Guasco P) instead of as a single one; in this case the two units (not routed or eliminated) must always be adjacent at the end of the Genoese Combat Phase, otherwise both units suffer a Stress Marker 1.



7.4. Guardie Regiment

This Savoy unit can be deployed with two units (P Guards) instead of a single one; in this case the two units (not routed or eliminated) must always be adjacent at the end of the Savoy Combat Phase, otherwise both units suffer a Stress Marker 1.



7.5. Cavalry

A Genoese or Savoy cavalry unit may refuse to be engaged in Melee; it may move 2 hexes when an infantry unit enters its hex, but must pass a Morale Test: if it fails, the cavalry unit receives 1 Stress. If successful, the attacking unit stops in the hex vacated by the cavalry.



7.6. Saint Renan Regiment

This Savoy regiment is trained to march quickly. For this reason it has a Movement Capacity of 3 MP, very useful for crossing the hilly terrain of the area.



7.7. Terzo Cattaneo (optional rule)

This Genoese unit, sent as reinforcements from Genoa via the Bocchetta Pass, arrives on the battlefield tired and hungry. It begins the battle with a Stress Marker of 2.



8. VICTORY CONDITIONS

The **Savoy player** wins if in phase E of his turn he has at least 4 Units in the village of Ottaggio or has eliminated at least seven Genoese Units (Genoese units in rout in the last turn count as eliminated).

The **Genoese player** wins if Savoy has failed to achieve his victory conditions at the end of the game.

9. CREDITS

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