

RENAISSANCE AND REFORMATION III

**A megagame of the dynastic and religious conflicts
of the early sixteenth century.**

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GAME HANDBOOK

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*Megagame
Makers*

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RENAISSANCE AND REFORMATION

Historically, the game deals with the period when the reformation has just started; its future is in the hands of the players. The religious struggle will be fought out against a background of dynastic rivalry, primarily between the Habsburgs (who rule the Holy Roman Empire and Spain) and France. Not that the other powers are mere onlookers; they hold the important balance of power between the two as well as being concerned with their own objectives. The third major force at work is the renewed onslaught from the east by the Turks.

In the game the players take the part of the main political and military figures of the time. Each turn represents four years and thus the time span of the game will be twenty-four years. During this period it is possible that some players will die of old age. Having an heir is thus of great importance and marriage and children will form an important aspect of the dynastic game for all.

In many megagames players usually fit conveniently into a team structure. This is not the case in this game and many players will be in looser groupings. For instance, all the Electors of the Empire have a personal stake in the game, which may take precedence over their common interests with their fellow electors, but they still have their own interests in common.

It is also possible to effectively belong to several groupings, an example being a bishop or cardinal in a team would also have obvious links with the Papal team. A German prince will also be aligned with Catholicism or Lutheranism and might be an elector.

Players are assigned objectives in their briefing and can judge their success or otherwise by how far they manage to achieve those objectives. Please read your briefing and work towards your objectives; they set the tone of the game and make it more than a version of *Diplomacy* or *Risk* in a sixteenth century setting.

*NOTE: Because the brief covers personal as well as team matters it is confidential to **you** and should not be shown to any other player.* Players are free to set their own priorities.

This game handbook describes the player teams and the game systems. The Gazetteer is a source of information about the various states represented in the game and some of their recent history and relationships.

A few minor changes have been made to events, their timing and I have simplified a few relationships to fit them conveniently into the turn and game structure but I have tried to do this as little as possible.

Brian Cameron

THE PLAYER TEAMS

The player teams/groups are:

- England
- France
- The Habsburgs
- The Electors of the Empire
- German princes
- The Papacy
- The Lutherans
- Venice
- Florence
- Milan
- Denmark

All the teams/groups are structured slightly differently to reflect the differences in their historical counter-parts:

ENGLAND

Henry VIII
Cardinal Wolsey
Charles Brandon, Duke of Suffolk

FRANCE

His Most Christian Majesty Francis I
Jean du Bellay, Bishop of Bayonne
Guillaume de Bonnivet, Admiral of France
Odet de Foix, Vicomte de Lautrec

THE HABSBURGS

Charles V, Holy Roman Emperor, King of the Romans, Most Christian King of Spain, Duke of Burgundy, Lord of the Netherlands.
Mercurino Gattinara, Imperial Chancellor
Ferdinand of Habsburg, Archduke of Austria
Charles de Lannoy, Viceroy of Spain and Naples
Margaret of Austria, Viceroy of the Netherlands
Eleanor, Archduchess of Austria

ELECTORS OF THE EMPIRE

Frederick III of Saxony
Joachim I, Margrave of Brandenburg
Louis V, Count Palatine of the Rhine
Louis, King of Bohemia and Hungary
Albert, Prince Bishop of Mainz and Chancellor of the Empire

LUTHERANS

George, Margrave of Brandenburg-Ansbach
Philip I, Margrave of Hesse
Wolfgang, Prince of Anhalt.

OTHER GERMAN PRINCES

William IV, Duke of Bavaria
Christophe I, Margrave of Baden

George, Duke of Saxony

DENMARK

Frederick I, King of Denmark

THE PAPACY

His Holiness Clement VII

Cardinal Cajetan

Cardinal Gian-Francesco Capo

Cardinal Campeggio

ITALY

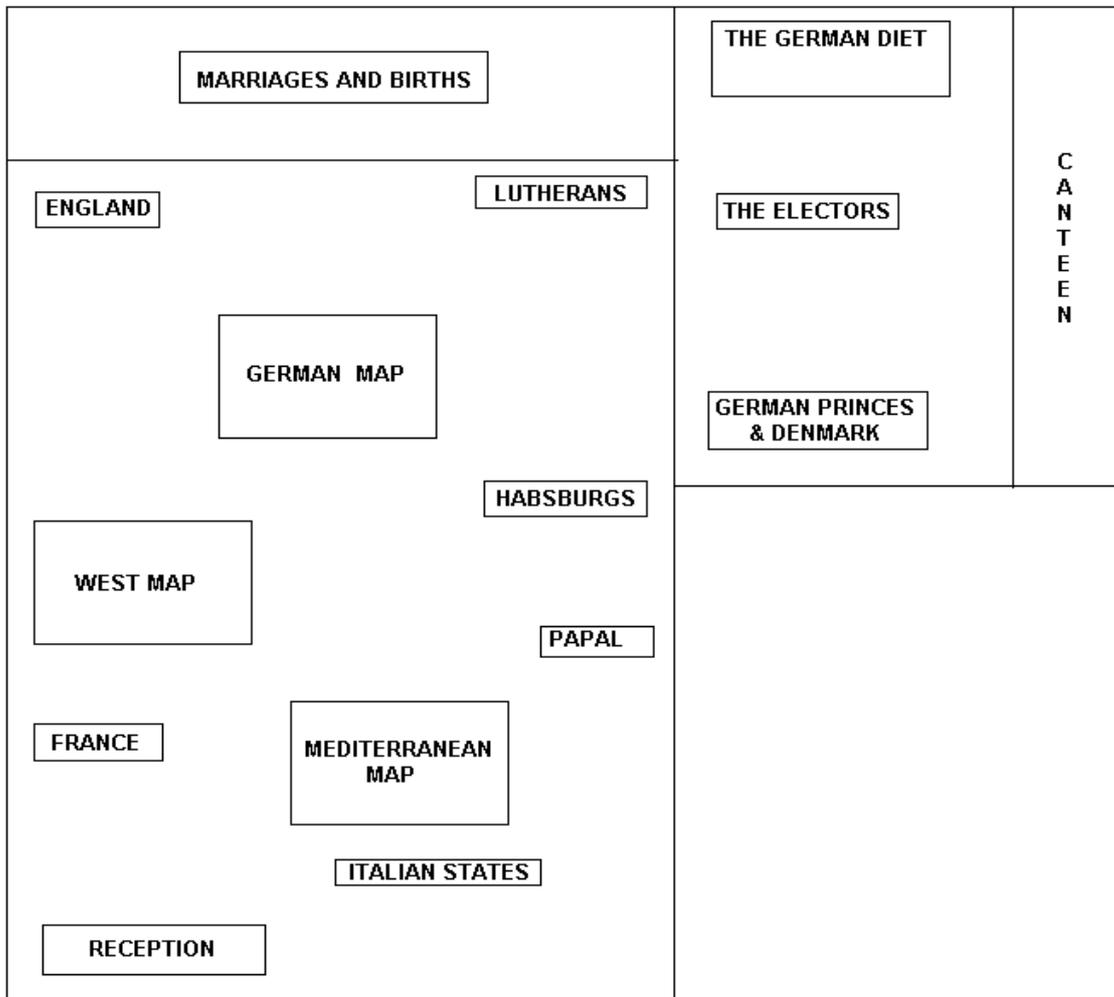
Alessandro de Medici, ruler of Florence

Francesco Sforza, Duke of Milan

Andrea Gritti, Doge of Venice

Information on the historical background and the situation at the start of the game can be found in the Gazetteer.

GAME LAYOUT



 GAME TIMETABLE

0930 – 1000	Players arrive and register	
1000 – 1015	Plenary briefing	
1015 – 1130	Turn 1	1524 - 1528
1130 – 1230	Turn 2	1529 - 1532
1230 – 1330	Turn 3	1533 - 1536
1330 – 1430	Turn 4	1537 - 1540
1430 – 1530	Turn 5	1541 - 1544
1530 – 1630	Turn 6	1545 - 1548
1630 – 1700	Game debrief	

 THE CONTROL TEAM

Map Control

Responsible for resolving all the actions and campaigning on the main maps.

Political Control

Resolve all off-map actions, co-ordinating with the map umpires as required. Monitors prestige.

Religious Control

Monitor the religious side of the game.

Character Control

Responsible for tracking the births, deaths and marriages.

Non-played States

Deals with all actions affecting the non-played states and characters with the exception of marriages.

Game Control

These keep the game moving on, police the game and generally deal with any problems, which arise. Will announce major events.

All the available umpires will help to calculate and distribute incomes, etc. during the Phase 1 of the turn to try and prevent delays. Obviously it will help to do some of the adjustments during the winter phase.

THE TURN SEQUENCE

The Turn

Each hour-long turn represents four years. On the basis that military campaigns generally occurred only once every three or four years, there is a military campaign sequence to represent this and the turn is structured in six phases:

Phase	Military Events	Religious & Political Events
1. Finishes at 40 minutes past the hour	Play revenue cards. Raise armies Repair fleets Remove 'Looted' and 'Extorted' markers.	Make death rolls. Reduce unrest value by 1 Negotiation and diplomacy
2. Finishes at 50 minutes past the hour	Military phase - Pay and move armies/navies. Armies may be raised but may not move this phase.	Religious debate phase. Negotiation and diplomacy
3. Finishes on the hour	Military phase - Pay and move armies/navies. Armies may be raised but may not move this phase	Religious conversion Negotiation and diplomacy
4. Finishes at 10 minutes past the hour	In effect a time-out to permit consultation between the military and political players. Loan cards may be played.	Announcement of marriages and births. Negotiation and diplomacy
5. Finishes at 20 minutes past the hour	Military phase - Pay and move armies/navies. Armies may be raised but may not move this phase.	Negotiation and diplomacy Check for revolts by religious minorities
6. Finishes at 30 minutes past the hour	Winter. All armies disband.	Announcements – summary of important events that turn. Negotiation and diplomacy

THE FIRST TURN will be 75 minutes long to give a little more time for players to become familiar with the game system:

Phase 1 ends 10:25	Phase 4 ends 11:05
Phase 2 ends 10:40	Phase 5 ends 11:20
Phase 3 ends 10:55	Phase 6 ends 11.30

THE MAP

The map is structured as a number of roughly equal areas. It is divided up and spread over three tables for ease of umpiring.

There is a place allocated at each map for those commanding armies. Any other players may approach the table to observe but must not interfere in the resolution of the campaigning.

Each area is marked with the following information:

- Cities in the area, including their fortification value in parenthesis.
(Some cities are designated as 'Imperial Free Cities' and are effectively a separate area)
- Rivers in blue. Those with a dark blue colouring are borders between areas; those, which are light blue, are decorative only.
- Mountains and the passes through them (see Movement section below)

COUNTERS

The ARMY counters are of the following design:

COUNTRY:				
20	30	40	50	60
6	7	8	9	10
1	2	3	4	5
A	A	A	A	A
F	F	F	F	F

The army strength is marked by sticking map pins into the appropriate box(es).

The A boxes indicate Arrears of Pay

The F boxes indicate Fatigue.

The FLEET counters are double sided; one side indicates full strength, the other that the fleet has suffered damage.

POLITICS, DIPLOMACY AND DOMESTIC SUPPORT

Communication

To represent the difficulties of governments in directing military campaigns, no communication is permitted with players who are commanding armies at the map table except by passing written notes.

Apart from this, the only restriction on communication is that of time. Players may communicate freely between themselves. However, if you go to a team/player and they are busy you should withdraw.

Treaties

Players may make such treaties between themselves as they desire, imposing a time limit if they wish. Political Control **must** be made aware of any treaty or it will not be regarded as valid within the game.

Domestic support

Although the concept of a *casus belli* wasn't formalised at this time, it was important to have a 'grievance' as a justification for a war. In the game, players going to war without some reasonably convincing grievance are likely to find themselves lacking support within their country. This may have little significance unless subsidies are called for or there are other reasons for discontent. If subsidies are demanded there is a greater chance of revolt (see Finance section below). Political Control will rule on the validity of grievances.

Revolts

Revolts can arise from several causes:

- As the result of extra taxation.
- A religious minority revolts as a result of oppression.
- A religious minority revolts as a result of a religious revolt in an adjacent area.
- Internal unrest

In the case of a religious revolt, players may support the revolt by providing funds to the rebels. This should be actioned via Religious Control. Alternatively, players may offer military support to rebels but one should be aware of the bad example set to potential rebels at home.

Revolts are usually suppressed by sending an army to the area (see the section on campaigning below for details).

The Diet of the Holy Roman Empire

The Diet is the institution which is supposed to control the affairs of the empire. For the purposes of the game there is only one chamber, that of the electors (in reality there was another for the nobles and a third for the imperial cities). Procedure in the diet is vague. The right of the majority to control by their decision the minority and absentees is generally admitted but sometimes challenged. It is unclear if all have to be summoned to a diet or whether the diet could meet without Imperial summons. The Prince Bishop of Mainz acts as chancellor of the empire and is the intermediary between the diet and emperor if necessary.

For the purposes of the game the Diet is formed from the played German rulers (or their representative), chaired by the Emperor. The Diet can only be summoned by the Emperor and must be held in an Imperial Free City. All who attend do so under a safe conduct.

If the Emperor is at war he can request the Diet to vote him a special tax known as the "Imperial Penny". This has to be agreed by a majority of those present. If granted the tax will produce $d6 + 6$ florins and is collected with the other revenues in Phase 1 of the following turn.

Election of an emperor and the King of the Romans.

On the death of an emperor, it will be necessary to elect another.

The diet will convene under the chairmanship of the Chancellor of the Empire (the Prince Bishop of Mainz). Each elector has one vote. The votes of the two non-played prince bishops (of Cologne and Trier) may be obtained by suitable financial bribery via the Political Control. Candidates would normally be nominated rather than offer themselves for election. Any male may stand for election. As each turn represents four years and it will be necessary to elect a new emperor during the course of the turn, Political Control is free to move the discussions on as necessary.

Effectively the election of someone as the King of the Romans indicated that they would be the next emperor. The same procedure is followed as for election of an emperor.

The Imperial Ban

The Imperial ban can be imposed by the Emperor, usually in agreement with a diet and makes anyone under the ban disposed and an outlaw. Currently Martin Luther and Duke Ulrich of Wurttemberg are under the ban.

RELIGION

Many of the objectives set by the personal briefs are framed in terms of religion. To give religion its due importance in the game your God has been made very real in the form of the Religious Control Team. They will be monitoring godly and un-godly behaviour and actions and assessing the rewards for those with spiritual merit. Regrettably, your god is also a wrathful god who will make known his unhappiness.

For the purposes of the game there are three religions, Catholicism, Lutheranism (the term 'protestant' has not yet been coined) and Islam but the latter only applies to the (non-played) Turks and North Africa and for the rules we will only consider the first two.

The basics of the religious factions are as follows:

Catholics

Once the universal church, widespread corruption (such as the selling of indulgences) and the poor quality of many clerics caused the church to lose influence and it has found it difficult to actively oppose the rise of tide of criticism and the fragmentation of the church which has occurred since the controversy started by Martin Luther and others (usually referred to as the Reformation).

Lutherans

Martin Luther based his doctrine (which goes back to that of St Augustine and St Paul) on the concept that salvation comes through Christ's works and not through the good works performed by the sinner or the clergy on his behalf, and that his faith comes solely from the grace which an all-powerful God confers on the sinner he has chosen to save. One of the greatest theological differences with the Catholic Church was that by this doctrine of justification by faith alone, there was no need for the mediation of priests, since salvation was a matter between God and the individual. The priest's main job was thus to preach the Word; all the ceremonial of the church was irrelevant.

In addition to the above divisions there are also many other sects, such as the Anabaptists but none are widely recognised as other than troublemakers.

Clearly it is possible to change religion; this occurs by a variety of processes:

Player choice

Most players are not free to change their religion; only those whose personal brief permits it may do so (if no such reference is made, you may not do so). This is to reflect deep-seated personal beliefs. Note, however, that an heir may have a different religion to their parents.

A state's religion

Is usually determined by that of its ruler. Lutherans, however, are actively working to convert rulers and areas. Conversely, a number of catholic rulers and the Church are actively supressing religious minorities.

Religious debate

This will be resolved during the Second phase. This can be initiated by either a Lutheran or Papal player. Two players take part, one from each side.

There are four main issues to be debated:

- Redemption by faith alone
- Transubstantiation
- Communion in both kinds
- Supremacy of the pope

For each of these issues the players will have a selection of 'debating point' cards, which vary in value. These will be issued in the briefing pack and are for the entire game though it is possible to obtain more should a team be highest ranked on the heavenly status chart (see below). The player who plays the highest value card will win the issue. In the event of a draw, further rounds will take place until there is a winner.

Three issues will be argued at each debate. Choice of the first issue to be debated goes to the player who plays the highest value 'debating point' card (which may be for any issue, the issue isn't relevant). The issue is then resolved by the play of debate cards as above.

For the second issue the other player picks the issue and for the third issue the choice returns to the first player. Players reveal their debating point cards simultaneously for each issue. The outcome of the debate is as follows:

Winner	Consequence	Winner	Consequence
Catholic victory (win on two issues)	Lutherans lose 2 conversion counters that turn	Lutheran victory (win on two issues)	Lutherans gain 2 conversion counters that turn
Convincing Catholic victory (win on all three issues)	Lutherans lose 3 conversion counters that turn	Convincing Lutheran victory (win on all three issues)	Lutherans gain 3 conversion counters that turn

Lutheran conversion

The Lutherans have a certain number of conversion counters for use each turn, which must be played that turn or lost. The number of counters may be changed by religious debate (see above). The use of these counters can result in the establishment of the new religion in that area. Conversions are resolved during the Third phase of the turn

The chances of conversion are as follows:

Number of counters played in the same place	Score on a d6 for successful conversion:- Germany, Hungary, the Netherlands	Score on a d6 for successful conversion:- France, England	Score on a d6 for successful conversion:- Spain, Italy
1	5 or 6	6	-
2	4, 5 or 6	5 or 6	-
3 (max)	Automatic	4,5 or 6	6

The result of a successful conversion

If a state, which consists of only one area, is converted then the state religion and that of the ruler has changed to Lutheranism. Note that players may NOT attempt to convert a one area state which is player controlled.

If the state consists of more than one area, then Lutheranism has been established in that area but the state religion is unchanged. Players may attempt to convert areas of a multi-area state controlled by a player.

Religious Control Team

Your God is very real. He expects certain things from you and will provide comfort and support if you do them. He is, however, a vengeful and wrathful God to those fail to act in accordance with his wishes. The control team will be monitoring activity and rewarding appropriate behaviour. Conversely, bad things happen to bad people.

The Heavenly Status Chart

This display will be updated each turn to indicate the righteousness of each team/group. A team's position on the chart will be of great importance to its fortunes.

Possible revolt by a religious minority

It is possible for a revolt to occur in an area due to unrest among a religious minority. This is most likely to occur if:

- there is an adjacent area of the same religion in revolt

•there is an attempt to suppress that religion in the area.

Roll 1d6:

+1 each adjacent area in revolt.

+1 each attempt which has been made to purge the religious minority.

Score is 5 or more = revolt

Each area in revolt costs the owning player 2 florins per turn.

Example: The Archduke Ferdinand chooses to expel Lutherans in Upper Austria despite a revolt in Bohemia. Map Control rolls for possible revolt, adding 1 for the revolt in an adjacent area and another 1 for the previous attempt. The roll is 3, modified by the +2 to 5 so the area goes into revolt.

Purging Religious dissidents

It is possible to purge an area of its religious minority, by expelling its members or forcing them to adhere to the dominant religion. The chance of success will be enhanced if money and/or force are used to aid the action. A ruler may only attempt to purge one area per military phase.

Roll 1d6:

+1 if at least 5,000 troops present.

+1 per 1 florin spent.

+1 each previous attempt

5 or more = success and the area is no longer considered to have a religious minority.

4 or less = unsuccessful.

Example: The Archduke Ferdinand attempts to purge Upper Austria of its Lutherans. His army is occupied with the revolt in Bohemia so he spends money, 3 florins. He consults Map Control. The die roll is 1, +3 for the money spent makes it only a total of 4 and the attempt is unsuccessful. He will, however, have a +1 modifier if he makes another attempt next military phase. Had it been successful Map Control would have updated the map accordingly.

Death, Marriage, Birth and Family

Death

Players vary greatly in age at the start of the game and some may well die of old age during the course of the game given that it covers a period of twenty-four years. Some may also die in battle.

Character Control has a list of characters and the death roll for each turn. Certain players will need to dice during the First phase of a turn to see if their character survives. The Control team will also dice for various non-played characters. A player who dies will become their heir if one is available or effectively the regent if the heir is under sixteen. If there is no heir they will be given another character.

Marriage

A number of players start the game as single or widowed. They may well have unmarried children. A number of non-played characters may be similarly situated. Players are free to negotiate marriages between themselves. There are charts to record family trees there is a Character Card for each marriageable character in the game (bishops, etc. do not have such cards). The card for a married female family member is held by the family into which she is married. All must be registered with Character Control to be valid.

Marriages may also be arranged with non-played characters. This will involve liaison with Character Control. There will be a display of the non-played characters and the character card for their 'suitor' should be placed alongside the intended match. During phase 4, the matches will be resolved. Where there is more than one 'suitor', there will be a die roll to decide the winner, with a bonus for characters with a high prestige. Note that the Non-played States Control may be involved to prevent unrealistic matches or indeed to arrange matches between non-played characters.

Births

Newly married couples will dice in that turn only for possible children. The number of children is the score of a d6 minus 2. If the score is zero or negative then the marriage has been barren or all the children died very young. Players will be given a card for each new child. The order drawn will indicate age order. The card will determine the child's name and sex. This will be recorded on the 'family tree'. At the age of sixteen these children become eligible to be married but may be 'betrothed' from any age. (This does not normally apply to the children of non-played characters).

Family

Obviously marriage will give rise a connection with other families. Family connections should always be considered in dealings with others; one could bring

shame on one's family by treating family members badly without due cause.

Claims

Family connections may give rise to claims when someone dies. To simplify a very complicated matter, any family connection will give rise to a claim (historically Salic law applied in many places, preventing a woman from inheriting). The strength of that claim will be down to how well the case is argued by the players.

PRESTIGE

Status was obviously of great importance in this period as in any other. A chart showing the relative prestige of each team/group will be updated each turn.

Status will increase /decrease based on:

- Diplomatic Success
- Military victory
- Good marriages
- Religious acts
- Great displays of wealth (this is the renaissance)
- Dealings with family members
- Anything else which the Control team think appropriate.

The rewards of high prestige can include increased chances of raising revenue, less chance of revolt, a greater chance of concluding negotiations with non-played powers, etc.

THE NON-PLAYED STATES

Most of the non-played states are assumed to remain neutral.

It is possible to influence the actions of a number of the larger non-played states by the use of money or prestige; the Non-played States Control will adjudicate. In general, they will go to war if their territory is attacked.

A full listing of all the non-played states can be found in the Gazetteer.

Movement through non-played states

Free passage is assumed provided the army does not extort or loot the area (see the Campaign System below). If any of these conditions are violated the ruler of the area will raise an army and oppose the passage (roll 1d6+2, this is the number of troops raised immediately; the battle is fought under the normal rules). Movement is ended for the phase.

THE FINANCIAL SYSTEM

The monetary unit of the game is the Florin.

Historically, the normal revenues of a country were usually only sufficient to support the ruler and his household, local government and a small number of troops and this is reflected in the game system.

A ruler may thus need to resort to extra taxation and/or loans to finance a war or other expenditure such as a new palace. The revenue raised by such measures was usually variable and unpredictable.

Each player/player team will be given a certain number of revenue cards in their briefing. This is their total for **the game** and no more will be issued during the course of the game. There are three types of revenue card:

Type	Description	Revenue Gained	Notes
Subsidies	Voted by assembles who are usually reluctantly, given that effectively these amount to new taxes.	d6+4 florins	Increases the Unrest Index by 2 unless a Persuasion card has been played (see below) or the tax is to raise an army.
Exactions	Basically twisting the arms of nobles, towns, the church for 'contributions'	D6 florins	May only be used to raise an army; normal practice in some countries, everybody is used to it.
Loans	From international bankers	D6 + 6 florins	Loans are never repaid, merely added to the 'national debt'.

Revenue cards are labelled by player and can only be played by the owning player. **A maximum of one card of each type can be played per turn.** If a loan is available from an Italian bank (see below) it may be played in addition to the player loan. Players are encouraged to add some character to the play of revenue cards.

During **Phase 1** cards can be played and dice rolled to produce revenue at the map table at which the player is based for this phase:

Table	Players based at this table
The East	Habsburgs (Germany), German states, Electors, Lutherans, Denmark
The West	Habsburgs (Netherlands), France, England
The Mediterranean	Habsburgs (Spain), Florence, Milan, Venice, Papacy

Revolt

When playing a **Subsidy** card, add 2 to the Unrest Index (represented by black counters in the home area) and roll a d6. If the score is **less** than the index, a revolt occurs and the value of the subsidy is halved (round down). If a revolt occurs, the Unrest Index is reduced to zero.

Persuasion cards

Players may start with Persuasion cards in their briefing or they may be gained during the course of play via the players Prestige or Heavenly status rating. Playing a Persuasion card negates the increase in the Unrest index, which would normally accompany the play of a Subsidy card.

Italian banks

The Italian states players (Florence, Milan, Venice and Rome) can all grant access to the bank within their state. This permits ONE other player/player team (**non-Italian**) per **Turn** to play an Italian Loan card, in addition to any played by the Italian state. This is in addition to any player-owned card played that turn.

Loan cards

Loans cards but not Subsidy or Exaction cards may be played during the **Fourth phase** as well as in the **First phase**. If played at during the Fourth phase their value is halved.

Transfer of money

The monies to pay troops, recruit, etc. can be transferred freely around the maps.

THE CAMPAIGN SYSTEM

The sequence for each Military Phase is as follows:

- 1) Pay troops – Roll for Mutiny if applicable
- 2) First movement step
- 3) Second movement step
- 4) Desertion of troops due to Arrears of pay or Fatigue.

Armies

Most states can only field one army at a time. The team briefing provides details for each state. If an army is destroyed, a new army may be created in any home area or area in which you have permission to raise one. It is also possible to effectively 'empty' an army by transferring its troops into garrisons in areas through which it passes or disbanding them. The army counter is then removed from the map.

Garrisons

Any city or fortress has a garrison. The owning player automatically replaces this if it has been lost in a siege, etc. It does not require paying. For the purposes of resolving sieges it has a strength of 1,000 per defence value. More troops may be allocated to garrisons but these will require paying. All cities and fortresses start the game at full strength (i.e. 1,000 per defence value).

Raising an army

This is usually carried out in Phase 1 but an army can be raised during any Military phase but no movement is possible in that phase.

Each 5,000 men raised costs 1 florin.

No troops may be recruited in the home areas of other played countries without their permission.

Pay

1. Each Military phase troops must be paid on the basis of 1 per 5,000 men or part of.

Example: Monluc's French army in Italy consists of 18,000 men. Its pay will be 4.

2. Failure to pay troops in full will mean that they can move and fight, but one ARREARS box will be marked on the army counter

Example: Monluc's French army in Italy consists of 18,000 men. Its pay will be 4. Monluc has only 3. He pays this to Map Control and marks one of the Arrears

boxes.

Mutiny

If there are any arrears boxes marked on an army counter after paying troops, roll 1d6. If the score is less than the total markers, the army mutinies. It will go to the nearest undefended city and occupy it or besiege a city if there are no undefended cities within one area. It will accept no further orders until it has been paid its arrears. For ease, it is assumed that each Arrears box to be cleared costs the full pay for the army. All Arrears markers are then removed and it will accept orders again.

Example: Monluc's army has 3 Arrears boxes marked. The die roll needs to be more than 3 to avoid a mutiny.

Movement.

Those players who command armies will be issued with Intention Cards. These must be marked with the orders for each step, including area(s) to be moved through. If players are not ready with their intentions when the umpires call for the start of a step they will miss that step (though troops will still have to be paid and fed).

In a step, an army may use one of the following options:

- Move 1 area
- Move 2 areas but gain 1 Fatigue marker
- Move 2 areas in the direction of the river and not take a Fatigue marker.
- Move across a mountain range and gain 1 Fatigue marker
- Remain stationary and remove 1 Fatigue marker

Intentions will be written at the start of each movement step. An option is to mark the "Intention to engage" box which means that an army will attempt to engage an army moving past it, thus avoiding the problem of two armies missing each other as they each move past each other as one moves from area A to area B and the other from area B to area A.

If contacted by an enemy army it does not wish to fight, an army may retreat from combat if it has moved one area or less up to that point. If moving a second area to avoid combat it must take a Fatigue marker.

Armies may not move through an area which contains an enemy fortress or city.

Movement through non-played states

Free passage is assumed provided the army does not extort or loot the area. If these conditions are violated the ruler of the area will raise an army and oppose the passage (roll 1d6+2, this is the number of troops raise immediately; the battle is fought under the normal rules). Movement is ended for the step.

Desertion

At the end of a military phase an army will lose 1,000 men for each ARREARS or FATIGUE box marked.

Disbanding armies

Provided troops are paid to date they may be disbanded at any time. All armies will be disbanded in the Sixth phase.

Extortion

An army may extort money (1 florin) from an area (nice town you've got here, it would be a shame to see it stormed and put to the sack, but for a small consideration....) as it passes through, provided it is only moving ONE area that phase. Place an EXTORTION marker. Areas containing an EXTORTION marker may not be extorted again.

Loot

An army remain stationary and take one complete military phase to loot an area. This annuls one ARREARS marker or gains d6 florins if there are no arrears markers. Place a LOOTED marker in the area. Areas with a LOOTED marker may not be looted again.

BATTLES

Roll 1d6 per 5,000 men (if less than 5,000 -1 per thousand less than 5)

Add 1 per die if Spanish or Swiss (assume one third of a French army is Swiss, rounded down to the nearest 5,000)
--

Add 1 per die if defending a river boundary
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Subtract 1 per die per Fatigued marker

Subtract 2 per die if Looting

NOTE: THE MINIMUM SCORE ON A DIE IS ZERO.

Total score on each side: Higher score wins.

Winner	Inflicts HALF of their score on loser (rounding down any fractions).
Loser	Inflicts QUARTER of their total score on winner (rounding down any fractions).

Example: The Bosrovian army (23,000) clashes with the Ruritannian army (17,000) at Oldberg. The die rolls will be:

Bosrovia: 4d6 plus a d6 -2 (the remainder is 3,000, 2,000 short of the five required for a full die roll).

The Bosrovian die rolls are: 3,5,2,6 and 3 (from which 2 is subtracted for a score of 1), a total of 17.

Ruritannia: 3d6 plus d6-3 (the remainder is 2,000, 3,000 short of the five required for a full die roll).

The Ruritannian die rolls are: 1, 4, 3 and 5 (from which 3 is subtracted for a score of 2), a total of 10.

The Bosrovian total is higher so they win.

As the winner, the Bosrovians halve their score of 17 to inflict 8,000 (always round down) losses on the Ruritannians, reducing their army to 9,000.

As the loser the Ruritannians divide their score by 4 and inflict 2,000 (always round down) losses on the Bosrovians, reducing their army to 21,000.

After combat

The losing army must retreat to an adjacent area, preferably on the line on which it advanced or to a friendly area.

Death of leaders

Roll 2d6 for any player with an army:

Won the battle - dead on a die roll of 2
Lost the battle - dead on a die roll of 2 or 3

Map and Political Control will resolve the problems which arise from the death of a player.

Suppressing Revolts

An army may be sent to an area to suppress a revolt.

Roll d6, add the Unrest index and score less than the number of troops in the army (in thousands) to successfully suppress it.

SIEGES

Cities have a fortification value (marked beside it on the map) on a scale of 1 to 6 (6 being the highest). The maximum capacity of a town to hold troops is its fortification value x 2,000. Fortresses are treated in all respects as a CITY. A city may be blockaded to starve it into submission, bombarded or assaulted.

Blockade

To blockade a city the besiegers must have 5,000 men per defence value of the city.
At the end of 3 movement steps (place markers to record) the city will surrender.

Bombardment

Each step the besiegers may bombard a city to make a breach. For each 20,000 troops present roll 1d6, a roll of 5 or 6 indicates a breach has been made. This reduces the fortification value of the city by one. Once the fortification value is reduced to zero the city will surrender.

Assaults

To determine success in an assault roll 1d6 for each side and add/subtract the following:

Besiegers		Garrison
Outnumber the garrison 2:1	+1	Add Fortification value
Outnumber the garrison 3:1	+2	
Outnumber the garrison 4:1	+3	

Results:

Difference in scores: besiegers - defenders	Besiegers	Garrison
+3 or more	Successful, town taken	Surrenders
+1/+2	Assault almost successful, lose 20% of troops committed to the assault	Assault beaten off with loss; lose 10% of strength of assaulting troops.
Evens or less	Assault is bloodily repulsed, lose 30% of troops committed to the assault	Assault beaten off, no loss

In all cases where losses are required, the minimum incurred is 1,000. If the loss is greater than the strength of the garrison present, the town is taken.

NAVIES

Those states that have a fleet are:

Spain, England, Venice, Genoa, Turkey, North Africa (the Danish navy is assumed to be occupied in the Baltic).

No more fleets may be created during the course of the game. There is no maintenance cost for a navy (though it does cost to repair damage (see below)).

The seas are divided into areas. A fleet must have a home or friendly port, in an area to operate there or move through it; it must otherwise withdraw.

Fleets may move to any other sea area or coast during a step but movement should be written down as for armies.

Ports are marked on the map. Fleets in port are safe and may not be attacked. Fleets may only enter ports with the permission of the owning player. A fleet in a port may sail out to intercept a fleet moving through that sea area.

Naval battles

Roll 1d6 per fleet and modify for quality:

Turkish	+1
Venetian	+1
Genoan	+1
North African	+1
Spanish	0
English	0
Damaged	-2

The higher score wins. The losing fleet is *Damaged* and returns to the nearest friendly port. The winner may stay in position or return to port. An already damaged fleet is sunk.

Damaged Fleets

A damaged fleet may sail as normal but fights at reduced strength.

To repair a damaged fleet it must be in a friendly port; roll 1d6 and score 4+. One attempt may be made per military phase, at a cost of 2 florins.

Transport

A fleet may transport a maximum of 40,000 men. If a fleet which is transporting an army is defeated in battle then all troops being carried are lost. A landing may be made on any coast.

Piracy

Turkish and North African pirates frequently raided coast, sometimes even enslaving whole villages.

To represent this, a successful raid (maximum of one per turn) costs the owning player 2 florins.

BIBLIOGRAPHY

If you want to read something on the period I would suggest any of the following:

The Art of War in the Sixteenth Century – Charles Oman

The Renaissance: A Very Short Introduction – Jerry Brotton

The European Dynastic States 1494-1660 (Short Oxford History of the Modern World) – Richard Bonney

You'll obviously find lots of Tudor history and on the reformation but unfortunately there's not a lot beyond that which is very accessible, much of what I have is no longer in print. It's worth taking a look at the wikipedia entry:

http://en.wikipedia.org/wiki/Italian_Wars

CREDITS

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